

VTF4-02

Conflagration

A One-Round D&D LIVING GREYHAWK[®]

VTF Metaregional Scenario

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The flames of war are red hot between Tusmit and Ket. The lands are drying up and thirst for the blood of the innocent. The sands of dissent are spreading but this is only the beginning. Can the heroes intervene and stop the fires that consume both lands? Or will the Baklunish West be doomed to burn on the pyre of....something bigger? Adventure for the brave of heart for APL's 8 – 16.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes

it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure

indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one round metaregional adventure, set in Ket. Characters native to the VTF metaregion pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Luxury Upkeep costs 100 gp per round.

Adventure Background

The Temple of Elemental Evil (ToEE) has been in operation for years, both in the Baklunish West and elsewhere. The central theme has always been the unity and competitiveness of the four elements themselves. As with most chaotic evil institutions, the Temple has fought with itself on countless occasions and the very structure seems to actively support this type of engagement. Somehow, recently, the warring of the factions slowed to a certain extent and some sort of plan was put into motion. How the other factions are dealing with the plan, whether they are even cooperating, and what it all means is not known the average worshipper of the Fire Aspect of the Temple. What is known is that a time of great reckoning is close at hand.

Tusmit is the location of the Fire Node, a center of elemental power created and fed by the cultists of the Temple. To that end, they have created a new “front” cult known as the World Burners (first seen in Metaregional modules in VTF3-05, Firestorm). These individuals want nothing more than to engulf the world in flames and burn it away. This particular fascination with fire and destruction works well with the goals and desires of the ToEE, indeed they have worked hard to make these key to the fate of the cult.

The cult itself was very urban when first devised, as this was easier to organize and plot. As time went on, the ToEE recognized that the cultists would gradually have to be introduced to the greater plans of the Temple and incorporated into them. The first major move was to ally themselves with a powerful elemental being, accomplished prior to VTF3-05 Firestorm. This ally served to provide the World Burners with actual tangible power (in the form of *wishes*) and a focus for their activities. In his hands, the cult expanded and began to impact upon the region in a focussed manner. The culmination of this expansion led the cult from the cities and towns of Tusmit to the Fading Lands (an elemental place of power located elsewhere – there are a number around Oerth but each is accessed in a different manner) and the Tusman Hills.

The Fading Lands were the original center of power for the cult, with their ally ruling this place and forcing slaves to work for the glory of the Temple and advance their plans. Unfortunately, meddling foreigners and Tusmites put an end to the power base here, though they did not destroy access to the Fading Lands (see the conclusion of VTF3-05 Firestorm). The cultists, led by Tarqaan, shifted the center of operations to the Tusman Hills and the Fire Node (as had been the intention all along). Here, a series of valleys and lands were denuded of their flammable materials as the power of the Fire Node was increased, both magically and physically.

As with all things, however, the Temple still remembers the destruction of their host in CY569 at the battle of Emridy Meadows in Verbobonc. Instead of wanting confrontation with the authorities of Tusmit, they sought a way to avoid this and still complete whatever ritual of great power they desired. The plans of some of the remaining ToEE assisted in this particular plot (see VTF3-07 Midnight in the Garden of Law and Chaos) as well as the general instability of the current relations between Ket and

Tusmit. Never being ones for much in the way of subtlety, the masters of the Fire Node seized their chance after a recent meeting at the Temple itself.

The plan was simple, though the preparations took a bit more time. Start a war between Ket and Tusmit by exacerbating the individual distrust and other factors in both nations. The Shadow Government of Ket was in favor of this, as it would probably move forward their own plans to take over Ket. They actively undermined efforts by moderates in the Ket government to bring any chance of peace.

The tensions between Ket and Tusmit were myriad (and are not limited to those listed here). They began with Kettite distrust over a new tunnel being explored in Tusmit, which might link the country to Perrenland. Ket had, to this point, a monopoly on trade by virtue of their mountain pass connecting the two countries. Now they feared seeing this lucrative trade route disrupted or even destroyed, and potentially even other types of trade diverted. The situation grew worse when a representative from the Beygraf was assassinated in Tusmit, in view of witnesses. The country of Ket changed from worry about the trade route (although only in the background) to outrage at this death (he was unrevivifiable) while Tusmit protested any connection with this act. The counties mobilized parts of their army and political and military maneuvers ensued, leading to a cold war between the two.

Into this situation entered Tarqaan and the ToEE. They deliberately set up a series of explosions and damage in the capital, Lopolla (see VTF4-01 Flicker) with the intention of blaming Tusmit. Huge illusory banners of Tusmit and claims of responsibility were blatant attempts at manipulation but the Archons (the organized mages of Ket) were unable to react to counter this threat and the Shadow Government played up the disaster. With the outrage of the public at a fever pitch, the Beygraf of Ket recently (end of VTF4-01) declared war and ordered the army to the border.

Tarqaan reached the border ahead of the news and immediately contacted Lareth (a high level cleric of the Temple of Elemental Evil) to advise of the success of his activities in Ket. The priest ordered the World Burners to begin the second phase of the plan, this time to enrage Tusmit and see to it that the war was

joined in earnest. This broke a deal with the forces that set Tarqaan up with the Fading lands.

Jirah, another party in this adventure, has always had an interest in various factions and powers in Tusmit and kept a close tab on them (mostly through non-magical means). It is his business for the Pasha to monitor all points of information. He knew the deal with Tarqaan and he was monitoring it closely. He has cultivated friends throughout the VTF including Walker Salidious (the Fharlanghn Cleric from VTF Year 3 series), Shahal (a contact in Ket and originally seen in VTF4-01) and others, using this network to keep himself informed of events as they transpire and doing what he can to turn them to the interests of his patrons.

Tusmit, unfortunately is not prepared for this war. Tusmit's forces are not plentiful and peace must be kept throughout the middle sheikdoms due to the rising strife between the True and Exalted Faiths. Further more the elves of the Udgru forest have been proving difficult - and though no army is currently amassing many of Tusmits' resources have been assigned to monitor future events involving the elves. The elements remaining on the border with Ket in a defensive position, but nowhere near enough to stop an actual invasion (they would be sufficient for border skirmishes). All indications were that Ket would not possibly launch a war until the summer at the earliest.

That Tusmit is preparing goes without saying – that they are ready for Ket cannot be claimed. At this juncture, then, Jirah seeks to at least contain the threat of the World Burners and the ToEE – he knows he cannot avoid trouble with Ket but does not want a third threat to emerge (the second being the Elves of the Udgru forest).

The eventual goal of the ritual being prepared (which has actually been cast in various stages to this point and this is only the culminating ritual) is to release Imix, the Elemental Fire Prince of Evil. The change to the environment of the Tusman Hills is part of the magic of the ritual and will eventually spread to encompass both Ket and Tusmit to a greater or lesser degree if his presence is not prevented.

The ToEE and Temple of Fharlanghn

The Temple of Elemental Evil and the worshippers of Fharlanghn have never gotten along, one seeking to rule the world under the Four Elemental Princes of

Evil and the latter devoted to the freedom and general prosperity of the world (especially to travel in such a world). At least some of the more prominent Walkers in the church have actively opposed the Temple, either through their actions or the information that they spread throughout the world. Walker Salidious and his network of contacts in the Year 3 VTF series is a good example of their work.

As a result, the ToEE reserves special hatred for worshippers of Fharlanghn. If they can, they deal such people non-lethal damage, hoping to capture and torture them later for secrets. The World Burners, not being the subtlest of the Temple worshippers, make no such attempts unless directly ordered – instead they go straight for avowed worshippers and try to kill them. The ToEE has no special affinity for worshippers, however – they only know if the holy symbol of Fharlanghn is prominently displayed.

Lareth and Imix

Lareth the Beautiful is the primary contact with the ToEE for Tarqaan and other World Burners and it was he who inspired and ordered Tarqaan to enact the current plans. He is present to see that the ritual is completed properly and receive powers from Imix, the Fire Prince of Evil Elementals, for this service that he has rendered. Lareth was once very charming and alluring but was unknowingly a pawn in both Lolth and Tharizdun's game. He did not realize he was the only one who can summon the four elemental princes into this world to release Tharizdun from his cell. But some years ago he learned that the cultists were not actually worshipping the elementals but Tharizdun himself and now he has decided since his life was put into chaos so shall Oerths. He is incredibly charismatic and manages to hide his normal, grasping personality or overawe people so that they do not actually see it. At this time, his own natural tendencies aside, he has kept the shadows in this ritual and allowed Tarqaan to be the public face of the ceremony – even the closest advisers to Tarqaan believe him to be in charge, when it is actually Lareth. Jirah suspects that Tarqaan is not the actual force in the cult but has no actual knowledge of Lareth.

Imix is the Elemental Evil Prince of Fire. Under no circumstances should the characters be put in a position to fight him, whether this seems likely in the module or not. He is well beyond their ability to handle (or survive), whatever the APL and this cannot be emphasized enough. In certain conditions (not in

this module) it may be possible to weaken or even drive him from this plane – but that day will have to wait if the Fire Aspect of the Temple is successful in this module. However if the PCs foolishly wish to attack him he will respond in kind, giving them a rather nasty burn mark.

What happened at the Tusmit Border

Three hours before the start of the adventure the madman Tarqaan came through the border after having blown up Lopolla and raced to Tusmit. Revealing Ketite standards on his tunic, he taunted the Tusmit guards with the superiority of Ket as he set fire to many of the structures and then disappeared, threatening to lay waste to the nation of Tusmit from inside. Since then both the Tusmit guards and the Ketite guards have become very nervous and have increased the watch at the border.

For groups that played VTF4-01 *Flicker* and defeated Tarqaan before he reached the border the story is somewhat different. Having been defeated a group of World Burners teleported into the border wearing Ketite uniforms. They taunted the guards with incompetence by comparison to the Ketites, and promised that when Tarqaan arrives the devastation will be much worse than 'this'. With that they each fired off a fireball from their wands and disappeared once more.

Unknown to the guards they have gone to retrieve Tarqaan's body. Lareth brings Tarqaan back for the sole purpose of leading the World Burners to the node for sacrifice.

Adventure Synopsis

Introduction: The characters are introduced to the tension in Tusmit at the border with Ket.

Encounter #1: As the characters are passing into or out of Tusmit, an attack takes place on the local guards with people claiming to be from Ket, sparking a battle between forces from both sides.

Encounter #2: In the aftermath of the damage, persons from both Ket and Tusmit request that the characters travel to Blashikdur to assist in solving the problem.

Encounter #3: The parties will meet their contact in Blashikdur and gather information on the apparent enemy, the World Burner Cult.

Encounter #4: Characters, using the information requested in Encounter Three, can act to ambush the World Burners as they move from the Fading Lands to the Selah Hills.

Encounter #5: The characters approach the Fire Node and either make it in time to disrupt the ritual or arrive after it is completed.

Encounter #6: The characters encounter the devotees of Imix, Elemental Fire Prince of Evil, either before or after the ritual to summon him is completed.

Conclusion: The fallout of the ritual and the impact of the World Burners and ToEE are discussed as Jirah begins to realize the scope of the actual problem.

Introduction

This part is crucial to the enhancement of the story, and the plot hook. At the start of the adventure discuss some of the events that have been happening in and around the VTF, and in particular Ket and Tusmit and the war. This will achieve two purposes. The first purpose is to bring players up to speed about the happenings of the VTF series and local flavor. Most of the information gained will be from rumors and hearsay. Some may be accurate, some may not - let the players discuss matters as they understand things. The second, and more important purpose is to figure out the political support of the characters.

As players discuss what they know make sure to include the following information:

- Ket has worked hard to gain the financial benefits of the Bramblewood Gap, and the introduction of the underground path to Perrenland threatens Ket's financial stability.
- True Faith and Exalted Faith have started to have open disregard for each other within the middle sheikdoms of Tusmit.
- The cult of the World Burners (VTF3-05 *Firestorm*) has grown. Activities in the Hills have been reported, but nothing has been confirmed.
- Troops have been diverted from the inside of Tusmit to the southern border in preparation for the war with Ket. (Please note any dispatches that may have occurred after the war).

****Find out if the players have the node map from VTF3-07 – *Midnight in the Garden of Good and Evil*. If**

they do, and they choose to skip meeting with Jirah to go directly to the node they will still need to spend time searching the area as the map was general and vague. They can make a Survival, Intelligence and/or Knowledge (geography) check [DC APL+17] to arrive on time to stop the ritual.

Furthermore, Tarqaan will have realized since he made the trek without complications that he positioned himself at the temple to defend against an attack he was confident would be his alone. Therefore place him in the best strategic position to defend the temple and combine his fight with one of the others.

If they make their checks – go directly to Encounter 5- Before the Prince. Otherwise go to Encounter 5 – After the prince. Discourage this course of action, as they will have been provided with no means of quick escape. Have the PCs realize they could be wandering aimlessly searching for something that is foreign to them.

Read the appropriate section for the group. If the group is divided (as in some have played VTF4-01 *Flicker* and some are traveling from the Tusmit side of the border towards Ket) then read each introduction separately. Allow the PCs to be positioned according to their motivation. They will all come together in Encounter One.

For those who have played VTF4-01 *Flicker* (not having killed Tarqaan)

Patches of charred vegetation dot the landscape as you rush towards the Tusmit-Ket border in pursuit of the madman who laid waste to Lopolla, Ket's glorious capital. (Continue on to “The air is hot..”)

(Having killed Tarqaan use this opening instead of the above)

Patches of charred vegetation dot the landscape as you make your way to the Tusmit-Ket border after having defeated the Tusmite who apparently laid waste to Ket's glorious capital.

The air is hot and stuffy and the beasts of burden sweat beneath their arduous and rushed duties. As the border looms in the distance you can begin to hear the shouts of angry guards.

Upon approaching the border, the landscape quickly recovers and becomes the lush and familiar green known within Ket. But as the gates form into

view, Tusmit is marred with blackened ash and red flames from atop several buildings.

The Nayya Gap, a small fortified border town not half a days walk from Villayad, has been spared the humiliation that Loppolla underwent some 9 hours ago, but the guards are running frantically about from superior to superior with messages and updates. The main guardhouse and a few of the merchant warehouses have been burned beyond function and even now glow with the heat that hangs in the air.

Tension between the Ketite military and the Tusmit military has doubled. Rows of armed bowmen, some on horseback and some on foot, have been placed in strategic areas from both sides of the border. The tension in the air is as thick and stuffy as the heat.

There are several angry merchants who argue with the Tusmite guards to be let across the border in a timely manner. But despite the apparent tensions and chaos, the guards are in no hurry to admit anyone traveling from Ket into their lands.

Ask the PCs what they want to do and proceed to that section in this encounter.

For those who have **not** played VTF4-01 *Flicker* and coming from the Ket side of the border:

It is uncharacteristically hot for this season and traveling has become rather laborious. Glad to see the borders in the distance you allow yourself to recall the tales of the inns in Villayad where Ayharan abounds and Galda wine has been aged to perfection. Such beverages would be the perfect compliment to a hot day of traveling.

The scene at the border is not what one would have expected - there is loud shouting and many of the guards are running to and fro. A few of the buildings in the Nayya Gap, the border town less than half a days walk from Villayad have been burned to a crisp and the ash glows red in the heat of the weather.

There are several angry merchants who argue with the Tusmite guards to be let across the border in a timely manner. But despite the apparent tensions and chaos the guards are in no hurry to admit anyone traveling from Ket into their lands.

Even as the guards shake their heads, rumors and gossip flow from the passersby, with the word of some disaster in the center of Ket.

Ask the PCs what they want to do and proceed to that section in this encounter.

For those who have not played VTF4-01 *Flicker* and are headed from Tusmit into Ket:

You have been held up at the border for quite a while. The Ketite guards are not admitting anyone into Ket. They have given no explanation for the wait, nor any indication the situation shall soon change.

Having missed the initial events your understanding of the situation can only be guessed. There are three buildings, which have been burned to the ground. Their smoldering ashes are persistently red from the excessive heat of the weather. The guards are running to and fro with messages and dispatches.

Admittance into Tusmit has been slow. But at least it has been allowed. Merchants have had their goods completely searched, and all foreigners have been grouped and escorted to whichever embassy is theirs in Villayad, a half a days walk from here.

But at least there is movement there. The Ketite guards have closed their gates completely and wait upon some unknown event, with clear tension in their demeanor and faces.

For DM reference, the Ketite guards have closed the border, as there are rumors of a disaster in Lopolla (see VTF4-01, *Flicker*, for more reference). They have not had any communications with people up the line of command and will be both close-mouthed but stubborn about the closing.

Ask the PCs what they want to do and proceed to that section in this encounter.

The PCs will be treated by Shahal and Captain Halji (in Encounter One) according to how they act during the Introduction. These decisions will also determine where the PCs are standing when Encounter One occurs. As well, it will determine clusters of PCs as they are interrogated and assigned their mission in Encounter Two.

Here are various possibilities (if none of them are entirely appropriate, pick the closest approximation):

Wait it Out: Some of the PCs may wait patiently until things begin to move. In this case they will be treated with suspicion at the border itself and after the events in Encounter One they will be 'escorted' by whichever guards are on their side of the border.

Unless the PCs have any way of getting out of this situation they will be treated with suspicion and brought to the tent under heavy guard with a 'kindly' invitation.

Insist on an Audience: The PCs insist that they be treated fairly, as they are important or on an important errand (on the trail of Tarqaan or any reason they may decide), or possibly that they know what is going on. They may be arrogant or abusive in their claims and this will be overlooked during the chaos of the day – anyone using Influence with any Military Meta-org in either Ket or Tusmit will be brought immediately to the attention of Captain Halji or a high ranking Ket official that promises the PCs that Shahal, a higher ranking officer in Ket, will arrive shortly.

Gather Information: The PCs use this time to gather information. If they choose this route it will take them what time they have available before they are processed through the border or Encounter One happens. In this case they will be interrogated in due turn by Shahal and Captain Halji but no special importance will be placed upon them.

The information garnered is listed on the following chart. The name preceding the information will indicate who is giving them this information. The PCs will be placed on the grid according to the map entitled Border Crossing in **Appendix 2**.

The PCs can place themselves next to the people they see on the map (corresponding to these individuals). That will set them up, tactically, for the attack as well as determine the information they garner. Each person will get different information. The information 'gathered' is a given. It just has to be asked for.

Velunana Merchant: Their caravan is frustrated because some force at the Fals gap stopped them. As far as they know everyone is having this problems. Two members of the caravan are considering an application for membership but they have heard disquieting rumors about the situation in Veluna as well, enough to make them doubt the wisdom of heading home

immediately. They have not been home for over a month's time.

Ketite Guards: The guards are Paighan (local militia) pressed into duty as the army itself has called everyone to attend at the nearby military camp. Tensions have mounted ridiculously within the last 3 hours since a madman (or madmen if the group had defeated Tarqaan in *Flicker*) has come through (see 'What happened at the Tusmit Border' in the Adventure Background) – the militia are not equipped for this kind of confrontation and are getting steadily more nervous. They are waiting for someone in authority to make a decision and try to defuse the situation, but this is looking unlikely at this time. It is a matter of great concern to them that the Tusmites have mounted a wall of archers – they can understand the possible fallout of a confrontation but they are nervous and tense.

Ekbirian Merchants: A group of Ekbirian travelers are standing behind the PCs hoping to cross the border and return to Ekbir. They complain about the present bad days for merchants. Ataphad piracy in the Dramidj, increasing attacks from the bandits of the Udgru especially north of the Hadash River, and now problems at the Tusmit-Ket boundary! If the trade routes are severed everywhere, poverty awaits us, they say.

Dyvers Merchant: A Merchant from Dyvers, with a fairly intimidating group of guards, is madly trying to get a load of Baklunish rugs and spices through the border. He is desperate to get this to Dyvers, as he knows he could make a killing because the trade route has been especially dangerous, and demand for Baklunish goods is high in Dyvers. His attempts to bribe the guards from Ket have gone unappreciated, and he is having a hard time understanding their hard-nosed attitude.

Perrenland Mercenaries: Who are here scooping the possibilities of the Perrenland-Tusmit tunnel. This is the crux of the war according to most merchants - Updates on the status of the tunnel can be found here. This Perrenlander is either coming to Tusmit to offer services or is going back to Perrenland to bring back the news of the progression of the tunnel. He will be reluctant to talk to any natives of Ket (having heard that they let the Pax Mercury Guild burn down and might actually be fining any mercenaries they find) but at ease with anyone else – this is the equivalent of a –4

circumstance penalty to any interactions with him that are deemed necessary.

He will explain that the 'tunnel' is not really a tunnel but a number of deep valleys belonging to the Khund, joining together throughout the mountains.. Through activities like Derro Hunting they are seeking to create a profitable venue, such as a trade route to-from Tusmit/Perrenland. The Tunnel has not been secured all the way through yet. Haigh Righ Barandon is the ruling force in the center of the Tunnel.

Verbobonc Noble: A noble from Verbobonc is annoyed at the delay at the border. He is a diplomatic envoy to Ekbir (a minor envoy, however) and is returning home with some news about the recent naval wars that took place on the Dramidj Ocean.

Tusmite Bystander: This is someone who has been affected by the World Burners. His home, which was on the outskirts of the farming community, had been rampaged. Every cattle, every structure, every plant on which he depended for his livelihood was burned. And worse yet, his wife and eldest son were stolen. Since then he has moved to the Nayya Gap with his two young daughters to work with his nephew in the hopes of a better life. These World Burners have trashed some of the Ket bathhouses in Sefmur. He believes that they are Ketite barbarians who are up to no good. (False) Being very edgy about things, and hearing the explosions from his shop he had his nephew watch the shop while he came to see what was going on.

Adjust the following text depending on which side of the border the PCs are on.

The merchant group crossing into Tusmit moves forward. The guards close around the gates as you approach.

"What is your name, and where do you come from?" the guards begins.

Wait for the PCs to begin their introductions. Allow everyone traveling into Tusmit to introduce themselves to the guards. Just as the guard is going to ask the next question, Encounter One starts. If no one is traveling into Tusmit the guards are interrogating one of the merchant groups and Encounter One interrupts these introductions.

Encounter One

It is assumed if the PCs did kill Tarqaan in VTF4-01 that they did nothing with the body or just turned it over to the Ketites, which then would allow the World Burners to pick up the body nice and easy.

All APLs (EL 14)

♣ **World Burners in disguise (5):** Human male Rog9; hp 56; see Appendix One

Development: These World Burners are not meant to fight with the PCs but to create chaos. If the PCs did kill Tarqaan then they will also be here to grab his body in one of the tents but the PCs do not know this nor will they see this.

