

PYROPHOBIA

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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Lone survivors. Run. Flames. Madness. Run. Trails of Smoke. Watching eyes. RUN! You have thwarted the fire cult's ritual, but at what price? Can you escape the fire cult's advances and reveal their true leader? A Living Forgotten Realms adventure that is part of the Embers of Dawn mini-campaign set in Tarmalune for characters levels 1-4. It is recommended that you play the Embers of Dawn mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the mini-campaign, but it is not required.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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This adventure retires from RPGA-sanctioned play on December 31, 2012.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or

their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC will have a lasting effect that won't be easily resolved within the span of the adventure's scope. The two most common instances of lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters that were adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast upon them (and pay the appropriate costs), they can do so to remove the disease.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for days (or after a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark (such as milestones) should be recorded and tracked across adventures.

ADVENTURE BACKGROUND

This adventure assumes the players have played the previous three adventures in the Embers of Dawn mini-campaign (MINI1-1 thru MINI1-3).

In *MINI 1-1 Stirring the Embers*, the characters stumbled upon strange goings-on in Tarmalune. After

some investigation they discovered the presence of the Cult of Reborn Flame and confronted Lakeral, a member of the cult. They killed Lakeral and discovered that he was sent from Sambral to oversee cult operations in Tarmalune.

In *MINI 1-2 The Burning Scent of Perfumed Swords*, the characters traveled to Sambral to investigate further. They discovered other adventurers had been on the trail of the cult. Their investigation eventually led the PCs to a perfume shop where they interrupted the cult's ceremonial games and defeated the cultists there. They learned that the cultists operating in Sambral were sent by their superiors in Ramekho.

In *MINI 1-3 Building the Pyre*, the PCs traveled to Ramekho, being attacked by the cult's hired goons on the way. Once in Ramekho, they investigated the cult's work in the local mines and disrupted their activities. They then went to confront the cult leader at his local estate, getting a glimpse of the leader before he escaped. At the end of the adventure, they learned the cult leader was retreating to Harglast.

In *MINI1-4 Coaxing the Flame*, the characters traveled to Harglast where their investigations discovered the Cult of the Reborn Flame was attempting to open a rift to the Elemental Plane of Fire in a nearby mine in an attempt to sacrifice the entire city to their sleeping deity. After disrupting the cult's plans, the party gathered their many allies from the previous adventures and resolved to thwart the ritual to awaken the Raging Flame that they had learned was about to take place just outside of Tarmalune.

In this adventure, the members of the mysterious fire cult, The Reborn Flame, have recently been trying to awaken The Raging Flame, a hundred foot tall pillar of fire in Tarmalune. Unbeknownst to the common folk, The Raging Flame is a sleeping Dawn Titan (primordial) named Achazar.

Between this adventure and *MINI1-4 Coaxing the Flame*, the characters have already thwarted the strange ritual of The Reborn Flame. However, none of the PCs really remember how it happened. It was all a blur. The horrific events and strange arcane energies the PCs witnessed during the ritual have warped their bodies and minds. All of them have been "touched by the flame" during this experience.

DM'S INTRODUCTION

When the adventure starts, the PCs are fleeing the site of the thwarted ritual. However, their companion Myrelas (*MINI1-2 The Burning Scent of Perfumed Swords*) has been trapped between lava fissures and needs to be saved.

After rescuing him, the deterioration of the PCs' mind begins. Everyone is stricken with a different madness, including Myrelas. The latter collapses in a heap and must be revived.

Realizing something is wrong, the players start to head back to Tarmalune (please see **Appendix V: Tarmalune** for more background information) to try to figure out how to cure themselves. Creatures that have crossed into the Prime Material during the fire ritual find and attack the PCs as they try to flee.

Upon reaching Tarmalune, the PCs can seek out contacts from a previous adventure in that city (*MINI1-1 Stirring the Embers*) to try to help them. Eventually, the PCs learn that they must enter the mind of madness itself: The Raging Flame! Halagothra the Healer (or a PC) can perform a ritual to meld their minds with that of the sleeping primordial.

Inside this pocket dimension, there are four rooms. Three of the rooms contain an Essence which is required to fix the PCs shattered minds.

- A child's bedroom contains various interactive toys and miniature dolls of all the characters and Myrelas. The party is divided into two teams and forced to fight each other. After one side wins, the players can remove the miniature dolls (Essence of Body).
- Another room contains a fire sphinx who challenges the PCs to a test of riddles. After this test of mind, she demands they test their mettle in a combat. Depending how the PCs answered the riddles, their ensuing combat will be easier or harder. The players then receive vials of blue incandescent liquid (Essence of Mind).
- The players must navigate a torture room with various horrors to receive miniature silver needles (Essence of Life).
- The final room is a temple to the sleeping primordial: Achazar. The PCs must "purify" the tiny voodoo dolls they found of themselves to cure their insanity.

Upon exiting The Raging Flame, Myrelas still seems to have an enchantment upon him. Bringing him to Halagothra the Healer, she explains that Myrelas is being used as a scrying device to watch the PCs. Halagothra reveals that another "scrying device" is located in The Golden Teacup, a "darren" or local gambling club (visited in *MINI1-1 Stirring the Embers*). Here, assassins are waiting to attack characters.

In the basement of The Golden Teacup is a crystal ball, where the PCs can see the leader of The Reborn Flame, Pyrultimus. The cult leader can see the PCs through the crystal ball and sends monsters to slay

them so that they cannot spread the take of his true identity.

Based on the information recovered, the characters will realize that the cult leader's true identity is Inar Venenellin, a merchant residing in Imdolphyn. Armed with this knowledge, the PCs vow to journey there and stop the cult once and for all.

PLAYER'S INTRODUCTION

Before the adventure begins, have the players fill out **Player's Handout I: Player Character Survey**.

After they have finished, read or paraphrase the following to the players:

You've done it! With the help of...? Who was it that helped you? You think you remember the people you are traveling with. The important thing is that you have thwarted the ritual of the fanatical fire cult known as The Reborn Flame... for now. But how exactly did it all occur... Your mind is a blur. You saw something; something horrible, but what was it? You can't quite remember, like it's always just in the corner of your vision. Always just out of sight, hunting you. Now is the time to run. Tarmalune. Yes, that is your destination. Something calls you. But you feel strange... What is burning within you?

Have the characters introduce & describe their characters. It is assumed that the PCs met in the last adventure when they thwarted the ritual.

Next inform them that the trials of the fighting the fire cult have been exhausting. Everyone is down to half of their healing surges (round up).

IN SLUMBER REMAIN QUEST CARD

Some PCs may have the *In Slumber Remain* Quest card in their stack. These PCs are looking to complete three tasks in order to participate in the second quest adventure, Stir Not the World's Doom. The man they seek in order to complete task two can be found among the cultists in the Encounter 10. If a PC speaks with Jergen and offers the correct code phrase, he responds accordingly and the player should record their successful completion of task two on their log. Should a PC have the *In Slumber Remain* Quest card in their stack and have already complete task two, give them the information in Encounter 10 anyway, as it provides additional clues about the Quest adventure.

DM NOTE ON COMPLEXITY

This adventure is extremely complicated with a number frequently changing temporary effects. It should not be run without preparation. There are several appendixes located at the end of this adventure to aid the DM in running this adventure.

ENCOUNTER 1: RUN!

SKILL CHALLENGE LEVEL 1 / 3, COMPLEXITY 2 (40/60 XP)

SETUP

Myrelas was taking a “noble escape” from the battle that occurred at the fire cult's ritual. However, one of the demons at the ritual saw him fleeing; the demon cast a spell causing a supernatural lava flow to erupt and attack Myrelas. As the PCs are dazedly heading back to Tarmalune, they see Myrelas and are attacked by the same lava flow.

Important NPCs: Myrelas the Gallant

He is the leader of the Peerless Champions, and always dressed for a fight - with a leather cuirass, vented sleeves, and a large plumed hat. He also carries an extravagant rapier. He is noble, valiant, and chivalrous to a fault... when he isn't bleeding to death above a lava fissure. Characters may have met him in the adventure *MINI1-2 The Burning Scent of Perfumed Swords*. His combat statistics can be found after **Encounter 6B: A Dolly For You, A Dolly For Me**.

If a character has **MINI14 Friendship of the Peerless Champions** (See **Player Handout III**), she gains a +2 to initiative, from his good cheer & advice. This bonus lasts until the PCs leave the Raging Flame (after **Encounter 8: It's Ritual Time!**)

SKILL CHALLENGE: SAVE MYRELAS!

Goal: To save Myrelas and escape the encroaching lava flow.

Complexity: 2 (6 successes through 3 failures)

Primary Skills: Acrobatics, Athletics, Arcana, Dungeoneering, Nature

Other Skills: Endurance; Perception.

Victory: The PCs save Myrelas and escape unscathed.

Defeat: The supernatural lava has singed some of the party during their escape: the two players who rolled the lowest totals in the skill challenge gain Vulnerable 2/4 Fire for the rest of the adventure.

As you hurry towards Tarmalune, the earth begins to shake. Lava starts to slowly seep towards you from the grumbling ground. Not more than a barn's length away you notice Myrelas the Gallant. What is he doing here? Was he helping thwart the ritual too? Lava fissures are surrounding his barely conscious body and he is about to slip into the molten rock! You must save him!

Keep track of the character's rolls. It will matter in case of failure. As a general guide, every two successes advance the PCs to the next scene, though the DM should adjust accordingly.

Part 1: Halt the Lava

Arcana DC 10/11 or Dungeoneering/Nature DC 13/14 (1 success, 2 maximum): A PC can try to keep the supernatural lava at bay by using magic or the terrain. A character that uses a power with a Cold subtype to stop the lava receives a +4 bonus to the check.

Endurance DC 12/13 (1 group success, 1 maximum): White volcanic ash starts to fall and forms the horrific face of the demon that attacked Myrelas. The ash flows over the PCs, choking the air from their lungs. Failure results in loss of a healing surge. **All PCs must make this check.** If more than half the party makes it, this counts as one success.

Part 2: Get the Gallant

Acrobatics or Athletics DC 13/14 (1 success, 2 maximum): Someone needs to navigate the lava tributaries and get to Myrelas. Using a power such as the wizard's *jump* or barbarian's *tiger's leap* garners an automatic success.

Athletics DC 10/11 (1 success, 2 maximum): Once over to Myrelas, someone needs to pull him out.

Endurance DC 19/21 (0 successes, 1 maximum per PC): A character can make an Endurance check to push himself and negate a failed Athletics or Acrobatics check. This can only be done once per character and does not count towards the skill challenge. There is no penalty for failure.

Part 3: Way Out

Dungeoneering or Nature DC 13/14 (1 success, 2 maximum): Someone has to predict where the lava is going to flow and lead the party to freedom.

Perception DC 19/21 (0 successes, 1 maximum per PC): A character can make a Perception to negate a failed Nature or Dungeoneering check. This can only be done once per character. There is no penalty for failure.

ENDING THE ENCOUNTER

Eventually, the characters will rescue Myrelas and can continue their flight to Tarmalune. Let them know that anything longer than a short rest is inadvisable. More

fissures could erupt at any minute! If the PCs try to question Myrelas about what occurred, he doesn't remember anything and is too disoriented by the lack of breathable air to be of much help.

Success: The PCs and Myrelas escape unscathed and move onto the next encounter.

Failure: The PCs rescue Myrelas but not without some cost to themselves. The supernatural lava has singed some of the party during their escape: the two players who rolled the lowest totals in the skill challenge gain Vulnerable 2/4 Fire for the rest of the adventure.

EXPERIENCE POINTS

The characters receive 40/60 XP each for saving Myrelas.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 2: DISSENSION

After you have escorted Myrelas a safe distance towards Tarmalune, he collapses to the ground and begins to moan. His veins bulge. His body begins to convulse violently on the ground.

At this point, hand each player an appropriate malady from **Player's Handout II: Maladies**. From this point until the characters leave the Raging Flame, they have gone mad! Feel free to use the information provided on the **Player's Handout I: Character Survey** to heighten the excitement and choose the most appropriate malady for each PC. Many encounters also have special rules for each character. Please refer to **Appendix II: Madness Effects**. This adventure has many temporary effects; to assist you in keeping track of them, please feel free to use the cutouts in **Player's Handout III: Temporary Effects**.

Give the PCs a moment to read their malady and then remind them that Myrelas is twitching on the ground.

Myrelas' twitching can be stopped with Heal or Athletics check DC 13. After the convulsing stops:

Myrelas eyes widen and looks straight through you, "The tongue of fire! The eternal flame! It burns! Endless torment!"

Feel free to ad-lib his tortured mind. He believes that he has been set on fire by the Raging Flame and will continue to burn forever. The party can either calm him down by role-playing or a Diplomacy check DC 18.

Things of possible interest Myrelas can tell the party when he is calmed down:

- *I am not above the almighty Ao.*
- *Circles! Endless circles!*
- *Always spinning. Always turning. Forever twirling twirling...*
- *Just let me rest... Let me rest...*
- *I must get inside The Raging Flame. It calls us. It calls us all. That is our only salvation.*
- *They are so huge! They tower above everything we know!*
- *The Raging Flame is ALIVE. I want to join with it. Don't you want to join with it too?*
- *Only by getting inside will the burning stop.*

Some of these are hints about the riddles to come in **Encounter 5A: Would You Like To Play A Game?** Impress upon the characters the need to learn more about The Raging Flame is they are to help their ally. Any character with the Windrise Ports as a home region

or that makes a History Check DC 16 will know that The Raging Flame is a 100 ft. high pillar of flame in Tarmalune. Many mysterious fires and random happenings are blamed upon it. Perhaps this historical object is what has caused the corruption of their companions' minds.

ENDING THE ENCOUNTER

Once the characters have explored their madness, calmed Myrelas and heard a few of his ramblings, they may once again continue towards Tarmalune. If the PCs are not sure how to proceed, remind them that the largest city in the Windrise Ports (Tarmalune) is nearby and it is a likely place to find aid. Myrelas will act as a non-combatant except for **Encounter 6B: A Dolly For You, A Dolly For Me**. He constantly raves about eternal burning.

TREASURE

Myrelas has a **Patch of Red Moss** that he gives to whoever he trusts the most. All he knows is that the moss acts as a healing solution, but doesn't know how long it will stay fresh. A Dungeoneering Check DC 13 or a Nature Check DC 18 reveals that the moss will act as a potion of healing if applied to a wound within the next week.

APPENDIX II: MADNESS EFFECTS

Indulgence desires this moss. If he eats it, he gains special benefits.

ENCOUNTER 3: FURTHER DOWN THE SPIRAL

ENCOUNTER LEVEL 2/4 (125/170 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 Spark Devil (S)
- 1 Spider Cactus (C)
- 1 Magma Claw (M)

This encounter includes the following creatures at the low tier:

- 2 Spark Devil (S)
- 1 Spider Cactus (C)
- 2 Flamespiker (F)

Remnant creatures, crossed over from the Elemental Plane of Fire, from the thwarted ritual try to slay the player characters as they flee to Tarmalune. Keep in mind the results of the previous skill challenge. The Spider Cactus does not appear to ignite until it attacks.

Read the following as the PCs continue to Tarmalune:

What is happening to Myrelas? What is happening to your companions? What is happening to YOU?? Perhaps the answers can be found in Tarmalune. As you continue your trek, the landscape is full of bones, prickly cactuses and sand shifts. Patches of grass sprout here and there among several strange vortexes of sparks and dust that are coalescing. Creatures of living magma burst from the ground, intent on burning your flesh!

FEATURES OF THE AREA

This area has a few important features.

Illumination: It is daylight, so the area is brightly illuminated.

Cactus Plant: Any square with a cactus blocks terrain.

Quick Sand (QS): These bits of sand are dangerous. Any creature that ends their turn in one of these squares must make a DC 5/6 Athletics check or fall prone. Any creature that falls prone in one of these squares must a Strength check DC 10/11 to stand.

TACTICS

One of the spark devils uses Stinging Shards at the beginning of the combat to blind a group of PCs. Then the spark devils slide characters towards the spider cactus. After that, they use Gale Blast to keep PCs near the spider cactus.

The spider cactus merely attacks the closest enemy.

The magma claw will spew lava, otherwise pound on the most threatening opponent.

The flamespikers will tag as many people as possible with fire vulnerability, then attack the weakest target.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one spark devil.

Six PCs: Add one spark devil (low tier). Add one flamespiker (high tier).

ENDING THE ENCOUNTER

When the characters have defeated the enemies, allow them a DC 13/14 Spot check followed by a DC 17 Arcana check to realize that the monster's eyes might be valuable.

Let the characters know that taking more than a short rest here is inadvisable. Who knows what else could be following them when Tarmalune is only a short walk away!

As the adventurers continue, read:

You can see Tarmalune welcoming you in the distance. Soon, you can try to unravel the day's horrific events.

Many groups will opt to find lodging in town to take an extended rest and may do so with no penalty.

EXPERIENCE POINTS

The PCs receive 125/150 xp for defeating the remnants of the fire ritual.

TREASURE

The magma claw or flamespiker's glowing gem-like eyes can be removed. They are worth 25 / 50 gp per PC.

Encounter 3: Further Down the Spiral (Low Level)

Spark Devil	Level 3 Skirmisher
Small natural humanoid (air, fire)	XP 150
Initiative +7	Senses Perception +0
HP 47; Bloodied 23	
AC 18; Fortitude 14, Reflex 16, Will 14 (-2 to all defenses while slowed or immobilized, -2 to all defenses for a round if hit by a cold attack)	
Immune disease, poison; Resist 10 fire	
Speed 8	
m Grasping Winds (standard; at-will)	
+8 vs. Reflex; 1d10 + 3 damage and slide the target 2 squares.	
M Gale Blast (move; recharge 5 6)	
The spark devil shifts 5 squares and attacks each enemy it moves adjacent to (one attack per creature); +8 vs. Fortitude; the target is knocked prone.	
A Stinging Shards (standard; encounter) ♦ Fire	
Close Burst 3; +8 vs. Reflex; 3d6+3 fire damage, and the target is blinded until the end of the spark devil's next turn.	
Alignment Unaligned	Languages Primordial
Skills Stealth +10	
Str 8 (+0)	Dex 18 (+5)
Con 15 (+3)	Int 5 (-2)
	Wis 8 (+0)
	Cha 15 (+3)
Equipment none	

A small whirling vortex of sparks and dust with no distinct figure. (DM Note: This is a re-skinned Dust Devil.)

Dust Devil Lore

Arcana DC 15: A spark devil is a creature of fire and wind, flighty and impulsive. Because of its dependence on movement, any attack that freezes or slows a spark devil weakens it significantly.

Magma Claw	Level 4 Brute
Medium elemental magical beast (earth, fire)	XP 175
Initiative +3	Senses Perception +7
HP 64; Bloodied 32	
AC 16; Fortitude 16, Reflex 14, Will 13	
Immune petrification; Resist 10 fire; Vulnerable cold (a magma claw that takes cold damage is slowed until the end of its next turn)	
Speed 4 (8 while charging)	
m Claw (standard; at-will) ♦ Fire	
+7 vs. AC; 1d6 + 4 damage plus 1d6 fire damage.	
M Spew Lava (standard; at-will) ♦ Fire	
+5 vs. Reflex; the target takes ongoing 5 fire damage and is immobilized (save ends both).	
Alignment Unaligned	Languages Primordial
Skills Endurance +9, Stealth +8	
Str 18 (+6)	Dex 12 (+3)
Con 14 (+4)	Int 2 (-2)
	Wis 11 (+2)
	Cha 6 (+0)
Equipment glowing eyes	

A humanoid-shaped hunk of volcanic rock with eyes that beam like the sun.

