



ASHES OF INNOCENCE

A One-Round D&D Core LIVING GREYHAWK™ Adventure

Version 1

by David Christ

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Towns near the southern border of the domain of Greyhawk City are being ravaged by fire. Rumors of people exploding into flames abound while talk of a creature of black flame becomes more common further east towards Safeton. The only link between the burnt towns so far is an old Raoan priest traveling towards the eastern horizon with a small boy. No one has caught up with them so far and even more strangely none have even dared to try to. An adventure for characters level 3-12.

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

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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. 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's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

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

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in sidebars contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are pro-

vided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.
- 4) If you are running a table of six 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as

challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is 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.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Domain of Greyhawk. All characters pay two Time Units to participate in the adventure. Adventure's Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

ADVENTURE SUMMARY AND BACKGROUND

This scenario is the first part of a multi-part series. Some information has been left out on purpose so to not spoil future events for Dungeon Masters and players alike. Please take this into account while running the event, and limit adlibbing, as your improvising may become false information later in the series.

This series deals with the Flight of Fiends, the *Crook of Rao*, and the real happenings in the circumstances surrounding that event and that artifact. What follows is some historical information about the Flight of Fiends.

In Coldeven 586 C.Y., His Venerable Reverence, The Savior of Our Lands, Canon Hazen of Mitrik, used the *Crook of Rao* to invoke the Flight of Fiends. This ritual banished thousands of demons, devils, yugoloths, and other outsiders from all parts of the Flanaess. In one single act the entire power structure of the Flanaess was changed forever. In all of recorded history nothing has had such a widespread effect on the world since the Twin Cataclysms. All that is known to the general public about the ritual is the following:

- Canon Hazen was the focal point of the ritual.
- It involved the College of Bishops (advisors to the Canon and made up of 21 of the most powerful priests in Veluna) and almost every single priest of Rao in Mitrik (over 200 of them)
- The clerics were aided the Archmage Bigby
- Some of the participants become sick after the ritual and some resigned their posts.
- Rumors that the Canon actually disappeared during the ritual abound and his public appearances since the Flight have been few and far between.

What the players do not know (and this is only partial information) is as follows:

- The ritual was not nearly as successful as generally believed. Hundreds of devils left voluntarily and hundreds more were betrayed by their own kind.
- Three of the bishops from the College of Bishops betrayed the Canon. They feared he did not have the strength to do what he planned and so they made a deal with the devils. They each believed the greater good would be served by what they were doing, but, of course, they were wrong.
- The *Crook of Rao* was rendered nearly powerless by the ritual. Nobody in the church knows what happened exactly but the crook's power seems to have left it.

So exactly what was this betrayal? As all apocalypses this one begins with revelation. Prior to the ritual, Rao himself visited Canon Hazen in a dream, laid out his plan for the ritual. The faithful cheered the next morning when that Canon told them of his dream. The prelate went about preparing it as if Rao commanded. There were those who doubted the

validity of Hazen's revelation—three doubters, to be precise. The forces of evil seized upon this fact and started whispering dark promises into the doubters' ears. They played on the doubters' fears, and told these misguided holy men that Hazen's ritual would only be successful with their help. All these three had to do was take an item into the ritual with them. This item, a medallion, held the true names of 101 devils. Needless to say, there was more to this diabolical bargain, but further details will be revealed later in this series of adventures. It is important to note that each of the three were not aware that there were other priests who made similar bargains. Each of the three priests was unaware of the other devil-tainted conspirators as they took their own their medallions into the ritual.

Unaware of the three traitors, the Canon started to invoke the powers of the crook and the Flight of Fiends began. As the ritual progressed each of the medallions slowly dissolved into mist. The devils whose names appeared on each amulet (303 of them total) were pulled from wherever they were and banished back to their home planes. Hundreds more secretly left under their own volition, making the ritual seem much more successful than it was. The mist that once was the medallions wrapped itself around the left arm of each bishop. As they watched in horror it seeped into the skin and formed tattoos on their arms and upper chest. The tattoos were letters in infernal that continually crawled around on their skin forming the true names of the 101 devils that were bound in their particular medallion. They pulled their robes tighter around them to hide their shame and continued with the ritual until it ended.

This adventure deals with the first of those three priests. His name is Vadid and he appears as a man in his mid 50s'. He has long white hair slightly knotted (not horrible but could use a good brushing). This once proud man has been broken. Originally Bishop Vadid (pronounced Va-Deed) was a well-respected member of the College of Bishops. After the Flight he was a broken man. He retreated into solitude and resigned his position shortly afterwards. He has lived alone since then on the outskirts of Mitrik hiding his shame and hoping that one day Rao might forgive him. For seven years he has prayed to Rao nightly for forgiveness and each night his prayers go unanswered. He resigned as bishop and went into hiding, retiring a secluded part of his homeland. He has grown bitter and envious of other priests of Rao and has almost totally given up on ever rejoining them. A month before this adventure starts part of his secret was revealed. He was working in his private garden and did not notice a neighbor come up to his fence. His left arm was totally exposed, as was part of his chest. The neighbor seeing the markings was alarmed and he beseeched Vadid to report the diabolical marks to the local priest immediately. The neighbor was not aware of Vadid was once a bishop. Vadid went mad. In his madness he killed his neighbor, buried him in a shallow grave. He immediately packed his bag and fled that very hour. He has been heading east ever since. His current plan is to reach Safeton and take a boat further south and east. He has no

clue where he is going he just wants to get as far away from Veluna as possible. During the following weeks he has been having strange dreams. His misdeeds, and his remaining trying to come to terms with his deeds and his god's abandonment sparked his dreams. Once long ago Vadid had an encounter with a priest of Erythunul. That wicked man sensed Vadid's growing rage and tried to seduce him into the worship of the Lord of Slaughter. So far Vadid has resisted his urges to join him but at the end of the adventure he finally succumbs to Erythunul's teaching and turns his unleashed rage on the party.

A few days after leaving the boundaries of Veluna he awoke to find he had gained a small traveling companion: a small boy named Aaront. Aaront, who appeared to be 6 or 7 years old child, was just sitting there watching Vadid when he awoke. Vadid tried to find out where the boy's parents were or where he came from but boy only response was to shrug his shoulders to all the priest's queries. The boy had no possessions except for a small ball of twine that he kept bouncing off a tree while Vadid questioned him. The boy has followed him silently ever since. Vadid has asked the boy to stop following him many times, but Aaront's only response is to shrug his shoulders and stand there. He has tried to leave the boy at an inn once, but after the priest left town he found Aaront following him again after leaving the town behind. Looking back Vadid saw large plume of smoke coming from the town. Feeling helpless Vadid turned and started heading east once again. Each town he passes through has the same thing happen to it. He tried to keep a low profile and just replenish some supplies before moving on but by the next morning half the town is on fire and people are dying all around him. He believes it is Rao punishing him and that he deserves what is happening. So he continues to head east. He tries to warn people to stay away from him but if they do not listen he does not feel remorse. He merely shakes his head and then moves on the next day.

Aaront is the prime mover of this series. He has dirty blond hair and is very quiet. He has one of those smiles that just make you melt and has a very innocent look to him. His true nature will become more evident as the series progresses, but for right now he is a total mystery. During this adventure he will follow Vadid, no matter what happens he comes out of any catastrophe unscathed. He says very few words and when he does they have a very innocent quality to them. Aaront has some big secrets though. One is that for all intents and purposes he is indestructible. He has a SR of 40, DR 40/+5, and is immune to all five energy sources. He is immune to all scrying attempts and any detection spell fails to register that he is even there. He is also host to a creature that goes by the name of Theron. Theron is a creature called an effigy (see Appendix II). The effigy is a flaming spirit that possesses bodies and burns them up. It appears as a humanoid shape of multicolored flame. Effigies are envious undead souls that hate the living and lust after the living energy they possess. They seek to invest their spirit within their targets and take over the individual's life. However, this possession is short-lived—the raw hatred of the effigy

immolates the body that it possesses. Eventually the bodies are reduced to little more than a humanoid-shaped cloud of ash suspended in the burning hatred of the effigy. Theron's body was destroyed when the Flight of Fiends happened 7 years ago. He took refuge in the body of a newly born infant. That infant was Aaront and he seems to be immune to his powers.

Theron's name was one of those 303 names in the medallions and he wants it back. He is the one who is compelling Aaront to follow Vadid. He is not sure if his name is one of the 101 that Vadid carries with him but he does not care. He wants to kill him and release the names. Unfortunately he cannot do anything to him directly. The tattoos on Vadid's body prevent him from taking any action against the priest, so he has been trying to get local townsfolk to do the job for him. When they fail he becomes angry and destroys them and their town with fiery rage. Note that though Theron is the one causing most of the destruction the characters see they are not to fight him. He is a CR 17+ creature and the characters have no chance against him at this time.

