

FUR3-06

Eclipse

A One-Round D&D LIVING GREYHAWK® Furyondy Regional Adventure

Version 1

by Michelle Sharp

Traveling north near the Razing Line, you meet a cleric of Mayaheine who cannot complete his mission without your assistance. The task SOUNDS simple enough, except that three have all ready fallen on this mission and the fourth looks near death himself. He insists this is necessary for the protection of the people of Furyondy. Will you take up his task? This module concludes the Defense of Chendl series. An adventure suitable for PCs of levels 1 to 14 (APL 2 to 12).

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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. 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 three 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.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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.

CR of Animal	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
	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

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 fact 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. Three or 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 two 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 Regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In FUR1-01 *Deep Pearl*, PCs recovered for Dramaynen, earth elementalist, a deep pearl, a priceless pearl created not in the ocean but in the depths of the earth. Later, in FUR2-01 *Common Defense*, adventurers captured a Yuan-Ti spy for Lady Pisenten, water elementalist, for some unknown purpose. In FUR3-03 *Heart of the Kingdom*, adventurers escort a caravan containing a druid's heart from Crockport to Chendl. In FUR3-04 PCs traveled to the underground fortress of a dwarven mage to recover the code to his mystical notes for Geklon, a sage working with the Council. In FUR3-05 *Reflections*, adventurers travel below water to recover an enchanted mirror containing an air elemental for Gorn Gydresol, air elementalist.

The Council of Four has now obtained all but the final item needed, according to their research and calculations, to construct a magical shield to protect Furyondy. Anxious to see that the item was recovered safely, the most powerful of the four, the fire elementalist Karzalin, has sent a group north to the razing line. He has worked with Dramaynen to create a powder from the deep pearl that will purify the item, liquid magma, and keep it from cooling. He has also verified the location of the magical brazier, which will allow safe transport of the magma back to the capital. The powder was given to the leader of the expedition, Sir Drapes Shanahart, a paladin of Heironeous and Knight of the Hart. The map and directions to the brazier were given to the guide, a green jerkin ranger by the name of Yallandra Thistle. Also accompanying them were a cleric and church inquisitor of Mayaheine, the son of a minor noble called Sir Kalin Trennell and his cohort, Victor Prennon, a fighter who also revered Mayaheine.

Following their departure, all but Sir Kalin, currently badly injured and suffering from disease, were slain in battle. Sir Kalin begins to head back to obtain more assistance when he meets up with the PCs. He decides this is the assistance he is looking for and sends them to complete the task, as he is too weak to do so. Once the PCs obtain the brazier with the magma, they are to escort Sir Kalin and carry the brazier back to Chendl, where it will be turned over to Karzalin. The Council of Four will then convene and PCs are asked to guard them while the spell is being cast, allowing PCs to observe the spell as well as its effects.

Adventure Summary

Eclipse is a low to high-level module for the Living Greyhawk campaign setting. The module is not designed to be a challenge for PCs above 14th level, so these characters are prohibited from participating in this

adventure. *Eclipse* takes place in the Barony of Kalistren near the Razing Line. Below is an encounter-by-encounter summary:

The PCs are traveling up near the razing line when they meet with a cleric, the last remaining member of a party of four originally sent to retrieve an important item for the fire elementalist Karzalin, from the Council of Four. Unfortunately, the group encountered a lamia and then a night hag. The others were slain and he was afflicted with demon fever. He has barely survived up to this point and has all ready taken a lot of permanent constitution damage from the disease. He is on his way to the castle, and hopes to find healing there. He is also looking for a way to see his mission completed. Assuming he finds the PCs trustworthy, he will attempt to persuade them to take over his mission.

If the PCs accept the mission, they will travel to the area of the Razing Line to locate the entrance to this underground cavern. They will encounter a creature or creatures blocking their path, which they will need to defeat in order to go deeper into the caverns.

PCs travel deeper into the warm caverns, which seem to wind further down into the earth searching for the brazier. They will find it on a small stone pillar in the center of (or at lower APIs near) a large pool of lava. They will need to obtain the brazier, fill it with molten lava and sprinkle the powder on it. Unfortunately for them, there are creatures in the lava who observe them. Some of them attack while others alert the guardian.

As the PCs begin to leave the area, the guardian of the brazier attacks. They must defeat him to carry off their prize. As PCs emerge from the fissure, they may spot a black knight in the distance who sees them and rides away. They should meet up with Sir Kalin, who will accompany them on their return trip.

Upon their return to Chendl, they will meet with Karzalin and turn over the brazier. They will be asked to carry the item and escort him to the area where the spell will be cast. They will then witness the results of the spell.

Introduction

The PCs are traveling through northern Furyondy near the razing line when they meet up with another traveler, Sir Kalin Trendell, currently suffering from Demon Fever. He is badly injured from combat with a lamia followed by an encounter with a nighthag. The three companions he was with were slain and although he was badly drained he managed to stumble on. He does not believe, however, that he will be able to complete his mission alone. Once ascertaining the PCs are good hearted and appear competent, he will endeavor to convince them to "volunteer" to take over his mission

while he recovers. Because he will be Detecting Evil prior to interacting with the PCs, be certain to review MILs and check on curses before starting to determine whether any PCs have anything on their person that will set off red flags to him.

The autumn rain seems to pour in past whatever protections you make and soon you feel cold, wet and miserable. The driving rain makes visibility poor. What possessed you to agree to travel north towards Castle Ehlenestra at this time of year? So far, you have seen no signs of the reported increase in orc activity in the area.

Have PCs make a Spot check (DC 20) to notice a figure near some rocks off the trail. If no PC makes the roll, have the PC with the highest roll notice the figure.

Encounter One

As you are studying some rocks off to your right, trying to determine whether they would offer any shelter from the rain, you notice an area of dark against the grey stone. As you puzzle on this, you realize it has moved!

If the PCs move over to investigate, read the text below. Remember that Sir Kalin is concentrating to Detect Evil as they approach. If the PCs do not approach for some reason, Sir Kalin Trennell will first Detect Evil, then shakily stand and call out "Ho There!" (Listen DC 5). He will begin to walk towards the PCs but then collapse. Once the PCs move over to investigate or talk to him, he will introduce himself and then attempt to learn something about them to determine if they may be able to help.

As you move closer, you see the collapsed figure of a young man. Dark hair frames an attractive face with emerald green eyes. His surcoat is slashed and blood runs down with the rain. About his neck hangs a finely worked silver sunburst with a bastard sword in front. A bastard sword also hangs ready at his side although he currently appears too injured and weakened to wield it. He struggles to sit on the rock nearby and smiles at you winningly as the rain lessens slightly.

"I am Sir Kalin Trennell, protector of the people of Furyondy through the blessings of Mayaheine. To whom do I speak?"

◆ Sir Kalin Trennell, male human, Clr7/Chrch2, see Appendix.

Note that if PCs have items/curses resulting in a positive result from his *Detect Evil* ability or if he has reason to suspect them due to use of his *Amulet of Detect Thoughts*, he will be less friendly and more suspicious of them. He will avoid speaking with that PC and will actually try to speak privately with the other PCs at some point to warn them about their "evil" companion. His purpose in speaking with the PCs at this point is to determine if they would be able to take over his quest. Once he has satisfied himself that they will likely do so, he will ask them to accompany him to a friend's lodge to shelter from the storm. Note that due to his weakened condition, he will require the PCs assistance to reach the shelter.