Magma Beast Lore

Arcana DC 15: Magma beasts are elemental beings that originate in Elemental Chaos. Many now live in the natural world, having crossed over into volcanic regions of the surface and the Underdark.

Arcana DC 25: Humanoids slain by magma beasts are usually devoured in their entirety - including their equipment. Magma beasts consume even the steel of armor and weapons, given time.

Spider Cactus	Level 3 Obstacle
Hazard	XP 150
Hazard: A spider cactus hunts by firing barbed purple needles at prey. Skewered prey are then dragged to the base of the cactus, where they can be pierced by large, green feeding needles. A spider cactus grows among others of its kind in patches along roads, paths, or other prey-rich areas.	
Perception	
No check is necessary to notice the spider cactus.	
Additional Skills: Nature	
A DC 20 Nature or Dungeoneering check identifies the plant as a spider cactus.	
Initiative +4	
Trigger	
The cactus attacks any single creature within 3 squares, using its ranged attack against distant enemies and melee attack against those within range. (It does not attack its fellow monsters).	
Attack	
Standard Action	Ranged 3
Targets: One creature	
Attack: +8 vs. AC	
Hit: 1d8 damage, and the target is immobilized (until escape), and pulled 1 square	
Attack	
Standard Action	Melee 1
Targets: One creature	
Attack: +9 vs. AC	
Hit: 2d6+5 damage, and the target is immobilized (until escape).	
Countermeasures	
♦ Restrained characters can use the escape action (DC 16) to free themselves. A successful escape check results in an extra 1d8 damage.	
♦ A character can attack a spider cactus (AC 11, Fortitude 11, Reflex 11; hp 33).	
♦ A spider cactus's needle tethers can be cut (AC 15, Fortitude 15, Reflex 15; hp 5), freeing a trapped character.	

A spider cactus stands between 6 and 7 feet tall. The plant is bright green with white vertical streaks that run the length of its body. This particular cactus is glamourous to look as if it is on fire when it attacks.

ENCOUNTER 3: FURTHER DOWN THE SPIRAL (HIGH LEVEL)

Spark Devil	Level 3 Skirmisher
Small natural humanoid (air, fire)	XP 150
Initiative +7	Senses Perception +0
HP 47; Bloodied 23	
AC 18; Fortitude 14, Reflex 16, Will 14 (-2 to all defenses while slowed or immobilized, -2 to all defenses for a round if hit by a cold attack)	
Immune disease, poison; Resist 10 fire	
Speed 8	
m Grasping Winds (standard; at-will)	
+8 vs. Reflex; 1d10 + 3 damage and slide the target 2 squares.	
M Gale Blast (move; recharge 5 6)	
The spark devil shifts 5 squares and attacks each enemy it moves adjacent to (one attack per creature); +8 vs. Fortitude; the target is knocked prone.	
A Stinging Shards (standard; encounter) ♦ Fire	
Close Burst 3; +8 vs. Reflex; 3d6+3 fire damage, and the target is blinded until the end of the spark devil's next turn.	
Alignment Unaligned	Languages Primordial
Skills Stealth +10	
Str 8 (+0)	Dex 18 (+5) Wis 8 (+0)
Con 15 (+3)	Int 5 (-2) Cha 15 (+3)
Equipment none	

A small whirling vortex of sparks and dust with no distinct figure. (DM Note: This is a re-skinned Dust Devil.)

Dust Devil Lore

Arcana DC 15: A spark devil is a creature of fire and wind, flighty and impulsive. Because of its dependence on movement, any attack that freezes or slows a spark devil weakens it significantly.

Flamespiker	Level 5 Soldier
Medium elemental magical beast (air, earth, fire)	XP 200
Initiative +6	Senses Perception +4
HP 66; Bloodied 33	
AC 21; Fortitude 18, Reflex 16, Will 16	
Immune disease, petrification, poison; Resist 10 fire	
Speed 7	
m Stonespike (standard; at-will) ♦ Fire	
Reach 2; +12 vs. AC; 1d8 damage plus 1d6 fire damage, and the target gains vulnerable 5 fire and is marked until the end of the flamespiker's next turn.	
r Spikebolt (standard; at-will) ♦ Fire	
Ranged 5/10; +12 vs. AC; 1d10+5 damage.	
M Thunderfire Thrust (immediate reaction, when an enemy within 2 squares of the flamespiker shifts; recharge 5 6) ♦ Fire, Thunder	
The flamespiker uses stonespike against the triggering enemy. On a hit, the flamespiker makes a secondary attack against the same target.	
<i>Secondary Attack:</i> +10 vs. Fortitude; 5 thunder damage, and the target is stunned (save ends).	
Alignment Unaligned	Languages Primordial
Str 13 (+3)	Dex 15 (+4) Wis 15 (+4)
Con 18 (+4)	Int 6 (+0) Cha 8 (+1)
Equipment glowing eyes	

A humanoid-shaped being of volcanic rock, with arms made of gigantic spikes edged molten lava. Pinpoints of orange lights form in its eyes.

Flamespiker Lore

Arcana DC 12: A flamespiker is a living shell of stone with a hollow core of roiling flame. It blasts foes with burning shards of stone, rendering targets more susceptible to subsequent fire-based attacks.

Spider Cactus	Level 3 Obstacle
Hazard	XP 150
Hazard: A spider cactus hunts by firing barbed purple needles at prey. Skewered prey are then dragged to the base of the cactus, where they can be pierced by large, green feeding needles. A spider cactus grows among others of its kind in patches along roads, paths, or other prey-rich areas.	
Perception	
No check is necessary to notice the spider cactus.	
Additional Skills: Nature	
A DC 20 Nature or Dungeoneering check identifies the plant as a spider cactus.	
Initiative +4	
Trigger	
The cactus attacks any single creature within 3 squares, using its ranged attack against distant enemies and melee attack against those within range. (It does not attack its fellow monsters).	
Attack	
Standard Action	Ranged 3
Targets: One creature	
Attack: +8 vs. AC	
Hit: 1d8 damage, and the target is immobilized (until escape), and pulled 1 square	
Attack	
Standard Action	Melee 1
Targets: One creature	
Attack: +9 vs. AC	
Hit: 2d6+5 damage, and the target is immobilized (until escape).	
Countermeasures	
♦ Restrained characters can use the escape action (DC 16) to free themselves. A successful escape check results in an extra 1d8 damage.	
♦ A character can attack a spider cactus (AC 11, Fortitude 11, Reflex 11; hp 33).	
♦ A spider cactus's needle tethers can be cut (AC 15, Fortitude 15, Reflex 15; hp 5), freeing a trapped character.	

A spider cactus stands between 6 and 7 feet tall. The plant is bright green with white vertical streaks that run the length of its body. This particular cactus is glamourous to look as if it is on fire when it attacks.

ENCOUNTER 3: FURTHER DOWN THE SPIRAL DM MAP

TILE SETS NEEDED

Dire Tombs x1



ENCOUNTER 4: LITTLE FLAME, LITTLE FLAME, LET ME IN

SETUP

Lindelsan, a bartender (Insight +5)

Belyssa the Whaler (Athletics +14, Intimidate +5)

Karadandel the Sly (Tiefling) (Bluff +10, Insight +10)

Halagothra the Healer (Insight +10)

Valek, Haven Tower clerk (History +10)

During this encounter, the PCs must figure out how to enter the Raging Flame. If characters played *MINI1-1 Stirring the Embers*, they may have a specific contact who can offer advice (*MINI02 Tarmalune Contact*). Alternatively, they may try to gather information to figure out how to get into the Raging Flame. Feel free to improvise parts of this encounter (i.e. inserting NPCs to get everyone back on track). These scenes may occur in any order or be skipped entirely.

Scene 0 - We're Lost

If the characters have no previous contacts, they may, as always, gather information from the streets.

Arcana or Religion DC 18

- A PC recalls reading in a broadsheet that an elderly woman named Halagothra the Healer is a friend to adventurers and quite good at curing strange "ailments." Her mansion can be found with a Gather Information DC 14.

Streetwise DC 18

- The PCs learn that one of the seedier bars in town, The Black Boot, is a good source of information.

History DC 18

- The Town Clerk at Haven Hall is a knowledgeable historian. Perhaps he knows more about The Raging Flame.

Scene 1 - The Raging Flame

This scene occurs as the PCs travel through the city looking for information.

An endless pillar of flame burns to the heavens. Various locals, in stylish apparel gaze into the fire as foreigners gasp and point.

"I saw ye burn that dirty old press gang thug," spits a crotchety old man in dirty robes. "I thank ye Flame."

Various locals can relate the following information.

- Occasionally, The Raging Flame has a life of its own, spitting out goutts of fire that burn key individuals or passing objects.
- The Firequench Order keeps Tarmalune safe, fighting various fires, probably caused by The Raging Flame's influence.
- Rumor has it that the Flame came about from two wild mages fighting.
- People have gone missing. Some think that The Raging Flame kidnaps people and transforms them into flames. These newly formed flames meld with The Raging Flame to keep it eternally burning.

Scene 2 - The Black Boot

The Black Boot is chock-full of drinking, gambling, and wenching. The bartender, a large bald man with an even larger hook for his right hand busily serves up drinks. A tattoo-covered lass with red hair guffaws loudly, then smartly tosses a set of ivory dice.

Staring from the corner is a blond-haired blue-eyed tiefling woman in the latest apparel. She smirks impishly and then slams her drink.

Lindelsan, the Bartender

- Doesn't know anything about The Raging Flame. He suggests going to Halagothra the Healer, the "only blasted woman crazy enough to know evil magic like that."
- To anyone who has his him as a contact, he offers free drinks and a special new drink he's been working on, The Lune Bomber.
- Might offer a Lune Bomber to another character for 10 gp, "but any simayde effects ain't my fault cause this is all experimental-like."

If a PC drinks a Lune Bomber:

Lindelsan mixes together several different dwarven ales, then adds a drop of something from a muddy bottled labeled "Sekrit Ingredieient." A pure white foam overflows the mug. As for taste, the drink can only be described as liquid fire. Make a saving throw.

Failing the save causes the PC to become nauseated and embarrass themselves in front of a lot of bar patrons, followed by a feeling of pure bliss until the next

extended rest: the PC suffers a -2 to Will Defense. Making the save grants a feeling of pure bliss and confidence: +1 to attack rolls until the next extended rest. Lindelsan refuses to explain his secret ingredient.

APPENDIX II: MADNESS EFFECTS

If the Indulgence PC drinks the Lune Bomber, they automatically make their save and gain double the benefit.

Belyssa, the Whaler

- She brashly hits on any strong or attractive looking male character in the party.
- Doesn't know anything about The Raging Flame.
- Invites the characters to join in a game of Toss the Dice (opposed Intimidate, Bluff, or Thievery checks).
- If a PC has Belyssa as a contact, she offers them her harpoon (+1 *Lifedrinker Weapon*) in exchange for a wrestling match. If none of the PCs have her contact, she offers to sell them the weapon for 200 gp. She is looking to get rid of the weapon for reasons she would rather not discuss, but encourages the PCs to leave town if they are going to buy the weapon.

APPENDIX II: MADNESS EFFECTS

The Tell Me Lies character can automatically win any game they participate in with Belyssa, if they like. She is no match for his or her outrageous lies.

Belyssa finds the Kobold character cute, since she has always liked little people. The character is treated as having Belyssa as a contact above.

Karadanel the Sly, Fence and Information Broker

- She flirts with any intelligent male or engages in conversation about fashion with any intelligent female (the latest craze being dragonborn scale mail - "all the scales were voluntarily given of course").
- Claims not to know anything about The Raging Flame (DC 20 Insight to realize otherwise) unless a character has her favor.
- If pressed, she offers information to a PC if he can procure her a Lune Bomber from the bartender. PCs with her as a contact gain the information without buying the drink.
- She recently acquired a few pages of a diary from a member of a small religious group. The man's name is Lekaral (*MINI1-1 Stirring the Embers*). It barely made any sense, so she didn't think anyone would ask about it.

- The pages say that a man & his fellow compatriots were trying to join their minds with the Raging Flame, to gain *his* power. Once inside, they planned to offer "three parts of their soul" to the Flame.
- She has a copy of the spell they used to enter the Flame and can offer it to the PCs if she can watch ("knowledge is power, you know"). This ritual can allow the PCs to enter into the sleeping mind of the Raging Flame without the aid of Halagothra.
- Maybe you can fix that crazy man's mind inside there (referring to Myrelas).

Scene 3 - Halagothra's Mansion

If no character has Halagothra as a contact, the guards question the PCs motives and relate that she is very busy with a patient. The PCs can use Diplomacy, Bluff, or Intimidate (DC 12/13) to gain entry. If the PCs fail two checks without a success, they are turned away.

If a character has Halagothra as a contact:

Upon approaching Halagothra's mansion, the guards recognize you and quickly escort you to her. You see an elderly woman dressed in a simple robe.

She looks up, "I knew you would come. I can see the fire burning in you. Tell me in your own words what has happened."

Halagothra can offer the following information:

- Halagothra does not know the source of her healing powers; she just knows she has only to lay her hands on the person and think about it to heal them.
- "I know that the Raging Flame is sentient. He sometimes wills those who will play an important role in Tarmalune's future to enter his being. If they can pass his test, he will bless them."
- "Perhaps you can find the pieces of Myrelas' mind inside the Raging Flame, and put him (or yourselves) back together."
- "I can perform a spell that will meld your bodies with the sleeping mind of The Raging Flame." This will allow the PCs to enter into the sleeping mind of the Raging Flame without the aid of Karadanel's diary pages or Valek's ancient scroll.
- To anyone who has her favor, she offers to do a blessing upon them. The next time (only) this character is bloodied, she gains Regeneration 2

until she is no longer bloodied. (See **Player's Handout III**.)

- Halagothra is concerned about her friend Rathloff (MINI1-3 *Building the Pyre*) who was with the PCs when they disrupted the ritual. She asks if they saw him escape, but of course none of the PCs can remember the incident.

Scene 4 - Haven Tower

If no character has Valek as a contact, it requires two checks to get through all the bureaucracy to reach him: Diplomacy, History, Bluff (DC 12/13). If the PCs fail two checks with no success, they are turned away. Any PC looking for a general historian may also be directed to Valek.

Wandering through the crowded labyrinth that is Haven Tower, you are escorted to a small room. An old man has fallen asleep at his desk and spilled the ink pot. Drearily, Valek raises his inky face. "Yes? How can I help you?"

Valek warmly greets anyone he recognizes and is quite embarrassed over falling asleep at his desk. Valek can offer the following information:

- He recently translated a document relating to the Raging Flame. Much of it was nonsensical, but he could piece together a few things.
- A small religious group was trying to join their minds with the Raging Flame. They believe the Raging Flame is a sentient entity, a force to be worshipped. Once inside, they planned to offer the three parts of their soul to the Flame.
- He has a copy of the spell and would offer it to the PCs to use if they are foolish enough and he can watch ("it is important to record strange events!")
- He also offers to lend the characters an **Ancient Scroll** with ramblings related to The Raging Flame. It doesn't make much sense to him, but perhaps it will help. This scroll appears to contain two rituals. One will allow the PCs to enter the mind of the sleeping Dawn Titan and the second in used in Encounter 8 to cure themselves of their insanities.

ENDING THE ENCOUNTER

When the PCs decide to go to the Raging Flame read the following:

The hundred foot pillar of flame pierces the night sky. The fire licks at the ground, inviting you to come closer.

If Halagothra is with the party:

Halagothra throws off her simple cloak and beckons you to surround her in a circle.

"Join hands," she commands.

Her eyes clench shut and she thrusts her furrowed hands in the air. The aged woman chants unintelligible words for many moments. A doorway materializes in The Raging Flame.

"Make haste," she says. Quickly, you enter and the doorway seals behind you. You find yourselves in a small foyer with four doors, all different.

If Halagothra is not with the party, the PCs are performing the ceremony themselves using either the diary from Karadanel or the ancient scroll from Valek, two of the PCs will need to make Arcana or Religion checks DC 22/24. No one can assist them. If a character has the Ritual Caster feat or can speak Supernal, Deep Speech, or Primordial, she gets a +5 bonus (if a character has a feat and a language, she gets a +10 bonus). If a character fails, she loses a healing surge - but the spell is still successful.

Note that the Ritual Caster feat is not needed for this casting, as the PCs have a ritual scroll from either Karadanel or Valek. Should the PCs not be able to cast the scroll, they may hire a caster in Tarmalune who will not ask any questions for 20 gp.

You form a circle around two of your party. They thrust their hands in the air and utter many unintelligible words. A doorway materializes in The Raging Flame.

Quickly, you enter and the doorway seals behind you. You find yourselves in a small foyer with four doors, all different.

TREASURE

PCs that have Belyssa as a contact, or purchase it from her, may receive a +1 *Lifedrinker Weapon*.

Possible side effects could occur from Halagothra or drinking a dose of Lune Bomber (**Player's Handout III**). The **Ancient Scroll** that Valek the clerk can pass on will be of use inside The Raging Flame (Encounter 8).

INTERLUDE: THE RAGING FLAME

Now the PCs have gained entrance to the sleeping mind of The Raging Flame. The Raging Flame, unbeknownst to most people, is a sleeping Dawn Titan named Achazar. The PCs must pick their way through a small part of his mind to find the Essence of Mind, Body, and Soul. Using these three items, the characters can repair their own minds in a ritual room.

In the foyer of Achazar's mind, there are four doors:

One door is covered with childish scrawlings of rainbow fire (Encounter 6A/B: Child's Play). ***Another door has a craftily-drawn sapphire snake*** (Encounter 5A/B: Would You Like To Play A Game?). ***A third has various rusty chains hanging from it; someone has been scraping at this door and there are claw markings*** (Encounter 7: Pins & Needles). ***The last door is unadorned and made of deep plum-colored marble*** (Encounter 8: It's Ritual Time!).

If the characters examine the doors more closely (DC 20 Perception), they notice that a human finger nail is embedded in the rusty chain door. A DC 20 Dungeoneering check will note that parts of this door have been melted away with acid, perhaps from some sort of ooze. A DC 15 Perception Check will also allow the characters to hear a deep purring from the snake room and to smell spicy incense from the marble door.

Each room represents a different age of The Raging Flame's mind. The PCs may pass through Encounters 5-7 in any order. The toy room is a child; the torture room is an anguished adolescent; the sphinx room is the wise elder. You can set up the foyer room with any large square dungeon tile, and then add the rest of the map as the players choose a room. Each room, including ones without combat encounters, have maps you can use as role-playing aids.

MYRELAS

Myrelas is near comatose from pain and unless specifically noted in an encounter, is of no help. Unless carried, he crawls from room to room following the PCs and collapses near each door. He does nothing but moan and spasm with pain. He does not interact with the PCs or the room, except as specifically listed.

ENCOUNTER 5A: WOULD YOU LIKE TO PLAY A GAME?

SETUP

This encounter includes the following creature: **Firaleene the Sphinx** (Arcana +25, History +25, Insight +26, Religion +26)

The characters must answer Firaleene's riddles. She has been living here ever since Achazar was transformed into The Raging Flame. Adventurers intrigue her and the ones who enter The Raging Flame are always amusing (have you seen the composition of an adventuring party lately?)

The Devourer Initiate (see Encounter 5B) is a power-seeking priest who entered Achazar's mind a few hundred years ago. He failed to even try to answer any of her riddles properly and attacked her. So, she teleported him to a different part of Achazar's mind. She occasionally does this with adventurers who fail her test; she then recalls them to fight other parties for her amusement.

Opening the sapphire serpent door requires more than a push. You must focus your mind before the door gives way. Inside you see a lavish room, adorned with fine furs and tapestries from days past. Several luminous pillars adorn the room. Lazing on a sizable raised dais is a large winged cat with human features: a sphinx!