At the beginning of the adventure Vadid is heading east, and Aaront is following him. Theron is destroying things and trying to prod the people he meets into killing Vadid.

The adventure starts with the characters heading east towards Safeton. They are either following up rumors of towns going up in flames or heading to Safeton for reasons of their own.

Encounter 1: Aftermath – The characters reach the remains of the town of Tuluth. They can question the townsfolk and gain a lot of information. They see footprints burnt into the ground heading east out of town and quickly head out trying to catch the priest and the small boy.

Encounter 2: Zulern – The characters reach the next town and remarkably it still stands. It is a town of about 1200 residents though and it will take some time to find the information they are looking for. They find out that Vadid has not entered Zulern yet. Somebody did see a man matching his description dragging a small boy into the woods north of town that morning though.

Encounter 3: Druidic Circle – Vadid hoped some druids rumored to be north of town could help him deal with his curse and could tell him something about the boy. Theron immediately possessed one of the druids and attacked the druid next to him. He then tried to convince the other druids to destroy Vadid but once again fails. The druids try to contain and destroy Theron but they failed, and once again Vadid is left standing among ashes with the boy. The characters show up and chat with the sole survivor. He fills them in with some more information and gives them some charms that may protect them later in the adventure. After a few minutes of talking with him the druids' animal companions, which were driven insane by Theron's possession of their masters, attack the characters.

Encounter 4: Back to Zulern – They characters rush back to Zulern and find out that Vadid is indeed there, residing in an inn on the east side of town. They can visit with him and talk all they want. They have no evidence against him and he has done nothing wrong so their options are limited at this point. Eventually they should regroup to rest for the night.

Encounter Five – Dreams and Devils – The Characters rest for the night and have a revealing dream. They learn part of what happened at the Flight of Fiends and gain some insight into Vadid's shame. They are attacked by devils during the dream (but the characters think it's real) and awaken when the combat is complete. They find that everything that happened in the dream happened for real as well (potions gone, damage taken, Characters dead)

Encounter 6: Confronting Vadid – The characters can confront Vadid with their newly gained knowledge and he gets angry. Theron pops up behind Vadid and starts trying to goad Vadid and the Characters to fight. If this happens skip to Encounter 8 but most likely it does not and Theron gets mad and flies out the window and starts killing townsfolk.

Encounter 7: Theron and the Boy – At this point the characters should realize that the boy and Theron are connected and that he is their only hope of containing the effigy. They must find him and convince him to stop Theron.

Encounter 8: Fire, Devils, and Betrayal – Once they convince Aaront to confine Theron, Vadid attacks them. He has gone off the deep end and thinks they are trying to take the boy from him. He has some friends with him (courtesy of Theron) and pretends to be on the characters side to start then quickly betrays them. He dies in this part and the character that dealt the killing blow is then cursed with the tattoos.

Conclusion: The Journey North – Read-aloud text concerning Crockport and second priest heading north into the lands of Iuz.

INTRODUCTION

The road east stretches out before you. The group you are traveling with met up in Narwell two days ago and you have been traveling with them since.

Have the players introduce their characters. They can do a bit of roleplaying between them on the road if they want but try to keep things moving forward.

You can drop a few rumors to players at this point if you wish. Use travelers heading the opposite direction on the road to do so. The travelers do not want to talk much and are in a big hurry to get moving. The bolded text contains important rumors that should be dropped if at all possible. Eventually get the party heading east again towards Tuluth.

Rumors:

- “They have found several small villages a bit north of the main road burnt to the ground. Small piles of ash with bits of human bone in them have been seen in several places but no survivors were found.” (True)
- “An old man claims to have seen a creature of black flame moving through the woods at night near his farm.” (False)
- “The creature seems to be following the road they are on east for some reason.” (True)
- “Yes I saw an old priest with a boy. He was a very quiet type. Was nice enough though. Gave my wagon a blessing before we continued on our way. I gave the boy a couple balls of twine to play with. Nice folk.” (True)
- “I saw a dragon! Big and red and it burnt my town to the ground.” (False)

ENCOUNTER 1: TULUTH, WHAT'S LEFT OF IT AT LEAST

As midday approaches you can see a large plume of smoke in the distance. It is in the same direction as you're traveling so you continue east. It takes almost the rest of the days travel before you can see what is creating all the smoke though. You crest one last hill and see the town of Tuluth in ruins. Parts of it are still on fire while others sections just smolder. You see a large camp of tents to the north of town. It looks as if most of the town's inhabitants are there as well. You can make out a few who are trying to keep a bucket brigade going from the local river but most have given up. From your best guess half the town's buildings lie in ruin and even those that are still standing have suffered a lot of fire damage.

Vadid and Aaront have already been here. They stopped in yesterday to restock supplies and get a good night's rest. During the night some local thieves tried to rob them. The burglars were surprised to see Aaront sitting on the floor wide-awake. One of the thieves panicked and threw a dagger at him (which of course just bounced off) and Theron popped out and burnt them all into piles of ash within a few seconds. Of course this caught the Inn on fire and Vadid and Aaront ran out into the street. Theron then possessed the town's leader and tried to get a mob going to lynch Vadid but before he could get them too riled up the body he possessed burnt into ash. The townsfolk started going nuts, which angered Theron even more and he just started burning people and buildings at will. Shouting the whole time how it was Vadid's fault and he should be ashamed of all the suffering he caused. Vadid just curled up and cried in the street while Aaront sat next to him and played. Vadid eventually gathered himself up and snuck out of town to the east trying to leave Aaront behind. About a mile out of town

though he turned and Aaront was right there following him again.

The characters can pick up a lot of information here that may come in useful latter. First they have to gain the trust of the townsfolk as right now they are pretty biased against newcomers.

As you approach town you see the people in the tent village start gathering together. Some have actual weapons while others have picked up pieces of wood or large rocks. They approach you as a group and stop about thirty feet away. "State your business in Tuluth and it better be good"

The townsfolk are currently considered unfriendly towards the characters (per DUNGEON MASTER's Guide page 149). A successful Diplomacy check (DC 15) changes them to indifferent. A more successful Diplomacy check (DC 25) changes them to friendly and finally the most successful of checks (DC 40) changes them to helpful. Remember as always you can assign a +/- 2 or even more to this check based on character actions during the discussion. Reward good roleplaying but if all they want to do is roll a dice stick to the numbers above. If a character gets under a 5 on his Diplomacy check the crowd actually turns hostile and tries to run the party out of town. Any show of strength scatters them back to their camp.

If the characters can manage to get the townsfolk to friendly or higher they are invited back to their camp and can questions survivors about what happened. If they agree to help those manning the bucket brigade they can also find information listed below. Otherwise all they can do is investigate the town itself for clues. So you can find two sections below. One for the townsfolk and one for clues in town itself. Included are some bits of box text you can use if you wish.

WHAT THE TOWNSFOLK KNOW

Tuluth was a town of 350 before the disaster struck. Now only 115 remain. Many have run off into the surrounding countryside but Theron and the fires he set killed some 200 or so of the town's residents. Needless to say the survivors are devastated. Drop the hints of children crying for their parents, men just staring at what is left of the town, and all that sort of stuff. Most of the townsfolk will not talk with the characters long before scurrying off. They drop a piece of information that might or might not be of use to the characters.

Who did this to you?

- *It was that old priest I tell you. Priest of Rao my butt. He acted all peaceful and stuff but when he came running out of the Winking Lizard saloon dragging that small boy with flames licking at his heels I knew better. I saw writing on his arm. It moved all around I tell you. Was not natural. Next thing I know old man Quimby, he is the mayor you know,*

is yelling for us to lynch him on the spot. I was all for that as like I said I knew he was evil. Then things went bad fast. That old priest looked at Quimby and he just dissolved as we watched him. Flame just burst out of him and consumed him. In a blink of an eye the three men next to him just fell into ashes on the ground. I turned and ran as fast as I could after that. Did not see what happened to the old priest or the boy.

- *Well I have heard that many are blaming that old priest that came into town but I am not so sure. I did not see it when it happened. I was asleep up the road from the Inn. When the people started screaming though I woke up and saw people just running everywhere and buildings on fire. I gathered my stuff and got out as fast as I could. As I ran down the street I saw the old priest just curled up on the ground. He had this little boy sitting next to him who seemed totally oblivious to what was going on around him. The old priest looked up at me and screamed for me to run before his shame destroyed another. I took his advice and did not look back as I ran for the river.*

Other information known

- Many sighted a creature of black flame moving through town. It would just pass right into people's bodies and they would just fall into ash. It laughed the whole time screaming that they could all blame poor Bishop Vadid for it. A Knowledge (religion) check (DC 20) lets the character know that Bishop Vadid was once a respected member of the College of Bishops in Veluna.

