

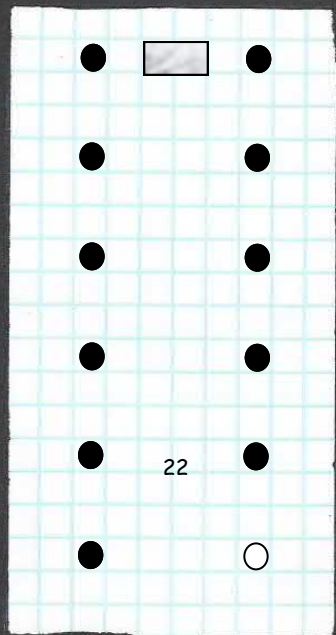
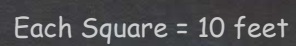
D5

1
FIRST
EDITION

The Fires of Balir



PACESSETTER
GAMES & SIMULATIONS



The Fires of Balir

Contents

Dungeon Master's Background	4
Type I & II Demons.....	5
Succubus.....	6
Pit Fiend.....	7
Type IV Demon	7
Type V Demon.....	8
Type VI Demon	8
New Monster Section	9

Maps

The Demon Prison	Inside Cover
------------------------	--------------

Credits

Designer: Bill Barsh

Cover Illustrator: Luigi Castellani



Pacesetter Game & Simulations
2699 Katie Lane
Milford, Michigan 48380

pacesettergames.com

CSM7 The Darkest Pit
Kickstarter Print: July 2013

D5 The Fires of Balir
First Standard Print, June 2015
Second Print, February 2018

©2013, Pacesetter Games & Simulations
2015, Pacesetter Games & Simulations
Product Number: 2008



THE FIRES OF BALIR

Introduction

The Darkest Pit is an AD&D adventure designed for six to eight characters of seventh to ninth level. The scenario is balanced for approximately 45 character levels. The party should have a good mix of character classes, including at least three fighter types. All characters should possess at least one magic item and one magic weapon with a +2 or better bonus.

The adventure takes place in an ancient dwarven silver mine that was converted into a prison. There is no complicated story or mystery to this adventure. The PCs are tasked with entering the prison dungeon and destroying the demons located on the fourth level of the mine. Only the fourth level of the prison dungeon is detailed in this adventure. The first level is detailed in the module **S2 Prisoner of Destiny** by Pacesetter Games & Simulations. Further levels will be released in 2015-16.

DM's Background

This adventure finds the PCs entering an ancient dwarven mine system that was converted into a prison for all things foul and dark. The mine, which previously yielded the highest quality silver, is the ideal location to imprison demons and devils because the unique nature of the silver does not allow them to teleport or plane shift. The demons cannot leave their individual prison areas. However, non-demons/devils can enter freely.

After a recent foray into the prison by a group of adventurers (on the first level), it was discovered that the magical wards placed throughout the prison dungeon were weakening. The prison is not maintained, and in fact, it was sealed many years ago and forgotten. However, after the invading adventures re-opened the prison, all sort of evil has been drawn to the dark pit.

A group of aged dwarves investigated the prison dungeon and determined that the magical wards placed to bar escape by the internees are beginning to fail. It was decided that adventures would be hired to eliminate those most foul prisoners while there was still time to do so. The fourth level of the dungeon prison holds some lesser demons (type I through VI) and some other demons. The wards on that level are quickly failing and that level requires immediate attention.

No demon or devil can gate in another demon or devil. No summoning spells will work on this level of the prison.

Sequence of Play

The PCs have been hired (you can play this out in any way) to eliminate the demons on level four of the prison dungeon. A deep shaft provides access from the surface to each level. The price per demon destroyed is up for negotiation, but 1,000 gp per demon type is the base price (i.e. a type III demon is worth 3,000 gp). A succubus is worth 2,000 gp and the pit fiend is worth 5,000 gp).

Alternatively, the PCs may be in search of some lost artifact that is held by one of the demons.

What the Player Characters Know

There is little common knowledge regarding the prison dungeon. It was originally a silver mine, but it was abandoned several hundred years ago when the large deposits of silver were depleted. The dwarves were also at war with many races at the time and the mine was repurposed to serve as a prison. It was discovered that the trace amounts of silver that was present in the ore and earth barred any sort of magical transport - including any sort of planar travel. The mine is an ideal prison.

As the wars ended, so did the need to staff the prison. The dwarves feared releasing the thousands of prisoners and they simply sealed the access shaft and abandoned the small fort that surrounded the entrance. That was many years ago and most dwarves do not even remember the name of the place - The Prison Vault of Balir.

