



FIRES HUNGER

BANES E 1 M 2 H 3

VILLAGERS

| FIRST | LAST |
|---------|-----------|
| AVAGUS | COVE |
| BENNIL | D'SOUV |
| ERIMGAL | FYYM |
| HOV | GUTAL |
| JOKUM | Iz' TOPAL |
| NUILLIA | MAVRNN |
| OAGAP | PROEP |
| STRAVIO | RAVANGAR |

SALAMANDER

| | |
|-------------|-----------|
| ABRONOTICON | DALYR |
| EVERTEK | CINITH |
| RELONZT | FRISSAH |
| SAVINLOSS | JARVAX |
| PHYRTANA | MIZZREIN |
| QINLITHA | PHARASMIC |
| VHUSZAR | ZEVVIN |

START

- HUNTING THE FORGE OF THE GOLDEN FLESH.
- HIDING IN TOMOAL VILLAGE FROM THE DEMON LORD'S MINIONS.
- VENTURING NORTH TO THE DESOLATION.
- SEEKING OUT A LOST ARTIFACT KNOWN TO BE IN THE VILLAGE.

TRAPS

LAVA



Lava deals 1d6 on splash. Agility Challenge dodge for half damage. Death on submersion.

FUMES



Strength Challenge roll each round breathing fumes. Each round adds 1 bane. Failure means they pass out. Every round after they take 1d6 damage.

These traps can be anywhere you feel they are needed to shake up the party. Walls can crack. Floors can have them. Fumes can fill rooms. Use around 3 total. Mark them off.

VILLAGE

Use any village in a volcanic region you want. In this I use Tomoal—a village of 106 people.

Tunnels under the village lead to an old mining area and a temple to a forgotten god.

The volcano explodes that night. The villagers and PCs run for the tunnels.

- 1 BANE TO KNOW ABOUT THE TUNNELS.
- 1 BOON TO KNOW ABOUT THE TUNNELS IF THEY LIVE THERE.
- 20 OF THE VILLAGERS MAKE IT TO SAFETY.

ROOM1

Everyone passes out from the fumes and wakes up 1d3 days later. Hunger and thirst set in.

5 days of rations for 20 people plus PCs. Water for 2 days. This doesn't include PCs' items on them. Fights will start during digging out.

ROOM2

Holds another 2 days of rations and 1 day of water. The village butcher will take it by force.

SOCIAL COMBAT
HOSTILE INT. 9
HEALTH 20

Tunnel at the end of the hall is caved in. Miner in the group can dig out.



DIGGING THROUGH THE CAVE IN TAKES 2 DAYS.
→ PCs CAN HELP MAKE IT ONE DAY WITH 2 CHALLENGE ROLLS WITH 1 BANE EACH. FAILURE MEANS FUMES POUR IN.

Butcher tries to take food from a mother and dying kid saying they don't need it. Step in or gain 1 Corruption.

- USE BRIGAND IN SHADOW PG 260.
- NOVICE WARRIOR SHADOW PG 266. USE HEALTH ABOVE.

ROOM3



- BALANCE ACROSS THE DEBRIS. 1 BANE.
- FAIL AND TAKE 1d6 DAMAGE.
- TEENAGER'S LEGS BURNT TO A CRISP.

Mayor's basement and 2 teenagers are trapped. One is burnt to a husk. Help or gain 1 Corruption.

ROOM4



This room is filled with the blood of old kills. The center has a lava rock stove. In it, 24 eggs float in a red hot liquid. The nook in the room has shelves, and at the end, a crack in the wall. If NPCs came with the PCs, one will be murdered here.

- EGGS BURST INTO FIERY LARVAE. AGI CHALLENGE ROLL FOR HALF.
- 1d6 DAMAGE PER EGG THAT BURSTS.

A sword that deals cold damage is hidden in a bed frame.

- SALAMANDER'S FIERY CLAW RIPS THROUGH AN NPC LOOKING AROUND THE SHELVES.
- IT LEAVES RIGHT AFTER, LEAVING THE CRACK IN THE WALL ON FIRE.
- THEY MOVE BETWEEN ROOMS THROUGH THE WALLS OR LAVA POOLS.