- *"I saw that old priest. He left right before sunrise this morning. I was hiding out by the river and kept real quiet. Do not think he saw me."*

- Many saw Vadid curled up on the ground screaming it was his entire fault over and over again.
- A few townsfolk tried to grab Aaront and leave town with him but as soon as they looked away for one second he was gone. Nobody has seen him since.
- The old priest and the boy were staying in the Winking Lizard tavern. Part of it is still standing if they want to check it out (gives directions)
- Only one survivor knows the name of the old priest and the boy. Everybody else that did is dead. A Gather Information check (DC 20) will find this information. (Vadid and Aaront)
- Two townsfolk overheard Vadid screaming out a name while he was curled up on the street. A Gather Information check (DC 17) reveals this information (Theron). Though neither of the men knows what it means.

CLUES FOUND IN TULUTH

Note the clue for the Winking Lizard tavern is not found unless the characters found out that it is where Vadid and the boy were staying.

- The characters find a few dozen oddly placed piles of ash in the streets. When they look closer at them they find bits of bone in those piles and an occasional skulls. These are the townsfolk that were turned to ash in the streets.
- A Wilderness Lore or Search check (DC 16) finds a set of footprints burned into the ground leading out the east side of town. If followed they eventually fade away and are replaced by a set of tracks of two travelers. One normal and one small set (Vadid and Aaront)
- If they know where to look for the Winking Lizard they find that a 1/3 of it still stands. Vadid's room is mostly intact though severely burnt. They find a 3-foot circle of the floor is totally untouched by fire or anything else. Inside the circle sits a ball of twine untouched by the flames as well. Just outside that circle sits a dagger that when touched turns to dust (dagger thrown at Aaront by rogues). With a successful Search check (DC 18) characters find three piles of human shaped dust near the door.

After the characters have gathered what information they can they can move on to Encounter 2: Zulern. If the characters are that stumped have the innkeeper show up while they are poking around in the ruins of the inn. He is gruff and not very clean but he can drop a hint or two if needed to get things back on track.

ENCOUNTER 2: ZULERN

It is approximately 30 miles from Tuluth to Zulern. On foot it takes two days of travel while only one day passes if everybody is mounted. If walking they arrive mid-afternoon on the second day. They arrive just before dusk on the first day if they ride.

The journey east to Zulern passes uneventful. Those you passed on the road going the other way had heard rumors of a large fire in Tuluth but none had any information of use. You have been traveling through a small wooded area for the past hour and when you emerge you see Zulern ahead. From this distance you are guessing the town contains a thousand or so inhabitants and has three major roads converge on it. A large stone wall surrounds the city and you can see several marks on it that suggests its strength has been tested in the past.

At this point Vadid and Aaront have not entered Zulern yet but the characters do not know this. The guards upon entering question them. The guards appear very nervous and ask a lot of questions about where the characters have been and what their business is in Zulern. As long as they have a rea-

son that is reasonable they are allowed entry. Adjust what they see based on their arrival time. Note that Zulern is a large enough town that they are not going to let large animals in. Dogs and horses and such are fine but no bears, lions, or other exotic animals. This also goes if the players return with the bear from Encounter 3.

Many of the townsfolk have heard rumors of other communities being burnt up and some folk have spoken to people fleeing from these catastrophes. Feel free to drop any of the rumors from the previous encounter that the characters might have missed if they spend the time to talk to people.

It takes four hours of work to search the various inns and taverns in town searching for Vadid and the boy. They of course find nothing. A successful Gather Information check (DC 20) turns up some information, though. If they succeed the check they find is a local merchant who saw an old man that matches Vadid's description dragging a small boy into the woods earlier that morning. The merchant didn't pay much attention to the incident, as he had better things to do then deal with some angry man disciplining his son or servant. He is more than happy to tell the characters where he saw the old man with the child. If the characters decide to head out that night or early the next morning continue to Encounter 3.

If the characters remain in town then Vadid returns to town the day after the characters arrive in Zulern. He strolls through the main gate with Aaront at around noon and heads straight to the Blazing Hearth Inn and books a room. He retires immediately and does not leave for the remainder of the day. Aaront plays in the common room of the inn during the day but does not stray to far from Vadid. If the characters did not find the hints about Vadid traveling north of town, or if they choose to wait in town for him, skip to Encounter 4.

ENCOUNTER 3: DRUIDIC CIRCLE

Following the directions given to you by the old man, you have no trouble finding the wooded area north of town. After searching along the road for several minutes you find the tree split by lightning he told you about and the small animal trail next to it.

A Search check (DC 10) finds many animal tracks on the trail, while a succeeding Wilderness Lore check (DC 14) determines they are bear tracks and some of them are larger than normal size.

You continue down the animal trail as it winds its way back into the woods. After 15 minutes or so it comes into a clearing. In the center of the clearing is a large circle of stones. The circle is comprised of six tall thin spires of stone that look

almost like fingers sticking out of the ground. Each one is from 12-15 feet tall and comes to a tapered point.

There are several clues that can be found here but the most important one is Benot. He is the only surviving druid of the circle. Theron has turned all of his brethren to piles of ash.

As you look around the clearing you see several familiar piles of ash. You find 5 human-size piles scattered about the clearing and several large-animal-size piles as well. You also notice burn marks on the stones of the circle as well though they seem to have held up fairly well.

A Listen check (DC 14) hears a cough from a bush on the edge of the clearing. In that bush, the characters find Benot. Theron failed his possession attempt on him and instead just sucked the levels right out of him. His *talisman of the hearth* is the only thing that saved his life.

☛ **Benot:** male human Drd9 (currently has 8 negative levels).

Benot was the leader of this circle of druids and they were in the middle of their morning prayer when Vadid and Aaront arrived.

What Benot knows:

- An old priest of Rao by the name of Vadid and a small boy showed up yesterday morning.
- Vadid mentioned something about a curse he was under and needed atonement for his sins. He also kept mentioning that the boy needed divine scrutiny as well, but he was not specific as to why.
- We did some divination spells to see what we could find out. Vadid came out clean except for some writing on his arm. It detected as magic but we could not determine what school or how to remove them.
- The small boy, I believe his name was Aaront, on the other hand did not show up at all. No matter what I tried it was as if he was not really there.
- Vadid mentioned leaving the boy with us as he was not his guardian and feared for the boy's safety. He hoped we could find a good home for him. We of course were glad to help, but when we did, that is when things went bad. A creature seemed to spring from the boy. It was six feet tall and made of reddish-black flames. It howled like Iuz himself and said he would not be separated from his name again. The creature then dived right into the chest of Brother Samis. Brother Samis convulsed for a second then got this evil look on his face and turned and smacked Brother Filden with his staff. Brother Samis continued to pummel Filden with his staff. As we watched in horror his body disintegrate as the flames burst from him. We tried to defend ourselves but the creature just jumped

from body to body. Then our animal friends showed up and they had the look of madness in them. Some listened to our cries and leapt to our aid but others fought each other and some just clawed at their faces and rolled around on the ground. It was horrible. Then the creature looked at me and I knew what the face of death looked like at last. I felt his evil touch my soul and I fought for what seemed like an eternity against it. Then the darkness was gone and I was on my back on the ground staring up at the creature. It laughed at me and disappeared. The animals continued to fight around me and I crawled into a bush and hid. The only thing that saved me I think was my talisman.

- The stones of this circle seem to radiate positive energy. I have managed to make a medallion from it to protect me from the harmful effects of its counterpart. I can provide up to three of you with a small piece of it to help you in the future. Hold it in your hand and say the name of Obad-Hai and it will protect you for a short period of time. If you return later I can make you a large Talisman like my own.
- The boy Aaront just played with a ball of yarn in the middle of the circle the whole time. He seemed totally oblivious to what was going on around him. Vadid just screamed for us to run away before his fate became ours.
- Some of the animals ran off into the woods howling. I heard them last night still howling in pain but I have not seen one since that fateful morning.
- A hour after it was all over I saw Vadid pick himself up off the ground and head out of the clearing towards Zulern. The small boy just stood up and followed behind him.

After 20-30 minutes of discussion some of the crazed animals return to the clearing. They have been driven insane by the possession of their masters by Theron. They cannot be soothed, charmed, or otherwise calmed down. They attack until killed

APL 4 (EL 6)

☛ **Bear, Brown (2):** hp 52, 50; see *Monster Manual*.

APL 6 (EL 8)

☛ **Dire Lion (3):** hp 60, 58, 56; see *Monster Manual*.

APL 8 (EL 10)

☛ **Dire Bear (3):** hp 102, 103, 101; see *Monster Manual*.

APL 10 & APL 12 (EL 12)

☛ **Dire Bear (6):** hp 102, 103, 101, 99, 105, 98; see *Monster Manual*.

