

HIG2-03



FIRES OF VENGEANCE

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

Version 2

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With the passing of winter and the onset of spring, the temperatures begin to rise. With them comes the chance of flames. Someone has the mind to bring those flames to you and everyone else that stands in his way. This is the sequel to the HIG1-05 *Burning Way*, and Part 2 in the *Shadow of the Dragon*. An adventure for characters level 3-8.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time 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 ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

One year ago, brave heroes from the Highfolk area managed to foil an evil plan to burn down all the halfling owned inns along the great Velverdyva River. The vile plot was carried out by a pair of arsonists under the employ of a mysterious master. Through the action of brave heroes the plot was thwarted and its next victim, the Wanderer's Way inn and temple, was saved.

The man behind the scheme is a local businessman by the name of Tellir Coldsmuth. Tellir has tried for many years to open a successful inn along the Velverdyva, but has failed on many occasions. Every time his business failed, another local halfling run inn would prosper. As time passed and more of his money vanished in failed attempts, a deep seeded hatred of halflings began to grow within Tellir until a desperate plan came to him. Rather,

another with a particular wicked bent brought the plan to him.

A year and a half ago, while tending to a failing business, Tellir was closing shop when a lone traveler visited his inn, calling himself The Servant. The Servant rented a room and ordered a drink. After more than a few mugs of ale, Tellir began to rant about his blight to the mysterious stranger. It was then that The Servant presented a wicked plot to make Tellir quite rich and punish the halflings in one fell swoop. The plan was a simple one, burn down the halfling inns under the ruse of a vengeful dragon. If they only set torch to the halfling inns, the travelers would naturally begin to avoid them, leaving Tellir without competition.

The Servant was quite a bit more than he seemed and was in fact a representative of a powerful dragon that roosts not far away. This wicked mage had been searching for a way to train his apprentices, and the opportunity to burn down inns seemed like just the way. Tellir readily agreed to the plan and not soon after a pair of apprentices set out to do their grim work.

In the end, the plan was mostly successful as many inns were burned to the ground, but a small group of heroes prevented the plan from being completed. The arsonists were defeated and the Vilverdyva became safe once again. Soon after, Tellir open another inn and for a time, he was quite successful. Unfortunately for Tellir, many of the halfling inns reopened after a time and Tellir's business began to suffer. Now he is on the verge of being broke and he has turned to his trusted friend for another solution. A plan has been set into motion to get revenge upon those that foiled the previous plan and reestablish Tellir's business at the same time. It begins with the grisly deaths of all those that survived the battle at the Wanderer's Way and continues with the destruction of the inn that has caused Tellir so much misfortune.

The heroes begin their adventure listening to the tale of a rather famous local bard. During the tale, the players see a young elven couple enter the bar. This pair, Kirth and Somyrin, are worried for their very lives. The characters learn from them that someone is hunting the survivors of the original attack. The pair fears that that a plot is brewing, and that they may be next. Although they are sure that they can take care of themselves, they worry for others that were present at the first attack a year ago.

Assuming that the characters are interested in helping, they have a number of avenues of investigation before them. They can go and visit the widow of the recently deceased Tolvern Mestoric. They can also go and visit Kimlay Greycap; unfortunately he has just been killed as well. In his small dwelling they must also fend off poor Kimlay's cruel killers. Eventually the characters may decide to head out and check on the Wanderer's Way inn and temple. On the way to the inn, the characters may run into Maaresk, a deranged ranger. He is able to give them some interesting clues as to the nature of the villain.

Upon arriving at the Wanderer's Way, the heroes have an opportunity to talk to Gileed, the inn's owner. By

this time, the heroes begin to have a good idea who might be behind all this and just need proof to solidify the theory. That evening, the mage makes his move against the inn and Gileed. There is little the heroes can do to stop the destruction of the inn this time and they have a powerful servant of the mage to deal with at the same time.

After dealing with the fiery minion of the mage – who flees the scene after destroying the inn – the characters are left with only one road to travel. Their path leads them to the inn recently built by Tellir. Once there, they can confirm their theory and find out the man behind it all. They now have the option of dealing with the vile businessman themselves or to report him to the town militia for just punishment. If they decide to deal with him themselves they must first head to his home back in Highfolk. Once inside they are confronted by the man and must deal with him accordingly, all the while being watched by The Servant who has decided to abandon the fool. Before leaving The Servant leaves behind a cryptic warning of things to come.

The adventure over, and the characters can finally relax with the knowledge that the terror is over.

INTRODUCTION

Before the event begins, make sure to ask the players if they have played the first part of this series HIG1-05 *Burning Way*. Ask those that have if they are playing the same character as in the first event. Be sure to note the characters that meet this criteria, they are referred to in other parts of the scenario as “targets”.

The event begins much as the previous event, with the players enjoying the dramatic tale of the famous bard, Dov Silverstring. They are in the quite busy tavern known as The Gilded Cow. The players do not necessarily know one another when the event begins, though they have a chance to introduce themselves once the event has begun. When the players are ready to begin, read or paraphrase the following to them.

The terrible beast had already wrought much destruction that night but its hunger for death was not yet sated. Low over the countryside it flew in search of its next victims. Then on the horizon, the perfect target loomed.

Six heroes had gathered at the Wanderer's Way Inn. They had heard of the terror and meant to meet the unspeakable horror head on. Their plan was sound. They had prepared the inn for the coming storm and now that storm was upon them. Great wings it had, like an immeasurable bat. Deadly horns ran across its length alongside iron red scales. Its eyes held a deadly malice bent upon the inn and its innocent inhabitants.

Down it swooped, like a bolt of pure anger, and unleashed a deadly gout of flame. The heroes had prepared though, and the roof did not burst into flames as the dragon had hoped. Its rage redoubled, the beast came in to inspect its victims. Unknowing of its peril, the terror landed, intent upon staring down those that dare defy it. Their trap sprung, and the heroes jumped from hiding.

The battle was fierce, a blur of sword and fang, magic and flame. The dragon was no stranger to battle though and even the mighty heroes were unprepared for its ferocity. The beast singled out the heroes, one by one, showing them its true prowess. The mighty warrior, his armor rent, was left bleeding on the field. A powerful sorcerer lay lying in a heap of his own ashes. A priest, faithful to Ehlonna, lay broken like a child's toy. Only the brave noble, young one of Shandareth, was left on the field and the beast had nary a scratch. His bow, carved from the yew under which he was born, raised in answer to the dragon's roar.

An arrow, the only he had remaining, pulled taught for the last strike. In a moment of clarity, his aim was true. In it smote, blinding the beast, and driving deep. A fountain of blood and flame issued forth, the grass stained black, the inn caught flame. The terror was no more, its thrashing ending in a final violent dance. The black embrace of death claimed it. The fires died.

The bard steps down from the stage to rounds of applause from the assembled crowd. The Gilded Cow is rarely this busy, but when Dov Silverstring announces that he is going to recite a new tale, the crowds tend to flock in. As Dov begins to make his way around the crowd with his hat out, the barmaid finally makes it over to you with your drink. The others at the table receive theirs as well.

At this point, allow the players to introduce themselves to one another. They were forced to sit at the table together because of the packed taproom.

The Gilded Cow is a rather popular hangout in the town of Highfolk. Run by Witly Goldkeep, the inn is well known for its exotic drinks and unusual baubles for sale. Some of the players may have a grudge against Witly for some of the dubious potions and rings he has sold them in the past. If this is the case, remember that all sales are final and Witly has a pair of rather large bouncers always at the ready. Feel free to attempt to sell overpriced baubles (with no magic effect) to the characters if they are interested.

Eventually, Dov makes his way over to the characters table. The heroes may take issue with some of the finer points of his story, as it is only remotely similar to the actual events that took place at the Wanderer's Way. Dov explains any inconsistencies as artistic license, but thanks them for the background material nonetheless. Dov knows nothing of the impending peril, and is merely interested in picking up a few coins.

Once the players have had sufficient time to socialize, proceed to Encounter 1.

ENCOUNTER 1: ANOTHER TALE

When ready, read or paraphrase the following to the players.

As the tavern crowd begins to thin, a young elven couple enters the establishment. They nervously take a seat near the windows and frequently look out. A worried expression is on both of their faces.

The elven couple is Kirth and Somyrin. Heroes who have played "the Burning Way" recognize the couple immediately. These two were staying at the Wanderer's Way Inn and Temple when it was attacked a year ago and just barely escaped. Whether or not the characters get up to speak with the pair, moments after the pair take their seat, a small burst of flame erupts in the center of the tavern as the creatures listed below (by APL) appear.

The Azers that appear make their way toward the couple that continually flee from them, eventually taking refuge behind the characters table if they do not intervene. Undoubtedly, the heroes are forced into conflict with the creatures, which fight to the death, as they are under a powerful compulsion. The elven couple is only in danger if the heroes stand aside or if they are all incapacitated.

Once the Azers have been defeated the couple pays Witly for any damages, thanks the heroes, and takes a seat with them. Kirth does most of the talking, while Somyrin sits quietly looking quite shaken.

If the any of the characters were present at the original attack, the couple has much to share with the characters including a dire warning. If no one at the table has played the first part of this series, it requires more active questioning to get the following information.

The couple has the following information to share. The only vital information that the characters must learn concerns the other two witnesses that reside in Highfolk.