“Greetings. My name is Firaleene. I sensed your coming. The Great Flame has touched you. More and more recently, I have been receiving visitors. Tell me of yourselves.”

She is interested in knowing about the characters' hometowns and current madness. She questions what is wrong with each one (if they will admit it). Like any woman, Firaleene adores compliments.

“Of course,” purrs Firaleene, “I have a challenge for you. Two in fact. Doing well in the first can help you in the second. First, I have three riddles. You have only one chance to answer each of them.”

Cocking her head to the side, glances at Myrelas, “I believe your more delirious companion has heard them.”

The characters have one chance as a group to answer each riddle. If the characters are having trouble coming

up with an answer, they are allowed to make knowledge checks for hints. Remember to note who answers each riddle.

Riddle 1:

I am the beginning of a circle

I am the one who shatters the wall of darkness

I am the realization

What am I?

Hint (Nature DC 19/21 or Arcana DC 23/25):

I am the signal to start the day

Answer: Dawn

Riddle 2:

Transcendent in terra and nirvana; this immortal towers above nearly time, infinity, territory and nature.

Hint (History DC 19):

Give them **Player's Handout IV: Second Riddle**. (This allows them to visualize the riddle. Clever players will notice the beginning letters of each word spell Titan).

Answer: Titan

Riddle 3:

You belong to me for much of your life. To know me is to experience bliss. My brother is the living's greatest fear.

Hint (Intelligence or Wisdom DC 15/18):

The brother is death.

Answer: Sleep

DM Note: If some PCs have played this adventure previously, they should NOT be the players to answer the riddles. If all the players have played or judged this adventure before, they must instead make a skill check to answer the riddles. Only one person can make the check. In the first riddle, let them know that Nature is an easier check to make.

Riddle 1: Nature DC 22/24 or Arcana 26/28.

Riddle 2: History DC 22/24.

Riddle 3: Intelligence or Wisdom DC 19/21.

APPENDIX II: MADNESS EFFECTS

The Tell Me Lies character gains the benefit of answering a riddle correctly if he or she convinces the party of the wrong answer.

The Death character gains a +4 bonus to the Intelligence or Wisdom check to gain a hint to riddle three.

ATTACKING FIRALEENE

Firaleene is an immensely powerful and dangerous creature. The DM should make that clear to the PCs. She takes offense to any PC that tries to attack Firaleene rather than answer her questions suffers accordingly. She is under an effect that causes attacks specifically directed at her to rebound upon the attacker. The player rolls against their own Defenses and does damage to themselves.

ENDING THE ENCOUNTER

If the characters answered all three of the riddles correctly, she grants a major blessing. Whoever answered the most riddles correctly has a melee weapon changed to do Radiant damage for the next combat (the Radiant damage only counts on melee or close attacks). A character can pass this weapon off if desired. If three separate people answered a riddle correctly, she blesses all of them.

If the characters answered two of the riddles correctly, she grants a minor blessing. Whoever answered a riddle correctly gains Resist Acid and Necrotic 2 for the next combat. If there is a character who answered some correctly & some incorrectly, she merely smirks, tells them they are lucky, and does nothing. If a character answered a riddle incorrectly, she curses them and they gain Vulnerability Acid and Necrotic 3 for the next combat.

If all the riddles were answered incorrectly, she is extremely disappointed and curses all the characters for the combat. Roll a d6 for each PC and consult the following chart:

1. Gain Vulnerability Acid 5
2. Gain Vulnerability Necrotic 5
3. Start the combat *restrained* (save ends)
4. Start the combat *blind* (save ends)
5. Start the combat with Ongoing 3 Fire (save ends)
6. Gain 5 temporary hit points (not everything can be bad, right?)

After this has been resolved, move to the combat in the next part of this encounter (Encounter 5B).

ENCOUNTER 5B: YOU CHOSE THIS

ENCOUNTER LEVEL 2/4 (125/175 XP)

SETUP

This encounter includes the following creature at the low tier:

1 Devourer Initiate (D)

2 Gravehound (H)

1 Gray Ooze (O)

This encounter includes the following creature at the high tier:

1 Devourer Initiate (D)

2 Gravehound (H)

1 Gray Ooze (O)

1 Green Slime (S)

After Firaleene has “rewarded” them appropriately, a combat ensues. Adjust the boxed text accordingly (subtracting a gravehound or adding an amorphous green blob):

Firaleene smiles as her dais begins to sparkle with holy energy. A twisted script materializes on the pillars and tangible field pulsates around them. “Now, of course, for the real fun. Battle!”

At her pronouncement, a hunched man with peeling skin crawls out from behind a tapestry. His foul odor permeates the air. He is accompanied by several decaying dogs.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The room is brightly illuminated.

Pillar of Life: This pillar is made of white marble, and has a golden radiance. It can be used as cover and counts as a soft corner. There is an engraved script that reads in Supernal: *Pillar of Life*. A PC that starts their turn next to the Pillar of Life gains 5 temporary hit points. Death feels repulsed from this place; this power is reversed for her. This power only functions during the combat.

Pillar of Death: This pillar is made of black onyx and has a silver radiance. It can be used as cover and counts as a soft corner. There is an engraved script which reads in Supernal: *Pillar of Death*. A PC that starts their turn next to the Pillar of Death loses 5 hit

points. Death feels drawn to this place; this power is reversed for her. This power only functions during the combat. If the Devourer or Gravehound start their turn next to the pillar, they gain 5 temporary hit points.

Firaleene & The Dais: The sphinx sits on her dais and watch the combat. If hit by an attack she growls and glances menacingly but the PC suffers no damage unless they are specifically attempting to harm her. If she is hit repeatedly (or stuck in a zone spell), she might move to a different part of the room. Her Dais counts as a Sacred Circle: anyone standing on it grants a bonus +1 to attack rolls (anyone who makes an Arcana or Religion check DC 20 will realize this).

APPENDIX II: MADNESS EFFECTS

If the Indulgence or The Eye character makes it on to the Dais, he gets a +2 bonus to attack rolls.

Death feels repulsed from the pillar of life and attracted to the pillar of death; their powers are reversed for her.

TACTICS

The devourer initiate has been trapped here for hundreds of years. He merely refers to himself as “The One True Believer” or “The One” for short. He will decay burst a group near the beginning of combat. If PCs get too close to him, he uses evoke terror. He clings to the Pillars of Death.

The gravehounds close to melee and protect the devourer. When knocked to 0 hit points, remember to use their Death Jaws.

The gray ooze and green slime crawl out from behind a tapestry on their initiative. Please feel free to have them come from either of the side walls.

The gray ooze concentrates its fire (possibly on the same PC the devourer is focusing on) and the green slime will terrorize a slow moving, easy to hit foe.

DM Note: A character that has the **Halfling Dolly** from **Encounter 6A: Child's Play** will not be attacked by the initiate or gravehounds unless that character attacks them.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Subtract one gravehound.

Six PCs: Add one grey ooze (low tier). Add one green slime (high tier).

ENDING THE ENCOUNTER

When the characters have defeated the Devourer and his minions read the following:

“Congratulations Adventurers,” purrs the Sphinx, “Those miscreants have been a nuisance for a while. You fared much better against them than that dwarf and elven duo.”

‘The One’s’ eyes flutter open and a putrid gasp escapes his lips. His body crumbles into dust leaving behind a heavily scorched tome.

“I believe this is what you are looking for,” states Firaleene, producing several vials of shimmering blue liquid. “These vials contain the essence of your minds. Guard them well. They will come in useful at putting yourselves back together.”

Experience Points

The PCs receive 125/175 xp for defeating the Sphinx's minions.

TREASURE

The PCs can loot a *Book of Undeniable Fire +1* from Devourer Initiate’s body and may gain the Essence of Mind vials from the sphinx.

ENCOUNTER 5B: YOU CHOSE THIS (LOW LEVEL)

Devourer Initiate	Level 5 Artillery
Medium natural humanoid, human	XP 200
Initiative +4	Senses Perception +1
HP 46; Bloodied 23	
AC 18; Fortitude 17, Reflex 19, Will 16	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d4 + 6 damage.	
R Decay (standard; at-will) ♦ Necrotic	
Ranged 10; +10 vs. Fortitude; 1d6 + 6 necrotic damage, and the target grants combat advantage to all enemies (save ends).	
A Decay Burst (standard; encounter) ♦ Necrotic	
Area burst 1 within 10; +8 vs. Fortitude; 1d6 + 6 necrotic damage, and the target gains vulnerable 5 necrotic (save ends).	
A Evoke Terror (minor; encounter) ♦ Fear	
Close burst 1; +8 vs. Will; the target grants combat advantage to all enemies (save ends), and it immediately moves its speed by the safest route away from the devourer initiate.	
Alignment Chaotic Evil	Languages Common
Skills Arcana +11, Intimidate +8, Religion +11	
Str 15 (+4)	Dex 14 (+4) Wis 8 (+2)
Con 10 (+2)	Int 19 (+6) Cha 12 (+3)
Equipment black robes, dagger, foul stench, <i>book of undeniable fire</i> +1	

A hunched man hides his peeling skin under ebony robes. His stench is foul and he carries a holy symbol of Jergal.

Gravehound	Level 3 Brute
Medium natural animate (undead)	XP 150
Initiative +2	Senses Perception +1; darkvision
HP 54; Bloodied 27; see also <i>death jaws</i> and <i>zombie weakness</i>	
AC 14; Fortitude 14, Reflex 12, Will 11	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 8	
m Bite (standard; at-will) ♦ Necrotic	
+7 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller.	
M Death Jaws (when reduced to 0 hit points) ♦ Necrotic	
The gravehound makes a bite attack against a target within its reach.	
Zombie Weakness	
Any critical hit to the gravehound reduces it to 0 hit points instantly.	
Alignment Unaligned	Languages None
Str 16 (+5)	Dex 13 (+3) Wis 12 (+3)
Con 16 (+5)	Int 4 (-1) Cha 3 (-2)
Equipment dog collars	

The nimble corpse of an animated dog greedily leaps towards you, hungering for flesh.

Gray Ooze	Level 2 Skirmisher
Small natural beast (blind, ooze)	XP 125
Initiative +5	Senses Perception +2; blindsight 10, tremorsense 10
Stench aura 2; each creature within the aura takes a -2 penalty to attack rolls.	
HP 43; Bloodied 21	
AC 15; Fortitude 13, Reflex 15, Will 13	
Immune gaze; Resist 5 acid	
Speed 5, climb 3	
m Bone Melt (standard; at-will) ♦ Acid	
+5 vs. Fortitude; 1d6 + 5 acid damage, and the target takes a cumulative -2 penalty to Fortitude each time it hits (save ends).	
Slimy (minor; at-will)	
The gray ooze shifts 2 squares.	
Alignment Unaligned	Languages None
Skills Stealth +12	
Str 11 (+1)	Dex 15 (+3) Wis 11 (+1)
Con 19 (+5)	Int 1 (-4) Cha 1 (-4)
Equipment elf skeleton	

A wretched pile of stinking gray pus oozes towards you.

Ooze Lore

Nature DC 15: Gray oozes are especially dangerous in numbers or in close proximity to monsters that can take advantage of their bone-softening threat.

ENCOUNTER 5B: YOU CHOSE THIS (HIGH LEVEL)

Devourer Initiate	Level 5 Artillery
Medium natural humanoid, human	XP 200
Initiative +4	Senses Perception +1
HP 46; Bloodied 23	
AC 18; Fortitude 17, Reflex 19, Will 16	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d4 + 6 damage.	
R Decay (standard; at-will) ♦ Necrotic	
Ranged 10; +10 vs. Fortitude; 1d6 + 6 necrotic damage, and the target grants combat advantage to all enemies (save ends).	
A Decay Burst (standard; encounter) ♦ Necrotic	
Area burst 1 within 10; +8 vs. Fortitude; 1d6 + 6 necrotic damage, and the target gains vulnerable 5 necrotic (save ends).	
A Evoke Terror (minor; encounter) ♦ Fear	
Close burst 1; +8 vs. Will; the target grants combat advantage to all enemies (save ends), and it immediately moves its speed by the safest route away from the devourer initiate.	
Alignment Chaotic Evil	Languages Common
Skills Arcana +11, Intimidate +8, Religion +11	
Str 15 (+4)	Dex 14 (+4) Wis 8 (+2)
Con 10 (+2)	Int 19 (+6) Cha 12 (+3)
Equipment black robes, dagger, foul stench	
<i>book of undeniable fire +1</i>	

A hunched man hides his peeling skin under ebony robes. His stench is foul and he carries a holy symbol of Jergal.

Gravehound	Level 3 Brute
Medium natural animate (undead)	XP 150
Initiative +2	Senses Perception +1; darkvision
HP 54; Bloodied 27; see also <i>death jaws</i> and <i>zombie weakness</i>	
AC 14; Fortitude 14, Reflex 12, Will 11	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 8	
m Bite (standard; at-will) ♦ Necrotic	
+7 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller.	
M Death Jaws (when reduced to 0 hit points) ♦ Necrotic	
The gravehound makes a bite attack against a target within its reach.	
Zombie Weakness	
Any critical hit to the gravehound reduces it to 0 hit points instantly.	
Alignment Unaligned	Languages None
Str 16 (+5)	Dex 13 (+3) Wis 12 (+3)
Con 16 (+5)	Int 4 (-1) Cha 3 (-2)
Equipment black robes, dog collars	

The nimble corpse of an animated dog greedily leaps towards you, hungering for flesh.

Gray Ooze	Level 5 Skirmisher
Small natural beast (blind, ooze)	XP 200
Initiative +6	Senses Perception +3; blindsight 10, tremorsense 10
Stench aura 2; each creature within the aura takes a -2 penalty to attack rolls.	
HP 67; Bloodied 33	
AC 18; Fortitude 16, Reflex 18, Will 16	
Immune gaze; Resist 5 acid	
Speed 5, climb 3	
m Bone Melt (standard; at-will) ♦ Acid	
+8 vs. Fortitude; 1d6 + 7 acid damage, and the target takes a cumulative -2 penalty to Fortitude each time it hits (save ends).	
Slimy (minor; at-will)	
The gray ooze shifts 2 squares.	
Alignment Unaligned	Languages None
Skills Stealth +13	
Str 11 (+2)	Dex 15 (+4) Wis 11 (+2)
Con 19 (+6)	Int 1 (-3) Cha 1 (-3)
Equipment elf skeleton	

A wretched pile of stinking gray pus oozes towards you.

Green Slime	Level 4 Lurker
Medium natural beast (blind, ooze)	XP 175
Initiative +9	Senses Perception +2; blindsight 10, tremorsense 10
HP 47; Bloodied 23	
AC 20; Fortitude 23, Reflex 17, Will 20	
Immune gaze; Resist 5 acid; Vulnerability 5 fire; 5 radiant.	
Speed 4, climb 4	
m Engulf (standard; at-will) ♦ Acid	
+7 vs. Reflex; 1d6 + 3 acid damage, and the target is engulfed (save ends). While engulfed the target takes ongoing 5 acid damage and is restrained. While a target is engulfed, attacks that target the green slime deal half damage to the slime and half damage to the engulfed creature. While it has a creature engulfed, the slime can make attacks only against the engulfed creature.	
Rapid Dissolution	
A green slime's attacks deal 1d6 extra acid damage to a creature that is taking ongoing acid damage.	
Alignment Unaligned	Languages None
Skills Stealth +11	
Str 11 (+2)	Dex 16 (+3) Wis 11 (+2)
Con 17 (+5)	Int 3 (-2) Cha 1 (-3)
Equipment dwarf skeleton	

A green amorphous blob slithers towards you.

Ooze Lore

Nature DC 14: Dwarves consider green slime to be among the greatest nuisances hindering mining. The best way to destroy green slime is with fire or light.

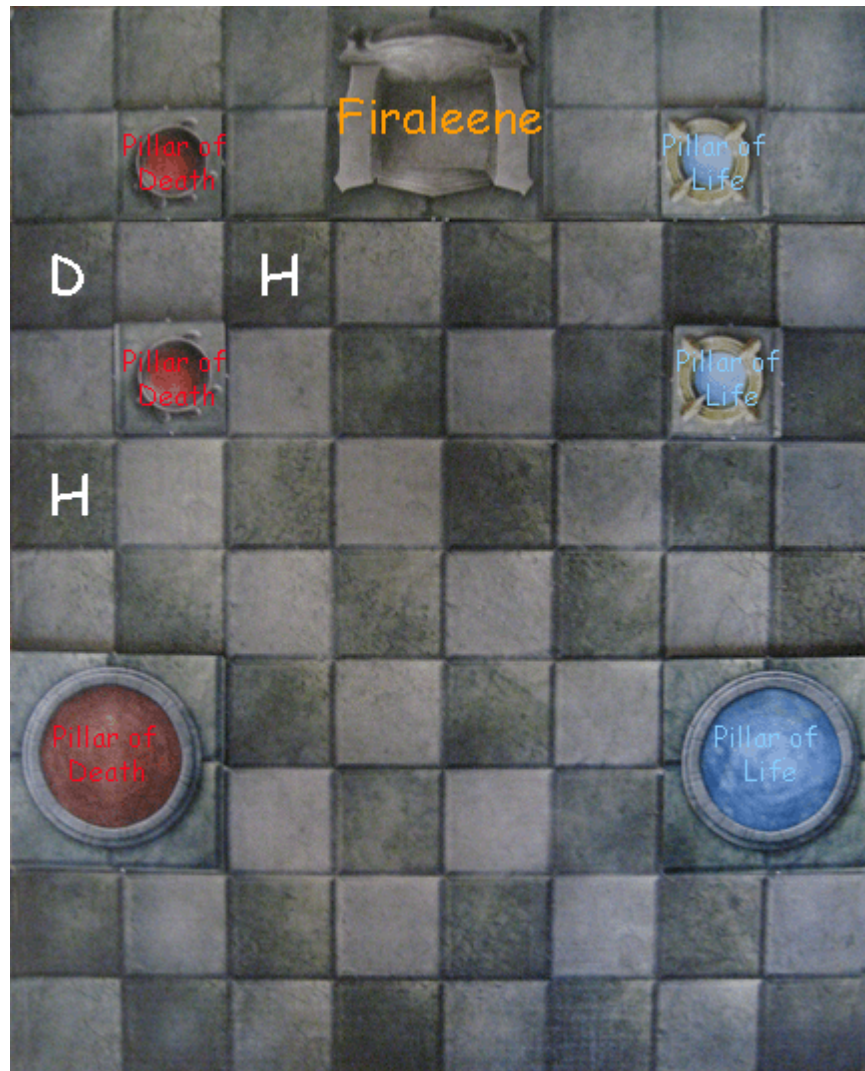
Nature DC 15: Gray oozes are especially dangerous in numbers or in close proximity to monsters that can take advantage of their bone-softening threat.

ENCOUNTER 5: WOULD YOU LIKE TO.../YOU CHOSE THIS DM MAP

The green slime and gray ooze will pop out on their initiative from behind a tapestry on either side of the room (east and west wall).

Tile Sets Needed

Fane of the Forgotten Gods x2



ENCOUNTER 6A: CHILD'S PLAY

ENCOUNTER LEVEL 0/1 (60/80 XP)

SETUP

This encounter includes the following creature:

1 Gelatinous Ice Cube

Opening the door covered with childish scrawling of a smiling halfling's face reveals a small child's bedroom.

When the adventurers enter the room, read:

Opening the simple bright blue door, you see a room that obviously belongs to a small child. There is a canopy bed with red sheets, a closet with a door slightly ajar, a mirror, and an enormous yellow chest. Dolls, stuffed animals, and other toys overfill the chest, and are also in various piles around the room.

There are many different features to interact with in the Toy Room.