Tactics: The World Burners will teleport in to flank one of the guards on the Tusmit border, which will be 300 feet away from the PCs. The other three will be in strategic locations to launch their *necklaces of fireballs* (type III) and *wand of fireballs*. DCs are base for DMG (Auto make on the Use Magic Device) to create as much havoc and damage as possible.

****Note:** The World Burners are not there to target the PCs as such they will not be harmed as they are far away. They are simply there to cause chaos and their items are used up if the PCs say they take them.

In the first round the two World Burners will take the Tusmit guard down to -6. They will then turn their attention to the other Tusmit guards shouting glories for Ket.

Meanwhile the Tusmit guards, confused, will turn and attack the nearest individuals wearing Ket colors.

The World Burners will disengage any Tusmit who is near other Ketites – and those Tusmites will turn to face the Ketites.

When they are near death the World Burners will attempt to pull out a stone and be recalled back near the Fading Lands. Any World Burner who dies in this encounter will still have the stone on him. This item can only be activated by somebody with an alignment of chaotic evil.

For PCs that have stated they have no interest in the war and are not good aligned have one of the fireballs target them so that revenge and other such motives can be encouraged.

No experience is awarded for this encounter, as the PCs are not the subject of the attacks unless needing

some encouragement to get involved. Even then however, they have time to heal. After 4 rounds the World Burners will leave or if it looks like they are about to be killed they will leave.

Encounter Two

The point of this encounter is to send the PCs on their way to Blashikdur to meet up with Jirah. Divide and conquer – the attitude Tarqaan has taken. PCs of different political standing and of different attitudes should be separated and made to think that they are receiving different set of instructions / information. Ultimately everyone will end up in the same place and running through the same motions.

The surviving World Burners are long gone and those that remain are dead. If the PCs should wish to speak with the dead, neither Captain Halji nor Shahal will allow this. Tusmit guards and Ket guards want to head this investigation together without the PCs.

The pandemonium in the center of The Nayya Gap is loud and bloody. Guards on both sides lay motionless on the blood-soaked ground.

A figure on the Kettite side emerges from the smoke and ash, running frantically towards the front. He rushes towards a band of Tusmite guards huddled around a fallen comrade, muttering something to them, as they appear not to care. But, from the center of the injured Tusmite bodies, an officially dressed individual rises, his tunic bloodstained, his face barely visible, to greet the Kettite.

The two men eye each other and approach cautiously toward each other with solemn faces. They discuss a matter privately and before long turn to face the contingent of Tusmite guards tending to the wounded.

Astute observers can hear Captain Halji give the orders to arrest everyone they are not familiar with a Listen Check [DC 10]. Shahal gives the orders to a band of Kettite guards as well.

Anyone who is a member of a military meta-organization in Ket or Tusmit can now use their status to walk away from this – although presumably members of the guards from the opposing country view them suspiciously. Emphasize the distrust and barely controlled anger in the attitude and demeanor of all the guards on both sides.

Anyone who has played VTF4-01 *Flicker* recognizes that the figure on the Ket side is Shahal Qarim, the Justiciar they met and interacted with during the module. His presence here should not come as a surprise at all, indeed.

Shahal has convinced the Captain from Tusmit to arrest everyone jointly (with the Kettite side). Indeed, he has gone so far as to actually claim membership in the Black Scorpions – an elite Investigative unit of the Threshers, the police of Ket. That he is a member is not the question (he is) but he is an undercover operative and has never revealed his identity to this point. As those who have played VTF4-01 realize, things are dire for Shahal now and he is seeking any method he can to defuse what he views as a false war.

The interrogation is a joint activity with the Captain for Tusmit (Halji) and Shahal. Though this matter has ended somewhat peacefully, neither side is particularly trusting at this point. Shahal automatically asks any PCs he has met before (eg. if the character has played VTF4-01) for a private audience.

Shahal is provided with a Gather Information check on anyone who provides their real name to him (or a known pseudonym). With a successful roll, he knows a good deal about the background of the character, much like he has read their dossier. While he will not act overly familiar, it will let him determine their relative worth. The DC for this check is 30 less character Level of the person involved to reflect Shahal's extensive series of contacts and travel, which have provided him with a rundown on the character (so, an 8th level character is DC 22 – this is designed to have those of greater level be more noticeable). He suffers a –4 circumstance penalty for people from the VTF region not from Ket or Tusmit and –8 for those outside of the VTF.

To those he does not know, Shahal questions them about their political allegiances and sympathies (are they for Ket, Tusmit, neither or both); he likewise asks questions about their motivations and goals (trying to ascertain what sort of ethos they have and if they can be trusted to help the side of good). The actual questions are at the discretion of the DM. Being the covert agent that he is, with all of his access to information, Shahal gains information much as in *Flicker* (VTF4-01) on characters simply by virtue of knowing their names and approximate occupations.

Finally, all characters are asked if they know what has just happened, who might have caused it, who is behind it, and what is going on. These questions, in particular, will drive the responses later on.

Based on their answers the following events unfold (note that they can ask questions and interact and the details they can be provided are listed just after these summaries):

Following Flicker where Tarqaan escaped (FF1) –

This is for those have played *Flicker* (VTF4-01) or know about Tarqaan (one of the leaders of the ToEE followed from VTF4-01, but also present in VTF3-05 *Firestorm*) for some reason (and admit to it). For these people, simply support their reasons for chasing Tarqaan with any new information they request. Read the following:

Shahal smiles reassuringly. “Go to Blashikdur” he says. “Your quest shall continue there. Seek out a man who goes by the name of Jirah. He is knowledgeable of this situation and has been working with me to preserve the nations of Ket and Tusmit. He is to be trusted – do not question his direction. He can be found at the Great Library. Tell him I sent you.”

With that, Shahal places a small token in your hands. Captain Halji looks questioningly at Shahal.

“Jirah will lead them to Tarqaan, then?” Captain Halji asks. “And that was Tarqaan who came in through the border with the Ket uniform?”

Shahal nods. “Not 9 hours ago he was in Lopolla where these brave people witnessed its destruction.” Captain Halji’s face goes white.

“9 hours? That is impossible! He came in over three hours ago! And Lopolla? That is a formidable city – how is it that Lopolla is burned and we, a small town, are spared total and utter destruction? Where were your Archons? This makes no sense.”

“Captain Halji, I will explain everything to you as I can. Perhaps you wish to hear it from these people, first? I can fill in the blanks. The tale is formidable, indeed. And any magical inquiry in the matter can thus confirm the details. Time presses.”

Captain Halji looks to the characters for an explanation. Shahal will fill in the blanks for the PCs and for Captain Halji as per the back-story found in

Appendix 3. Please see the section on Tokens further in this encounter.

In short, the PCs are to place themselves in the hands of Jirah who will guide them to their purpose. Should characters require any reminding about the previous adventure (VTF4-01) it is provided by Shahal.

Urge the PCs on to Encounter 3, and let Captain Halji and Shahal deal with the fallen / retrieved World Burners.

Or if the PCs killed Tarqaan in VTF4-01 read the following instead –

Shahal listens to your story eagerly. With the hint of a smile he acknowledges the destruction of this madman. But he is still not at ease. Something else is brewing and he cannot figure out what.

With that, Shahal places a small token in your hands. "Got to Blashikdur", he says. "Your quest shall continue there. Seek out a man who goes by the name of Jirah. He is knowledgeable of the situation and has been working with me to preserve the nations of Ket and Tusmit. He is to be trusted – do not question his direction."

"He can be found at the Great Library. Tell him I sent you and give him these tokens. We will look into the fate of Tarqaan. It is unbecoming for someone that important to fall."

"So that Tarqaan was not among their number in this last strike," Captain Halji asks. "I wonder what devastation they are planning and when the next raid will be. If we do not find these cultists, The Nayya Gap... perhaps even he south of Tusmit, will be no more.."

Urge the PCs on to Encounter 3, and let Captain Halji and Shahal deal with the fallen / retrieved World Burners.

Tusmit Supporter (TS) – This is for groups that have not played Flicker but support Tusmit in the upcoming war.

In front of Captain Halji, Shahal vouches that the World Burners are not Ket Threshers and that someone based on the recent events in Lopolla is setting up Tusmit. He proves this by illustrating a

series of facts about the garb of the World Burners that does not conform to standard Ket Threshers (no saps with them, their crests are too low on the right sleeves, Ket Threshers only wear leather gloves not metal gauntlets).

Captain Halji will accept Shahal's explanation. Shahal then turns to the PCs.

"Three hours ago an individual came flying through the gates. He pushed down our guards and after removing his cloak to proudly display the Ket shield he cursed us. Before we could react a guardhouse was in flames... Sanji and Rinash were killed in the blast. He claimed to be a Ket spy, and to prove how weak our defenses were he was going to lay waste the nation from inside. Naturally our guards fired at him and some tried to grapple him to the ground. But he was strong – and before we could prevail he disappeared."

"Lucky for us one of our guards, Abjir, held to him as he disappeared. We have received message from him not to long ago that he has appeared near Blashikdur. We have been unable to contact him since, so the search must begin there. We must bring this spy to justice!"

Shahal, the Kettite, steps forward. "He must be stopped, if you are persons of honor. This destruction he causes is only spurring our two nations to war, one that is both unjust and unwarranted. Think upon that before you make your decision here. I understand you are for Tusmit but do not let any prejudices cloud your judgement."

The Captain will answer what questions he can concerning Tarqaan and the events of Tusmit that relate to him (as far as he knows). This information will be found in Appendix 3. The Justiciar will remain silent, only chiming in to support and encourage the PCs on their way (aside from his little speech). The whole truth will eventually be learned – best that the PCs learn it for themselves.

A man named Jirah will be recommended to the PCs as a starting contact in Blashikdur. He can be found at the library. He is knowledgeable of the area and has many contacts. He could locate the area described by Abjir and the PCs could use this as a starting point. By the time they arrive Jirah should have more information for them.

In short, the PCs are asking for Jirah's assistance to find Abjir. This should lead them on to Tarqaan.

Ket Supporter (KS) – Shahal will try to convince the guard that Ket was being set up. He will impress on them that Ket cannot fight both Tusmit and something else – all of the guards dead, their defenses weakened. If there is something going on in Ket that Ketites should know about, etc.

“All of you,” Shahal begins, “this is something that needs to be done. The land of Ket has been torn apart by this one and Tusmit is second to feel his wrath. What you do, you do for the Beygraf, for your people, for the sake of good itself. If that is not enough, do it to prevent a war that will bring ruin and damnation to this fine area of Oerth.”

“Three hours ago this spy came through, or at least he claimed to be. He wore the symbol of Ket and made claims to be from it. I have it on good authority we sent no such person; indeed this one was responsible for devastation less than a dozen hours ago in our capital. Fear not, the Beygraf is reported to be safe, but this attack must not go unpunished, nor the false claims he is making.”

Shahal pauses and considers the group. “To do this, we must work with Tusmit, though this traitor seeks to cause a war. Catch him and deal with him as the laws of this land allow – bring him back to Ket for our justice if you can, but do not let him escape his fate. Go now, with these tokens, to Blashikdur, as this Captain will indicate.”

“Go to the Great Library in Blashikdur,” the Captain says as he steps forward, a look of distrust on his face. “Find a man named Jirah there and tell him of your mission. If you still have these tokens, he will share what he can of the spy and you may assist in his capture.”

See more about the token further in the description of this encounter.

If the characters are still wary of assisting in this case, use the reasons given below to provide more incentive.

Care not for the war (CN) or want to help stop it (SW) These characters are difficult to fit into the political events but they should be drawn in via the individual concern for good and their separate reasons.

In particular, people from regions other than Ket and Tusmit must have it emphasized to them that the trade of the entire region flows through both kingdoms and a war will have serious repercussions everywhere, on prices, goods, and general prosperity. On top of all of this, the stability of the region might be adversely affected and war could spread further.

The Captain and the Justiciar look you over sternly. Captain Halji speaks first.

“Look. We understand that you have no desire to become enmeshed within our political differences. However, a war between Ket and Tusmit will surely mean closed trade routes and unwanted devastation. And the cloth and gems of Ekbir and Zief will not be able to reach the east. The Baklunish West will be cut off from the rest. From then it is only a matter of time before the other nations get involved. The damage to both sides can not be healthy for the economy of this trade route.”

Shahal speaks at this time. “I ask you to do this in the name of your honor and good itself. For those that this does not speak to, consider that unrest will mean little employment save in dangerous and unrewarding tasks, perhaps fewer of the exciting adventures you so desire, and more of the boring guard duty that does nothing at all for the life of the adventurous. Consider also the fact you will have revenge upon he that caused you any wounds you may have just received.”

As he finishes this little speech, a messenger runs up to the Captain and whispers a message in his ear. He turns white and steps forward, his hand raised to pause Shahal in his speech.

“The embassy of Ket has been burned to the ground in Blashikdur, as well as the warehouses of the two most powerful families of the Mouquollad Consortium. Blashikdur is under attack even now. You must go, if you will help, and seek out Jirah at the Great Library. Take these tokens and show them to him – he will point you in the right direction and do what he can to give you information.”

Implore the PCs in the name of peace, in the name of good or in the name of revenge (for those who were injured in Encounter One).

In short the PCs will be going to Jirah with their own agenda.

The Tokens: The tokens will radiate faint Divination magic. If asked, Captain Halji does confirm this fact to any characters, indicating he is somewhat skeptical of their motives and requires this simple means of assurance of their actions as they move through Tusmit.

The small tokens (jewelry in the form of a broken scimitar earring) that are provided to each are symbols of their intent and the characters are warned that they are magical in nature. Further information beyond this is not provided but a Spellcraft [DC 20] or Knowledge (arcana) [DC 25] checks will provide the fact that these are *scrying* foci (making it easier to scry the characters). The tokens must be taken – Captain Halji views refusal very poorly and the offense earns the character the bad graces of Captain Halji. The tokens **MUST** be accepted in order to continue the mission and amends are required. (As mentioned below).

Gather Information

It is possible to gather information before setting off for Blashikdur. Details can be provided as listed below. The information that the PCs can garner from this encounter depends on their political standing, not on their ability to actually Gather Information. Please do not go on for a long time however as there are many combats later on. Only give them this extra information if they specifically ask for it before heading out.

All: Details on the World Burners and what they've done in Tusmit are made available, possibly with a bit of embellishment at the discretion of the DM (but not so much as to cause the characters to chase a red herring). Refer the background at the beginning of this module.

Following VTF4-01 Flicker: The characters are advised of 'what happened at the border' based on the section entitled the same in the Adventure background. The sheer damage does not match that of Lopolla for concentration, but the threat looms and the people of Tusmit are in a panic.

Tusmit Supporter: The characters are advised of 'what happened at the border' based on the section entitled the same in the Adventure background. The sheer damage does not match that of Lopolla for concentration, but the threat looms and the people of Tusmit are in a panic. On top of this, activation of emergency status in applicable meta-organizations has been announced and the army is on full alert.

Ket Supporter: The characters are advised of 'what happened at the border' based on the section entitled the same in the Adventure background. The sheer damage does not match that of Lopolla for concentration, but the threat looms and the people of Tusmit are in a panic. To people supporting, this will probably all be irrelevant but it is key that Tarqaan be captured and returned to Ket for justice. His actions mirror those in Ket itself and it should be clear to everyone by now that this is all just a big set-up.

Care Not for the War: Details of damage are passed along (from the module background). Emphasize property damage, bounties being offered, etc. for those who are motivated by greed or commercial interest, tying them to individual merchants or merchant houses if that is more relevant (particularly for those from Dyvers). Emphasize the devastation and terror for those motivated by good intention. For anyone else, have his or her individual embassy in Blashikdur reported to have been attacked or an outpost of their nation (if there is something else appropriate, such as the Pax Mercury Guildhouse for Perrenland mercenaries).

Want to Stop the War: To these characters, the bigger picture from the background to the module should be made clear. In particular, the evidence of ToEE involvement, the illusions that were cast and suggestions that were cast in Lopolla the last time around, the obvious fakery in attacks on both sides, the questions that are now being raised by people of intellect about the assassination of the Beygraf's representative last year, and so on. For these people, this is a "big picture" overview and they can be provided with as much information as the DM has at his/her disposal and wants to release from the openly available details.

Development: If the characters act reasonably and cooperate with the authorities (whether Ket, Tusmit or both) or if they have their own reasons to go after the World Burners and Tarqaan, Shahal and Captain Halji come to the conclusion that they must be sent on to Blashikdur.

Once there, the characters are to meet up with Jirah, an important employee of the Pasha. Captain Halji knows him only very minimally but Shahal is a good friend and can vouch for him as needed. The tokens given to the PCs need to be viewed as proof of intent to Jirah.

Jirah can be found in the Great Library in Blashikdur. While the building had burned down during the tri-attacks on the city (TUS3-04 *Flames of War*) it is in the process of being rebuilt and Jirah is among the first to have his office restored.

Anyone who insults or otherwise truly gets into the bad graces of either Jirah or Captain Halji is asked to leave, as their help is not wanted. Only a solemn oath from one among the party vouching for good behavior and loyalty to the Pasha will grant this insulting member permission to participate.

The oath on the AR ends up – solemnly swore support to the Pasha. This will be an issue later on in the region's plot line.

The trip to Blashikdur is fast and uneventful (or, at the discretion of a DM with experience in the region of Tusmit who feels that time is not pressing, a full description of the countryside and the city can be provided).

Encounter Three

The Great Library once stood in eloquent majesty at the Center of the Kufteh Park, in Blashikdur. Though the ashes and debris have been cleared, the empty foundation remains a solemn reminder of recent events. (TUS3-04 Flames of War). To the right a makeshift building has been constructed to house the surviving books. Two guards flank the humble entrance.

This is where the PCs can find Jirah. The guards do not let the PCs through until they specifically request to meet with Jirah and show them the tokens. One of the guards escorts the PCs in. For the observant another guard comes around the corner of the building to take over the position – Spot Check [DC 20].

The guard speaks hesitantly in a Baklunish tongue to the silver haired man hunched over some papers (The guard says 'Sir' if anyone can understand Baklunish). The guard begins to introduce each one of you by name. The man finally looks up and studies each and every one of you.

"Thank you, Tahli," he says, switching to Common.

You can see Jirah's office is filled with piles of books, papers and scrolls. There is barely any room to maneuver let alone sit. Jirah makes no effort for hospitality but gets straight to the point.

"What is it that I can do for you and why are you here?"

Jirah listens carefully to everything each and every PC has to say before contributing. He takes notes of their questions, names and facts, as they speak. If PCs wish to speak privately with him he obliges by dismissing the guard or taking the character(s) aside (if they themselves wish the private audience).

The PCs are all, for one reason or another, seeking Tarqaan, or news of Tarqaan. Jirah tells the PCs who Tarqaan is – no matter what their political persuasions are. Finally the truth comes out.

- Tarqaan was first discovered as a wand merchant, although later events proved that this might have either been a cover story or his original job before he became a member in a cult. (VTF3-05 - *Firestorm*)

- He has been associated with the World Burners – a fire cult that was on a rampage through this city a while back. After 'The Attack' on the city, however (*Flames of War*) they took their destruction out closer to the mountains. Whether this was by chance or design was not determined until recently.

- Through careful research we have been able to locate the entrance to a series of valleys in the mountains. From there we have no idea what to expect as recent scouting efforts have been disrupted by various military preparations inside Tusmit.

- Tarqaan can most likely be found in the Fading Lands. Jirah can give a good description of where this can be found, but he warns that the gateway is open only during certain conditions. The conditions are described as a mixture of the four elements – the gateway is only open when the sun (fire) strikes the entrance as the wind blows (air) and a nearby stream (water) passes by the rock face (earth). This is an approximate five-minute window each morning and evening.

- Jirah would guess (an educated guess) that Tarqaan and followers will be vacating the Fading Lands. Abjir, the guard from the Nayya Gap, before he was beaten bloody and unconscious, overheard 'The time is nigh upon us'.

What time this is, we have no idea, but the recent blatant actions can only speak of immediacy that has no known link – if that were also discovered it would likely be of great importance.

- Tarqaan is heading towards the World Burner headquarters hidden in the valleys. He is to be followed by a caravan of anywhere from 2 to 4 carriages. Typically they are filled with slaves, although this detail cannot be confirmed in this case. Also, two to twelve men generally guard him. Jirah estimates that in this case there will be eight guards around his person, based on the observations of a small group of horsemen of that number recently seen in the area.

- If Abjir lives, he will be in one of the caravans and his rescue could provide more valuable information.

Any questions not directly answered by the above information are given on a 'need to know' basis from the Background to the module. Answers will be provided later, as Jirah must gather more information to help the party.

Your mission, should you choose to accept, will be to ambush Tarqaan's caravan and free the slaves. Whatever else you can learn of the World Burners and their location within the mountains is crucial to the survival of the Baklunish West.

Jirah will leave them with a map (See Appendix 4) of the intended route. He lets them plan their attack as they see fit, providing commentary if the DM can see an obvious logic flaw in the concept (Jirah is very intelligent and knowledgeable but he is not a military man). He then dismisses them from his office and takes his leave to use his skills at Gather Information to whatever remaining questions they have.

Mechanics-wise, the characters may ask questions of the next encounter. They should arrange them in importance of the questions to them – they can ask a maximum number of questions equal to the APL they are playing divided by two (so 4 questions at APL 8). Jirah will use his Gather Information skill [DC 20]. Each additional question beyond the first adds 2 to the DC to obtain an answer. As an example, the party asks only three questions. The DC for the first question is 20, the second question is 22, and the third is 24.

In the morning he returns with answers to their questions and a time as to when they set out (and approximate location arrival times at their speed). If requested, he arranges for a *teleport* for the PCs wherever they want to go along the route for maximum preparation time.

He does not learn of Tarqaan's revival should the PCs have defeated him in *Flicker*. He does not know where the body fell (it was en route) and after hearing the tale from the PCs investigates and find the body missing he will know the body was taken.

Jirah will give each character a *stone of recall* back to the entrance to the Great Library. He tells them to use this at the very end when they have discovered all they know. Of course they can use this at any time to get them out of trouble.

Development: The PCs have been given their mission, and as much knowledge about the situation as possible.

They have the night to plan their attack and order supplies – the city of Blashikdur is one of three major cities in Tusmit, second only to the capital, Sefmur. It has 9,900 inhabitants for the purposes of determining availability of items. (Jirah will bring those in the morning too). The timing and actual events in this encounter and the next one is completely and totally up to the PCs.

Note to DM: The answers given to the PCs will be done in general terms. No stats or specific numbers will be given – thus if there are 4 World Burner guards tell the PCs that it seems there will be approximately 4-6 armed individuals in the train. Jirah will not know about preventative measure and other intellectual properties of the group.

