

# War of the Burning Sky

## The Indomitable Fire Forest of Innenotdar

by Jacob Driscoll



A fantasy adventure for 3rd-level characters



Requires the use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc.



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An Adventure for 3rd-Level Characters  
By Jacob Driscoll

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## INTRODUCTION

This is the second adventure in the *War of the Burning Sky* campaign saga. The heroes have already faced a military assault, treacherous bounty hunters, enemy spies who hide in the light, and the fierce claws of the Ragesian inquisitors. In this next part of their adventure they will confront various inhabitants of a cursed fire forest, including the fey creatures tied to its fate and the dreamborn monster that causes it to endlessly burn.

In later adventures the heroes will have a chance to make alliances and deceive enemies, dealing with complex political and diplomatic situations that will affect the fate of the world. This adventure gives them a taste of that in microcosm. If they do not carefully consider their actions, they might survive, but could still spell an early doom for their cause. Yet, if they do well they can gain information that will prove invaluable when a hitherto unknown enemy rises up from the darkness of the great below.

## WHEN WE LAST LEFT OUR HEROES...

The following information details only the background of this adventure. If you are running it as part of the campaign saga, you will find more information in the *Campaign Guide*.

The heroes have escaped from the city of Gate Pass with vital military intelligence as the Ragesian army's assault came down upon it, and have set off toward the town of Seaquen and the mage school of Lyceum. The party and any NPCs they are escorting (most likely the sea-cleric Torrent, the elderly wizard Haddin Ja-Laffa, and his seer daughter Crystin – all of whose stats are presented in Appendix Four) have come to the edge of the Fire Forest of Innenotdar.

Forty years ago, Innenotdar was home to an elvish people who wanted to remain neutral in the conflict between Ragesia and Shahalesti. One day refugees began to flee from the forest, claiming it had been put to the torch, though no one could agree on who had been responsible or why. While the refugees settled into a walled ghetto in Gate Pass, they were shocked to learn that the fires that had driven them from their homeland were not dying. For forty years, Innenotdar has burned relentlessly.

## ADAPTING THE ADVENTURE

If you're not using *The Indomitable Fire Forest of Innenotdar* as part of the campaign saga, you can still use it as a stand-alone adventure, simply transplanting the fire forest wherever you want.

The PCs could be fleeing through the forest to shake pursuit or simply trying to reach something on the other side. Alternately, they might seek the treasure of the Innenotdar elves, have been hired to retrieve a particular item from the blaze, or be pursuing a villain. The party will need to have access to *stand the heat* (detailed in Appendix Three, as well as the *Player's Guide*), without which the heat of the fires make an adventure nearly, if not altogether, impossible. You might have the party come across a cache of potions of *stand the heat*, lost by other travelers who were cut down before they could enter the forest, or the party's employer might provide the necessary magic. Higher level parties could simply cast *stand the heat* themselves.

If you change the history of how Innenotdar caught fire, you may need to revise the Song of Forms. If you don't plan on using the trillith much beyond this adventure, you may want to make Vuhl a normal seela, rather than a deceptive trillith. Kazyk, the bearded devil who pursues the party, could have been summoned by any of the party's enemies with access to *lesser planar ally* or *lesser planar binding*, or could have even followed them from previous scuffles with other devils. In absence of this, Kazyk could simply be in the forest, looking for a way to destroy it and the fey in it when he comes across the party.

The heroes have chosen to brave this dangerous pass because it is too hazardous for Ragesians to pursue them, and because, whereas it would take weeks to travel through the snowed-in mountain passes, with the proper magic (potions of *stand the heat*, of which they possess many), they should be

able to cross the fire forest in less than two days, taking the old Elfroad from the Otdar mountains to the northern border of Dassen, beyond the reach of the Ragesian army.

An entity that calls itself Indomitability, the first of several dream monsters known as the trillith which the party will encounter throughout the campaign saga, is the reason Innenotdar has burned for forty years. It is trapped in the center of the forest by a magical song, the Song of Forms, sung by a clan of fey who cling to life as the dying forest they are bonded to burns around them.

As long as Indomitability remains in Innenotdar, the forest cannot die, but once it leaves, the fey, who call themselves seela, believe they will perish with the forest to which they are bonded. For their part, the seela are divided: some see it as their duty to keep trapped the creature that has caused their suffering, in hope that some day they might find a way out safely, while the others just want to stop the Song of Forms, let the creature free, and end their suffering.

Indomitability wishes for the heroes, the first travelers who have managed to survive the heat of the forest's flame, to free it, and it will offer them safe passage if they slay the fey and release it from the binding song. Meanwhile, another trillith, Deception, has infiltrated the fey, and is looking for a way to free its brother Indomitability. Finally, a bearded devil named Kazyk has been sent by the Ragesians to try to stop the party from getting away with the stolen military intelligence, but when Kazyk learns of the reason for the forest's burning it becomes in his best interest to free Indomitability, since doing so will put out the flames, giving the Ragesian military an easy route south through the mountains.

## THE HISTORY OF THE FIRE FOREST

The Fire Forest of Innenotdar has been aflame for the last forty years, and the events surrounding its ignition are a mystery to this day. Over the course of the adventure the heroes may discover the truth, which they can use as leverage against the Shahalesti in later adventures to gain their assistance.

Forty years ago, Emperor Coaltongue of Ragesia

had just conquered Gate Pass, securing a supply line into Shahalesti, and Lord Shaaladel of Shahalesti was nervous of an impending attack. The elves of Innenotdar, their forest's proximity to Gate Pass making it strategically important, were unwilling to ally with Shaaladel, and their leaders had begun to express opposition to the Shahalesti. In truth, the Innenotdar elves were simply attempting to appear strong, since their position in a three-way juncture between Shahalesti, Ragesia, and Dassen made them a tempting target. However, Shaaladel did not want to risk that Innenotdar would become an ally with Ragesia, so he had agents set fire to the forest and plant rumors that the Ragesians had been responsible, a believable claim given Coaltongue's fondness for fire.

The reason the fires have refused to die is because of a trillith called Indomitability. The trillith are dream-spawned creatures, born in the great below of the underdark, and until recently very few had come to the surface. Gate Pass has many legends of dreams becoming reality, and indeed there are numerous caverns under and around the city, from which fledgling trillith sometimes emerge.

Indomitability had arrived in Innenotdar forest several years before the flame. The seela, the fey who would sing news from one end of the forest to the other through the rustling of leaves in the wind, first noticed the trillith's presence. Indomitability, only vaguely conscious of what it was, had endowed its power upon several dying animals, who struggled to stay alive. Seeing the strange entity as a disturbance in nature, the seela called upon the elf-hero Anyariel to conquer the monster.

The seela sang the Song of Forms, an old hymn of history and events in the forest, woven in their very bodies, and the song's power trapped the trillith in the body of a stag. Anyariel pursued it to the center of Lake Seela, where she trapped it before dying. Indomitability did not die, but it cannot be released from a bodied form until the seela stop singing, and so it has lain trapped, pinned to the bottom of the lake by a sword driven through its body.

That sword, carved of living wood cut from one of Innenotdar's oldest trees, remained tied

to the forest, and over the years, Indomitability's essence seeped through the blade and into the roots and trees of Innenotdar. Even some animals are suffused with its power, and now the trillith is far more powerful than most of its kind, but that power is dependent upon its prison. None who are empowered by Indomitability can idly die, and so the trees and brush have refused to fall, providing an eternal fuel source for the raging flames.

## ADVENTURE OVERVIEW

The heroes' main goal in *The Indomitable Fire Forest of Innenotdar* is to get through the dangerous Fire Forest and reach the other side, where lies the journey to the town of Seaquen. As they pass through the forest, they will first follow the Elfroad, though amid the simple dangers of strange monsters and hazardous terrain they realize that a tracker from Ragesia has followed them – a bearded devil named Kazyk – and that the forest itself seems to have an agenda.