Sir Trennell plans to stay at the lodge and attempt to recover while he awaits the PCs return, since he realizes he is in no condition to travel. The lodging contains three bedrooms as well as a kitchen and common area. The PCs will also be able to stay there that evening. There is a stable near the lodge if they have mounts or animals. Once the party has arrived at the lodge, he will explain the purpose of his travel to see if he can get the PCs to volunteer to help out. If they do not offer, he will eventually ask for their assistance. He will share the following information with the PCs:

- He was sent north from Chendl with three others at the request of Karzalin, the fire elementalist on the Council of Four.
- The group was to obtain an important item and transport it to Chendl. The item is reportedly located in an underground complex accessed through a fissure near the razing line.
- He's fought many battles since then and his companions were all slain. This included a conflict with a lamia, which left him with difficulty casting his spells when a night hag set upon them, slaying Sir Drapes, his last remaining companion.
- He has been feverish and ill since that fight and believes he is suffering from *Demon Fever*, but he no longer has the ability to cure himself of it.
- His companions included Sir Drapes Shanahart, a paladin of Heironous and Knight of Furyondy (who incidentally owned this cottage); Yallandra Thistle, a green jerkin ranger with skills in locks and traps, and his cohort, Victor Prennon a fighter of Mayaheine.
- Sir Drapes fell under the sway of the lamia, turning on the party and slaying Victor. Yallandra was also slain in that battle.
- He was heading back for reinforcements but was weakened by the fever quicker than he expected and was unable to continue.

- ☛ The mission is urgent for the safety of Chendl. Old Wicked grows stronger by the day.
- ☛ He is sure the item will have guardians and did not think he could succeed in his current condition. Since the mission is more important than his pride, he is going back to ask for help.
- ☛ He'd rather not have to travel all the way back (due to concerns of time) so if the PCs are interested in assisting him in defending the citizens of Chendl and Furyondy he would welcome their help.
- ☛ He is doing this out of concern for the defense of his nation. He is not being paid and will not take kindly to PCs who ask for payment.
- ☛ He realizes that he is currently weak and will accept healing the PCs offer him. He knows that even if PCs cannot cure him magically he stands a better chance of survival if one of them with skill in Healing tends him that evening.

If the PCs agree to assist him in this quest for the defense of Chendl, he will also share the following information and items:

- ☛ The “item” he is to obtain is liquid magma. Karzalin said something about it being a “melding of the fire and earth elements, a liquid fire.”
- ☛ There is also supposed to be a magical brazier located near the magma. This must be used to hold the magma in order to transport it safely – without harming the carrier or causing the magma to cool and rendering it useless.
- ☛ He will give the PCs a small packet of powder and will advise them that this is to be sprinkled over the magma immediately after it is placed in the lamp. It is some sort of alchemical process that Karzalin was insistent was needed in order for the magma to be suitable for his purpose.
- ☛ He will try to avoid mentioning the purpose of the item, but if pressed he will not lie. He knows the magma is to be used in some sort of major defensive spell for Chendl.
- ☛ He can give the PCs a description of the brazier (approximate size, shape, etc) as well as the area believed to contain the entrance. The brazier is a common enough looking lamp made of bronze with a ceramic liner. The cover bears a holy symbol of Joram. He will note that the brazier is supposed to be located near the magma.

Development: Kalin did not make his Fortitude save on the previous day to recover from the *Demon Fever*. He will not make it the following day unless the PCs aid him in some way (such as tend him during the night and succeed in their Heal check, cast *Remove Disease*, etc).

Unless PCs do this, he will die the following day due to Constitution damage. Once the fever breaks, he will still be too weak for travel and will need to remain in the lodge, recovering until the PCs return. If the PCs are able to somehow completely heal him (such as through the use of multiple Restoration spells), he will agree to accompany them. Note to the players before they make this decision that this may result in an increase of APL (but not decrease) and if they wish to do so, re-calculate the APL with Kalin considered a party member.

Encounter Two

Rested and refreshed, with a good breakfast inside you, you start out early the next day for the Razing Line. Yesterday's storm has washed the land, leaving it looking like new. Going is slow the closer you get to the Razing Line, where loose stones and sand forces you to slow your pace to a careful walk to avoid a fall and possible broken leg. The sky is clear and a brisk autumn wind stirs your cloak. After almost a full days travel, you arrive at the edge of the Razing Line. Now you just need to locate the entrance Sir Kalin mentioned.

PCs will need to use Search or Survival to locate the entrance (DC 10, with Sir Kalin's instructions). Note that PCs who decline to talk with Sir Kalin and help him to the lodge may still notice this entrance (DC 30) but will not know the significance of the brazier when they find it. However, allow them a chance to notice the entrance and decide if they wish to enter. If not, the adventure is over for them at this point.

The entrance is a fissure in the ground, which leads into a relatively open cavern. The cavern has another exit leading deeper underground. Just past the crevice around a corner is another natural cavern area.

Creatures: Blocking the way further in is a creature as noted. Describe the creature as appropriate depending on the PC's APL. The PCs will need to defeat the creatures to travel further into the cavern.

APL 2 (EL 2)

☛ **Choker**, hp 16, see MM.

APL 4 (EL 5)

☛ **Gibbering Mouther**, hp 22, see MM.

APL 6 (EL 7)

☛ **Spectre**, hp 45, see MM.

APL 8 (EL 9)

☛ **Delver**, hp 142, see MM

APL 10 (EL 11)

⚡ **Elder Earth Elemental**, hp 228, see MM.

APL 12 (EL 14)

⚡ **Displacer Beast Pack Lord** (2), hp 203, see MM.

Tactics: The Choker will wait to attack the last PC to pass below, hiding above the rear exit of the cave. The Gibbering Mouther will attack as soon as PCs are within its senses, beginning with its spittle attack and gibbering. The spectre will remain back near the exit of the cavern. It will attack whomever first approaches it, focusing attacks on that individual until they fall. Remember that animals will not approach a spectre and any animals will flee from it. The Delver and the Earth Elemental will attack from within the exit tunnel, using primarily physical attacks. The displacer beasts attack in tandem, flanking opponents first who appear weakest. They will continue to attack that opponent switching only when they drop or another PC is able to injure them seriously, when they will switch their focus to that PC.

Development: Once the PCs have defeated the creatures, they will be able to continue their journey deeper underground. If they flee deeper into the caverns, they will be pursued. They should be allowed to rest here, if desired.

Treasure: PCs searching along the walls may find a *Wand of Burning Hands* (just four charges remaining) and a flask with *Keen Edge Oil*. At APL 8 and above, there is also a scroll tube containing the following scrolls: *Daylight* and *Ice Storm*.

Encounter Three

Moving past the creatures, you travel deeper into the natural caverns, which seem to wind ever downward. You travel for several hours, in which you find yourself twisting and turning so that you are at one moment going further into the caverns and at another seem to be heading back the way you came in. The air begins to grow warmer and you notice that you are sweating. Surely you are close now! The scent of sulfur assails you.

You squeeze through a narrow opening and behold a large cavern. The heat emanating from it is phenomenal. Before you is what appears to be a large red sea but from the heat rolling out you realize this is magma.

For APLs 2 and 4, the set up is somewhat different from that at the higher APLs. At lower APLs, the PCs will notice the brazier further along the wall, while at higher

APLs it is actually in the center of the magma. The descriptions are grouped by APL and followed by a summary of some possible methods of succeeding at this task.

APL 2 and 4

Clear on the other side of the sea of magma is a small indentation in the cavern wall, in which rests a bronze brazier. This must be what you are seeking. But how to get to it?