Encounter Four

This encounter unfolds according to the carefully laid plans of the PCs. While Tarqaan's caravan is expecting to be ambushed (thanks to divinations) they are unsure of the specifics. Therefore, several different preventative measures are taken into account as the landscape changes.

In general Tarqaan is carried in the first caravan wagon. He is concentrating on an illusion of himself riding in front on a red warhorse. Four guards are guarding the illusion.

During the fighting he will cry out phrases that relate to the coming of Lareth the Beautiful. These phrases should indicate that a ritual is being performed – and that the end is inevitable. These phrases can include:

“There is no beauty more terrifying or timely than the Fire that will consume us all – strike them dead my brave guards.”

“This is but a diversion. Let them spill your blood as we do with their brethren. There is only the Fires of Salvation in the end.”

“No, no. Do not attack without my permission. I will strike you down and take your strength and beauty for our lord if you disrupt things again without thinking of the consequences.”

“Let them come – we have only to strike down these few and we will secure ourselves a place in the coming hierarchy.”

Combat details of the following areas can be found in Appendix 4.

The plains: Just outside of the Fading Lands are vast plains with high grass. The caravan can be seen traversing on the beaten path. Birds (looking like familiars) fly above where the PCs would be crouched in the grass.

Hide checks for hiding in the grass: Characters may gain a +2 circumstance bonus (to a maximum of +8), cumulative, for every half hour of preparation in the grass. This is only possible if the characters are of Medium size or smaller. For those more than 5 feet from the edge of the grass, they are considered to have concealment against those on the road.

The Bridge: The caravan must cross a low bridge over the Blash'khavi River. Since there is grasslands on either side of the ravine the hide and movement checks for the section entitled 'the plains' applies.

On the bridge movement: The bridge is a heavy timber construction but has been badly battered over the years. The actual bridge is difficult terrain (many uneven parts and worn sections) although it is so solid as to not be in any danger of collapse.

The Woods: The Nagfah woods surround the path. It is dense and dark and considered a Medium Forest with Light Undergrowth off the path.

Spot checks: The dense forest foliage and shadows of the woods make Spots more difficult. Add a +4 circumstance modifier to any Spot DC check made in the woods, or +8 if the characters spend more than half an hour preparing their site. It is a maximum of 90 feet for a Spot check in the woods themselves.

Hiding: There are many good areas to prepare hiding spots in the woods and some are superb. Anyone with 5 or more ranks of Survival can use their actual modified skill at Survival in place of their Hide skill if

they desire. Otherwise $\frac{1}{4}$ cover is available in every square.

Movement: Movement is 2 squares of movement per square for all parts of the forest itself that is not the path. This is as per light undergrowth in the *DMG*.

Long range weapons: Weapons are not impeded in any manner but will likely be subject to a lot of cover. Weapons fire cannot take place at distances longer than the maximum spot range in the forest (90 feet).

Fire: The woods are particularly dry and catching fire is a real possibility. Characters with 5 or more ranks of Survival can make a check [DC 15] to note the danger. If there is any source of fire (be it from a *flaming* weapon or a *fireball*, there is a 10% chance that the square or squares hit will catch on fire (roll once per event, not once per square). This is a flat chance. A character can also deliberately light the forest on fire as a full round action that provokes an attack of opportunity providing they have an appropriate item (lit torch, *flaming* weapon, etc.).

If a fire is started, roll the direction of the wind randomly. The fire spreads in all directions at a speed of 10 feet per round, cumulatively, until it is spreading at 30 feet per round in all directions save the wind, which will increase up to 120 feet per round (a moderate wind). Use the rules in the *DMG* for Forest Fires to adjudicate the results.

The Hills: PCs can ambush the caravan as it passes between a series of rising hills. Movement is completely clear and the grass is short. There are a few large rocks that dot the scene. As a result of the dried soil if PCs have several hours to set up before Tarqaan arrives their tracks will have been completely blown away.

In this case, the caravan has gotten much closer to its final destination. Two things will be different in the caravan's tactics: first, the guards will scout ahead to secure the area where there are large rocks. Tarqaan's image will have been elapsed by now. When the PCs strike, Tarqaan will feel it is more important to make it to the hills and continue with the ritual than to fight to the death. He believes escape is possible at this point and will sacrifice the caravan to do so.

Box text for the hills: ***The ground here is hot and weather very stuffy. The grass is brown and barely alive. This is unusual at any time of year. The wind easily picks up some of the dried soil and blows it***

away. There is a faint smell of burned flesh in the air with no perceptible source.

APL 8 (EL 10)

☛**Tarqaan of the Flames:** Wiz5/ES4; hp 55; see Appendix One.

☛**World Burner Thugs (8):** Bbn2/Rog1; hp 29 each; see Appendix One.

APL 10 (EL 12)

☛**Tarqaan of the Flames:** Wiz5/ES6; hp 78; see Appendix One.

☛**World Burner Thugs (8):** Bbn3/Rog2; hp 44 each; see Appendix One.

APL 12 (EL 14)

☛**Tarqaan of the Flames:** Wiz5/ES8; hp 92; see Appendix One.

☛**World Burner Thugs (8):** Bbn4/Rog3; hp 59 each; see Appendix One.

APL 14 (EL 16)

☛**Tarqaan of the Flames:** Wiz5/ES10; hp 106; see Appendix One.

☛**World Burner Thugs (8):** Bbn6/Rog3 each; hp 77; see Appendix One.

APL 16 (EL 18)

☛**Tarqaan of the Flames:** Wiz5/ES10/AM2; hp 120; see Appendix One.

☛**World Burner Thugs (8):** Bbn8/Rog3; hp 95 each; see Appendix One.

Tactics: Tarqaan at this point just wants to kill the PCs for good and thus will do anything to do that (unless otherwise stated, of course). Tarqaan will stick around for 5 rounds before fleeing. He is not suicidal by any means but will want to flee back to the safety of the node (use tactics in Hills part instead of this)

Treasure:

APL 8: L: 441 gp; C: 0; M: *wand of fireballs* (5th lvl – 30 charges left) (563 gp per character), *amulet of health* +2 (333 gp per character), *headband of intellect* +4 (1333 gp per character), *wand of fire bolts* (5th level, as *lightning bolt* but fire – 30 charges) (563 gp per character), *gloves of dexterity* +2 (333 gp per character), *cloak of resistance* +2 (333 gp per character), *ring of mage armor* (1000 gp per character), *ring of protection* +2 (666 gp per character), *scroll of overland flight* (94 gp per character), *bracelet of circling flames, minor* (291 gp per character)

APL 10: L: 441 gp; C: 0; M: *wand of fireballs* (5th lvl – 30 charges left) (563 gp per character), *amulet of health* +4 (1333 gp per character), *headband of intellect* +4 (1333 gp per character), *gloves of dexterity* +2 (333 gp per character), *cloak of resistance* +3 (750 gp per character), *wand of fire bolts* (5th level, as *lightning bolt* but fire – 30 charges) (563 gp per character), *ring of mage armor* (1000 gp per character), *ring of protection* +2 (666 gp per character), *bracelet of circling flames, minor* (291 gp per character)

APL 12: L: 441 gp; C: 0; M: *wand of fireballs* (5th lvl – 30 charges left) (563 gp per character), *amulet of health* +4 (1333 gp per character), *headband of intellect* +4 (1333 gp per character), *gloves of dexterity* +2 (333 gp per character), *cloak of resistance* +3 (750 gp per character), *wand of fire bolts* (5th level, as *lightning bolt* but fire – 30 charges) (563 gp per character), *ring of mage armor* (1000 gp per character), *ring of protection* +3 (1500 gp per character), *bracelet of circling flames, minor* (291 gp per character)

APL 14: L: 441 gp; C: 0; M: *wand of fireballs* (5th lvl – 30 charges left) (563 gp per character), *amulet of health* +4 (1333 gp per character), *headband of intellect* +4 (1333 gp per character), *gloves of dexterity* +4 (1333 gp per character), *cloak of resistance* +4 (1333 gp per character), *wand of fire bolts* (5th level, as *lightning bolt* but fire – 30 charges) (563 gp per character), *ring of mage armor* (1000 gp per character), *ring of protection* +3 (1500 gp per character)

APL 16: L: 441 gp; C: 0; M: *wand of fireballs* (5th lvl – 30 charges left) (563 gp per character), *amulet of health* +4 (1333 gp per character), *headband of intellect* +4 (1333 gp per character), *gloves of dexterity* +4 (1333 gp per character), *cloak of resistance* +4 (1333 gp per character), *wand of fire bolts* (5th level, as *lightning bolt* but fire – 30 charges) (563 gp per character), *ring of mage armor* (1000 gp per character), *ring of protection* +3 (1500 gp per character)

Further Developments - Interrogating the Guards

or Tarqaan afterward: The guards and Tarqaan are all dedicated World Burners. They cannot be intimidated save by extraordinary means (they get a +20 circumstance modifier to the DC of any attempt against them) nor can they be charmed easily (+8 circumstance modifier to charm/compulsion effects). On the other hand, they are more than willing to boast of the ritual and inevitability of the coming of their lord and the completion of the ritual itself. Indeed, they are so eager to share these details they generally boast about the facts before even being questioned.

This way allows characters to use their skills and abilities to get the information. Giving it away can speed up the module and this option should only be used for that purpose. Note, this module is long and combat intensive.

However, the guards are slightly misinformed. Tarqaan has lied to them to gain their loyalty. They have never actually been to the destination but they were promised something big.

The main gist of the initial information is that a ritual of horrific proportions is about to take place. Only Tarqaan knows where it is, but his lackeys believe it will bring them supreme power. (This is not true).

If none of the guards or Tarqaan is captured alive or there is no clear indication in the fight about this ritual and the events surrounding it, the slaves will have more details for the party but cannot provide the secret location of the city. If the PCs have the node map from VTF3-07 they can show it to one of the guards and/or Tarqaan and get the necessary information from there on the whereabouts of the secret city.

If Tarqaan is interrogated through magical or non-magical means and has his will broken (either by an Intimidate check of the appropriate DC – see above – or by means of spells forcing them to reveal the truth), he not only provide the information above but he will also provide the location of the entrance to the city of World Burners. Should they do so, proceed to Encounter 5, the section entitled 'Before the Prince'. Otherwise, the characters have to spend time searching for the entrance themselves and arrive only after the ritual has been completed – proceed to Encounter 5, the section entitled 'After the Prince'.

Tarqaan and the cultists can also provide more information, depending on the chosen method of interrogation (characters can only choose Intimidation, Diplomacy, magical means, or *Speak with Dead*). The captives in the caravan know none of this information. If the Intimidation is successful, provide all of the details not listed as Tarqaan only (if it is a guard who broke) or all of them (if it is Tarqaan). If the choice is Diplomacy, each bit of information is an Opposed Skill Check (Diplomacy). The guards have a +4 circumstance modifier to this (they are on their guard but actually quite easily fooled). Tarqaan is more resistant depending on his own strength – he gains a circumstance modifier equal to the APL of the encounter (so if this is an APL 8 encounter, he gains a

+8 circumstance modifier to the Diplomacy Skill check). This is due to his years of torture and memory loss of purposely trying to forget various secrets of the cult in case he was caught.

Below are what the guards and/or Tarqaan relay to the PCs:

1) Temple of Elemental Evil - The element of Fire, being the bringer of destruction, is the most powerful of these of course and cannot be denied. The defeat of the Temple around 20 years ago is just a false lie spread by unbelievers to deny the greatness of the Temple itself. If it was actually defeated, why is it so powerful now?

2) (**Tarqaan only**) He learned about the Fading Lands from an Ekbirian (as far as he is concerned) and was given that location in return for stirring up some minor trouble in Tusmit. War was not on the agenda of the Ekbirian.

3) (**Tarqaan only**) The World Burners are just pawns in a much bigger game and they are all dupes. If they knew the end that was coming to them, they would be honored (but they would still be dead).

4) Any and all wandering clerics of Fharlanghn are under suspicion. This order came down recently and there is a bounty of 25 fountains (gold pieces) for the location of any of the Walkers that might be found alone by the World Burners.

5) (**Tarqaan only**) If you look and listen you'll see that we aren't the only ones stirring up trouble. We will turn this pitiful land into a wasteland and cook all its people to a crisp!

6) (**Tarqaan Only and only for groups who have defeated Tarqaan in *Flicker***). The beautiful one brought me back. HAH! (At APL 14 and 16 he was actually raised by 'his master' (Lareth, but Tarqaan only calls him Master and knows him not by name) on the Elemental Plane of Fire since they have the fire key) and told to bring the World Burners for fuel. He was disappointed in me for having been foolish enough to get caught by you mortals, and must make amends by ensuring success.

Encounter Five

There are two conditions under which this encounter will occur. 1) The PCs come too late to stop the ritual and 2) The PCs come in time to stop the ritual.

Please note that any spell that is cold or water based as well as those that summon those types of creatures are difficult to use from this point forward. The caster must make a Caster Level check [DC 15 + spell level] to complete the spell.

Before the Prince: This option is for the PCs that have successfully interviewed Tarqaan and know exactly where to go to stop the ritual.

The hills you walk upon were once lush and fertile with grass and small shrubs. But now, the earth below is hot and nothing grows. Sand covers the ground as far into the hills as the eye can see.

Coming upon a dried up ravine the hills surround the sky and block out the sun. This welcome shade is, however, no cooler than in the blaring sun. Every few hundred paces there is a burst of sound, and a heat wave rolls down from above.

Suddenly from behind a small patch of earth bursts into flames heading towards you! The resulting burst of heat sends a wave of scorching heat 30 feet from its origin. Another one bursts from above the ravine wall and the scorching heat pours down on you.

Fire Trap (EL 0)

✈**Fire Blasts:** Have the PCs make a Reflex save [DC APL -1] to avoid taking 1D6 fire damage.

The ravine you are walking along joins up with several others to make an intricate network of paths. The walls are steep and about 20 feet high. The rocks are stained black with crusted liquid caught in a burst of flame.

The walls are rough stone, thus to climb them the PCs must make a Climb check [DC 15] over the natural rough stone.

If the PCs have familiars or some physical way (non magical) of looking at the layout at a bird's eye view they will notice that the pathways lead upwards until what appears to be a large crater that took out the top of one of the higher hills. From there, the paths descend once more towards the temple. A huge mist hangs over the crater trapping the light and heat. Visibility is minimal from the air and any creature within the smog must make Fortitude save every round [DC 15] or start choking. Those attempting to cast a spell with a verbal component must also make a Concentration check [DC 14+ spell level] or lose their

spell in addition to the Fortitude save. The PCs must descend into the crater towards the opening whether they're flying or not.

The mist hangs 30 feet above the floor of the crater. Once out of the mist these penalties / conditions no longer apply.

The fire patches erupt spontaneously everywhere. Anyone teleporting has a 75% chance of appearing within a fire patch.

Once the PCs start to go up the hillside read the following:

The valleys echo with the sound of chanting. Spread out on the left or right there are openings in the walls. Up ahead you can make out the faded forms of creatures exiting these holes and walking along the path, making their way upwards towards the summit of this 'hill'.

The screams of loyal fire followers caught in the spontaneously combusting earth mingle with the ever present screams of torture and pain that echo dimly through the walls.

Large patches of fire burn until the earth beneath them is turned to liquid. The fires pits are then swallowed by the earth killing and trapping any that get caught within.

Before the silhouettes ogres, erinyes, efreetis and giants can be seen intermingled with those of men around the valleys.

Here is how the random encounters will work.

First, there will be only one fight with a four round lag between reinforcements. The number of reinforcements is determined by two things – how long the PCs stay in this area (getting lost etc) and what their attempt for stealth entails.

Once the number of reinforcements has been determined, roll against the following random encounter chart.

*Roll a d6 to determine ground encounters:

- 1 Remorhaz: hp 73; see *Monster Manual*
- 2 Erinyes; hp 85; see *Monster Manual* (Devil)
- 3 Noble Salamander; hp 112; see *Monster Manual*
- 4 Fire Giant: hp 142; see *Monster Manual*
- 5 Fire Elemental, Elder: hp 204; see *Monster Manual*

6 Efreeti: hp 65; see *Monster Manual*(genie)

For each creature roll a Spot/Listen check or apply their special ability (e.x. tremorsense) to determine if that creature will in fact be among the reinforcements.

Special precautions taken by the party should be considered against the special abilities of the creature. For example: invisible parties might evade humanoid followers, but creatures with tremor sense will know their whereabouts.

Once the first enemy has been determined things like invisibility, move silently, and hide, will be altered. Take that into account when determining the remaining reinforcements.

Once the list of reinforcements has been determined start the combat with the first enemy, bringing the others in with four rounds between each entrance.

Determining the number of reinforcements:

The PCs will have to make their way to the temple at the center of all of this. A Survival check [DC 12 + APL] or Knowledge (geography) check [DC 15 + APL] means that the PCs can choose a path that is pretty direct.

The DCs are based on a base of 15, for 'not getting lost in survival' and a +5 for it being somewhat of a labyrinth rather than just somewhere out in the woods. So at APL 8 the DC is 20, APL 10 it is 22 etc. Also, since the geography of the area is little known the geography check is higher.

Getting lost implies a chance of 8 sets of reinforcements (1 combat and 7 supporting) encounters. If the party is taking intelligent precautions, such as ducking into dwellings reduce this number down to 6. If they simply follow one of the followers as they slowly make their way to the temple reduce this number to 4, but any fight the PCs do incur while following will bring another encounter within 2 rounds. That follower will flee the combat.

Flying familiars and other flying creatures will have a risk of attracting 4 flying creature reinforcements based on the following table. These reinforcements are considered in addition to the reinforcements listed for ground parties to a maximum of 8

Roll a 1d6 to determine air encounters

1 **Noble Salamander casting spells;** hp 112; see *Monster Manual*

2 **Ogre Mage;** hp 37; see *Monster Manual*

3 **Nightmares (3);** hp 45, 45, 45; see *Monster Manual*

4 **Erinyes;** hp 85; see *Monster Manual*(Devil)

5 **Efreeti;** hp65; see *Monster Manual*(genie)

6 **Fire Giant with throwing rocks;** hp 142; see *Monster Manual*

Flying through the smog filled air will incur the smoke effects as found in the DMG. A character that breathes heavy smoke must make a Fortitude save each round [DC 15, +1 per previous check] or spend that round choking and coughing. A character that chokes for 2 consecutive rounds takes 1d6 non-lethal damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

Note on the random encounter: It is possible, with clever planning, to avoid any and all actual encounters. The easiest way to avoid all this is for the PCs to disguise themselves as World Burners using the outfits of the four World Burners from Encounter 4 and creating any extra outfits. The PCs must make a Disguise check [DC 15] to look convincingly like World Burner followers. Taking a 20 requires several hours (as per the rules) to be effective. Should the PCs insist on this course of action they will arrive too late to stop the ritual. In this case, go to Encounter 5 – after the Prince. Anyone disguised as Tarqaan will automatically be detected and the maximum number of reinforcements will occur.

It is possible to therefore enter crater where the temple is found unmolested.

Once the PCs have made their way to the top of the crater and only after entering about half a mile in they then can see the temple from there read the following. The PCs may interrupt at any moment should they feel it is too much to bear witness.

Below is your destination. A small stone building alight with fire sits upon a bubbling dark moat. Four stone pillars flank the entranceway along the bridge over the moat. Tied to each is what appears to be a sacrificial victim writhing in pain from the heat. They appear to be two male and two female humans..

A dark robed man exits the building, a dagger of flame in his hands. Ceremoniously he chants out loud. Followers who are flocking towards him cry out a response. He waves the dagger over the mans body and it bursts into flames. The man screams, begging for mercy as his body begins to be consumed by flames.

A second follower exits the building carrying a stone bowl. He brush some of the coals and ashes from the burning man into the bowl. A second wave of followers waits at the bridge. The hot ashes are splashed onto the woman who screams for mercy. Handing her a dagger she is given the power to end it all. With her newly freed hand she plunges the dagger into her chest, and slumps over dead near the cheering followers as they enter the temple.

A third follower exits the building carrying a staff. He chants out loud and the smoke from the burning man forms a cloud over the next woman. She screams in terror, her tears flowing. She chokes, and as she coughs she spits on the waves of followers entering the building. Soon her screams are lost in the chanting.

Finally a fourth follower exits the building. He carries a cloth bag and a small hammer. Chanting out loud he touches the man on the chest and moves his hand along the sides of his body until it reaches his toes. At first nothing happens, but then suddenly the man begins to scream wildly, his arms flailing about. His lower torso begins to turn to stone. Once the transformation is complete the follower strikes the boy's foot with his hammer watching it splinter into a hundred pieces. Some of those pieces are placed in the bag. As the waves of followers pass they strike the boy until his entire lower body is destroyed, and he has fallen into unconsciousness.

With that the four followers collect their sacrifices and return into the temple.

APL 8 (EL 9)

- 🔥Average Salamander: hp 58; see *Monster Manual*
- 🔥Flamebrother Salamander: hp 26; see *Monster Manual*
- 🔥Hell Hound: hp 22; see *Monster Manual*
- 🔥Fire Elemental, Large: hp 60; see *Monster Manual*
- 🔥Magmin: hp 11; see *Monster Manual*
- 🔥Fire Mephit: hp 13; see *Monster Manual*

APL 10 (EL 11)

- 🔥Average Salamander: hp 58; see *Monster Manual*
- 🔥Nessian Warhound: hp 114; see *Monster Manual*
- 🔥Fire Elemental, Huge (2): hp 136 each; see *Monster Manual*

APL 12 (EL 13)

- 🔥Nessian Warhound: hp 114; see *Monster Manual*
- 🔥Fire Elemental, Greater: hp 178; see *Monster Manual*
- 🔥Grille: Human/Half-Elemental (Fire) Ftr9; hp 88; see Appendix One.

APL 14 (EL 15)

- 🔥Fire Giant: hp 142; see *Monster Manual*
- 🔥Fire Elemental, Elder: hp 204; see *Monster Manual*
- 🔥Fire Elemental, Greater: hp 178; see *Monster Manual*
- 🔥Grille: Human/Half-Elemental (Fire) Ftr9; hp 88; see Appendix One.
- 🔥Charcoal: Half-Elf/Half-Elemental (Fire) Wiz9; hp 47; see Appendix One.

APL 16 (EL 17)

- 🔥Fire Giant (2): hp 142 each; see *Monster Manual*
- 🔥Noble Salamander: hp 112; see *Monster Manual*
- 🔥Fire Elemental, Elder (2): hp 204 each; see *Monster Manual*
- 🔥Charcoal: Half-Elf/Half-Elemental (Fire) Wiz11; hp 58; see Appendix One.
- 🔥Grille: Human/Half-Elemental (Fire) Ftr11; hp 107; see Appendix One.