Section Three: The Prison Vault of Balir

The prison is a massive complex, some of which is simply carved tunnels and chambers and other parts are constructed from stone blocks. There is no natural light within the prison. **Magical forms of teleportation-like movement simply do not work on level four of the prison dungeon: this includes any sort of teleportation, plane shifting, dimension door, blink, etc.**

The PCs may enter and exit the prison dungeon as often as they like, but the magical wards will fail in four days time and any remaining demons will be able to escape the fourth level and return to whatever place they choose. At that point, this adventure will be over.

The entrance to the dungeon level is via a deep shaft. The shaft is circular and a wide set of stairs that follows the outside wall of the pit. The shaft stair leads to all levels of the prison dungeon, but this module only includes the fourth level.



THE FIRES OF BALIR

1. The Pit

DM's Description: This shaft leads to the surface and to other levels of the prison dungeon. A six foot wide stair follows the outer wall of the pit. There is no railing. Empty oil lanterns are set every 40' along the stairway. The pit is several thousand feet deep, though only the first 500 feet are carved stone.

2. The Hall of Good

DM's Description: This massive chamber serves as the access point to the six demon cells located on this level. The room is empty of furnishings but the walls are covered with murals of various historical battles where good is clearly triumphing over evil.

While the imprisoned demons cannot enter this chamber, they can view it from their corridors leading to their cell areas.

At the entrance to each cell, carved runes block the passage of the imprisoned demons. The wards also obstruct any magically summoned or created creatures (i.e. no demon can enter or exit the cells).

3. Type I and II Demons

DM's Description: A crude door, carved from stone, is propped up in the hallway. The door is not hinged and it must be lifted to provide access. The slab is very heavy (2,000 pounds). Moving the door will alert the manes in location 4 of intruders. The minor demons will immediately swarm to attack.

4. Manes

DM's Description: A horde of 30 manes occupy this room. The demons will attack any who enter the cell.

Manes (30) AC 7; HD 1, hp 7 each; #AT 3; Dmg 1d2 / 1d2 / 1d3; SA none; SD +1 weapon to hit, demon; MV 3"; SZ S; THACO 18; AL CE; EXP 25 +1/hp

5. The Endless Debate

DM's Description: As the PCs approach this chamber, they will hear the sounds of an argument. A type I and type II are arguing over methods of escape; something they have been doing since their incarceration. The demons will be aware of the PCs entrance and they will continue their debate, attempting to draw the PCs into the

argument. At some point, if the PCs join in the conversation, the demons will attack in unison.

Type I Demon (1) AC 0; HD 8, hp 40; #AT 5; Dmg 1d4 / 1d4 / 1d8 / 1d8 / 1d6; SA see MM; SD demon, MR 50%; MV 12" or 18"; SZ L; THACO 12; AL CE; EXP 1,275 +10/hp

Type II Demon (1) AC -2; HD 9, hp 45; #AT 3; Dmg 1d3 / 1d3 / 4d4; SA see MM; SD demon, MR 55%; MV 6" or 12"; SZ L; THACO 11; AL CE; EXP 2,000 +12/hp

6. The Succubus

DM's Description: This cell is home to a devious succubus. The demon has set a trap at location 7. The door to the cell is made of iron - pillaged from one of the upper levels. It is not locked, but it opens with an ominous creak that echoes throughout the dungeon level.

7. Trap

DM's Description: This chamber is a natural cavern but the floor is several hundred feet below the entrance. Two pillars of natural stone form islands in the center area of the room (7c and 7e). Several ledges line the walls. Lying on each ledge is a motionless figure. The bodies appear to be adventurers. However, a bloodied female wizard at 7e calls for help and then collapses (seemingly unconscious).

Since flying is not an option, the PCs must leap from ledge to ledge. A simple dexterity check at +2 is required to safely leap from ledge to ledge. Failure indicates the PC has made the leap, but landed a bit short. The PC will suffer 1d6 damage from slamming into the ledge and will lose one round of action to pull himself up. PCs in full metal armor suffer a -2 penalty to their dexterity check. A PC may only jump a total of 20'.

A group of 12 stirges fly out of the darkness just after the PCs enter the chamber and attack. The stirges were released by the succubus from cages below the entrance. The stirges are simply a diversion.