ROOM5

Use this room for combat if you feel you need to pressure your PCs. Use this or a lava pool that begins to eat up the floor. Just remember, they have to get down the mine shaft to continue.

ROOM6

Forge of the Golden Flesh

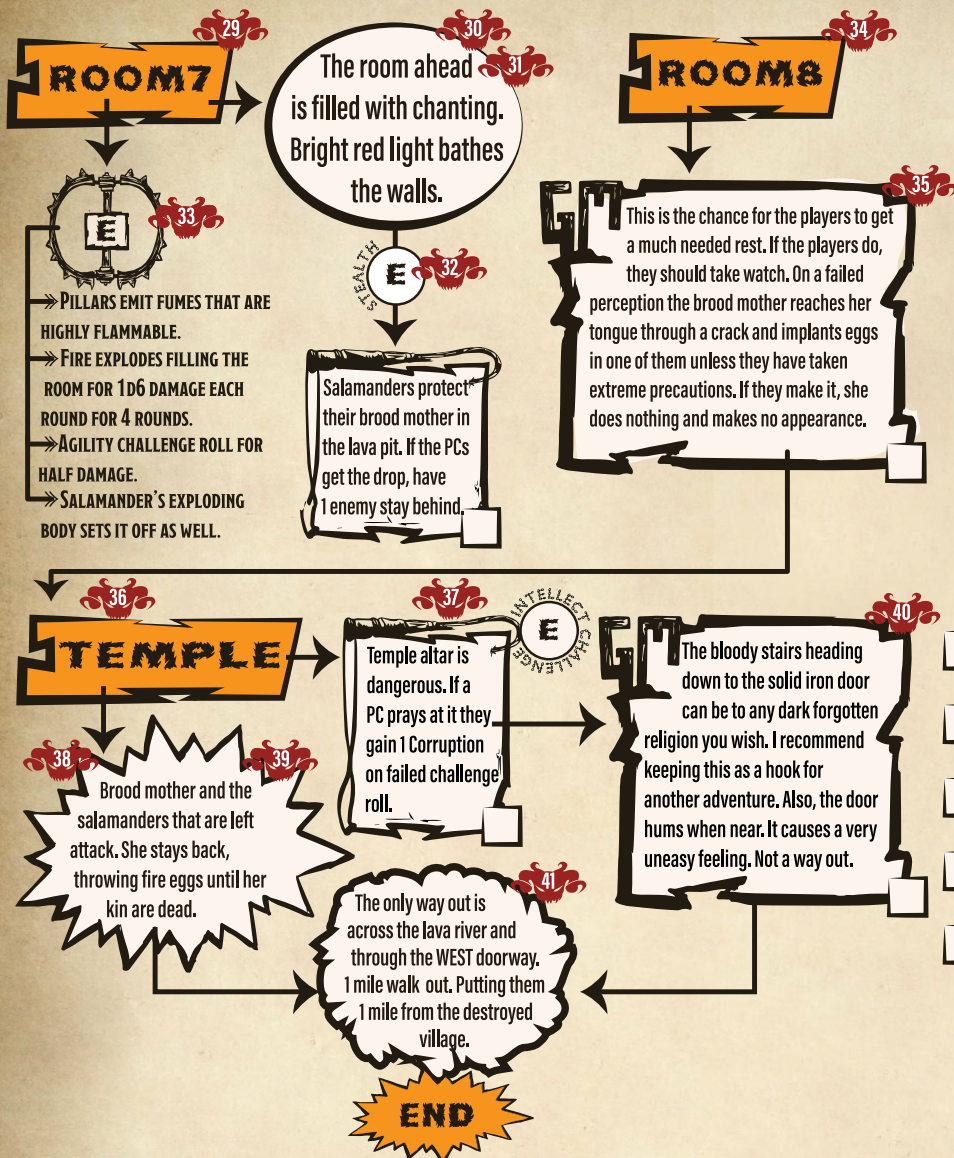
Feel free to add base armor or weapons in here. Trap wall has gold-inlayed dwarven great sword with cold damage. Great against Salamanders.