- ⦿ There is a ledge that does circle around most of the pool, which is not exactly circular.
- ⦿ To reach the niche, PCs will need to pass two sections of ledge less than one foot wide, requiring either a Balance (DC 13) or Jump (DC 15) check. PCs who fail this check may make a Reflex save (DC 15) to catch themselves from falling completely off the ledge. A successful save means they touch the lava, but do not fall completely in (see effects below). Evasion does not negate this damage.
- ⦿ The brazier will float on the lava and is not damaged by its heat. It weighs about a pound.
- ⦿ Due to the intense heat, PCs must make a Fortitude save (DC 15) or take 1d4 points of nonlethal damage. Every ten minutes this must be repeated unless they leave the cavern (at least 30 feet from the lava) for at least fifteen minutes. Subsequent checks add +1 each time to the DC. PCs wearing heavy clothing or armor take a -4 penalty to their roll. A PC who falls unconscious from the heat begins to take lethal damage. See Heat Dangers, DMG Chapter 8 for more detail. Spellcasters who fail this saving throw will need to make a Concentration check to cast any spell (treat as continuous damage).
- ⦿ At APL 2, the niche on which the brazier rests is 30 feet above the ledge. At APL 4, it is 40 feet up. It is roughly the same distance from the ceiling.
- ⦿ The party begins upon a ledge about 70 feet from the niche in which the brazier rests. The magma is only five feet below this ledge.
- ⦿ The magma is about 60 feet deep.
- ⦿ PCs who come into physical contact with the lava or magma take 2d6 points of damage each round of exposure. For 1d3 rounds following exposure the PC takes half that damage (1d6).
- ⦿ PCs who are submerged in the lava take 20d6 points of damage and are subject to drowning. For 1d3 rounds following exposure the PC takes half that damage (10d6).
- ⦿ Climbing up the walls of this cavern requires a Climb check DC 20 each action climbing plus any time the PC takes damage while climbing.

Remember that certain armor types affect this check. Thus, a PC who takes two move actions climbing in a round must check for each action. Success means the PC can move a quarter their movement as a move action. Failure by four or less means no progress is made. Failure by more than five means the PC falls. See PHB (section on Climb) for rules on catching oneself or another person when falling and for rules on combat while climbing, should this occur. PCs who specifically take precautions against complete submersion on falling, such as using ropes, take only contact damage.

- “Climbing” across the ceiling of the cavern requires a Climb check DC 25 each action. Remember that certain armor types affect this check. Again, a PC who takes two move actions climbing in a round must check for each action. Success means the PC can move a quarter their movement as a move action. Failure by four or less means no progress is made. Failure by more than five means the PC falls. See PHB (section on Climb) for rules on catching oneself or another person when falling and for rules on combat while climbing, should this occur. PC's attempting to catch themselves must be within ten feet of the ledge or the pillar. A PC catching another must be able to reach the square the falling PC passes through, obviously. PCs who specifically take precautions against complete submersion on falling, such as using ropes, take only contact damage.
- The brazier is under the effects of a permanent *Dimensional Anchor* spell.

APL 6, 10 or 12:

Roughly in the center of this sea of magma is a small stone pillar on which rests a bronze brazier. This must be what you are seeking. But how to get to it?

- There is a ledge that does circle around most of the pool, which is not exactly circular. At no point is it closer than 50 feet to the pillar, when applicable.
- To reach the closest point on the ledge to the pillar, PCs will need to pass two sections of ledge less than one foot wide, requiring a Balance or Jump skill check (Balance DC = 10 + APL, Jump distance = 5 + APLx2). PCs who fail a balance or jump check may make a Reflex save (DC 15) to catch themselves before submerging completely in the lava. In that case, they touch the lava, but do not fall completely in (see effects below). Evasion does not negate this damage.
- The brazier will float on the lava and is not damaged by its heat. It weighs about a pound.

– Due to the intense heat, PCs must make a Fortitude save (DC 15) or take 1d4 points of nonlethal damage. Every ten minutes this must be repeated unless they leave the cavern (at least 30 feet from the lava) for at least fifteen minutes. Subsequent checks add +1 each time to the DC. PCs wearing heavy clothing or armor take a -4 penalty to their roll. A PC who falls unconscious from the heat begins to take lethal damage. See Heat Dangers, DMG Chapter 8 for more detail. Spellcasters who fail this saving throw will need to make a Concentration check to cast any spell (treat as continuous damage).

- The stone pillar is about 40 feet from the magma below and about the same distance from the ceiling above. The pillar is roughly circular at the top and is large enough for one size medium creature or two size small creatures.
- The party begins upon a ledge about 70 feet from the pillar holding the brazier. The magma is only five feet below this ledge.
- The magma is about 60 feet deep.
- PCs who come into physical contact with the lava or magma take 2d6 points of damage each round of exposure. For 1d3 rounds following exposure the PC takes half that damage (1d6).
- PCs who are submerged in the lava take 20d6 points of damage and are subject to drowning. For 1d3 rounds following exposure the PC takes half that damage (10d6).
- Climbing up the walls of this cavern requires a Climb check DC 20 each action climbing plus any time the PC takes damage while climbing. Thus, a PC who takes two move actions climbing in a round must check for each action. Success means the PC can move a quarter movement as a move action. Failure by four or less means no progress is made. Failure by more than five means the PC falls. See PHB (section on Climb) for rules on catching oneself or another person when falling and for rules on combat while climbing, should this occur. PCs who specifically take precautions against complete submersion on falling, such as using ropes, take only contact damage.
- “Climbing” across the ceiling of the cavern requires a Climb check DC 25 each action. Again, a PC who takes two move actions climbing in a round must check for each action. Success means the PC can move quarter movement as a move action. Failure by four or less means no progress is made. Failure by more than five means the PC falls. See PHB (section on Climb) for rules on catching oneself or another person when falling and for rules on combat while climbing, should this occur. PC's attempting to catch themselves must be within ten feet of the

- ledge or the pillar. A PC catching another must be able to reach the square the falling PC passes through, obviously. PCs who specifically take precautions against complete submersion on falling, such as using ropes, take only contact damage.
- The brazier is under the effects of a permanent *Dimensional Anchor* spell.

ALL APLs

Allow any creative method to obtain the brazier to work, keeping in mind the information noted above. Players are expected to "solve" this themselves, but if, after fifteen minutes of discussion, they are still stuck you may allow an Intelligence check (DC 15) to offer a clue based on the information noted below. The emphasis in this encounter should be on figuring out how to get the brazier (and survive), not on the actual physical process. Some possible solutions are offered here as examples:

- PCs may use magic to transport themselves to the pillar and back. This would include use of the following spells: *Fly*, *Air Walk*, *Dimension Door* or *Wind Walk*. Note that *Dimension Door* would require the PC to use an alternative method of getting the brazier back to the group, due to the effects of the *Dimensional Anchor*.
- PCs may *Alter Self* to a form that can fly across (remember this must be a humanoid).
- PCs could float across in *Gaseous Form*, but note the PC would be unable to pick the brazier up while gaseous, so may be stuck there!
- PCs who use *Jump* must make a Reflex save DC 10 to land on the small pillar. PCs at APL 2 or 4 who chose to use this spell do not need a Reflex save to land on the ledge below the niche.
- Freedom of Movement* would allow the PC to move through the magma without making Swim checks, but they would still take the submersion damage unless this was prevented in some other way. Note that PCs who attempt to Swim across (use standard rules for movement) would take damage as submerged (2d6) each round, unless immune to heat damage. PCs who come up with this idea should be given an Intelligence check (DC 10) to realize they would still be taking massive amounts of damage and this would be suicidal.
- PCs could climb up the wall and across the ceiling, and then use a rope to climb down to the pillar itself. Alternatively, PCs with no magic could tie a rope to two pillars or stalactites on the ledge area and then climb hand over hand to the pillar. Note that any rope that falls into the magma will burn and be destroyed.