The succubus has charmed several cultists of orcus who strayed onto this level. She has disguised them as adventurers and they are "playing dead" on the ledges. When signaled by the succubus, the followers will rise and attack. If a single PC arrives at location 7e (with the succubus), the ambush will commence. Otherwise, the succubus and the cultists will attack if they are attacked.



THE FIRES OF BALIR

If combat goes poorly for the succubus and her minions, she will flee to location 10.

7a: Cultist (1) AC 5; HD 2+2, hp 14; #AT 1 or 2; Dmg 1d8 w/ long sword or 1d6 w/shot bow; SA none; SD none; MV 12"; SZ M; THACO 16; AL LE; EXP 120 +2/hp

7b: Cultist (1) AC 5; HD 2+2, hp 16; #AT 1 or 2; Dmg 1d8 w/ long sword or 1d6 w/shot bow; SA none; SD none; MV 12"; SZ M; THACO 16; AL LE; EXP 120 +2/hp

7c: Cultist (1) AC 5; HD 2+2, hp 11; #AT 1 or 2; Dmg 1d8 w/ long sword or 1d6 w/shot bow; SA none; SD none; MV 12"; SZ M; THACO 16; AL LE; EXP 35 +3/hp

7d: Cultist (1) AC 5; HD 3+3, hp 19; #AT 1 or 2; Dmg 1d8 w/ long sword or 1d6 w/shot bow; SA none; SD none; MV 12"; SZ M; THACO 15; AL LE; EXP 60 +4/hp

7e: Succubus (1) AC 0; HD 6, hp 34; #AT 2; Dmg 1d3 by claw; SA energy drain; SD demon, MR 70%; MV 12" or 18"; SZ M; THACO 13; AL CE; EXP 2,100 +6/hp

7f: Cultist (1) AC 5; HD 2+2, hp 14; #AT 1 or 2; Dmg 1d8 w/ long sword or 1d6 w/shot bow; SA none; SD none; MV 12"; SZ M; THACO 16; AL LE; EXP 120 +2/hp

7g: Cultist (1) AC 5; HD 3+3, hp 26; #AT 1 or 2; Dmg 1d8 w/ long sword or 1d6 w/shot bow; SA none; SD none; MV 12"; SZ M; THACO 15; AL LE; EXP 60 +4/hp

8. Hall

DM's Description: Magical darkness fills the hallway for its entire run.

9. Bed Chamber

DM's Description: This room is decorated in opulence. The bedroom furniture is of the highest quality and the linens are the finest silk. An open chest at the foot of the bed holds 1,500 gp and 20 gems worth 50 gp each. The treasure covered with contact poison (save or suffer 6d6 damage).

10. Spy Chamber

DM's Description: The succubus uses this room as a last attempt to ambush intruders. The door to the hall (location 8) is a secret one-way door. It can only be opened from this location. A small peep hole provides the succubus with sight access to the outside hall. If the PCs discover the secret door leading to location 9, the succubus will use the one-way door to attack the PCs from behind.

11. The Pit Fiend

DM's Description: This cell is occupied by a pit fiend. The demon is extremely foul-tempered and it wants nothing more than to destroy intruders. A black curtain hangs over the entrance to this cell.

12. Pit Trap

DM's Description: A simple covered pit is located here. It will open on a die roll of 1-3 d6 (roll for each PC crossing the area. The pit is 20'x20' and 20' deep. Those falling in the pit will suffer 2d6 damage.

13. Reverse Pit

DM's Description: An anti-gravity field coves a 20'x20' area here. Any PC entering the area will be slammed upward and through a false ceiling. A recessed area is covered with spikes. PCs hitting the spikes will suffer 3d6 damage. The anti-gravity field cannot be turned off. Careful PCs can use the field as a sort of levitation and pass through the area unharmed.

14. Another Pit

DM's Description: A simple covered pit is located here. It will open on a die roll of 1-3 d6 (roll for each PC crossing the area. The pit is 20'x20' and 40' deep. Those falling in the pit will suffer 4d6 damage.

15. Ghouls

DM's Description: A gang of 10 ghouls wait here to ambush any PC who enters this area. They are particularly keen on attacking thieves who may be searching for traps.

Ghoul (10) AC 6; HD 2, hp 10 each; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA paralyzation; SD undead; MV 9"; SZ M; THACO 16; AL CE; EXP 65 +2/hp



THE FIRES OF BALIR

16. Secret Door

DM's Description: The pit fiend will use this door to approach the PCs from behind if they pass it by. He will be watching the PCs from wall behind location 18. If the PCs discover the secret door, the fiend will move to location 19 and send his army of pit zombies to attack the PCs.