- PULLING OFF THE WALL STR 2 BANES.
- PASS: WALL OF LIQUID GOLD WILL POUR OUT.
- 3d6 DAM. AGI CHALLENGE FOR HALF. 1 BANE.

The climb down the 80-yard mine shaft is hard. With rope 1 Boon. With someone helping, 2 Boons.

FIRES HUNGER

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CRUMBLING TEMPLE

ROLL 1d6 AT THE END OF EACH ROUND OF THE FINAL COMBAT

- 1-2 Parts of the ceiling fall. Number the PCs and roll a die. That PC must make an Agility challenge roll or take 1d6 damage.
- 3-4 The floor gives way under the largest PC or NPC. Roll Agility Challenge or fall 20 yds into a crack. Strength Challenge roll to climb out or take 1d3 damage from fire.
- 5 Dark chanting fills the temple. All PCs must make Will challenge roll or gain 1 Insanity.
- 6 A large support beam falls from the wall or ceiling. It pins the PC and deals 2d6 damage. Strength or Agility challenge roll to avoid.

SALAMANDERS

| | |
|--|--------------|
| Size 1 elemental | Difficulty 5 |
| Perception 8 (-2) darksight | Health 16 |
| Defense 9 | |
| Str 11 (+1) Agil 9 (-1) Int 11 (+1) Will 11 (+1) | |
| Speed 10 | |
| Defensive Trait Immune to damage from disease, fire, poison. | |
| Vulnerability Double damage from cold. | |
| Trait If you grab, or are grabbed by, a Salamander, Str challenge or take 1d3 damage from heat. | |
| Fiery Death Fiery explosion in a 2 yard radius deals 1d6+2 Agility Challenge roll for half. | |
| Attack Claw (Melee) +0 (1d3) | |
| Attack 1 leader has a Short Sword (melee) +1 (1d6+1) | |
| End of Round Ignite clothes in melee. Make Agility challenge roll or clothes catch fire that round. 1d3 damage from fire per round until snuffed out with move action. | |

RULE REFERENCE

Brigand pg 260 *Shadow*
 Brood Mother Brood mother re-skin. Rules and stats here supersede those in *Shadow*.
 Falling Damage pg 38 *Shadow*
 Social Combat pg 11 *Forbidden Rules*
 Suffocation (if you want it) pg 202 *Shadow*
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BROOD MOTHER