- Of course, at lower APLs the PCs need to simply Climb or Jump until they are below the item, using the rules outlined above and then use magic to bring it down or climb up and get it.
- Use of *Spider Climb* would allow the PC to position themselves directly above the pillar, but they would still need to climb down a rope or have the object brought up to them in some way. At APLs 2 and 4, they could easily *Spider Climb* all the way to the brazier and back.
- PCs could *Levitate*, go hand over hand across the ceiling (no check needed) and then be levitated down, get the brazier, and return the same way. Alternatively, PCs may choose to *Levitate* the brazier and then use a rope or similar object to pull it towards them. *Mage Hand* and *Telekinesis* can also be used in this way, assuming the PC is of sufficiently high level that the brazier is in range for this.
- PCs could summon a creature immune to fire or a fire elemental and have it fetch the brazier for them (assuming they can communicate with it and convince it to do so).
- Wild Shape* into a form with heat resistance or flight ability that can transport the brazier across.

Once the brazier leaves the stone pillar or ledge, the magma mephits who stay in the lava will emerge.

As the brazier is lifted from the stone on which it rests, you hear a loud hiss. "Silly creatures. That is not yours. Put it back." Looking toward the source of the sound, you see a small, brutish looking humanoid creature made of fire and molten stone currently floating comfortably in the magma. Its wings fan slowly behind its back. You hear other voices, speaking in a strange language. Turning, you see that there are several such creatures in the lava. The creature that first spoke replies in the same language then turns back to you. Mischievously, he says "I'm gonna tell, I'm gonna tell. Gnorrif will be sooo mad!!" Cackling, he dives back into the magma.

The "strange language" was Ignan. PCs who speak Ignan would understand that the creatures were discussing whether to "have fun" and "handle" the situation themselves or whether they should alert Gnorrif to the party's presence. PCs will need to fight one or more magma mephitis in order to remove the brazier.

Creatures: Magma mephitis are small, winged creatures of roughly human shape who look to be made of lava and molten rock. They radiate heat and are wreathed in flames. The magma mephitis living here this lava pool were set here to keep an eye on the brazier. Because they aren't always really reliable, the brazier has

another guardian, Gnorrif, who the PCs will meet later. Both the magma mephits and Gnorrif are here as a result of an agreement with the cleric of Joramay who originally placed the brazier here, as an offering to the goddess.

APL 2 (EL 5)

Obtain the brazier

↗ **Magma Mephit**, hp 13, see MM.

APL 4 (EL 6)

Obtain the brazier

↗ **Magma Mephit** (2), hp 13, see MM.

APL 6 (EL 8)

Obtain the brazier

↗ **Magma Mephits** (3), hp 13, see MM.

APL 8 (EL 10)

Obtain the brazier

↗ **Magma Mephits** (4), hp 13, see MM.

↗ **Huge Fire Elemental**, hp 136, see MM.

APL 10 (EL 12)

Obtain the brazier

↗ **Magma Mephits** (4), hp 13, see MM.

↗ **Greater Fire Elemental** (2), hp 178, see MM.

APL 12 (EL 13)

Obtain the brazier

↗ **Magma Mephits** (6), hp 13, see MM.

↗ **Greater Fire Elemental** (3), hp 178, see MM.

Tactics: The magma mephits (and elementals at APL 8 and above) will be focused on getting the brazier back from the PCs and putting it back on the pillar (or in the niche). They will first attack any PC holding the brazier, attempting to knock them into the lava.

Development: Once the PCs have obtained the brazier and defeated the magma mephits and elementals, they should put some lava or magma into the brazier. If they have a means of doing so without touching the brazier itself (e.g. *Mage Hand*, *Telekinesis*), this is easily accomplished. If not, they will need to dip it into the lava while holding the brazier.

To avoid touching the lava while doing so, PCs must make a Reflex save DC 14 + 1/APL category (to a maximum of DC 20 at APL 12). PCs who fail take 2d6 points of heat damage plus 1d6 heat damage for the next 1d3 rounds. PCs should then sprinkle the powder they were given by Sir Kalin into the lava and cover the lamp. If they do not do so, it will begin to cool. PCs will notice this within an hour IF they check on the lava. Once three hours have passed without using the powder, the

lava will have cooled too much to be of use. Remember the brazier is under the effects of a permanent *Dimensional Anchor* spell, and must consequently be transported by foot.

Note that if the PCs decide to rest in this lava pool area, they will need to make Fortitude saves every ten minutes due to the heat, as noted above. However, if they carefully search the area, they may notice a small passage leading off the lava pool. This leads into a small room where they may rest without experiencing problems from heat. PCs should also be allowed to heal each other before moving on if they desire to do so. Be sure to clarify the location of the brazier as well as determining to yourself how visible it would be to Gnorrif.

Encounter Four

PCs will then exit the lava pool area into the adjacent chamber. They should be allowed to rest here if desired. Once they leave they will meet up with Gnorrif, who is waiting in the passage just beyond to make sure they don't leave with the brazier. In this area, as in most of the area, the widest section of the passage is only five feet wide. He will meet the PCs at a turn in the passage (preventing himself from being flanked). Gnorrif will fight the PCs until they either set down the brazier, leaving it for him to return or until he is slain.

Standing in the center of the passage is a stout figure just over four feet tall. His skin appears made of brass and flames encircle his head rather than hair. He wears only a kilt of copper, bracers of bronze and a bronze symbol of a volcano on a chain about his neck. He carries a warhammer and glares at you with arms crossed. "I suggest you just set the brazier down and you will be allowed to leave. My mistress wishes it to remain here."

Gnorrif will reveal, if asked, that his mistress is Joramay. Note that this area has been consecrated to Joramay, giving Gnorrif +6 turn resistance and he has no difficulty revealing to the PCs that this area is holy to his goddess. Clerics of Joramay who ignore this admonition and do not attempt to dissuade their party members from removing the brazier will need to atone.

APL 2 (EL 5)

↗ **Gnorrif**, hp 43, see Appendix.

APL 4 (EL 7)

↗ **Gnorrif**, hp 59, see Appendix.

APL 6 (EL 9)

↗ **Gnorrf**, hp 75, see Appendix.

APL 8 (EL 11)

↗ **Gnorrf**, hp 91, see Appendix.

APL 10 (EL 13)

↗ **Gnorrf**, hp 120, see Appendix.

APL 12 (EL 15)

↗ **Gnorrf**, hp 138, see Appendix.

Tactics: Gnorrf's goal is to recover the brazier. He will focus his attacks on the individual carrying it, unless it is not visible. In that case, he will focus attacks on the individual the magmin last saw holding it. He will attempt to prevent any PCs from getting past him, using his stunning ability on the warriors first. The only way to "bargain" or pass him diplomatically is to agree to leave the brazier. He cares nothing for removal of the magma; it is the brazier that has his focus.

Development: Once the PCs have defeated Gnorrf, they will be able to continue on their way out of the caverns. If they did not defeat the creatures at the entrance on the way in but somehow managed to sneak past, they will need to get past them to exit as well. Allow the PCs to rest as desired and read the text below once they exit the cavern.

You make your way out into the bright sunlight, realizing you seem to have lost track of time somewhat while beneath the ground. As you turn to head towards the lodge Kalin showed you, you hear a noise off to your left.

If PCs turn to look towards the noise, continue reading below.

On a crest of a hill overlooking your exit stands a large black destrier. Astride him is a figure in black plate armor chased with a silvery metal. His face is covered by the helm he wears. The figure seems to be regarding you in silence for a moment, then his horse rears up and screams. He wheels the horse and gallops off.

The area that the figure is riding through is primarily rocky ground and PCs who attempt to track him will not be able to do so. By the time the PCs reach the hill where he stood, he will be well out of sight. They can find tracks from his horse (Survival DC 15), confirming it to be a large animal but they are able to follow them only a short way before the tracks disappear.