17. Pit Trap

DM's Description: A simple covered pit is located here. It will open on a die roll of 1-3 d6 (roll for each PC crossing the area. The pit is 20'x20' and 50' deep. Those falling in the pit will suffer 5d6 damage.

18. Statue

DM's Description: A statue of the pit fiend is located at the end of the hall. There is nothing magical or dangerous about the statue. However, just above the statue's head, is a small hole. The hole is used by the pit fiend to watch those who approach the statue. If they enter this area, he will use the secret door at location 16 to attack the PCs from behind. The pit fiend will be followed by a group 20 pit zombies.

19. The Fiend

DM's Description: This chamber is decorated like a throne room. A massive stone throne is set against the east wall. 20 pit zombies stand at attention along the walls. A large, iron chest (unlocked and no trap) rests next to the throne. The chest contains 500 pp and 2,000 gp and *broad sword +3 (special ability to cast darkness once per day)*.

Pit Fiend (1) AC -3; HD 13, hp 74; #AT 2; Dmg 1d4+4 and 1d6+6; SA see MM; SD devil, +2 weapon to hit, MR 65%, regenerates; MV 6" or 15"; SZ L; THACO 9; AL CE; EXP 7,900 +18/hp

Pit Zombie (20) AC 6; HD 1, hp 4 each; #AT 3; Dmg 1d2 claw / 1d2 claw / 1d4 bite; SA none; SD undead; MV 18"; SZ M; THACO 19; AL CE; EXP 35 +1/hp

20. Type IV Demon

DM's Description: A red curtain hangs over the entrance to this cell. The curtain is cursed, and any who touch it suffer from a *fear* spell (save at -4). Those who fail their

save have a 75% of fleeing into the cell area. The victim will see his comrades as a horde of demons. The fear will last for 3d4 rounds.

21. Spear Trap

DM's Description: A pressure plate on the floor will trigger a spear trap. A massive volley of 20 spears will be launched from the north wall, sending spears flying through the entrance into location 2. Any PCs in the path of the spears may be struck. No PC may be the target of more than 1d6 spears. Each spear has a THACO of 14. Treat targets as surprised. Spears deliver 1d6 damage.

22. Grand Temple

DM's Description: The type IV demon has created a false temple in this huge chamber. Massive 10' wide and 50' tall pillars line the room from north to south. The pillar at the southeast-most section is hollow and is accessed by a secret door. The demon will hide in the pillar in hopes the PCs will simply walk by to investigate the glass sarcophagus at the north end of the room.

A large 10' x 20' long glass sarcophagus is rests at the north end of the chamber. The container holds 10,000 gp, but a thin, red-colored mist swirls about the inside of the sarcophagus. The mist is harmless and only meant to distract the PCs.

If the PCs fail to detect the demon in the pillar, he will attack from behind.

Type IV Demon (1) AC -1; HD 11, hp 66; #AT 3; Dmg 1d4 / 1d4 / 2d4; SA see MM; SD devil, +1 weapon to hit, MR 65%; MV 9" or 12"; SZ L; THACO 10; AL CE; EXP 3,000 +12/hp

23. Flaming Door

DM's Description: The door here is constantly surrounded by jets of flame. The door is not locked or trapped, but any who touch the door, or pass through the portal will suffer 2d6 of magical fire damage (save for half damage applies).

24. Balrog

DM's Description: The chamber is filled with water that is 20' deep. Jets of flame shoot from the water in random locations throughout the room with the exception of the



THE FIRES OF BALIR

raised dais near the northern end of the chamber. Each round, 10 jets of flame burst from the water in random locations. A PC that gets caught by a flame jet will suffer 4d6 of magical fire damage (save for half damage applies). There is 10% chance of a PC getting hit by a flame jet if the PC is swimming or otherwise crossing the room above the water.

A PC may swim under the water but must surface every 30' (chance to get hit by a flame jet). PCs under the water will not be hit by a flame jet.

Lying on the dais is a *flaming long sword*. If the sword is obtained and dipped into the water, the flame jets will cease. The sword will function normally. However, any PC that reaches the dais will be attacked by a balrog who waits in the alcove located in the northern-most section of the room. The alcove is enshrouded in *darkness*. Scattered on the floor of the alcove is 8,000 gp.