After the combat is over, one more animal returns. It was originally one of Brother Filden's animal companions (brown bear) but is now just lost. It recognizes Benot and comes over and lays down at his feet. If there is a druid (or other qualifying class) in the party then they can take him as one of their animal companions. If they currently do not have room or are not high enough level to keep him then Benot will watch over him until as such a time as they return for him.

Treasure: All APLs: L: 0 gp; C: 0 gp; M: 3 charms of the hearth (Value 360 gp per character).

ENCOUNTER 4: BACK TO ZULERN

The characters head back to Zulern arrive late in the evening. They head back through the gate being asked the same questions as when they first entered. They do notice the guards seem a bit more jumpy and take a lot more notice of what the characters answers are. Once inside Zulern the characters immediately notice many more people. People from the surrounding areas are flocking to Zulern. They have heard of the mysterious creature of fire and want to be in the town for safety.

The characters have a pretty good layout of the city from their last visit but it takes a bit of searching to find Vadid. He is staying at the Blazing Hearth Inn. A Gather Information check (DC 18) finds this out. If not they can just check each inn until they find him. If the worst happens and they still cannot find him you can always do the pure blind luck method and just have them happen to stay at the same Inn as Vadid.

Entering the Inn you see a very full taproom. Everybody seems to be having a good time and it is a pretty mellow crowd. Over in the corner a group of men are laughing loudly while watching something at a table you cannot see.

If the characters head over:

Pushing your way through the crowd you eventually get to a point where you can see what is happening. To your surprise you see a small boy. Perhaps 6-7 years old. He is rolling dice. Every time he rolls them they come up snake eyes. The men at the table are just laughing and keep asking him how it does it. The small boy just shrugs and laughs and rolls them again.

The small boy is Aaront. Vadid is trying to sleep in his room upstairs but is not having much luck. The men around the table are very protective of Aaront and do not let the characters take him anywhere. They say his father is upstairs and to go and talk with him if they have a problem. If the characters attempt to cause trouble the town guard show up and

settle things down quickly. Since the characters have no evidence to support any claims they make they are told to settle down or they will spend a night in the clink. For this adventure the town guardsmen are 4th-level fighters. See the Appendix for the guards' stats.

The characters will most likely head upstairs at this point to find Vadid. He is in a room on the second floor trying to get some rest. If the characters knock on the door he tells them to go away. If they just enter the room he just looks up from where he is sitting. He has a very forlorn and helpless look upon his face. He is wearing large baggy robes that covers his arms totally so his markings are not visible.

This encounter can go several ways from here. The characters can be very aggressive in their questions to Vadid in which case he just clams up and tells them to leave while they still can. If they attack him he just curls up into a ball and yells for help. The bouncers from the tavern show up shortly along with the town guard. You can find Vadid's stats in the appendix if needed. It is important he does not die here. He has things to do yet.

If the characters are calm when they approach him he will chat for a bit before asking them to leave so he can retire for the night. During the discussion Aaront comes back upstairs and sits down next to Vadid on the floor. He pulls out a ball of wound up string and starts bouncing it off the wall. He does not speak and just smiles at any PC who stares at him for too long. Of course Vadid is only telling half-truths and lies. He wants the characters to leave him alone and go away. He fears for their safety if they remain in his room too long.

What Vadid tells the characters if asked:

- **Are you from Veluna or did you use to be a Bishop?** Yes. I was once a member of the College of Bishops in Veluna. I resigned. The Canon and myself did not see eye to eye on a few subjects. What those subjects are is between the Canon and myself.
- **Where are you traveling to and why?** I am on a pilgrimage currently. I am heading to Ahlissa to visit some family first then on to a reported site where an old temple to Rao was found.
- **Who is the boy?** Small boy downstairs? Yes he is my ward. I found him wandering near a burned village a week ago. I found nobody else around so I have been taking care of him since.
- **Did you visit the druids or know what happened to them?** Druids? Yes. I stopped there early yesterday morning. I was hoping they could help me find a home for Aaront. Sadly they could not help me so I bade them good day and journeyed on to this town.
- **Were you Tuluth a couple of days ago?** Yes I was in Tuluth before it was destroyed. I awoke and found the inn I was staying in was on fire. I ran out into the street and saw people running everywhere as some creature of fire terrorized them. I quickly gathered Aaront and my stuff and fled. The characters really get no useful information. He denies being responsible for anything, even if probed magically. If

magically probed, he tells the characters that the boy has a strange effect on divination and mind-reading magic, and that he doesn't know why—it's not entirely true, but Vadid is very good at talking himself out of strange situations. No matter the evidence piled up against him, he insists that he just happens to be in the wrong place at the wrong time. If the characters get hostile now skip to Encounter 6. They miss out on gaining a lot of information from Encounter 5 so make sure they have options and do not feel like they are being forced to fight him right there and then.

When it is time to wrap this up continue with the following.

Well it has been nice talking to you. I need to get Aaront to bed now. It is late. We can talk more in the morning if you want to but you had better make it downstairs to the tap-room early. I want to be on the road to Safeton as early as possible.

ENCOUNTER 5: DREAMS AND DEVILS

At this point the characters know something is up with Vadid and Aaront. They may not know exactly what's happening, but they know him and the boy are the keys to the puzzle. They may get a room in the tavern itself or stake out the joint from next door. Regardless of where they go this encounter happens.

Aaront carries a great power of good within him. What this power is and where it comes from is unknown to you as of right now but lets just say for all intents and purposes it can do whatever it wants to. Right now it wants to try and let the characters know what happened in the past to better understand what is currently happening. It does this through a dream sequence. The characters do not realize it is a dream though until it is over. This is very important. It happens right before dawn so all the characters have rested their eight hours of sleep and have all their spells back. If there are priests present you can have them actually wake up and pray (just dreaming they are doing it) to get their spells back before continuing.

It starts off with a pale blue glow. If the characters are staying in the Blazing Hearth then those on watch see the glow under their door. If they are staying across the street they see the glow form their window. You get the picture. Those on watch wake up their fellow players and check it out. Note that all the characters are currently asleep where they are. They just think they are awake.

Following the glow you end up at a sewer grate in the street outside the Blazing Hearth Inn. Looking in you can see a doorway leading to a staircase heading down.

Get a marching order for going down the stairs. Remember we are playing this like it is real but it is a dream. There is a

lot of read-aloud text below. You can phrase it how you want and let the characters do things while it is happening. Do not just read it from start to finish. This is not story time.

Heading down the stairs you can see about 30 feet ahead due to the blue glow that radiates from the walls. As you head down you can hear what sounds like chanting coming from ahead. Finally the staircase ends in a 10-foot wide tunnel that goes 30 feet before opening into a large room. Moving ahead you see that you are at floor level of a large domed room. In the center of the room is an old priest of Rao holding what appears to be a large shepherd's staff. Standing next to him is a middle aged robed man. In a circle around him are 21 robed individuals, each glowing a soft blue as they chant. Looking further up in the room you see that it is like an auditorium with rows of seats stretching up to the ceiling. The seats are full of priests. Each one is holding the hand of the participants to his left and right while chanting.

A Knowledge (religion) check (DC 18) has a character recognizes the old man as Canon Hazen. A Knowledge: Arcane check (DC 20) will recognize the robed individual as Bigby. A Knowledge: Religion or Knowledge (history) check (DC 18) recognizes what is happening as the Flight of Fiends ceremony. They cannot enter the room or affect what is happening right now in anyway.

As you continue to watch you hear somebody speak as if they are standing in front of you but you see nothing. The voice says, "My betrayal happens now". You see three of the priests in the circle on the floor pull out medallions from their robes. The medallions quickly dissolve into smoke and dissipate into the room. A bit of the smoke remains though and winds up each priests arm. You see runes appear on their skin for a second before they pull their robes down to cover them up. One of the priests turns to look behind him as if he heard something and you can now see his face. It looks like a younger Vadid. He turns back to the ritual just as the old priest slams his staff down into the floor. With a flash of bright light the old priest disappears and a wave of blue light bursts out in all directions from the room.

The wave of light rushes out in all directions. Give the characters a chance to do something if they wish but they are going to be caught up by the wave and taken for a ride.

The blue wave washes over you. You feel yourself being pulled along by the wave and rushed back up the stairs you just came down. You find yourself being carried over the ground away from a large city at speeds that make the landscape below a blur. You see the Velderdyva River ahead and as you are carried over it you see two men on a barge suddenly shriek and vanish in a puff of smoke. Ahead you see

the mighty city of Chendl and in a second you have passed over it. All you hear are the shrieks of hundreds of voices as you speed over the land to the north. Below you see a road of skulls and what can only be Dorakaa ahead. A large image of an old man with terrible fire in his eyes stands over the city and like waves against a break wall you crash against it and are thrown back. You feel yourself sinking for a second as if you are surrounded by water then your feet touch something solid and you are once again in the large domed room. There is light mist around you but the room appears empty. As the last of the mist fades away a voice rings out once more "I am the boy, the boy is the key, the fire of his vengeance burns, till once again it rests within me". That last words echo for a second then absolute silence settles on the room.