- The couple just recently returned to town (five days ago) from an extended wandering to the City of Greyhawk and back.
- Upon returning to town, they heard that Tolvern Mestoric, a minor noble in the city and one of the people present at the first attack, died in a fire. Although the blaze killed him, it did not burn much of his estate. Tolvern died seven days ago.
- The pair tried to speak with Tolvern's widow, to extend their condolences, but she would not speak to them. She is still living at the estate.
- Yesterday, the pair ran into Kimlay Graycap. Kimlay was the stable boy from the Wanderer's Way. He has since left the inn to find adventure on his own.
- Kimlay was afraid for his life. Kimlay was under the impression that he was being followed. Although he did not have much time to talk, he asked the pair to stop by his room at the Hero's Rest. The pair never got the chance as they had problems of their own.
- The two have been experiencing the feeling of being watched. Up until this point, there have been no overt signs, but they have seen a strange wiry elf following them. The man was dressed in ragged leather armor and has blond hair This is actually The Servant under the cover of an *alter self* but the couple does not know this.

- The couple was attempting to avoid the man when they ducked in here. Then the fiery men appeared.
- The pair now believes that someone is attempting to kill everyone who was present at the attack on the Wanderer's Way a year ago.
- If none of the heroes were present at the first attack the couple explains the events. A year ago, the couple was staying the Wanderer's Way. A close friend of theirs, Gileed Wanderfoot owns the place and is the high priest (the inn is also a temple to Fharlaghn). While there, an attempt was made to burn the inn down although it was thwarted by a group of local heroes. No one died in the blaze, but the inn was heavily damaged.
- Although the couple still fears for their lives, they have a safe place where they can go. They refuse to tell this location to the characters but reassure them of their safety. After answering any questions that the characters have, the pair leaves for their safe house and is not seen for the rest of this adventure.
- This information alone should be enough to stir the adventurers to action. If they lack motivation, Kirth is more than apt to point out that there may be many lives at stake and that the heroes may be the only ones with the ability to stop this nefarious plot.

Creatures: The Azers that appear in the common room of the Gilded Cow are under the control of the Servant. They have been instructed to kill the couple, and leave behind the treasure as noted below. The creatures appear to be short stout men made of brass and wreathed in flame. They do not attack anyone other than the couple unless their way is obstructed.

If for some reason, the Azers are affected by a *dispel magic* for some reason, the spell must dispel an enchantment at 14th level to remove the controlling spell. If this is successful, the Azers drop the treasure, bow to the characters and then disappear in a flash, returning to their home plane.

➤ **Kirth:** Male elf Rgr3.

Role-playing Tips: Serious, aloof, honest.

➤ **Somyrin:** Female elf Rog3.

Role-playing Tips: Quiet, kind, empathetic.

APL 4 (EL 2)

➤ **Azer:** hp 14; see *Monster Manual*.

APL 6 (EL 4)

➤ **Azers (2):** hp 14, 11; see *Monster Manual*.

APL 8 (EL 6)

➤ **Azers (4):** hp 18, 14, 12, 11; see *Monster Manual*.

Treasure: One of the Azers is carrying a strange piece of metal. The fragment is a curved piece of platinum with jagged edges. One side of the fragment has an intricate pattern of leaves and vines. Although they are not able to tell from this piece, it is part of a large platinum tankard. The tankard was the mantelpiece of Tellir's first business. In his delusion, he thought it fitting to give a piece to each of his victims. The heroes may pick up the other pieces throughout the rest of the adventure. This piece by itself is worth 10 gp to each character, just for the value of the metal.

Development: After defeating the Azers and speaking with the couple, the heroes have a few options in front of them. They can investigate the death of Tolvern Mestoric (see *Encounter 2*). The heroes can also go to visit Kimlay Graycap (see *Encounter 3*) or they can leave town and head toward the Wanderer's Way (see *Encounter 4*).

ENCOUNTER 2: COLD WIDOW

This encounter is for any characters that decide to visit the widow of Tolvern Mestoric. The heroes may attempt to contact the local militia concerning the matter. Note that they have little information as the death has been ruled an accident. There is no investigation.

The estate of the late Tolvern Mestoric and his widow Hildred Mestoric is located just south of the elven district of Highfolk, north of the temple district. The heroes can receive directions to the estate from Kirth and Somyrin. If they do not think to ask, a Gather Information skill check (DC 15) reveals the location of the estate.

Read or paraphrase the following to the characters when they arrive at the estate.

As a refreshing spring rain falls, a brief stroll along the southern border of the elven district brings you to the Mestoric estate. It is a large two-story building made of fine hardwoods. Its simple elven design is marred however, by a fire that apparently ravaged a good portion of the second floor. A hedge separates the grounds from the common way and the gate stands closed.

If the characters came here directly from the Gilded Cow it is the mid afternoon and there are roughly a half dozen workers busily repairing the estate. If they come during the evening hours, there are no workers present and the gate is locked. It is otherwise open. In either case, the widow is home when the characters arrive.

Hildred is not in any mood to speak with the heroes at this time. She is a very cold bitter woman, who never really loved her husband but did love his money. She is very upset over his passing. Not so much because she cared for him, but rather because her finances are now in jeopardy. She does not currently have any servants and answers the door herself, but only persistent and polite heroes get any of her time.

After giving the characters a hard time, Hildred agrees to speak with them, but for no other reason than to

get them to go away. Listed below is the information that Hildred knows about her husband's death. Note that she knows nothing about the events that occurred at the Wanderer's Way inn and temple last year because her husband never spoke of it.

- Tolvern died seven days ago. He was working late in his study when a fire broke.
- The town militia arrived shortly thereafter and put out the fire. Upon investigating the scene, they determined that Tolvern must have fallen asleep on his desk and knocked over his lamp.
- The militia ruled the death an accident as nothing had been taken and Tolvern had no serious enemies – just a few business rivals, but nothing so serious as to warrant his murder. There was no sign of foul play.
- Tolvern – what was left of him – was buried in the family plot outside of town three days ago. The ceremony was very small and fortunately very inexpensive.
- Luckily the fire did not spread much beyond the room before the militia arrived. Hildred slept through the entire ordeal until the militia arrived – clever heroes may realize that Tolvern did not cry out.

Hildred does not answer any questions not covered above. If the characters make any implication of her having a part to his death, she politely asks them to leave and does not speak to them again.

If the characters ask, Hildred grudgingly allows them to investigate the burnt out study. The room is upstairs and is completely ruined. There is little to be learned here although the following things can be discovered. The patterns in the ash reveal that a man died while sleeping against the desk. On the floor next to the desk are the burnt remains of a lamp. If the heroes investigate the debris, a successful Search check (DC 15) reveals another strange piece of metal, similar to the one that the Azers were carrying. See the treasure below for further details. Hildred has no problem with the characters keeping the apparent worthless piece of metal.

The truth of what happened is similar to Hildred's story. Tolvern died in his sleep, but it was not a natural sleep. Late that night, the Servant teleported (via the spell) into Tolvern's study and cast *sleep* on him from a scroll, which he followed up with a *hold person* from his wand. The rest was simple. The Servant knocked over the lamp after spilling the oil about the desk. After depositing the shard of platinum into the shattered remains of the lamp, he teleported away, leaving Tolvern to die. There is little or no way for the heroes to learn the truth of the matter.

The characters may decide to attempt to speak with the spirit of Tolvern. This is not possible however as not enough of him remains to speak to.

The widow has little else to say to the characters and asks them to leave after they are done with their investigation.

☛ **Hildred Mestoric:** Female human (Oeridian) Ari3.
Role-playing Tips: Cold, shrewd, haughty.

Treasure: Buried in the fragments of the broken lamp is another fragment of Tellir's tankard. The fragment is a curved piece of platinum with jagged edges. One side of the fragment is an intricate pattern of leaves and vines. The heroes may pick up the other pieces throughout the rest of the adventure. This piece by itself is worth 10 gp to each character just for the value of the metal. This piece happens to share a common edge with the piece found on the Azers.

Development: From here, the characters may decide to visit with Kimlay Graycap (proceed to Encounter 3) or they can proceed to go and visit the Wanderer's Way Inn and Temple (proceed to Encounter 4).

ENCOUNTER 3: CUT SHORT

This encounter is to be used if the heroes decide to visit with Kimlay Graycap. Kimlay is staying at the Hero's Rest inn. The inn is located in the merchant district of the city and is a rather upscale place. The characters can get directions to the inn from nearly anyone they might ask. When the heroes enter the inn, read or paraphrase the following to them.

Pushing open the wooden door to the respectable tavern, you are greeted by the smell of heavy pipe smoke and the sounds of cheerful conversation. Standing behind the polished oak bar between a myriad of weapons and armor is a veritable mountain of a man. A bar rag hangs loosely from his belt and a long beard hangs above that. He looks in your direction and shouts "Hail hearty travelers, come in and have a seat." He begins to pour out (insert number of party members here) mugs of ale.

The man behind the bar is Hamden the Cunning, a jovial and caring man with a quick wit. The ales are on the house. Characters that ask about Kimlay learn that the halfling is upstairs in his room and has been up there for the past couple of hours at least. Kimlay has been staying at the inn for over a week and has been keeping strange hours. Hamdan also knows that the young halfling has been very worried about something but has not mentioned any specifics. He has had no visitors since arriving. Kimlay's room is on the second floor.

Upstairs the door to Kimlay's room is locked and there is no response to any amount of knocking. Outside the door, allow the characters to make a Spot check (DC 15) to notice the distinct smell of smoke. Hamdan does not give the characters the key unless the smell of smoke is mentioned. Then Hamdan opens the door for them, but does not enter.

☛ **Simple Wooden Door:** 1 in. thick; Hardness 5; hp 10; AC 5; Break (DC 15); Average Lock: Hardness 15; hp 30; Open Lock (DC 25).

