

THE SMOKING PILLAR OF LAN YU

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AN ADVENTURE FOR CHARACTER LEVELS 1-3



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A SLOW, SMOLDERING DOOM...

The island of Kai Besil has never been a place of great importance in the world. A little patch of jungle amid jagged coral reefs and hot winds, its rugged earth was never of any use to outsiders until the day that the great sorceress Lan Yu came to it on a pilgrimage of fire.

The truth about Lan Yu has long since been lost to the slow teeth of time. Some legends paint her as a benevolent teacher and patron of learning, while other stories speak of an awful indifference to human suffering in her pursuit of occult wisdom. It was on Kai Besil that she unlocked great secrets of flame at the heart of the island's dormant volcano, a towering peak that came to be known as the "Pillar of Lan Yu".

Her studies spanned decades, and over the years her disciples and servants made homes where they came ashore. A smaller community was set aside for the peasant laborers that Lan Yu had enlisted to her cause, an outpost that later became the farming village of Talamau on the northeast coast of the island. One of Lan Yu's less favored apprentices was set as a viceroy over the farmers, there to watch over them and give them such teaching as would make them better servants to their great mistress.

For long years there was peace on the island. Lan Yu bound the volcano in shackles of sorcery, the better to study its sleeping fury. Her disciples were charged with the maintenance of these wards and the refinement of the great pyromantic secrets she had learned. These "fire priests" remained devoted to their duties long after their mistress had vanished.

For in time Lan Yu came less and less to Kai Besil. None can name her ultimate fate or propose what far land last knew her, but some five centuries ago it became plain that the sorceress was gone forever. The fire priests mourned her absence but continued their diligent watch on the wards of the volcanic temple.

Four hundred years ago a great catastrophe struck. A terrible earthquake shook the Temple of Flame within the volcano's mountainside, releasing a great gust of toxic fumes that strangled the lives of the fire priests. The awful wind swept down the northwestern side of the volcano, wiping out the habitations of the learned adepts and leaving only the humble farming village of Talamau, safe on the northeastern coast.

Ever since then, Talamau has been a simple village of rice farmers and jungle hunters, making the best life they can on the island. The soil is rich and the hunting is good, so those that live eat well- but lives are lost each year to the perils of the jungle and the hungry beasts that prowl under its green shade.

Life is not easy in Talamau, but it is livable. Other islands send ships to Kai Besil a few times a year, and there is a trade in brides and husbands with more distant communities. There are even a few mainlanders who have come to forget their former lives and live out their remaining days in simplicity. Pirates sometimes dare the fangs of the reef around the island, but few are so desperate as to attack a village that has nothing but rice and lumber to offer.

But a new danger has come upon the island. Small tremors have shaken the thatched houses of the villagers. While no great matter in most times, the ancient warning lamp in the village's old academy now burns a mingled blue and red. The chief scholar of the village has studied the books of the former viceroy, and she says that these colors speak of failing wards and crumbling bindings around the volcano. If the magic is not renewed soon, the mountain will erupt.

Yet for all her studies, the scholar cannot say how the wards are to be repaired. All that the villagers know is that the secret lies in the ancient Temple of the Flame, somewhere up the side of the Pillar of Lan Yu. To go so deep into the jungle is foolhardy under the best of circumstances, and to dare the lost temple itself is more than any villager wishes to face. The village elder wonders how many of her neighbors she must send to die if the rest of them are to live.

And then a strange sail is seen on the horizon....