Kazyk is unsure whether he can kill the heroes, and so he tries to join forces with them to find out why the forest is burning, and stop it. If they are not amenable to his offer at first, he attacks them, then flees, hoping to break their spirit. He can teleport, so he retreats to his summoner for healing.

The heroes reach a river that cuts across the Elfroad, but before they can cross it, the trillith Indomitability sends a test for them, attacking them with fire elementals that resemble small stags. Pleased with their strength, he demands that they free him, and threatens to never let them leave if they refuse.

Regardless if they listen to either the trillith or the devil, the heroes have some time to explore ruins in the forest and discover the lost history of how the forest became as it is. Along the way they might find a clue in the journal of a long-dead priest who only wanted to heal his homeland, and a unicorn at the forest's edge who wants to carry on the priest's mission.

The information they recover directs the heroes downriver to a vast lake, where a village of fey sing a magical song that keeps Indomitability trapped,

## DESIGNER NOTES: EFFECTS OF INDOMITABILITY

Because this adventure is intended for a low-level party, we wanted to balance the awe-inspiring danger of pressing through a forest fire with a means to keep characters from simply dying. This is partially accomplished through the potions of *stand the heat* provided in the first adventure of the Campaign Saga. An additional protection, however, comes from Indomitability itself.

The nature of the living fire in Innenotdar means that true death is rare. Instead, as creatures burn, they are reduced to a state of near-death, at which point they are rejuvenated by a unique combination of elemental fire and positive energy. As soon as the fire in the forest reduces a victim to unconsciousness, it stops dealing damage. The victim is still on fire, and their hair, clothing and equipment can still burn away, but they no longer take damage from the fire, and they automatically stabilize. The fire can be put out normally, and the victim can then be healed normally after this point.

This effect only applies to creatures that would die from the forest's fires, but if you wish, you could extend the protection to any sort of damage. Characters that would die might instead become unconscious and stable at –9 hit points, and can only be killed by a *coup de grace*, death magic, or extreme mutilation or dismemberment.

Appendix One includes the Indomitable Fire template, which a creature can acquire if it remains alive and on fire for a day or more. Appendix One also provides the rules for adventuring in a forest fire.

and thus keeps the forest alive. Before they reach the village, however, they witness an attack upon one of the fey, a seela woman named Tiljann, who can help the heroes navigate the complicated situation at the lake.

Here the heroes can decide who to help, and how they want to get out of the fire forest: by

freeing Indomitability to slay the seela, by killing the trillith and dooming every creature in the fire forest, or by locating a relic that can save the forest and the seela. The heroes can interact with the seela, learn the unique magic of the Song of Forms, and rest before heading out to undertake the missions necessary for their goal.

In order to free Indomitability, the heroes must stop the fey song. If they pursue this goal, a seela named Vuhl offers to help them. In truth this seela is another trillith, named Deception, sent on a mission to free Indomitability. Deception can take any humanoid form he wants, and is responsible for encouraging a majority of the fey to stop singing. His plan is to shock the seela singers with a demonstration that will disrupt the song: executing the fire dryad Timbre, who is beloved by the village.

To get Timbre, however, the heroes must first retrieve an item from the hag Gwenvere, who was once Timbre's romantic rival. This item – a lock of hair from the two fey women's lover Anyariel – will let the heroes get close enough to Timbre to capture or kill her. Once the seela learn that Timbre has been killed, their shock should end the song long enough for Indomitability to escape. As the entity that was keeping their forest alive flees, the seela die, and a horrid spectre, manifested from their tragic deaths, arises to destroy the heroes.

If, however, the heroes seek to save the seela, they can learn a nobler course by listening to the lyrics of the Song of Forms. If they speak to the dryad Timbre instead of killing or kidnapping her, she can tell them how to claim the Living Blade of Innenotdar, a greatsword cut from her own tree. As long as the sword is bonded to a living person, the forest will survive even the fire. The heroes must dive into the depths of the scalding lake, fight past territorial merrow, and pull the sword from the body of Indomitability.

Even if they do this, they have not won. Though taking the sword saves Innenotdar, it frees the trillith to rampage in vengeful freedom. The heroes must stop Indomitability, kill it, or drive it off. Only then will they be free to leave the forest themselves.

## REPLACING CHARACTERS

While the adventure offers many protections for a low-level party in a hostile environment, it is always possible that characters will die along the way. Replacement characters can come from the NPCs tagging along, such as Torrent and Crystin, or the seela singer Tiljann. Alternately, a replacement character might have immunity to fire – like a half-dragon – or might be another refugee from Gate Pass who managed to make it partly into the forest before running out of protection. Such a character might have fallen unconscious and been infused with living fire, gaining the Indomitable Fire template. An Indomitable Fire character might die at the end of the adventure if his fellow heroes don't know how to help him, but he should prove an interesting and valuable, if agonized, companion for the adventure's duration.

## INTERPARTY DYNAMICS

This part of the Campaign Saga contains some very weighty moral decisions for the heroes, and some intentionally difficult NPCs (especially if the party travels with Haddin from the end of the first adventure). Combined with the unexpected sources of stress they will be dealing with, this can bring out a lot of personality from the characters, and can play up some relationships in the party (or between party members and NPCs), as moments of shared stress are wont to do. All told, you should prepare to indulge some party conflict without letting it consume an entire gaming session. Even if the PCs themselves are harmonious, you may consider allowing any NPCs that are traveling with them to grow and change, reflecting their own development as people.

**Torrent:** Even the cool, confident Torrent may become quite frazzled as the resources run out. She believes she has planned for most contingencies, and when supplies begin to run out, she may become defensive, perceiving the party's concerns as criticisms of her. She is a devout soul, and may begin to see the journey as a test of faith, driving her to some near-suicidal behavior as she tries to prove her strength. If other party members are of particularly

questionable morality, she might even begin to doubt her faith, choosing instead a path offered by Kazyk as more practical.

**Crystin:** If Haddin's hold over her is broken, Crystin turns out to be the archetypal neophyte. She's quite impressionable, especially grateful to those who have saved her mind, and eager for new experiences. She doesn't get in over her head very often, but she's ready to try anything the leaders of the party propose. Conversely, if she's still under Haddin's control, she's fairly mute and obedient, letting her father take responsibility and control. She will side with him against the party, if necessary. She will be very sympathetic to Tiljann, and her contact with the power of Indomitability slowly begins to awaken something that had lain dormant inside her.

**Haddin:** It is unlikely, but being with the heroes in this dangerous time might change Haddin for the better. If left to his own devices, he will simply try to use the other party members, including his daughter, as tools to keep himself alive; he will also worry that his daughter is breaking free of his control as she has visions. He will be strongly in favor of taking

Kazyk's offer, seeing morality as an obstacle in the way of survival. Only if one of the heroes manages to befriend Haddin and lead by example might he begin to change his behavior. He responds best to gruff, bitter people, and responds poorly to those who criticize him. If the heroes treat him rudely, he might even attempt to magically dominate a few of them to make them do as he says. If this happens, and he manages to survive this adventure, he'll likely become a thorn in the heroes' side.

### Crystin's Premonitions

These sidebars present premonitions that Crystin receives because she is endowed with the essence of the trillith Foresight. Should Crystin not accompany the party, the premonitions could just as easily fall to any character with psionic or sorcerous power, to a character with the Blessed by Dreams feat from Gate Pass, or to any character who has taken the dream seeds (page 19).



## ACT ONE: THE ELFROAD

The adventure begins as the party enters the forest. Read or summarize the text below for the players:

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Though magic protects your skin against burn, you can still feel the intense, withering heat carried in terrible blasts from the trees, and you smell the acrid smoke as you enter and it envelops you, arms of black and orange embracing your party. The thick banks of smoke mean that you can't often see more than an arm's length in front of you, but the fierce, dry wind often blows these banks away. Powered by backdrafts and dramatic valley winds, the gusts snatch at loose pieces of clothing. During the lulls in the wind, as the massive lungs of the forest take breath, fingers of flame reach out from the smoldering undergrowth, pawing and caressing the hems of clothing and the ropes and backpacks, always threatening to grab hold and ignite an inescapable inferno. In front of you, the only thing that distinguishes the Elfroad from the surrounding territory is its relative lack of undergrowth, exposing the blackened char-rock where once the elves of Innenotdar carried their families.