Upon entering the room, read or paraphrase the following to the players.

The door swings open releasing a thin veil of smoke. The room beyond is a mess, charred furniture and clothing lays strewn about the floor. On the bed is the body of a halfling, horribly burned. The charred scent of flesh hangs heavy in the small room.

The body on the bed is that of Kimlay Greycap. He was killed by a group of fire mephits that roosts in the room still. They are described under creatures below. Sitting atop the body of Kimlay is the treasure, as noted below, along with Kimlay's personal possessions.

Kimlay was sitting quietly in his room with the window open when the mephits flew in. An inexperienced adventurer, the battle was very short after two fire blasts from the mephits. Fortunately for the inn, the blast of flame did not start any large fires but Kimlay did not survive them. The Servant, who had been tracking down the halfling for the past two weeks, sent the Mephits.

If the heroes find some way of speaking with the spirit of Kimlay, the halfling knows very little of his murderers. He does know that he has had the sensation of being watched over the past few weeks. He tried to get the help of Kirth and Somyrin but they never came to visit him. Kimlay also knows that the small fiery men (the mephits) were responsible for his death and they flew in through the window.

Responsible heroes undoubtedly report this to Hamdan and perhaps the local militia. The militia arrives on site almost immediately. They question the characters about their involvement but do not detain them. Just as the characters, the guards have very little to investigate at this scene and very few leads to follow up.

Creatures: Roosting above the heroes when they enter is a pack of fire mephits. When the heroes enter, a successful Spot check (DC 20) allows them to notice the mephits up in the rafters before they attack. Any character that fails the Spot check is surprised the first round. The Mephits open combat by using their innate *magic missile* ability spread out amongst any "target" characters. If none are present then these are used against any spellcasters in the group. Their *heat metal* ability is used only if there are heavily armored characters in the group. They follow this up by swooping down and using their breath weapons before engaging in melee. Note that two of the Mephits have already used their breath weapon today and are not able to use it against the heroes. The Mephits fight to the death so as to please their master.

APL 4 (EL 5)

🔥 **Fire Mephits (2):** hp 15, 13; see *Monster Manual*.

APL 6 (EL 7)

🔥 **Fire Mephits (4):** hp 16, 15, 14, 13; see *Monster Manual*.

APL 8 (EL 9)

🔥 **Fire Mephits (8):** hp 20, 18, 15, 15, 14, 14, 13, 13; see *Monster Manual*.

Treasure: Sitting atop Kimlay's charred form is another piece of Tellir's tankard. This piece is different from the others however in a very distinctive way. Although this piece does not fit with any of the others it does bear the lower half of a crest, which was on the front of the tankard. This half depicts the hind legs of some large furry animal. A successful Knowledge (nature) check (DC 15) narrows the animal down to a bear, a lion, or perhaps a large badger of some sort. It is nearly impossible to narrow down the owner of this crest without having the other half. Made of platinum with a gold crest, this piece by itself is worth 20 gp to each character just for the value of the metal.

Scatter in amongst Kimlay's meager belongings is a small case containing a gift from Gileed of the Wanderer's Way. Two potions can be found inside the hard leather case. The first is a *potion of protection from elements (fire)* labeled "fireproof". If not used during the adventure, this potion is worth 111 gp to each character. The other is a *potion of cure moderate wounds* labeled "healing". If not used during the adventure, this potion is worth 45 gp to each character.

Development: Once the characters have defeated the mephits and learned all that they can they have only a few options in front of them. If they have not already done so, they may decide to visit with Tolvern's widow (proceed to Encounter 2). Beyond that, the heroes may decide to leave town and visit the Wanderer's Way inn and temple (proceed to Encounter 4).

ENCOUNTER 4: NATURAL MADMAN

Use this encounter when the characters decide to leave the town of Highfolk and make their way toward the Wanderer's Way inn and temple. Directions to the inn can be gotten from the any of the town gate guards or with a successful Gather Information skill check (DC 15). The inn is located to the west of Highfolk along the Velderdyva River. The journey to the inn takes a little over a day on horse, requiring the heroes to camp for at least one night. If the heroes push on throughout the night without rest so as to get to the inn as quickly as possible, this encounter occurs while the characters are traveling, otherwise it occurs while they are camped.

Read or paraphrase the following to the players once they have set up camp and established their watch routine. Modify the text as necessary if the encounter occurs while the characters are traveling.

A chill breeze settles over your camp and all the stars are revealed in the heavens. The fresh air of wilder country is quite calming and sleep comes easy out in the cool spring night.

The night goes uneventfully until the middle of the last watch, just before dawn. At that point, have the heroes on watch make a Listen check (DC 20) to hear the approach of Maaresk, the crazed ranger. Maaresk was present at the first attack on the Wanderer's Way and by sheer chance has run into the heroes now. Allow characters that succeeded at their Listen checks to react before the ranger steps into their camp. Read or paraphrase the following to the players when Maaresk steps into the camp.

Stepping out of the darkness is a man dressed in deep green leather armor. He has a wild look about him with a nest of twigs and leaves stuck in his hair and beard. With an intense glare he sits down near the fire and says, "I am Maaresk. Have any of you seen the demon rabbit?"

He has no weapons drawn and promptly sits down close, albeit a bit too close, to the nearest hero. If attacked, Maaresk flees of into the night, never to be seen again.

Maaresk is a man who has crossed over into complete insanity. Although he knows nothing about the attacks, his insane ramblings may prove insightful. Listed below are a number of points that can be used to play Maaresk.

- Nature is the enemy. It is always out to get you and cannot be trusted. It is best to destroy nature before it can harm you.
- Nature cannot be defeated. The best you can hope for is to give it a nasty splinter.
- The demon rabbit is a cunning agent of nature. It steals boots and occasionally carrots. It is an evil god but you can kill its avatar if you are quick.
- The demon rabbit is evil but not nearly as devious as the demon tree. It can assume the shape of any tree and often tries to trip you or rake at your head. Kill it on sight.
- Sometimes nature uses fire, lots of fire, like it did on the Wanderer's Way. It only uses fire when particularly vengeful. It tries to use fire on Maaresk very frequently as of late. If you never sleep, it cannot catch you though. It only uses fire at night. You can sleep during the day... but that would make day night. Just as dangerous.
- Just yesterday the fiery man tried to burn Maaresk. He must be a servant of nature as he was wreathed in flames. His mane was of fire and fire flowed from him. Maaresk escaped, but not before being engulfed by its fiery breath.

If the characters mention their mission or convince Maaresk that they are out hunting nature or fire, he gives them the treasure as noted below. He tells them that it will help them see nature coming, even in the darkness.

After chatting with the heroes for a time, Maaresk stands up, having heard something in the distance. After muttering something about the demon rabbit, he runs off into the night and does not return. *Proceed to Encounter 5.*

♣ **Maaresk:** Male human Rng6.

Role-playing Tips: Crazy, erratic, paranoid.

Treasure: Maaresk leaves behind a small leather bag. Inside the bag are a number of shattered rocks, burnt twigs, and bits of rabbit fur. Nestled in the bottom of the pouch is a small vial made from the bone of some large animal. This vial contains a *potion of invisibility*. If not used this potion is worth 45 gp to each character.

ENCOUNTER 5: WANDERER'S WAY AGAIN

After meeting with Maaresk, the heroes can continue on to the Wanderer's Way without incident. When they arrive, read or paraphrase the following to the players.

Cresting a low hill reveals a large inn nestled along the banks of the crystal blue Velverdyva. Even from this distance, it is simple to tell that the inn has seen recent construction; the second story appears to be entirely new. A signpost stands just off the path proclaiming the building to be the Wanderer's Way Inn and Temple. Directly below that is another sign that reads:

"Under Construction, Reopening Soon"

The heroes are free to make their way up to the inn, but no one comes out to greet them or take their horses (if any). The front door is not locked and upon entering, they do not see anyone at first. After just a few moments though, Gileed Wanderfoot emerges from the door leading to the kitchen with a crossbow in hand. If any of the heroes were present at the first attack, Gileed immediately comes over to greet them. If not, he asks them to explain themselves before relaxing.

After calming down, he offers them a drink and a seat at the bar. Gileed wants to hear all the details of their recent exploits and is particularly interested in events of late. Listed below are his reactions along with any information he has about the situation.

- If told about what happened to Kirth and Somyrin: *That is quite disturbing. I hope they are all right. I have been friends with them for many years and would hate to see anything bad happen to them.*
- If told about the death of Tolvern Mestoric: *That is truly a shame. He was a rather rude man, and rather uncaring about those beneath his station, but any loss of life is a shame. I truly hope that he has found peace. I am sure that his wife has.*
- If told about the death of Kimlay Greycap: *That is horrible news. The poor lad was so young. He was afraid to leave the inn and find adventure on his own but I encouraged him. After what happened here at the inn, I cannot say that I was surprised. I made him leave for the wandering. In a way, I feel responsible. Now he wanders with Fharlaghn. Still, it came too early; he had many roads left to travel.* Kimlay was Gileed's stable boy and a young acolyte. He left the inn three months ago upon Gileed's urgings.