Tactics: At the higher APLs, Charcoal will have precast spells already in use. The rest will fan out to attack the spellcasters or archers first. They will attack to kill and also to delay them from interfering with the ritual.

Treasure: (if they have time):

APL 8: L: 30 gp; C: 0 gp; M: 0 gp

APL 10: L: 30 gp; C: 0 gp; M: 0 gp.

APL 12: L: 0 gp; C: 0 gp; M: +1 *flaming greatsword* (693 gp per character), +1 *mithral breastplate* (446 gp per character), *ring of protection* +1 (166 gp per character), *amulet of natural armor* +1 (166 gp per character), *cloak of resistance* +3 (750 gp per character)

APL 14: L: 30 gp; C: 0 gp; M: +1 *flaming greatsword* (693 gp per character), +1 *mithral breastplate* (446 gp per character), *ring of protection* +1 [2] (166 gp per character), *amulet of natural armor* +1 [2] (166 gp per character), *cloak of resistance* +3 [2]

(750 gp per character), *lesser, rod of empower* (750 gp per character)

APL 16: L: 40 gp; C: 0 gp; M+1 *flaming greatsword* (693 gp per character), +1 *mithral breastplate* (446 gp per character), *ring of protection* +1 [2] (166 gp per character), *amulet of natural armor* +1 [2] (166 gp per character), *cloak of resistance* +3 [2] (750 gp per character), *lesser, rod of empower* (750 gp per character), *headband of intellect* +4 (1333 gp per character)

The 4 followers will take their sacrifices and make their way into the temple to speed through the ritual. Others from the crowd outside will step up to block the entranceway to the temple to allow the ritual to be completed. Also there will be numerous followers running into the hallways screaming and yelling and alerting the whole place to the fact the PCs have come. That way in encounter six there is no way the PCs can get surprise on the enemy.

Development: Should the sacrifices not make it to the ritual, four bodies must burn completely within the circle for 5 rounds for Imix to appear. There will be no shortage of followers willing to jump into the fire to fill the body count. Note that dead bodies slain in battle count – so enemy combatants may choose to fight from the circle.

Should the sacrifices make it to the final ritual then the final circle must burn completely for only 2 rounds for Imix to appear.

If the PCs choose not to fight here but sneak into the temple this combat will be combined with the Encounter Six one.

Continue to **Encounter Six** – Before the Prince.

After the Prince

If the PCs were unsuccessful at interrogating Tarqaan for the location of the ritual they have wandered through the valleys before finding their way here. The ritual has taken place and Imix has risen.

As you make your way into the hills you notice many ravines begin to meet up. Soon a labyrinth of ravines begins to wind its way upward.

All around you patches of earth spontaneously erupt into flame; their waves of heat flowing down the path. The earth burns until it is a molten liquid at which point the earth literally swallows the fire and anything unfortunate to be caught within.

The air is thick with smog. Visibility is severely restricted and breathing burns your lungs.

There is an eerie sound that begins to creep into your mind. Chanting... yes, it's the sound of chanting.

These echoes through the pathways as you press forward, always moving upwards. Then suddenly, the chanting stops and a burst of scorching air rushes past. The screams of pain fill the air with a shrill note and then utter and complete silence.

The burst is the rising of Imix – with his coming the node is suddenly expanded and a wave of heat extends throughout the eastern sheikdoms of Tusmit.

The summit of the hill you were climbing is within reach. As you look over into the crater formed below it suddenly dawns on you that you've walked the entire way through the World Burner's city and met up with no one.

Bodies' lie scattered everywhere. In the center of the crater is a small building surrounded by a moat of bubbling liquid. A small bridge extends from the front of the temple to the caked earth. Along it are four pillars upon which the bodies of sacrificed humans are fixed.

If the PCs take precautions to hide themselves they can easily walk through the field of bodies to the temple. The bodies are of the followers. They are not all dead, although many of them have been sacrificed, slaughtered for fun, or dispatched for one reason or another. The others had their strength drained and they are effectively sleeping (Spot check [DC 5]).

For a complete description of the pillar sacrifices refer to the events in the section 'Before the Prince'.

If the PCs trigger the attention of any of the weakened followers they will rise and gleefully fight to the death knowing their part has been done.

The World Burners, however, will fight for the joy of fighting. Tarqaan who kept them around after the Efrite was destroyed as sacrifice pawns has misled them. When the ritual is over and everyone has recovered the World Burners will first test their strength. Upon seeing their friends fail at the task they will flee the city.

Combat:

The sacrifice no longer needs to be made so combat is for the pure joy of death (for the followers). The World Burners think that miraculously power has been bestowed upon them (not true) and will fight with such an attitude, though not have the strength to back it up.

Combat here alerts Imix and Lareth to the arrival of the PCs.

All APLs (EL 6)

♣ **World Burner Warriors (10):** Human male War1; hp 5 each; see Appendix One.

If the party gets in to the Temple without alerting the followers, they will filter in when the followers are engaged during Encounter 6.

Encounter Six

Note: If for some reason Tarqaan survived Encounter 4 he will be here, ready and waiting for the PCs. Place him strategically knowing the PCs will be on their way. Also due to the size of the efreeti's weapons and the unique nature this are highly undesirable to resell thus they are worthless to any adventurer who picks it up.

Down with the Prince (this option is if the PCs were able to get to the temple before the prince is summoned).

The temple is filled with the sound of chanting. The entrance opens up to a landing that overlooks a summoning circle. Two stairways descend on either side of the landing.

At each of the quadrants of the circle there is a man or creature standing, his arms outstretched. In the center is a brazier of blue fire. Engulfed in the flames, or perhaps causing the flame is a key, encased in blue fire. Four other followers kneel inside the circle, each holding the sacrifice in his hands. Behind the circle a beautiful man in comely robes chants confidently to the fire.

Below the landing there are rows of followers, kneeling, standing – some of them even setting themselves on fire in praise of the Fire Prince.

***DM NOTE:** Unhallow (freedom of movement)

Anyone in the temple worshipping Imix is affected by a *freedom of movement* spell. Also note that *unhallow* also confers the benefit of a *magic circle against good*.

his effect covers the whole temple and is cast at 16th level.

It is at this point that the followers may notice the PCs – Make opposed spot and listen checks for the efreeti if the PC's are trying to go undetected, with the skills that have been noted in Appendix One. If there has been a good amount of noise from previous combats, assume the followers and other people here are all warned.

Description of the protective measure undertaken by Lareth and Imix:

Tactics for Lareth: What the PCs see is Lareth chanting and imploring upon the worshippers to help him summon Imix. Lareth is physically present but he is behind two (2) walls of force, surrounding him completely, one in front of the other (see the map) – sound escapes by a cunning design of the walls, which resonate his voice from inside the walls of force. He has arranged for an unhallow effect on the side of the wall of force that he is on, to trigger if a non-evil character enters. The effect is a silence spell. In preparation for the ritual, Lareth drank a *potion of freedom of movement* and a *potion of false life* (maximized). He is standing in a *magic circle against good* and a *magic circle against law*. Lareth has a *ring of spell storing (teleport)* and readies to activate it if he is threatened in any way, once initiative begins. No matter the outcome Lareth MUST survive and escape.

APL 8 (EL 11)

♣ **Advanced Efreeti followers (2):** hp 87 (183 when polymorphed); see Appendix One.

APL 10 (EL 13)

♣ **Advanced Efreeti followers (4):** hp 87 (183 when polymorphed); see Appendix One.

APL 12 (EL 15)

♣ **Advanced Efreeti followers (4):** hp 147 (243 when polymorphed); see Appendix One.

APL 14 (EL 17)

♣ **Advanced Efreeti followers (4):** hp 183 (303 when polymorphed); see Appendix One.

APL 16 (EL 19)

♣ **Advanced Efreeti followers (4):** hp 219 (363 when polymorphed); see Appendix One.

Tactics: The followers will already be polymorphed (This is due to the PCs alerting the city to their presence) into Glabrezu and position themselves in a way to protect the ritual in the first round and cast their quickened scorching rays to ignite the braziers. They will then engage the intruders tactically until the circle has been burning for 2 rounds and until the reinforcements below arrive (If the PCs did not defeat them already) Meanwhile those involved in the summoning will speed up the necessary components of the ritual to have it completed.

Aside from the mumbo-jumbo involved in the ritual the following actions must take place for it to be considered finished.

The efreeti will ignite each quadrant of the circle. If, for some reason, not all of the quadrants are ignited it takes one round for fire from an adjacent quadrant to spread. The same is true for every quadrant that has been extinguished.

The circle must burn, with the four followers inside for either 2 or 5 rounds. If the followers are successful in placing their sacrifices in the brazier the circle need burn for only 2 rounds. Otherwise the full 5 rounds are required.

Should one of the followers be removed from the circle before their 2 or 5 rounds are up others will gladly take their place. Each body must burn for 2 or 5 rounds (consecutively) within the circle, though all 4 need not be done simultaneously.

Successfully completing the ritual means that Imix appears. Otherwise Imix will not appear.

Reinforcements

Reinforcements are alerted to combat as soon as it starts and will arrive in 3 rounds. These will be the reinforcements listed in Encounter 5 under the section entitled 'Before the Prince'. There are no reinforcements if the PCs defeated them in Encounter 5 previously. These combatants will fight to the death.

APL 8 (EL 9)

- 🔥 **Average Salamander:** hp 58; see *Monster Manual*
- 🔥 **Flamebrother Salamander:** hp 26; see *Monster Manual*
- 🔥 **Hell Hound:** hp 22; see *Monster Manual*
- 🔥 **Fire Elemental, Large:** hp 60; see *Monster Manual*
- 🔥 **Magmin:** hp 11; see *Monster Manual*
- 🔥 **Fire Mephit:** hp 13; see *Monster Manual*

APL 10 (EL 11)

- 🔥 **Average Salamander:** hp 58; see *Monster Manual*
- 🔥 **Nessian Warhound:** hp 114; see *Monster Manual*
- 🔥 **Fire Elemental, Huge (2):** hp 136 each; see *Monster Manual*

APL 12 (EL 13)

- 🔥 **Nessian Warhound:** hp 114; see *Monster Manual*
- 🔥 **Fire Elemental, Greater:** hp 178; see *Monster Manual*
- 🔥 **Grille:** Human/Half-Elemental (Fire) Ftr9; hp 88; see Appendix One.

APL 14 (EL 15)

- 🔥 **Fire Giant:** hp 142; see *Monster Manual*
- 🔥 **Fire Elemental, Elder:** hp 204; see *Monster Manual*
- 🔥 **Fire Elemental, Greater:** hp 178; see *Monster Manual*
- 🔥 **Grille:** Human/Half-Elemental (Fire) Ftr9; hp 88; see Appendix One.
- 🔥 **Charcoal:** Half-Elf/Half-Elemental (Fire) Wiz9; hp 47; see Appendix One.

APL 16 (EL 17)

- 🔥 **Fire Giant (2):** hp 142 each; see *Monster Manual*
- 🔥 **Noble Salamander:** hp 112; see *Monster Manual*
- 🔥 **Fire Elemental, Elder (2):** hp 204 each; see *Monster Manual*
- 🔥 **Charcoal:** Half-Elf/Half-Elemental (Fire) Wiz11; hp 58; see Appendix One.
- 🔥 **Grille:** Human/Half-Elemental (Fire) Ftr11; hp 107; see Appendix One.

Treasure (if they have time):

APL 8: L: 30 gp; C: 0 gp; M: 0 gp

APL 10: L: 30 gp; C: 0 gp; M: 0 gp.

APL 12: L: 0 gp; C: 0 gp; M: +1 *flaming greatsword* (693 gp per character), +1 *mithral breastplate* (446 gp per character), *ring of protection* +1 (166 gp per character), *amulet of natural armor* +1 (166 gp per character), *cloak of resistance* +3 (750 gp per character)

APL 14: L: 30 gp; C: 0 gp; M: +1 *flaming greatsword* (693 gp per character), +1 *mithral breastplate* (446 gp per character), *ring of protection* +1 [2] (166 gp per character), *amulet of natural armor* +1 [2] (166 gp per character), *cloak of resistance* +3 [2] (750 gp per character), *lesser rod of empower* (750 gp per character)

APL 16: L: 40 gp; C: 0 gp; M: +1 *flaming greatsword* (693 gp per character), +1 *mithral breastplate* (446 gp per character), *ring of protection* +1 [2] (166 gp per character), *amulet of natural armor* +1 [2] (166 gp per character)

character), *cloak of resistance* +3 [2] (750 gp per character), *lesser rod of empower* (750 gp per character), *headband of intellect* +4 (1333 gp per character)

Development:

The PCs have successfully disrupted the ritual:

(inhibited the fire and four followers from burning for either 2 or 5 rounds).

(if Lareth is still around)

Lareth stares at the ashes in the circle - horrified that the bodies are only half burned. Raising his arms once more in one last desperate cry he calls forth to Imix, but nothing comes forth.

Looking at all of you his eyes burn with intense fire, but he makes no move-to-move forward. His voice, distant but powerful speaks to you once more before he pulls something out of his cloak and vanishes.

"This is not over...this is bigger than you all."

(If Lareth teleported out already)

There is a sudden moment of silence as realization dawns upon the followers. Their mission has failed. A few burn themselves with pledges but most hesitate and size up the situation.

You suddenly feel that you are the center of attention. The key in the brazier ceases to burn. The heat of the area eases already.

Now the PCs need to make their exit as more followers from outside filter in. They have Jirah's stone of recall and need only one round to execute the escape. If they wish to loot send more reinforcements from **Encounter 5** at them until they get the hint.

Proceed to the **Conclusion**.

Unsuccessful in stopping the ritual, but having defeated the combat foes:

This occurs if the followers burn with the circle for the appropriate number of rounds but everyone around (for the time being) is dead.

There is a rumble and the building begins to shake. There is a burst of scorching air that rushes past and fills the entire cavern.

The burst is the rising of Imix – with his coming the node is suddenly expanded and a wave of heat extends throughout the eastern sheikdoms of Tusmit.

At first it is subtle but quickly it becomes clear that something is about to happen. The followers hesitate, and draw back from the fight. A look of wicked glee comes over their faces.

As if on cue and in perfect unison they begin to chant, once more in an infernal tongue: "Imix, Imix, Imix"(If the PCs can't speak Infernal then they don't know what's being said) The beautiful man dressed in robes at the back of the circle steps into one of the quadrants of the burning circle. The flames engulf him but do not consume him. He raises his arms and the dead bodies of the burned followers begin to rise, lifeless. They come together and dissipate as their ashes collide creating a thick smoke.

The smoke begins to rise and take shape. All within a few seconds the shape becomes clear – it is in the form of a gargantuan red-hued man.

Suddenly the followers begin alighting themselves. "My Prince of Flame! My body is yours!" they cry and fall to the ground in heaps of ashes.

As the followers burn themselves the laughter of the form can be heard more and more clearly. His body solidifies and he looks at each of you.

His voice licks the backs of your minds and ignites your fear.

If a PC decides to foolishly attack Imix, Prince of Evil Fire Elementals, he attacks them once. If he hits then read the following and mark the **Ire of the Fire Prince, Imix** on the AR.

The Fire Prince turns back towards you his eyes blazing with fury. He lunges and strikes you with the back of his hand, ashes burn your eyes and the flame licks your body. No tear you shed is sufficient to wash away the pain. "You foolish mortal! How DARE you think to strike at me in this glorious hour. You cannot stop destiny. But you WILL be a part of it. My fire will burn with you for eternity for that is the price you pay." With a wicked smile he continues on, "Of course all your lives may be coming to end shortly for my brethren will unleash horrible pain upon this plane." The Prince Lord steps back and a maniacal laughter is heard long after he is gone.

Imix does not concern himself with the PCs. (Unless they attack him but he's gone if they hesitate) Lareth will give Imix the ring and will teleport both of them out. The followers are all weakened from their sacrifice to him. Many of them have fallen to the ground, exhausted and burned.

The PCs will want to make their exit now. They have the stone of recall from Jirah.

Proceed to the **Conclusion**.

Long Live the Prince: This is for parties that have arrived too late to stop the ritual.

Inside the temple is a scene of mass destruction. Burned bodies lie scattered everywhere. In the center of the room, beneath the landing, a blazing circle of fire roars – its center is a key encased by a blue flame.

A gargantuan blackened-red man stands in the middle of an altar looking over the scene. Standing in back of him is a man draped in robes looking proudly at the carnage.

***DM NOTE:** *Unhallow* (freedom of movement)

Anyone in the temple worshiping Imix is affected by a *freedom of movement* spell. Also note that *unhallow* also confers the benefit of a *magic circle against good*. This effect covers the whole temple and is cast at 16th level.

Ask the PCs what they wish to do. If they wish to attack roll initiative like normal and if Imix goes first he orders his followers to attack the PCs. If a PC decides to foolishly attack Imix, Prince of the Evil Fire Elementals, he will attack them once. If he hits then read the following and mark the **Ire of the Fire Prince, Imix** on the AR.

The Fire Prince turns back towards you his eyes blazing with fury. He lunges and strikes you with the back of his hand, ashes burn your eyes and the flame licks your body. No tear you shed is sufficient to wash away the pain. "You foolish mortal! How DARE you think to strike at me in this glorious hour. You cannot stop destiny. But you WILL be a part of it. My fire will burn with you for eternity for that is the price you pay." With a wicked smile he continues on, "Of course all your lives may be coming to end shortly for my brethren will unleash horrible pain upon this plane." The

Prince Lord steps back and watches his minions lunge at you.

Regardless, Imix will order his followers to destroy the intruders while he enjoys the show. After 3 rounds of combating the efreeti, Imix will order reinforcements to come and join the battle. He will, under NO circumstances attack the PCs unless they attack him or Lareth. If the PCs dare to pick up treasure after they beat both parts Imix will be insulted and pissed and smack only the person who said they were going after the treasure. Now if a PC states during battle they are taking their round to loot then he will not attack them but laugh as it shows they are that greedy. If it does look like the PCs are going to defeat both parts Lareth will *teleport* himself and Imix out of there.

APL 8 (EL 11)

➤ **Advanced Efreeti followers (2):** hp 87 (183 when polymorphed); see Appendix One.

APL 10 (EL 13)

➤ **Advanced Efreeti followers (4):** hp 87 (183 when polymorphed); see Appendix One.

APL 12 (EL 15)

➤ **Advanced Efreeti followers (4):** hp 147 (243 when polymorphed); see Appendix One.

APL 14 (EL 17)

➤ **Advanced Efreeti followers (4):** hp 183 (303 when polymorphed); see Appendix One.

APL 16 (EL 19)

➤ **Advanced Efreeti followers (4):** hp 219 (363 when polymorphed); see Appendix One.

Tactics: The followers will already be polymorphed into Glabrezu and are invisible which can lead to a surprise round if the PC's do not have anti-invisibility spells up or fail a listen check (DC 20 +APL).

After **4 rounds** these reinforcements arrive unless they were defeated in **Encounter 5**:

APL 8 (EL 9)

➤ **Average Salamander:** hp 58; see *Monster Manual*

➤ **Flamebrother Salamander:** hp 26; see *Monster Manual*

➤ **Hell Hound:** hp 22; see *Monster Manual*

➤ **Fire Elemental, Large:** hp 60; see *Monster Manual*

➤ **Magmin:** hp 11; see *Monster Manual*

🔥 **Fire Mephit:** hp 13; see *Monster Manual*

APL 10 (EL 11)

🔥 **Average Salamander:** hp 58; see *Monster Manual*

🔥 **Nessian Warhound:** hp 114; see *Monster Manual*

🔥 **Fire Elemental, Huge (2):** hp 136 each; see *Monster Manual*

APL 12 (EL 13)

🔥 **Nessian Warhound:** hp 114; see *Monster Manual*

🔥 **Fire Elemental, Greater:** hp 178; see *Monster Manual*

🐞 **Grille:** Human/Half-Elemental (Fire) Ftr9; hp 88; see Appendix One.

APL 14 (EL 15)

🔥 **Fire Giant:** hp 142; see *Monster Manual*

🔥 **Fire Elemental, Elder:** hp 204; see *Monster Manual*

🔥 **Fire Elemental, Greater:** hp 178; see *Monster Manual*

🐞 **Grille:** Human/Half-Elemental (Fire) Ftr9; hp 88; see Appendix One.

🐞 **Charcoal:** Half-Elf/Half-Elemental (Fire) Wiz9; hp 47; see Appendix One.

APL 16 (EL 17)

🔥 **Fire Giant (2):** hp 142 each; see *Monster Manual*

🔥 **Noble Salamander:** hp 112; see *Monster Manual*

🔥 **Fire Elemental, Elder (2):** hp 204 each; see *Monster Manual*

🐞 **Charcoal:** Half-Elf/Half-Elemental (Fire) Wiz11; hp 58; see Appendix One.

🐞 **Grille:** Human/Half-Elemental (Fire) Ftr11; hp 107; see Appendix One.

Treasure: (if the PCs wish to try and pick up a few items before leaving. They only have 3 rounds before just the temple place is engulfed in lava)

APL 8: L: 30 gp; C: 0 gp; M: 0 gp

APL 10: L: 30 gp; C: 0 gp; M: 0 gp.

APL 12: L: 0 gp; C: 0 gp; M: +1 *flaming greatsword* (693 gp per character), +1 *mithral breastplate* (446 gp per character), *ring of protection* +1 (166 gp per character), *amulet of natural armor* +1 (166 gp per character), *cloak of resistance* +3 (750 gp per character)

APL 14: L: 30 gp; C: 0 gp; M: +1 *flaming greatsword* (693 gp per character), +1 *mithral breastplate* (446 gp per character), *ring of protection* +1 [2] (166 gp per character), *amulet of natural armor* +1 [2] (166 gp per character), *cloak of resistance* +3 [2] (750 gp per character), *lesser, rod of empower* (750 gp per character)

APL 16: L: 40 gp; C: 0 gp; M: +1 *flaming greatsword* (693 gp per character), +1 *mithral breastplate* (446 gp per character), *ring of protection* +1 [2] (166 gp per character), *amulet of natural armor* +1 [2] (166 gp per character), *cloak of resistance* +3 [2] (750 gp per character), *lesser, rod of empower* (750 gp per character), *headband of intellect* +4 (1333 gp per character)

The followers are all weakened from their sacrifice to him. Many of them have fallen to the ground, exhausted and burned.

The PCs will want to make their exit now. They have the stone of recall from Jirah.

****DM NOTE:** The fire node key does not deal any damage to the person picking it up. Imix nor Lareth care about it any longer either.

Conclusion

This is assuming the players have used their stone of recalls given to them whether they were successful or not in stopping the ritual.