Arcana (DC 20; trained only): The mirror, bed, and something under the bed are radiating magic. Only items specifically taken out of the toy pile can radiate magic. The pile as a whole is cloaked from radiating magic.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The room is brightly illuminated. The closet is dark.

Carpet: This is merely decoration.

Red Canopy Bed: The bed is very comfortable. Lying down in it and making a Heal Check DC 15 or Arcana Check DC 20 will reveal its properties. If a character takes a standard action to rest in the bed, they will regain their healing surge in hit points (without spending a surge). This can only be done once a day. Looking underneath the bed:

Dusty moth-eaten stuffed animal rabbits lie under the bed. It almost seems like their black eyes are looking at you, begging to be fixed.

Fixing the rabbits can either be done with a Make Whole Spell (residuum can be found in the Toy Pile with DC 10 Perception check). Alternatively, if this adventure is played at home where time is not an issue, this can be a mini-skill challenge with 4 successes before 2 failures needed using DC 10/11 Perception or

Thievery checks. If the PC fails, the rabbits crumble to dust. If the PC succeeds:

The stuffed animals' black eyes intensify to a bloody red. Petite ivory fangs grow and the rabbits bite you, before fading away into the darkness. Regain the use of a daily power or daily magic item power (If you have not used any daily magic items or power, gain an extra use - though you may only use the daily power once per combat).

Closet: The closet is dark. Light will not pour from the rest of the room into the closet. Only a character with darkvision can see. If a character feels around, state the following text:

The icy touch of many slender smooth objects, heaped on top of, and next to, each other sends shivers up your spine.

A character that can see in the closet or that makes a Perception or DC 13 Religion Check will realize that there are two skeletons, one of which has an expensive jeweled pirate's hat on.

Mirror: The mirror is immune to damage and cannot be removed from the wall. Standing adjacent to it causes the mirror to affect certain characters. Feel free to have fun and improvise.

- **Sanity:** Sanity sees his worst fears taking place.
- **Split:** Sees herself as the opposite sex. If she examines her corporeal self in the toy room, she has changed sex (this only lasts while in the Toy Room).
- **Death:** Death sees that her flesh is falling off. Bone is exposed. Maggots have started to eat her decaying corpse.
- **Kobold:** The mirror shows the image of his former self (pre-Kobold) and depicts one of the PCs cursing the Kobold to change his form into his present horrendous state.
- **Paranoia:** Paranoia sees his worst enemy darting about the room: hiding under the bed, slipping into the sheets, darting into the closet.
- **Indulgence:** The mirror shows a large chocolate cake sitting in the bed. The cake appears in reality. If Indulgence continually looks in the mirror after the cake is devoured, other delights appear in the bed (bottle of elven wine, box of drow spider chocolates, etc).
- **The Eye:** He sees an image of his "former self" riding on a Tensor's Floating Disc.

Yellow Chest and Piles of Toys: These are difficult terrain. If a character searches through the pile of toys, consult the table in **Appendix III: Toy Room**.

One of the toys, a large jack in the box, contains a Gelatinous Ice Cube that the PCs will fight. If no PC opens the box, it opens itself, playing creepy music as the handle turns. The fight with the gelatinous ice cube (Encounter 6A) may occur before or after the fight against the party (Encounter 6B).

Once a character finds a doll, tell him that he has a desire to find and hold as many dolls as possible.

Arcana (DC 18) on the dolls: They radiate more magic when they are brought closer together.

Rocking Mare: If the characters find the Rocking Mare in the Toy Pile it takes up a 4 squares. Mounting the Rocking Mare is a move action. Taking a “ride” on the Rocking Mare is a free action that allows a character to teleport to any space in the room or closet at the expense of taking 2 fire and necrotic damage.

TACTICS

If the characters turn the crank on the Gelatinous Ice Cube box:

Impish music begins to play. The top of the box pops open to reveal... nothing?

If a character has an Passive Perception of 25 or higher, they notice the Gelatinous Ice Cube before it attacks. Otherwise, it has a surprise round. The cube can ignore terrain (i.e. it can occupy spaces that already have something in them, like the bed, toy chest, etc).

ENDING THE ENCOUNTER

The PCs goal in this room is to find the Essence of Body, which are represented by miniature dolls of themselves. These can be found by searching in the toy pile. Once a character has picked up enough dolls to represent half the party, proceed to the next encounter. (For example, in a party of 6 Joan is carrying dolls for Mile, himself, and Edgar).

EXPERIENCE POINTS

The PCs receive 60/80 xp for defeating the gelatinous ice cube.

TREASURE

A Jeweled Pirate's hat worth 25 / 50 gp per PC can be found in the closet. A *Solitaire (Cinnabar)* is in the Toy Pile. The Halfling Dolly found on the toy pile can be used to ward off certain enemies in **Encounter 5A: You Chose This**. There is also 20 gp of Residium in a pouch on the Toy Pile.

ENCOUNTER 6A: CHILD'S PLAY (LOW LEVEL)

Gelatinous Ice Cube		Level 3 Elite Brute	
Large natural beast (blind, ooze)		XP 300	
Initiative +4		Senses Perception +3; tremorsense 5	
Frozen Radiance aura 1; any creature that starts its turn or enters the aura takes 3 cold damage.			
HP 112; Bloodied 56			
AC 16; Fortitude 16, Reflex 14, Will 13			
Immune gaze; Resist 10 cold; Vulnerable 5 electricity			
Saving Throws +2			
Speed 3; see also engulf			
Action Points 1			
m Slam (standard; at-will)			
+8 vs. Fortitude; 1d6 damage and the target is immobilized (save ends).			
Engulf (standard; at-will) ♦ Acid			
The gelatinous ice cube attacks one or two Medium or smaller target. On a hit, the target is grabbed and pulled into the cube's space; the target is dazed and takes ongoing 8 cold damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the cube. The cube can move normally while creatures are engulfed within it.			
Translucent			
A gelatinous ice cube is invisible until seen (Perception DC 25) or until it attacks. Creatures that fail to notice the gelatinous cube might walk into it, automatically being engulfed.			
Alignment Unaligned		Languages Deep Speech	
Skills Stealth +8			
Str 14 (+3)	Dex 14 (+3)	Wis 13 (+2)	
Con 16 (+4)	Int 1 (−4)	Cha 1 (−4)	
Equipment None			

A translucent cube of ice.

Ooze Lore

Arcana DC 15: Oozes are amorphous creatures with the barest hint of intelligence. They act instinctively and attack due to hunger or because something disturbed them. They use blindsight or tremorsense to perceive their surroundings.

ENCOUNTER 6A: CHILD'S PLAY (HIGH LEVEL)

Gelatinous Ice Cube		Level 5 Elite Brute	
Large natural beast (blind, ooze)		XP 400	
Initiative +4		Senses Perception +3; tremorsense 5	
Frozen Radiance aura 1; any creature that starts its turn or enters the aura takes 3 cold damage.			
HP 152; Bloodied 76			
AC 18; Fortitude 18, Reflex 16, Will 15			
Immune gaze; Resist 10 cold; Vulnerable 5 electricity			
Saving Throws +2			
Speed 3; see also engulf			
Action Points 2			
m Slam (standard; at-will)			
+10 vs. Fortitude; 1d6+2 damage and the target is immobilized (save ends).			
Engulf (standard; at-will) ♦ Acid			
The gelatinous ice cube attacks one or two Medium or smaller targets; +8 vs. Reflex (automatically hits an immobilized creature). On a hit, the target is grabbed and pulled into the cube's space; the target is dazed and takes ongoing 10 cold damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the cube. The cube can move normally while creatures are engulfed within it.			
Translucent			
A gelatinous ice cube is invisible until seen (Perception DC 25) or until it attacks. Creatures that fail to notice the gelatinous cube might walk into it, automatically being engulfed.			
Alignment Unaligned		Languages Deep Speech	
Skills Stealth +9			
Str 14 (+4)	Dex 14 (+4)	Wis 13 (+3)	
Con 16 (+5)	Int 1 (–3)	Cha 1 (–3)	
Equipment None			

A translucent cube of ice.

Ooze Lore

Arcana DC 15: Oozes are amorphous creatures with the barest hint of intelligence. They act instinctively and attack due to hunger or because something disturbed them. They use blindsight or tremorsense to perceive their surroundings.

ENCOUNTER 6B: A DOLLY FOR YOU, A DOLLY FOR ME

ENCOUNTER LEVEL 1/3 (100/150 XP)

SETUP

This encounter possibly includes the following creature:
1 Myrelas the Gallant

*“DING!” As <insert PC's name here> picks up the doll, the bedroom door slams shut. You feel yourself being teleported in a *poof* of yellow smoke. When you open your eyes, you see that half your party is on one side of the room, and half is on the other. One side is wearing red, the other blue. “Fight!” echoes throughout the bedroom.*

Place half of the PCs plus Myrelas if there is an odd number of PCs, randomly (while trying to generally balance rolls and levels) on one side of the room, and the rest on the other side. Tell everyone to take note of their current hit point total. Have everyone roll initiative. If there is an odd number of PCs, Myrelas will participate in the battle. If there is an even number of PCs, he lies comatose on one side. Let the PC's know that they feel like they won't be able to leave this room until one side wins. When a PC is knocked unconscious, they are out of the battle and cannot be revived.

Please see **Appendix II: Madness Effects** for this combat. Every character has a new rule.

FEATURES OF THE AREA

The features of the room are still the same except he mirror. Keep in mind the canopy bed (that can be used for healing).

Mirror: Standing in a space adjacent to the mirror during the combat is distracting. A character starting their turn next the mirror must make a saving throw or be dazed (save ends).

Closet: If someone enters the closet, the door has a 65% chance of closing. During the combat, the door takes a move action to open or close.

TACTICS

Myrelas uses his bravo feint to get combat advantage as much as possible. Note that he may still have a **Patch of**

Red Moss he can eat (acts as a *Potion of Healing*), unless the PCs have taken it from him.

Each round during the combat, roll 1d6:

1. Random PC sees his greatest fear
2. Random PC starts on fire (Ongoing 3 Radiant and Fire damage, save ends)
3. Random PC changes sex (save ends)
4. Random PC changes race (this has no game effect, save ends)
5. Random PC glows with holy radiance (immune to damage for the round)
6. Random PC sees a close ally in the closet calling for help

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present:

If there are 5 PCs: Myrelas participates in the combat.

ENDING THE ENCOUNTER

For the winning side:

*Your combat superiority has shown through. An imaginary crowd cheers your names in glorious victory. An invigorating wave of power flows through your pulsing veins. You receive **Blessing of the Victors**: You feel invigorated and gain Resist 1 all (or increase it by 1) for 24 hours.*

For the losing side:

*As you come to, you see your wounds heal, but still hurt from the humiliation. Your allies have triumphed over you. Gain **Curse of the Defeated**: You are demoralized and suffer a -1 to all attack rolls for 24 hours.*

After the combat, everyone is returned to the hit point total they had before the combat (without spending any healing surges, any healing surges spent during the combat are lost). Any powers or items they expended during the encounter are used as usual.

If the characters did not yet find the Gelatinous Ice Cube in the box in the Toy Pile, read the following text and have the cube attack:

Before you can recover from your strange combat, a small ruined box tumbles out of the toy chest. A small crank on the side begins to rotate itself and impish

music plays. The top of the box pops open to reveal... nothing?

If a character has a DC 25 Passive Perception or higher, they notice the Gelatinous Ice Cube before it attacks. Otherwise, it has a surprise round.

ENDING THE ENCOUNTER

The encounter ends when all the duels have been completed.

EXPERIENCE POINTS

The characters receive 100/150 experience points each for battling each other.

TREASURE

Essence of Body miniature dolls from the toy pile.

ENCOUNTER 6B: A DOLLY FOR YOU, A DOLLY FOR ME (LOW LEVEL)

Myrelas the Gallant	Level 3 Skirmisher
Medium natural humanoid (shape changer)	XP 150
Initiative +6 Senses Perception +2	
HP 45; Bloodied 22	
AC 18; Fortitude 14, Reflex 16, Will 16	
Speed 6	
Action Points 1	
m Bejeweled Rapier (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d8 + 3 damage (crit 1d8+11).	
Bravo Feint (move; at-will) ♦ Weapon	
The doppelganger shifts 3 then attacks an adjacent target; +6 vs. Reflex; the doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Combat Advantage	
The doppelganger sneak deals an extra 2d6 damage against any target it has combat advantage against.	
Change Shape (minor; at-will) ♦ Polymorph	
A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual.	
Alignment Unaligned Languages Common	
Skills Bluff +10, Intimidate +9, Stealth +9	
Str 11 (+1) Dex 16 (+4) Wis 12 (+2)	
Con 13 (+2) Int 10 (+1) Cha 15 (+3)	
Equipment Bejeweled Rapier +1, Patch of Red Moss	

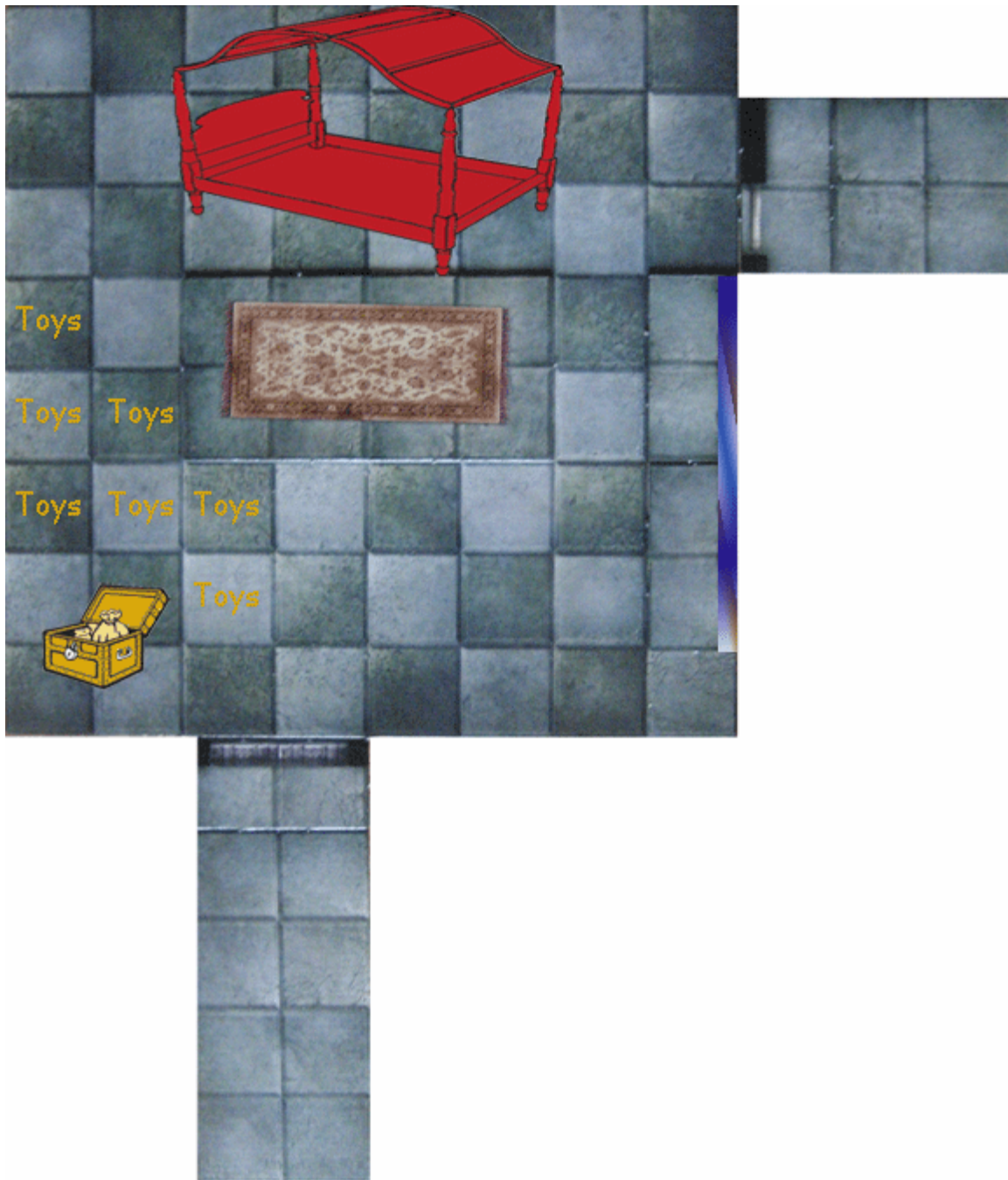
Encounter 6B: A Dolly For You, A Dolly For Me (High Level)

Myrelas the Gallant	Level 5 Skirmisher
Medium natural humanoid (shapechanger)	XP 200
Initiative +6	Senses Perception +2
HP 61; Bloodied 30	
AC 20; Fortitude 16, Reflex 18, Will 18	
Speed 6	
Action Points 1	
m Bejeweled Rapier (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 4 damage (crit. 1d8+12)	
Bravo Feint (move; at-will) ♦ Weapon	
The doppelganger shifts 3 then attacks an adjacent target; +8 vs. Reflex; the doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Combat Advantage	
The doppelganger sneak deals an extra 2d6 damage against any target it has combat advantage against.	
Change Shape (minor; at-will) ♦ Polymorph	
A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual.	
Alignment Unaligned	Languages Common
Skills Bluff +11, Intimidate +10, Stealth +10	
Str 11 (+2)	Dex 16 (+5) Wis 12 (+3)
Con 13 (+3)	Int 10 (+2) Cha 15 (+4)
Equipment Bejeweled Rapier +1, Patch of Red Moss	

ENCOUNTER 6: CHILD'S PLAY & A DOLLY FOR YOU MAP

TILE SETS NEEDED

Fane of the Forgotten Gods x1



ENCOUNTER 7: PINS & NEEDLES

SKILL CHALLENGE LEVEL 2/4, COMPLEXITY 2 (50/70 XP)

SETUP

This room is filled with various horrors: iron maidens, guillotines, electric floor panels, pulleys & levers, and more. The PCs must figure out the correct way to complete the circuit in order to open the chest. Read the following when they enter the room:

As <insert PC's name> opens the door, the rusty chains cut their hand deeply (lose a healing surge). The blood oozes deliberately from the wound.

An unnatural icy breeze escapes the room and puts your hairs on end. Inside you see a dreadful sight: iron maidens, guillotines, torture racks, floor panels that occasionally spark, and an empty basin with a rotting corpse. An eerie green glow is diffused throughout the room. The wall next to you has a series of unmarked switches. An aura of supernatural cold infuses the area next to a cage with a large chestnut chest. Untarnished. Simple. Somehow you know that what you need is inside that chest. <PC's name> hand continues to bleed.

SKILL CHALLENGE: DON'T DIE!

Goal: To open the chest & retrieve the miniature needles which represent Essence of Life.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Thievery, Heal, Endurance, Perception

Other Skills: History, Athletics, Acrobatics

Victory: The PCs open the safe with minimal damage to themselves.

Defeat: The PC who opened the door gains a Nasty Chain Cut (Vulnerable 2/3 All until the PCs leave the mind of the Raging Flame; Encounter 9).

Try to create an aura of menace. Let the characters know that simply wandering around the room is not safe. The torture devices are sets up to attack anyone that walks by, and who knows what hidden traps may lay about. Anyone who does so takes damage equal to one healing surge for each square they move. The PCs can fly over the floor safely, but doing so doesn't open any of the bars.

All of the cages are locked (DC 25 Thievery to open without using the switches). They can only be opened by the switches on the wall, except the final cage. The dead

body has been dissolved by acid from the inside out by acid (DC 15 Heal).