Encounter Five

If Kalin is not with the PCs at this point, they should travel to the lodge to meet up with him. Remember if they did not assist him in overcoming the disease he will have died during their time away. They will find his body collapsed in the lodge. Be sure to clarify what PCs do with his body, if this is the case.

If Kalin is still alive, he will make certain the PCs have the lava, and will check to make sure they used the powder. If they did not, he will insist they return to the cave for more lava and treat it immediately. Should they need to return to the cavern for more lava, they will face more magma mephits and/or a fire elemental who will try to recover the brazier.

APL 2 (EL 3)

↗ **Magma mephit**, hp 13, see MM.

APL 4 (EL 5)

↗ **Magma mephits** (2), hp 13, see MM.

APL 6 (EL 7)

↗ **Magma mephits** (4), hp 13, see MM.

APL 8 (EL 9)

↗ **Magma mephits** (8), hp 13, see MM.

APL 10 (EL 11)

↗ **Magma mephits** (8), hp 13, see MM.

↗ **Greater Fire Elemental**, hp 136, see MM.

APL 12 (EL 13)

↗ **Magma mephits** (8), hp 13, see MM.

↗ **Greater Fire Elementals** (3), hp 136, see MM.

PCs will most likely then continue their trip towards Chendl. If alive, Kalin will accompany them and see that the brazier is turned over to the fire elementalist, Karzalin. Karzalin will thank them for their assistance. Since original group he sent is no more, he will ask the PCs and Kalin (if still alive) to guard while the Council casts the spell. Based on their decision, select the appropriate conclusion from those below. Note that at the premiere the module will end at this point as the box text from the conclusion will be covered in the interactive.

Conclusion

Failure (PCs do not return with item OR Partial Success (PCs return item but do not guard):

If the PCs do not have the brazier, they will not be asked to guard the ceremony as they will not be considered reliable. This conclusion should also be used if they refuse to guard the Council while the spell is being cast as in neither case will they observe the final spell being cast.

If the PCs do not have the brazier, the elementalists on the Council of Four, concerned about time, will attempt to substitute an enchanted brazier with coals and a small fire elemental inside. Read the text below, modifying as needed if PCs actually did bring in the brazier and just refuse to provide further help.

Karzalin is very disappointed at your inability to return with the lava as requested of Kalin and his group. "Well, I suppose we will see what we can do," he mutters as he arises to leave in disgust.

The day is still young and you find yourself in the market, going about other business. Suddenly, the ground lurches and shakes beneath your feet, throwing you off balance for a moment. Four times this occurs and then you hear several cracks of loud thunder. Looking that way, you see lightning strike, seemingly near the palace itself! Before your eyes you witness a black cloud arising from the ground, spreading quickly overhead until the air all over the city is black, though it is but midday.

Night has fallen on Chendl.

Success (and PCs agree to guard):

After waiting a couple of hours in a comfortably furnished room, the door opens and Karzalin steps in. He is dressed in fine robes of red and orange with bronze trimmings reflecting the king's heraldry. Immediately behind him is a stout dour looking man wearing rust colored robes trimmed in gold with the heraldry of the King and a holy symbol of Ulaa. A strikingly beautiful slender woman with raven black hair and ice blue eyes enters next. She is dressed in robes of dark blue trimmed in silver with the heraldry of the king. Walking with the woman is a tall thin man with a goatee and dark hair pulled back into a ponytail. He wears sky blue robes also trimmed in silver with the heraldry of the king as well as his own signature lightning bolt. Karzalin regards you a moment, and then states: "We will be placing the spell into the very earth about the castle. Keep alert during our travel there."

The man wearing the symbol of Ulaa is Dramaynen, earth elementalist and sage. The woman is Pisenten, water elementalist and the other man is Gorn Gydresol. PCs having played *FUR2-01 Common Defense* will recognize Pisenten. Those having played *FUR3-05 Reflections* will

recognize Gorn. Otherwise, PCs making a successful Knowledge-Nobility and Royalty (Furyondy) DC 20 will recognize them. Kalin or one of the apprentices will identify them for the PCs, if none of them are recognized. Assuming the PCs agree to follow, continue reading below:

You file out into the hall where you see a young man carrying a large mirror, a half-elven woman with a wooden chest and a male dwarf carrying a large ceramic urn. Karzalin carries the brazier you brought. The procession travels back out of the small waiting area and into the King's gardens. Karzalin walks quickly past the beautiful foliage without so much as a glance. He stops near a large oak tree with a small pool nearby. Unlike most of the garden, the earth here is surprisingly clear, without so much as a single blade of grass. Karzalin asks that you remain outside the dirt area.

PCs should be allowed to describe where they want to stand. Note that the Council will not continue with the spell until all PCs are off the bare area. In addition, it should be noted that only the four Council members walk into that area; the others remain waiting outside. PCs having played *FUR3-05 Reflections* will recognize the mirror as the one obtained in that module and the man carrying it as Gorn's assistant, Alahandral. The chest is one that was escorted to Chendl in *FUR3-03 Heart of the Kingdom*.

Once all are positioned, Karzalin places the uncovered brazier beneath the tree in the center of the clearing as Pisenten follows him carrying the urn, which she places next to the brazier. She then returns to the grassy area and extracts from the trunk an object resembling a large acorn and returns to the center of the cleared area. Meanwhile, the young man with the large mirror positions it near the edge of the clearing in the grass while Gorn, using a finely carved staff sketches and few runes into the earth while chanting. Placing a black blanket in the center of his sketches, he then positions the mirror in the center and draws out a black obsidian dagger. Raising the dagger, he strikes down on the mirror, shattering it and a piercing scream rings out as you see a cloud-like figure coalesce. Gorn gestures to it and it screams again, then fades away into the broken shards. As Gorn picks up the blanket containing the shards, the young man moves forward to erase the writings from the ground.

The earth elementalist has not been idle during this time. He slowly paces about the clearing with his finely crafted staff, carving intricate runes into the

earth. Following behind him is Pisenten bearing the stone urn. She dips a crystal vial into it and trails a dark red liquid into the furrows formed by Dramaynen's staff. Upon completion, she pours the remainder into the pool near the trees, turning it dark red. The two move toward the center, joined by Gorn, who had just completed a circuit about the ruins, sprinkling the shards of the mirror and softly chanting.

Carefully the four position themselves, Dramaynen in the north facing Karzalin in the south and Gorn in the east facing Pisenten in the west. The four raise their arms, chanting briefly.

PCs with knowledge of Spellcraft (DC 10) recognize obvious signs that a spell relating to protection is being woven, designed to encompass a greater area than that encircled by their runes. PCs may also recognize (Spellcraft DC 15) that the wizards are calling in the powers of their elements to assist them in this matter. Individuals with Knowledge-Arcana or Knowledge-Planes (DC 15) would also recognize the creature from the mirror as an air elemental and that its essence was destroyed to infuse the shards with power for the spell.

Pisenten carefully pulls the top from the large acorn and pulls out what appears to be a beating heart. She holds it over the brazier and each of the other three reach out until it is held by all four hands. Slowly they walk in a circle about the brazier, three times. Then each chants something individually before they lower the heart, finally dropping it into the lava.

As the heart of the kingdom connects with the lava, a shake goes through the very earth and lightning strikes the brazier from the clear sky above. A scent of acrid flesh drifts to your nose as the four elementalists look about, suddenly uncertain. There is another shudder in the earth and then a black fog begins to pour out of the brazier. Karzalin reaches out towards it but is suddenly thrown backwards, as the brazier explodes, knocking all four of the Council to the ground, unconscious. As lava burns a hole into the earth, the red runes in the earth begin to glow and the sky above turns black with the smoke pouring up.