- If told about the run in with Maarek: *So, you ran into him did you. He has not been back here since the night of the fire. Crazy one, he is. The only ranger that I have ever seen that is bent upon destroying nature. Luckily he isn't too dangerous, unless you happen to be a tree.*
- If it is suggested that Gileed might be the next target or once all the evidence has been presented: *I thought this whole affair was over. I can't believe that this might happen again, not after I just finished rebuilding. I was planning on reopening in a week. Well, it is good that you are here. If what you say is true, I am going to need all the help that I can get.* Gileed is not willing to abandon the inn. He feels safer inside his temple anyway. He is more than willing to put the heroes up for the night at no cost if they agree to help him.
- If asked about whether or not Gileed has seen any warning signs: *Why no, everything has been perfectly boring around here. Maybe I will be left alone. I can only hope.*
- If shown the strange platinum fragments: *Those are strange. They look like pieces of a large tankard or perhaps a small bucket. I find it odd that you would find such similar pieces at different sites. I definitely think that these attacks are related.*
- If shown the piece that has the lower half of a crest: *Hmm, it looks like a part of a crest or some other symbol. I don't recognize it though, not without the other half.*
- If asked about the fortifications of the inn or the possibility of preparing the inn against attack: *Oh, I wouldn't worry about that. I have had the place enchanted to be resistant to fire. It would take much more than some silly dragon breath to burn this place down now. If you really feel like preparing the place, be my guest, but I tell you, it is already protected.* There is a good deal of supplies at their disposal should the heroes want to fortify the inn. There are a good deal of buckets and a few barrels that could be filled with water. There are large mats that could be soaked and applied to the roof or other surfaces. In the end, none of this matters however, as noted under the attack below.
- If asked about what happened here last year: *Well, it was a messy business. Some of my guests tried to burn this place of rest and worship to the ground. Terrible business. Luckily, a few heroes were on hand to save the day. I thank Fharlaghn for their help every day. The damage would have been complete if it wasn't for them. Even with their help, the entire second floor was ruined. Just finished rebuilding three weeks ago.* Gileed does not discuss the events of last year any further.

Gileed has no idea who might be behind this whole scheme and is not willing to hazard a guess without more information. After talking with the heroes for a time, Gileed gets up and excuses himself. He lets the heroes have the run of the place for the rest of the day while he finishes painting some of the rooms upstairs. Any help that the characters give is greatly appreciated. Gileed informs the heroes that he will prepare a grand meal for

them that evening, but until then he has much work to do.

The rest of the day goes uneventfully. No guests arrive at the inn and no one is seen passing on the road or the Velderdyva. That evening, Gileed prepares a grand meal of roasted boar, fresh broiled turnips, hearty seed bread, and crisp spring ale. During the meal, Gileed makes small talk about any preparations the characters made during the day, or discusses their recent exploits. This portion of the encounter can be used to allow the characters to get to know one another better and give Gileed an idea of their bravery. After the meal, Gileed continues to serve up ale as the stories go into the night.

About two hours after dusk – about one hour after dinner - The Servant arrives and prepares for his assault on the inn.

PREPARING FOR THE ASSAULT

Two hours after sunset, The Servant *teleports* himself and his minion to a spot about 500 feet from the inn under the guise of *invisibility*. His first action is to send his minion up to the inn, but to remain hidden there until the assault begins. He then casts *haste* followed by a *projected image*. The image is made to appear on a hillock only 150 feet from the inn. He then uses his delay spell feat to cast the following spells:

- | | |
|------------------------|---|
| 1 st round: | <i>shield</i> and <i>fly</i> |
| 2 nd round: | <i>stoneskin</i> then switches his view to the projected image. |
| 3 rd round: | delayed <i>fireball</i> (5 rounds) targeted on the inn. |
| 4 th round: | delayed <i>fireball</i> (4 rounds) targeted on the inn. |
| 5 th round: | delayed <i>flaming sphere</i> (3 rounds) targeted on the inn. |
| 6 th round: | delayed <i>flaming sphere</i> (2 rounds) targeted on the inn. |
| 7 th round: | delayed <i>flaming sphere</i> (1 round) targeted on the inn. |
| 8 th round: | The attack begins. He casts a final <i>fireball</i> and <i>wall of fire</i> . |

The Delay Spell feat allows the spell to be cast one round but not go into effect until a number of rounds later (up to 5). As a sorcerer, casting these spells is a full round action. Spells cast using this feat use up a slot 3 levels higher than the base spell. The end result of these spells is 3 *fireballs*, 3 *flaming spheres* and a *wall of fire* all hitting the inn simultaneously. All of these preparations use up one 1st level, two 2nd level, three 3rd level, two 4th level, four 5th level, and three 6th level spells of The Servant.

The *fireballs* are all targeted at the second floor of the inn. The *wall of fire* is positioned along the backside of the inn sending its heat toward the building. The three *flaming spheres* are all placed on the inn's roof to burn down through the building. Meanwhile the minion of The Servant, a half dragon fire elemental (see creatures below), waits in front of the inn to deal death to any that emerge from the doomed building.

THE ATTACK

When the assault begins, be sure to note where each of the heroes are. Unless they refused Gileed's hospitality, this should place all of them inside the inn. If any characters are outside, they are conveniently outside the blast radius of the multiple *fireball* spells. Any characters that are outside may attempt a Spot check (DC 25) to spot the *projected image* of The Servant before the spells go off. However, even if they run toward the sorcerer at full tilt, they find that they are unable to affect the image in a sufficient way to stop the impending doom. You cannot damage the image; only dispel it, which requires a check versus a 12th level caster.

When the assault begins, read or paraphrase the following to the players.

As Gileed stands to pour you all another round, the pitcher drops from his hand shattering on the floor. A split second later you hear the first explosion, followed in rapid succession by two others. The windows of the common room become showers of razor sharp glass as they burst inward. A thick smoke begins to fill the common room and a great heat begins to emanate from the back of the building. The dancing golden lights herald the doom that has set upon the inn. The Wanderer's Way is on fire.

The ensuing blasts would normally be enough to level a lesser building but the Wanderer's Way has been fortified against such an attack. The heroes have only four rounds to escape the building before it collapses. Any characters heading toward the back door of the inn feel an intense heat before they ever reach the door. Any hero that persists leaving through the rear of the inn takes 2d6+12 points of fire damage as they pass through the *wall of fire*.

Two rounds after the assault begins, one of the flaming spheres burns through the roof falling into the common room. Have two randomly selected characters make a Reflex save (DC 20) or take 2d6 damage from the falling *flaming sphere*.

On the third round, flaming debris begins to fall from the ceiling in every room of the inn. Anyone still inside the inn must succeed at a Fortitude save (DC 15) or suffer 1d8 points of fire damage and 1d6 points of impact damage from this flaming debris. The inn begins to shake on this round.

On the fourth and final round more debris continues to fall from the ceiling. Anyone still inside the inn must succeed at a Fortitude save (DC 15) or suffer 1d8 points of fire damage and 1d6 points of impact damage from this flaming debris. At the end of the fourth round, the inn collapses. Anyone still inside at the end of the fourth round must succeed at a Reflex save (DC 20) to jump out of the nearest window or be crushed by the collapsing inn.

Gileed gathers his possessions for two rounds before fleeing the inn. Once outside he collapses onto the ground and passes out. Unless there is another character outside by this time, the half dragon fire elemental kills Gileed on the third round.

Note that if the characters made a good deal of preparations and fortifications on the inn, give them an additional round before collapse. No amount of preparation that the heroes might possess saves the inn from the massive magical onslaught.

When the characters exit the inn and see the half dragon fire elemental for the first time, read or paraphrase the following to them.

The heavy black smoke clears as you exit the inn. The fire licks your heels as the threshold is crossed but your attention is quickly drawn to the creature that stands before you. Of man shape only greater, the beast has the head of a reptile and great bat-like wings. Made of solid flame, its eyes glow with blue flame. It lets off a deafening roar as it approaches you.

Creatures: Waiting for any that flee from the inn is a very powerful minion of The Servant, a half red dragon fire elemental. This vile crossbreed has been ordered to slay any that leave the inn and to prevent them from putting out the fire.

If the creature has a choice of characters to attack, it attacks "targets" first. Please note that at APL 4, the creature has already used its breath weapon for the day and does not have that ability available to use against the characters. The half dragon fire elemental carries the treasure as noted below.

Meanwhile, The Servant watches the battle unfold from a nearby hilltop (150 feet away) though his *projected image*. A successful Spot check (DC 15) allows a character to notice The Servant once the battle has begun. Any hero that approaches and attacks the image quickly learns that the image cannot be harmed. Another successful Spot check (DC 20) allows the character to spot the real Servant on another hilltop another 350 feet away. The real Servant teleports away if any characters attempt to approach him. Note if the line of sight between the Servant and his image is blocked in any way, the spell ends and the Servant cast *teleport* and whisks away.

In any case, the Servant takes no offensive actions outside those already outlined at this time. He watches the battle until its conclusion and then promptly teleports away.

ALL APLS

☛ **Gileed Wanderfoot:** Male halfling Clr5 (Fharlaghn); hp 35; see Appendix 1: NPCs.

☛ **The Servant:** Male human Sor12/Dragon Disciple2; hp 74; see Appendix 1: NPCs.

APL 4 (EL 5)

☛ **Half Red Dragon/Medium-size Fire Elemental:** hp 34; see Appendix 1: NPCs.

APL 6 (EL 7)

☛ **Half Red Dragon/Large Fire Elemental:** hp 76; see Appendix 1: NPCs.

APL 8 (EL 9)

➤ **Half Red Dragon/Huge Fire Elemental:** hp 168; see Appendix 1: NPCs.