The characters have a few minutes to act here. They have a lot of information to digest. The center section of the room is 60 feet in diameter. The seats are set 20 feet above the floor of the room and extend back another 40 feet. Brining the room to a total diameter of 140 feet. There are several exits to the room at floor level but the characters cannot pass through them. They are in the room until the upcoming fight is complete.

Theron has realized what the power of good is trying to do. He has managed to slip a surprise of his own into the dream though. As they are talking they here a small 'chink' noise. A metal medallion rolls lazily into the room and falls over on its side with a metallic rattle. The characters have one round before the medallion explodes into devils of various shapes and sizes.

Note: None of the devils can use their summon baatezu abilities.

APL 4 (EL 6)

➤ **Osyluth, Devil:** hp 32; see *Monster Manual*.

APL 6 (EL 9)

➤ **Barbaz, Devil (2):** hp 34, 35; see *Monster Manual*.

APL 8 (EL 11)

➤ **Cornugon, Devil:** hp 82; see *Monster Manual*.

➤ **Barbaz, Devil (2):** hp 35, 33; see *Monster Manual*.

APL 10 (EL 13)

➤ **Cornugon, Devil (2):** hp 82, 85; see *Monster Manual*.

➤ **Barbaz, Devil (4):** hp 35, 33, 36, 38; see *Monster Manual*.

APL 12 (EL 15)

➤ **Gelugon, Devil:** hp 114; see *Monster Manual*.

➤ **Cornugon, Devil (2):** hp 82, 85; see *Monster Manual*.

Once the devils are reduced to zero hit points they vanish. The characters are standing alone in the domed room once

again. The room begins to fade around them and they all wake up from where they were sleeping. Morning has arrived and the sun is just rising. Everything that happened in the dream happened for real. Any items used are gone, any damage taken is still there, and anybody who died is still dead. Since it happened during the night any spells cast cannot be rememorized until 8 hours from the time used has passed.

The Characters are surely going to want to go and pay Vaddir a visit right about now.

ENCOUNTER 6: CONFRONTING VADID

The characters now know that Vaddir was part of some betrayal during the Flight of Fiends. They know he has some sort of markings on his arm as well. If for some reason the characters do not want to confront him right now then skip ahead to Encounter 7.

Vaddir is just finishing up his morning prayer when the Characters arrive. He is teetering on the edge of chaotic neutral or worse right now and in Encounter 7 finally snaps and become an evil priest of Erythunul. For now he is still chaotic good. Attacking him is not a good idea. He is still a good NPC and himself has done nothing to hurt anybody. If they insist though skip ahead to Encounter 7 and adjust accordingly.

When confronted with the knowledge that they know he was part of some betrayal or about his markings on his arm he just collapses on the floor and sobs to himself. He is a wreck but can answers some questions and is a bit more truthful this time. Vaddir needs to be played as a victim here. The characters may not see him as such but that is how he tries to come across. He just wants to find peace and no matter what he does he just brings death to those around him.

Vaddir's answers to common questions:

Who were the other two in your group (regarding the three who betrayed the Canon)? Other two? I do not know. I thought I was the only one. (True)

What was this betrayal? I did not think the Canon was strong enough to do what he said. A young man approached me about making a deal. He said he would give me the true names of 101 devils in return for me taking his medallion to the ritual with me. The medallion did not detect as magic or evil so I figured it would not hurt anything and the world would be rid of even more evil. I should have known though. I just wanted to help.

What (or who) is the boy? I do not know. He showed up three weeks ago or so. He has a dark secret...dark. <pauses for a second>. Do not hurt the boy though. He is a good child. He just carries darkness within. I tried leaving him behind a few times and the next morning when I awoke he would be standing there again. He is my penance—a burden for my betrayal.

Where are you going? Nowhere really. I am heading east—as far away from Veluna and my shame as I can get.

What is this creature of fire? It is Aaront's friend. It lives within him or he summons it or something. I don't know for sure. All I know is it wants me dead but cannot touch me so it tries to get others to do it for him. If you see it run it is death itself taken form.

What are those markings on your arm? I am not sure but I believe they are names. <shows the characters his arm> The writing is in Infernal and moves all the time. It spells out words now and then but that is all I know.

What really happened at the druids' grove? I took the boy there. I was hoping they could find him a good home and perhaps deal with his 'friend'. Next thing I know one of the druids just turns and starts beating his brother with his staff. Flames starting coming out of his body and I knew what was happening. I yelled for everybody to run and hid in the bushes.

Vadid starts with the attitude that he is the victim here but gets more and more irritable as the discussion goes on. As he gets more irritable Theron appears behind him sort of misty like. He starts telling the characters that Vadid is lying, and that they should kill him. Vadid cannot hear nor see Theron. He does his best to convince the characters to kill Vadid. When that fails he gets very upset and starts forming in the room. Vadid scurries away and tries to hide behind the characters. Theron then speaks:

I shall destroy this town person by person until you do as I ask. The old priest must die or all in this town shall go before him.

Theron then burns straight down through the floor and starts draining the life out of the tavern patrons. Vadid screams that the boy is the only one who can make Theron go away and that he is in the stable playing.

As you rush down the stairs into the taproom you see total chaos. The room is on fire and a half-dozen or so piles of ash are scattered about the room. You hear screaming from the street <continue after they run outside>. You rush outside with Vadid right behind you. You see people running everywhere but no sign of the creature of flame. An old woman runs up to Vadid and stands right in front of him. "You did this to me Vadid. Your shame is mine." As the woman says this flame erupts from her body as she crumbles into ash leaving only the form of Theron.

Vadid screams "No!" loudly and crumples into a ball on the ground. The characters can try and physically stop Theron but that is just not possible. Remember Theron is powerful

enough to wipe out even an APL 12 party without batting an eye. He touches a few of them destroying their Charms of Obad-Hai and then goes back to killing bar patrons. If they cause him too much trouble he just zaps himself across the street and starts doing the same thing at another tavern. Their only hope is to find Aaront in the stables and convince him to stop Theron.

ENCOUNTER 7: THERON AND THE BOY

There are two ways to get to this encounter. The first is if the characters just outright attack Vadid at the start of Encounter 6. If they do this Theron shows up as in the previous encounter and starts cheering the characters on. This should cause the characters to stop and reevaluate what they are doing. Theron becomes angry when they will not finish him off and starts killing townsfolk. The second way is they refuse to kill Vadid in the previous encounter and he starts killing townsfolk.

Regardless of how they got to this point, they now have a rampaging effigy killing townsfolk at random. They must find Aaront and convince him to make Theron stop.

Aaront is in the stable sitting near the back wall in a stall. He is bouncing his ball of string off the back wall. He can force Theron back inside himself but the Characters have to convince him he can do it. This requires a Diplomacy check (DC equals 14 plus the APL played at). As always you can assign a bonus or penalty due to good role-playing. The characters can keep trying until they convince him but for each failed attempt Theron kills 1d4+2 townsfolk. The characters can hear his laughter from the street as they speak with Aaront.

When playing Aaront for this part, play him as very innocent and scared. He does not want Theron to come back and wants the bad man to go away forever. It should be gut wrenching for the characters to ask this small child to bear such a heavy burden but it is the only way to stop him.

If they succeed continue with the following:

Aaront stands up and closes his eyes. You see the muscles in his neck strain for a moment then relax. He opens his eyes and for a second you can see fire flicker across them then they return to normal. The street outside is now quiet. He sits back down and starts bouncing his ball off the wall once again.

If they fail then Theron runs rampart for a while then grows bored and returns to Aaront. Continue on to Encounter 8.

ENCOUNTER 8: FIRE, DEVILS, AND BETRAYAL

Vadid has slipped over the edge. He now believes that he is the one who should punish everybody with fiery death. To add to his delusion Theron summons some devils to work with Vadid. Vadid's delusional state has him seeing them as his angels of vengeance come to serve justice with him. He is beyond the point of reasoning. The toils of the last seven years were just too much for him and he is gone way around the bend.

Now Theron is very upset the Characters forced him back inside the boy. He sees this situation as an opportunity to kill two birds with one stone. When he senses Vadid going 'bad' he summons a couple of devils to help Vadid destroy the characters. He hopes the characters kill Vadid then in turn are destroyed themselves by his devils. Vadid runs into the stable area with the demons chasing him screaming for the Characters help. Once they turn to fight the demons he strikes channeling an inflict into the nearest characters. Any Characters keeping an eye on him can make a Sense Motive check (DC 16) to notice something odd with him.