Your eyes tear, your nostrils burn, your hands draw back instinctively, as if touching a boiling pot. As if diving into a dragon's fiery maw, you have entered the Fire Forest of Innenotdar.

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According to several old maps Torrent consulted, the path along the Elfroad through Innenotdar is seventeen miles long, followed by about fifty more miles along a mountain road before reaching the northern foothills of Dassen. The Elfroad counts as hilly highway terrain, and so travel is at the normal movement rate.

While on the Elfroad, the heroes don't need to worry about catching aflame or taking fire damage – the Elfroad is surprisingly clear, and remains that way. As long as they are protected against the ambient heat in the forest (through *stand the heat* or a fire resistance

of at least 1), they suffer nothing more than the general discomfort of intense heat and breathing smoke-filled air. Haddin, if he is with the party, coughs often with wracking pain, while Torrent drinks water regularly.

The road is fairly straight and smooth, 30 feet across, with brush and trees burning close to the edge on either side. It occasionally rises on hills or cuts through low ravines, walls of rough stone rising on either side. A Knowledge (nature) check (DC 15) determines that the fires directly along the side of the road seem weaker than they ought to be. The heroes can walk all the way to the edge of the road with no danger of touching live flame, but considering how intensely the fire elsewhere burns, the sides of the road should be bathed in fire. A Spot check (DC 10) notices that the fires further down the road seem more intense, but as they travel the flames weaken, making their passage safer. Meanwhile, as they walk ahead, a few hundred feet behind them the flames intensify to what one would normally expect, making the road narrower and harder to navigate. This does not actually block the heroes' travel if they want to turn back, but it should cause them to wonder whether turning back later will be difficult.

Every mile or so, a smaller path splits off from the main road, leading into the forest fire, but these paths are too narrow to safely traverse: fire from the trees on either side fills the narrow trails, and a thick layer of ash makes for difficult footing. None of the trails look particularly interesting, though occasionally the heroes may spy what looks like houses built out of the living boughs of trees, engulfed like everything else. Their inhabitants are no doubt long dead, and nothing remains to loot. However, if you want to add further encounters to the forest, perhaps one of the side roads is reasonably clear of flame after all.

The Elfroad is covered in a few inches of ash, and the group leaves a very clear trail as they travel. If the heroes want to conceal their passage by brushing away tracks, they travel at half normal speed, but this is not sufficient to keep Kazyk the bearded devil from following them along the only safe path. Torrent advises them against traveling so slowly.



## OUT OF THE FRYING PAN

The heroes come across several minor encounters along the Elfroad before they reach the river, where Indomitability will test them. If you want more combat you could add a bit of fighting with almost any fire-resistant or fire-elemental creature, such as normal or dire animals altered by the Indomitable Fire template (see Appendix One).

### Ending Suffering (EL ½)

The heroes aren't the only ones who thought to escape the scouring of Gate Pass by taking this path. Unfortunately, without the PCs' connections and resources, many other groups quickly failed. A quarter-mile after entering the forest, the heroes come across a trio of refugees, now smoldering piles of burnt flesh and blackened bones. Their remains are scattered, as if they had been picked over by scavengers. A Search check (DC 5) uncovers 50 gp, three daggers, the clasp and metal bindings of a now-obliterated spellbook, and a spiked chain. Searching the smoldering corpses deals 1d6 points of fire damage for each round spent, though clever groups could use *mage hand* or simple tools to avoid the heat.

If a character does touch any of the bodies, however, one of the more-intact bodies begins to move, wailing in pain as it reaches out for the hero. If the heroes do not instinctively destroy what appears to be a zombie, the figure – still kept alive by Indomitability's essence – looks at them and desperately coughs a plea: "Kill me."

If the heroes do not oblige and instead heal the wounded figure and then put out the flames, the man eventually becomes coherent, though despondent. His skin is scarred and hairless, he has no possessions, and he barely speaks even if prompted. This man, Durval (CE male human evoker 1), was a student at Gabal's school who tried to flee with his family, but whose spells proved horribly inadequate to brave the forest fire.

If prodded to talk about himself, Durval asks if anyone else survived. When it becomes clear that he has lost everything he ever cared for, he withdraws from the world, only taking actions that might get

### Premonition

As soon as the entrance to the Elfroad is out of sight, Crystin sees a pair of flickering draconic eyes in the flames, looking sharply down, especially at her. The eyes appear constant, never wavering, immune to all that surrounds them. She begins to sway as more pairs of eyes appear, thousands of them, all around, until finally they vanish all at once. Crystin collapses, briefly dazed.

him killed. He tries to get a dagger to stab himself in the heart, or he'll jump into a gorge, or simply run back into the fire.

**Ad Hoc Experience:** Reward the heroes as if they had overcome a CR ½ challenge if they simply loot the bodies or end Durval's suffering. If they somehow manage to keep Durval alive long enough to get him out of the fire forest, which is the earliest he will possibly consider moving on with his life, reward them for a CR 5 challenge.

### An Unnatural Hunt (EL 3 or 5)

Two miles into the forest, the heroes hear some chittering and swooping in the branches overhead. Suddenly, something falls from them, careening straight at one of the party members. The character must make a Reflex save (DC 14) to avoid being struck by a falling fire mephit. The mephit is screaming in fear and terror as its aggressor descends from the branches. Its aggressor is a dire bat, entirely engulfed in flame. The mephit scabbles, claws, and generally attempts to use the character it fell at as a shield, and the fiery bat proceeds to try and catch the creature.

Note that while this dire bat is statted out fully to give an example of creatures with the Indomitable Fire template, other creatures with the template do not include a full stat block, as the benefits are easy to apply and don't cause much variance from the stats in the core rulebooks.

**Fire mephit (CR 3):** hp 13, MM.

## Indomitable Fire Dire Bat

CR 3

Neutral Large animal (augmented, fire)

**Init** +6; **Senses** Listen +12, Spot +8, blindsense 40 ft.

**AC** 20, touch 15, flat-footed 14

**hp** 30 (4 HD)

**Fort** +7, **Ref** +10, **Will** +6

**Immune** fire, **Vulnerable** cold

**Speed** 20 ft. (4 squares), fly 40 ft. (good) (8 squares)

**Melee** +5 bite (d8+4 plus d6 fire)

**Base Atk** +3; **Grp** +10

**Abilities** Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6

**SQ** indomitable fire soul, rekindle

**Feats** Alertness, Stealthy

**Skills** Hide +4, Listen +12, Move Silently +11, Spot +8

**Indomitable Fire Soul (Su):** The fire wreathing the dire bat is tied directly to its life force. If the flame is extinguished, the creature is destroyed, and the animating force is lost. The flame is fairly tenacious, and requires the creature to be completely submerged for one full round before it goes out. The *quench* spell affects the creature as if it were a fire elemental, and *pyrotechnics* deals 1 point of damage per caster level if the creature is used as the spell's fire source.

The indomitable fire dire bat can be turned, bolstered, or rebuked as if it were a fire elemental. The flame is very similar to positive energy, and so responds to a turn or rebuke undead attempt as well. Those who turn undead can rebuke or bolster indomitable fire creatures, and those who rebuke or bolster undead can turn or destroy indomitable fire creatures.

**Rekindle (Su):** Two rounds after the creature falls to -1 or fewer hit points, it heals 1 hit point per Hit Die, or enough to raise it to 1 hit point, whichever is more. This ability only works once per day.