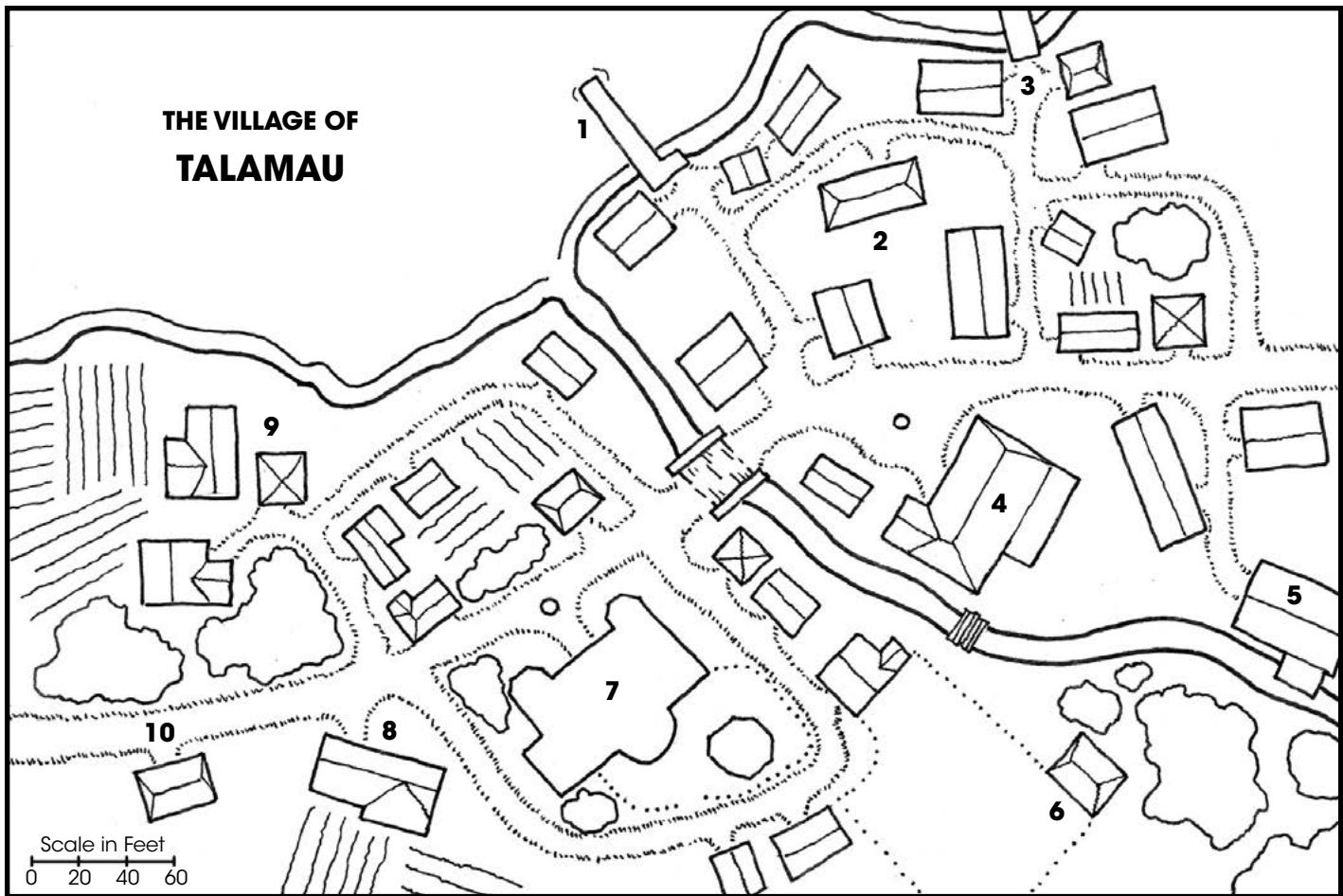
INTRODUCING THE PLAYER CHARACTERS

Kai Besil can be placed almost anywhere in a GM's campaign world. If the tropical climate is inappropriate for the location, the GM can simply credit it to the unusual pyromantic energies of the volcano, or to a strange loop of hot sea currents boiling up from below.

The PCs may be aboard a ship that needs to take on fresh water or make crucial repairs. A shipwreck on the reefs might cast the PCs up on land, or indebted them to Talamauan rescuers. If a GM is running a more "story line" model of campaign, almost any dodge can suffice to get the PCs onto the island.

If a GM prefers a more "sandbox" model with less directed play, it's only necessary to make sure the PCs know that adventure awaits them on Kai Besil if they choose to seek it there. It could be that a ship has come in from the remote island with a villager seeking help from capable adventurers, but too poor to afford anyone more experienced than the PCs. Or perhaps some pyromantic artifact is supposedly lost in the island's Temple of the Flame. As with all such choices, it's up to the GM to know the style that best suits their group.

THE VILLAGE OF TALAMAU



Talamau is a coastal village of four hundred people. Most live within the village proper and walk to their paddies, though a few brave families dare to cut clearings out of the surrounding jungle. The villagers are relatively prosperous and well-fed, though the regular casualties suffered at the fangs of the jungle beasts have kept the village from growing beyond its present size.

Talamau sees few strangers. Small merchant ships arrive occasionally to trade necessities for rice and jungle timber, and boats from neighboring islands bring new brides or extended family for visits, but the only real source of new faces are the few scholars who make the trip to examine the books at the old academy.

Peaceful strangers will be permitted to tie up at the village dock and trade with the locals after a conversation with Elder Kitra over their purpose in coming to Talamau. The villagers are proud of the old academy and permit respectful outsiders to study there under the supervision of the chief scholar. Respect is expected to be shown by small gifts to the village elder.

Most of the houses in Talamau are roofed in bundles of grasses and walled with woven mats tied to wooden pillars. A sharp knife is sufficient to make a hole in such walls. The old academy is an exception, being built of a seamless gray stone conjured up long ago.

NOTABLE LOCATIONS IN TALAMAU

- DOCK:** Talamau has few fishermen, with no more than one or two small fishing boats drawn up at any one time. The waters surrounding the isle are treacherous, and the best fishing grounds are perilously close to the reefs.
- SMITHY:** Burly, shaven-headed **Kuwat the Smith** handles the ironwork for the village and does a small sideline as a ship's chandler. He's not a weaponsmith, but he can forge spears, knives, and other simple implements.

He has a small selection of rope, lamp oil, dried rations, and other wares that a ship's captain might need, though he has only a 20% chance of having any other kind of equipment that adventurers might want. All prices are twice normal, and he's willing to buy up to 100 g.p. worth of goods at a quarter of their list price.
- CARPENTER:** Rough logs of mahogany and other jungle woods are stacked under the watchful eye of **Old Yuda** the carpenter. He and his two sons are capable boatwrights and can repair damaged ships, though he lacks the expertise and materials to build anything bigger than a fishing smack.

4. BATARI'S GUESTHOUSE: The scholars that come to Talamau often stay for months at a time to study at the old academy, and apple-cheeked **Batari** makes room for them in her family's large home. The rice beer she brews is a local favorite as well, and many of the farmers can be found ending their day with a cup or three, sitting and talking in the yard before the house. Prices vary with the evident wealth of the guests, though most end up paying 2 s.p. a night for room and board.

5. WEAVER: Brusque and perpetually harried, **Eko** the weaver oversees the fingers of two of her granddaughters here as they fashion grass mats and woven cloth. Her family also carries on the old traditions of bookmaking that were once important on the island, and they make a fine rag paper for that end. Wizards and other scholars can acquire any necessary scribal materials from them at the usual listed prices.

6. HUNTSMAN'S HUT: This hut is the shabbiest in the village, in obvious need of new thatching and fresh mats for the walls. Its owner, the grizzled huntsman **Heinrich**, comes in with his latest kill every two or three days, staying only long enough to trade the meat. Heinrich is a stranger who set down roots here some years ago but since the death of his wife he's spent more time in the forest. In truth, Heinrich was a notorious outlaw back on the mainland and will carefully avoid strangers if possible. If persuaded to help the PCs, however, he can lead them directly to the Temple of the Flame.

7. THE OLD ACADEMY: The pride of the village, the old academy was raised by Lan Yu herself as a residence for her viceroy in the village. Over the years, it became a place of study for the wizard's apprentices. The two-storey stone building is stocked with a remarkable number of old books and classical tomes of learning, all under the watchful eye of **Chief Scholar Indah**, a lovely young woman rendered unsuitable for marriage by a crippled leg. On the second floor of the academy is a magical brazier of blue flame, shot through with swelling tongues of red. Indah's study of Lan Yu's records has alerted her to the warning the flame brings and the need to restore the volcano's seal.

The academy's books have no magical tomes among their number, but they do include a number of venerable history books that have since become very rare. Indah will not part with these books at any price, but five of them are sufficiently valuable that they could be sold for 250 g.p. apiece elsewhere. Any scholarly reader would notice the presence of these books with an hour's research. Copying one would take at least a month.



8. ELDER KITRA'S HOME: Wizened **Elder Kitra** conducts all negotiations with outsiders since the death of her husband. She lives with her favorite grandson and his wife, tended hand and foot by her doting progeny while she grumbles over the troubles of the village. She has a peasant's natural suspicion of armed outsiders, but she's ready to make any bargain she must to get the volcano's magical seal restored. The other villagers trust her implicitly, and will keep any deal she makes on their behalf.