You barely have time to catch your breath when Vadid runs into the stable area. Chasing him is <insert demons description here>. He screams for your help as he runs past you.

The devils attack immediately and as mentioned above Vadid takes the first opportunity to channel an inflict wounds spell into somebody. As long as they did not watch Vadid non-stop he has had plenty of time to precast spells on himself and the devils so take advantage of that. After he turns, Vadid can also channel any spell into an inflict spell. Remember Aaront is in the area as well. He cannot be harmed by anything going on but the characters do not know this yet. So catch him with an area of affect spell or two just to get the characters worried for a bit. They shortly realize he cannot be harmed.

Vadid dies when he hits 0 hit points. It is due to the runes marking his arm and he is *supposed* to die. When the killing blow is struck he says "thank you" before collapsing to the ground. Then the runes on his arm become smoke and go after the nearest character (most likely the one who killed him). That character must make a Will save DC 22 to resist. If he makes the save the smoke move to the next closest and so on until one of the Characters fail the save. The mist has a movement of 80 feet and makes an attempt on one character per round as a standard action. When a character finally fails the mist wraps around their arm and the runes reform on that character. That character receives the special Adventure Certificate with the curse marked on it while the others receive the normal Adventure Certificate.

Once Vadid and the devils are destroyed continue.

APL 4 (EL 7)

➤ **Vadid**; Male Human Clr7; see Appendix I.

Note: The Two demons at this APL are images. They disappear as soon as Vadid attacks.

APL 6 (EL 9)

➤ **Vadid**, Male Human Clr7; see Appendix I.

➤ **Barbaz**; hp 35; see *Monster Manual*.

Possessions: +1 glaive (+1 to hit/damage)

APL 8 (EL 11)

➤ **Vadid**, Male Human Clr9; see Appendix I.

➤ **Barbaz** (2); hp 34, 33; see *Monster Manual*.

Possessions: +1 glaive (+1 to hit/damage)

APL 10 (EL 13)

➤ **Vadid**, Male Human Clr10; see Appendix I.

➤ **Cornugon** (2); hp 85, 82; see *Monster Manual*.

APL 12 (EL 15)

➤ **Vadid**, Male Human Clr13; see Appendix

➤ **Cornugon** (3); hp 82, 85, 84; see *Monster Manual*

Treasure:

APL 4: L: 48 gp; C: 32 gp; M: 3 *potions of cure light wounds* (Value 20 gp per character); +1 *full plate* (Value: 395 gp per character); *divine scroll of searing light* (Value: 55 gp per character); *divine scroll of hold person* (Value: 24 gp per character).

APL 6: L: 48 gp; C: 32 gp; M: 3 *potions of cure light wounds* (Value 20 gp per character); +1 *full plate* (Value: 395 gp per character); *divine scroll of searing light* (Value: 55 gp per character); *divine scroll of hold person* (Value: 24 gp per character); +1 *glaive* (Value: 345 gp per character).

APL 8: L: 0 gp; C: 32 gp; M: 3 *potions of cure light wounds* (Value 20 gp per character); +1 *full plate* (Value: 395 gp per character); +1 *light mace* (Value: 345 gp per character); +1 *large steel shield* (Value: 175 gp per character); *divine scroll of searing light* (Value: 55 gp per character); *divine scroll of hold person* (Value: 24 gp per character); 2 +1 *glaives* (Value: 690 gp per character); *scroll of slay living* (Value: 168 gp per character).

APL 10: L: 0 gp; C: 32 gp; M: 3 *potions of cure light wounds* (Value 20 gp per character); +1 *full plate* (Value: 395 gp per character); +1 *light mace* (Value: 345 gp per character); +1 *large steel shield* (Value: 175 gp per character); +1 *ring of protection* (Value: 300 gp per character); *amulet of natural armor* +1 (300 gp per character); *boots of speed* (Value: 1,350 gp per character); *divine scroll of searing light* (Value: 55 gp per character); *divine scroll of hold person* (Value: 24 gp per character); *divine scroll of slay living* (Value: 168 gp per character).

APL 12: L: 0 gp; C: 32 gp; M: 3 *potions of cure light wounds* (Value 20 gp per character); +2 *full plate* (Value: 845 gp per

character); +1 flaming light mace (Value: 1,245 gp per character); +2 large steel shield (Value: 603 gp per character); +1 ring of protection (Value: 300 gp per character); amulet of natural armor +1 (300 gp per character); boots of speed (Value: 1,350 gp per character); amulet of health +2 (Value: 600 gp per character); periapt of wisdom (Value: 600 gp per character); divine scroll of searing light (Value: 55 gp per character); divine scroll of hold person (Value: 24 gp per character); divine scroll of slay living (Value: 168 gp per character).

CONCLUSION

Aaront walks out into the center of the now quiet stable. He looks at Vadid for a second then up at <insert character with runes on his arms name here>. You hear a howl of frustration echo throughout the stable area as fire flickers over Aaront's eyes for a second. He then smiles up at you and shrugs his shoulders. "I have to go now. My friend says thank you." Aaront then slowly fades away. Seconds later Vadid and the bodies of the abominations crumble into dust and start blowing away in the breeze.

The town is saved and though there is no solid evidence of what caused the fires and the deaths, the characters have saved the town from the fate shared by those farther to the west. Once the characters have wrapped up anything they want to do in the stable continue to the epilogue.

EPILOGUE

Brother Zelt stood with Crockport now a mere speck on the horizon behind him staring at the road heading north. The skies were black and it would surely start raining soon. With a soft sigh he puts up his hood and pulls his sleeves down to cover his rune etched forearm. After 10 minutes the rain starts falling and it chills him to the bone. Ahead a patrol approaches on horseback. He checks to make sure his arm is still covered as they approach.

"Well met my friend", the captain says as he looks down at the medallion hanging from around Brother Zelts neck. "A Knight of Veluna. An honor, sir. What brings you out this far with a small child on such a horrid day?"

"Child?" Brother Zelt glances behind himself a bit and looks very surprised to see a small boy sitting on the road behind him playing with a ball of twine. "I have no clue who that boy is"

"Well let's get him out of the mud at least". The captain and his men dismount and approach the boy and Brother Zelt.

The lightning rolls across the sky as screams echo from the surrounding hills. Then all is silent again—silent except for the softly falling rain and the sound of a man crying.

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: Druidic Circle

Defeat Animals

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	360 XP

Encounter Five: Dreams and Devils

Defeat Devils

APL4	180 xp
APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	450 xp

Story Award: Theron and the Boy

Objective(s) met: Convince Aaront to stop Theron

APL4	60 xp
APL6	90 xp
APL8	120 xp
APL10	150 xp
APL12	180 xp

Encounter Eight: Fire, Devils, and Betrayal

Defeat Devils & Vadid

APL4	180 xp
APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	450 xp

Discretionary roleplaying award

APL4	60 xp
APL6	90 xp
APL8	120 xp
APL10	150 xp
APL12	180 xp

Total possible experience:

APL4	660 xp
APL6	960 xp
APL8	1200 xp
APL10	1440 xp
APL12	1620 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 (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed 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.

Encounter Three: Druidic Circle

Speak with Benot and get charms

All APL's: L: 0 gp; C: 0 gp; M: 3 *Charms of the Hearth* (Value 360 gp per character).

Encounter Eight: Fire, Devils, and Betrayal

Defeat Vadid and devils

APL 4: L: 48 gp; C: 32 gp; M: 3 *Potions of Cure Light Wounds* (Value 20 gp per character); +1 Full Plate (Value: 395 gp per character); Scroll of Searing Light (Value: 55 gp per character); Scroll of Hold Person (Value: 24 gp per character).

APL 6: L: 48 gp; C: 32 gp; M: 3 *potions of cure light wounds* (Value 20 gp per character); +1 *full plate* (Value: 395 gp per

character); divine scroll of *searing light* (Value: 55 gp per character); divine scroll of *hold person* (Value: 24 gp per character); +1 *glaive* (Value: 345 gp per character).

APL 8: L: 0 gp; C: 32 gp; M: 3 *potions of cure light wounds* (Value 20 gp per character); +1 *full plate* (Value: 395 gp per character); +1 *light mace* (Value: 345 gp per character), +1 *large steel shield* (Value: 175 gp per character); divine scroll of *searing light* (Value: 55 gp per character); divine scroll of *hold person* (Value: 24 gp per character). 2 +1 *glaives* (Value: 690 gp per character); divine scroll of *slay living* (Value: 168 gp per character).

APL 10: L: 0 gp; C: 32 gp; M: 3 *potions of cure light wounds* (Value 20 gp per character); +1 *full plate* (Value: 395 gp per character); +1 *light mace* (Value: 345 gp per character), +1 *large steel shield* (Value: 175 gp per character); *ring of protection* +1 (Value: 300 gp per character); *amulet of natural armor* +1 (300 gp per character); *boots of speed* (Value: 1,350 gp per character); divine scroll of *searing light* (Value: 55 gp per character); divine scroll of *hold person* (Value: 24 gp per character); scroll of *slay living* (Value: 168 gp per character).