Treasure: Hanging from the neck of the half dragon fire elemental is a simple iron chain on which another piece of the platinum tankard is suspended. This piece is similar to the others with one exception. The front of the piece is the other half of the crest that was found in the room of Kimlay Greycap. The two pieces, when put together depict a large bear holding aloft a frosty mug of ale. This is the last piece of the puzzle needed by the heroes to determine the source of their problems. This piece, made of platinum and gold, is worth 20 gp to each character.

Development: Assuming the heroes show the newly found tankard piece to Gileed, he can easily identify it (with or without the other half). Gileed tells the heroes that the crest is identical to that of an inn about half a days travel up the Volverdyva called “The Ale Barrel”. If Gileed did not survive the assault, a successful Knowledge (local) or a successful Gather Information check (DC 15) reveals the same information. If the heroes proceed to “The Ale Barrel” proceed to encounter 6. Clever characters may decide to check around in Highfolk to find the inn’s owner. A successful Gather Information skill check (DC 25) reveals that it belongs to Tellir Coldsmuth. If they proceed to his Highfolk home, proceed to Encounter 7.

Gileed, if he survived travels with the heroes throughout the remainder of the adventure if they let him, donning his chainmail that he retrieved before the inn burned down. Feel free to play Gileed as a halfling bent on vengeance throughout the remainder of the adventure.

ENCOUNTER 6: RIVAL BUSINESS

Travel to “The Ale Barrel” takes a little over four hours by horse and about six on foot. When the characters arrive, read or paraphrase the following to them.

The meandering road that parallels the mighty Volverdyva has led to a squat two story building set away from the river. It appears to be new, although built of shoddy materials. There are few horses in the stable and no boats are moored at the inn’s small dock. Painted on the side of the building is the image of a bear holding aloft a large mug of ale.

Tellir Coldsmuth owns this inn, although he does not operate it. A trusted employee, Kes Viltaren, runs the inn. The heroes are free to approach the inn unmolested, as Kes does not know of Tellir’s plot in any way. No stable boy comes out to help them with their horses, as the inn does not have any. Gileed, if present, is eager to get inside and get to the bottom of this villainous plot. Upon entering the inn, read or paraphrase the following to the heroes.

Pushing open the door reveals a rather unkempt common room. There is only one guest present, and he appears to be passed out from too much drink. Behind the bar, a rather surly looking woman is busy, cleaning tankards. She looks up and shouts, “Well, don’t leave the door open, there are enough bugs in here already.”

The woman behind the bar is Kes. The drunk in the corner is a traveling merchant who was robbed of his cargo. He knows nothing pertinent to the adventure.

Kes is a very crude woman, and ultimately not good for the business as she has very few return customers. She offers the heroes a room or watered down ale – all at triple the normal cost. She is willing to answer the characters questions, so long as they continue to buy ale. Listed below is what she knows about some of the possible questions the characters might have.

- Are you the owner? **No, do I look like I have the solar to own an inn.** She says while pointing to an empty tip jar.
- Who is the owner? **Why should I tell you? Does he owe you money too? He seems to owe everyone these days. His name is Tellir Coldsmuth, but you did not hear it from me.**
- What can you tell us about his crest? (Referring to the shards of tankard) **Yes, I have seen that before. How about another ale? That is the crest of my employer, Tellir Coldsmuth. Where did you get such a nice crest?**
- Where can we find Tellir? **Well, he’s not here. He only stops here to collect his due. Even that seems to be a rare event these days. I would suspect that he is at home, back in Highfolk town. If he is not there, his servant usually is.**
- Who is this servant? **I don’t really know him. He stops in here occasionally. As a matter of fact, he was here last night, but I have not seen him since he left. He is a strange fellow though, always dresses in heavy crimson robes, he speaks very little. Tellir seems to like him though.**
- Where is his home at in Highfolk? **Well, I am not sure. How about another ale? I have never been there myself. He enjoys his privacy.**
- Do you know that your employer is an arsonist and a murderer? **I am sure you must be mistaken. Tellir was upset the last time I saw him about a month ago, but I am sure that would not drive him to those extremes. Business has been a bit slow since all the competition reopened.**
- What competition? **All the halfling inns. A bunch of them got burned down last year but most of them have reopened. Things have been slow ever since.**

If it is not already apparent, the inn is on the verge of collapse. A combination of poor management and impolite staff has driven away all of the customers. Kes knows this and has been skimming from the till to prepare for the oncoming unemployment. She is not much in the mood to answer the hero’s questions and does not know much about the sinister plot in any case. She does not answer any personal questions about Tellir, as she does not know much about him. If the characters show no sign of renting a room, she asks them to leave.

☛ **Kes Viltaren:** Female human Com2.
Role-playing Tips: Surly, desperate, offensive.

Development: There is little else that can be learned from the inn. Kes has nothing more to add beside what was mentioned above. From here, the characters have a few options. They can report Tellir to the Highfolk town guard. If so, proceed to the conclusion under the heading “call in the town guard”. They can also go to confront Tellir themselves; this is the option that Gileed prefers. If this option is chosen, proceed to Encounter 7.

ENCOUNTER 7: JUSTICE

This encounter is to be used if the heroes go to Tellir's home to capture the villain on their own. Finding the location of his home requires a successful Knowledge (local) or Gather Information check (DC 15). Asking the town guard or checking with the land office automatically reveals this information.

Tellir's home is located in the lower end of the merchant district of Highfolk. When the characters arrive, read or paraphrase the following to the players.

Nestled between two larger buildings, the directions have led you to a rather run down two story residence. Desperately in need of a fresh coat of paint, the home looks like it should be torn down. Carved into the worn front door, the image of a bear with a large tankard can be seen.

Tellir is inside the inn, awaiting the hero's arrival. He has been warned of their meddling by The Servant. No amount of knocking brings him from his study upstairs. The front door is locked and there is no back door.

☛ **Simple Wooden Door:** 1 in. thick; Hardness 5; hp 10; AC 5; Break (DC 15); **Simple Lock:** Hardness 15; hp 30; Open Lock (DC 20).

Once inside, the characters are free to look around the first floor (study, dining room, kitchen, and sitting room). Each of the rooms is rather sparsely decorated and most of the furniture is in desperate need of repair. There is no one on the first floor, and there is nothing of value. A rickety staircase leads to the second floor.

On the second floor, there are two bedrooms, a bathroom and a study. Tellir waits for the heroes in his study along with The Servant. There is little of value in any of the bedrooms or the bathroom. The door to the study is at the end of the hallway. It is not locked. When the heroes enter the room, read or paraphrase the following to them.

With a loud creak the door slowly swings open loosely on its hinges. Beyond is a sparse study. Tall bookcases line the wall but are mostly empty. In the center of the room is a large oak desk with a number of platinum fragments arranged about it.

Behind it is a portly man with a thin greasy mustache and a broad bald spot. He looks at you with disdain.

“Welcome foolish adventurers. I am Tellir Coldsmuth, but I believe you already know that. I also believe that you have met my Servant.” With that a man appears behind Tellir. Standing in front of the window he is cast in deep shadows. He wears deep crimson robes and carries no weapon. His baldhead is covered in a strange pattern, perhaps that of scales. He looks at you with a determined sneer.

Tellir is more than willing to engage in idle banter before ordering his servant to destroy the meddling heroes. Use the following points in the conversation.

- Tellir is arrogant in the extreme. He believes with the power of his servant, he will have no trouble with dispatching the heroes.
- Tellir has no intention of turning himself in or going anywhere with the heroes.
- The Servant does not speak at all during this initial conversation. The Servant is not even in the room. He is using a *projected image* to appear in the room but is actually across the street in an unoccupied dwelling.
- Tellir is perfectly willing to explain his motives. He can explain that the foul halfling-run inns have run him out of business four times in the past five years. Having the inns burned to the ground was the only way to remove his competition. The recent events have just been simple vengeance against those that ruined his business again.
- During the entire conversation, Tellir is holding a small ruby gem depicting his house crest. The gem is used in the ensuing combat. This is very difficult to notice, requiring a successful Spot check (DC 25) to see, as it is not in obvious sight.
- If Gileed is present, he is very rude and insulting to Tellir, eventually drawing his weapon and charging the vile man.

If the characters take any offensive move toward Tellir, he immediately snaps the gem he is holding and yells to his servant to destroy them. This can also occur, after being extraordinarily insulted or at any time you feel that the conversation has gone on long enough.

The broken gemstone summons the fire element bear as noted below. The Servant takes no action during the entire combat. Tellir spends the entire combat hidden under his desk unless directly confronted. He defends himself if attacked, but promptly surrenders if dropped below half hit points. He otherwise screams for The Servant to help throughout the entire fight.

Creatures: The ruby gemstone was a gift from the Servant to help protect Tellir. Once shattered, the gemstone summons a fiery bear that attacks Tellir's enemies.

As mentioned above, The Servant does not confront the characters at this time, but instead spends the entire combat watching Tellir's ruin come to pass. By observing

the combat through a projected image he is effectively immune to damage, but could be dispelled (Caster level 12).

Tellir has no effective combat ability and only fights if attacked. In the end he surrenders if dropped below half his hit points.

When the fight is over, proceed to The Dire Warning, below.

ALL APLS

🔥**Tellir Coldsmuth:** Male human Exp3; hp 14; see Appendix 1: NPCs.

🔥**The Servant:** Male human Sor12/Dragon Disciple2; hp 74; see Appendix 1: NPCs.

APL 4 (EL 4)

🔥**Fire Element Black Bear, Advanced:** hp 38; see Appendix 1: NPCs.

APL 6 (EL 6)

🔥**Fire Element Brown Bear, Advanced:** hp 70; see Appendix 1: NPCs.