9. HEALER: The village healer **Kusar** is often found in Heinrich's company, paying him in booze for the jungle plants the hunter brings him. Unfortunately, Kusar tends to oversample own decoctions, and has a 20% chance of being in an intoxicated haze. If questioned about Heinrich in such a state, he'll cheerfully spill the secret of the hunter's shady past. If sober, his ministrations can heal $1d4+1$ hit points once per day and double normal healing rates. He'll work for free if the PCs are aiding the village, but will otherwise squeeze what he can from them.

10. VILLAGE SHRINE: Dedicated to gods of sea and paddy, this shrine is tended by the **Priestess Iroko**, another stranger from the mainland. The shrine itself is adorned with beautiful carvings fashioned by Iroko's husband. While a skilled performer and ritual dancer, Iroko has no clerical powers.

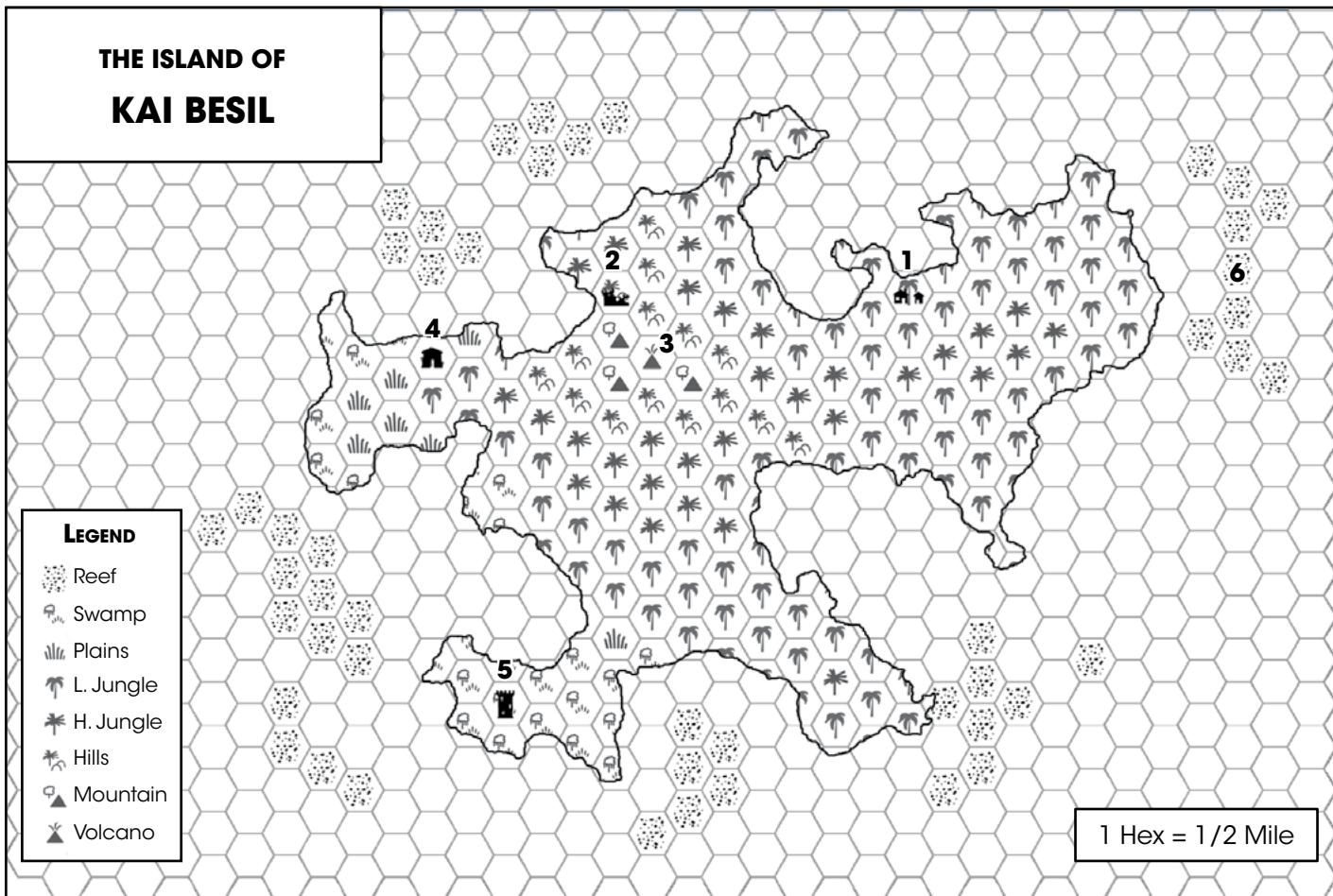
TALAMAU'S WEALTH AND DEFENDERS

The villagers are prosperous by peasant standards, but have few valuables. All the trinkets and coins in the whole village are worth no more than 500 g.p. Should violence break out, use the villager statistics below.

Able-Bodied Villager: AC 9, MV 12", HD 1/2, #AT 1, D 1-6 spear, Save F1, AL N, Morale 7

Heinrich: AC 7, MV 12", HD 4, hp 20, #AT 1, D 1-6 bow or $1d6+1$ spear, Save F4, AL N, Morale 8

THE ISLAND OF KAI BESIL



Kai Besil is almost wholly untamed. Talamau is the only permanent settlement on the island, for the jungles teem with dangerous beasts and magical constructs that have long since escaped their original purpose. The natives of Talamau avoid going more than a few miles into the jungle around the village, but even so they lose a hunter or two every year to the jungle beasts.

The west end of the island is lower than the east, fading out into salt marshes along the western coast, with a few patches of scrub grassland where the salt has poisoned the soil for larger plants. The center of the island is dominated by the volcano known as "the pillar of Lan Yu" by the locals.

The rough terrain slows overland travel. Most parties can make three hexes an hour over grasslands, two in swamp or jungle, and one hex in heavy jungle, hills, or mountains. Coast-hugging sea travel can manage six hexes an hour. Sailing over deep water is at the ship's usual movement rate, but entering a reef hex has a 20% chance of ripping out the ship's bottom. If that danger is survived, the ship loses $1d6 \times 10\%$ of its hit points.

Encounter checks should be rolled hourly on $1d6$, with a 6 indicating an encounter. Roll $1d8$ to determine the result. If the PCs find a relatively secure, secluded campsite they need roll the check only once per eight hours.