The bat is one of countless creatures kept alive despite horrible burns by the power of Indomitability, and though driven mad by pain it still tries to hunt and survive like a normal creature. The mephit, applying Dodge, taking total defense actions, and using the PC as cover, has an AC of 25 against the bat. The bat attacks for several rounds, and if it misses by 4 or less it strikes the PC. The mephit uses its movement to stay with its living shield as long as the PC does not run more than 50 feet in a round.

The bat fights to the death, and then returns one more time because of its rekindle ability. The mephit retaliates if attacked by the heroes, feeling confident in its invulnerability and curious that outsiders have made it this far, though if seriously harmed it will flee. It will thank its "saviors" if the heroes kill the bat. It doesn't want to hang around long, but it will warn the PCs against angering the forest and against other burning animals.

## Dangerous Crossing (EL 5)

The heroes come upon a deep gorge, crossed by what was once a sturdy stone arch bridge, 20 feet wide and 50 feet long, with 3-foot-high stone railings on either side. Now, however, the bridge is weak and dangerous. The railing on the right side has a 10-foot-wide section knocked out in the middle of the bridge, and the stone around it is cracked. A wagon of gnomes attempted to cross here several years ago, and they met their end on this treacherous bridge.

The bridge can safely support up to 500 lbs. at a time. Any more weight causes the stones to shift and creak, forcing everyone on the bridge to make a Balance check (DC 15) to keep walking. A character who fails by 5 falls and must make a Reflex save (DC 15) to avoid shifting 5 feet in a random direction.

Additionally, several sections of the bridge are weak: a total of eight 5-foot squares scattered along the bridge, most near the edges, but two in its very center. A Knowledge (architecture and engineering) check (DC 15) or Search check (DC 20) identifies which sections of the bridge are safe and which are dangerous. The Knowledge check can be made from the edge of the bridge, but the Search check has to be made square by square while progressing on the bridge.

These weak sections begin to crack as soon as anyone puts weight on them. A Reflex save (DC 20) avoids falling, though the character must choose an adjacent square to move to, which might also be dangerous. A failed Reflex save means a 60-foot plunge into burning brush at the bottom of the gorge.

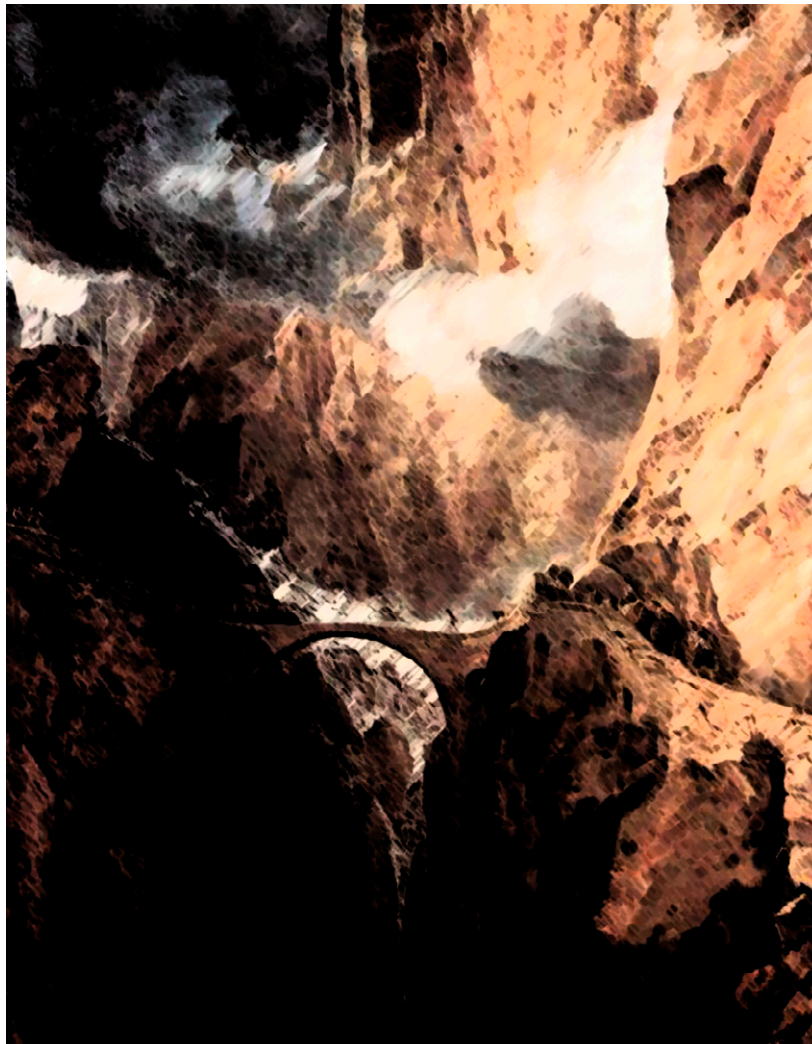
The walls of the gorge are craggy stone (Climb DC 15), bare of vegetation. Going around the edge

of the gorge requires passing through 200 feet of burning brush. Worse, a large mass of bats nests under the bridge, and anyone descending should find it odd that tiny fires are flickering along the bottom side of the stone arch. Unless the heroes all succeed a Move Silently check (DC 11) while crossing the bridge, the noise of their passage alerts the bats, which fly out as a bat swarm.

**Indomitable Fire Bat Swarm (CR 3):** hp 13, MM, Appendix One

**Ad-Hoc Experience:** Crossing the gorge safely is worth a CR 3 challenge.

**Treasure:** Should the heroes explore the wreckage of the old gnomish wagon at the bottom of the gorge, they find 250 gp worth of coins and gems



### THE BURNING SKY

As detailed in the *Campaign Guide*, teleportation is hazardous during the adventure due to a strange mishap tied to the Torch of the Burning Sky. Any creature teleporting takes fire damage based on the distance traveled. Kazyk can teleport safely since, as a devil, he is immune to fire, but he always vanishes and appears in a dramatic burst of flame. For more details, see the *Campaign Guide*.

in a small chest, plus a cache of a dozen potions of *stand the heat*, and a wand of *cure light wounds* with 11 charges.

### Devil Looking Over Your Shoulder (EL 3)

Once the party has traveled two miles into the forest, the bearded devil Kazyk comes upon them.

Kazyk was called via *lesser planar ally* by a Ragesian inquisitor named Guthwulf, and bargained into a long-term pact of assisting the Ragesian army. The High Inquisitor presiding over the scouring of Gate Pass, Kreven, has been keeping in regular contact with his subordinates, and recently he discovered that Boreus, the inquisitor sent to retrieve Haddin, was unsuccessful. If Boreus escaped, Kreven knows all about the heroes. Otherwise, he simply knows someone defeated Boreus, and so he has ordered Guthwulf to dispatch his devil ally to track down the heroes.

Kreven also has a hunch that this is tied to the theft of the case that contained vital military plans, and so Kazyk's mission is first to retrieve the case and its contents if the heroes have it, and second

to keep them from escaping the fire forest. Finally, he is to gather intelligence about the fire forest, and report it to Guthwulf regularly.

Kazyk uses his *greater teleport* ability (and his immunity to fire) to arrive at Haddin's house, and then to pursue the party into the fire forest. He can easily follow their trail across the ashy Elfroad, and so each round he teleports a half-mile down the road and checks to see if the group has gotten that far. It only takes him a few minutes to pinpoint their location, at which point he stops ahead of them and conceals himself to spy on the group. He crouches amid flaming brush 10 feet off the road and waits.

Kazyk, bearded devil (CR 5): see page 12.

Kazyk does not want a confrontation yet – he just waits and observes the heroes, trying to decide

which looks weakest. After the heroes pass by, or if he is spotted (Spot DC 22), he teleports back to Gate Pass, where he demands healing if injured and plots his next move. Whenever Kazyk teleports, he appears or vanishes in a very visible explosion: flames burst like a fiery flower blossom, alerting the heroes that something was nearby if they had not noticed him yet. A Knowledge (the planes) or Spellcraft check (DC 20) determines that some sort of planar magic was used, though the burst of flame is decidedly unusual for simple teleportation.