APL 8 (EL 8)

🔥**Fire Element Dire Bear:** hp 102; see Appendix 1: NPCs.

The Dire Warning

After the combat is over and Tellir is dead or captured, The Servant looks to all of the heroes and speaks. When ready, read or paraphrase the following to the players.

As the chaos of battle clears the room, the strange servant looks to all of you with a deadly glare and speaks with a raspy voice. "Take the fool, my master has decided to abandon him. My fancy for destroying the halfling holes has come to an end for now. I will take my leave of you now but take with this warning. You have meddled in affairs to big for you. My master is not pleased." With that, the strange man disappears.

The Servant has teleported away and does not return. The only treasure to be had is noted below.

Treasure: Sitting on the desk is the remainder of the pieces of the tankard. The pieces all fit together to reform a platinum tankard. These pieces are worth and additional 40 gp to each character.

Tellir has a small belt pouch containing 5 gp for each character. He also uses a masterwork dagger, which is worth 30 gp to each character.

Development: After the combat, the heroes undoubtedly turn Tellir over to the local militia. With their evidence, he is sent to the roots (the local prison) for the remainder of his days. If dead, the town guard does not press any charges against the heroes with the evidence available. In either case, continue on to the conclusion.

CONCLUSION

Listed below are a number of possible outcomes to this scenario. Read or paraphrase the appropriate text to the players.

CALL IN THE TOWN GUARD

Read or paraphrase the following to the players only if they decided not to confront Tellir but instead decided to report him to the Highfolk town militia.

You have been waiting for two hours now since reporting the harrowing events of the past few days to the town militia. The town guard seemed very concerned and dispatched two patrols to go and capture the villain. Suddenly the door opens and the lieutenant walks back into the room.

"Well, you'll be happy to know that the villain has been stopped," he begins. "The battle was a hard one, but in the end, Tellir got his just reward. His body has been given to the Temple of Change for proper burial. I would like to personally thank you for uncovering this villain before he could hatch any more plans. Thanks again."

As you leave his office, a quiet calm settles over the city. It is a cool spring night after all. Finally, you can be sure that it will be a safe night as well. The fires of the past few days have given birth gentle peace. One that is sure to last.

TELLIR IS DEFEATED, GILEED DIED.

This ending is to be used only if the characters personally defeated Tellir and Gileed did not survive the ordeal.

Leaving the dilapidated home, you find that the streets have grown quite peaceful. It is a cool spring night after all. The harrowing events of the past few days seem now to be no more than an unpleasant dream. With luck, that dream will be forgotten; now that it's dark seed is ended.

TELLIR IS DEFEATED, GILEED SURVIVED.

This ending is to be used only if the characters personally defeated Tellir and Gileed survived the entire scenario.

Leaving the dilapidated home, you find that the streets have grown quite peaceful. It is a cool spring night after all. The harrowing events of the past few days seem now to be no more than an unpleasant dream. With luck, that dream will be forgotten; now that it's dark seed is ended.

Days later while enjoying fine ale at the Hero's Rest your company receives an unexpected guest. Gileed finds a tall chair and takes a seat. He thanks you again for all your help and presents you group with a gift, a fine suit of chainmail. He explains that a friend gave it to him long ago and he never found a use for it. He plans to rebuild the inn again, this time stronger than ever. You are all welcome to visit, anytime.

Treasure: This exquisite suit of chainmail armor is only given to the characters if Gileed survived the module, and

Tellir was personally brought to justice. At APLs 4 and 6, this is a simple suit of +1 *chainmail* worth 195 gp to each character. At APL 8 this is a suit of +1 *chainmail of ease* worth 645 gp to each character. Be sure to cross item off the adventure certificate if the event was not played at APL 8.

+1 *Chainmail of Ease*

This subtle suite of +1 *chainmail* is enchanted with the *Ease* ability as found in *Masters of the Wild*, page 28. A suit of armor with this enchantment allows its wearer to rest comfortably overnight without removing it, regardless of how heavy it is. The wearer can don *ease* armor in only 5 rounds, or remove it in a single round.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *soften earth and stone*; Market Price: 4,300 gp; Weight 40 lbs. (Frequency: Region; Requirements: as prerequisites).

The End

PASSWORD

At the conclusion of this event, you should give all the players the password to this scenario. Tell them to write it on their adventure certificates, and inform them that it will be used to unlock the adventure summary document that can be found on the Highfolk website (www.highfolk.oerth.com), approximately two months from the conclusion of the premiere of this scenario. The password for this scenario is **burning** (all lower case).

EXPERIENCE POINT SUMMARY

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

Encounter 1: Another Tale

Defeat the Azers

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

Encounter 3: Cut Short

Defeat the Fire Mephits

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 5: Wanderer's Way Again

Defeat the Half Dragon/Fire Elemental

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 7: Justice

Defeat the Fire Element Bear and Tellir

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Discretionary Award

Give out this award however you see fit - role-playing, accomplishing goals, performing heroic actions, etc. This amount may vary from character to character.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1,200 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 1: Another Tale

Defeat the Azers and retrieve the platinum shard.

APL 4: L: 10 gp; C: 0 gp; M: 0

APL 6: L: 10 gp; C: 0 gp; M: 0

APL 8: L: 10 gp; C: 0 gp; M: 0

Encounter 2: Cold Widow

Search, find, and retrieve the platinum shard.

APL 4: L: 10 gp; C: 0 gp; M: 0 gp

APL 6: L: 10 gp; C: 0 gp; M: 0 gp

APL 8: L: 10 gp; C: 0 gp; M: 0 gp

Encounter 3: Cut Short

Defeat the Fire Mephits and retrieve the shard of platinum tankard with gold crest as well as the potions.

APL 4: L: 20 gp; C: 0 gp; M: *potion of protection from elements* (Value 112 gp per character); and *potion of cure moderate wounds* (Value 45 gp per character).

APL 6: L: 20 gp; C: 0 gp; M: *potion of protection from elements* (Value 112 gp per character); and *potion of cure moderate wounds* (Value 45 gp per character).

APL 8: L: 20 gp; C: 0 gp; M: *potion of protection from elements* (Value 112 gp per character); and *potion of cure moderate wounds* (Value 45 gp per character).

Encounter 4: Natural Madman

Retrieve the potion from Maarek's pouch.

APL 4: L: 0 gp; C: 0 gp; M: *potion of invisibility* (Value 45 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: *potion of invisibility* (Value 45 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *potion of invisibility* (Value 45 gp per character).

Encounter 5: Wanderer's Way Again

Defeat the Half Dragon/Fire Elemental and retrieve the Shard of platinum tankard with gold crest.

APL 4: L: 20 gp; C: 0 gp; M: 0 gp

APL 6: L: 20 gp; C: 0 gp; M: 0 gp

APL 8: L: 20 gp; C: 0 gp; M: 0 gp

Encounter 7: Justice

Defeat the Fire Element Bear and Tellir and take his masterwork dagger as well as the remaining shards of platinum tankard with gold crest, and his pouch of coins.

APL 4: L: 70 gp; C: 5 gp; M: 0 gp

APL 6: L: 70 gp; C: 5 gp; M: 0 gp

APL 8: L: 70 gp; C: 5 gp; M: 0 gp

Conclusion

Defeat Tellir and have Gileed survive.

APL 4: L: 0 gp; C: 0 gp; M: +1 *chainmail* (Value 195 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: +1 *chainmail* (Value 195 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: +1 *chainmail of ease* (Value 645 gp per character).

Total Possible Treasure

APL 4: 400 gp per character

APL 6: 532 gp per character

APL 8: 982 gp per character

ITEMS ON ADVENTURE CERTIFICATE

+1 Chainmail of Ease: A suit of armor with this enchantment allows its wearer to rest comfortably overnight without removing it, regardless of how heavy it is. The wearer can don ease armor in only 5 rounds, or remove it in a single round.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *soften earth and stone*; Market Price: 4300 gp.

APPENDIX I: NPCS

Evocation Spells (base DC = 17 + spell level).

ENCOUNTER 5

All APLs

➤ **Gileed Wanderfoot:** Male halfling Clr5 (Fharlaghn); CR 5; Small humanoid (halfling); HD 5d8+5; hp 35; Init +2; Spd 20 ft.; AC 13 (touch 13, flat-footed 10); Atk +4 melee (1d6-1, light mace); SA Spells, turn undead; SQ +2 morale bonus on saving throws against fear; AL N; SV Fort +6, Ref +6, Will +8; Str 8, Dex 14, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +7, Heal +7, Spellcraft +6; Lightning Reflexes, Weapon Focus (light mace).

Possessions: simple robes, rusted light mace, dirty towel (over shoulder).

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – create water, detect poison, detect magic, light, mending; 1st – bless (2), comprehend languages (2), expeditious retreat*; 2nd – hold person, make whole, speak with animals, locate object*; 3rd – create food and water, prayer, fly*.

*Domain spell. Domains: Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable one per day); Travel (For a total of 1 round per your cleric level per day, you can act normally regardless of magical effects that impede movement (similar to the effect of the spell freedom of movement). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This is a spell-like ability. Wilderness Lore is a class skill).

➤ **The Servant:** Male human Sor12/Dragon Disciple2; CR 14; Medium-size humanoid (human); HD 12d4+2d6+14; hp 74; Init +6; Spd 30 ft.; AC 19 (touch 13, flat-footed 17); Atk +10 melee (1d6+3, bite) and +5 melee (1d4+3, 2 claws) or +12/+7 (2d6+5, +2 flaming quarterstaff); SA Spells; AL NE; SV Fort +10, Ref +8, Will +15; Str 16, Dex 15, Con 13, Int 11, Wis 14, Cha 20.