WILDERNESS ENCOUNTERS

- 1 **Giant Beetles (1d4):** AC 4, MV 12", HD 2, #AT 1, D 1-6 bite, Save F1, AL N, Morale 8, XP 38.
- 2 **Jaguar (1):** AC 4, MV 21", HD 4, #AT 3, D 1-4 x2 and 1d8, Save F2, AL N, Morale 8, XP 80. This cat is rabid. Those bitten by it must save versus Poison or be infected. Without a **cure disease** spell, death is inevitable in $1d6$ months.
- 3 **Giant Centipedes (2d4):** AC 9, MV 6", HD 1d4 hp, #AT 1, D poison, Save NM, AL N, Morale 7, XP 6. These centipedes will boil up from disturbed jungle debris, gaining surprise on a 1-4 on $1d6$.
- 4 **Hollow Children (1d6):** AC 7, MV 9", HD 1, #AT 1, D 1-4 knives, Save MU1, AL C, Morale 10, XP 40. A Hollow Child who hits will continue to inflict damage each round until destroyed.
- 5 **Giant Crab Spiders (1d4):** AC 7, MV 12", HD 2, #AT 1, D 1-8 + poison, Save F1, AL N, Morale 7, XP 38. These spiders will pounce from the trees, surprising on 1-4 on $1d6$.
- 6 **Zombie Natives (2d4):** AC 8, MV 12", HD 2, #AT 1, D 1-8, Save F1, AL C, Morale 12, XP 29.
- 7-8 Choose an appropriate special encounter from the following list.

SPECIAL ENCOUNTERS

HOLLOW CHILD HANDIWORK: A litter of rotting monkey limbs has been hacked and lashed together into a humanoid shape. If the PCs linger for more than ten minutes, 1d6 **Hollow Children** return from their search for more parts and gleefully attack.

SORCERER'S BONES: One of Lan Yu's pupils perished here long ago. The wet and mold have taken everything but a few bone shards, some corroded bronze fittings from his ruined spellbook, and the wizard's alchemically-treated **dagger+1**. The weapon is impervious to rust and cannot be melted or destroyed by non-magical damage.

DESPERATE VILLAGER: **Suryana**, a bleeding and exhausted young woman, begs the party's aid. She and her mother came here to search for a treasure her grandfather claimed to have hidden, but her mother was killed by a jaguar and now she only seeks help in recovering the remains.

She offers to tell the party the treasure's location if it drives off the jaguar and brings her and her mother's corpse back to Talamau. There's a 50% chance the treasure is nothing more than a rotting sack of 2,000 c.p. If not, it consists of a dozen pearls worth 50 g.p. each and a bag of polished coral worth 500 g.p.

BOGGY HOLE: The ground here is a soup of wet filth beneath a crust of dead vegetation. The first PC in the marching order must make a save versus Paralysis or plunge into the mire. Victims will lose whatever objects they are holding. Those wearing armor risk drowning if their allies are not quick to aid them with ropes. The watery hole is at least twenty feet deep and filled with biting water insects.

BAD WATER: Some kind of jungle mold has visibly contaminated the party's water supply. Drinking the bad water forces a save versus Poison or immediate vomiting. PCs with backgrounds in jungle survival can find fresh water within an hour, while others must search for 1d6 hours.

PARASITE INFESTATION: All PCs make saving throws versus Poison. The one who rolls lowest and still fails the save finds a minor cut infested with fly larvae, reducing their maximum hit point total by 1 until an hour is spent carefully removing the maggots.

MARCHING IN CIRCLES: The thick foliage and rugged terrain has confused the party. They spend 1d6 hours wandering in this hex before they can find their way out of the area, and another wilderness encounter check must be made.

KEYED ISLAND LOCATIONS

- TALAMAU:** The village is the only true settlement on the island.
- RUINED MANOR:** Once the residence of the mighty sorceress Lan Yu, these gray stone halls have long since been reclaimed by the jungle. Generations of adventurers have probably picked clean what the damp and mold have not destroyed.
- THE TEMPLE OF THE FLAME:** The temple's entryway is halfway up the side of the volcano. Without a capable guide, the party will need to spend 2d6 hours searching this hex to find the long-overgrown pathway to the shrine.
- PIRATE CAMP:** The crew of the *Sorrowful Gull* came to misfortune on the nearby reefs, and have put in here to make what repairs they can to the ship. Fifteen **pirates** (AC 7, MV 12", HD 1, #AT 1, D 1-6 short sword, Save F1, AL C, Morale 7, XP 30) have made a disorganized camp by the shore under the leadership of **Captain Harshaw** (AC 5, MV 9", HD 3, #AT 1, D 1-8 sword, Save F3, AL C, Morale 9, XP 80). The buccaneers are living in a half-dozen primitive lean-tos on the coast made out of sticks and sail canvas while they work on the ship.

The pirates keep their portable valuables with Captain Harshaw aboard the beached *Sorrowful Gull*. These amount to 750 g.p. worth of coins and jewelry. Some greedy pirates might be found further inland in search of more worthwhile plunder.

- EXILE'S TOWER:** This tumbled stump of a tower was once the home of a bitter student exiled from Lan Yu's household. The GM may choose to use it as a site for some other dungeon if one is to hand.

Despite its toppled and roofless condition, the tower is on a low, well-drained rise that has a commanding view of the entire swampy peninsula. A small waterway allows access for shallow-draft ships.

- THE CURSED REEF:** A long-forgotten magical experiment has contaminated this entire reef. The coral is intelligent, telepathic, and malicious. Aside from the usual dangers of the reef, any who enter its hexes must save versus Spells or become absolutely convinced that the secret to immortality awaits them in the coral below.

Victims will leap into the sea unless restrained. The compulsion will linger until they are removed from the area of the reef. The natives of Talamau know of the reef's danger, if not its precise location, and will warn strangers of the peril.

THE TEMPLE OF THE FLAME

Once a sanctum of sorcerous learning, this subterranean temple of black basalt was badly damaged by an earthquake four hundred years ago. A release of toxic gases killed the living inhabitants and drove the few survivors into the jungle. Since then the remaining Hollow Children servitors and jungle beasts have made lairs in the crumbling ruins.

1. **SACRED PILLARS:** The central pillar is carved to resemble the volcano, with the lesser pillars shaped like Lan Yu's chief disciples. The walls are carved with once-painted scenes of devotees prostrating themselves before a golden lantern.