**Fiery Howl:** An hour after Kazyk first leaves the group, they are delivered a message. Kazyk found and negotiated with a hellhound living in the fire forest, and he sends it to confront the heroes.

Hellhound (CR 3): hp 22, MM.



While the heroes are crossing another arching bridge over another ravine, a hellhound hides by the side of the road (Spot DC 23). Once the group is within 30 feet, or whenever it is noticed, it paws its way onto their trail with an air of cordial ferocity. It carries what appears to be a human thigh bone in its mouth, and if given a chance it drops the bone and backs up. If asked questions in Infernal or telepathically, it responds by shaking its head or nodding, but it cannot talk. Its mission is only to deliver the message, but it is cruelly curious about the group. If they are not hostile to it, it will gladly take some time to see if some of them might be worth stalking and eating later. If it is attacked, the hellhound fights back, confident in its strength, though it will flee if things look bad.

The femur that the hellhound carries is carved with a message in Common: “Leave the case. Cooperate, and we might find an arrangement to spare your lives. Carry this with you if you wish to bargain.”

### Infernal Harrier (EL 5)

About ten minutes after the encounter with the hellhound, if the party does not leave the case and carry the femur as previously instructed, Kazyk strikes. Since it is nearly impossible to hide on an open road, the bearded devil should easily be able to spot them from 90 feet away. He begins the encounter by teleporting into the center of the road in a chrysanthemum burst of flowering flame, appearing 90 feet away, cloaked, smoldering, and wielding a glaive.

If the party carries the femur but does not hand over the case, or if they left an empty case, Kazyk takes a moment to say: “Smart negotiators always obey the *letter* of any contract. Unfortunately, I have already signed one. I do so appreciate your spirit.” Then he attacks.

If the party complies completely to Kazyk’s request for the case and femur, the devil will not approach them after they reach the ruins of the elf village on the river (Kazyk’s Offer, page 26).

**Lemures (5, CR 1):** hp 9, MM. These are summoned by Kazyk, and do not provide XP.

### Kazyk, Bearded Devil

CR 5

*A tattered brown cloak whips about this man-sized creature’s scaled body. It has the face of a commanding, honest man, but its flesh is green, its eyes glow with infernal fire, and its thick beard writhes and bites like a nest of vipers. Barely visible under its beard is a thick metal collar attached to a length of limply dangling chain. The powerful being stands tall, and wields a blood-stained saw-bladed glaive. It only has four fingers on its left hand, and a scaled, desiccated pinky finger hangs on a cord around its neck.*

Male bearded devil

LE Medium outsider (evil, extraplanar, lawful); MM

**Init** +2; **Senses** Listen +9, Spot +9, darkvision 60 ft., see in darkness

**Languages** Common, Infernal, Celestial, Draconic; telepathy 100 ft.

**AC** 19, touch 12, flat-footed 17

**hp** 45 (6 HD); **DR** 5/silver or good

**Fort** +8, **Ref** +7, **Will** +5

**Immune** fire and poison

**Resist** acid 10, cold 10; **SR** 17

**Speed** 40 ft. (8 squares)

**Melee** +10/+5 *+1 glaive* (d10+4 plus infernal wound) or +8 two claws (d6+2)

**Base Atk** +6; **Grp** +8

**Atk Options** Power Attack

**Combat Gear** shatterspell (4 vials)

**Spell-Like Abilities** (CL 12th)

*At will – greater teleport* (self plus 50 lb. of objects only)

**Abilities** Str 14, Dex 14, Con 16, Int 9, Wis 10, Cha 10

**SQ** infernal wound, beard, battle frenzy, summon devil, attacks count as evil-aligned and lawful-aligned for overcoming damage reduction

**Feats** Power Attack, Track, Weapon Focus (glaive)

**Skills** Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Speak Language (Common), Spot +9, Survival +7

**Possessions** four vials of shatterspell, *+1 glaive, hand of the mage* (in the form of Kazyk’s severed pinky on a necklace)

**Infernal Wound (Su):** The damage Kazyk deals with his glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16

Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by Kazyk's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of Kazyk, not of his weapon.

**Beard (Ex):** If Kazyk hits a single opponent with both claw attacks, he automatically hits with his beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies.

**Battle Frenzy (Ex):** Twice per day, Kazyk can work himself into a battle frenzy similar to barbarian rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and Kazyk suffers no ill effects afterward.

**Summon Devil (Sp):** Once per day, Kazyk can summon five lemures. This ability is the equivalent of a 3rd-level spell. Note that this ability is slightly different from a core bearded devil, but Kazyk has received a few small boons from the inquisitors, and this is one.

#### SHATTERSPELL

Shatterspell is a black compound infused with antimagic that is poured into sealable vials when extremely chilled. As it warms it turns gaseous, so that when the vial is opened or shattered (such as when thrown as a grenade-like weapon) it fills a 5-foot square with wispy black gas. The character who threw the shatterspell then makes a dispel check (d20+0 against DC 11 + caster level) for each magical effect in that square, as if a targeted dispel magic had been cast, though shatterspell has no effect on permanent magic effects or magic items. For more information, see the Player's Guide (pg 12).

**Tactics:** Kazyk begins by summoning five lemures, which rise up from the ash on the road, flickering briefly with fire. He then points his glaive toward the hero he has decided is the weakest, and orders the lemures to kill that person. Kazyk strikes each character once, letting the infernal wounds caused by his glaive deal additional damage. Once he has struck each of the heroes, or once a character falls, or when things start to go badly for him, he teleports away, saying with a smile, "Good fight."

If the characters manage to kill, incapacitate, or otherwise ground Kazyk, he proposes Kazyk's Offer early (page 26), as he is on his last legs. This does not disrupt the adventure, though it may simplify things if the party kills him before he can mess with their heads.

#### Trial by Fire (EL 6)

After traveling six miles down the Elfroad, the heroes spot what looks like a stone bridge around a bend in the road a hundred feet ahead, and some sort of structure built atop it. They also make out a loud cracking sound, and several of the trees a hundred feet down the road flare as explosions tear open their trunks at the base. A moment later, a cluster of trees on either side of the road careen inward to fall across the Elfroad, blocking the path ahead.

A round after Crystin has her premonition (see sidebar), Indomitability begins its test for them.