Skills and Feats: Concentration +18, Knowledge (arcane) +10, Listen +7, Spellcraft +10, Spot +6; Delay Spell, Enlarge Spell, Empower Spell, Extra Spell (4th), Improved Initiative, Spell Focus (Evocation).

Possessions: ornate crimson robes, +2 flaming quarterstaff, cloak of resistance +2, ring of protection +2, bracers of armor +4, ring of mind shielding.

Spells Known (6/8/7/7/6/5, base DC = 15 + spell level): 0 – arcane mark, daze, detect magic, detect poison, flare, ghost sound, light, mage hand, read magic; 1st – burning hands, endure elements, magic missile, shield, unseen servant; 2nd – alter self, flaming sphere, invisibility, pyrotechnics, see invisible; 3rd – dispel magic, fireball, fly, haste; 4th – shout, stoneskin, wall of fire; 5th – dominate person, teleport; 6th – project image.

APL 4 (EL 5)

➤ **Half Red Dragon/Medium-size Fire Elemental:** CR 5; Medium-size dragon; HD 4d10+12; hp 34; Init +7; Spd 50 ft.; AC 20 (touch 13, flat-footed 17); Atk +8 melee (1d6+5 and 1d6 fire, slam); SA Breath weapon, burn; SQ Elemental, fire subtype, low-light vision, darkvision 60 ft., immune to sleep, paralysis effects, and fire; AL CE; SV Fort +4, Ref +7, Will +3; Str 20, Dex 17, Con 16, Int 6, Wis 11, Cha 13.

Skills and Feats: Listen +7, Spot +7; Improved Initiative, Iron Will.

Breath Weapon (Su): 30-ft. cone of fire (6d10); Reflex save (DC 19) for half damage; 1/day.

Burn (Ex): Those hit by a fire elemental's slam attack must succeed at a Reflex save (DC 14) or catch fire. The flame burns for 1d4 rounds dealing 1d6 damage each round. A burning creature may take a move-equivalent action to put out the flame.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elementals attack, and also catch fire unless they succeed at a Reflex save.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

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

APL 6 (EL 7)

➤ **Half Red Dragon/Large Fire Elemental:** CR 7; Large dragon; HD 8d10+32; hp 76; Init +9; Spd 50 ft., Fly 50 ft. (average); AC 22 (touch 14, flat-footed 17); Atk +11/+6 melee (2d6+6 and 2d6 fire, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Breath weapon, burn; SQ Elemental, damage reduction 10/+1, fire subtype, low-light vision, darkvision 60 ft., immune to sleep, paralysis effects, and fire; AL CE; SV Fort +6, Ref +11, Will +4; Str 22, Dex 21, Con 18, Int 8, Wis 11, Cha 13.

Skills and Feats: Listen +11, Spot +11; Flyby Attack, Improved Initiative, Iron Will.

Breath Weapon (Su): 30-ft. cone of fire (6d10); Reflex save (DC 19) for half damage; 1/day.

Burn (Ex): Those hit by a fire elemental's slam attack must succeed at a Reflex save (DC 14) or catch fire. The flame burns for 1d4 rounds dealing 1d6 damage each round. A burning creature may take a move-equivalent action to put out the flame.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elementals attack, and also catch fire unless they succeed at a Reflex save.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

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

APL 8 (EL 9)

➤ **Half Red Dragon/Huge Fire Elemental:** CR 9; Large dragon; HD 16d10+32; hp 168; Init +11; Spd 50 ft., Fly 50 ft. (average); AC 23 (touch 15, flat-footed 17); Atk +18/+13/+8 melee (2d8+8 and 2d8 fire, slam); Face/Reach 10 ft. by 5 ft./15 ft.; SA Breath weapon, burn; SQ Elemental, damage reduction 10/+2, fire subtype, low-light vision, darkvision 60 ft., immune to sleep, paralysis effects, and fire; AL CE; SV Fort +10, Ref +17, Will +7; Str 26, Dex 25, Con 20, Int 8, Wis 11, Cha 13.

Skills and Feats: Listen +18, Spot +18; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will.

Breath Weapon (Su): 30-ft. cone of fire (6d10); Reflex save (DC 19) for half damage; 1/day.

Burn (Ex): Those hit by a fire elemental's slam attack must succeed at a Reflex save (DC 14) or catch fire. The flame burns for 1d4 rounds dealing 1d6 damage each round. A burning creature may take a move-equivalent action to put out the flame.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elementals attack, and also catch fire unless they succeed at a Reflex save.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

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

ENCOUNTER 7

All APLs

➤ **Tellir Coldsmuth:** Male human Exp3; CR 2; Medium-size humanoid (human); HD 3d6; hp 14; Init +1; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +4 melee (1d4+1/19-20, masterwork dagger); AL NE; SV Fort +1, Ref +2, Will +4; Str 13, Dex 12, Con 10, Int 10, Wis 12, Cha 9.

Skills and Feats: Appraise +6, Bluff +7, Diplomacy +3, Forgery +4, Intimidate +4, Knowledge (local) +4, Pick Pocket +8, Profession (innkeeper) +5, Sense Motive +7; Skill Focus (Bluff), Skill Focus (Pick Pocket), Skill Focus (Sense Motive).

Possessions: masterwork dagger

➤ **The Servant:** Male human Sor12/Dragon Disciple2; CR 14; Medium-size humanoid (human); HD 12d4+2d6+14; hp 74; Init +6; Spd 30 ft.; AC 19 (touch 13, flat-footed 17); Atk +10 melee (1d6+3, bite) and +5 melee (1d4+3, 2 claws) or +12/+7 (2d6+5, +2 flaming quarterstaff); SA Spells; AL NE; SV Fort +10, Ref +8, Will +15; Str 16, Dex 15, Con 13, Int 11, Wis 14, Cha 20.

Skills and Feats: Concentration +18, Knowledge (arcane) +10, Listen +7, Spellcraft +10, Spot +6; Delay Spell, Enlarge Spell, Empower Spell, Extra Spell (4th), Improved Initiative, Spell Focus (Evocation).

Possessions: ornate crimson robes, +2 flaming quarterstaff, cloak of resistance +2, ring of protection +2, bracers of armor +4, ring of mind shielding.

Spells Known (6/8/7/7/7/6/5, base DC = 15 + spell level): 0 – arcane mark, daze, detect magic, detect poison, flare, ghost sound, light, mage hand, read magic; 1st – burning hands, endure elements, magic missile, shield, unseen servant; 2nd – alter self, flaming sphere, invisibility, pyrotechnics, see invisible; 3rd – dispel magic, fireball, fly, haste; 4th – shout, stoneskin, wall of fire; 5th – dominate person, teleport; 6th – project image.

Evocation Spells (base DC = 17 + spell level).

APL 4 (EL 4)

➤ **Fire Element Black Bear, Advanced:** CR 4; Medium-size elemental (fire); HD 5d8+10; hp 38; Init +1; Spd 40 ft.; AC 13 (touch 11, flat-footed 12); Atk +7 melee (1d4+4 plus 1d4 fire, 2 claws) and +2 melee (1d6+2 plus 1d4 fire, bite); SA Heat, burn; SQ Scent, elemental, darkvision 60 ft., fire subtype; AL N; SV Fort +6, Ref +5, Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Climb +6, Listen +4, Spot +7, Swim +8.

Special Attacks: A fire element creature retains all the special attacks of the base creature and also gains the following:

Heat (Ex): In addition to the damage from their attacks, fire element creatures deal additional fire damage with their natural weapons (including claw, bite, slam, or tail attack). The amount of damage depends on the HD total of the creature.

Burn (Ex): Those hit by the natural weapons of a fire element creature must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds (See Catching on Fire in Chapter 3 of the DUNGEON MASTER'S Guide). The save DC is equal to 7 + the fire element creature's HD total.

Creatures hitting a fire element creature with natural weapon or unarmed attacks take fire damage as though hit by the fire element creature's attack, and also catch fire unless they succeed at a Reflex save.

Special Qualities: A fire element creature retains all the special qualities of the base creature and also gains the following ones:

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

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

APL 6 (EL 6)

➤ **Fire Element Brown Bear, Advanced:** CR 6; Large elemental (fire); HD 8d8+32; hp 70; Init +1; Spd 40 ft.; AC 15 (touch 10, flat-footed 14); Atk +13 melee (1d8+8 plus 1d6 fire, 2 claws) and +8 melee (2d8+4 plus 1d6 fire, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab, heat, burn; SQ Scent, elemental, darkvision 60 ft., damage reduction 5/+1, fire subtype; AL N; SV Fort +10, Ref +7, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Listen +4, Spot +7, Swim +14.

Special Attacks: A fire element creature retains all the special attacks of the base creature and also gains the following:

Heat (Ex): In addition to the damage from their attacks, fire element creatures deal additional fire damage with their natural weapons (including claw, bite, slam, or tail attack). The amount of damage depends on the HD total of the creature.

Burn (Ex): Those hit by the natural weapons of a fire element creature must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds (See Catching on Fire in Chapter 3 of the DUNGEON MASTER'S Guide). The save DC is equal to 7 + the fire element creature's HD total.

Creatures hitting a fire element creature with natural weapon or unarmed attacks take fire damage as though hit by the fire element creature's attack, and also catch fire unless they succeed at a Reflex save.