2. MONASTIC QUARTERS

- Dormitory:** A dozen rotting beds are surrounded by the bones of the priests. Five **Hollow Children** are forever trying to reassemble them.
- Underpriest's Room:** The **jacinth snuffer** is wrapped in moldy cloth on the desk.
- Concubine's Room:** Once the leman of the high priest, her bones have been reassembled with obsessive care by the Hollow Children. Painted porcelain and rotting silks combine to make her appear alive at first glance.
- VESTRY:** A pair of **giant centipedes** lurk in the wardrobes and will attack if disturbed.
- HIGH PRIEST'S QUARTERS:** The High Priest died so quickly that his ghost has yet to notice. His spectral presence continues to meditate in the center of the room. Intruders will be assumed to be priests. The ghost demands that Lady Aliyah, his concubine, be brought to him and will refuse to pay any attention to the intruders until accommodated. If put in better humor he will generously permit the "priests" to consult the sacred texts in the **SECURE LIBRARY**, gesturing to the key hidden under his bed.
- ENTRY HALL:** Toppled statues and fallen stone litter this vast hall. The east end is blocked by rubble. A bronze statue of Lan Yu remains intact along the south wall. Her right hand holds an ornate lantern, while the left grasps bronze images of a scroll, a snuffer, and a stick of burning incense.
- CHAMBER OF THE FLAME:** The **golden lantern** sits upon a cracked basalt altar, its flickering blue-and-red flame matching that of the old academy in Talamau. The lantern is fixed to the altar, though violence can break it free. The correct process for refreshing the flame is described in the lantern's description on page 9.

7. **SECURE LIBRARY:** The locked door to this library is of verdigrised bronze. The key in the **HIGH PRIEST'S QUARTERS** will open the door, as will a sufficiently nimble lockpick or spell of opening. A pair of **Hollow Children** have been sealed in for four hundred years and will maniacally attack any intruders. The precious scrolls and books inside have been shredded by the constructs over the centuries. Only the **Book of the Leaping Flame** survived their fury.

8. **LIBRARY:** Vast shelves of black stone drip with the rotting remains of books. Searching the mess for one turn will reveal 250 g.p. worth of semiprecious gems and golden book fittings.

One of the ruined books was a potent spellbook, and its decay has curdled the magic in its pages. The first PC to start searching must save versus Spells. Failure leaves their hands glowing with a leprous green light equal to a torch until a **remove curse** spell is applied.

9. **FLAME PREPARATION:** A dozen ornate bronze braziers and fire bowls litter the shelves here.

10. **SCRIPTORIUM:** Moldering paper and fouled ink. A small box contains 100 g.p. worth of gold foil.

11. **SERVITOR CONSTRUCTION:** A half-dozen small humanoid bodies have been crudely lashed together out of bones and the flesh of jungle beasts. The stench is suffocating.

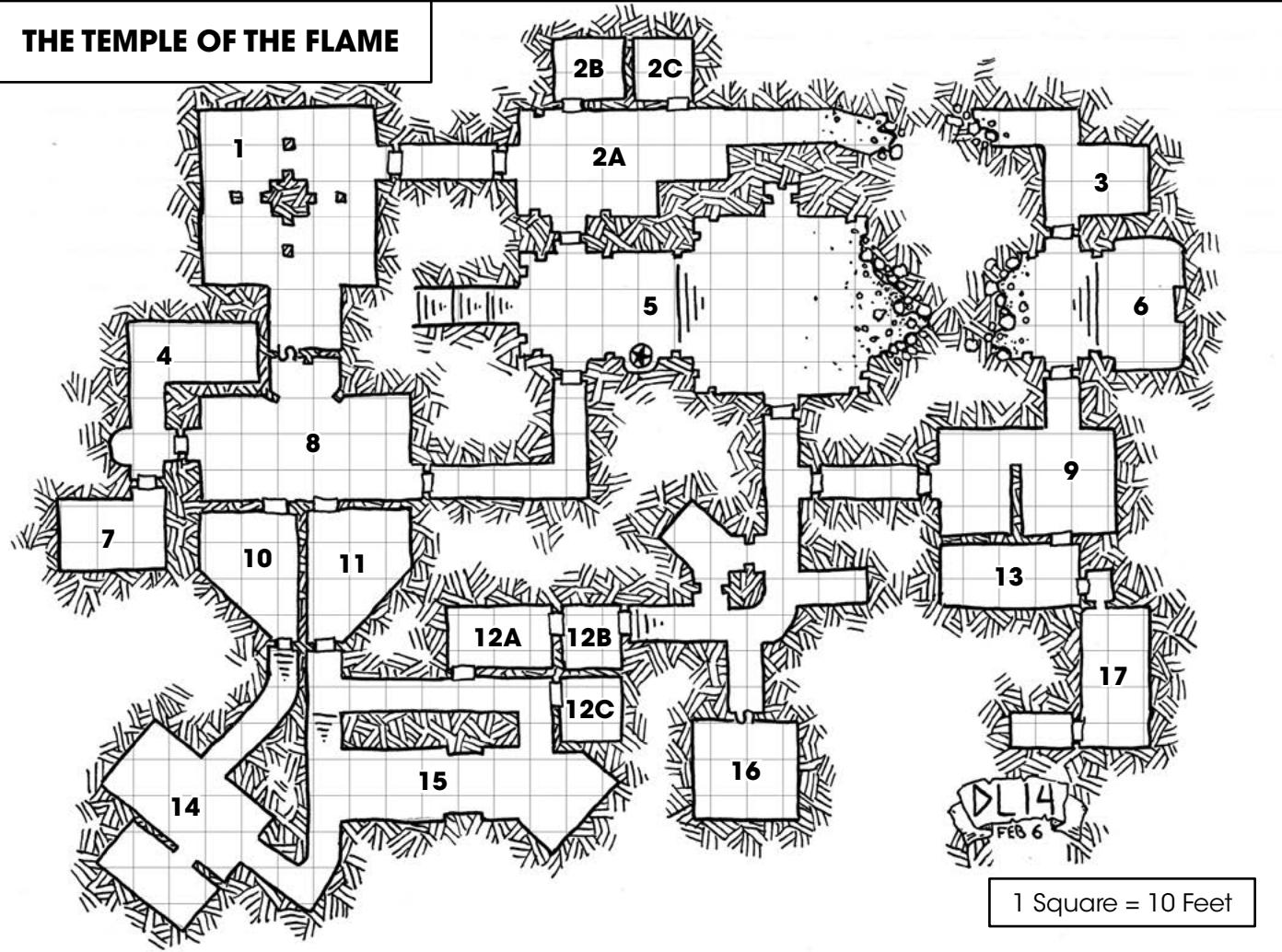
12. KITCHEN AREA

- Kitchen:** The kitchen fire burns perpetually.
- Scullery:** Great bronze pots have gone green with verdigris.
- Locked pantry:** Rotten delicacies and spoiled liquor fill the room.