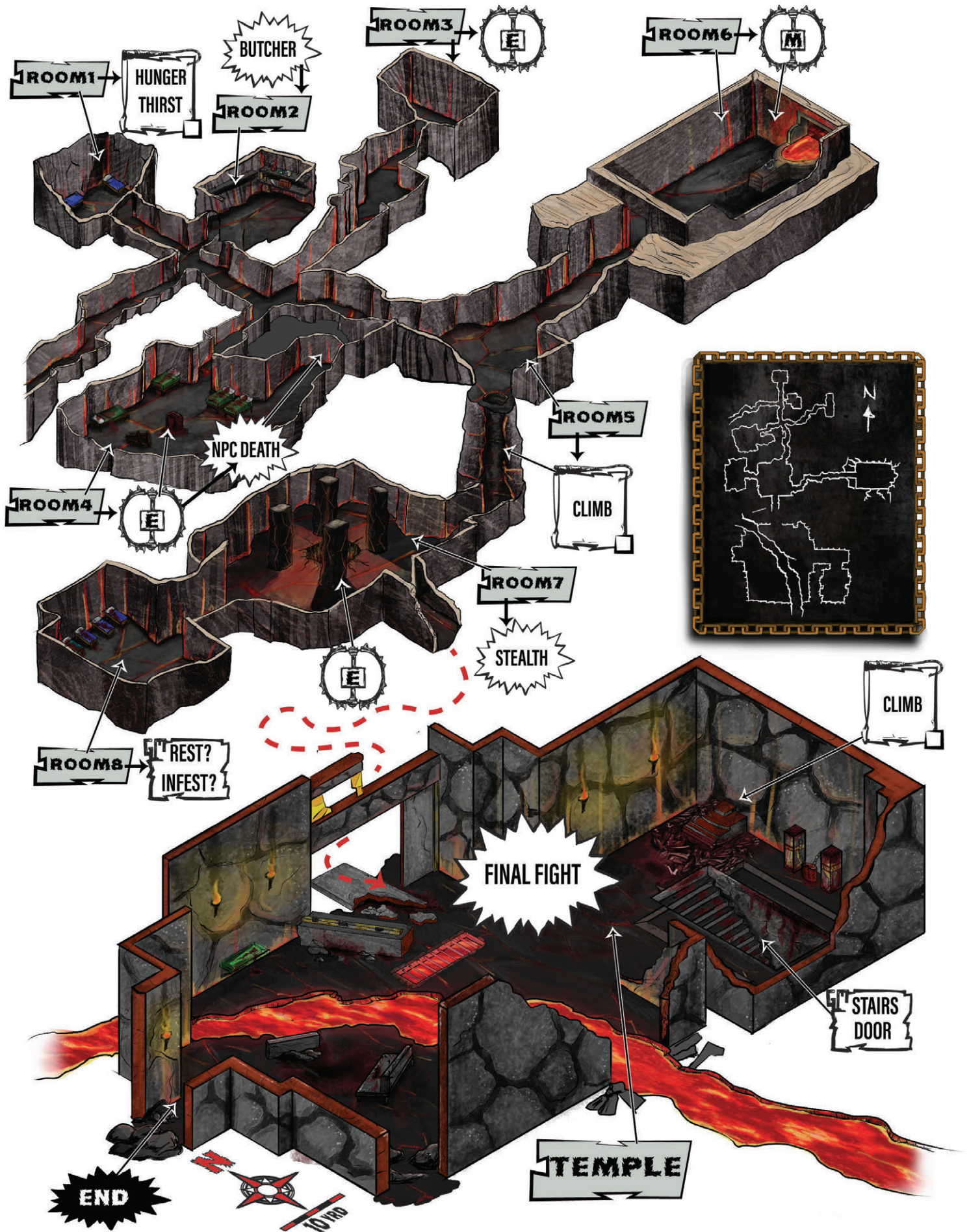
| | |
|--|---------------|
| Size 1 frightening monster | Difficulty 25 |
| Perception 12 (+2) darksight | Health 24 |
| Defense: 14 | |
| Str 12 (+2) Agil 14 (+4) Int 7 (-3) Will 10 (+0) | |
| Speed 10; flier (Flutter) | |
| Defensive Trait Immune to damage from fire. | |
| Vulnerability Double damage from cold. | |
| Tongue (melee) +4 (2d6 plus Poison) | |
| Poison The target must make a Strength challenge roll with 2 banes. On failure, it becomes poisoned for 1 minute. While poisoned in this way, the target is defenseless. If it is already poisoned in this way, it instead takes 4d6 extra damage. | |
| Fire Egg (short range) +4 (1d6 damage from fire) | |
| Pulls from her gullet and throws a fiery egg. | |
| Implant Eggs The brood mother implants 1d6 eggs in one defenseless creature within its reach that is not already so implanted. The eggs remain | |

inside that creature until they hatch or are removed. While a creature is host to the eggs they are impaired (Play this off as hunger until the first time it happens!)

After 3d6 hours, the implanted eggs hatch and tiny fiery larvae burn their way out of the host's body, fleeing to cracks in the floor. The host takes 2d6 damage and gains 1 Insanity per egg; if it becomes incapacitated by this damage, it dies instantly. Each larva is Size 1/8 and has Health 1.

Egg Removal Takes 1 hour of work by a character with the academic (medicine) profession using a healer's kit. (1 NPC survivor has this.)

END OF ROUND This brood mother can flutter 1d6 yards, but it can also use this to swim faster in lava. Add 1d6 extra yards to its movement while using flutter this way.



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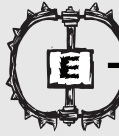
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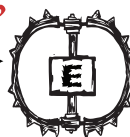
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A sword that deals cold damage is hidden in a bed frame.