With a sudden blast and flash of light your surroundings change. No longer is the heat stifling breathing there are no infernal flames licking around you.

Instead, you stand before the gates of the great library. The hot Tusmit breeze is refreshing. From the makeshift building exits Jirah. He rushes to you and bids you in.

"Tell me... how did it go?"

Once back inside his office he begins to take notes on everything you say.

If the ritual was stopped: *With a smile uncharacteristic of his station he proudly announces that a troop of the military was able to follow their trail into the hills. It is believed that soon the hills will be free of these scourges.*

With great thanks he bids you well and invites you to call on him should you need to in the future.

(On AR – Gratitude of Jirah)

As you leave Jirah's office you notice a cool breeze blows against you, with a faint hint of wetness. It is a welcome change from the hot and stuffy air of the past few days.

For parties that have the map, include the following.

Jirah asks to see the map of the node, once more. He opens it and lays it out on a small portion of table not already covered by books and scrolls.

As he lays it out a small drop of water begins to collect in the area of Dyvers. He quickly looks up to see where the drop originated, but looks down again finding no source. The water begins to run off the page and drip onto the floor.

Softly speaking aloud to you he says "Perhaps your services are needed, once again, in the City of Sails?"

If Imix was not defeated:

With a heavy heart he stares at his notes, unsure of what to write. Slowly rising he walks over to a stack of books piled on the floor. He picks one of the middle ones out without disrupting the pile. The book is entitled Elements of Fire. He flips through, pausing at each picture. Finally, he holds one up for you to identify.

"It looked like this?"

Upon confirmation he closes the book and sits down solemnly.

"The pieces of this puzzle are slowly being put together. The heat in our hills and strange weather is now explained. It is a dark day for Tusmit.

"I have just received reports that the sheikdom of Suvii has been scorched. The people survive but the farms have been destroyed. It is the same in the southern areas of Dihn and in the eastern corners of Malimar.

For parties that have the map, include the following.

Jirah asks to see the map of the node, once more. He opens it and lays it out on a small portion of table not already covered by books and scrolls.

As he lays it out a small flame bursts onto the map where Tusmit is located. Quickly stamping out the flame with his hand he rubs the page to clear away some of the small ash. As he does, he notices his hand is wet. Looking closer at the map a drop of water begins to collect in the region of Dyvers. He quickly looks up to see where the drop originated, but looks down again finding no source. The water begins to run off the page and drip onto the floor.

Softly speaking aloud to you he says "Perhaps your services are needed, once again, in Dyvers."

"A small troop has been diverted from the border to pick up the trail you left. They will clear out the area and destroy the temple to hopefully discourage any further activities here. However, they are facing dire odds if the leaders, Imix, has been able to survive."

As you leave Jirah's office a hot breeze blows from the east. The sky itself is dark yet one could swear the heat of the midday sun has not let up since noon.

If the PCs used the stone of recall before the final events have unfolded.

Jirah is surprised to see you so soon. He inquires about the events that transpired and records them all.

As you take your leave of Jirah, you feel a hot gust of wind coming from the east. Dark tidings ride on that breeze as a red glow – seen even from here – appears over the hills.

In this case the ritual is completed and Imix has been summoned. Every bit of the Baklunish West's worst nightmare is about to become true.

Later that day there is a sudden rumble in the earth. Moments later a wave of scorching heat passes over the city. The landscape around doesn't change much save for birds falling out of the sky. But you can imagine that the sheikdoms closer to the Hills did not fair as well.

Experience Point Summary

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

Encounter Four:

Defeat Tarqaan and his minions:

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Encounter Four:

Learn information on how to get to the temple from Tarqaan and/or his minions:

APL 8	75 XP
APL 10	100 XP
APL 12	125 XP
APL 14	150 XP
APL 16	175 XP

Encounter Five:

Defeat future reinforcements

APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

Encounter Six:

Defeat the Efrete followers

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Defeat reinforcements (if not killed in Encounter 5)

APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

Encounter Six:

Stopping Imix from being summoned

APL 8	150 XP
APL 10	170 XP
APL 12	190 XP
APL 14	210 XP
APL 16	230 XP

Total Possible Experience

APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 XP

Treasure Summary

Treasure Key:

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

Encounter 4

APL 8: L: 441 gp; C: 0; M: *wand of fireballs* (5th lvl – 30 charges left) (563 gp per character), *amulet of health +2* (333 gp per character), *headband of intellect +4* (1333 gp per character), *wand of fire bolts* (5th level, *as lightning bolt but fire – 30 charges*) (563 gp per character), *gloves of dexterity +2* (333 gp per character), *cloak of resistance +2* (333 gp per character), *ring of protection +2* (666 gp per character), *scroll of overland flight* (94 gp per character), *bracelet of circling flames, minor* (291 gp per character)

APL 10: L: 441 gp; C: 0; M: *wand of fireballs* (5th lvl – 30 charges left) (563 gp per character), *amulet of health +4* (1333 gp per character), *headband of intellect +4* (1333 gp per character), *gloves of dexterity +2* (333 gp per character), *cloak of resistance +3* (750 gp per character), *wand of fire bolts* (5th level, *as lightning bolt but fire – 30 charges*) (563 gp per character), *ring of protection +2* (666 gp per character), *bracelet of circling flames, minor* (291 gp per character)

APL 12: L: 441 gp; C: 0; M: *wand of fireballs* (5th lvl – 30 charges left) (563 gp per character), *amulet of health +4* (1333 gp per character), *headband of intellect +4* (1333 gp per character), *gloves of dexterity +2* (333 gp per character), *cloak of resistance +3* (750 gp per character), *wand of fire bolts* (5th level, *as lightning bolt but fire – 30 charges*) (563 gp per character), *ring of protection +3* (1500 gp per character), *bracelet of circling flames, minor* (291 gp per character)

APL 14: L: 441 gp; C: 0; M: *amulet of health +4* (1333 gp per character), *headband of intellect +4* (1333 gp per character), *gloves of dexterity +4* (1333 gp per character), *cloak of resistance +4* (1333 gp per character), *ring of protection +3* (1500 gp per character), *bracelet of circling flames, major* (1,080 gp per character)

APL 16: L: 441 gp; C: 0; *amulet of health +4* (1333 gp per character), *headband of intellect +4* (1333 gp per character), *gloves of dexterity +4* (1333 gp per character), *cloak of resistance +4* (1333 gp per character), *ring of protection +3* (1500 gp per character), *bracelet of circling flames, major* (1,080 gp per character)

Encounter Five/Six: Reinforcements

They only get this treasure once in the mod since they only fight the reinforcements once.

APL 8: L: 30 gp; C: 0 gp; M: 0 gp

APL 10: L: 30 gp; C: 0 gp; M: 0 gp.

APL 12: L: 0 gp; C: 0 gp; M: *+1 flaming greatsword* (693 gp per character), *+1 mithral breastplate* (446 gp per character), *ring of protection +1* (166 gp per character), *amulet of natural armor +1* (166 gp per character), *cloak of resistance +3* (750 gp per character)

APL 14: L: 30 gp; C: 0 gp; M: *+1 flaming greatsword* (693 gp per character), *+1 mithral breastplate* (446 gp per character), *ring of protection +1* [2] (166 gp per character), *amulet of natural armor +1* [2] (166 gp per character), *cloak of resistance +3* [2] (750 gp per character), *lesser, rod of empower* (750 gp per character)

APL 16: L: 40 gp; C: 0 gp; M: *+1 flaming greatsword* (693 gp per character), *+1 mithral breastplate* (446 gp per character), *ring of protection +1* [2] (166 gp per character), *amulet of natural armor +1* [2] (166 gp per character), *cloak of resistance +3* [2] (750 gp per character), *lesser, rod of empower* (750 gp per character), *headband of intellect +4* (1333 gp per character)

Maximum Possible Treasure

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

APL 14: 6,600 gp

APL 16: 9,900 gp

Adventure Record Text:

Cross out the following if it does not apply:

ALL APLs (if awarded)

Ire of the Fire Prince Imix: You have invoked the wrath of Imix and thus he has struck you with his flame. On your (Face, Arms, Chest, Legs, Back, Thigh) a permanent flame burns so hot it can be seen at all times. Any attempt to cover the mark fails as it burns its way to the surface of the face. Only way to hide it is with Illusion magic. Because of this deformity the PC takes a -1 to all social skills. The PC also takes an extra

1 point of damage per die on any cold damage inflicted upon them. Anytime they are hit with fire damage a brief faint image of Imix appears grinning at them. (PC may remove this ire with either a *wish* or *miracle* spell)

Gratitude of Jirah: For excellent cooperation and success in this mission, Jirah records your names and deeds in a large tome placing it amongst many others, assuring that Tusmit will not forget you. This is a favor from Jirah that may be used in the future.

Pasha's Oath: The hero has sworn an unbreakable oath of loyalty to His Exalted Splendor, Muammar Qaran. The hero is given a small cloth bearing the Pasha's mark. Sometime in the future he will ask that you honor your promise.

Fire Node Key: This strange red-rune covered object seems to be in the shape of a key. When activated it encases itself in a blue flame but does no harm to anyone who touches it. Through some research Jirah has determined that it is indeed a Planar Fork to the Elemental Plane of Fire. Frequency: Adventure, Cost 800 gp.

Bracers of Circling Flames (Minor): These bracers seem to be forged from some deep reddish metal that radiates a strong flame like light especially when out in the sun. When activated (10 rounds a day), thick flames envelop the user (Does not have to be continuous). Everyone within 5 feet of the user (including the user) takes 1d6+2 points of fire damage per round. The flames also obscure sight, creatures farther than 5 feet have concealment (20%). CL 3rd, *produce flame*, *obscuring mist*, Craft Wondrous Item, Frequency: Metaregional, Cost: 3,240 gp.

Appendix One – NPCs

Untiered encounters

☛ **Lareth the Beautiful:** Male human Clr10; CR 10; Medium Humanoid (human); HD 10d8+30; hp 60; Init +7; Spd 30 ft; AC 20 [+4 armor, +3 Dex, +3 deflection] touch 16, flat-footed 14; Base Atk +7/+2; Grp +11; Atk +13 (1D6+7, +1 quarterstaff) or +10 ranged (ray); Full Atk +13/+6 (1D6+7, +1 quarterstaff) or +10 ranged (ray); SA Rebuke undead 1/day; SQ Insanity; AL CE; SV Fort +10, Ref +7, Will +14; Str 18, Dex 17, Con 16, Int 9, Wis 24, Cha 6.

Skills and Feats: Concentration +16, Diplomacy +2, Knowledge (religion) +3, Spellcraft +5; Improved Initiative, Weapon Focus (quarterstaff), Combat Casting, Power Attack, 1 feats

Spells Prepared (6/6+1/6+1/5+1/4+1/3+1; Base DC = 17 + Spell Level; 0th – read magic, guidance, inflict minor wounds, light, detect magic, resistance; 1st – bane, cause fear, protection from good*, divine favor, sanctuary, shield of faith, deathwatch; 2nd – bull's strength, death knell, endurance, Tharizdun's touch*, owl's wisdom, align weapon, sound burst; 3rd – dispel magic, invisibility purge, rage*, searing light, protection from energy, inflict serious wounds; 4th – confusion*, greater magic weapon, poison, freedom of movement, spell immunity; 5th – true seeing, slay living, righteous might, bolts of bedevilment*)

* Domains: Evil – Cast evil spells at +1 caster level; Madness – 1/day add Insanity score to Wis-based roll.

Possessions: holy symbol of Tharizdun, *bracers of armor +4*, *cloak of arachnida*, +1 *quarterstaff*, *periapt of wisdom +4*, *ring of protection +3*, *ring of spell storing (teleport)*

☛ **Imix, Prince of Evil Fire:** CR 17; Gargantuan elemental (fire); HD 36d8+180; hp 351; Init +14; Spd 50 ft; AC 31 [+4 armor, +11 natural, +10 Dex, -4 size] Touch 16, Flat-footed 21; Base Atk +20/+15/+10/+5; Grp +40; Atk +31 (4D8+12 plus 3D8 fire, slam; 19/20); Full Atk +31/+26/+21/+15 (4D8+12 plus 3D8 fire, slam; 19/20); Face/Reach 20 ft. by 20 ft./20ft; SA Burn, spell-like abilities; SQ SR 30, DR 15/-, darkvision 60 ft, immunity to fire, vulnerability to cold, elemental traits; AL CE; SV Fort +17, Ref +30, Will +16; Str 26, Dex 31, Con 20, Int 20, Wis 18, Cha 18.

Skills and Feats: Concentration +10, Knowledge (the planes) +10, Hide -2, Listen +29, Spot +29; Cleave, Combat Reflexes, Dodge, Combat Expertise, Improved Critical (slam), Improved Initiative, Weapon Focus

(slam), Mobility, Power Attack, Spring Attack, Weapon Finesse (slam), Whirlwind Attack.

Spell-like Abilities (Sp): At will – *fireball* (10D6 damage, DC 18), *wall of fire* (2D4, 1D4, or 2D6+15 damage DC 19); 1/day – *summon elemental* (one elder fire elemental, 1D3 huge fire elementals, 1D3 efreet, 1D6 salamanders, or 3D6 fire mephitis). All as a 15th level sorcerer.

Burn (Ex): Those hit by Imix's slam attack must succeed at a Reflex save (DC 28) or catch fire. The flame burns for 1D4 rounds. A burning creature can take a move-equivalent action to put out the flame. Creatures hitting Imix with natural weapons or unarmed attacks take fire damage as though hit by his slam attack, and also catch fire unless they succeed at a Reflex save.

Possessions: Chain shirt

Encounter One:

☛ **World Burners in disguise (4):** CR 9; Medium Humanoid; HD 9d6+18; hp 56; Init +7; Spd 30 ft/x5; AC 17(+4 armor, +3 dex); Atk +9/+4 One-handed (1d6+3, 18-20/x2, Rapier); SA sneak attack +5d6; SQ Improved Uncanny dodge, Evasion; SV Fort +5, Ref +9, Will +3; AL CE; Str 16(+3), Dex 16(+3), Con 14(+2), Int 8(-1), Wis 10(+0), Cha 8(-1);

Skills & Feats: Disguise^I +11, Escape Artist^I +13, Hide^I +13, Listen^I +12, Move Silently^I +13, Sense Motive^I +12, Spot^I +12, Tumble +13. Dodge, Mobility, Spring Attack, Improved Initiative, Run

Possessions: rapier, chain shirt, *necklace of fireballs* (type IV), *wand of fireballs* (after their mission is done these are used up)

Encounter Four

APL 8 (EL10)

☛ **Tarqaan of the Flames:** CR 9; Male Baklunish Human Wiz5/Es4* (Fire): Medium humanoid; HD 9d4+27; hp 55; Init +3; Spd 30 ft; AC 19 [+3 Dex, +4 for mage armor, +2 deflection], touch 15, flat-footed 16; Base Atk +4; Grp +4; Atk +5 melee (1D4, masterwork dagger) or +7 ranged (1D8, light crossbow); Full Atk +5 melee (1D4, masterwork dagger) or +7 ranged (1D8, light crossbow); SQ Familiar, Elemental Resistance 10, Elemental Focus +1, Elemental Penetration +1, Immune to Magical Sleep effects and paralysis, 60' Dark Vision; AL CE; SV Fort +7, Ref +7, Will +10; Str 10, Dex 16, Con 16, Int 22, Wis 10, Cha 10.

Skills and Feats: Concentration +15, Knowledge (arcana) +18, Knowledge (the planes) +18, Knowledge (religion) +18, Knowledge (local – VTF) +18, Spellcraft

+18; Energy Affinity (Fire), Craft Wand, Extend Spell, Greater Spell Focus Evocation, Scribe Scroll, Spell Focus (Evocation), Silent Spell.

Spells Prepared (4+1/6+1/6+1/4+1/3+1/2+1; Base DC = 16 + spell Level; DC = 18 + spell level for Evocation, DC = 19 + spell level for Evocation of the Fire Subtype) 0th – detect magic (2), light, ray of frost*, ray of frost; 1st – ~~mage armor~~, feather fall, magic missile (3), magic missile*, shield; 2nd – glitterdust, invisibility (2), resist energy, scorching ray*, scorching ray (2); 3rd – fireball*, fire bolt (energy affinity lighting bolt) (2), fly, haste; 4th – fire shield, invisibility (greater), silent fireball*, summon monster IV; 5th – cone of heat (cold)*, silent dimension door, teleport.

Possessions: wand of fireballs (5th lvl – 30 charges left), masterwork dagger, amulet of health +2, headband of intellect +4, wand of fire bolts (5th level, as lightning bolt but fire – 30 charges), gloves of dexterity +2, cloak of resistance +2, ring of protection +2, scroll of overland flight, bracers of circling flames (minor)

*See Appendix 5: New Rules

☛ **Feathers**; CR NA; Tiny Magical Beast; hp 27; Init +2 (Dex); Spd 30 ft; AC 17 (T 14, FF 15) (+3 Natural Armor, +2 size, +2 Dexterity; Base Atk +4; Grp –8; Atk +8 melee (1d2-4, claw); Full Atk +8 melee (1d2-4, 2 claws) and +3 melee (1d3-4, bite); SQ Dark Vision 60', Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master; AL CE; SV Fort +2, Ref +4, Will +9; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

Possessions: None

☛ **World Burner thugs (8)**; CR 3; Medium Humanoid; Bbn2/Rog1; HD 1d6+2d12+6; hp 29; Init +3; Spd 40 ft; AC 17 (+3 Dex, +4 armor) touch 13, flat-footed 14; Base Atk +2; Grp +7; Atk +9 melee (2d4+7, masterwork falchion 18-20/x2); Full Atk +9 melee (2d4+7, masterwork falchion 18-20/x2); SA sneak attack +1d6; SQ rage 1/day, fast movement, uncanny dodge; SV Fort +5, Ref +5, Will +2; AL CE; Str 20, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Handle Animal +4, Listen^I +6, Ride^I +10, Spot^I +4, Survival^I +5, Tumble +3. Iron Will, Power Attack, Weapon Focus (falchion)

Possessions: masterwork chain shirt, masterwork falchion

APL 10 (EL 12)

☛ **Tarqaan of the Flames**; CR 11; Male Baklunish Human Wiz5/Es6* (Fire); Medium humanoid; HD 11d4+44; hp 78; Init +3; Spd 30 ft; AC 19 [+3 Dex, +4 for mage armor, +2 deflection], touch 15, flat-footed 16; Base Atk +5; Grp +5; Atk +6 melee (1D4, masterwork dagger) or +8 ranged (1D8, light crossbow); Full Atk +6 melee (1D4, masterwork dagger) or +8 ranged (1D8, light crossbow); SQ Familiar, Elemental Resistance 10 fire, Elemental Focus +2, Elemental Penetration +2, Immune to Magical Sleep effects and paralysis, 60' Dark Vision; AL CE; SV Fort +10, Ref +9, Will +12; Str 10, Dex 16, Con 18, Int 24, Wis 10, Cha 10.

Skills and Feats: Concentration +18, Knowledge (arcana) +21, Knowledge (the planes) +21, Knowledge (religion) +21, Knowledge (local – VTF) +21, Spellcraft +21; Energy Affinity (Fire), Craft Wand, Extend Spell, Greater Spell Focus Evocation, Scribe Scroll, Spell Focus (Evocation), Silent Spell.

Spells Prepared (4+1/6+1/6+1/6+1/4+1/3+1/2+1; Base DC = 17 + spell Level; DC = 19 + spell level for Evocation, DC = 21 + spell level for Evocation of the Fire Subtype) 0th – detect magic (2), light, ray of frost*, ray of frost; 1st – ~~mage armor~~, feather fall, magic missile (3), magic missile*, shield; 2nd – glitterdust, invisibility, resist energy, scorching ray*, scorching ray (3); 3rd – fireball*, fireball, fire bolt (energy affinity lighting bolt), fly, haste, silent scorching ray, summon monster III; 4th – dimension door, fire shield, invisibility (greater), silent fireball*, summon monster IV; 5th – cone of heat (cold)*, overland flight, silent dimension door, teleport; 6th – chain lightning (fire)*, mislead, summon monster VI.

Possessions: wand of fireballs (5th lvl – 30 charges left), masterwork dagger, amulet of health +4, headband of intellect +4, gloves of dexterity +2, cloak of resistance +3, wand of fire bolts (5th level, as lightning bolt but fire – 30 charges), ring of protection +2, bracers of circling flames (minor)

*See Appendix 5: New Rules

☛ **Feathers**; CR NA; Tiny Magical Beast; hp 39; Init +2 (Dex); Spd 30 ft; AC 17 [+3 Natural Armor, +2 size, +2 Dexterity] touch 14, flat-footed 15; Base Atk +5; Grp –7; Atk +9 melee (1d2-4, claws); Full Atk +9 melee (1d2-4, 2 claws) and +4 melee (1d3-4, bite); SQ Dark Vision 60', Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master; AL CE; SV Fort +3, Ref +5, Will +10; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

Possessions: None

🔥 **World Burner thugs (8):** CR 5; Medium Humanoid; Bbn3/Rog2; HD 2d6+3d12+6; hp 44; Init +3; Spd 40 ft; AC 17(+3 Dex, +4 armor) touch 13, flat-footed 14; Base Atk +4; Grp +9; Atk +11 melee (2d4+7 and 1d6 fire, masterwork falchion 18-20/x2); SA sneak attack +1d6; SQ rage 1/day, fast movement, uncanny dodge, evasion; SV Fort +5, Ref +7, Will +3; AL CE; Str 20, Dex 16, Con 14, Int 8, Wis 10, Cha 8

Skills & Feats: Handle Animal +6, Listen^I +8, Ride^I +11, Spot^I +8, Survival^I +5, Tumble +8. Iron Will, Power Attack, Weapon Focus (Falchion)

Possessions: masterwork chain shirt, masterwork falchion

APL 12 (EL 14)

🔥 **Tarqaan of the Flames:** CR 13; Male Baklunish Human Wiz5/Es8* (Fire): Medium humanoid; HD 13d4+52; hp 92; Init +3; Spd 30 ft; AC 20 [+3 Dex, +4 for mage armor, +3 deflection], touch 16, flat-footed 17; Base Atk +6; Grp +6; Atk +7 melee (1D4, masterwork dagger) or +9 ranged (1D8, light crossbow); or Full Atk +7/+2 melee (1D4, masterwork dagger) or +9/+4 ranged (1D8, light crossbow); SQ: Familiar, Elemental Resistance 15 fire, Elemental Focus +3, Elemental Penetration +2, Immune to Magical Sleep effects, stunning and paralysis, 60' Dark Vision; AL CE; SV Fort +10, Ref +9, Will +13; Str 10, Dex 16, Con 18, Int 25, Wis 10, Cha 10.