13. **FIRE LABORATORY:** Numerous fire bowls and flasks of rare oils and combustibles fill the room. The carefully-compounded flames have long since gone out, but the cinders that remain have attained a kind of malevolent sentience as an **ash walker**. The creature will attack if the laboratory is searched, seeking to quench any burning light source as it attacks its bearer.

A careful search of the laboratory will reveal golden fire bowls and other small implements worth 200 g.p. A magic-user or other alchemically-wise PC will be able to identify several other valuable pieces of equipment worth an additional 300 g.p. to a sorcerous buyer, the whole weighting 10 pounds.

THE TEMPLE OF THE FLAME



14. BATHING CHAMBER: The floor, ceiling and walls of this room are crusted over with inch-thick deposits of minerals from the steaming pool at the center of the room. The earthquake disrupted the hot spring here. Every turn there is a 2 in 6 chance that the pool will erupt in a geyser of boiling water, doing 1d6 damage to everyone in the room. The eruption is heralded by one round of vigorous bubbling.

15. DINING HALL: The tables groan with jungle carrion, and four **Hollow Children** constantly gnaw at the filth in mimicry of the living.

16. SERVANT'S QUARTERS: Eight bunk beds have long since given way to decay. A **Hollow Child Stitcher** is busily attempting to attach a pair of monkey arms to a python's corpse. On being disturbed it will attempt to stitch the PCs to the corpse in turn.

17. COMBUSTIBLES STORAGE: Dozens of different kinds of woods and fragrant combustibles are stored here. The locked cubicle contains mostly-spoiled incense and an ebony box containing a half-dozen sticks of **incandescent incense** wrapped in silk.

MONSTER STATISTICS

Ash Walker: AC 5, MV 12", HD 4, hp 15. #AT 1, D 1-6 + extinguish light, Save F4, AL C, Morale 12, XP 100.

Giant Centipede: AC 9, MV 6", HD 1d4 hp, #AT 1, D poison, Save NM, AL N, Morale 7, XP 6. These centipedes will boil up from disturbed jungle debris, gaining surprise on a 1-4 on 1d6.

Hollow Child: AC 7, MV 9", HD 1, #AT 1, D 1-4 knives, Save MU1, AL C, Morale 10, XP 40. A Hollow Child who hits will continue to inflict damage each round until destroyed.

Hollow Child Stitcher: AC 7, MV 12", HD 4. #AT 1, D 1-6 + stitching, Save F4, AL C, Morale 9, XP 100.

HOLLOW CHILD

	Common	Stitcher
FREQUENCY:	Rare	Rare
NO. APPEARING:	1d8 (2d8)	1 (1d4)
ARMOR CLASS:	7	5
MOVE:	9"	9"
HIT DICE:	1	4
% IN LAIR:	50%	85%
TREASURE TYPE:	None	None
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d4 + worry	1d6 + stitching
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
SAVE AS:	Fighter 1	Fighter 4
MAGIC RESISTANCE:	None	None
INTELLIGENCE:	Low	Average
MORALE:	10	10
ALIGNMENT:	Chaotic	Chaotic
SIZE:	S (3')	S (3')

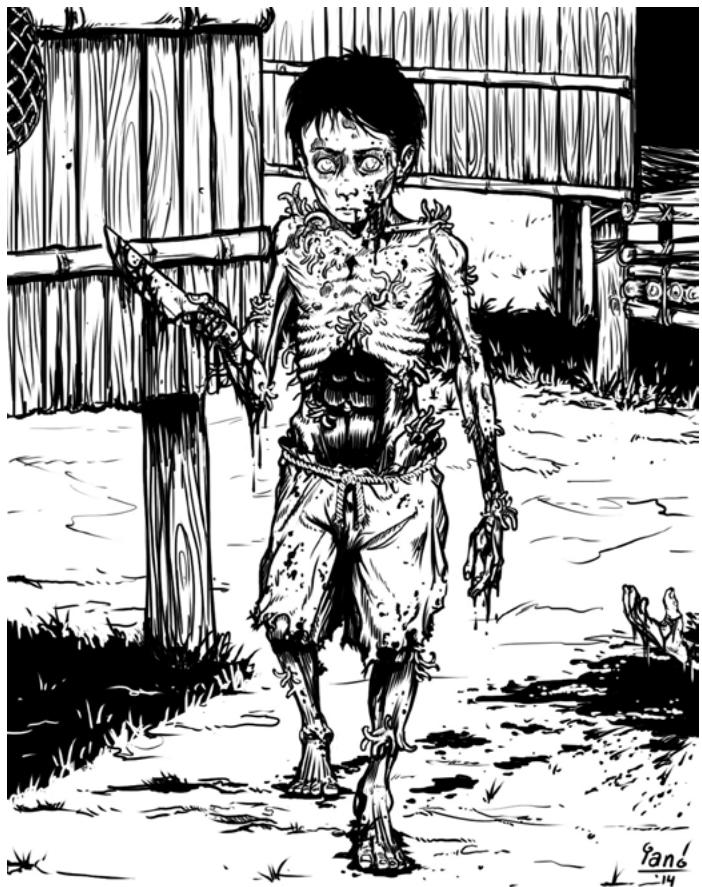
These humanoid constructs are the product of certain arcane processes devised by Lan Yu and her disciples. Vexed by the countless burdensome tasks that interfere with a wizard's studies, the Hollow Children were intended to serve as dutiful servants.

Each Hollow Child was fabricated of carefully-shaped mahogany bones sheathed in musculature and skin of woven silk. A head of fired porcelain and black silk hair completed the small body, after which certain magical rituals infused it with the fire of life.

Over the decades in which Lan Yu and her students were active on Kai Besil the Hollow Children were obedient and useful servants. While unable to speak, they were sufficiently intelligent to follow simple instructions and complete tedious duties.