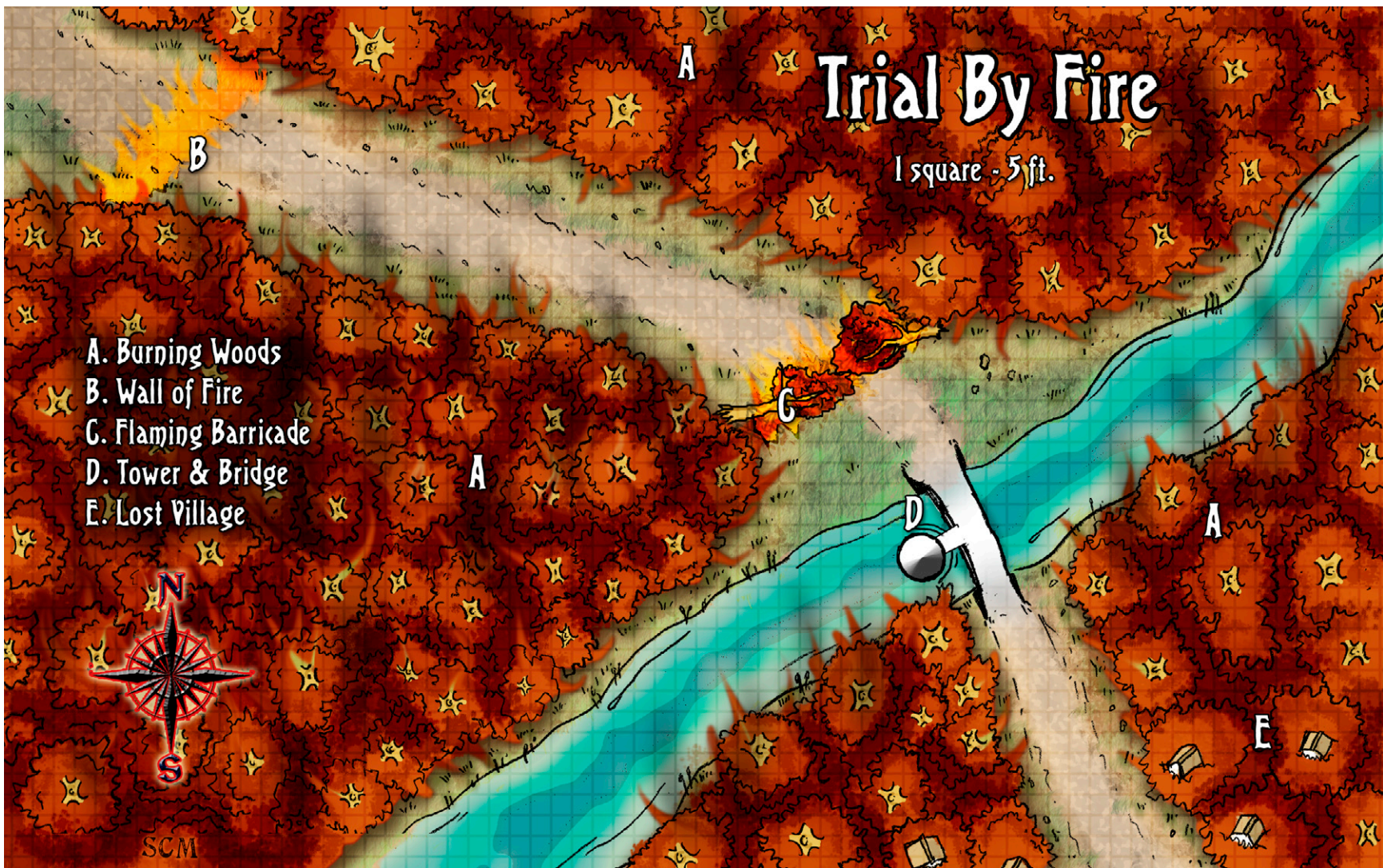
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The curtains of flame that lick meekly at the trees at the road's edge suddenly flare, cinders bursting outward across you all. Behind you, you hear a sudden roaring noise, and looking back you see the road fifty feet away cut off

#### Premonition

Crystin sees a giant stag that is on fire leaping out of the treeline and goring one PC. She shouts for that person to move, and yells for everyone to get out of the way of a particular spot on the ground. She begins to come out of the vision, but is briefly dazed.





by a furious wall of fire. The sides of Elfroad are quickly becoming hazardous as live flames reach out at you, and overhead the ash and cinders begin to swirl, coalescing into a searing spear. Then, with a thundercrack, the spear drives into the ground amid you all and explodes. Within the smoke appears a trio of miniature stags whose bodies burn like the inferno, with racks of antlers composed entirely of dancing fire. They paw at the ground, swing their fiery antlers, and prepare to charge, while the wall of fire at your back slowly moves toward you.

---

In Crystin's premonition, she sees one 5-foot square as being too dangerous to stay in. If any character refuses to heed her warnings and stays in that square even as a flaming lance appears overhead, he is struck by the falling spear of fire, dealing 4d6 points of fire damage (Reflex DC 15 negates).

The corridor available for the party to fight in is 150 feet long, with the party about 100 feet from the far side when Crystin has her vision, and 50 feet from the wall of fire. The road is 30 feet wide, though the 5-foot squares nearest to the edges on either side are bathed in fire: creatures standing on the edge of the road must make a Reflex save (DC 15) each round to avoid taking 1d6 points of fire damage.

The wall of fire appears roughly 50 feet behind the party, and works as a *wall of fire* cast by a 7th-level sorcerer. Each round the wall of fire advances 20 feet, and then deals damage based on its new location – 2d6+7 points of fire damage if it engulfs a creature, 2d4 if within 10 feet of a creature, and 1d4 if within 20 feet. The wall of fire deals double damage to undead. Creatures protected by *stand the heat* take no damage from simply being close to the wall of fire, since the damage is from heat, not actual flames.

The wall moves slowly enough that characters should not get caught in it, but warn the players that if they stop within 20 feet of the wall, they will be engulfed. Over the course of eight rounds, should the combat last so long, the wall of fire moves until it strikes the trees that block the far end of the road.

The fallen trees are on fire, and form a barricade 20 feet deep. Crossing them requires a Climb check

(DC 10) and 20 feet worth of movement for every 5 feet of travel, and each round a character remains in contact with the trees he takes 1d6 points of fire damage and must make a Reflex save (DC 15) or catch on fire. Disturbingly, a vaguely draconic face appears in the flames, roaring at any character trying to flee but not attacking.

The stags are actually medium fire elementals that simply have a gore attack that does piercing damage instead of a bludgeoning slam. Whenever one of these stags is killed, the advance of the wall of fire is stopped for one round.

**Medium fire elementals (3, CR 3):** hp 26, MM. Their slam attack is replaced with a gore attack that does piercing damage.

### INDOMITABILITY'S OFFER

Once the last of the stag-shaped elementals is defeated, the wall of fire vanishes, and Indomitability contacts the heroes directly.

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You hear whispers amid the trees, snatches of words coming from all directions, growing louder and more intense all around until finally a booming voice shouts from the flaming trees:

"Come!" it roars. "Follow the river. Set me free!"

The flames on the fallen trees blockading the road flare as a draconic face emerges, shaped of fire, its head adorned with a massive crown of jagged horns. The image then fades so only a pair of eyes remain. A voice enters your minds, deep, fiery, burning with restrained anger.

"Know this: I am the flame, and I am a prisoner here. Save me, free me from the prison of this enforced flesh, and you may continue to your destination. Refuse, and never shall you leave this wood. You shall be a prisoner for as long as I. You shall burn forever, and never die."

---

Indomitability does not speak much, answering most questions with one of the following replies:

**What are you?** "I am Indomitability. No wound shall ever defeat me. No fire shall ever destroy me."

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My power can be yours if you release me.”

**Where are you?** “Rest your flesh now in the ruins beyond the bridge. Then you must follow the river down to the singing lake. I lie trapped beneath its surface. Set me free!”

**How do we free you?** “End the song of the deep, the song of agony and eternal vigil. Silence the forty tongues who hold me here, who doom themselves with my relentless flame.”

**We don't want to help you.** “There is one whose blade shall cross your trail. He shall have my boon, and if you do not fall before him, my fire shall turn you to ash and embers. You shall regret your choice.”

**Anything else.** “I care for nothing but Freedom, but if you do not release me you shall suffer my wrath.”

If the heroes agree, Indomitability grants them its boon (see sidebar, page 46). They briefly feel flames burn in their veins, and then suddenly the heat of the forest no longer affects them. If they refuse, Indomitability roars at them, then vanishes, heading off to contact Kazyk and grant the devil his boon.

Once the heroes make a decision, or after Indomitability has said all it has to say, the flames quickly gutter and die. The fires at the side of the road dim again, and in less than a minute the Elfroad is safe.

As soon as the heroes get across the barricade of the downed trees (which are safe to climb across now as they are no longer burning), they see clearly a stone bridge up ahead, crossing a strong river that somehow has managed not to be burned away in the fire. The bridge has some sort of tower atop it, and beyond the bridge lies the relatively safe remains of an elvish tree village. No flames fill the village, making it a possible resting place.

**Changing their Minds:** If the heroes originally agree to help Indomitability, gain his boon, and later change their minds, they hear Indomitability's telepathic voice cursing them: “May your flesh always fail you.” They lose the benefit of Indomitability's boon, and become some of his prime targets. Indomitability cannot read their thoughts, however, and so he only revokes his boon if they announce that they have changed their minds while he is present (or otherwise clearly show they don't intend to help him), or they shout it to the forest.