Skills and Feats: Concentration +20, Knowledge (arcana) +23, Knowledge (the planes) +23, Knowledge (religion) +23, Knowledge (local – VTF) +23, Spellcraft +23; Energy Affinity (Fire), Craft Wand, Extend Spell, Greater Spell Focus Evocation, Scribe Scroll, Spell Focus (Evocation), Spell Focus Conjunction, Silent Spell.

Spells Prepared (4+1/6+1/6+1/6+1/5+1/4+1/3+1/2+1; Base DC = 17 + spell Level; DC = 18 + Spell Level for Conjunction; DC = 19 + spell level for Evocation, DC = 22 + spell level for Evocation of the Fire Subtype) oth – detect magic (2), light, ray of frost*, ray of frost; 1st – ~~mage armor~~, feather fall, magic missile (3), magic missile*, shield; 2nd – glitterdust, invisibility, resist energy, scorching ray*, scorching ray (2), summon monster II; 3rd – fireball*, fireball, fire bolt (energy affinity lighting bolt), fly, haste, silent scorching ray, summon monster III; 4th – dimension

door, fire shield, ice storm (fire storm), invisibility (greater), silent fireball*, summon monster IV; 5th – cone of heat (cold)*, overland flight, silent dimension door, teleport, summon monster V; 6th – chain lightning (fire)*, mislead, silent teleport, summon monster VI; 7th – prismatic spray*, spell turning, summon monster VII.

Possessions: wand of fireballs (5th lvl – 30 charges left), masterwork dagger, amulet of health +4, headband of intellect +4, wand of fire bolts (5th level, as lightning bolt but fire – 30 charges), gloves of dexterity +2, cloak of resistance +3, ring of protection +3, bracers of circling flames (minor)

*See Appendix 5: New Rules

🔥 **Feathers;** CR NA; Tiny Magical Beast; hp 46; Init +2 (Dex); Spd 30 ft; AC 17 ([+3 Natural Armor, +2 size, +2 Dexterity] touch 14, flat-footed 15); Base Atk +6; Grp – 7; Atk +10 melee (1d2-4, claws); Full Atk +10 melee (1d2-4, 2 claws) and +5 melee (1d3-4, bite); SQ Dark Vision 60', Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master; AL CE; SV Fort +3, Ref +5, Will +11; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

Possessions: None

🔥 **World Burner thugs (8):** CR 7; Medium Humanoid Bbn4/Rog3; HD 3d6+4d12+6; hp 59; Init +3; Spd 40 ft; AC 17 (+3 Dex, +4 armor) touch 13, flat-footed 14; Base Atk +6; Grp +11; Atk +13/+8 melee (2d4+8 and 1d6 fire, masterwork falchion 18-20/x2); SA sneak attack +2d6; SQ rage 1/day, fast movement, uncanny dodge, evasion; SV Fort +7, Ref +7, Will +4; AL CE; Str 20, Dex 16, Con 14, Int 8, Wis 10, Cha 8

Skills & Feats: Handle Animal +8, Listen^I +10, Ride^I +13, Spot^I +10, Survival^I +5, Tumble +12. Iron Will, Power Attack, Improved Sunder, Weapon Focus (Falchion)

Possessions: masterwork chain shirt, masterwork falchion

APL 14 (EL 16)

🔥 **Tarqaan of the Flames:** CR 15; Male Baklunish Human Wiz5/Es10*: Medium Elemental (Fire); HD 15d4+60; hp 106; Init +3; Spd 50 ft; AC 21 [+4 Dex, +4 for mage armor, +3 deflection], touch 17, flat-footed 17; Base Atk +7; Grp +7; Atk +8 melee (1D4, masterwork dagger) or +11 ranged (1D8, light crossbow); Full Atk +8/+3 melee (1D4, masterwork dagger) or +11/+6

ranged (1D8, light crossbow); SA Burn; SQ: Familiar, Elemental Perfection, Immunity (fire), Elemental Focus +3, Elemental Penetration +3, Immune to Magical Sleep effects, stunning and paralysis, 60' Dark Vision; AL CE; SV Fort +12, Ref +12, Will +15; Str 10, Dex 18, Con 18, Int 25, Wis 10, Cha 10.

Skills and Feats: Concentration +22, Knowledge (arcana) +25, Knowledge (the planes) +25, Knowledge (religion) +25, Knowledge (local – VTF) +25, Spellcraft +25; Energy Affinity (Fire), Craft Wand, Extend Spell, Greater Spell Focus Evocation, Scribe Scroll, Skill Focus: Spellcraft, Spell Focus (Evocation), Spell Focus Conjunction, Silent Spell.

Spells Prepared (4+1/6+1/6+1/6+1/5+1/4+1/4+1/3+1; Base DC = 17 + spell Level; DC = 18 + Spell Level for Conjunction; DC = 19 + spell level for Evocation, DC = 22 + spell level for Evocation of the Fire Subtype); 0th – detect magic (2), light, ray of frost*, ray of frost; 1st – ~~mage armor~~, feather fall, magic missile (3), magic missile*, shield; 2nd – glitterdust, invisibility, resist energy, scorching ray*, scorching ray (2), summon monster II; 3rd – fireball*, fireball, fire bolt (energy affinity lighting bolt), fly, haste, silent scorching ray, summon monster III; 4th – dimension door, fire shield, ice storm (fire storm), invisibility (greater), silent fireball*, summon monster IV; 5th – break enchantment, cone of heat (cold)*, overland flight, silent dimension door, teleport; 6th – chain lightning (fire)*, chain lightning (fire), mislead, silent teleport, summon monster VI; 7th – delayed blast fireball, prismatic spray*, spell turning, summon monster VII.

Possessions: masterwork dagger, *amulet of health* +4, *headband of intellect* +4, *gloves of dexterity* +4, *cloak of resistance* +4, *ring of protection* +3, bracers of circling flames (major)

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save (DC 22) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. Creature hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack (1d6 fire), and also catch on fire unless they succeed on a Reflex save.

* See Appendix 5: New Rules

☛ **Feathers;** CR NA; Tiny Magical Beast; hp 53; Init +2 (Dex); Spd 30 ft; AC 17 (Touch 14, Flat-Footed 15) +3

Natural Armor, +2 size, +2 Dexterity]; Base Atk +7; Grp –5; Atk +11 melee (1d2-4, claws); Full Atk +11 melee (1d2-4, 2 claws) and +6 melee (1d3-4, bite); SQ Dark Vision 60', Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master; AL CE; SV Fort +4, Ref +6, Will +12; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

Possessions: None

☛ **World Burner thugs (8):** CR 9; Medium Humanoid; Bbn6/Rog3; HD 3d6+6d12+6; hp 77; Init +3; Spd 40 ft; AC 17 (+3 Dex, +4 armor) touch 13, flat-footed 14; Base Atk +8; Grp +14; Atk +16/+11 melee (2d4+9, masterwork falchion 18-20/x2); SA sneak attack +2d6; SQ rage 1/day, fast movement, Improved uncanny dodge, evasion; SV Fort +8, Ref +8, Will +5; AL CE; Str 22, Dex 16, Con 14, Int 8, Wis 10, Cha 8

Skills & Feats: Handle Animal +10, Listen¹ +12, Ride¹ +15, Spot¹ +10, Survival¹ +7, Tumble +12. Iron Will, Power Attack, Improved Sunder, Improved Overrun, Weapon Focus (Falchion)

Possessions: masterwork falchion, masterwork chain shirt

APL 16 (EL 18)

☛ **Tarqaan of the Flames:** CR 17; Male Baklunish Human Wiz5/Es10*/AM2: Medium Elemental (Fire); HD 17d4+68; hp 120; Init +3; Spd 50 ft; AC 21 [+4 Dex, +4 for mage armor, +3 deflection], touch 17, flat-footed 17; Base Atk +8; Grp +8; Atk +9 melee (1D4, masterwork dagger) or +12 ranged (1D8, light crossbow); Full Atk +9/+4 melee (1D4, masterwork dagger) or +12/+7 ranged (1D8, light crossbow); SA Burn; SQ: Familiar, Elemental Perfection, Elemental Focus +3, Elemental Penetration +3, Immune to Magical Sleep effects, stunning and paralysis, fire, 60' Dark Vision, High Arcana (Mastery of Shaping, Spell-like Ability: *Limited Wish* 2/Day); AL CE; SV Fort +12, Ref +12, Will +18; Str 10, Dex 18, Con 18, Int 26, Wis 10, Cha 10.

Skills and Feats: Concentration +23, Knowledge (arcana) +28, Knowledge (the planes) +28, Knowledge (religion) +28, Knowledge (local – VTF) +28, Spellcraft +28; Energy Affinity (Fire), Craft Wand, Extend Spell, Greater Spell Focus (Evocation), Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Focus (Conjunction), Silent Spell.

Spells Prepared (4+1/6+1/6+1/6+1/6+1/4+1/4+1/3+1/3+1; Base DC = 18 + spell Level; DC = 19 + Spell Level for Conjunction; DC = 20 + spell level for Evocation, 23 + spell level for Evocation of the Fire Subtype); 0th – detect magic (2), light, ray of frost*, ray of frost; 1st – ~~mage armor~~, feather fall, magic missile (3), magic missile*, shield; 2nd – glitterdust, invisibility, resist energy, scorching ray*, scorching ray (3); 3rd – fireball*, fireball, fire bolt (energy affinity lighting bolt), fly, haste, silent scorching ray, summon monster III; 4th – dimension door, fire shield, ice storm (fire storm), invisibility (greater), silent fireball*, silent fireball, summon monster IV; 5th – cone of heat (cold)*, overland flight, silent dimension door, summon monster V, teleport; 6th – chain lightning (fire)*, chain lightning (fire), mislead, silent teleport, summon monster VI; 7th – delayed blast fireball, prismatic spray*, spell turning, summon monster VII; 8th – silent delayed blast fireball*, mind blank, maze, summon monster VIII.

Possessions: masterwork dagger, *amulet of health* +4, *headband of intellect* +4, *gloves of dexterity* +4, *cloak of resistance* +4, *ring of protection* +3, bracers of circling flames (major)

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save (DC 22) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. Creature hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack (1d6 fire), and also catch on fire unless they succeed on a Reflex save.

High Arcana: *Mastery of Shaping*: The archmage can alter the area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimensions for these spaces is a 5-foot cube. For example, an archmage could cast a *fireball* and leave a hole where his ally stands, preventing any fire damage. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th level spell slot.

*See Appendix 5: New Rules

☛**Feathers;** CR NA; Tiny Magical Beast; hp 60; Init +2 (Dex); Spd 30 ft; AC 17 (Touch 14, Flat-Footed 15) (+3

Natural Armor, +2 size, +2 Dexterity]; Base Atk +8; Grp -4; Atk +12 melee (1d2-4, claws); Full Atk +12 melee (1d2-4, 2 claws) and +7 melee (1d3-4, bite); SQ Dark Vision 60', Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master; AL CE; SV Fort +4, Ref +6, Will +15; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

Possessions: None

☛**World Burner thugs (8):** CR 11; Medium Humanoid; Bbn8/Rog3; HD 3d6+8d12+6; hp 95; Init +3; Spd 40 ft; AC 17 (+3 Dex, +4 armor) touch 13, flat-footed 14; Base Atk +10; Grp +16; Atk +18/+13 melee (2d4+9, masterwork falchion 18-20/x2); SA sneak attack +2d6; SQ rage 3/day, damage reduction 1/-, fast movement, Improved uncanny dodge, evasion; SV Fort +9, Ref +9, Will +6; AL CE; Str 22, Dex 16, Con 14, Int 8, Wis 10, Cha 8

Skills & Feats: Handle Animal +12, Listen¹ +14, Ride¹ +17, Spot¹ +10, Survival¹ +9, Tumble +12. Iron Will, Power Attack, Improved Sunder, Improved Overrun, Weapon Focus (Falchion)

Possessions: masterwork falchion, masterwork chain shirt

Encounter Five/Six: Reinforcements

APL 12 (EL 13)

☛**Grille:** CR 11; Human/Half-Elemental (Fire) Ftr9; Medium Outsider (fire); HD 9D10+27; hp 88; Init +9; Spd 30 ft; AC 24 [+2 natural, +5 Dex, +6 armor, +1 deflection] Touch 16, flat-footed 19; Base Atk +9/+4; Grp +15; Atk +17 melee (2D6+11 plus 1D6 fire, +1 flaming greatsword) or +15 ranged (1D8, longbow); Full Atk +17/+12 melee (2D6+11 plus 1D6 fire, +1 flaming greatsword) or +15/+10 ranged (1D8, longbow); SA Spell-like abilities; SQ Immune to disease and fire, +4 racial bonus against poison; AL NE; SV Fort +12, Ref +11, Will +8; Str 22, Dex 20, Con 16, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +14, Intimidate +13, Spot +6, Listen +6, Tumble +7; Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword), Iron Will, Dodge, Mobility, Elusive Target [Tactical], Run, Fleet of Foot.

Spell-like abilities: As Caster Level 9; *burning hands, produce flame, flaming sphere, wall of fire, fire shield* 1/day.

Possessions: +1 Mithral breastplate, +1 flaming greatsword, longbow, cloak of resistance +3, ring of protection +1, amulet of natural armor +1

APL 14 (EL 15)

☛ **Grille:** CR 11; Human/Half-Elemental (Fire) Ftr9; Medium Outsider (fire); HD 9D10+27; hp 88; Init +9; Spd 30 ft; AC 24 [+2 natural, +5 Dex, +6 armor, +1 deflection] Touch 16, flat-footed 19; Base Atk +9/+4; Grp +15; Atk +17 melee (2D6+11 plus 1D6 fire, +1 flaming greatsword) or +15 ranged (1D8, longbow); Full Atk +17/+12 melee (2D6+11 plus 1D6 fire, +1 flaming greatsword) or +15/+10 ranged (1D8, longbow); SA Spell-like abilities; SQ Immune to disease and fire, +4 racial bonus against poison; AL NE; SV Fort +12, Ref +11, Will +8; Str 22, Dex 20, Con 16, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +14, Intimidate +13, Spot +6, Listen +6, Tumble +7; Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword), Iron Will, Dodge, Mobility, Elusive Target [Tactical], Run, Fleet of Foot.

Spell-like abilities: As Caster Level 9; *burning hands, produce flame, flaming sphere, wall of fire, fire shield* 1/day.

Possessions: +1 Mithral breastplate, +1 flaming greatsword, longbow, cloak of resistance +3, ring of protection +1, amulet of natural armor +1

☛ **Charcoal:** CR 11; Human/Half-Elemental (Fire) Wiz9 (Evoker); Medium Outsider (fire); HD 9D4+27; hp 47; Init +3; Spd 30 ft; AC 24 [+2 natural, +1 deflection, +4 mage armor, +4 shield, +3 Dex] Touch 22, flat-footed 21; Base Atk +4; Grp +4; Atk +4 melee (1D6, quarterstaff) or +7 ranged (1D4, dagger); Full Atk +4 melee (1D6, quarterstaff) or +7 ranged (1D4, dagger); SA Spell-like abilities; SQ Immune to disease and fire, +4 racial bonus against poison; AL NE; SV Fort +11, Ref +9, Will +9; Str 10, Dex 16, Con 16, Int 20, Wis 10, Cha 12.

Skills and Feats: Concentration +15, Escape Artist +9, Knowledge (arcane) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Knowledge (history) +17, Spellcraft +17, Spot +6, Tumble +9; Combat Casting, Energy Affinity, Sudden Maximize*, Spell Penetration, Greater Spell Penetration, Great Fortitude.

Spells Prepared (4/7/6/5/4/3; Base DC = 15 (17 w/ fox's cunning) + Spell Level; 0th – acid (fire) splash x2, detect magic, ray of fire*; 1st – ~~mage armor, shield~~, magic missile*, grease, enlarge person, ray of enfeeblement x2; 2nd – glitterdust, ~~see invisibility~~, scorching ray*, ~~fox's cunning~~, false life, ~~resist energy (cold)~~; 3rd – dispel magic, fireball*, fly, haste, slow; 4th – dimension door, Evard's black tentacles, Ice storm (fire)*, mass reduce person; 5th – wall of force, cone of fire*, wall of stone.

Spell-like abilities: As Caster Level 9; *burning hands, produce flame, flaming sphere, wall of fire, fire shield* 1/day.

Possessions: ring of protection +1, amulet of natural armor +1, cloak of resistance +3, rod of lesser empower, quarterstaff, dagger

* see Appendix 5: New Rules

APL 16 (EL 17)

☛ **Grille:** CR 13; Human/Half-Elemental (Fire) Ftr11; Medium Outsider (fire); HD 11D10+33; hp 107; Init +9; Spd 30 ft; AC 24 [+2 natural, +5 Dex, +6 armor, +1 deflection] Touch 16, flat-footed 19; Base Atk +11/+6/+1; Grp +17; Atk +19 melee (2D6+11 plus 1D6 fire, +1 flaming greatsword) or +17 ranged (1D8, longbow); Full Atk +19/+14/+8 melee (2D6+11 plus 1D6 fire, +1 flaming greatsword) or +17/+12/+7 ranged (1D8, longbow); SA Spell-like abilities; SQ Immune to disease and fire, +4 racial bonus against poison; AL NE; SV Fort +13, Ref +11, Will +8; Str 22, Dex 20, Con 16, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +14, Intimidate +15, Spot +6, Listen +6, Tumble +9; Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword), Iron Will, Dodge, Mobility, Elusive Target [Tactical], Run, Fleet of Foot, Greater Weapon Focus (greatsword)

Spell-like abilities: As Caster Level 9; *burning hands, produce flame, flaming sphere, wall of fire, fire shield, fire seeds* 1/day.

Possessions: +1 Mithral breastplate, +1 flaming greatsword, longbow, cloak of resistance +3, ring of protection +1, amulet of natural armor +1

☛ **Charcoal:** CR 13; Human/Half-Elemental (Fire) Wiz11 (Evoker); Medium Outsider (fire); HD 11D4+33; hp 58; Init +3; Spd 30 ft; AC 24 [+2 natural, +1 deflection, +4 mage armor, +4 shield, +3 Dex] Touch 22, flat-footed 21; Base Atk +5; Grp +5; Atk +5 melee

(1D6, quarterstaff) or +8 ranged (1D4, dagger); Full Atk +5 melee (1D6, quarterstaff) or +8 ranged (1D4, dagger) or +9 ray; SA Spell-like abilities; SQ Immune to disease and fire, +4 racial bonus against poison; AL NE; SV Fort +11, Ref +9, Will +10; Str 10, Dex 16, Con 16, Int 24, Wis 10, Cha 12.

Skills and Feats: Concentration +17, Decipher Script +7, Escape Artist +10, Knowledge (arcane) +19, Knowledge (religion) +19, Knowledge (the planes) +19, Knowledge (history) +19, Spellcraft +19, Spot +6, Tumble +10; Combat Casting, Energy Affinity, Sudden Maximize*, Spell Penetration, Greater Spell Penetration, Great Fortitude, Weapon Focus (ray).

Spells Prepared (4/7/7/6/5/4/3; Base DC = 17 + Spell Level; 0th – acid (fire) splash x2, detect magic, ray of fire*; 1st – ~~mage armor, shield~~, magic missile*, grease, enlarge person, ray of enfeeblement x2; 2nd – glitterdust, ~~see invisibility~~, scorching ray* x2, Tasha's hideous laughter, false life, ~~resist energy (cold)~~; 3rd – dispel magic, fireball*, fly, haste, slow, lightning bolt (fire); 4th – dimension door, Evard's black tentacles, Ice storm (fire)*, mass reduce person, ~~lesser globe of invulnerability~~; 5th – wall of force, cone of fire*, wall of stone, mind fog; 6th – chain lightning (fire)*, disintegrate, Otiluke's freezing sphere (fire).

Spell-like abilities: As Caster Level 9; *burning hands*, *produce flame*, *flaming sphere*, *wall of fire*, *fire shield*, *fire seeds* 1/day.

Possessions: *ring of protection* +1, *amulet of natural armor* +1, *cloak of resistance* +3, *rod of lesser empower*, *headband of intellect* +4, quarterstaff, dagger

* see Appendix 5: New Rules

Encounter Five: After the Prince

🔥 **World Burner warriors (10):** CR 1/2; Medium Humanoid; HD 1d8; hp 5; Init +4; Spd 30 ft; AC 14(+4 armor), touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, 19-20/x2, Longsword); SV Fort +3, Ref +0, Will +0; AL CE; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8;

Skills & Feats: Intimidate +3; Improved Initiative, Weapon Focus (longsword)

Possessions: Longsword, chain shirt

Encounter Six

APL 8 (EL 11)

🔥 **Advanced Efreeti followers (2):** CR 9; Large Outsider (Extraplanar, Fire); HD 12d8+24; hp 87; Init +7; Spd 20 ft, fly 40 ft. (perfect); AC 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; Base Atk +12; Grp +22; Atk +17 melee (1d8+6 plus 1d6 fire, slam); Full Atk +17 melee (1d8+6 plus 1d6 fire, 2 slams); Face/Reach 10 ft. by 10 ft./10ft; SA *Change size*, heat, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +10, Ref +11, Will +10; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

Skills and Feats: Bluff +17, Craft (silver) +16, Concentration +17, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +19, Listen +17, Move Silently +18, Sense Motive +17, Spellcraft +16, Spot +17; Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*), Power Attack.

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only); 3/day—*invisibility*, *wall of fire* (DC 16); 1/day—grant up to three *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

Possessions: None (since being polymorphed into glabrezu)

Stats when polymorphed into Glabrezu:

🔥 **Advanced polymorphed Efreeti followers (2):** CR 9; Huge Outsider (Extraplanar, Fire); HD 12d8+120; hp 183; Init +4; Spd 40 ft; AC 27 (–2 size, +19 natural), touch 8, flat-footed 27; Base Atk +12; Grp +30; Atk +20 melee (2d8+10, pincers); Full Atk +20 melee (2d8+10, 2 pincers) and +18 melee (1d6+5, 2 claws) and +18 melee (1d8+5, bite); Face/Reach 15 ft. by 15 ft./15ft; SA

Improved grab, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +18, Ref +8, Will +10; Str 31, Dex 10, Con 31, Int 12, Wis 15, Cha 15.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Possessions: None

APL 10 (EL 13)

➤ **Advanced Efreeti followers (4):** CR 9; Large Outsider (Extraplanar, Fire); HD 12d8+24; hp 87; Init +7; Spd 20 ft, fly 40 ft. (perfect); AC 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; Base Atk +12; Grp +22; Atk Slam +17 melee (1d8+6 plus 1d6 fire); Full Atk 2 slams +17 melee (1d8+6 plus 1d6 fire); Face/Reach 10 ft. by 10 ft./10ft; SA *Change size*, heat, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +10, Ref +11, Will +10; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

Skills and Feats: Bluff +17, Craft (any one) +16, Concentration +17, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +19, Listen +17, Move Silently +18, Sense Motive +17, Spellcraft +16, Spot +17; Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*), Power Attack.