The character's cut hand continues to bleed (no additional damage or loss of healing surges) until the end of the skill challenge. Emphasize the amount of blood that seems to be dripping out of the cut, and it seems to bleed more and more with each failure in the skill challenge.

Teleporting does not work in this room (DC 25 Arcana as denoted by the green aura).

Part 1 - Recognizing the Threat

Thievery DC 12/13 or Perception/Insight DC 15/16 (1 success, 2 maximum): The characters must figure out how the switches on the wall work and can control the floor panels and bars enough to access the iron maiden, the rack, and the basin.

You carefully flip three of the five switches and the door to the iron maiden opens, as does the device. The bloody ropes of the stretching rack flail, inviting a soul to lie upon it. The empty basin fills with a boiling blue liquid.

Part 2 - To Suffer is To Suffer

One person has to get inside the iron maiden, one person has to be tied to the rack, and one person has to drink from the basin. The Death character feels compelled to die, correction, lie inside the iron maiden. The Split character feels the need to go to rack to be pulled apart. The Indulgence character wants to drink the bubbling blue liquid.

Heal or Insight DC 15/16 (1 success, 1 maximum): A PC realizes that whoever gets inside these devices should have a very high stamina (i.e. Fortitude Defense). (1 check maximum)

The iron maiden snaps shut; agonizing screams are heard from within. The figure drinking from the basin crumples to the floor as their flesh melts away. The pulleys on the rack slowly rotate. You can barely watch. Snap. Opening your eyes, you see your companions standing with you once again.

Once a character has gone to each of the iron maiden, the rack, and the basin, make an attack with a +7/+9 bonus against the PCs versus their Fortitude Defenses (a character trained in Endurance gets a +4 bonus to their defense). The Death, Split, and Indulgence characters gain a +5 bonus to their Fortitude Defense if they go to the iron maiden, rack and acid basin. A character with Acid Resistance receives a +4 bonus to their Fortitude Defense if they are drinking from the basin.

Being hit by the attack results in the loss of a healing surge. A character can make a DC 15 Heal check to restore the healing surge (this does not count as part of the skill challenge and gives no successes or failures). Only one attempt may be made on an injured PC.

Part 3 - Braving the Cold

An incredible aura of cold permeates the air in front of the final cage. Is it safe to step into it?

Endurance DC 15/16 (1 success, 1 maximum): One person must brave the cold to open the locked cage door. If someone uses the ritual Endure Elements (they can use residuum from the bag of marbles in the Toy Room), they can enter the aura without a check (this counts as a success). If someone has winter clothing, bundling up will give a +2 bonus to this check. If two people huddle together, they must both make the check, but a +4 bonus is received. A character with cold resistance receives a +5 bonus to the check. Failure causes the character to lose a healing surge.

Part 4 - The Final Cage

A simple untarnished chest waits inside the cage. There is a number combination lock blocking your entrance.

Athletics DC 12/13 (1 success, 3 maximum) **or** **Perception DC 16/18** (1 success, 2 maximum) **or** **Thievery DC 12/14** (1 success, 3 maximum): The characters who entered the frost aura can either pick the lock, notice what numbers are turned to often, or smash the cage door. If the characters still need more successes, a lock is also on the chest. (1 check minimum) Once the cage door is opened, the cold aura fades so no additional Endurance checks are needed.

ENDING THE ENCOUNTER

Once the characters have “suffered” and a player has reached the chestnut chest read:

Click! The chest lid swings open. Inside are minute silver needles. One for each of you and Myrelas. A tiny engraving on the side reads, “Essence of Life.” Folded neatly underneath the needles is a set of black armor that glows with an unholy aura.

Experience Points

The PCs receive 50/70 xp for getting the Essence of Life.

TREASURE

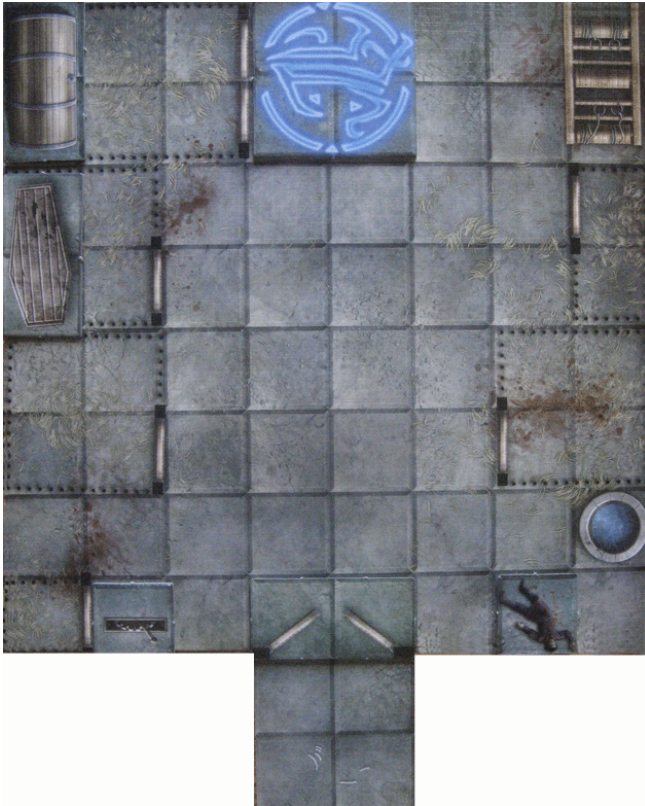
Inside the chest is a suit of Verve Armor +1, and the Essence of Life needles.

ENCOUNTER 7: PINS & NEEDLES MAP

TILE SETS NEEDED

Halls of the Giant King x1

Hidden Crypts x1



ENCOUNTER 8: IT'S RITUAL TIME!

SETUP

This is the room where the characters can heal their madness. The Essences of Mind, Body, and Life are needed from the other rooms.

As you push the plum-colored door aside, you see a small temple. Above, a small window shows a whirling vortex of flame; it shines a column of light onto a tapestry-covered altar. Tapestries depicting various gods line the walls. This must be the place where you can restore your mind.

If the characters do not have the Essences from the other room, tell them that something feels amiss.

FEATURES OF THE AREA

Wall Tapestries: A character can interpret (DC 20 Arcana, Nature, or Religion) the pictograms on the wall tapestries as a ritual scroll: *To honor the flame, consecrate the grounds with blessed smoke. Next, purify the weapon and wash it of your sins. Sacrifice yourself. Pray for salvation.*

Secret Altar Compartment: At the base of the altar is a secret compartment (DC 18/19 Perception to find, 10/11 Athletics or Thievery to open) that contains six blue bowls and an incense burner.

Secret Tapestry Compartment: Behind the tapestry is a magically hidden compartment (DC 18/19 Arcana or Perception to find) that contains incense and a pair of *Blackleaf Gloves*. The gloves are embossed with a symbol depicting an angry flaming face.

To set the ritual up, the incense must be burning, and the Essence of Mind blue liquid must be put in a blue bowl. Allow the characters to experiment. If the PCs are having trouble, allow them an Arcana or Religion check DC 15 to figure out a step.

Everyone must complete the ritual individually:

1. Sterilize the needles by placing it in the burning incense (DC 15 Thievery to avoid burning oneself and taking 1 point of fire and radiant damage).
2. The needle tip must be dipped in the liquid in the bowl.
3. Stab the miniature doll with the needle (DC 15 Endurance to avoid taking 1 point of cold and necrotic damage).
4. Pray to the Raging Flame to heal you (DC 20/21 Arcana, Nature, or Religion check). A character receives a +5 bonus if they have the Ritual Caster

feat. Good role-playing in the prayer can grant a +1 to +5 bonus.

Using the **Ancient Scroll** from Valek will let a character re-roll the final check (taking the second result, even if it is lower than the first). Only one character can use the scroll in this fashion as using the scroll consumes it.

ENDING THE ENCOUNTER

For characters who make the final check:

A beautiful blaze of flame shoots from the window above. Its cooling touch caresses each of you. It's as if you were looking through tinted goggles for the past few days. Everything is clear now. You are one again: mind, body and soul are refreshed.

The world of The Raging Flame's mind vanishes. You reappear outside the column of fire in Tarmalune.

These characters are counted as taking an extended rest and gain the bonuses before the slash in: **Player's Handout V: Post-Madness.**

For characters who fail the final check:

A beautiful blaze of flame shoots from the window above. Its searing touch strikes each of you. It's as if you were looking through tinted goggles for the past few days. Everything is clear now. You are one again, but feel a bit worse for the wear.

The world of The Raging Flame's mind vanishes. You reappear outside the column of fire in Tarmalune.

The characters are not rested and gain the penalties after the slash in: **Player's Handout V: Post-Madness.**

Whether a PC succeeds or fails, the characters have repaired their minds and escaped The Raging Flame.

Characters who have **MINI01 Branded** (from **MINI1-1 Stirring the Embers**) receive **MINI19 Achazar's Blaze** story award.

TREASURE

Hidden in the secret compartment in the altar is a pair of *Blackleaf Gloves*.

ENCOUNTER 9: A FRIEND ON FIRE IS AN ENEMY INDEED

SETUP

Important NPCs:

Halagothra (Insight +10)

Vigilant Senior Watcher Roraven (Insight +10)

Vigilant Sergeant Hofferan (Insight +7, Intimidate +7)

Myrelas looks at you, his eyes pinpoints of flame.

"The ritual," he spurts, "I don't think it worked for me."

He collapses in a heap and looks at you again, this time tears streaming from his eyes.

"Halagothra... you must bring me to her..."

Earlier during the assault upon the ritual, Pyrultimus, the leader of the mysterious fire cult, tapped into Myrelas' mind. The strength of the Raging Flame's touch has been blocking his influence until now. Pyrultimus is now scrying on the PCs through Myrelas' eyes. He is also slowing scanning Myrelas' mind to learn about the PCs' history and powers. When Myrelas enters a second catatonic state upon exiting the Flame, he merely follows the PCs, watching their every movement. Pyrultimus is doing this so he does not actually need to interact with the PCs and possibly give away the fact that he is controlling Myrelas.

If a PC examines Myrelas closely, they can determine the following:

Arcana DC 20: Myrelas is being magically influenced. It seems like some sort of enchantment or charm.

Heal DC 20: Myrelas is not suffering from a natural sickness. His mind seems to be healed, so that is not the problem either.

If the characters have not visited Halagothra's residence before and do not know the way, it can be found with a DC 14 Gather Information.

As you approach Halagothra's mansion, you see two man clad in black plate with a silver badge emblazoned on its chest. Just like you, they are carrying a barely conscious man.

These are two members of Tarmalune's police force, The Vigilant. Some characters may have a contact with Vigilant Senior Watcher Roraven from *MINI1-1: Stirring*

the Embers. If so, the Vigilant members greet the PCs warmly.

The PCs can learn that they are also headed to Halagothra the healer, with a man who was burned from a spontaneous fire in his blacksmith. When the characters reach her mansion:

Yourselves and the Vigilant are quickly taken through Halagothra's mansion. When you reach her, the old woman, she gestures for the Vigilant to bring the burned man forward. She concentrates deeply, as her gnarled hands softly touch his skin, the seared flesh reforms into blotchy pink skin.

"And for you and your friend," she turns her gaze, "I sense something more difficult is on the horizon."

More about Halagothra's history is detailed earlier in **Encounter 4: Little Flame Little Flame Let Me In**.

Halagothra asks the characters what has happened. She shows great interest in even the slightest detail of the experience inside the Raging Flame. She also questions how the PCs felt before and after entering the Flame. She examines Myrelas closely and eventually explain:

After concentrating on Myrelas, Halagothra says, "Your friend's condition is not The Raging Flame's doing. At least I do not think so."

She deliberately crosses the room, picks up a wooden club, walks back towards your group, and knocks Myrelas upside the head, and once again, he flops on the ground.

"While you have healed the unstable touch of the Flame upon your mind, you may feel some temporary lingering effects. However, something or someone is using him as a scrying device. You are being watched. I cannot pinpoint the source, but I can pinpoint another scrying device. It is in a local darren called The Golden Teacup. You must go there and destroy this device. I fear whatever The Reborn Flame is trying to do. I'm sure one of the Vigilant can give you directions."

If one of the characters has a Vigilant as a contact from a previous Story Award, he will suggest that Halagothra help the PCs. After all, this sounds like extremely powerful magic. She will hesitate, but oblige, complaining that she has nearly depleted her powers for the day. But it is best to hurry! In each of the final two combats, she avoids participating in combat but can Halagothra's Touch once per encounter:

Halagothra's Touch

The touch of her gnarled hands cools the skin, while at the same time turning the injured area a splotchy pink.

Encounter ♦ **Divine, Healing**

Standard Action

Melee touch

Target: One creature

Effect: The target regains hit points as if it has spent a surge and regain and additional 1d6 hit points.

ENDING THE ENCOUNTER

This encounter finishes when the characters decide to head to The Golden Teacup.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 10: TO BE AMBUSHED, OR NOT TO BE AMBUSHED

ENCOUNTER LEVEL 2/4 (125/175 XP)

SETUP

Important NPCs:

Candy, Hostess (Bluff +15, Diplomacy +15)

Lilac's Doppelganger (Bluff +12, Insight +11, Stealth +12)

This encounter includes the following creatures at the low tier:

Lilac Rattleflutz, Gnome Arcanist (L)

Gnome Skulk (S)

Jergen, Duerger Guard (J)

2 Furious Human Zealot x2 (Z)

This encounter includes the following creatures at the high tier:

Lilac Rattleflutz, Gnome Arcanist (L)

2 Gnome Skulk (S)

Jergen, Duerger Guard (J)

2 Furious Human Zealot (Z)

As usual, The Golden Teacup is booming with business. Provocatively dressed men and woman bring refreshments to hordes of gamblers and onlookers. A smartly dressed hostess greets you, "Ah, Lilac and Jergen are expecting you downstairs. A special high stakes table. Please enjoy yourselves. Drinks are on the house today."

The Hostess, Candy is an attractive human woman, very polite and very discrete. She does not know what Lilac & Jergen are planning, only that they are high rollers with a sponsor from out of town.

When the characters go downstairs read the following:

You are lead into a simple, but elegant bar in the basement with tables and chairs of dark mahogany. Many patrons sport brown robes and drink a refreshing red wine. You are sat in a corner and a spritely gnome approaches with a set of wine glasses for you.

This gnome is a doppelganger of Lilac who is hiding. She has been ordered to make small talk and serve the

drinks, which she doesn't know are poisoned. Jergen will also come over to chat (well mostly to listen, he doesn't talk much and is a poor liar).

Many of the bar patrons are wearing The Reborn Flame's robes and symbols (a crab holding a sack). Other than the Zealots, none of them are real members, just nobles who find a thrill in being part of an "evil cult."

The Indulgence character has an urge to partake in the wine, while the Sanity character gets a bad feeling about them. If the Indulgence character drinks the wine, it tastes refreshingly divine. If anyone else drinks the wine, after a few minutes, they must make a saving throw or be slowed (save ends). On the first failed save, a character falls *unconscious* for a round (a DC 15 Heal check will wake them up).

After a few minutes of talk (i.e. when people who drank the wine start making saving throws), Lilac's doppelganger succumbs to the poison:

Lilac's bright features darken and she collapses to the ground unconscious. Jergen gruffly states, "About time," and readies a flaming warhammer.

"Death to the interlopers!" he shouts. Many of the bar patrons eyes blaze and glare in your direction, while others warily look around for a way to escape the eminent scuffle. Two of the smaller patrons disappear from sight.

When the doppelganger awakens, it merely tries to escape (a bit indignant over being poisoned). During the chaos, the characters can make a DC 15 Insight Check to differentiate the random patrons (represented on the map by P) from the enemies. At the end of the first round, the random patrons flee the bar.

FEATURES OF THE AREA

This area has a few important features.

Tables: The tables count as difficult terrain. A DC 20 Athletics or Acrobatics check can be made to treat them as normal terrain. A small character can hide under them for cover.

Chairs: The chairs count as normal terrain.

Bar: The bar can be hopped over with an Athletics or DC 16 Acrobatics check. It can also be used for cover.

Secret Door: A secret door to the basement can be found with a DC 18 Perception Check.

TACTICS

The gnomes use Lilac's aura of illusion to hide at the start of the encounter.

If the Death character is present and failed their final skill check in The Raging Flame, Lilac recognizes her corruption, and targets her with scintillating bolts. Lilac also hits a number of different people with her bolts, so her fellow gnomes can gain combat advantage. She continually hides in the back room with the keys to gain combat advantage. If she is low on hit points, Lilac tries to flee.

The skulks hide in the Lilac's aura if no enemy targets are granting combat advantage.

Jergen uses his infernal quills power on a small target before closing into melee. He then battles away, activating his infernal anger as much as possible.

The furious human zealots keep charging into melee, trying to envelop all enemies in their stench aura. They constantly scream: “For Achazar!” or “Heathens are merely tinder for the Raging Flame's Wrath” etc.

APPENDIX II: MADNESS EFFECTS

The Indulgence character is immune to the Furious Human Zealot's aura.

If the Death character is present and failed their final skill check in The Raging Flame, Lilac recognizes her corruption, and targets her with scintillating bolts.

The Paranoia character instinctively knows it's a setup and automatically goes first in the first round of combat. They roll for initiative as normal in the second round.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present:

Four PCs: Remove one Zealot.

Six PCs: Add another Gnome Skulk (low level) or Oergen, Duerger Guard (high level).

ENDING THE ENCOUNTER

If the characters capture Lilac or Jergen, they can be convinced to give the following information:

- They know that the PCs helped thwart their ritual.
- Their boss told them the PCs were coming to kill every last one of them.
- Their boss keeps a crystal ball in the basement for communication. To activate it, a person must cut their hand (dealing 1d4 hit points), and touch the ball while saying, “Pyrultimus.”
- Lilac knows one more very valuable piece of information: Pyrultimus, the cult leader's true identity is Inar Venenellin, a merchant residing in Imdolphyn. She only reveals this with a DC 22 Intimidate check.

- Jergen possesses a tattoo that PCs with the *In Slumber Remain* quest are looking forward. If the PC says, “*The cleansing flame thrives during even the coldest night,*” and then asks him when the next conflagration of souls will occur, he looks at them somewhat shocked before automatically replying, “*The Tower of Night is sealed by the travelers from beyond and can only be opened by the frozen key. Inside sleeps his eternal bride, may you never wake her fury.*” If asked to further explain, he realizes that the information was never meant for the PCs and refuses to elaborate.

While the characters are searching the bodies, a DC 14 Perception check will notice large dagger wounds on Jergen's hand, one of which is very fresh.

If the PCs characters capture the Zealots, they can only moan and scream “For Pyrultimus!” or “Death to the Fire Quenchers!” and other insane ramblings.

The Gnome Skulks cannot be convinced to talk.

DM note: If Halagothra the healer is accompanying the party, remember she can heal once during the encounter.

This encounter ends when the characters have defeated the cultists and proceeded downstairs to the basement.

EXPERIENCE POINTS

The PCs receive 125/175 xp for defeating Lilac, Jergen, and their cultist followers.

TREASURE

One of the gnome skulks has a money pouch with 25 gp per person in it.