APL 12: L: 0 gp; C: 32 gp; M: 3 *potions of cure light wounds* (Value 20 gp per character); +2 *full plate* (Value: 845 gp per character); +1 *flaming light mace* (Value: 1,245 gp per character), +2 *large steel shield* (Value: 603 gp per character); +1 *ring of protection* (Value: 300 gp per character); *amulet of natural armor* +1 (300 gp per character); *boots of speed* (Value: 1,350 gp per character); *amulet of health* +2 (Value: 600 gp per character); *periapt of wisdom* (Value: 600 gp per character); divine scroll of *searing light* (Value: 55 gp per character); divine scroll of *hold person* (Value: 24 gp per character); divine scroll of *slay living* (Value: 168 gp per character).

Adventure Maximums

APL 4:	934 gp
APL 6:	1279 gp
APL 8:	2264 gp
APL 10:	3164 gp
APL 12:	6142 gp

New Magic Items

Charm of the Hearth: This charm consists of a small sliver of stone hung on a leather strap. To activate you must grasp the stone and say “Obad-Hai”. The stone then crumbles to dust and you are affected as if a 5th-level cleric had cast *negative energy protection* on you. This is a standard action that does not provoke an attack of opportunity.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Items, *negative energy protection*; **Market Price:** 750 gp. (Frequency: Adventure)

Talisman of the Hearth: This item consists of a medallion bearing the image of a large bear. It is hung on a chain of silver leaves and takes up the necklace slot for the wearing of items. Once per day when the command word is spoken

(“Obad-Hai”), you are affected with a negative energy protection as if cast by a 5th-level cleric. This is a standard action that does not provoke an attack of opportunity.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *negative energy protection*; **Market Price:** 5,400 gp. (Frequency: Adventure).

Druidic Companion: Gurrurr was once an animal companion of Brother Filden. A character who can cast *animal friendship* may take Gurrurr as an animal companion.

➤ **Gurrurr:** Brown Bear, advanced 8 HD; Large animal; HD 8d8+32; HD 8d8+32; hp 69; Init +1; Spd 40 ft.; AC 15 (touch 10, flatfooted 14); Atk +13 melee (1d8+8, 2 claws), +8 melee (2d8+4, bite); SA Improved Grab; SQ Scent; AL N; SV Fort +10, Ref +7, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills and Feats: Listen +4, Spot +7, Swim +14

Curse: Mark of Avernus: These runes appear as tattoos on the left arm and chest of the person cursed with them. The runes are in infernal and spell out the true names of 101 devils. The runes crawl over the afflicted person's skin forming new names constantly. The curse provides several benefits as well as drawbacks. The bearer of the curse is granted a DR of 5/+1 and fire resistance 5. Any wounds suffered by the person inflicted with this curse cannot be healed by non-magical means and if the character ever dropped to 0 hit points or less he dies. The runes cannot be removed by any known means. At the end of each adventure have the DM mark you ending hit points in the Play Notes section on your Adventure Certificate. This is your starting hit points for your next adventure.

APPENDIX I: NPCS

☛ **Town Guardsmen:** **Mix** male and female human Ftr4; CR 4; Medium-size Humanoid (human); HD 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +9 melee (1d10+5, master work bastard sword), +6 ranged (1d8+3, master work mighty composite longbow +3); AL NG; SV Fort +6, Ref +2, Will +4, Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Jump +3, Ride +9; Cleave, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot.

Possessions: Masterwork bastard sword, full plate, large steel shield, masterwork mighty composite longbow (+3), *potion of cure moderate wounds*

☛ **Aaront;** Male human Com1; CR 1; Medium-size humanoid (human); HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 30 (touch 20, flat-footed 30); Atk +1 melee (1d6+1, staff); SQ SR 40, DR 40/+5, Immune to fire, cold, lightning, acid, and sonic, Immune to all detection spells and scrying, Regenerate 10; AL N; SV Fort +20, Ref +20, Will +20; Str 12, Dex 11, Con 10, Int 13, Wis 14, Cha 16.

Skills and Feats: Spot +30, Listen +30, Sense Motive +15; Dodge, Mobility.

Possessions: Walking stick and a few balls of string.

Child of Fate (Ex): This designation gives many of the powers listed above. The Child may teleport instantly with no chance of error to anyone bearing any of the Marks (currently following Vadid who has the Mark of Avernus).

☛ **Theron;** effigy; CR 17; Medium-size undead (fire); HD 27d12; hp 175; Init +6; Spd 60 ft.; AC 17 (touch 12, flat-footed 15); Atk +16 touch (1d6 + 2d6 fire + energy drain); SA Energy Drain, Heat, Infuse; SQ Undead, Fire Subtype, SR 28, Darkvision 60', Poison Immunity, Acid Resist 20, Cold Resist 20, Fire Resist 20, Electricity Resist 20; AL CE; SV Fort +11, Ref +13, Will +20; Str 14, Dex 14, Con -, Int 18, Wis 16, Cha 16

Skills and Feats: Escape Artist +17, Hide +17, Listen +20, Search +23, Spot +25, Tumble +17; Alertness, Blind-Fight, Expertise, Great Fortitude, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Run, Weapon Focus (touch).

A more detailed Stat block on Theron will appear in later installments of this series. See the Effigy entry in Appendix II for more information about this type of creature.

APL 4 & 6:

☛ **Vadid Lallathin;** Male human Clr7; CR 7; Medium-size humanoid (human); HD 7d8+14; hp 52; Init +1; Spd 20; AC 22 (touch 11, flat-footed 21); Atk +9 melee (1d6+2, masterwork light mace); SQ Spells; DR 5/+1, Fire Resist 5; AL CN (at the end - CG to start); SV Fort +7, Ref +5, Will +7; Str 14, Dex 12, Con 14, Int 12, Wis 15, Cha 10

Skills and Feats: Concentration +12, Diplomacy +6, Heal

+10, Knowledge (arcana) +5, Knowledge (history) +3, Knowledge (local—Veluna) +3, Knowledge (religion) +9, Spellcraft +3; Combat Casting, Lightning Reflexes, Weapon Focus (light mace), Skill Focus (Knowledge [religion])

Spells Prepared (6/5+1/4+1/3+1/1+1; Base DC 12 + spell level): 0—create water, detect magic (2), detect poison, light, read magic; 1st—bane, cause fear, protection from good, sanctuary, summon monster I, protection from law*; 2nd—bull's strength (2), hold person, shield other, invisibility*; 3rd—dispel magic, prayer, searing light, magic circle against law*; 4th—divine power, chaos hammer*

*Domain Spell; Deity: Erythunul; Domains: Chaos (Cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills.)

Possessions: +1 full plate, masterwork large steel shield, masterwork light mace, 3 *potions of cure light wounds*, divine scroll of searing light, divine scroll of hold person, 32 gp

Curse: Mark of Avernus: These runes appear as tattoos on the left arm and chest of the person cursed with them. The runes are in infernal and spell out the true names of 101 devils. The runes crawl over the afflicted persons skin forming new names constantly. The curse provides several benefits as well as drawbacks. The bearer of the curse is granted a DR of 5/+1 and fire resistance 5. Any wounds suffered by the person inflicted with this curse cannot be healed by non-magical means and if the character ever dropped to 0 hit points or less he dies. The runes cannot be removed by any known means.

APL 8

☛ **Vadid Lallathin;** Male human Clr9; CR 9; Medium-size humanoid (human); HD 9d8+18; hp 66; Init +5; Spd 20; AC 24 (touch 11, flat-footed 23); Atk +10/+5 melee (1d6+3, +1 light mace); SQ Spellcasting; DR 5/+1, fire resistance 5; AL CN (at the end - CG to start); SV Fort +8, Ref +6, Will +9; Str 14, Dex 12, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +14, Diplomacy +6, Heal +13, Knowledge (arcana) +6, Knowledge (history) +3, Knowledge (local—Veluna) +3, Knowledge (religion) +11, Spellcraft +4; Combat Casting, Improved Initiative, Lightning Reflexes, Weapon Focus (light mace), Skill Focus (Knowledge [religion]).

Spells Prepared (6/5+1/4+1/4+1/2+1/1+1; Base DC 13 + spell level): 0—create water, detect magic (2), detect poison, light, read magic; 1st—bane, cause fear, protection from good, protection from law*, sanctuary, summon monster I; 2nd—bull's strength (2), hold person (2), invisibility*, shield other, invisibility; 3rd—deeper darkness, dispel magic, magic circle against law*, prayer, searing light; 4th—chaos hammer* divine power, summon monster IV; 5th—dispel law*, flame strike.