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only); 3/day—*invisibility*, *wall of fire* (DC 16); 1/day—grant up to three *wishes* (to nongeniens only), *gaseous form*, *permanent image* (DC 18), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

Possessions: None (since being polymorphed into glabrezu)

Stats when polymorphed into Glabrezu:

➤ **Advanced polymorphed Efreeti followers (4):** CR 9; Huge Outsider (Extraplanar, Fire); HD 12d8+120; hp 183; Init +4; Spd 40 ft; AC 27 (–2 size, +19 natural), touch 8, flat-footed 27; Base Atk +12; Grp +30; Atk +20 melee (2d8+10, pincers); Full Atk +20 melee (2d8+10, 2 pincers) and +18 melee (1d6+5, 2 claws) and +18 melee (1d8+5, bite); Face/Reach 15 ft. by 15 ft./15ft; SA Improved grab, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +18, Ref +8, Will +10; Str 31, Dex 10, Con 31, Int 12, Wis 15, Cha 15.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Possessions: None

APL 12 (EL 15)

➤ **Advanced Efreeti followers (4):** CR 11; Huge Outsider (Extraplanar, Fire); HD 16d8+64; hp 147; Init +6; Spd 20 ft, fly 40 ft. (perfect); AC 19 (–2 size, +2 Dex, +9 natural), touch 10, flat-footed 17; Base Atk +16; Grp +34; Atk +24 melee (1d8+10 plus 1d6 fire, slam) or +25 melee (3d6+16 plus 1d6 fire, +1 *flaming huge falchion* 15-20/x2); Full Atk +24 melee (1d8+10 plus 1d6 fire, 2 slams) or +25/+20/+15 melee (3d6+16 plus 1d6 fire, +1 *flaming huge falchion* 15-20 x2); Face/Reach 10 ft. by 10 ft./10ft; SA *Change size*, heat, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +14, Ref +12, Will +12; Str 31, Dex 15, Con 18, Int 12, Wis 15, Cha 15.

Skills and Feats: Bluff +21, Craft (any one) +20, Concentration +23, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +21, Listen +21, Move Silently +21, Sense Motive +21, Spellcraft +20, Spot +21; Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*), Power Attack, Improved critical (falchion).

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only); 3/day—*invisibility*, *wall of fire* (DC 16); 1/day—grant up to three *wishes* (to nongeniens only), *gaseous form*, *permanent image* (DC 18), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

Possessions: +1 flaming huge falchion

Stats when polymorphed into Glabrezu:

➤ **Advanced polymorphed Efreeti followers (4):** CR 11; Huge Outsider (Extraplanar, Fire); HD 16d8+160; hp 243; Init +4; Spd 40 ft; AC 27 (−2 size, +19 natural), touch 8, flat-footed 27; Base Atk +16; Grp +34; Atk +24 melee (2d8+10, pincers) or +25 melee (3d6+16 plus 1d6 fire, +1 flaming burst huge falchion 15-20/x2); Full Atk +24 melee (2d8+10, 2 pincers) and +22 melee (1d6+5, 2 claws) and +22 melee (1d8+5, bite) or +25/+20/+15 melee (3d6+16 plus 1d6 fire, +1 flaming burst huge falchion 15-20 x2); Face/Reach 15 ft. by 15 ft./15ft; SA Improved grab, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +20, Ref +10, Will +12; Str 31, Dex 10, Con 31, Int 12, Wis 15, Cha 15.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Possessions: +1 flaming burst huge falchion

APL 14 (EL 17)

➤ **Advanced Efreeti followers (4):** CR 13; Huge Outsider (Extraplanar, Fire); HD 20d8+80; hp 183; Init +6; Spd 20 ft, fly 40 ft. (perfect); AC 19 (−2 size, +2 Dex, +9 natural), touch 10, flat-footed 17; Base Atk +20; Grp +38; Atk +31 melee (3d6+17 plus 1d6 fire, +2 flaming burst huge falchion 15-20/x2) or +28 melee (1d8+10 plus 1d6 fire, slam); Full Atk +28 melee (1d8+10 plus 1d6 fire, 2 slams) or +31/+26/+21/+16 melee (3d6+17 plus 1d6 fire, +2 flaming burst huge falchion 15-20 x2); Face/Reach 10 ft. by 10 ft./10ft; SA *Change size*, heat, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +16, Ref +14, Will +14; Str 31, Dex 15, Con 18, Int 12, Wis 15, Cha 15.

Skills and Feats: Bluff +25, Craft (any one) +20, Concentration +27, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +25, Listen +25, Move Silently +25, Sense Motive +25, Spellcraft +24, Spot +25; Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*), Power Attack, Improved critical (falchion) Weapon Focus (falchion).

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only); 3/day—*invisibility*, *wall of fire* (DC 16); 1/day—grant up to three *wishes* (to nongeniens only), *gaseous form*, *permanent image* (DC 18), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

Possessions: +2 flaming burst huge falchion

Stats when polymorphed into Glabrezu:

➤ **Advanced polymorphed Efreeti followers (4):** CR 13; Huge Outsider (Extraplanar, Fire); HD 20d8+200; hp 303; Init +4; Spd 40 ft; AC 27 (−2 size, +19 natural), touch 8, flat-footed 27; Base Atk +20; Grp +38; Atk +31 melee (3d6+17 plus 1d6 fire, +2 flaming burst huge falchion 15-20/x2) or +28 melee (2d8+10, pincers); Full Atk +31/+26/+21/+16 melee (3d6+17 plus 1d6 fire; 15-20/x2) or 2 pincers +28 melee (2d8+10) and 2 claws +26 melee (1d6+5) and bite +26 melee (1d8+5); Face/Reach 15 ft. by 15 ft./15ft; SA Improved grab, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +22, Ref +12, Will +14; Str 31, Dex 10, Con 31, Int 12, Wis 15, Cha 15.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Possessions: +2 flaming burst huge falchion

APL 16 (EL 19)

🔥 **Advanced Efreeti followers (4):** CR 15; Huge Outsider (Extraplanar, Fire); HD 24d8+96; hp 219; Init +6; Spd 20 ft, fly 40 ft. (perfect); AC 17 (–2 size, +2 Dex, +9 natural), touch 10, flat-footed 17; Base Atk +24; Grp +42; Atk +36 melee (3d6+18 plus 1d6 fire; 15-20/x2, +3 *flaming burst huge falchion*) or +32 melee (1d8+10 plus 1d6 fire, slam); Full Atk +32 melee (1d8+10 plus 1d6 fire, 2 slams) or +36/+31/+26/+21/+16 melee (3d6+18 plus 1d6 fire, +3 *flaming burst huge falchion* 15-20 x2); Face/Reach 10 ft. by 10 ft./10ft; SA *Change size*, heat, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +18, Ref +16, Will +16; Str 31, Dex 15, Con 18, Int 12, Wis 15, Cha 15.

Skills and Feats: Bluff +29, Craft (any one) +20, Concentration +31, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +29, Listen +29, Move Silently +29, Sense Motive +29, Spellcraft +28, Spot +29; Combat Casting, Combat Reflexes, Dodge, Improved Initiative⁵, Quicken Spell-Like Ability (*scorching ray*), Power Attack, Improved critical (falchion) Weapon Focus (falchion), Improved Bull rush, Improved Sunder.

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only); 3/day—*invisibility*, *wall of fire* (DC 16); 1/day—grant up to three *wishes* (to nongeniens only), *gaseous form*, *permanent image* (DC 18), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

Possessions: +3 *flaming burst huge falchion*

Stats when polymorphed into Glabrezu:

🔥 **Advanced polymorphed Efreeti followers (4):** CR 15; Huge Outsider (Extraplanar, Fire); HD 24d8+240; hp 363; Init +4; Spd 40 ft; AC 27 (–2 size, +19 natural),

touch 8, flat-footed 27; Base Atk +24; Grp +42; Atk +36 melee (3d6+18 plus 1d6 fire, +3 *flaming burst huge falchion* 15-20/x2) or +32 melee (2d8+10, pincers); Full Atk +36/+31/+26/+21/+16 melee (3d6+18 plus 1d6 fire, +3 *flaming burst huge falchion* 15-20/x2) or +32 melee (2d8+10, 2 pincers) and +30 melee (1d6+5, 2 claws) and +30 melee (1d8+5, bite); Face/Reach 15 ft. by 15 ft./15ft; SA Improved grab, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +24, Ref +14, Will +16; Str 31, Dex 10, Con 31, Int 12, Wis 15, Cha 15.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Possessions: +3 *flaming burst huge falchion*.

Appendix Two – Border Crossing

(DM Aid)

Tusmit Guard

Ketite Guard

Merchant Cart

Horse

Building footprint

Burning building

Merchant from Dyvers

Merchant from Ekbir

Mercenary from Perrenland

Bystander from Tusmit

Noble from Verbobonc

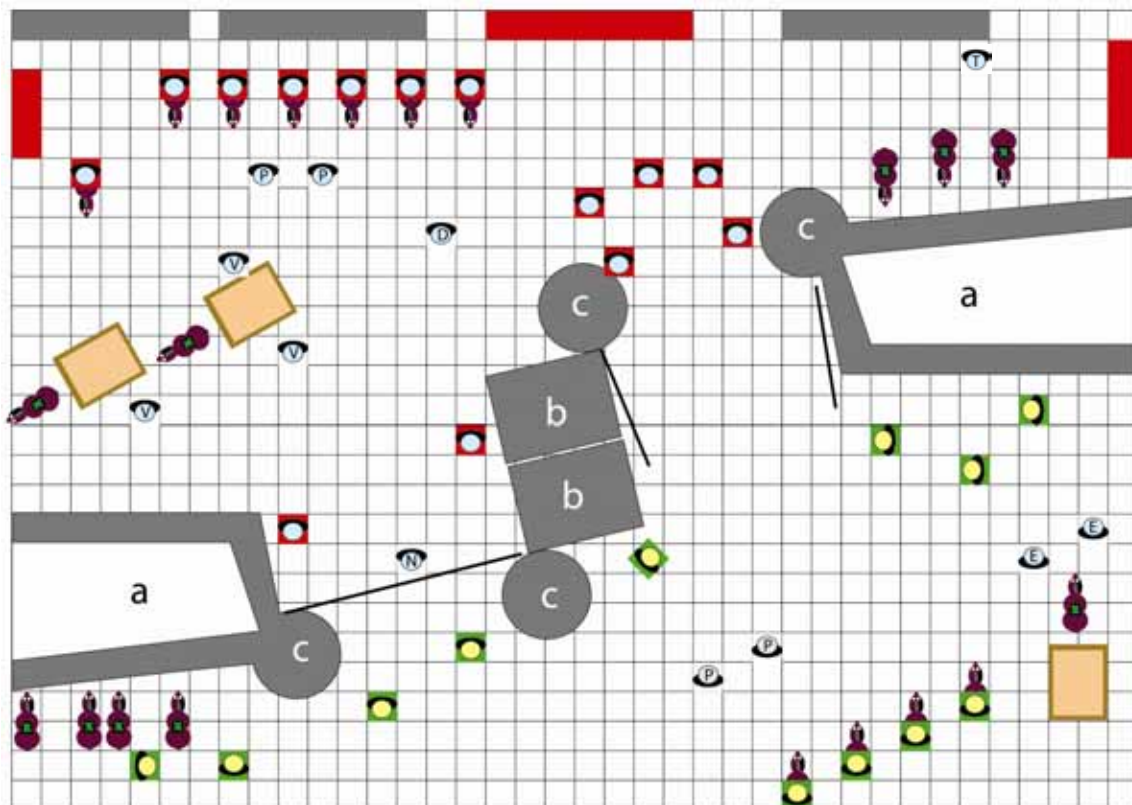
Merchant from Veluna

Gates

A – Culvert

B - Military building – 10 feet high

C – Military Towers – 30 feet high (3 stories)



Appendix Three – Back Story

Shahal Qarim, Golden Scorpion of Ket

Shahal is intimately familiar with the details of VTF4-01 *Flicker* and can convey anything from that module that might be relevant. For those without any such experience, the following are pertinent details:

- 1) The Temple of Elemental Evil (ToEE) is behind this entire set-up. How they are connected to these cultists, the World Burners, was not revealed to him, nor what they hope to accomplish in starting a war between Ket and Tusmit;
- 2) Walker Salidious (refer to the Year 3 VTF series for more details) was captured, along with Shahal, and tortured by the ToEE. Shahal heard them take the Walker away to die and swore to avenge him;
- 3) A group of infiltrators purporting to be from Tusmit swept through Ket, from the south, through the Bramblewood and directly to Lopolla. In fact, they were ToEE members led by Tarqaan;
- 4) With the aid of adventurers, Shahal tracked them to Lopolla. There, the ToEE plotted against the people of Ket;
- 5) Shahal and the adventurers made an effort to stop the plans of the ToEE but they were unable to intervene effectively despite finding the locations of the cult. Most of the cultists were captured but the leader Tarqaan escaped;
- 6) The result of the plot was a devastating attack on the capital by arcane means. The attack would have probably been superficial in nature but investigating Archons (wizards) and Brotherhood (sorcerers) went temporarily insane and caused a huge amount of additional collateral damage;
- 7) While the attack took place, a huge banner of Tusmit was cast into the sky and the madman Tarqaan rode through the city proclaiming the glory of Tusmit and the weakness of Ket;
- 8) The Archons and Brotherhood are now in self-imposed isolation until they determine the cause of their problems. This has left Ket temporarily without any magical support in the capital;
- 9) Under pressure from all sides, the Beygraf declared war on Tusmit and moved the army into action. Any factions in Ket supporting a peaceful resolution have now been silenced. Even now the army is mobilizing for an assault on the other side of the border, though lack of the Archons will no doubt hamper such preparations;

10) Shahal asked adventurers to capture Tarqaan but the madman reacted violently, casting powerful damaging spells before *teleporting* away – presumably here to Tusmit, where he began another reign of terror. Tarqaan abandoned his bodyguard, showing a disregard for his underlings that matches a similar disregard noted in Lopolla;

11) Shahal knows that this war is being started for false reasons and strives to correct that. He personally despises the reasons behind the war and sees it as a waste of good lives.

Captain Halji of Tusmit

Captain Halji knows nothing of the recent events in Ket and has only what he has seen recently to go on. On the other hand, he knows of the World Burner cult and has details on their activities (see VTF3-05 *Firestorm* for further details as desired):

- 1) The World Burners made a series of attacks last year on property in Tusmit. There was no single area that received any more attacks than others.
- 2) The World Burners do not have any sort of agenda that they have conveyed, beyond simple destruction. If they can, they burn things but otherwise just attack with great abandon;
- 3) All of the World Burners encountered thus far have strength far in excess of normal men and women, yet they appear to be human. They use this strength in a straightforward and direct manner, with little tangible signs of subtlety or tactics;
- 4) The cult was increasing in power and influence, mostly through its destructive ways, until some time last year. It suffered a major setback, though Captain Halji does not know what that might be;
- 5) The World Burners have a decent amount of magical back up. They consistently *teleport* to locations and attack, leaving by the same means. Some attacks have obviously been carried out with additional preparation spells;
- 6) The World Burners seem to have knowledge of Tusmit and the deployment of forces. They attack where guards are already occupied or cannot respond in time, causing damage and willingly attacking smaller guard detachments, but retreating in the face of real numbers. For the reference of anyone who has played it, recall the opening sequence to VTF3-05 *Firestorm*.

Appendix 4 – Maps

Jirah's estimation of the World Burner's path

Tarqaan's Starting palce



Refer to map of plains for this area



Refer to map of forest for this area



Estimated entrance into mountains.



Estimated travel route




Refer to map of bridge for this area




Refer to map of hills for this area

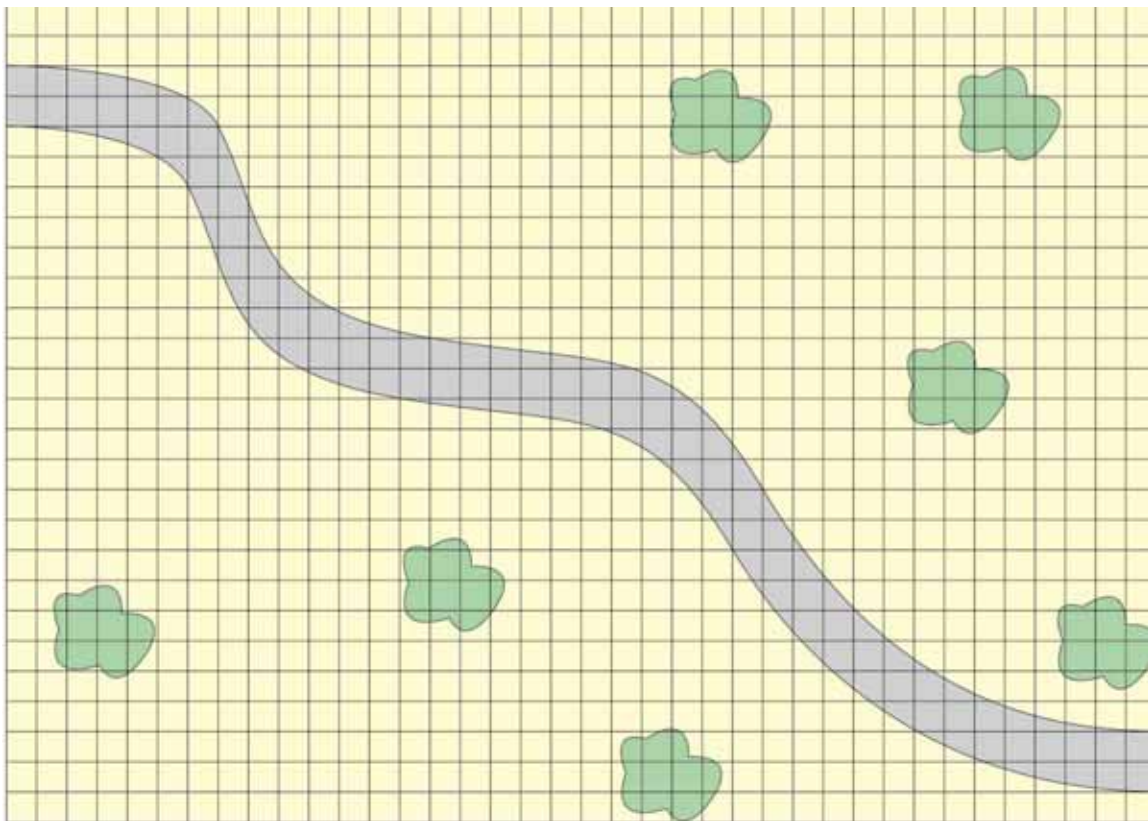


Map of the Plains (DM Aid)

 Bushes give $\frac{3}{4}$ cover

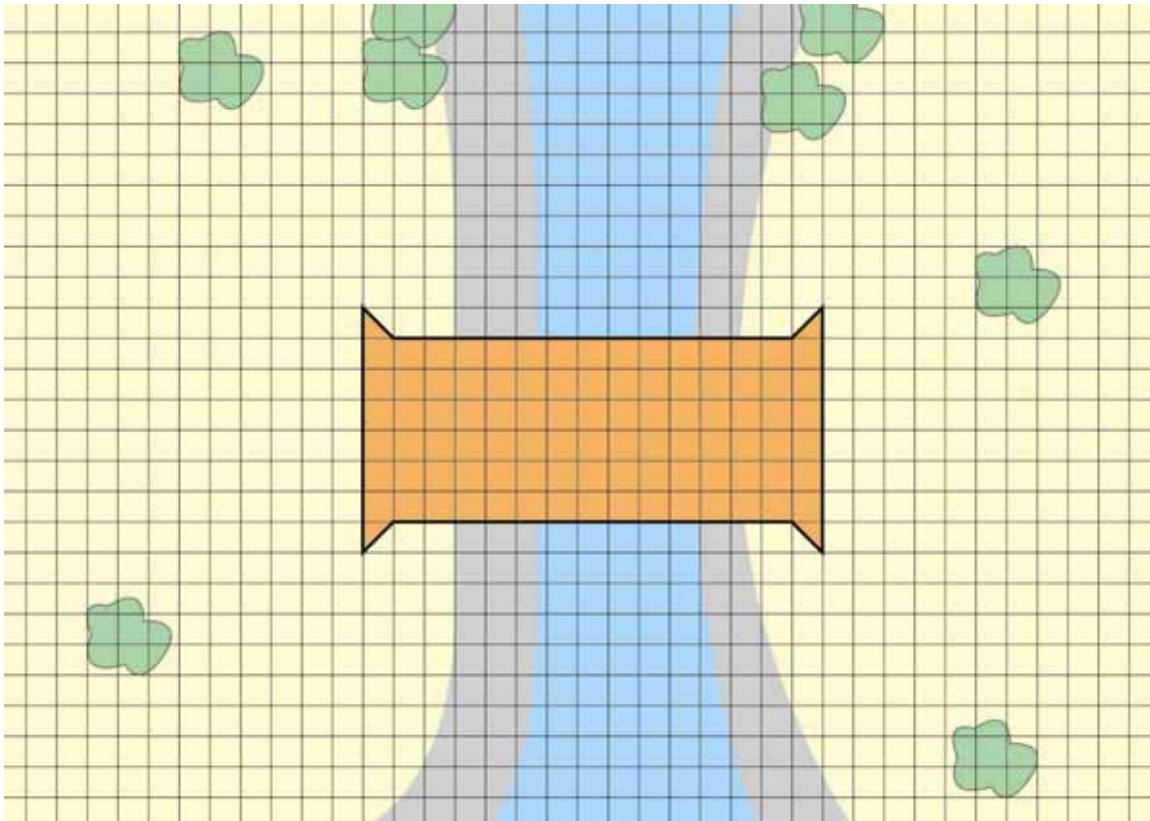
 High Grasses

 Path

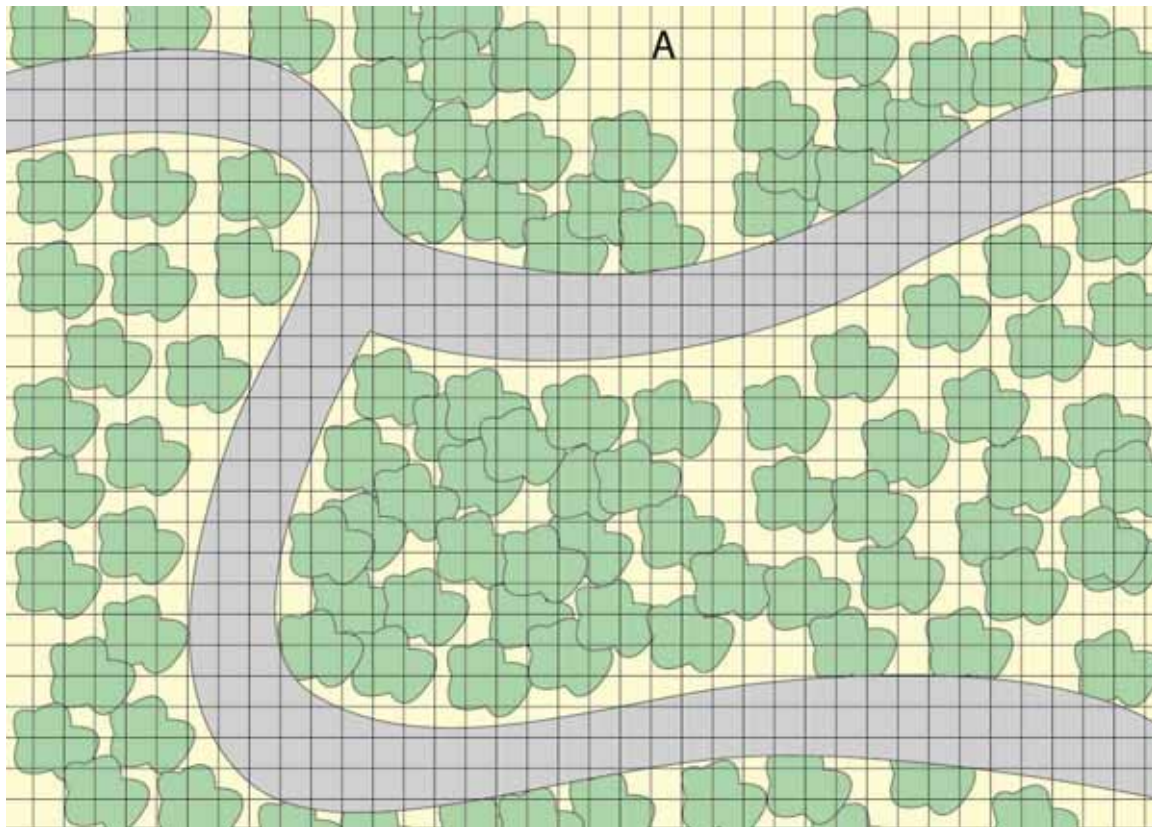


Map of Bridge (DM Aid)