Salamander in the wall kills an NPC. Find him kneeling with burning claw marks.

- SALAMANDER'S FIERY CLAW RIPS THROUGH AN NPC LOOKING AROUND THE SHELVES.
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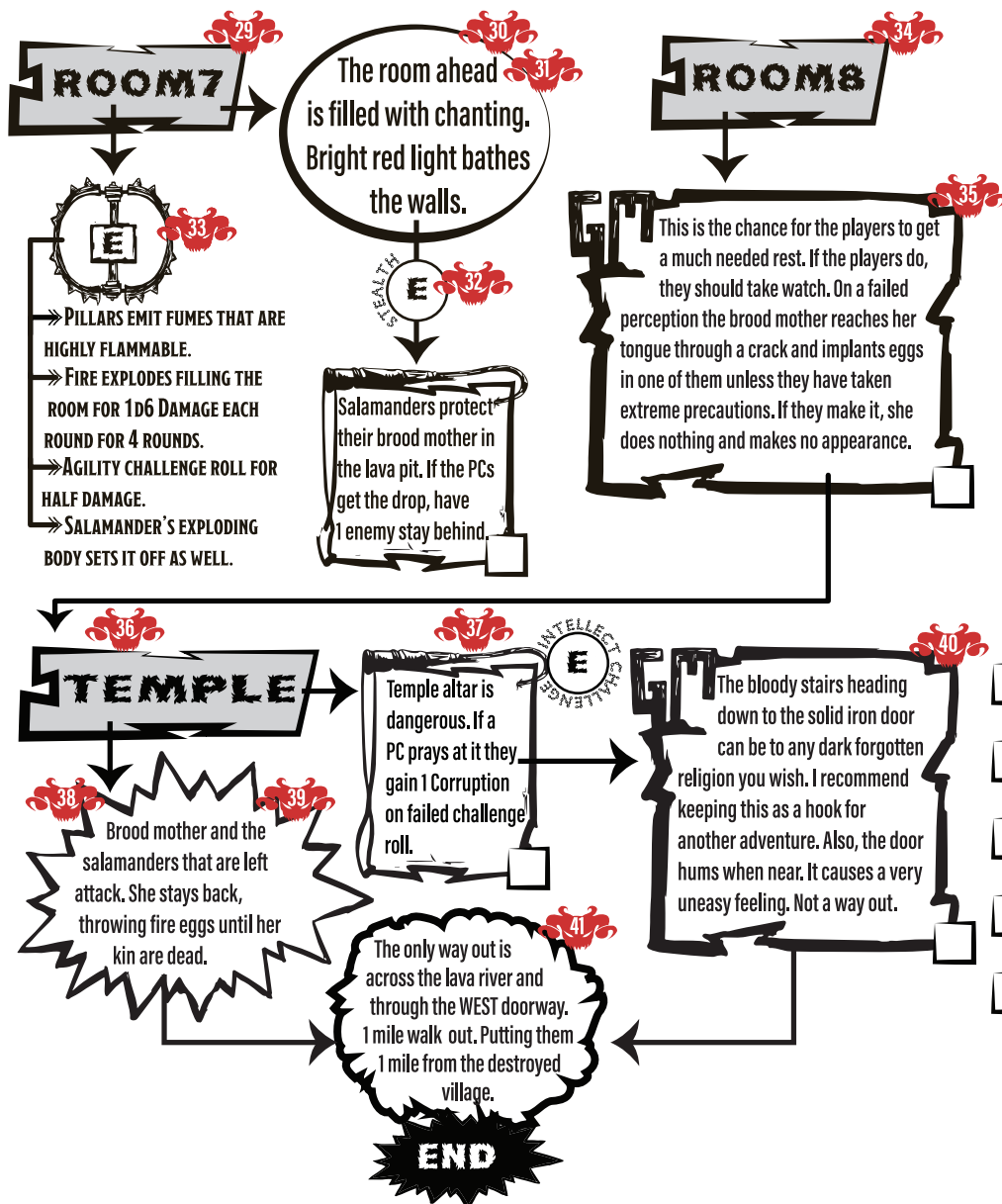
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