ENCOUNTER 10: TO BE AMBUSHED... (LOW LEVEL)

Gnome Arcanist (Lilac) Small fey humanoid	Level 3 Controller (Leader) XP 150
Initiative +1	Senses Perception +1; low-light vision
Aura of Illusion (Illusion) aura 5; Lilac and all allies in the aura gain concealment and can hide in the aura.	
HP 46; Bloodied 23	
AC 16; Fortitude 13, Reflex 15, Will 13	
Speed 5; see also <i>fey step</i>	
m Dagger (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d4 damage.	
R Scintillating Bolt (standard; at-will) ♦ Radiant	
Ranged 10; +6 vs. Fortitude; 1d6+4 radiant damage, and the target is dazed (save ends).	
R Startling Glamour (minor; at-will) ♦ Fear, Illusion	
Ranged 10; +7 vs. Will; the target slides 1 square.	
A Illusory Terrain (standard; recharges 4 5 6) ♦ Illusion	
Close burst 5; targets enemies; +7 vs. Will; the target is slowed (save ends).	
Fade Away (immediate reaction, when Lilac takes damage; encounter) ♦ Illusion	
Lilac turns invisible until she attacks or until the end of her next turn.	
Fey Step (move; encounter)	
Lilac teleports 5 squares.	
Reactive Stealth	
If Lilac has cover or concealment when she makes an initiative check at the start of an encounter, she can make a Stealth check to escape notice.	
Alignment Unaligned	
Languages Common, Elven	
Skills Arcana +12, Bluff +8, Insight +6, Stealth +8	
Str 10 (+1)	Dex 10 (+1) Wis 11 (+1)
Con 14 (+3)	Int 18 (+5) Cha 15 (+3)
Equipment robes, dagger, evil gnome Dolly	

Lily is dressed in violet & emerald swirling robes. She has a smart look in her eye and channels her magic through her steel dagger.

Gnome Skulk Small fey humanoid	Level 2 Lurker XP 125
Initiative +8	Senses Perception +2; low-light vision
HP 34; Bloodied 17	
AC 16; Fortitude 14, Reflex 14, Will 12	
Speed 5	
m War Pick (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8+3 damage (crit 1d8+11).	
R Hand Crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +7 vs. AC; 1d6+3 damage.	
Combat Advantage	
The gnome skulk deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Fade Away (immediate reaction, when the gnome skulk takes damage; encounter) ♦ Illusion	
The gnome skulk turns invisible until it attacks or until the end of its next turn.	
Reactive Stealth	
If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.	
Shadow Skulk	
When a gnome skulk makes a melee or a ranged attack from hiding and misses, it is still considered to be hiding.	
Alignment Unaligned	
Languages Common, Elven	
Skills Arcana +10, Stealth +11, Thievery +9	
Str 8 (+0)	Dex 17 (+4) Wis 12 (+2)
Con 16 (+4)	Int 14 (+3) Cha 13 (+2)
Equipment leather armor, war pick, hand crossbow with 20 bolts, money pouch.	

Duergar Guard (Jergen) Medium natural humanoid, dwarf (devil)	Level 4 Soldier XP 175
Initiative +8	Senses Perception +2; low-light vision
HP 58; Bloodied 29	
AC 20; Fortitude 17, Reflex 15, Will 15	
Resist 5 fire, 5 poison	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d10 + 3 damage.	
R Infernal Quills (minor; at-will) ♦ Poison	
Ranged 3; +11 vs. AC; 1d8 + 3 damage, and the target takes ongoing 2 poison damage and a -2 penalty to attack rolls (save ends both).	
Infernal Anger (minor; recharge 5 6) ♦ Fire	
Until the start of the duergar guard's next turn, its melee attacks deal 4 extra fire damage, and if the enemy adjacent to the guard moves the guard shifts 1 square as an immediate reaction.	
Alignment Evil	
Languages Common, Deep Speech, Dwarven	
Skills Dungeoneering +9	
Str 14 (+4)	Dex 15 (+4) Wis 15 (+4)
Con 18 (+6)	Int 10 (+2) Cha 8 (+1)
Equipment chainmail, warhammer	

Jergen is a well-armored duergar with a flaming warhammer. His bald head sports a large tattoo of an erupting volcano superimposed over a flame.

Duergar Lore

Nature DC 10: Duergar are kin to dwarves, but their long association with infernal powers has given them strange abilities and a thirst for blood. Their devilish

nature leads duergar to prefer volcanic areas of the Underdark.

Furious Human Zealot	Level 1 Brute
Medium natural humanoid, human	XP 100
Initiative +2	Senses Perception +0
Rancid Air (Poison) aura 2; each enemy that spends a healing surge within the aura is weakened until the end of its next turn.	
HP 34; Bloodied 17	
AC 12; Fortitude 12, Reflex 12, Will 10	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d8 + 3 damage.	
M Zealous Rage (standard; usable only in place of a melee basic attack when charging; recharge 5 6)	
+5 vs. Fortitude; 2d6 + 4 damage, and the target is knocked prone.	
Miss: The furious human zealot takes 3 damage and is knocked prone.	
Fury	
A furious human zealot's attack deals 1d6 extra damage against prone targets.	
Alignment Chaotic Evil	Languages Common
Skills Athletics +8	
Str 16 (+3)	Dex 14 (+2) Wis 10 (+0)
Con 14 (+2)	Int 6 (-2) Cha 8 (-1)
Equipment brown robes, leather armor, mace, evil prayer books	

The furious human zealots are ragged creatures that are surrounded by a palpable aura of filth; this stems from not only their frequent trips to the sewers but also the blackness of their souls.

ENCOUNTER 10: TO BE AMBUSHED... (HIGH LEVEL)

Gnome Arcanist (Lilac)	Level 3 Controller (Leader)
Small fey humanoid	XP 150
Initiative +1 Senses Perception +1; low-light vision	
Aura of Illusion (Illusion) aura 5; Lilac and all allies in the aura gain concealment and can hide in the aura.	
HP 46; Bloodied 23	
AC 16; Fortitude 13, Reflex 15, Will 13	
Speed 5; see also <i>fey step</i>	
m Dagger (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d4 damage.	
R Scintillating Bolt (standard; at-will) ♦ Radiant	
Ranged 10; +6 vs. Fortitude; 1d6+4 radiant damage, and the target is dazed (save ends).	
R Startling Glamour (minor; at-will) ♦ Fear, Illusion	
Ranged 10; +7 vs. Will; the target slides 1 square.	
A Illusory Terrain (standard; recharges 4 5 6) ♦ Illusion	
Close burst 5; targets enemies; +7 vs. Will; the target is slowed (save ends).	
Fade Away (immediate reaction, when Lilac takes damage; encounter) ♦ Illusion	
Lilac turns invisible until she attacks or until the end of her next turn.	
Fey Step (move; encounter)	
Lilac teleports 5 squares.	
Reactive Stealth	
If Lilac has cover or concealment when she makes an initiative check at the start of an encounter, she can make a Stealth check to escape notice.	
Alignment Unaligned	Languages Common, Elven
Skills Arcana +12, Bluff +8, Insight +6, Stealth +8	
Str 10 (+1)	Dex 10 (+1) Wis 11 (+1)
Con 14 (+3)	Int 18 (+5) Cha 15 (+3)
Equipment robes, dagger, evil gnome Dolly	

Lily is dressed in violet & emerald swirling robes. She has a smart look in her eye and channels her magic through her steel dagger.

Gnome Skulk	Level 2 Lurker
Small fey humanoid	XP 125
Initiative +8 Senses Perception +2; low-light vision	
HP 34; Bloodied 17	
AC 16; Fortitude 14, Reflex 14, Will 12	
Speed 5	
m War Pick (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8+3 damage (crit 1d8+11).	
R Hand Crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +7 vs. AC; 1d6+3 damage.	
Combat Advantage	
The gnome skulk deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Fade Away (immediate reaction, when the gnome skulk takes damage; encounter) ♦ Illusion	
The gnome skulk turns invisible until it attacks or until the end of its next turn.	
Reactive Stealth	
If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.	
Shadow Skulk	
When a gnome skulk makes a melee or a ranged attack from hiding and misses, it is still considered to be hiding.	
Alignment Unaligned	Languages Common, Elven
Skills Arcana +10, Stealth +11, Thievery +9	
Str 8 (+0)	Dex 17 (+4) Wis 12 (+2)
Con 16 (+4)	Int 14 (+3) Cha 13 (+2)
Equipment leather armor, war pick, hand crossbow with 20 bolts money pouch.	

Duergar Guard (Jergen)	Level 4 Soldier
Medium natural humanoid, dwarf (devil)	XP 175
Initiative +8 Senses Perception +2; low-light vision	
HP 58; Bloodied 29	
AC 20; Fortitude 17, Reflex 15, Will 15	
Resist 5 fire, 5 poison	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d10 + 3 damage.	
R Infernal Quills (minor; at-will) ♦ Poison	
Ranged 3; +11 vs. AC; 1d8 + 3 damage, and the target takes ongoing 2 poison damage and a -2 penalty to attack rolls (save ends both).	
Infernal Anger (minor; recharge 5 6) ♦ Fire	
Until the start of the duergar guard's next turn, its melee attacks deal 4 extra fire damage, and if the enemy adjacent to the guard moves the guard shifts 1 square as an immediate reaction.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +9	
Str 14 (+4)	Dex 15 (+4) Wis 15 (+4)
Con 18 (+6)	Int 10 (+2) Cha 8 (+1)
Equipment chainmail, warhammer	

Jergen is a well-armored duergar with a flaming warhammer. His bald head sports a large tattoo of an erupting volcano superimposed over a flame.

Duergar Lore

Nature DC 10: Duergar are kin to dwarves, but their long association with infernal powers has given them

strange abilities and a thirst for blood. Their devilish nature leads duergar to prefer volcanic areas of the Underdark.

Furious Human Zealot	Level 3 Brute
Medium natural humanoid, human	XP 150
Initiative +3	Senses Perception +1
Rancid Air (Poison) aura 2; each enemy that spends a healing surge within the aura is weakened until the end of its next turn.	
HP 54; Bloodied 27	
AC 14; Fortitude 14, Reflex 14, Will 12	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d8 + 5 damage.	
M Zealous Rage (standard; usable only in place of a melee basic attack when charging; recharge 5 6)	
+7 vs. Fortitude; 2d6 + 6 damage, and the target is knocked prone.	
Miss: The furious human zealot takes 5 damage and is knocked prone.	
Fury	
A furious human zealot's attack deals 1d6 extra damage against prone targets.	
Alignment Chaotic Evil	Languages Common
Skills Athletics +9	
Str 16 (+4)	Dex 14 (+3) Wis 10 (+1)
Con 14 (+3)	Int 6 (-1) Cha 8 (+0)
Equipment brown robes, leather armor, mace, evil prayer books	

The furious human zealots are ragged creatures that are surrounded by a palpable aura of filth; this stems from not only their frequent trips to the sewers but also the blackness of their souls.

ENCOUNTER 10: TO BE AMBUSHED MAP DM MAP

This fight occurs in the basement of the Golden Teacup. The pathways shown on the map lead up to the main floor of the Darren.

TILE SETS NEEDED

Dungeon Tiles x1



ENCOUNTER 11: THE REVEAL

ENCOUNTER LEVEL 3/5 (150/215 XP)

SETUP

This encounter includes the following creatures at the low tier:

Charzziss, Young Blazewyrm (C)

Infernus, Kobold Wympriest (I)

5 Kobold Minion (M)

1 Kobold Dragonshield (DS)

This encounter includes the following creatures at the high tier:

Charzziss, Young Blazewyrm (C)

Infernus, Kobold Wympriest (I)

5 Kobold Minion (M)

2 Kobold Dragonshield (DS)

Darkness fills the steep steps leading down to the basement. Each stair illuminates as you pass it. At the bottom, a soft red glow fills the large room. The floor is black marble with intricate gold leaf calligraphy. A sparkling crystal ball, resting on a velvet cushion, sits on a pedestal in the center of the room.

FEATURES OF THE AREA

This area has a few important features.

Calligraphy: These depict flames and stylized eyes. An Arcana or Religion check can interpret the symbols to be the mage sigil for Pyrultimus.

Crystal Ball: Anyone with a good passive Perception will notice blood spots on the velvet cushion; underneath it is a crystal ceremonial dagger. A DC 15 Arcana or Religion check will let the characters know that the Crystal Ball can be activated by a sacrifice of blood (dealing 1d4 hit points to themselves with the dagger) and speaking of a key phrase. If the characters cannot figure out the key word, allow them a DC 15 Insight check to figure it out.

During the combat, the crystal ball ignites and any PC that starts their turn adjacent to the crystal ball or that moves through a square surrounding it takes 3/5 radiant damage. The crystal ball's aura can be disabled with a DC 16/17 Thievery Check or DC 18/19 Arcana Checks.

When the PCs activate it, read the following:

The crystal ball flashes. A cowed figure speaks, "Lilac, what news have you of those petty adventurers."

He pets a large red dragon and stops suddenly, digging his nails into the newly dismayed dragon.

"You are not Lilac. What has she done? My alias. She has TOLD you my ALIAS in Imdolphyn! Charzziss," he says referring to the smoldering dragon. He turns to the creature and secretly whispers a few words. "Oh, and if you find Lilac or Jergen, do what you will."

The crystal ball flashes again and then begins to blaze. A loud thump echoes through the chamber. The dragon has joined you, along with a horde of crimson kobolds.

Roll initiative!

TACTICS

Charzziss opens with his Tumbling Flame and then rips the party to shreds. Remember that Tumbling Flame recharges when Charzziss is bloodied.

Infernus hides behind his minions and fires from afar. When he is in a corner, or the dragonshield could use a boost, he will use Incite Faith.

The dragonshields mark enemies to keep them off Infernus and uses their Tactics to keep enemies close.

DM Note: If Halagothra the healer is accompanying the party, remember she can heal once during the encounter. If the characters have not disabled the crystal ball by the 4th round of combat, Halagothra will.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present:

Four PCs: Remove one dragonshield.

Six PCs: Add one dragonshield.

ENDING THE ENCOUNTER

After the PCs have defeated Charzziss, Infernus and their followers, the characters may be wondering more about this "Pyrultimus," better known as Inar Venenellin.

EXPERIENCE POINTS

The PCs receive 150/200 xp for the defeating the dragon and his friends.

TREASURE

The crystal ceremonial dagger is worth 25 gp per person. The burnt out crystal ball is worth 50 gp per person.

CONCLUSION

Four words cloud your thoughts, “Pyrultimus is Inar Venenellin.” <Insert Sly or Intelligent PC's name here> decides to ask around town. After several endless days, they discover that Inar Venenellin is a merchant noble in the city Imdolphyn. Armed with this knowledge, you vow to journey there and chop the head off this snake, once and for all!

If the characters succeeded in defeating Charzziss:
Several people in town have heard of your efforts, and come to give you magical objects to help in your mission.

The characters receive **MINI20 Gratitude of Tarmalune**. They do not receive this if they failed to defeat Charzziss and his associates.

TREASURE

If the characters received the success conclusion, various NPCs from this and previous adventures reward them. If a character did not meet the character personally, word of their deeds have reached and impressed that particular NPC. The PCs receive a bundle of ritual scrolls (compiled by Halagothra and Valek) and 28 *Firestorm Arrows* (from Karadandel the sly).

Also, characters that have the story object **MINI02 Tarmalune Contact** from the adventure *MINI1-1 Stirring the Embers* may have an item of their choice (their level or less; Bundle G) from *Adventurer's Vault 2* as a gift from their ally.

ENCOUNTER 11: THE REVEAL (LOW LEVEL)

Kobold Wyrmpriest (Infernus)	Level 3 Artillery (Leader)
Small natural humanoid	XP 150
Initiative +4	Senses Perception +4; darkvision
HP 36; Bloodied 18	
AC 17; Fortitude 13, Reflex 15, Will 15; see also <i>trap sense</i>	
Resist 10 fire	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8 damage.	
r Energy Orb (standard; at-will) ♦ Fire	
Ranged 10; +6 vs. Reflex; 1d10 + 3 fire damage.	
A Incite Faith (minor; encounter)	
Close burst 10; kobold allies in the burst gain 5 temporary hit points and shift 1 square.	
A Dragon Breath (standard, encounter) ♦ Fire	
Close blast 3; +6 vs. Fortitude; 1d10+3 fire damage. Miss: Half damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense (minor; at-will)	
Infernus gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Stealth +10, Thievery +10	
Str 9 (+0)	Dex 16 (+4) Wis 17 (+4)
Con 12 (+2)	Int 9 (+0) Cha 12 (+2)
Equipment hide armor, spear, bone mask	

Infernus wears armor and an elaborate mask made of well-polished bone (DC 15 Heal check identifies them as elf bones). His spear sports a shrunken head charm (also elven).

Kobold Minion	Level 1 Minion
Small natural humanoid	XP 25
Initiative +3	Senses Perception +1; darkvision
HP 1: a missed attack never damages a minion.	
AC 15; Fortitude 11, Reflex 13, Will 11; see also <i>trap sense</i>	
Resist 5 fire	
Speed 6	
m Javelin (standard; at-will) ♦ Weapon	
+5 vs. AC; 4 damage.	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +5 vs. AC; 4 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense (minor; at-will)	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Stealth +4, Thievery +4	
Str 8 (-1)	Dex 16 (+3) Wis 12 (+1)
Con 12 (+1)	Int 9 (-1) Cha 10 (+0)
Equipment hide armor, light shield, 3 javelins	

Kobold Dragonshield	Level 2 Soldier
Small natural humanoid	XP 125
Initiative +4	Senses Perception +2; darkvision
HP 36; Bloodied 18	
AC 18; Fortitude 14, Reflex 13, Will 13; see also <i>trap sense</i>	
Resist 5 fire	
Speed 5	
m Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 3 damage, and the target is marked until the end of the kobold dragonshield's next turn.	
Dragonshield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will)	
The kobold dragonshield shifts 1 square.	
Mob Attack	
The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense (minor; at-will)	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Acrobatics +5, Stealth +7, Thievery +7	
Str 14 (+3)	Dex 13 (+2) Wis 12 (+2)
Con 12 (+2)	Int 9 (+0) Cha 10 (+1)
Equipment scale armor, heavy shield, short sword	

Young Blazewyrm (Charzziss)	Level 4 Elite Brute
Large elemental magical beast (dragon, fire)	XP 350
Initiative +2	Senses Perception +8; darkvision
Body Blaze (Fire) aura 2; any creature that enters the aura or starts its turn within the aura takes 5 fire damage.	
HP 136; Bloodied 68; see also <i>tumbling flame</i>	
AC 18; Fortitude 18, Reflex 17, Will 16	
Immune fire	
Saving Throws +2	
Speed fly 6 (hover)	
Action Points 1	
m Bite (standard; at-will) ♦ Fire	
Reach 2; +7 vs. AC; 2d8+6 fire	
r Blazewyrm Fury (standard; at-will)	
Charzziss makes two bite attacks. If both bites hit a single target, it makes a third bite attack against the same target.	
A Tumbling Flame (standard; recharges when first bloodied) ♦ Fire, Teleport	
Close blast 5; +5 vs. Reflex; 3d6 + 4 fire damage, and the target takes ongoing 5 fire damage (save ends). <i>Effect:</i> Charzziss teleports to any open space adjacent to the border of the blast's area.	
Alignment Unaligned	Languages Draconic, Primordial
Skills Athletics +11	
Str 18 (+6)	Dex 10 (+2) Wis 12 (+3)
Con 18 (+6)	Int 10 (+2) Cha 8 (+1)
Equipment None	

Charzziss is composed entirely of flame, shaped something like a dragon's head attached to a sinuous tail of burning air.

Blazewyrm Lore

Arcana DC 20: Blazewyrms are likely to be found in foundries, furnaces, and places where the fabric between the world and the Elemental Chaos is weak.

They rage uncontrollably, burning everything in sight and cavorting amid the flames and smoke. Sometimes a fire cult summons and binds a blazewyrm to serve as the focus of ceremonies.

A blazewyrm values its own life less than the joy of making things burn. It fights flammable creatures to the death but attempts to flee from those that are resistant to fire.