Night has fallen on Chendl.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the

experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Defeat creatures to enter cavern area
APL2 60 xp; APL4 150 xp; APL6 210 xp;
APL8 270 xp; APL10 330 xp; APL12 390 xp.

Encounter Three

Secure lamp with lava
APL2 150 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL10 360 xp; APL12 420 xp.

Encounter Four

Defeat Gnorrif
APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp; APL10 390 xp; APL12 450 xp.

Story Award

Return brazier with treated lava to Chendl
APL2 40 xp; APL4 60 xp; APL6 90 xp;
APL8 110 xp; APL10 130 xp; APL12 150 xp.

Discretionary roleplaying award

APL2 50 xp; APL4 75 xp; APL6 90 xp;
APL8 115 xp; APL10 140 xp; APL12 165 xp.

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1125 xp; APL10 1350 xp; APL12 1575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal

adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

APL 2: L: 0 gp; C: 40 gp; M: 67 gp, *Wand of Burning Hands* (5 gp per character), *Keen Edge Oil* (62 gp per character).

APL 4: L: 0 gp; C: 30 gp; M: 67 gp, *Wand of Burning Hands* (5 gp per character), *Keen Edge Oil* (62 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: 67 gp, *Wand of Burning Hands* (5 gp per character), *Keen Edge Oil* (62 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: 169 gp, *Wand of Burning Hands* (5 gp per character), *Keen Edge Oil* (62 gp per character), *Scroll of Daylight* (44 per character), *Scroll of Ice Storm* (58 per character).

APL 10: L: 0 gp; C: 0 gp; M: 169 gp, *Wand of Burning Hands* (5 gp per character), *Keen Edge Oil* (62 gp per character), *Scroll of Daylight* (44 per character), *Scroll of Ice Storm* (58 per character).

APL 12: L: 0 gp; C: 0 gp; M: 169 gp, *Wand of Burning Hands* (5 gp per character), *Keen Edge Oil* (62 gp per character), *Scroll of Daylight* (44 per character), *Scroll of Ice Storm* (58 per character).

Encounter Four:

APL 2: L: 2 gp; C: 6 gp; M: 333 gp *Bracers of armor +2* (333 per character).

APL 4: L: 2 gp; C: 30 gp; M: 562 gp *Bracers of armor +2* (333 gp per character), *Eyes of the Eagle* (83 gp per character), *Cloak of Resistance +1* (83 gp per character), *Potion of Tongues* (62 gp per character).

APL 6: L: 2 gp; C: 0 gp; M: 895 gp *Bracers of armor +3* (750 gp per character), *Eyes of the Eagle* (83 gp per character), *Potion of Tongues* (62 gp per character).

APL 8: L: 2 gp; C: 0 gp; M: 1228 gp *Bracers of armor +3* (750 gp per character), *Eyes of the Eagle* (83 gp per character), *Cloak of Resistance +1* (83 gp per character), *Rope of Climbing* (250 gp per character), *Potion of Tongues* (62 gp per character).

APL 10: L: 2 gp; C: 0 gp; M: 2144 gp *Bracers of armor +3* (750 gp per character), *Eyes of the Eagle* (83 gp per character), *Cloak of Resistance +1* (83 gp per character), *Rope of Climbing* (250 gp per character), *Ki Straps* (416 gp per character), *Boots of Striding and Springing* (500 gp per character), *Potion of Tongues* (62 gp per character).

APL 12: L: 2 gp; C: 0 gp; M: 2977 gp *Bracers of armor +3* (750 gp per character), *Eyes of the Eagle* (83 gp per character), *Cloak of Resistance +1* (83 gp per character), *Rope of Climbing* (250 gp per character), *Ki Straps* (416 gp per character), *Boots of Striding and Springing* (500 gp per character), *Stone of Good Luck* (833 per character), *Potion of Tongues* (62 gp per character).

Total Possible Treasure

APL 2: L: 2 gp; C: 40 gp; M: 400 gp - Total: 442 gp (maximum 400 gp)

APL 4: L: 2 gp; C: 30 gp; M: 629 gp - Total: 661 gp (maximum 600 gp)

APL 6: L: 2 gp; C: 0 gp; M: 962 gp - Total: 964 gp (maximum 800 gp)

APL 8: L: 2 gp; C: 0 gp; M: 1397 gp - Total: 1399 gp (maximum 1250 gp)

APL 10: L: 2 gp; C: 0 gp; M: 2313 gp - Total: 2315 gp (maximum 2100 gp)

APL 12: L: 2 gp; C: 0 gp; M: 3146 gp - Total: 3148 gp (maximum 3000 gp).

Special

The influence point with Church of Mayaheine is received IF (and only if) Kalin Trennell lives. The Boon of the Council of Four is earned IF and only if the PCs return the brazier with lava to Karzalin in Chendl.

• Influence point with the Church of Mayaheine:

This PC has earned the gratitude of Kalin Trennell and the Church of Mayaheine by saving his life and

undertaking to complete a task laid upon him. This favor may be redeemed as an Influence Point for purposes of having spells cast by clerics of the church of Mayaheine. Alternatively, the PC may use this favor to call on the assistance of Kalin while in the city of Chendl. In this case, the PC may receive a +5 circumstance bonus to one of the following skill checks: Knowledge (arcane), Knowledge (architecture and engineering), Knowledge (local – Furyondy) or Knowledge (religion). This influence point is consumed when used; mark this off once used.

• **Boon of the Council of Four:** This PC has gained the notice of the Council of Four in Furyondy. A member of the council will agree to teach the PC one of the following feats at no cost: Energy Substitution (fire or electric), Extra Spell, Extra Slot or Cooperative Spell. Alternatively, the PC may learn one of the following spells from Tome and Blood: *Lesser Acid Orb*, *Ice Knife*, *Enhance Familiar*, *Mass Darkvision*. The DM should circle the choice when selected; the choice cannot later be changed. The PC may instead use this boon to gain a +4 circumstance bonus to a Diplomacy or Knowledge (arcana) check with a member of the Mage Council. This boon is consumed when used.

Items for the Adventure Record

Item Access

APL 2:

- ❖ *Bracers of Armor +2* (adventure, DMG)
- ❖ Bronze Holy Symbol of Joramay (regional, Defenders of the Faith)
- ❖ *Wand of Burning Hands* (adventure, 1st level caster, DMG)
- ❖ *Oil of Keen Edges* (adventure, DMG)

APL 4:

- ❖ *Eyes of the Eagle* (adventure, DMG)
 - ❖ *Potion of Tongues* (adventure, DMG)
- APL 2 Items

APL 6:

- ❖ *Bracers of Armor +3* (adventure, DMG)
- APL 2&4 Items

APL 8:

- ❖ *Rope of Climbing* (adventure, DMG)
 - ❖ *Scroll of Daylight* (adventure, 5th level caster, DMG)
 - ❖ *Scroll of Ice Storm* (adventure, 7th level caster, DMG)
- APL 2, 4 & 6 Items

APL 10:

- ❖ *Ki Straps* (regional, Sword and Fist)
 - ❖ *Boots of Striding and Springing* (adventure, DMG)
- APL 2, 4, 6 & 8 Items

APL 12:

- ❖ *Stone of Good Luck* (adventure, DMG)
- APL 2, 4, 6, 8 & 10 Items

Appendix One: NPC/Monster Statistics

Encounter One

ALL APLs

Sir Kalin Trennell: male human Clr7/Chrch2; CR 9; medium size humanoid; HD 7d8+2d8; hp 54 (9); Init 0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17) [+5 armor, +2 shield]; BA/G +6/+9; Atk +10 melee [1d10+4 +1 *Sure Strike Bastard Sword* 19-20 crit]; Full Atk +10/+5 melee [1d10+4 +1 *Sure Strike Bastard Sword* 19-20 crit]; SA Spells, Turn Undead; SQ Detect Evil, Prestige Domain, Immune to Charms; AL LG; SV Fort +8 (+4*), Ref +2, Will +11 (+8*); Str 16, Dex 10, Con 10 (2*), Int 12, Wis 16 (11*), Cha 15.