After Lan Yu's departure and the eventual collapse of the Temple of the Flame the magic that fueled the Hollow Children became corrupted by the uncontained geomantic surge of the quake. The more combustible, consuming aspects of their animating fire became stronger, and the Hollow Children became a grave danger to those around them.

The surviving Hollow Children are obsessed with spreading their own kind, creating more animated bodies and consuming the flesh of others to do so. Lacking the arcane powers of their creators, this goal is hopeless, but it doesn't stop them from hunting and dismembering any suitable living creatures.



Common Hollow Children are usually covered with excrescences of mold and plant life that have found a home in their rotting silken musculature. They attack with knives and sharpened stones. The little creatures are so obsessed with harvesting more flesh for their creations that they will relentlessly latch onto and worry any victim they hit with their knives, automatically inflicting 1d4 damage each round until the victim is dead or they are killed. If a victim is brought to zero hit points by a Hollow Child, the construct will continue butchering the corpse for 1d10 minutes regardless of the situation.

Stitcher Hollow Children are more sophisticated varieties that have reinforced their body with stolen hides and foreign bones. They attack with long bone needles and thread of dried sinew, preferentially attacking a different foe each round. If a foe is struck, they will be stitched to the last enemy the Stitcher hit. The sinews that tie them will force them to remain adjacent to each other and inflict a -2 penalty on their hit rolls. The stitching can be removed with a turn of careful picking, or ripped loose in one round at a cost of 1d4 hit points of damage.

As constructs, they are immune to poison, disease, **sleep** and **charm** spells, along with other effects reliant on the frailty of living flesh. Hollow Children have no concept of material wealth and any treasure they possess is simply incidental to the stinking remains that litter their lair.

ASH WALKER

FREQUENCY:	Rare
NO. APPEARING:	1
ARMOR CLASS:	5
MOVE:	12"
HIT DICE:	4
% IN LAIR:	100%
TREASURE TYPE:	None
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 choking + extinguish light
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
SAVE AS:	Fighter 4
MAGIC RESISTANCE:	None
INTELLIGENCE:	Low
MORALE:	12
ALIGNMENT:	Chaotic
SIZE:	M (5')

There are times when the burning of sorcerers or objects of great magical power can leave a residue behind in the ashes. This magical contamination can animate the cinders in a form that knows only a hatred for the living and a loathing for any form of combustion.

Quiescent ash walkers appear as foot-high piles of ashes and char. When provoked by the presence of the living, they rise into manlike shapes of shifting black dust. They move silently, and can pass through any barrier that is not air-tight.

When an ash walker strikes a target, any burning object the victim holds is instantly extinguished, whether magical or mundane. The walker can snuff unattended flames at will, and is itself impervious to all forms of fire.

Ordinary weapons are capable of disrupting the ash walker's dusty body, but it is particularly vulnerable to liquids. A waterskin worth of liquid dashed over it will automatically inflict 1d10 damage on the creature, and larger splashings will kill it instantly.

As an unliving creature, ash walkers are immune to poison, disease, **sleep**, and **charm** spells. They are not true undead, however, and so they cannot be Turned by clerics. They do not communicate with the living, and have no interest in accumulating wealth or treasure. Their only real motivation is the murder of any living creatures that intrude upon it and the quenching of any combustion within its reach.

NEW MAGIC ITEMS

The Book of the Leaping Flame: Written by Lan Yu at the peak of her powers, the Book of the Leaping Flame contains the necessary ritual to refresh the **golden lantern** and restore the seal on the volcano. Aside from that useful information, it also contains discourses on the nature of fire and the correct means of propitiating its power. Any magic-user or any cleric of a deity affiliated with nature may use the book and the **golden lantern** to enter the Fire Priest class as a character of their current level.

The Golden Lantern: This arcane treasure is useless outside the Temple of the Flame. If left in place, however it is a potent focus for enormously powerful geomantic bindings. A character who quenches its flame with the **jacinth snuffer**, recites the correct ritual from the **Book of the Leaping Flame**, and then relights the lantern with the **incandescent incense** will restore the ward that seals away the volcano's power. Both the lantern's flame and that of the warning light at the old academy in Talamau will burn a bright blue when this is the case. If the lantern is allowed to remain unlit for more than five minutes, or the ritual of relighting is performed incorrectly, the volcano will begin an unstoppable progress toward eruption. The warning light of the lantern and the brazier in the village will turn bright red and both villagers and PCs have only 24 hours to flee the island before it and all life on it is destroyed by molten rock and scorching toxic gases. The consequences to other islands and the mainland are left for the GM to decide.

Incandescent Incense: These slender sticks of jewel-bright incense will light with nothing more than a firm tap against a hard object, and can be quenched only by the **jacinth snuffer**. Once lit, they will continue to burn for 1d4 centuries, casting a brilliant blue light in a 60' radius and suffusing the air with a smoky-sweet fragrance. If sold to an alchemist or temple, each stick would be worth as much as 100 g.p.

The Jacinth Snuffer: This foot-long rod of gold ends in a bell-shaped snuffer fashioned of dark orange glass. Despite this manufacture the snuffer is extremely sturdy, and can be damaged only by magic. When the bell is placed in contact with an open flame the fire will immediately go out. Particularly large fires of up to 10' radius can be quenched with a single pass of the snuffer. If the snuffer is held before the bearer, it can be used to defend against **Fire Ball** spells and similar burning attacks, albeit the wielder must succeed on a saving throw versus Paralyzation to interpose the snuffer in time. If sold to an interested magical researcher the snuffer would probably fetch at least 1,000 g.p.

THE FIRE PRIEST

Once the esoteric guardians of Lan Yu's tradition of pyromantic wisdom, the fire priests of Kai Besil are long since extinct- yet they may perhaps live once more.

While a fire priest may be instructed from youth in the learned worship of the flame, a magic-user or cleric in possession of the **Book of the Leaping Flame** and with access to the **golden lantern** may perform certain rituals to attune to these incandescent arts. Such an initiate immediately becomes a fire priest of the same level as their former class. Clerics must have formerly worshiped a deity with ties to nature or elemental flame, or else they risk grave divine displeasure at their new mode of faith.

Fire priests are treated as magic-users for most purposes, including hit dice, attack tables, saving throws, usable magic items, and weapons and armor allowed.