ENCOUNTER 11: THE REVEAL (HIGH LEVEL)

Kobold Wyrmpriest (Infernus)	Level 3 Artillery (Leader)
Small natural humanoid	XP 150
Initiative +4	Senses Perception +4; darkvision
HP 36; Bloodied 18	
AC 17; Fortitude 13, Reflex 15, Will 15; see also <i>trap sense</i>	
Resist 10 fire	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8 damage.	
r Energy Orb (standard; at-will) ♦ Fire	
Ranged 10; +6 vs. Reflex; 1d10 + 3 fire damage.	
A Incite Faith (minor; encounter)	
Close burst 10; kobold allies in the burst gain 5 temporary hit points and shift 1 square.	
A Dragon Breath (standard, encounter) ♦ Fire	
Close blast 3; +6 vs. Fortitude; 1d10+3 fire damage. Miss: Half damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense (minor; at-will)	
Infernus gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Stealth +10, Thievery +10	
Str 9 (+0) Dex 16 (+4) Wis 17 (+4)	
Con 12 (+2) Int 9 (+0) Cha 12 (+2)	
Equipment hide armor, spear, bone mask	

Infernus wears armor and an elaborate mask made of well-polished bone (DC 15 Heal check identifies them as elf bones). His spear sports a shrunken head charm (also elven).

Kobold Minion	Level 3 Minion
Small natural humanoid	XP 38
Initiative +3	Senses Perception +1; darkvision
HP 1: a missed attack never damages a minion.	
AC 17; Fortitude 13, Reflex 15, Will 13; see also <i>trap sense</i>	
Resist 5 fire	
Speed 6	
m Javelin (standard; at-will) ♦ Weapon	
+7 vs. AC; 5 damage.	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +7 vs. AC; 5 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense (minor; at-will)	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Stealth +4, Thievery +4	
Str 8 (-1) Dex 16 (+3) Wis 12 (+1)	
Con 12 (+1) Int 9 (-1) Cha 10 (+0)	
Equipment hide armor, light shield, 3 javelins	

Kobold Dragonshield	Level 2 Soldier
Small natural humanoid	XP 125
Initiative +4	Senses Perception +2; darkvision
HP 36; Bloodied 18	
AC 18; Fortitude 14, Reflex 13, Will 13; see also <i>trap sense</i>	
Resist 5 fire	
Speed 5	
m Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 3 damage, and the target is marked until the end of the kobold dragonshield's next turn.	
Dragonshield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will)	
The kobold dragonshield shifts 1 square.	
Mob Attack	
The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense (minor; at-will)	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Acrobatics +5, Stealth +7, Thievery +7	
Str 14 (+3) Dex 13 (+2) Wis 12 (+2)	
Con 12 (+2) Int 9 (+0) Cha 10 (+1)	
Equipment scale armor, heavy shield, short sword	

Young Blazewyrm (Charzziss)	Level 6 Elite Brute
Large elemental magical beast (dragon, fire)	XP 500
Initiative +6	Senses Perception +8; darkvision
Body Blaze (Fire) aura 2; any creature that enters the aura or starts its turn within the aura takes 5 fire damage.	
HP 176; Bloodied 88; see also <i>tumbling flame</i>	
AC 20; Fortitude 20, Reflex 19, Will 18	
Immune fire	
Saving Throws +2	
Speed fly 6 (hover)	
Action Points 1	
m Bite (standard; at-will) ♦ Fire	
Reach 2; +9 vs. AC; 2d8+8 fire	
r Blazewyrm Fury (standard; at-will)	
Charzziss makes two bite attacks. If both bites hit a single target, it makes a third bite attack against the same target.	
A Tumbling Flame (standard; recharges when first bloodied)	
♦ Fire, Teleport	
Close blast 5; +7 vs. Reflex; 3d6 + 6 fire damage, and the target takes ongoing 6 fire damage (save ends). <i>Effect:</i> Charzziss teleports to any open space adjacent to the border of the blast's area.	
Alignment Unaligned	Languages Draconic, Primordial
Skills Athletics +11	
Str 18 (+6) Dex 10 (+2) Wis 12 (+3)	
Con 18 (+6) Int 10 (+2) Cha 8 (+1)	
Equipment None	

Charzziss is composed entirely of flame, shaped something like a dragon's head attached to a sinuous tail of burning air.

Blazewyrm Lore

Arcana DC 20: Blazewyrms are likely to be found in foundries, furnaces, and places where the fabric between the world and the Elemental Chaos is weak.

They rage uncontrollably, burning everything in sight and cavorting amid the flames and smoke. Sometimes a fire cult summons and binds a blazewyrm to serve as the focus of ceremonies.

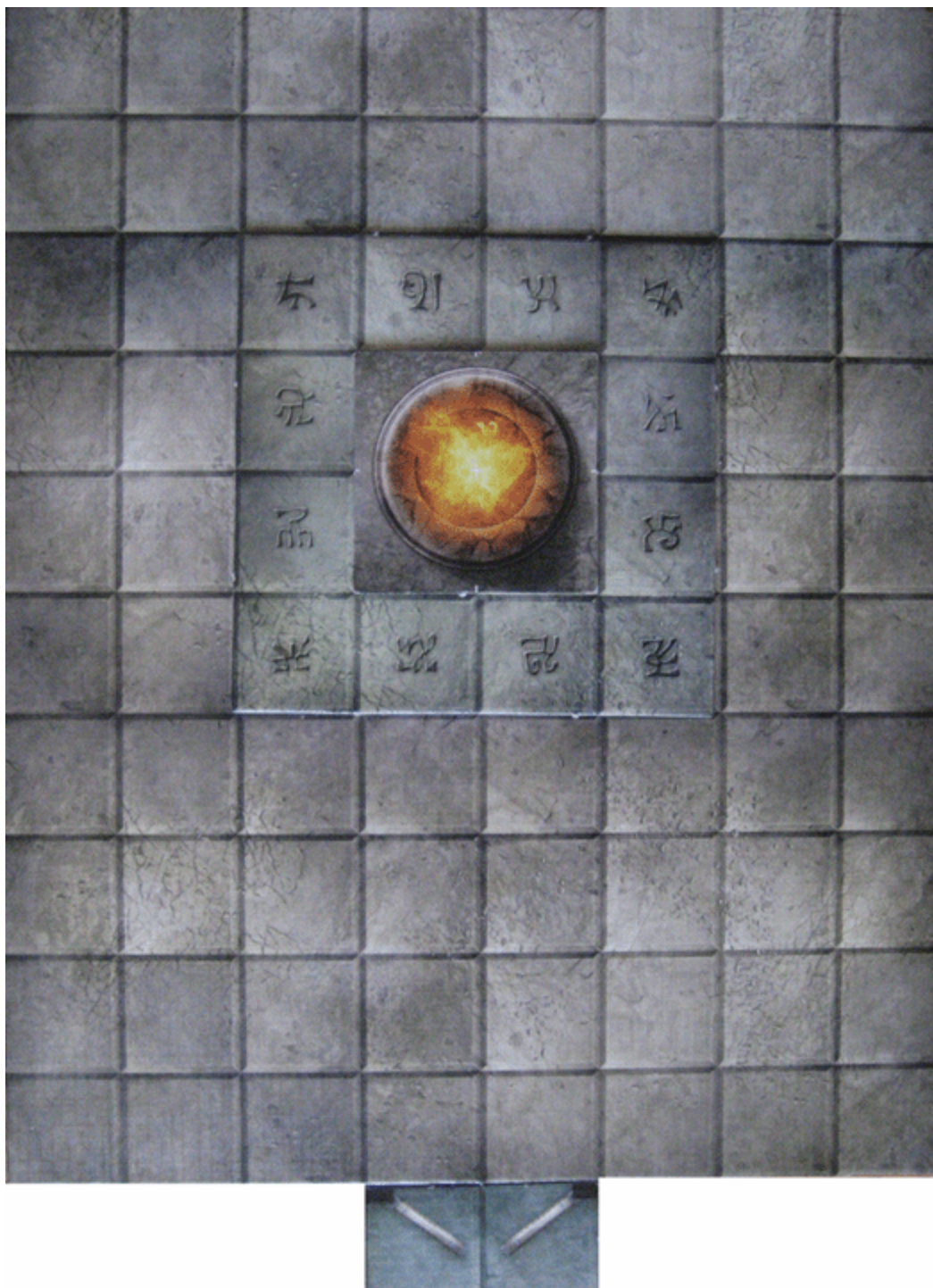
A blazewyrm values its own life less than the joy of making things burn. It fights flammable creatures to the death but attempts to flee from those that are resistant to fire.

ENCOUNTER 11: THE REVEAL MAP

Place the dragon in an ideal place for breathing on the players. Place Inferrnus in a place such that he is protected by his fellow kobolds.

TILE SETS NEEDED

Arcane Corridors x1



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 1: Run

40 / 60 XP

Encounter 3: Further Down the Spiral

125 / 170 XP

Encounter 5B: You Chose This

125/175 XP

Encounter 6A: Child's Play

60 / 80 XP

Encounter 6B: A Dolly For You, A Dolly For Me

100 / 150 XP

Encounter 7: Pins & Needles

50 / 70 XP

Encounter 10: To Be Ambushed...

125/175 XP

Encounter 11: The Reveal

150 / 215 XP

Total Possible Experience

775 / 1095 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one and

only one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold Per PC

150/200 gp

(Encounter 3: 25 / 50 gp, Encounter 6A: 25 / 50 gp, Encounter 10: 25 / 25 gp, Encounter 11: 75 / 75 gp)

Each PC Selects One of the Following

Bundle A: *Lifedrinker Weapon +1* (item level 5)

Found in Encounter 4

Bundle B: *Book of Undeniable Fire +1** (item level 5; *Arcane Power 151*)

Found in Encounter 5B

Bundle C: *Verve Armor +1** (item level 4; *Adventurer's Vault 54*)

Found in Encounter 7

Bundle D: *Solitaire (Cinnabar)** (item level 6; *Adventurer's Vault 177*)

Found in Encounter 6A

Bundle E: *Blackleaf Gloves** (item level 4; *Adventurer's Vault 2 108*)

Found in Encounter 8

Bundle F: *Firestorm Arrows +1** (item level 3 *Dragon Magazine* 365)

Found in Encounter 11

Bundle G: *Item of choice from Adventurer's Vault 2* (item level equal to character or less)

Found in Encounter 11 (Must have Tarmalune Contact from Mini1-1 *Stirring of the Embers*)

Bundle H: *Ritual Book** of *Simbul's Conversion* (FRPG 147), *Seek Rumor* (FRPG 146), and *Glib Limerick* (PHB2 215)

Found in Encounter 11

Consumable Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *Fire Beetle Potion** plus 175 / 275 gp to the total "Gold Per PC" listed above. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus gold instead of any other treasure reward.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 250 / 350 gp to the total "Gold Per PC" listed above. That character (and only that character) then receives that total gold instead of any other treasure reward.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text). Make sure to mark the story award codes next to each character that earned them on the tracking form.

MINI19 Achazar's Blaze

The brand on your left cheek has started burning more intensely. You temporarily joined your mind with the sleeping primordial Achazar and lived! Surely this is a good thing, or is it...? During any adventures in The Windrise Port, you gain Resist 1 Fire (or increase your normal Resist Fire by 1). This may have additional effect in future adventures.

MINI20 Gratitude of Tarmalune

For defeating a hideous red dragon and rooting out the cult of The Reborn Flame in, you have greatly impressed many people who reside in Tarmalune. Choose one (1) of the following people you met as a contact (this is in addition to contacts from MINI1-1):

- Halagothra the Healer
- Lindelsan, a bartender at the Black Boot
- Belyssa the Whaler
- Karadenal the Sly, Information Broker
- Valek, Haven Tower Clerk
- Vigilant Sergeant Hofferan
- Vigilant Senior Watcher Roraven

What the chosen contact can do for you is determined by the DM, if the contact is not mentioned specifically in the adventure. This contact is only available in Tarmalune itself unless otherwise noted in a future adventure.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. How well did the PCs perform the ritual to leave The Raging Flame?

- a. Everyone masterfully performed the ritual to restore their mind.
- b. Some characters more deftly performed the ritual than others.
- c. All of the characters still have a trace of madness.

2. Did the characters defeat Charzziss?

- a. The dragon is a smoking corpse.
- b. The dragon has been subdued
- c. The dragon won & roams the city!

3. How do you (the DM) rate this adventure?

- a. Five stars - excellent (best possible rating)
- b. Four stars - very good
- c. Three stars - average
- d. Two stars - below average
- e. One star - really awful (worst possible rating)

4. How do the players rate this adventure? (You can average their individual ratings or use any other system that is agreeable to the group.)

- a. Five stars - excellent (best possible rating)
- b. Four stars - very good
- c. Three stars - average
- d. Two stars - below average
- e. One star - really awful (worst possible rating)

NEW RULES

Blackleaf Gloves

Level 4

Made from the leaves of an ancient Feywild oak, these well-preserved black gloves increase the utility of your pact boon.

Item Slot: Hands 840 gp

Power (Encounter ♦ Teleportation): Free Action. *Trigger:*

Your pact boon triggers. *Effect:* You teleport 3 squares in addition to the other effects of your pact boon.

Reference: *Adventurer's Vault* 2, page 108.

Book of Undeniable Fire

Level 5+

The pages of this tome have scorch marks along the edge.

Lvl 5 +1 1,000 gp Lvl 20 +4 125,000 gp

Lvl 10 +2 5,000 gp Lvl 25 +5 625,000 gp

Lvl 15 +3 25,000 gp Lvl 30 +6 3,125,000 gp

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: + 1d8 fire damage per plus

Property: When you use a wizard fire power through this tome, the target's resistance to fire (if any) against that attack is reduced by 10.

Level 15 or 20: The resistance is reduced by 20.

Level 25 or 30: The resistance is reduced by 30.

Property: This tome contains two wizard daily fire powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.

Power (Daily ♦ Arcane, Fire, Implement): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during the encounter. The power is lost if you do not use it before the end of the encounter.

Reference: *Arcane Power*, page 151.

Fire Beetle Potion

Level 6

Your eyes glow faintly and your skin darkens and takes on a chitinous texture when you imbibe this red, smoky potion.

Item Slot: N/A 75 gp

Property (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 5 temporary hit points and resist 5 fire until the end of the encounter.

Reference: *Adventurer's Vault*, page 187.

Firestorm Arrows

Level 3+

The charred wood of this arrow seems to shimmer with heat.

Lvl 3 +1 30 gp Lvl 18 +4 3,400 gp

Lvl 8 +2 125 gp Lvl 23 +5 17,000 gp

Lvl 13 +3 3,650 gp Lvl 28 +6 85,000 gp

Ammunition

Enhancement: Attack rolls and damage rolls

Property: When you hit an enemy using this ammunition, that enemy and each creature adjacent to it take 1d6 extra fire damage per plus.

Reference: *Dragon Magazine* 373, page 83.

Solitaire (Cinnabar)

Level 6

This jagged red crystal boosts your resilience when you hit your foes hard.

Wondrous Item 9,000 gp

Power (Encounter): Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against an effect that a save can end.

Special: You cannot use more than one *solitaire* in an encounter.

Reference: *Adventurer's Vault*, page 177.

Verve Armor

Level 4+

This armor protects your body and fortifies your spirit.

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp

Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp

Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

Armor: Scale, Plate

Enhancement: AC

Property: You gain a +2 bonus to death saving throws.

Power (Daily): No Action. Use this power when you fail a saving throw. The result of that saving throw is a 20 instead.

Reference: *Adventurer's Vault*, page 54.

NEW RITUALS

Glib Limerick

You recite a short rhyme and feel your tongue loosen so the lies can flow freely

Level: 1
Category: Deception
Time: 1 minute
Duration: 10 minutes
Prerequisite: Bard

Component Cost: 10 gp, plus a focus worth 5 gp
Market Price: 125 gp
Key Skill: Arcana (no check)

For the ritual's duration, whenever you make a Bluff check, you can roll twice and use either result. The ritual's effect automatically ends when you roll initiative.

Focus: A musical instrument you play as part of performing the ritual.

Reference: *Player's Handbook 2*, page 215.

Seek Rumor

Noises fade away, replaced by the whispers of alleyways and clamor of taverns. Through the jumble of words, you hear a few choice phrases related to your purpose, and you feel a tug toward their source.

Level: 2
Category: Divination
Time: 30 minutes
Duration: Instantaneous

Component Cost: 20 gp
Market Price: 50 gp
Key Skill: Arcana

You sit in meditation and let rumor drift into your mind, blown in on the wind of the community consciousness. Your Arcana check for this ritual counts as a Streetwise check for gathering information. Treat the Streetwise DC as 5 higher. You learn only information you could pick up by a normal use of the Streetwise skill.

Reference: *Forgotten Realms Player's Guide*, page 146.

Simbul's Conversion

Taking a moment to breathe and concentrate intently on your powers, you convert arcane energy into curing.

Level: 1
Category: Restoration
Time: 1 minute
Duration: Instantaneous

Component Cost: 25 gp
Market Price: 125 gp
Key Skill: Arcana (no check)

Favored by ritual casters accustomed to long battles and constant warfare, Simbul's Conversion allows an individual to convert powerful spells into healing reserves. The Simbul taught this ritual to many of her apprentices, and it has since become widely employed as an emergency resource.

After performing this ritual, you sacrifice any number of unused daily arcane powers and regain an equal number of healing surges. You cannot exceed your normal maximum number of healing surges per day.

Reference: *Forgotten Realms Player's Guide*, page 147.

DM APPENDIX I: MADNESS EXPLANATION

Sanity: This PC is not truly sane, but rather suffers from something akin to survivors guilt where they feel they have to protect and shepherd all their allies.

Death: The horror witnessed has caused this PC to think they are dead, but in fact are perfectly alive. Avoid giving this insanity to a Revenant PC.

Tell Me Lies: For extra fun, consider giving this to the character everyone turns to for advice. Perhaps the knowledgeable wizard, bard, or honorable cleric.

Split: This PC is literally of two minds on some particular subject.

Indulgence: To deal with what they witnessed, this PC has become a hedonistic glutton.

Kobold: This player is physically a kobold. All of their gear, powers, and everything else work normally. The only mechanical changes are those listed.

The Eye: This character only *thinks* he or she is a beholder. He or she is still their normal race everywhere but in their own mind.

Paranoia: The paranoid PC thinks everyone is out to get them. For many PCs, this results in little change to their personality.

DM APPENDIX II: MADNESS EFFECTS

Encounter 2: Dissension

- **Indulgence:** When Myrelas reveals the **Patch of Red Moss**, let this character know that he wants to eat it. If this character eats the moss, he gains the ability to use his Second Wind as a minor action for the rest of the adventure (or, if he is a dwarf, as a free action).

Encounter 4: Little Flame, Little Flame, Let Me In

- **Indulgence:** Automatically makes his save versus the Lune Bomber and receives a heightened benefit.
- **Kobold:** Treated as having Belyssa as a Contact.
- **Tell Me Lies:** Can automatically win any game of Toss the Dice with Belyssa.

Encounter 5B: You Chose This

- **Death:** The Pillars of Life/Death have a reversed effect.
- **Indulgence:** Receives double the benefit from being on the dais.
- **The Eye:** Receives double the benefit from being on the dais.

