**Firefinger (level 5)**

Rising high above the jungle canopy is a 300-foot-tall naturally formed spire of rock with smoke issuing from a flaming beacon at the top of it. The walls of the spire are sheer and dotted with small caves. Frail-looking ladders hang from narrow ledges at various heights.

[Show Handout]

A shadow passes by overhead and Azaka motions you all to cover. You can see pterafolk flying around the spire at various levels, stopping at ledges or at the pinnacle. In clearings around around you can see long dead bodies that have been splattered on the ground. Some of them have zombified but none can do more than crawl on shattered legs.

Azaka: “Firefinger was once a beacon for the jungle, like a lighthouse. The flame atop its peak is magical and ever-burning. But the terror folk have turned it into a nest and prey on anyone who gets close.

Also Azaka: “I, I’m sorry. I can’t do heights. It’s why I needed help. I can’t go up there.” For the first time since you met her, Azaka lets her guard down, and looks embarrassed.

Global Illumination?

Climbing ladders is a DC 8 Athletics check. Failure increases the DC for the next climbers by 2.

Failure by 5 or more breaks the ladder and sends the climber tumbling down, unless precautions were taken.

Falling off a ladder is half the height between the distances (so assume falling in the middle).

Depending on the location and circumstances of a fall, can allow a DC 15 Athletics or Acrobatics check to mitigate the fall, such as tucking and rolling or grabbing onto a lower ledge.

DC 12 Stealth checks to avoid being spotted by Pterafolk during the day. No chance of being spotted at night - unless they’re waving light sources around.

## **Level 1**

Level 1 is 60 feet off the ground.

Falling off ladder is 30 feet.

The inside of the cave slopes downward to a 10-fit pit, 15-feet across. From the back of the cave you can hear the sound of wind whistling.

Need STR 15 to jump over the chasm. Climbing up or down the pit is a trivial DC 5 Athletics check. But reaching the bottom alerts the giant wolf spiders, who quickly attack. Need passive perception of 17+ to not be surprised.

Climbing the rock chimney is a DC 8 Athletics check. 90 foot climb. Falling = 40 feet but may fall on top of others. Can allow other Athletics checks at disadvantage.

## **Level 2**

The chimney opens up into another empty cave. You can feel and hear wind blowing from the south.

A long-dead corpse, bones picked clean of flesh, lies slump in a corner, though you can see a backpack with something glinting inside. To the south the cave opens up out into the open air, about halfway up the spire (160 feet). A narrow ledge twists around to your left.

As soon as someone enters the NE cave, the stirges attack. If anyone looks up they’ll see them hanging from the walls, calm but alert.

Treasure: 15gp, a gold and carnelian ring (60gp, ToA 52), and two onyx figurines that look like small jungle spirits (50 gp each, ToA 52).

Randomly while crossing the ledge, a gust of wind will threaten to blow off the PCs. Everyone has to make a DC 10 Dex saving throw or be thrown off unless secured.

## **Level 3**

You ascend to the top of a ladder and see another small cave before you, with the flickering of light and small bit of heat emanating from within. However your eyes are immediately drawn to a pterafolk, its bulky body narrowly squeezing through the tunnel as it slowly walks deeper into the cave. It’s currently facing away from you.

Whatever the PC does, have them roll a Stealth check - DC 12, otherwise the pterafolk hears them and turns around.

Three pterafolk are currently in the cave, warming by the fire and watching/torturing the aarakocra prisoner.

Nephyr the aarakocra doesn’t speak Common, but PCs should have a means of communication. If freed he can easily be persuaded to help them fight. He has nothing else to offer them, and once finished at firefinger, he’ll fly back to Kir Sabal.

Nephyr is a scout and was captured while exploring for Kir Sabal with a scouting party. The pterafolk ate his companions, and he’s the last one left.

He knows there are at least 8 more pterafolk, including their large scarred leader Nrak.

A 50 ft chimney ascends to the pinnacle. DC 8 Athletics check to climb. Any significant noise (or long/loud combat from level 3) will alert the pterafolk on level 4.

## **Level 4**

The spire’s pinnacle is flat and roughly 40 square feet. The edges are crumbling away and vines and low brush grow in profusion. Bones and scraps of meat from dozens of creatures are scattered everywhere.

A crumbling stone tower rises another 30 feet above the northern corner. A roaring flame floats in the air, hovering above the tower. Tumbled debris from the tower is heaped around its foundation.

A trio of pterafolk sit outside the tower

[if alerted] scanning the area below intently.

[if not alerted] sucking the last drops of flesh from some bones.

One of them is larger than the rest, and sporting a wicked scar that cuts down the entire right side of its face and chest.

Thanks to the thick bushes nearby, no one notices you yet.

Once again if the PCs want to do anything, DC 12 Stealth check.

Once combat begins, three pterafolk will join the fight in the second round, having flown to the pinnacle. PCs should see them coming.

**Treasure:** 2,000 copper, 750 silver, a sack with four Moonstones (white gems with pale blue glow), and a collection of wooden tubes containing preserved spell scrolls of Invisibility, Hypnotic Pattern, and Arcane Lock, and a wooden mask stylized in the shape of a jungle cat that seems magical.