Skills and Feats: Concentration +8 (+4*), Heal +8 (+5*), Knowledge (arcane) +9, Knowledge (architecture and engineering) +9, Knowledge (local – Furyondy) +3, Knowledge (religion) +7, Sense Motive +9 (+6), Spellcraft +9; Cleave, Combat Casting, Exotic Weapon Proficiency (bastard sword), Leadership, Power Attack, Weapon Focus (bastard sword), Martial Weapon Proficiency (bastard sword).

Detect Evil (Sp): A church inquisitor can detect evil at will as a spell-like ability. This ability duplicates the effect of the spell *detect evil*.

Immune to Charm (Ex): A church inquisitor of at least second level is immune to all charm spells and effects.

Possessions: +1 Bastard Sword *Sure Strike*, Amulet of Detect Thoughts, Gauntlets of Ogre Power, Silver Holy Symbol of Mayaheine, Chainmail armor, large wooden shield.

Physical Description: Sir Kalin is an attractive young man in his late 20s with dark hair and emerald green eyes. He wears chainmail armor and a surcoat bearing the symbol of Mayaheine.

Spells Prepared when fully healed (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 (10) + spell level): *None**: Currently due to his illness he has been unable to focus enough to prepare any spells.

Domains: War (Free Marital Weapon Proficiency and Weapon Focus with bastard sword); Protection (Generate a protective ward, a spell like ability to grant someone you touch a resistance bonus on their next saving throw equal to your level [+9]. Activating this power is a standard action. The ward is an abjuration effect with a duration of one hour usable once per day); Inquisition (Gain a +4 bonus on all dispel checks).

*Currently adjusted for ability damage.

Encounter Four

APL 2 (EL 5)

Gnorff: Male azer Ftr2/Mnk 1; CR 5; medium outsider (extraplanar, fire); HD 2d8+2d10+1d8+10; hp

43; Init +6; Spd 30 ft.; AC 22 (touch 14, flat-footed 20) [+2 Dex, +6 natural, +2 Wisdom, +2 armor]; BA/G +3/+6; Atk +6 melee (1d8+2+1 fire, warhammer); Full Atk +6 melee (1d8+2+1 fire, warhammer); SA: Heat, Flurry of Blows; SQ Fire subtype, SR 13; AL LN; SV Fort +11, Ref +8, Will +8; Str 15, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +4, Climb +3, Craft (trapmaking) +5, Hide +0, Jump +5 Listen +5, Search +3, Spot +6, Tumble +4; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Improved Unarmed Strike (as monk), Power Attack (from race), Stunning Fist (as monk).

Heat (Ex): Azer's bodies are intensely hot, so their unarmed attacks deal additional fire damage. Their metallic weapons also conduct this heat.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Possessions: Bracers of Armor +2, Warhammer, bronze holy symbol of Joram.

APL 4 (EL 7)

Gnorff: Male azer Ftr2/Mnk3; CR 7; medium-size outsider (fire, lawful); HD 2d8+2d10+3d8+14; hp 59; Init +6; Spd 40 ft.; AC 22 (touch 14, flat-footed 20) [+2 Dex, +6 natural, +2 Wisdom, +2 armor]; BA/G +5/+8; Atk +8 melee (1d8+3+1 fire, warhammer); Full Atk +8 melee (1d8+3+1 fire, warhammer); SA: Heat, Flurry of Blows; SQ Evasion, Fire subtype, Still mind, SR 13; AL LN; SV Fort +13, Ref +10, Will +10; Str 16, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +6, Climb +4, Craft (trapmaking) +5, Hide +0, Jump +6, Listen +7, Search +3, Spot +13, Tumble +6; Cleave, Combat Reflexes, Deflect Arrows (as monk), Great Cleave, Improved Initiative, Improved Unarmed Strike (as monk), Power Attack (from race), Stunning Fist.

Heat (Ex): Azer's bodies are intensely hot, so their unarmed attacks deal additional fire damage. Their metallic weapons also conduct this heat.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Possessions: Bracers of Armor +2, Warhammer, Eyes of the Eagle, Cloak of Resistance +1, bronze holy symbol of Joram.

APL 6 (EL 9)

Gnorff: Male azer Ftr2/Mnk5; CR 9; medium-size outsider (fire, lawful); HD 2d8+2d10+5d8+18; hp 75; Init +6; Spd 40 ft.; AC 24 (touch 15, flat-footed 22) [+2 Dex, +6 natural, +2 Wisdom, +3 armor, +1 monk]; BA/G +6/+9; Atk +9 melee (1d8+3+1 fire, warhammer); Full Atk +9/+4 melee (1d8+3+1 fire, warhammer); SA:

Heat, Flurry of blows, *Ki* strike - magic; SQ Evasion, Fire subtype, Still mind, slow fall 2oft, purity of body, *See Invisible* (potion), SR 13; AL LN; SV Fort +13, Ref +12, Will +10; Str 16, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +8, Climb +4, Craft (trapmaking) +5, Hide +0, Jump +6, Listen +9, Search +3, Spot +15, Tumble +8; Cleave, Combat Reflexes, Deflect Arrows (as monk), Great Cleave, Improved Initiative, Improved Unarmed Strike (as monk), Lightning Reflexes, Power Attack (from race), Stunning attack (as monk).

Heat (Ex): Azer's bodies are intensely hot, so their unarmed attacks deal additional fire damage. Their metallic weapons also conduct this heat.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Possessions: Bracers of Armor +3, Warhammer, Eyes of the Eagle, Potion: *See Invisibility* (all ready drank), Potion: Tongues, bronze holy symbol of Joram.

APL 8 (EL 11)

Gnorff: Male azer Ftr2/Mnk7; CR 11; medium-size outsider (fire, lawful); HD 2d8+2d10+7d8+22; hp 91; Init +6; Spd 50 ft.; AC 24 (touch 15, flat-footed 22) [+2 Dex, +6 natural, +2 Wisdom, +3 armor, +1 monk]; BA/G +8/+11; Atk +11 melee (1d8+3+1 fire, warhammer or unarmed); Full Atk +11/+6 melee (1d8+3+1 fire, warhammer) or +11/+8 (1d8+3+1 fire unarmed); SA: Heat, Flurry of Blows; SQ Evasion, Fire subtype, Still mind, slow fall 3oft, purity of body, wholeness of body, leap of the clouds, *See Invisible* (potion), *Ki* strike - magic, SR 13; AL LN; SV Fort +15, Ref +14, Will +14; Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +10, Climb +4, Craft (trapmaking) +5, Hide +0, Jump +6, Listen +11, Search +3, Spot +17, Tumble +10; Cleave, Combat Reflexes, Deflect Arrows (as monk), Great Cleave, Improved Initiative, Improved Trip (monk), Improved Unarmed Strike (as monk), Iron Will, Lightning Reflexes, Power Attack (from race), Stunning attacks.

Heat (Ex): Azer's bodies are intensely hot, so their unarmed attacks deal additional fire damage. Their metallic weapons also conduct this heat.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Possessions: Bracers of Armor +3, Warhammer, bronze holy symbol of Joram, Eyes of the Eagle, Cloak of Resistance +1, Potion: *See Invisibility* (all ready drank), Potion: Tongues, Rope of Climbing.