*Domain Spell; Deity: Erythunul; Domains: Chaos (Cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills.)

Possessions: +1 full plate, +1 large steel shield, +1 light mace, ring of protection +1, 3 *potions of cure light wounds*, divine scroll of searing light, divine scroll of hold person, divine scroll of slay living, 32 gp

Curse: Mark of Avernus: These runes appear as tattoos on the left arm and chest of the person cursed with them. The runes are in infernal and spell out the true names of 101 devils. The runes crawl over the afflicted persons skin forming new names constantly. The curse provides several benefits as well as drawbacks. The bearer of the curse is granted a DR of 5/+1 and fire resistance 5. Any wounds suffered by the person inflicted with this curse cannot be healed by non-magical means and if the character ever dropped to 0 hit points or less he dies. The runes cannot be removed by any known means.

APL 10:

♣ **Vadid Lallathin;** Male human Clr10; CR 10; Medium-size humanoid (human); HD 10d8+20; hp 73; Init +5; Spd 20 ft.; AC 25 (touch 11, flat-footed 24); Atk +11/+6 melee (1d6+3, +1 light mace); SQ Spellcasting; DR 5/+1, Fire Resist 5; AL CN (at the end - CG to start); SV Fort +9, Ref +6, Will +10; Str 14, Dex 12, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +15, Diplomacy +6, Heal +13, Knowledge (arcana) +6, Knowledge (history) +3, Knowledge (local—Veluna) +3, Knowledge (religion) +11, Spellcraft +8; Combat Casting, Improved Initiative, Lightning Reflexes, Weapon Focus (light mace), Skill Focus (Knowledge [religion])

Spells Prepared (6/5+1/4+1/4+1/3+1/2+1; Base DC 13 + spell level): 0—create water, detect magic (2), detect poison, light, read magic; 1st—bane, cause fear, protection from good, protection from law*, sanctuary, summon monster I; 2nd—bull's strength (2), hold person (2), invisibility*, shield other; 3rd—deeper darkness, dispel magic, magic circle against law*, prayer, searing light; 4th—chaos hammer*, divine power, spell immunity, summon monster IV; 5th—dispel law*, flame strike, righteous might.

*Domain Spell; Deity: Erythunul; Domains: Chaos (Cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills.)

Possessions: +1 full plate, +1 large steel shield, +1 light mace, ring of protection +1, amulet of natural armor +1, boots of speed, 3 potions of cure light wounds, divine scroll of searing light, divine scroll of hold person, divine scroll of slay living, 32 gp

Curse: Mark of Avernus: These runes appear as tattoos on the left arm and chest of the person cursed with them. The runes are in infernal and spell out the true names of 101 devils. The runes crawl over the afflicted persons skin forming new names constantly. The curse provides several benefits as well as drawbacks. The bearer of the curse is granted a DR of 5/+1 and fire resistance 5. Any wounds suffered by the person inflicted with this curse cannot be healed by non-magical means and if the character ever dropped to 0 hit points or less he dies. The runes cannot be removed by any known means.

APL 12:

♣ **Vadid Lallathin;** Male human Clr13; CR 13; Medium-size humanoid (human); HD 13d8+39; hp 107; Init +5; Spd 20 ft.; AC 27 (touch 11, flat-footed 24); Atk +13/+8 melee (1d6+3

+1d6, +1 flaming light mace); SQ Spellcasting; DR 5/+1, Fire Resist 5; AL CN (at the end - CG to start); SV Fort +11, Ref +7, Will +15; Str 14, Dex 12, Con 16, Int 12, Wis 19, Cha 10.

Skills and Feats: Concentration +19, Diplomacy +9, Heal +15, Knowledge (arcana) +9, Knowledge (history) +3, Knowledge (local—Veluna) +3, Knowledge (religion) +15, Spellcraft +8; Combat Casting, Iron Will, Improved Initiative, Lightning Reflexes, Weapon Focus (light mace), Skill Focus (Knowledge [religion]).

Spells Prepared (6/6+1/6+1/5+1/5+1/3+1/2+1/1+1; Base DC 14 + spell level): 0—create water, detect magic (2), detect poison, light, read magic; 1st—bane, cause fear (2), protection from good, protection from law*, sanctuary, summon monster I; 2nd—bull's strength (3), hold person (2), invisibility, shield other; 3rd—deeper darkness, dispel magic, prayer, searing light, magic circle against law*, magical vestment; 4th—chaos hammer*; divine power, spell immunity (2), summon monster IV (2); 5th—flame strike (2), righteous might, dispel law*; 6th—blade barrier, harm, mislead*; 7th—blasphemy, word of chaos*.

*Domain Spell; Deity: Erythunul; Domains: Chaos (Cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills.)

Possessions: +2 full plate, +2 large steel shield, +1 flaming light mace, ring of protection +1, amulet of natural armor +1, boots of speed, 3 potions of cure light wounds, divine scroll of searing light, divine scroll of hold person, divine scroll of slay living, periapt of wisdom +2, amulet of health +2, 32 gp

Curse: Mark of Avernus: These runes appear as tattoos on the left arm and chest of the person cursed with them. The runes are in infernal and spell out the true names of 101 devils. The runes crawl over the afflicted persons skin forming new names constantly. The curse provides several benefits as well as drawbacks. The bearer of the curse is granted a DR of 5/+1 and fire resistance 5. Any wounds suffered by the person inflicted with this curse cannot be healed by non-magical means and if the character ever dropped to 0 hit points or less he dies. The runes cannot be removed by any known means.

APPENDIX II: NEW RULES

EFFIGY

Medium-Size Undead (Fire)

Hit Dice: 27d12 (175 hp)

Initiative: +6 (+2 Dex +4 Imp. Init.)

Speed: 60 ft.

AC: 17 (+5 natural armor +2 Dex), [touch 12, flat-footed 15]

Attacks: 2 touch +16

Damage: 2 touch 1d6 and 2d6 fire and energy drain

Face/Reach: 5 ft. by 5 ft./ 5 ft.

Special Attacks: Energy drain, heat, infuse

Special Qualities: Undead, Fire subtype, SR 28

Saves: Fort +11 Ref +13, Will +20

Abilities: Str 14, Dex 14, Con -, Int 16, Wis 16, Cha 16

Skills: Escape Artist +17, Hide +17, Listen +20, Search +23, Spot +25, Tumble +17

Feats: Alertness, Blind-Fight, Expertise, Great Fortitude, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Run, Weapon Focus (touch).

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or brood (2–5)

Challenge Rating: 17

Treasure: None

Alignment: Chaotic Evil

Advancement: 28–54 HD (Medium-size)

The effigy is a flaming spirit that possesses bodies and burns them up. It appears as a humanoid shape of multicolored flame.

Effigies are envious undead souls that hate the living and lust after the living energy they possess. They seek to invest their spirit within their targets and take over the individual's life. However, this possession is short-lived—the raw hatred of the effigy immolates the body that it possesses. Eventually the bodies are reduced to little more than a humanoid-shaped cloud of ash suspended in the burning hatred of the effigy.

Combat

Effigies seek to imbue their undead force within living hosts, which they proceed to burn them out from within. While it does not need a host body to attack, it tends to keep its most recent body's ashes animated within its fiery heart.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Darkvision 60 feet.

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

Heat (Ex): The effigy's attack deals additional fire damage.

Energy Drain (Su): Living creatures struck by an effigy's claws receive 2 negative levels. The Fortitude save to remove

a negative level has a DC of 26. The effigy gains 5 hit points for each negative level it inflicts, gaining any excess as temporary hit points.

Infuse (Su): The effigy can meld its spirit into the body of a humanoid or monstrous humanoid opponent of Huge size or smaller. When an effigy hits a target creature it may infuse its spirit within the body unless the figure makes a successful Will save (DC 26).

When infused, the effigy's spirit enters the target's form and mixes with it, seeking dominance of the body itself. Each round the target creature makes an opposed Wisdom check. Should the target succeed, the effigy is cast out, retreating 30 feet and may not attempt to infuse the same target again for one round for each point the target beat the effigy's check result. Should the target fail to cast out the effigy, the effigy controls the body for one round plus one round for each point the effigy exceeds the target's check result.

When in control of a infused body, the effigy uses its mental stats and the physical stats of its target. It continues to inflict fire damage with its attacks but does not drain additional levels. Physical attacks affect the target's body, mental attacks the controlling effigy (and will not usually affect it at all).

If the effigy is turned when within a host body, it abandons the body to flee, retreating 30 feet immediately.

An infused effigy inflicts burning and energy damage each round automatically, eventually burning out the body it inhabits, turning it into a flaming corpse. When the infused form reaches -10 hit points or drops below 1st level, it is nothing more than ash.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.