Balrog (Type VI Demon) (1) AC -2; HD 8+8, hp 74; #AT 1; Dmg 1d12+1; SA see MM; SD demon, +1 weapon to hit, MR 75%, regenerates; MV 6" or 15"; SZ L; THACO 12; AL CE; EXP 3,600 +12/hp

25. Type V Demon

DM's Description: There is no covering to this entrance. Only the magic runes are evident, but if the PCs watch the runes for a short time, they will notice the runes fade then return to normal. This is a sign that the runes are failing.

26. The Coin

DM's Description: A single gold coin lies on the floor of this room.

27. The Hanging Sword

DM's Description: A two-handed sword is magically suspended in this alcove. The sword, if undisturbed poses no threat to the PCs. However, if the sword is disturbed in any way, it will emit a painful, high-pitched whistle. Each PC within 30' must make a save vs. spells or suffer -4 to all actions and spell-casting is not possible. The sword will attack the PCs until it is destroyed. The sword attacks as a 10 HD creature and has 35 hp with an AC of 2. It can move 15" per round. The weapon inflicts 1d10 damage. The sword can pursue PCs, but it cannot leave the cell.

28. Another Hanging Sword

DM's Description: A two-handed sword is magically suspended in this alcove. The sword, if undisturbed poses no threat to the PCs. However, if the sword is disturbed in any way, it will burst forth a bright light that can temporarily blind on-lookers. Each PC must save vs. spell or suffer blindness for 1d4 rounds. The sword will attack the PCs until it is destroyed. The sword attacks as a 10 HD creature and has 35 hp with an AC of 2. It can move 15" per round. The weapon inflicts 1d10 damage. The sword can pursue PCs, but it cannot leave the cell.

29. Darkness

DM's Description: This area is filled with magical darkness. The area covered is 20' x 20'.

30. Type V Demon

DM's Description: A very angry type V demon resides in this chamber. She is aware that the runes barring her escape are failing and she is in a heightened state of agitation. She will attack any PCs entering her chamber. If the PCs enter her chamber, she will call the magic swords in locations 27 and 28. The swords will come to her aid if they have not been previously destroyed. The demon wears a golden crown inset with emeralds worth 10,000 gp.

Type V Demon (1) AC -7/-5; HD 7+7, hp 50; #AT 7; Dmg 2d4 x 6 attacks and 2d4 with constriction; SA see MM; SD demon, +1 weapon to hit, MR 80%, MV 12"; SZ L; THACO 12; AL CE; EXP 3,000 +12/hp



THE FIRES OF BALIR

Pit Zombie

Frequency: Very Rare

No. of Appearing: 3d6

AC: 6

MV: 18"

HD: 1

% in Lair: 80%

Treasure Type: None

No. of Attacks: 3

Damage: 1d2 claw / 1d2 claw / 1d4 bite

Special Attack: Special

Special Defense: per zombie

Magic Resistance: None

Intelligence: Animal

Alignment: CE

Size: M

Pit zombies are similar in appearance to normal zombies with the exception they are always dead elves. These foul undead were the result of a hundreds of elf prisoners left underground to perish in the Prison Vault of Balir.

A pit zombie has less hit dice than a standard zombie but it is more than twice as fast. Pit zombies attack with two claw-like hands and a bite. They are ravenous creatures and attack any living things they can catch. While minimally intelligent, they do harbor an extreme hatred of dwarves and they will attack them over and above any other creature. Pit zombies receive a +1 bonus to hit dwarves.

These undead are immune to charm and sleep effects. They are turned as standard zombies. If an elf is killed by a pit zombie, it will rise as a pit zombie in two rounds.



SR 2012

D5 The Fires of Balir is completed under version 1.0 of the Open Game License and the System Reference Document by permission from Wizards of the Coast, Inc. Additional printings will incorporate final versions of the license and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License (version 1.0): Any and all Pacesetter Games & Simulations logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, as well as any Basic /Expert Dungeon Adventure logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, all NPC, creature, and trap statistic blocks are designated as Open Game Content, as well as spell names, weapon statistics, and other elements that are derived from the System Reference Document. No art or illustration is open content.

Some portions of this book which are delineated Open Game Content originate from the System Reference Document and are copyright 1999, 2000 Wizards of the Coast, Inc. The remainder of these Open Game Content portions of this book are hereby added to Open Game Content and, if so used, should bear the copyright notice "First Edition Advanced Game Adventure: D5 The Fires of Balir Copyright Pacesetter Games & Simulations 2015. Contact at pacesettergames.com."

D5 The Fires of Balir is © 2015 Pacesetter Games & Simulations.