Special Qualities: A fire element creature retains all the special qualities of the base creature and also gains the following ones:

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

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

APL 8 (EL 8)

🔥 **Fire Element Dire Bear:** CR 8; Large elemental (fire); HD 12d8+48; hp 102; Init +1; Spd 40 ft.; AC 17 (touch 10, flat-footed 16); Atk +18 melee (2d4+10 plus 2d6 fire, 2 claws) and +13 melee (2d8+5 plus 2d6 fire, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved grab, heat, burn; SQ Scent, elemental, darkvision 60 ft., damage reduction 10/+1, fire subtype; AL N; SV Fort +12, Ref +9, Will +9; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills: Listen +7, Spot +7, Swim +13.

Special Attacks: A fire element creature retains all the special attacks of the base creature and also gains the following:

Heat (Ex): In addition to the damage from their attacks, fire element creatures deal additional fire damage with their natural weapons (including claw, bite, slam, or tail attack). The amount of damage depends on the HD total of the creature.

Burn (Ex): Those hit by the natural weapons of a fire element creature must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds (See Catching on Fire in Chapter 3 of the DUNGEON MASTER'S Guide). The save DC is equal to 7 + the fire element creature's HD total.

Creatures hitting a fire element creature with natural weapon or unarmed attacks take fire damage as though hit by the fire element creature's attack, and also catch fire unless they succeed at a Reflex save.

Special Qualities: A fire element creature retains all the special qualities of the base creature and also gains the following ones:

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

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

APPENDIX II: NEW RULES

DRAGON DISCIPLE [PRESTIGE CLASS] AS PRESENTED IN TOME AND BLOOD

A dragon disciple is different. He always suspected, but the flying dreams confirm it. The experience is so vivid and real that other dreams are as dusty cinders in comparison. Hurling through the sky, unfettered by the earth, the dreamer exults in his beautifully scaled wings pulling him through the clouds. His senses are alive as never before, allowing him to smell, hear, and see with a terrible clarity no mere human can ever really comprehend. A volatile power burns in his lungs, a potency he knows he could unleash with a mere breath. It's almost...draconic.

It is known that certain powerful dragons can take humanoid form and even have humanoid lovers. Sometimes a child is born of this union, and every child of that child unto the thousandth generation claims a bit of dragon blood, be it ever so small. Usually, little comes of it, though mighty sorcerers occasionally credit their powers to draconic heritage. For some, however, dragon blood beckons irresistibly. First come the dreams. Many dismiss them as nothing more than wish fulfillment (or even nightmares), and that's the end of it. But a few embrace the dreams, recognizing their allure as a promise. These become dragon disciples, who use their magical power as a catalyst to ignite their dragon blood, realizing its fullest potential.

Dragon disciples prefer a life of exploration to a cloistered existence. Most are sorcerers, but bards sometimes follow the path. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. All dragon disciples are drawn to areas known to harbor dragons.

Hit Die: Special (see below).

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1 st	+0	+2	+0	+2	Hit Die increase (d6), +1 natural armor	1
2 nd	+1	+3	+0	+3	Claws and bite, ability boost (Str +2)	1
3 rd	+2	+3	+1	+3	Breath weapon (1/3)	None
4 th	+3	+4	+1	+4	Hit Die increase (d8), ability boost (Str +2)	1
5 th	+3	+4	+1	+4	Enlargement, +2 natural armor	1
6 th	+4	+5	+2	+5	Hit Die increase (d10)	1
7 th	+5	+5	+2	+5	Breath weapon (2/3), ability boost (Con +2)	None
8 th	+6	+6	+2	+6	+3 natural armor	1
9 th	+6	+6	+3	+6	Wings, ability boost (Int +2)	1
10 th	+7	+7	+3	+7	Dragon apotheosis	None

Requirements

To qualify to become a dragon disciple, a character must fulfill all the following criteria.

Race: Any nondragon (cannot already be a half-dragon).

Knowledge (Arcana): 8 ranks.

Languages: Draconic.

Spells: Ability to cast arcane spells without preparation.

Special: The player chooses a dragon type when taking the first level of this prestige class, subject to the DM's approval.

Class Skills

The dragon disciple's class (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Bonus Spells (Sp): Dragon disciples gain bonus spells as they gain levels in this prestige class, as if through having a high ability score, listed in the above table. A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character had more than one spellcasting class before becoming a dragon disciple, he must decide to which class he adds the bonus spell(s). Once a bonus spell has been applied, it cannot be shifted.

Hit Die Increase: As a dragon disciple gains levels in this prestige class, his dragon nature expresses itself more. His base Hit Die type increases at 1st, 4th, and 6th level. This is not a retroactive benefit: Beginning at the appropriate level, the dragon disciple rolls for hit points with the increased Hit Die type.

Natural Armor: At 1st, 5th, and 8th level, a dragon disciple becomes more draconic in appearance. His skin develops tiny iridescent scales, nearly invisible at first but becoming more noticeable at higher levels. This provides increasing natural armor bonuses to his base Armor Class, as indicated in Table 3–8 (these bonuses do not stack). As his skin thickens, the dragon disciple takes on more and more of his progenitor's physical aspect.

Claws and Bite: At 2nd level, the dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciple's base claw and bite attacks, whichever are greater.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6

Ability Boost: As the dragon disciple gains levels in this prestige class, his ability scores increase as noted in Table 3–8. These increases stack and are gained as if through level advancement.

Breath Weapon (Su): At 3rd and 7th level, the dragon disciple begins to develop his ancestor's signature ability: a breath weapon. The type depends on the dragon variety whose heritage he enjoys. The amount of damage dealt is one-third of full strength at 3rd level, increases to two-thirds at 7th level, and reaches full potency at 10th level (dragon apotheosis). Only the potential damage changes; the area and the save DC are as the full-strength weapon (see below). Regardless of its strength, the breath weapon can be used only once per day. Use all rules for dragon breath (see the Dragon entry in the *Monster Manual*) except as specified here.

Dragon Variety	Breath Weapon	3 rd Level	7 th Level	10 th Level	Save DC
Black	Line* of acid	2d4	4d4	6d4	17
Blue	Light of lightning	2d8	4d8	6d8	18
Green	Cone** of gas	2d6	4d6	6d6	17
Red	Cone of fire	2d10	4d10	6d10	19
White	Cone of cold	1d6	2d6	3d6	16
Brass	Line of fire	1d6	2d6	3d6	17
Bronze	Line of lightning	2d6	4d6	6d6	18
Copper	Line of acid	2d4	4d4	6d4	17
Gold	Cone of fire	2d10	4d10	6d10	20
Silver	Cone of cold	2d8	4d8	6d8	18

*A line is always 5 ft. high, 5 ft. wide, and 60 ft. long.

**A cone is always 30 ft. long.

Enlargement: At 5th level, the dragon disciple's size increases one step, from Small to Medium-size or from Medium-size to Large. (A character already of size Large or larger does not get any bigger.) The change in size affects the dragon disciple's base claw and bite damage (see above). In addition, he gains a –1 size modifier to his base attack bonus and Armor Class.

Wings: At 9th level, dragon disciples of size Large and above grow wings. They can now fly at their normal speed (average maneuverability). Smaller creatures have wings only if they already possessed them.

Dragon Apotheosis: At 10th level, the dragon disciple fully realizes his draconic heritage and takes on the half-dragon template. His breath weapon reaches full strength, and he gains an additional 4 points of Strength and 2 points of Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, darkvision (60-ft.-range), immunity to sleep and paralysis effects, and an additional immunity based on the dragon variety (see page 214 of the *Monster Manual* for complete details).

FIRE ELEMENT CREATURE [TEMPLATE] AS PRESENTED IN *MANUAL OF THE PLANES*

Fire element is a template that can be added to any corporeal creature of the following base types: aberration, animal, beast, magical beast, plant, or vermin. The creature's type changes to "elemental (fire)." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d8.

Special Attacks: A fire element creature retains all the special attacks of the base creature and also gains the following:

Heat (Ex): In addition to the damage from their attacks, fire element creatures deal additional fire damage with their natural weapons (including claw, bite, slam, or tail attack). The amount of damage depends on the HD total of the creature.

Burn (Ex): Those hit by the natural weapons of a fire element creature must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds (See Catching on Fire in Chapter 3 of the *DUNGEON MASTER'S Guide*). The save DC is equal to 7 + the fire element creature's HD total.

Creatures hitting a fire element creature with natural weapon or unarmed attacks take fire damage as though hit by the fire element creature's attack, and also catch fire unless they succeed at a Reflex save.

Special Qualities: A fire element creature retains all the special qualities of the base creature and also gains the following ones:

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Darkvision with a range of 60 feet.

Damage Reduction (see the table below).

Hit Dice	Damage Reduction	Additional Fire Damage
1-3	—	—
4-7	—	1d4
8-11	5/+1	1d6
12+	10/+1	2d6

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

If the base creature already has one or more of these special qualities, use the better value.

Saves: Same as the base creature.

Abilities: Same as the base creature.

Skills: Same as the base creature. If the fire element creature has an Intelligence of 4 or greater, it speaks Ignan.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating: Up to 3 HD, same as the base creature.

3 HD to 7HD, same as the base creature +1.

8+ HD, same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Usually neutral.

Advancement: Same as the base creature.

EASE [ARMOR SPECIAL ABILITY] AS PRESENTED IN *MASTERS OF THE WILD*

A suit of armor with this enchantment allows its wearer to rest comfortably overnight without removing it, regardless of how heavy it is. The wearer can don ease armor in only 5 rounds, or remove it in a single round.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *soften earth and stone*; Market Price: +1 bonus.

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.