Fire priests may learn, copy and prepare spells as a magic-user of one level lower than their own level, but they cast these spells at their full level. Thus, a sixth level fire priest can prepare only one **Fire Ball** spell, but it will do $6d6$ damage to its target. Fire priests use the provided spell list, and may research and develop new spells as a magic-user does. Cleric converts may immediately scribe a new spellbook containing four spells of each level they are capable of casting.

Fire priests are incapable of learning or using spells or magic items that involve water, ice, cold, or darkness. Other elemental spells may be used normally.

FIRE PRIEST SPECIAL ABILITIES

The Gifts of the Flame: Each morning, a fire priest may choose to attune to one of the special abilities taught by their discipline. The fire priest may choose a different gift each morning. They may attune one additional gift each morning at levels five, nine, and thirteen.

The fire priest may use a gift as their action for a round. Optionally, they may choose to empower a gift, expending one of their prepared spells to fuel a magical effect that varies with the gift chosen.

Friend of the Light: Fire priests are impervious to non-magical heat and smoke, whether from a torch or a bed of lava. Against magical flame they take 2 fewer points of damage per die.

Initiate of Divine Truths: The fire priest has become acquainted with the subtleties of clerical prayer and can use clerical scrolls and magic items as if a cleric of their level.



FIRE PRIEST EXPERIENCE TABLE

Level	XP	HD	Title
1	0	1d4	Acolyte
2	2,501	2d4	Fire-Keeper
3	5,001	3d4	Zaotar
4	10,001	4d4	Magu
5	20,001	5d4	Mobed
6	40,001	6d4	Kirdar
7	80,001	7d4	Atharwan
8	160,001	8d4	Matharan
9	320,001	9d4	Grand Mobed
10+	+160,001	+1 hp	Grand Mobed

FIRE PRIEST SPELL PROGRESSION

Level	1	2	3	4	5	6	7	8	9
1	0	-	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-	-	-
3	2	-	-	-	-	-	-	-	-
4	2	1	-	-	-	-	-	-	-
5	2	2	-	-	-	-	-	-	-
6	2	2	1	-	-	-	-	-	-
7	3	2	2	-	-	-	-	-	-
8	3	2	2	1	-	-	-	-	-
9	3	3	2	2	-	-	-	-	-
10	3	3	3	2	1	-	-	-	-
11+	as a Magic-User of one level lower								

GIFTS OF THE FLAME

The following gifts are those recorded in the **Book of the Leaping Flame** and are thus common to the tradition of the fire priest. While it may be possible for an adept to develop new ones or discover lost lore in some ancient cache of pyromancy, the GM is advised to be careful about permitting such things. The more versatile the gifts of the flame, the more power their possessor will wield.

Quenching Presence: The fire priest can instantly snuff any non-magical flames within ten feet, while also protecting all within that range from the effects of mundane flame or noisome smoke.

If a prepared spell is expended in using this ability it can be used to quench a larger area of effect. For each level of spell expended the radius affected is increased by another fifty feet.

Beckoning the Flame: The fire priest can conjure up small motes of flame, using them either to cast light as a torch or hurling them as a weapon. If used to attack, the fire priest must make a ranged hit roll at +2 to hit with a range of 60 feet. A hit does 1d6 damage.

A prepared spell may be expended to empower the flames. Such a mote automatically hits the target and inflicts an additional 1d6 damage per level of spell used to empower it. The victim may make a saving throw versus Spells to take half damage, however.

Pact of Allied Warmth: The fire priest strengthens their innate resistance to flames, becoming immune even to magical fire. This protection automatically provides partial shelter to allies within thirty feet, making them impervious to normal flames and reducing magical fire damage taken by 2 points per die.

If a prepared spell is expended to fuel this gift, the fire priest can reflexively dispel any fire-based spell of equal or lower level present or being cast within their sight. This dispelling is so quick that it may be used as an immediate defense, but it functions only against spells, and not against other magical fire effects.

Eyes of the Holy Flame: By concentrating fully for a round, the fire priest is capable of casting their vision through any flame within twenty feet per character level. They need not know the exact location of the flame, but can simply specify the flame nearest to a location within range. Only sight is granted by this gift.

If a prepared spell is expended, the fire priest can actually translocate to the flame's location, assuming space exists for them to appear there. The range of this transportation is twenty feet per spell level expended.

FIRE PRIEST SPELL LIST

Level One

<i>Cure Light Wounds</i>	<i>Protection from Evil</i>
<i>Detect Magic</i>	<i>Read Languages</i>
<i>Light</i>	<i>Read Magic</i>
<i>Magic Missile</i>	<i>Resist Fire</i>

Level Two

<i>Bless</i>	<i>Levitate</i>
<i>Continual Light</i>	<i>Mirror Image</i>
<i>Detect Evil</i>	<i>Phantasmal Force</i>
<i>ESP</i>	<i>Snake Charm</i>

Level Three

<i>Dispel Magic</i>	<i>Infravision</i>
<i>Fire Ball</i>	<i>Protection from Evil, 10'</i>
<i>Fly</i>	<i>Remove Curse</i>
<i>Haste</i>	<i>Striking</i>

Level Four

<i>Arcane Eye</i>	<i>Massmorph</i>
<i>Confusion</i>	<i>Polymorph Others</i>
<i>Dimension Door</i>	<i>Polymorph Self</i>
<i>Hallucinatory Terrain</i>	<i>Wall of Fire</i>

Level Five

<i>Cloudkill</i>	<i>Flame Strike</i>
<i>Commune</i>	<i>Hold Monster</i>
<i>Conjure Elemental</i>	<i>Teleport</i>
<i>Contact Other Plane</i>	<i>True Seeing</i>

Level Six

<i>Animate Objects</i>	<i>Disintegrate</i>
<i>Control Weather</i>	<i>Reincarnation</i>
<i>Death Spell</i>	<i>Word of Recall</i>

Level Seven

<i>Delayed Blast Fireball</i>	<i>Instant Summons</i>
<i>Power Word: Stun</i>	<i>Simulacrum</i>
<i>Symbol</i>	<i>Phase Door</i>

Level Eight

<i>Antipathy / Sympathy</i>	<i>Mind Blank</i>
<i>Clone</i>	<i>Polymorph Any Object</i>
<i>Incendiary Cloud</i>	<i>Trap the Soul</i>

Level Nine

<i>Limited Wish</i>	<i>Power Word: Kill</i>
<i>Meteor Swarm</i>	<i>Prismatic Sphere</i>