Tall grasses		Water	
Bushes		Bridge	
Embankment			

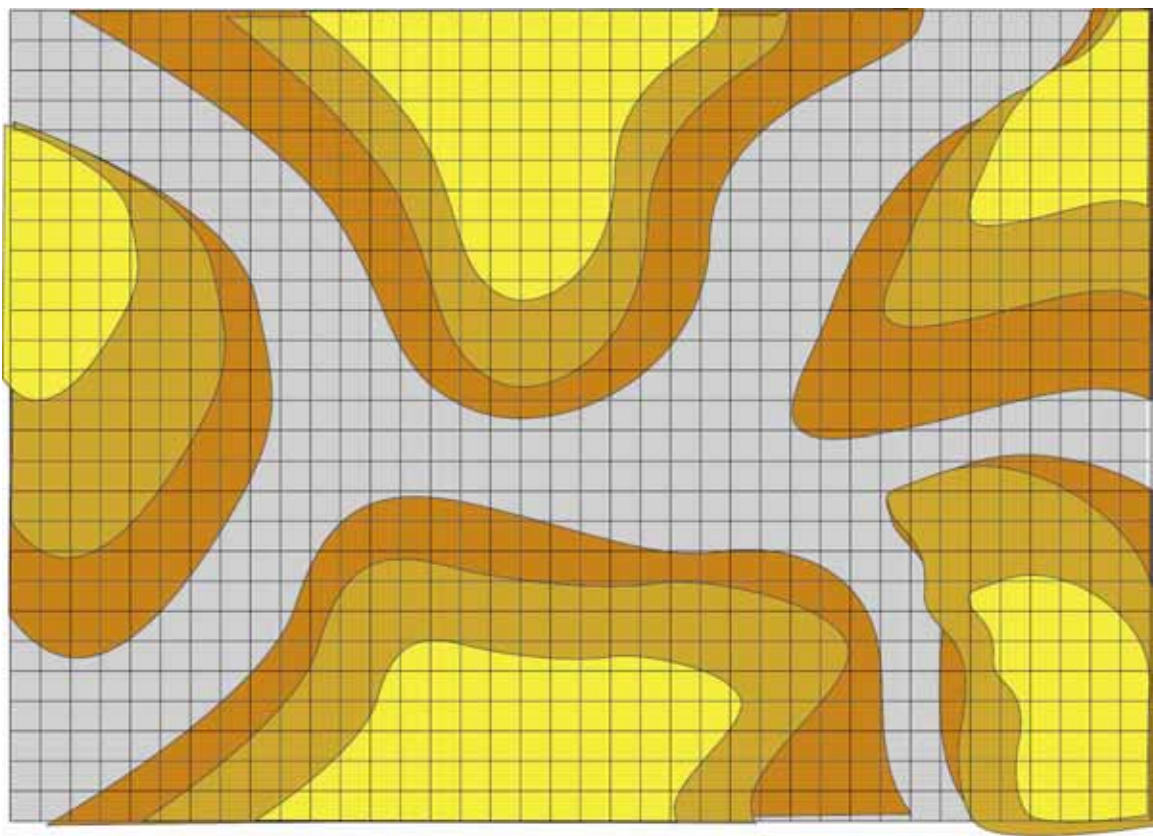
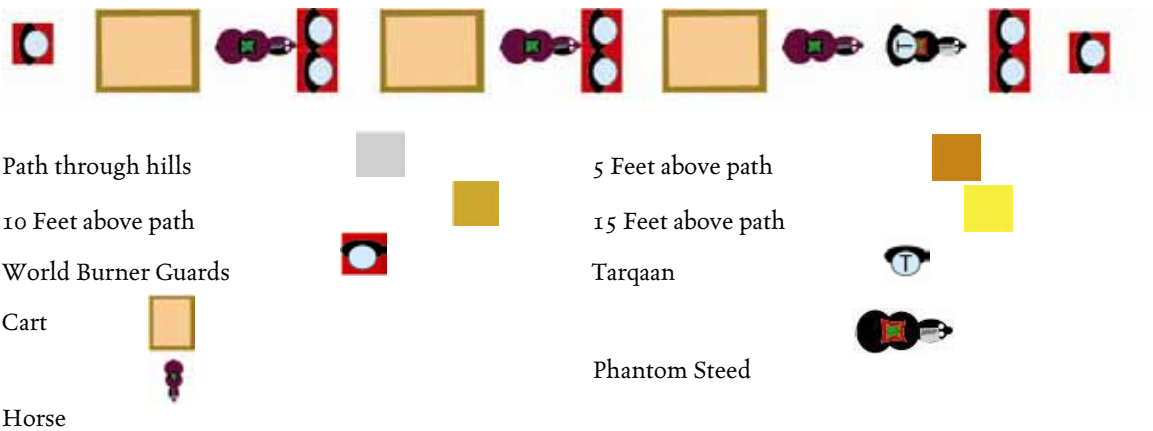


Map of Forest Area (DM Aid)



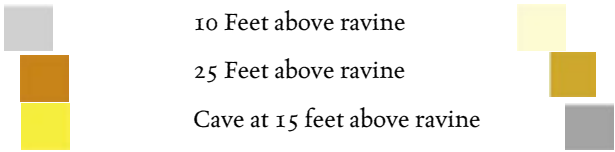
Map of Hills (DM Aid)

Typical Marching order in the hills. Note that Tarqaan rides a phantom steed in case of emergency exit.

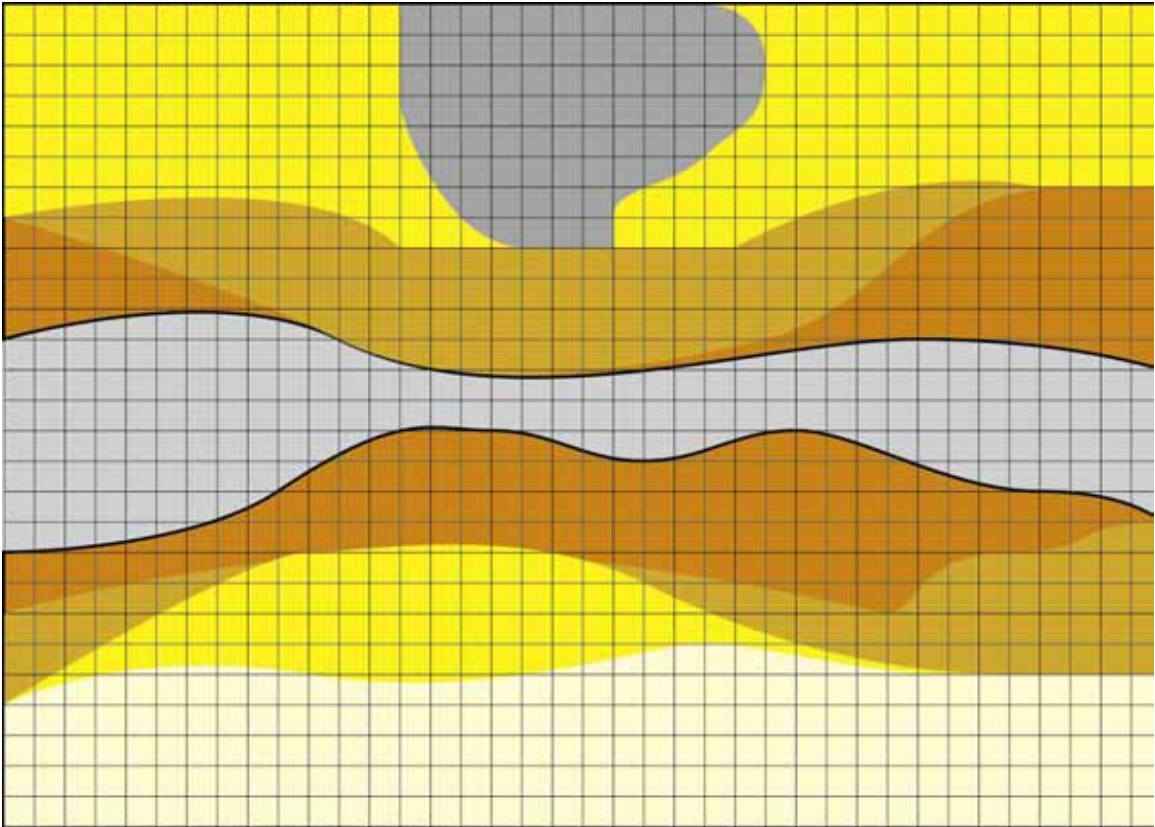


Setting for Random Encounters (DM Aid)

Ravine Floor
15 Feet above ravine
35 feet above ravine



10 Feet above ravine
25 Feet above ravine
Cave at 15 feet above ravine



Map of Temple (DM Aid)

Willing sacrifices of World Burners



Brazier with Fire Key.



Summoning Circle for Imix



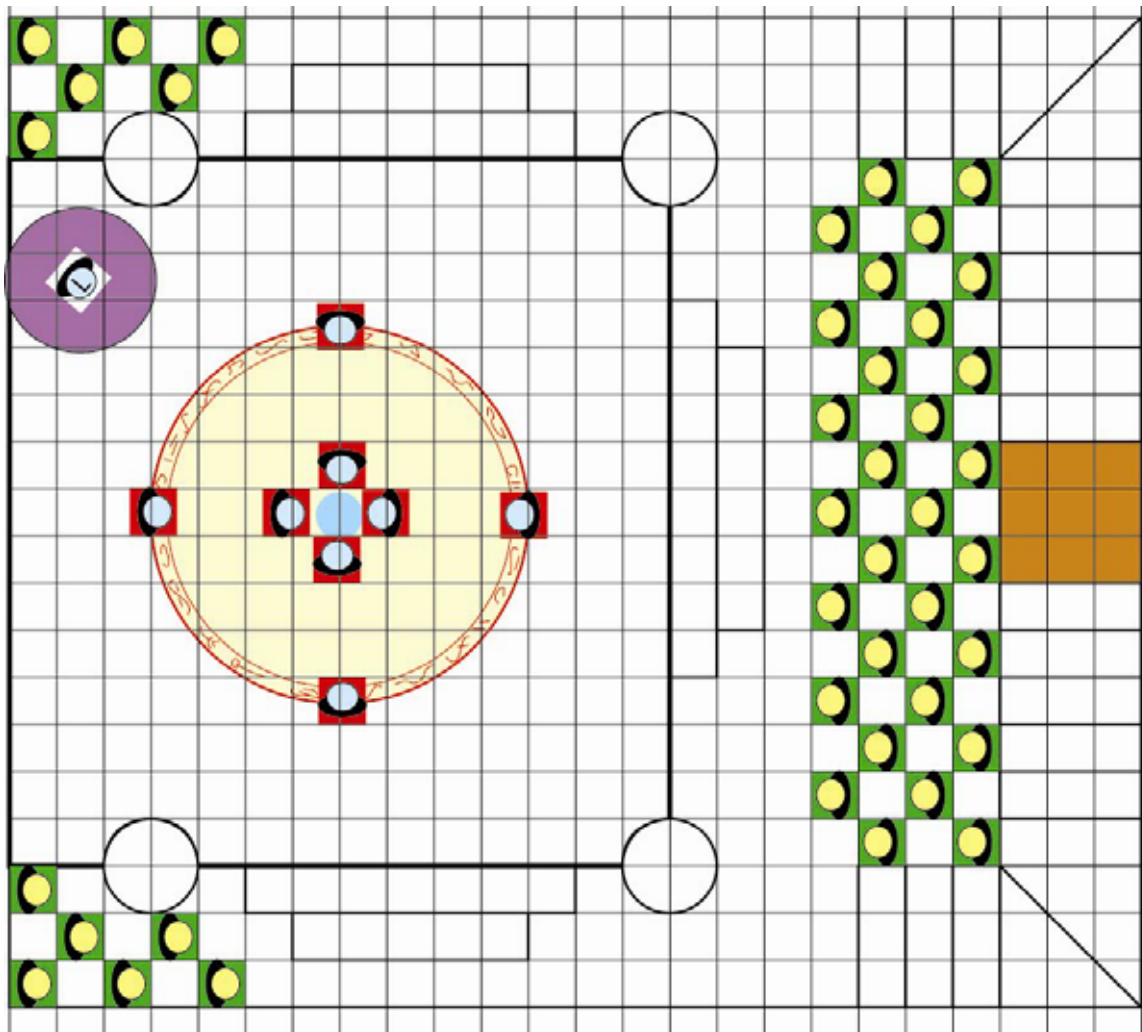
Combatant World Burners



Lareth fully protected (see text)



Landing to outside at 30 feet high



Appendix 5: New Rules

Elemental Savant as presented in *Tome and Blood*

Elemental savants study the basic building blocks of existence – air, earth, fire, and water – learning to harness their powers. Eventually they transcend their mortal forms and become elemental beings.

Most elemental savants start out as wizards, although clerics and druids are not unknown. Sorcerers occasionally take this prestige class, but since metamagic feats are of less utility to them, they have difficulty using the class's strengths to their fullest.

NPC elemental savants usually prefer to pursue their studies in solitude or in the company of other elemental savants. Sometimes groups of them gather in places where an element's majesty and power is on display, such as the flanks of a volcano, an island, or a high, windy mountain.

Hit Die: d4

Requirements

To qualify as a elemental savant, a character must fulfill the following criteria.

Knowledge (arcana): 8 ranks.

Knowledge (planes): 8 ranks.

Feat: Energy Substitution (acid, cold, electricity or fire) – altered to Energy Affinity.

Spells: Ability to cast at least three spells with one of the acid, cold, electricity or fire descriptors and at least one summon spell. At least one of these spells must be 3rd level or higher. Alternatively, the character must be able to cast at least one spell of 3rd level or higher and have access to one of the following clerical domains: Air, Earth, Fire or Water.

Special: The elemental savant must have made prior peaceful contact with an elemental or with an outsider having an elemental subtype (Air, Earth, Fire or Water).

Class Skills

The elemental savant's class skills (and the key ability for each skill are Craft (Alchemy) (Int), Concentration (Int), Handle Animal (Cha), Knowledge (any) (Int), Profession (Wis), Speak Language, Spellcraft (Int). See Chapter 4 of the Player's Handbook for all skill descriptions.

Skill Points at Each Level: 2 + Int Modifier

Class Features

The following are class features of the elemental savant prestige class.

Weapon and Armor Proficiency: Elemental Savants gain no weapon or armor proficiencies.

Spells per Day: When a new elemental savant level is gained (except at 10th level), the character gains new spells per day as if she had also gained a level in a spell-casting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spell-casting. If a character had more than one spellcasting class before becoming an elemental savant, she must decide to which class she adds the new level for purposes of determining spells per day.

Elemental Transition (Ex): Beginning at 1st level, the elemental savant begins to transcend her mortal form, on the path toward becoming an elemental creature. On first taking this prestige class, she choose an element, which must be allied with a type of energy she can substitute using Energy Substitution (Energy Affinity). Each element also has an opposing element and energy form. The elemental savant cannot use Energy Substitution (Energy Affinity) to insert a type of energy opposed to her chosen element. For example, an air elemental savant can substitute lightning for another form of energy in a spell, but she is prohibited from substituting acid. Fire – opposed by Water, Cold.

At 1st level the elemental savant becomes immune to magical sleep effects. At 4th level she gains darkvision with a range of 60 feet and immunity to paralysis. At 7th level, she gains immunity to stunning.

Resistance (Ex): As the elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. At 1st level, she gains resistance 5 against this energy form. This rises to resistance 10 at 4th level, resistance 15 at 7th level and complete immunity when she becomes an elemental being (at 10th level).

Elemental Focus (Ex): Beginning at 2nd level, the elemental savant learns to better manipulate energy allied with her chosen element (Fire). The save DC for any spell using that type of energy increases by +1. This rises to +2 at 5th level and +3 at 8th level. These

increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Elemental Penetration (Ex): Beginning at third level, the elemental savant further refines her ability to wield energy allied with her chosen element. When she casts a spell using that type of energy, she gains a +1 competence modifier on caster level checks (1d20+caster level) to beat a creature's spell resistance. At 6th level, this modifier increases to +2, and at 9th level it increases to +3. These increases are cumulative with those granted by the Spell Penetration and Greater Spell Penetration feats.

Elemental Perfection (Ex): At 10th level the elemental savant, through long association with elemental entities and extensive study of their secrets, completely transcends her mortal form to become an elemental creature. Her type changes to "elemental," which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as *charm person*. She gains an elemental creature's immunity to poison, sleep, paralysis, and stunning and is no longer subject to critical hits or flanking.

The elemental savant gains the speed and movement modes, special attacks and special qualities of a medium elemental of the appropriate type, as noted

in the *Monster Manual*, except that the save DC against her elemental attack form, if any (whirlwind, burn or vortex) is 20+her Constitution modifier.

Upon achieving this state, the elemental savant's appearance undergoes a minor physical change, usually to the skin or eyes. An earth elemental savant, for example, might acquire gemlike eyes and hard, pebbly skin. Anyone who shares the elemental savant's predilection for study of her chosen plane immediately recognizes her transcendent nature. She gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with creatures having her elemental type and with other elemental savants who have chosen her element (Fire).

Elemental perfection is not without cost. The elemental savant can be hedged out by a *magic circle* spell against her alignment. She also takes double damage from energy attacks allied with her opposing element (water) unless the attack allow a saving throw for half damage, in which case she takes half damage even on a successful save.

Immunity (Ex): At 10th level, the elemental savant is completely comfortable with the energy allied with her chosen element. She gains immunity to that type of energy, in addition to the immunities granted by her elemental form (See Elemental Perfection above).

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Elemental Transition, resistance 5	+1 Level of Existing Class
2 nd	+1	+0	+0	+3	Elemental Focus +1	+1 Level of Existing Class
3 rd	+1	+1	+1	+3	Elemental Penetration +1	+1 Level of Existing Class
4 th	+2	+1	+1	+4	Elemental Transition, resistance 10	+1 Level of Existing Class
5 th	+2	+1	+1	+4	Elemental Focus +2	+1 Level of Existing Class
6 th	+3	+2	+2	+5	Elemental Penetration +2	+1 Level of Existing Class
7 th	+3	+2	+2	+5	Elemental Transition, resistance 15	+1 Level of Existing Class
8 th	+4	+2	+2	+6	Elemental Focus +3	+1 Level of Existing Class
9 th	+4	+3	+3	+6	Elemental Penetration +3	+1 Level of Existing Class
10 th	+5	+3	+3	+7	Elemental Perfection, Immunity	--

Sudden Maximize [Metamagic] as presented in *Miniatures Handbook*

One per day you can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat

Benefit: Once per day, you may apply the Maximize Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Maximize Spell feat normally if you have it.

Elusive Target [Tactical] as presented in *Complete Warrior*

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Fleet of Foot [General] as presented in *Complete Warrior*

You run nimbly, able to turn corners without losing momentum.

Prerequisites: Dex 15, Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You can't use this feat in medium or heavy armor, or if you're carrying a medium or heavy load. If you are charging, you must move in a straight line for 10 feet (2 squares) after the turn to maintain the charge.

Normal: Without this feat you can run or charge only in a straight line.

Critical Event Summary

All the Triads would like to thank you for judging this module and hope that both you and the players had a good time. If you could take a few moments to fill out the following information it would be a great help to all of us. Also this information that you fill out will help shape the VTF region immensely.

- 1) What political persuasion was the majority of the party? For KetFor Tusmit
 Didn't care
- 2) Did the PCs take the offer from Jirah and his stone? Y N
- 3) Were any PCs rude to Jirah while talking to him? Y N
 If so who?

- 4) Did the PCs kill Tarqaan? Y N
- 5) Did the PCs stop Lareth from summoning Imix? Y N
- 6) Did any PCs die in this module? Y N
- 7) Did any of the PCs attack Imix and receive the Ire of him? Y N (stopped the ritual)
 If so what was the name of the PC that now has this Ire?

- 8) Did anything else interesting happen during the playing of this module?

Thank you for taking the time to fill out this summary. Please send in all reports via email if you are not playing this at a convention by July 30, 2004. The email is timsech@hotmail.com.