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, Inc., and are used with Permission. Open Game Content may only be used under and in the terms of the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. Robert Baumgardner. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

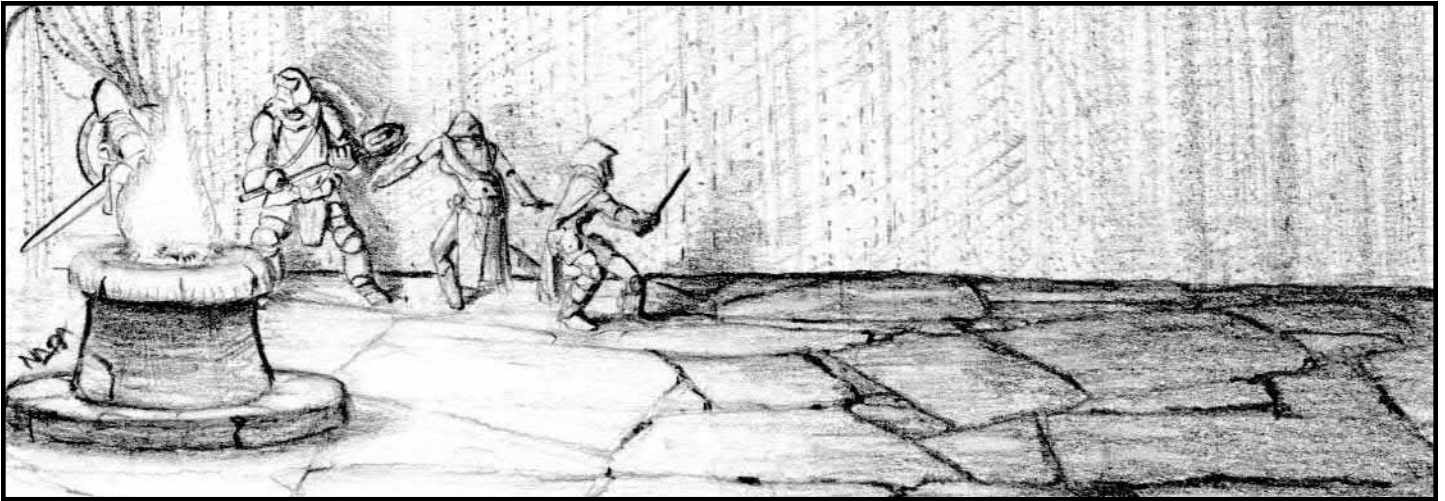
13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Your Next Great Adventure Is Just Around The Corner



Look for these exciting products from **Pacesetter Games & Simulations**

T1 The Thing in the Valley — A nameless evil has come to the valley. What is the creature's deadly purpose and will the PCs survive its terrible onslaught? An adventure for characters 3rd to 5th level.

Q1 The Screaming Temple — A mysterious temple and nightmarish screams call those of adventurous spirit. A Quick Play™ Adventure designed for one or two game sessions. Designed for characters 2nd to 4th level.

Q2 Eruptor's Vengeance — A dead dragon leaves his treasure unguarded. Or so they say. A Quick Play™ Adventure designed for one or two game sessions. Designed for characters 2nd to 4th level.

Q3 Death on Signal Island — An island outpost has gone silent. Some fiendish evil stalks the shores waiting and watching. A Quick Play™ Adventure designed for one or two game sessions. Designed for characters 2nd to 4th level.

V1 The Vampire's Curse — A murder. A vampire. A curse. It can't be that easy! An adventure for characters 4th to 6th level.

C1 The Circle of Fire — The first module in the City of Spire series finds the PCs trapped in a mysterious city and besieged by a horde of creatures called the wretched. An adventure for characters 4th to 6th level.

I1 Grave of the Green Flame — The first module in the new SOLO adventure series finds you robbed and out for vengeance. Your attackers have fled into the forest. The chase is on! An adventure for a second level character.

U1 Dark Eye of the Hurricane — New trouble threatens the village of Saltmire. Pirates, Sea Devils and a Lord of the Eyes have joined forces for unspeakable evil. An adventure for characters 5th to 7th level.

B1 Legacy of the Unknown — The famous wizard and warrior disappeared long ago. Now there keep is plundered and clue has surfaced to the disappearance of the duo. An adventure for characters 5th to 7th level.



PACESSETTER
GAMES & SIMULATIONS

pacesettergames.com

D5 The Fires of Balir
©2015, Pacesetter Games & Simulations
2008