Encounter 6B: A Dolly For You, A Dolly For Me

- **Sanity:** Gain Divine Judgment (minor; at-will): Close Range 10 Str or Con +2 vs. Fort, Dex or Int +2 vs. Reflex, or Wis or Cha +2 vs. Will; target is *dazed* until the end of your next turn.
- **Death:** Gain the Rise Again (the first time you drop to 0 or less hit points): Make a new initiative check. On your next turn, you rise (as a move action) with your bloodied value in hit points.
- **Tell Me Lies:** Re-roll one charisma, intelligence, or wisdom based attack during the combat.
- **Split:** You gain the ability to make two minor actions a round instead of one.
- **Indulgence:** Gain an action point for use in this combat only. You may use two action points during this combat.
- **Kobold:** Gain +1d6 damage on melee and ranged attacks on a target against you have combat advantage (this stacks with any other Combat Advantage you may have).
- **The Eye:** Gain Petrifying Ray (standard; at will): Close Range 10, +6 (+8 at high tier) vs. Fortitude; the target is *slowed* (save ends). First Failed Save: The target is *immobilized* instead of *slowed* (save ends). Second Failed Save: The target is *petrified* (no save). At the end of the combat, this effect wears off.
- **Paranoia:** Every round after you act, your initiative is moved to the person before you (causing you to go earlier and earlier every round). If the order was Lidda, You, Redgar - in the second round the order would be You, Lidda, Redgar and the third round would be Lidda, Redgar, You).

Encounter 10: To Be Ambushed...

- **Death:** If the Death character failed their final skill check in The Raging Flame, Lilac recognizes her corruption, and targets her with scintillating bolts.
- **Indulgence:** Immune to the aura of the Furious Human Zealots. Immune to the poison wine.
- **Paranoia:** Automatically goes first in the first round of combat. They roll for initiative as normal in the second round.

DM APPENDIX III: TOY ROOM

When a character searches through the toy pile, have them roll a d20. If a number has already been rolled, reroll. Alternatively, feel free to invent a simple toy (like a stuffed troll doll, checkers game, kara-turan finger trap, etc). Each toy's "special effect" can only happen once (i.e. Only the first person to see the Mad Ducks suffers the effect). If there are less than six players, reroll 14 & 15 as appropriate. If the characters are having bad luck getting the miniatures of themselves, let them roll a Perception check DC 18/22 to find a doll. None of the toys can leave the room other than the Halfling Dolly, Marbles, Toy Magic Item, or the miniatures of the characters.

- 1 Stuffed Red Dog: **You pick up a fuzzy stuffed red dog with a glinting gold collar. Its dead gaze penetrates your soul. Make a saving throw.**
Failed Save: **The dog's eyes glint with a red terror and all the terrible memories from child flood into your mind. The dog grows fangs and bites you before resuming its sedentary state. Take 1d10/2d10 psychic damage.**
Made Save: **As the dog's eyes pulse, you remember the pains of your past and come to terms with them. Gain +2 to statistic of your choice until your next extended rest.**
- 2 Mad Ducks: **A line of six, or is it seven, small stuffed ducks sit in a twisted line. All six or seven pairs of eyes slowly turn to examine you. Make a saving throw.**
Failed Save: **Each duck pulls out a tiny sword that bursts into flame. In unison, the swords point at you and flames leap out. Take 2d6/3d6 fire damage. Looking again, you only see toy ducks sitting motionless.**
Made Save: **Each duck pulls out a tiny sword that bursts into flame. But this fire pales in comparison to the madness burning in their eyes. You stare them down. After all, they're just ducks. You blink. Looking again, you only see toy ducks sitting motionless.**
- 3 Jacks: **A set of a dozen simple steel jacks.**
- 4 Gelatinous Cube in a Box: **You discover a strange runed box with a rotating crank on the side.** A character that is trained in Dungeoneering recognizes the box's runes as being related to creatures from the Underdark. Writing on the underside of the box says in Deep Speech, **"Gorlok's Training Toy."**
- 5 Halfling Dolly: **A cute little raven-haired halfling girl in a pink skirt and a cream colored blouse. How lovely!**
- 6 Gray Elf Men: **You find a few dozen miniature elves, armed with various equipment: bows, longswords, daggers, and wands.**
- 7 Green Dwarf Men: **You find a few dozen miniature dwarves, armed with various equipment: axes, maces, crossbows, and holy symbols.**
- 8 Rubber Ball: **A fabulous bouncing red ball the size of a baby gnome's hand bounces your way.**
- 9 Barrel of Kobolds: **You pick up a small green barrel with strange etchings on the outside** (In Draconic it reads, "Barrel of Kobolds.") **Opening the barrel, six miniature kobolds spring out and start climbing about your clothing and the room.** There is a folded scrap of parchment at the bottom of the barrel (Perception DC 14) that reads, **"Dump kobolds out. Pick up one kobold by an arm. Hook other arm through a second kobold's arm. Continue making a chain. Your turn is over when a kobold is dropped."**
- 10 Marbles: **You have discovered a small leather pouch filled with marbles of the most amazing sort! Silver, nickel, solid mercury, iron, chromium, zinc, and other unknown metallic elements.**
- 11 Blocks: **You have come upon an enormous pile of colored blocks with letters from A to Z.**
- 12 Rocking Mare: **You find a rocking horse, black as midnight, with curly crimson & orange hair. Go for a ride?**
- 13 Toy Magic Item: **You find a jagged red crystal that glows with warmth.** This is a magic item: Solitaire (Cinnabar).
- 14 PC 6: **You have picked up a miniature version of <insert PC 6's name>.**
- 15 PC 5: **You have picked up a miniature version of <insert PC 5's name>.**
- 16 PC 4: **You have picked up a miniature version of <insert PC 4's name>.**
- 17 PC 3: **You have picked up a miniature version of <insert PC 3's name>.**
- 18 PC 2: **You have picked up a miniature version of <insert PC 2's name>.**
- 19 PC 1: **You have picked up a miniature version of <insert PC 1's name>.**
- 20 Myrelas: **You have picked up a miniature version of Myrelas.**

DM APPENDIX IV: TOY ROOM SPECIAL RULES

These special rules apply to the toy pile in DM Appendix III.

- 1 No special rules.
- 2 No special rules.
- 3 No special rules.
- 4 If a character turns the crank, refer to the combat in **Encounter 6A: Child's Play**.
- 5 A character that has the doll in the Sphinx's room will not be attacked by the Devourer Initiate & Gravehounds.
- 6 The miniatures elves & dwarves can be set up to fight each other. The two opposed players roll opposed checks. The elf army rolls d20 + half level + Dex or Int (+4 if the roller is an elf or half-elf or ranger). The dwarf army rolls d20 + half level + Str or Con (+4 if the roller is a dwarf or fighter).
- 7 See Above.
- 8 No special rules.
- 9 There are six kobolds. For a character to attach one kobold to another, they must make a Dexterity or Thievery check DC 16/20. If a character fails, they are unable to try to attach another kobold until someone else fails. The first person to "win" the games gets Dragon Touched (the ability to use the Dragonborn's Dragon Breath power once during the adventure - if the character is a Dragonborn, they get an extra use in one encounter). If the person with the "Kobold" madness is used in the chain, the "Kobold" character gets True Kobold (use of Kobold's Shifty power for the rest of the adventure). Only the first character to win gets this benefit.
- 10 A character who makes an Arcana, Nature, or Religion check DC 20 will realize that the marbles are made of residuum. They can be crushed for use in rituals.
- 11 No special rules.
- 12 Going for "a ride" on the Rocking Mare is a free action that allows a character to teleport to any other space in the room. As a side effect, they will take 2 fire and necrotic damage.
- 13 No special rules.
- 14-20 When one character picks up dolls equal to half the party, proceed to **Encounter 6A: A Dolly For You, A Dolly For Me**.

DM APPENDIX V: TARMALUNE

Excerpts from “Backdrop: Tarmalune” by Ed Greenwood, *Dragon* 372

Tarmalune

Tarmalune, the wealthy, bustling, crossroads port city, is the cosmopolitan trading heart of its continent, serving Returned Abeir just as Waterdeep does the Sword Coast of Faerûn.

Self-governing and fiercely independent, yet lacking a standing army, Tarmalune is the largest, wealthiest, and most socially prominent of the Windrise Ports (the independent cities on the eastern shores of the Dragon Sea). Only Imdolphyn dares to declare itself “the equal of Tarmalune,” and not even the richest Imdarm merchant-lords truly believe that boast.

Tarmalune has around 70,000 permanent residents (called “Tarralune”), and it hosts a constantly changing population of many more short-term visitors as ships dock or sail, caravans arrive or depart, and a steady stream of peddlers, traders, and seekers-after-fortune pass through its gates. Of old, the city was rightly called “Tarmalune Great Port” since it rivals Waterdeep in wealth, mercantile ventures, tolerance, variety among citizens and outlanders, and constantly unfolding opportunities.

Tarmalune is not a welcoming home to those who favor stability over change, or who trust in traditions and “old ways.” Each new month brings changes in fashions, ways of making things or doing business, and new faces rising to the center of attention in society, or seizing real power among Tarralune investors and traders.

The Raging Flame

The most striking sight in Tarmalune is the Raging Flame (the “Tongue of Fire” in more formal speech and to older Tarralune), a hundred-foot-tall pillar of tireless flames that burns constantly, in a cylinder that holds its shape even in gales, without fuel. Sailors use it as a beacon in the darkness or bad weather, since its light shines out to sea straight through the open (navigable) heart of the harbor. To Tarralune, it’s something “old, fell, and magical” that’s “always been there,” defying all attempts to extinguish it and seeming to know and strike out at persons who try (spitting gouts of flame for hundreds of feet that appear aimed at specific persons or buildings).

Hundreds of local tales, tall and otherwise, speak of this pillar of flame. Sometimes it features as an instrument of revenge, or it is portrayed as a fell monster harming those it dislikes and aiding those it favors. Some stories claim dueling wizards were transformed into it and are trapped within it even now; others insist it snatches and captures all manner of persons, transforming them into tormented flames and growing with each one it adds; and still other tales whisper that it’s used for sacrifices by dark cults who will one day rule all Tarmalune—cults perhaps based in Imdolphyn or other ports, who “seek to bring the Great Port down.”

There is almost universal agreement in the city that the fires that have broken out in the past are somehow the work of the Raging Flame, no matter how distant they were from the site of the fiery pillar. Most Tarralune also agree that without the watchful wizards of the recently established Firequench Order keeping the Raging Flame in check, more fires would have devastated Tarmalune, or “a greater evil would have erupted in our fair city.”

City Wards

The districts of Tarmalune are known as “wards” because a century ago each was separately governed by a warden. Today, they are merely neighborhoods, with formal boundaries that aren’t visually apparent to the visitor. However, every Tarralune “knows” vividly what each ward is like—in local stereotypes that refuse to fade. (Despite this, almost every sort of citizen, building, and activity can be found in any ward.)

Arendermore

This is the haughtiest city ward, where the “highcloaks” live. (Tarmalune doesn’t have any formal nobles—that is, persons titled and privileged by birth—but it does have old-money wealthy families and newly risen-to-wealth merchants who crave the reputations and fawning treatment Tarralune give to “old wealth.”) This district is named for the long-dead gnome builder Arender, who raised many of its magnificent turreted mansions. The descendants of his workers, who split into bitter rivals after his death, are the most skilled and busiest builders (and rebuilders, for new mansion owners love to “make their homes their own” by changing interiors) in the city today.

Dawnside

Dawnside is home to trendy, young newly wealthy (“new-coins”) Tarralune, and those desperately trying to stay young. This fashionable neighborhood is crowded with ostentatiously decorated mansions and ornate coaches, and any building not a mansion is likely to be a club for gambling, feasting, dalliance, and revelry—where swindlings are frequent but gaiety and reputation-making and -breaking is the order of every glittering day and night. In contrast to Arendermore, where the exteriors of buildings change little but the interiors are transformed, Dawnside is where buildings are smashed down and replaced by newer, gaudier ones constantly.

Copperstreets

This district is the abode of laborers, where most of the city’s shops, shopkeepers, and “nimblehands” (craft-workers) live. It’s the heart of workaday Tarmalune, where “the tumbling coins that roll us all through life” are made and spent every day. It’s not a slum, but everything is patched or salvaged, washing hangs out from balconies, and ornamentation is considered “overly haughty.”

Maerhavel

Maerhavel is where most “successful” but not wealthy Tarralune live (such as owners of several shops, and citizens well-enough-off to retire, but who then have to watch their spending). Many tarn-traders dwell in this ward, and it outwardly changes little. Conservative respectability and “quiet success” is the order of every day.

Fishstink

This slum is where the poorest Tarralune dwell, because only those lacking coins enough to afford more expensive lodgings elsewhere will tolerate the reek of rotting fishguts that lingers around the market stalls of the fishmongers who thrive around the outer edges of the ward. Tarralune who aren’t “Stinkers” rarely dare to walk deeper into Fishstink; its interior is home to fugitives, misfits, runaways, and the maimed or shunned (those visibly monstrous or “other,” who go about cloaked and cowed) who work in gangs to seize or steal coins and food, or horses and wagons that had can be traded for meals and goods.

PLAYER'S HANDOUT I: PLAYER CHARACTER SURVEY

PC Name:

Race:

Class:

Gender:

Passive Perception:

Passive Insight:

Trained Knowledge Skills & Bonuses:

Closest Ally (Can be a party member):

Hated Foe (or type of foe):

Life Goals:

Fears:

Anything Else Important About Your PC:

PLAYER'S HANDOUT II: MADNESS

Give each player the malady appropriate to their PC. Do not duplicate the insanities. Each PC should be unique.

Sanity: All of your companions have changed: a curious look in their eyes, a glint of fire, a hint of madness. Something is wrong. You are the only who remains sane. You know best. You are their leader. It's all your responsibility. It is your job to guide them and keep them safe, by any means possible. Any.

Game Effect: You gain +2 bonus to all defenses.

Death: You are dead. You were slain while thwarting the ritual and are now a walking corpse. Others recognize you as your former self, but do not realize the futility of your situation: you have no future. You do not fear death in battle because you are already dead. Nothing matters.

Game Effect: Your eyes glow with black fire granting Darkvision 30 ft (or extending it 30 ft if you already have Darkvision). You also gain necrotic resist 10 and radiant vulnerability 5.

Tell Me Lies: You have the urge to lie compulsively... but not all the time. Just enough to confuse everyone. It's kinda funny how the others turn to you for knowledge and guidance... How interesting when they listen...

Game Effect: You gain a +3 bonus to Bluff and Diplomacy checks. Also, you gain the ability to cast a modified Hand of Fate ritual twice a day. There is no component cost and the ritual takes a standard action to complete. You gain only one question. You are the only one that sees which way the hand is truly pointing, and can make it appear to others to point in any direction you choose.

Split: Your past and present self are both fighting for control. Choose an element of your personality where you are torn. Perhaps your choice in gods, perhaps a hero's duty to defend or coward's need to flee, perhaps a justice's commitment to the law or a scoundrel's inclination to break it. Maybe one of these personalities is male, the other female. Who knows! Both of these powers are battling in your mind.

Game Effect: You are unusually distracted by your torn mind. Gain a -5 penalty to Perception checks. However, your two minds also give you extra knowledge: gain +5 to all checks to all Monster Knowledge checks.

Indulgence – Sometimes one needs to indulge in life, truly enjoy oneself. You only live once! Would it be too much to ask your companions to carry you from town to town? Fight to fight? You have the unnatural desire to taste & drink everything in sight: everything. You are simply curious and a connoisseur. It is difficult to resist... but so tempting to give in...

Game Effect: You gain Poison Resist 10.

Kobold: Someone has transformed you into a kobold. The horror! Someone in your party must have done this during the ritual you thwarted. But why...? Are they trying to humiliate you? Convince the party of your inferiority and take over? What a dirty rotten snake!

Game Effect: Your voice has become high & squeaky. You are small size and gain +1 speed (If you were small, you are now a gigantic kobold – you are medium size and gain +2 Strength). You gain the ability to speak and read Draconic (or another language of our choosing if you already know Draconic).

The Eye: The ritual you thwarted had a curious side effect: You have transformed into an all powerful beholder. How nice that you will finally have the form you deserve. Others cower at your presence. And if they don't openly, you know they do deep down inside.

Game Effect: You always hover off the ground 1 inch (cannot set off pressure plate traps – count falls as being 20 feet shorter), gain the ability to speak and read Deep Speech, +3 to Intimidate, and +1 with ranged and close attacks.

Paranoia: Choose another party member. Someone or something has replaced this valued party member with a doppelganger. They may look like your friend, act like your friend, and even know what your friend knew... but it is *not* them. During the ritual you thwarted, everything was very hazy. It was almost as if someone meant for you to lose track of your friends. You don't know how to prove your suspicions or what the reasons for infiltrating your party are. Your only hope is to eventually convince your companions of the stranger among you.

Game Effect: You gain a +3 bonus to Insight and Perception checks. Also, due to constantly fearing the worst, you gain a -2 to Will defense.

PLAYER'S HANDOUT III: TEMPORARY EFFECTS

<p>Friendship of Myrelas: You gain a +2 to initiative, from his good cheer & advice.</p>	<p>Supernatural Singing: You gain Vulnerable 2/4 Fire for the rest of the adventure.</p>
<p>Patch of Red Moss: Acts as a Potion of Healing.</p>	<p>Supernatural Singing: You gain Vulnerable 2/4 Fire for the rest of the adventure.</p>
<p>Boon of Red Moss: You may use your Second Wind as a minor action (or a free action if you are a dwarf).</p>	<p>Halagothra's Blessing: The next time you are bloodied, gain Regeneration 2 until you are no longer bloodied.</p>
<p>Bliss of the Lune Bomber: -2 to Will Defense until next extended rest.</p>	<p>Halagothra's Blessing: The next time you are bloodied, gain Regeneration 2 until you are no longer bloodied.</p>
<p>Confidence & Bliss of the Lune Bomber: +1 Attack rolls until next extended rest.</p>	<p>True Confidence & Bliss of the Lune Bomber: +2 Attack rolls until next extended rest.</p>
<p>Nasty Chain Cut: Gain Vulnerable 2/3 All for the rest of the adventure.</p>	<p>Bite of the Stuffed Red Dog: +2 Bonus to stat of choice until your next extended rest</p>
<p>Dragon Touched: You may use a Dragonborn's Dragonbreath power once during the adventure.</p>	<p>True Kobold: Gain Shifty (minor; at-will; you shift 1 square)</p>
<p>Blessing of the Victors: You feel invigorated and gain Resist 1 all (or increase it by 1) for 24 hours.</p>	<p>Curse of the Defeated: You are demoralized and suffer a -1 to all attack rolls for 24 hours.</p>
<p>Blessing of the Victors: You feel invigorated and gain Resist 1 all (or increase it by 1) for 24 hours.</p>	<p>Curse of the Defeated: You are demoralized and suffer a -1 to all attack rolls for 24 hours.</p>
<p>Blessing of the Victors: You feel invigorated and gain Resist 1 all (or increase it by 1) for 24 hours.</p>	<p>Curse of the Defeated: You are demoralized and suffer a -1 to all attack rolls for 24 hours.</p>

PLAYER'S HANDOUT IV: SECOND RIDDLE

*Transcendent in terra and nirvana;
this individual towers above nearly
time, infinity, territory, and nature.*

PLAYER'S HANDOUT V: POST-MADNESS

If the character made their final skill check in Encounter 8: the Raging Flame, they are temporarily blessed by the Raging Flame and gain the benefit before the slash. If the character failed their final skill check in Encounter 8: the Raging Flame, they are temporarily cursed by the Raging Flame and gain the penalty after the slash.

Sanity: +2 AC/ -2 AC.

Death: +2 to Fortitude Defense/Vulnerability Radiant 5.

Tell Me Lies: +2 Will Defense/-2 Will Defense

Split: +5 to all checks to all Monster Knowledge checks/-2 all skill checks

Indulgence: +2 to Constitution/-2 to Fortitude Defense.

Kobold: +1 Speed/-2 to Constitution
(Special Note: If you received True Kobold earlier, you retain this)

The Eye: +2 with ranged and close attacks/-2 to melee and area attacks

Paranoia: +4 Initiative/-4 Initiative