### ADVENTURE SHUFFLE

While the default structure of the adventure assumes Indomitability contacts the party first, followed by Kazyk, and then Tiljann, these events can occur in different orders. Shuffling them can put the focus on different elements of the adventure.

In short, Indomitability wants the heroes to set it free, and wants them to kill the fey. Kazyk suggests they kill Indomitability, not mentioning that doing so will kill the fey, and not caring if that is brought up as a problem. Tiljann, however, has information on a possible solution that can send the heroes on their way without killing anyone.

*Indomitability's Offer – Kazyk's Offer – Trouble with Tiljann:* This is the order the encounters are presented in as a default, and it provides the greatest temptation. Characters seldom like being told what to do, and after Indomitability's fierce demands, even a devil's deal may hold interest. They have time to consider both offers before they actually come upon any of the seela, and might fight Tiljann out of hand.

*Indomitability's Offer – Trouble with Tiljann – Kazyk's Offer:* In this order, Tiljann's appearance will likely be a relief, as she gives the heroes a way to resist Indomitability. Kazyk has less of a chance to influence the party if they already have an ally.

*Kazyk's Offer first:* If the heroes manage to defeat Kazyk early, he gives his offer on how to destroy the forest. This puts more emphasis on the Ragesians and their pursuit of the party, since the devil's offer is coming from an enemy, whereas in the other scenarios Kazyk approaches as a supposed friend. The adventure will likely become simpler, just a decision of whom to trust: the fey or the trillith.

*Trouble with Tiljann first:* The party might go out of their way to avoid Indomitability's test, and might run across Tiljann in the ruins of the elf village. Kazyk still has a chance to tempt the party, but it is very unlikely Indomitability's offer will hold any interest.

If the heroes initially refuse and then, perhaps because of the mounting danger, change their minds, they can get Indomitability's attention by the methods above. If he is convinced they are sincere, he will grant his boon immediately, unless he is in combat, in which case he waits until he is no longer in danger.

## ACT TWO: RIVERS FLOW TO THE DEEP

This section of the adventure details a mystery-filled ruin which can serve as a resting place, the blessed river trail to Indomitability, and the dangers the heroes face along the way. Because the previous section was fairly straightforward and did not offer many character choices, you should be sure to let the players go through this section however they want, to avoid them feeling like they are being railroaded.

Two main encounters need to occur before the heroes head downstream. The first is Kazyk's offer, when the bearded devil approaches the party with a plan that will resolve both its problem and theirs. The second is Trouble with Tiljann, when a deceived seela finds herself under attack by her own kind, with the heroes her only chance of survival.

### DEFEATED IN NO BATTLES

The heroes have just passed Indomitability's trial, and before them lies their first real fork in the road. Read or summarize the following.

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Stretching across the river in front of you is an arc of a bridge seeming composed of branches and vines of what was once pale, white stone. Several of these vines and branches plunge into the shallow water beneath the bridge, forming supports. Off the right side of the bridge, in the middle of the river sits a tall, narrow tower, only about twenty feet in diameter, reaching up to a roof thirty feet above the bridge. A narrow walkway leads from the main bridge to a thick oaken entrance door. The tower, as well as the bridge, is currently flame-free, though blackened from decades of soot. On the far side of the bridge lies a small village built in a wide clearing, its buildings faintly visible through the forest's ashy haze.

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A Knowledge (architecture) check (DC 10) recognizes the bridge as using the distinctive "stonewood" style of the elves of Innenotdar. Though intended to show a harmony between artifice and the natural world, the Innenotdar elves were criticized,

particularly by the elvish leaders of Shahalesti, for emulating the stoneshaping magic of the hated drow and dwarves.

### Fort Entrance (EL 6)

The bridge-fort is sturdy and is a relatively safe refuge from the forest outside. Originally intended as a guard point along the Elfroad it has numerous arrow slits, and once upon a time a sturdy wooden gate could block off the entire bridge. There are several arrow slits on higher floors, but the only easy entrance is a strong wooden door (Open Lock DC 25). Additionally, a ward has been placed on the door. If a creature strikes the door to deal damage, a spiritual weapon appears in the form of a glowing blue heavy mace, which retaliates, striking the creature that attacked the door unless it moves than 150 feet away.

**Spiritual Weapon Trap (CR 3):** Magic device; spell trigger; automatic reset; spell effect (*spiritual weapon*, 5th level cleric; 5 rounds, +7 attack; d8+1 damage); Search DC 27; Disable Device 27.

Once the door is open, an odd sight greets the heroes. On the floor right in front of the door is a one-foot stone cube atop which burns a *continual flame* spell. Painted on one side of the stone in black is a message in Elvish, "The password is 'friend.'"

A *glyph of warding* has been placed on the doorway; the bypass password is the Elvish word for "friend."

**Glyph of Warding Trap (CR 4):** Spell; spell trigger; no reset; spell effect (*glyph of warding*, 5th level cleric; 2d8 cold, DC 16 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device 28.

The interior of the fort is only 130 degrees, which was not enough to kill the guards who refused to leave their posts. They perished from starvation, but not before helping many of their kindred to safety. The heroes find two dried corpses leaning

against the walls, and on their bodies and around the fort can be found a total of two masterwork composite longbows (Str +1), two hundred arrows, two masterwork shortswords, two masterwork longswords, two daggers, and two masterwork chain shirts. Stairs lead up to the second floor.

On the second floor, a holy symbol of the god of sunsets has been left on a long table. On the table next to the holy symbol is a large wooden map of the village beyond the bridge, with small carved figures placed amid miniature buildings to represent possible ways to defend the town.

Also on the table is a notebook written in Elvish, a log book and journal written by a cleric who manned the tower, who had taken the name Bhurisrava, a Celestial word that means “defeated in no battles.” The book covers Bhurisrava’s last few weeks in the tower, mixed with musings on the nature of faith. It appears that the priest underwent a conflict of faith as he faced death, and that he wished to convert to a healing faith before he died, but did not know how. He also recounts the tales of many refugees who spoke of fires that simply would not go out. The elves of Innenotdar tried to save their home, but not even magic could put out the flames.

Bhurisrava’s body is nowhere to be found, but the heroes can use the map and the journal to plan their exploration of the village. His notes mention one location in particular in the village that might be of interest – the Shrine of Anyariel. His final passage reads:

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*I tire of spending my days rescuing the burning bodies of survivors and tending to them to no effect. The last survivor I found was a woman who still believed that the Living Wood of Innenotdar could not be abandoned. She asked my help looking for her boyfriend. We found him in a hidden basement under the Shrine of Anyariel, where he had gone to curse the Anyariel name, along with a dozen other of the townsfolk. The fire had somehow burned in from the roots of the shrine, and they had*

*song since been claimed. Though not dead, they are despairing, and their curses haunt me. The woman saw her beloved and fled me into the woods, seeking an impossible death.*

*I found myself hoping something ate her. I never learned her name.*

*I can do this no longer. To whatever god hears the prayers of the doubting, please give me the strength for the task ahead of me. I am going to deliver the despairing to the mouth of the White River upstream, where at least they can have some reprieve from the fire. May someone find what I have hidden. It would help bring to justice those responsible for the destruction of my beautiful homeland, for which otherwise none shall shed tears.*

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Characters can attempt a Bardic Knowledge check or a Knowledge (local) check to recall stories of Anyariel. Elves from Innenotdar gain a +5 bonus on these checks, and characters with 5 or more ranks of Knowledge (nature) gain a +2 bonus on this check.