APL 10 (EL 13)

Gnorff: Male azer Ftr2/Mnk9; CR 13; medium-size outsider (fire, lawful); HD 2d8+2d10+9d8+39; hp 120; Init +6; Spd 60 ft.; AC 24 (touch 15, flat-footed 22) [+2 Dex, +6 natural, +2 Wisdom, +3 armor, +1 monk]; BA/G +9/+12; Atk +12 melee (1d10+3+1 fire, unarmed); Full Atk +12/+9 (1d10+3+1 fire unarmed); SA: Heat, Greater Flurry of Blows; SQ Improved Evasion, Fire subtype, Still mind, slow fall 5oft, purity of body, wholeness of body, leap of the clouds, *See Invisible* (potion), SR 13; AL LN; SV Fort +16, Ref +15, Will +15; Str 16, Dex 14, Con 16, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +11, Climb +4, Craft (trapmaking) +5, Hide +2, Jump +6, Listen +14, Search +3, Spot +16, Tumble +14; Cleave, Combat Reflexes, Deflect Arrows (as monk), Great Cleave, Improved Initiative, Improved Trip (monk), Improved Unarmed Strike (as monk), Iron Will, Lightning Reflexes, Power Attack (from race), Stunning Attack.

Heat (Ex): Azer's bodies are intensely hot, so their unarmed attacks deal additional fire damage. Their metallic weapons also conduct this heat.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Possessions: Bracers of Armor +3, Warhammer, bronze holy symbol of Joram, Eyes of the Eagle, Potion: *See Invisibility* (all ready drank), Cloak of Resistance +1, Rope of Climbing, *Ki* Straps (increase DC of stun - see appendix), Boots of Striding and Springing, Potion: Tongues.

APL 12 (EL 15)

Gnorff: Male azer Ftr2/Mnk11; CR 15; medium-size outsider (fire, lawful); HD 2d8+2d10+11d8+45; hp 138; Init +6; Spd 60 ft.; AC 25 (touch 16, flat-footed 23) [+2 Dex, +6 natural, +2 Wisdom, +3 armor, +2 monk]; BA/G +11/+13; Atk +14 melee (1d10+3+1 fire, unarmed); Full Atk +14/+9 melee (1d10+3+1 fire unarmed); SA: Heat, Greater flurry of blows, *Ki* Strike - magic/lawful; SQ Improved Evasion, Fire subtype, Still mind, slow fall 5oft, purity of body, wholeness of body, leap of the clouds, diamond body, *See Invisible* (potion), SR 13; AL LN; SV Fort +18, Ref +17, Will +17; Str 16, Dex 15, Con 16, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +14, Climb +5, Craft (trapmaking) +6, Hide +3, Jump +7, Listen +17, Search +4, Spot +19, Tumble +17; Circle Kick, Cleave, Combat Reflexes, Deflect Arrows (as monk), Great Cleave, Improved Initiative, Improved Trip (monk), Improved Unarmed Strike (as monk), Iron Will, Lightning Reflexes, Power Attack (from race), Stunning attack.

Heat (Ex): Azer's bodies are intensely hot, so their unarmed attacks deal additional fire damage. Their metallic weapons also conduct this heat.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Possessions: Bracers of Armor +3, Warhammer, bronze holy symbol of Joramy, Eyes of the Eagle, Potion: See Invisibility (all ready drank), Cloak of Resistance +1, Rope of Climbing, Ki Straps (increase DC of stun - see appendix), Boots of Striding and Springing, Stone of Good Luck, Potion: Tongues.

Appendix B: Rules Items

Feats:

Circle Kick [General]

You kick multiple opponents with the same attack action.

Prerequisites: Base attack bonus +3, Improved Unarmed Strike, Dex 15+.

Benefit: A successful unarmed attack roll allows you to make a second attack roll against a different opponent that is within the area you threaten. This feat requires the full attack action.

Reference: Sword and Fist, page 5.

Items:

Ki Straps: These leather straps, when wrapped around both hands, grant the wearer a +5 enhancement bonus to his DC with a monk's stunning attack or the Stunning Fist feat. Wearing these straps is like wearing gloves; they take up the "gloves" slot on the character's body. (5000gp, *Sword and Fist*, page 77).

Appendix C: Furyondy Spell Casting Rules

Spell Name	Minimum Caster Level	Influence Points Required	Total GP Cost
<i>Cure Minor Wounds</i>	1	0	5
<i>Detect Magic</i>	1	0	5
<i>Detect Poison</i>	1	0	5
<i>Purify Food and Drink</i>	1	0	5
<i>Cure Light Wounds</i>	1	0	10
<i>Identify</i>	1	0	110
<i>Cure Moderate Wounds</i>	3	0	60
<i>Delay Poison</i>	3	0	60
<i>Gentle Repose</i>	3	0	60
<i>Lesser Restoration</i>	3	0	60
<i>Cure Serious Wounds</i>	5	0	150
<i>Dispel Magic</i>	5	0	150
<i>Remove Blindness or Deafness</i>	5	0	150
<i>Remove Curse</i>	5	0	150
<i>Remove Disease</i>	5	0	150
<i>Speak with Dead</i>	5	0	150
<i>Cure Critical Wounds</i>	7	0	280
<i>Neutralize Poison</i>	7	0	280
<i>Restoration</i>	7	0	380
<i>Atonement</i>	9	5	3000
<i>Break Enchantment</i>	9	0	450
<i>Raise Dead</i>	9	0	5450
<i>Greater Dispel</i>	11	1	660
<i>Heal</i>	11	1	660
<i>Stone to Flesh</i>	11	1	660
<i>Greater Restoration</i>	13	2	3410
<i>Regenerate</i>	13	2	910
<i>Resurrection</i>	13	2	10910

This adventure occurs near the razing line in the Barony of Kalistren. Clerics of the following faiths and levels are available for purchasing spells: Heironeous (7th), St. Cuthbert (5th), Mayaheine (5th), and Trithereon (10th).

Having an NPC cast a spell requires a commitment of time and effort from the caster. The cost of having a spell cast requires a donation to the church (represented by the GP cost). Influence can be used to reduce the cost of spell by 10% per Influence

Spell Casting Costs

Point used. The influence used must all be with the NPC organization the spell is being purchased from. Some arcane spells are arranged from the Mage Council through the Church Clergy.

Some spells require influence expenditure in order to have the spell cast; this is because of the relative low amount of powerful clerics within the lands of Furyondy. Characters that don't have the required influence with the NPC organization to purchase a spell requiring influence may increase their donation to buy the spell (1 IP = 1000 gp). However more powerful spells (7th level and higher) cannot be purchased in this way. Characters without the appropriate influence points who desire to have powerful spells (7th level and higher) may request a special scenario by writing the Furyondy Triad.

The gold piece cost listed may be purchased either in gold or Influence points or any combination thereof. Note that spells not listed on the chart may not typically be purchased in Furyondy.

**Critical Event Summary
LG FUR3-06 – Eclipse**

*(Return to HQ or to Michelle Sharp)
Please be sure to answer all questions. Thanks.*

- | | |
|--|--|
| 1. Did the PCs save Sir Kalin Trennell? | YES/NO |
| 2. Did the PCs recover the brazier? | YES/NO |
| 3. Did the PCs return the brazier with the treated lava to Karzalin? | YES/NO |
| 4. Were any PCs slain in the event? | YES/NO |
| 5. At what APL was the event played? | 2 4 6 8 10 12 |
| 6. Comments (Optional). Please explain any unusual circumstances | |