#### Result:

- **DC 15** – Anyariel was a hero of Innenotdar, a holy warrior who died only a few years before the forest caught fire. She was said to be a friend of the forest’s fey, blessed by the forest itself, and many times drove darkness from Innenotdar’s borders with her magic sword.
- **DC 20** – Anyariel wielded a greatsword carved of wood, which she used to defeat many monsters, including a blackguard from Ragesia and a rampaging golem of white clay.
- **DC 25** – The last foe she faced was a great stag that would not die, no matter how many wounds she dealt to it, so she pinned the creature to the bottom of a lake with her sword, so its rampage would end.
- **DC 30** – Anyariel was loved by a dryad named Timbre who gave her the wooden sword, and a nymph named Gwenvere who was jealous that Anyariel did not love her. It was in the nymph’s lake that Anyariel defeated the stag.

## The Dream Seeds (EL 4)

On the third floor of the tower, behind a locked door (Open Lock DC 25), is a closet filled with housekeeping materials, as well as a shelf holding a pouch labeled “For later study.” The small paper pouch contains seven small, blackened seeds shaped like claws. A sleeping face is drawn on the pouch, and written in Goblin are instructions: “Take one for visions of the firemaker. Do not take more. These are poison.”

Bhurisrava’s notes call these items dream seeds, explaining they were taken from the corpses of goblins who had helped set the fires. According to a *speak with dead* spell, the seeds are supposed to create prophetic visions of a “dream realm,” but Bhurisrava felt no effect when he tried one, and he risked not take another. He filed them away, figuring they were useless. The goblins had been natives to the caves under the forest, hired by an orc who claimed to be Ragesian, but Bhurisrava could find out no better information from them.

In truth, the seeds are a sleep-inducing hallucinogen that, when taken in areas of strong psychic energy, induce incredibly vivid dreams. Unfortunately Bhurisrava’s elvish method of sleep meant he could not experience these visions.

In truth, the seeds have the unique effect of alerting nearby telepathic creatures. Whenever a creature falls asleep because of one of these seeds, it begins to dream and have visions, and every telepathic or psionic creature within several miles feels a mild draw toward the sleeping creature. When the Shahalesti wanted to set fire

to Innenotdar, Lord Shaaladel was aware of the presence and nature of Indomitability, and so his agents recruited goblin agents to set multiple fires, telling them each to take one of the seeds. This would attract Indomitability, encouraging the trillith’s essence to infuse the burning forest, to keep the flames from being put out.

The seeds are a mild ingested poison (Fortitude DC 16, initial and secondary sleep, as by the *sleep* spell; elves are immune.) A non-elf character can choose to voluntarily fail the save and fall asleep. Any character who falls asleep from a seed experiences wild dreams, seeing a highly impressionistic version of the forest fire for a moment, before his perception begins to fly to places of interest, seeing visions of family members or old friends, or sweeping and horrifying flashes of blood and swords in Gate Pass. All throughout he hears a distant song in distorted Sylvan, and feels a persistent sense of someone hiding in shadows at the edge of his vision.

While it is unclear if these are simple hallucinations, in truth they are faintly prophetic, giving you an opportunity to show events going on elsewhere in the world. If two or more characters both sleep because of these seeds, they see the same dreams, which may provide unwanted insight into each other’s secrets. If a character has two or more seeds within an hour, the poison becomes far worse (Fortitude DC 16, initial and secondary 1d6 Wisdom damage).

If allowed to take a normal course, the sleep wears off after ten minutes, after which the eater still experiences a faint sense of foresight, gaining a +1 insight bonus to AC for one hour. However, a few moments after falling asleep, the character sees a silvery blue serpent appear in the dream realm. It flies toward the character and lashes him with a whip-like tail, dealing 1d4 points of Charisma damage (Will DC 14 half) and causing him to cry out in the waking world, though he remains asleep. The coiled, draconic serpent – the physical manifestation of a dream elemental – appears in the real world and takes on a solid form, drawn to the psychic energy of the dream seeds. It begins to attack waking characters.



### Premonition

If Crystin handles the seeds, she becomes very sleepy, almost falling asleep standing up. If allowed to sleep, she quickly slumps to the ground, and starts rumbling in deep roars in her sleep. Most of the words are incomprehensible, but those who speak Draconic can make out: “Return to the Mother ... Captive in Freedom ... Wake up. Wake up!”

## Medium Dream Elemental

CR 4

[Adapted from psionic elemental, originally from the *Tome of Horrors*, Copyright 2002, Necromancer Games, Inc. Author Scott Greene. Re-formatted and revised by Jacob Driscoll and Ryan Nock.]

*A silvery dragon, antlered like a stag, appears in the center of the room, whirling and spinning like a demented wind.*

Neutral Medium elemental (Extraplanar)

**Init** +2; **Senses** Darkvision 60 ft., Listen +2, Spot +2

**Languages** Telepathy 100 ft.

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**AC** 16, touch 12, flat-footed 14

**hp** 26 (4 HD)

**Defense** warp reality

**Fort** +3, **Ref** +6, **Will** +1; **SR** 14 (against mind-affecting effects only)

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**Speed** Fly 60 ft. (perfect) (12 squares)

**Melee** Slam +5 (1d6+2)

**Base Atk** +3; **Grp** +5

**Spell-Like Abilities** (CL 4th, ranged touch +5)

At will – *daze* (DC 12), *detect magic*, *dimension door*, *sleep* (DC 13)

3/day – *freezing ray* (as *scorching ray*, deals 4d6 cold damage)

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**Abilities** Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 14

**SQ** elemental traits, ego whip

**Feats** Combat Casting, Combat Reflexes

**Skills** Concentration +8, Knowledge (arcana) +4, Listen +2, Spot +2

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**Warp Reality (Su):** Once per round, the dream elemental can choose to have an attack that would have hit it instead hit the attacker. The attacker is dealt damage normally from their own attack. Spells can also be reflected, but only spells that specifically target the psionic elemental; area effect spells cannot be reflected.

**Ego Whip (Sp):** As a standard action, the dream elemental can inflict 1d4 points of Charisma damage upon a creature within 30 ft. A Will save (DC 14) reduces the damage to half. This is a mind-affecting ability, and the equivalent of a 2nd level spell.

**Tactics:** Drawn by the unleashed psionic energy of the dream seeds, the dream elemental targets waking characters, blasting them with its *freezing ray*. If any mind-affecting spells are cast on it, it retaliates with *ego whip*. It then engages in melee, trying to

render waking characters unconscious. It uses its Warp Reality ability liberally.

If all sleeping characters in the room are awakened, the dream elemental becomes frantic, then vanishes one round later, banished back to the “dream realm.”

The elemental is not aware of the dangers of teleporting, and so will still use *dimension door* if it needs to flee. However, it vanishes in a burst of flame and, much to its surprise, takes 1d6 points of fire damage per 100 feet traveled.

## EXPLORING THE VILLAGE

The village, the name of which has been forgotten, consists mostly of ruins of little interest – burned out homes and stores, a park whose trees were cut down so they would die and stop burning, and the occasional wandering animal afflicted with the Indomitable Fire template. The village is a quarter mile across, full of homes built into the boughs of trees or along the contours of hills. In the village’s center, atop a low hill, is the Shrine of Anyariel.

## Searching the Ruins (EL 3+)

Each hour the heroes spend searching the village’s ruins they can each make a Search check (DC 25) to locate one of the following incidental treasures.

- A necklace of ivory leaves worth 25 gp that detects of faint divination magic. While wearing the necklace, the wearer can understand Sylvan but can understand no other languages.
- A masterwork musical horn and lyre. Also a song book wrapped in thick blankets, containing psalms worth 5 gp.
- A similarly-wrapped book detailing tattooing methods intended to create a single tattoo across the bodies of two people, a mark of eternal love. The book is a masterpiece worth 200 gp, and the tattoo would require a Craft (body art) (DC 30) check to create.
- An iron *wand of ray of frost* (49 charges).
- A lacy red cord, two feet long, that radiates faint divination magic. This cord, if wrapped around the hands or wrists of two people at

once, will change color to a darker shade if both people share a common ancestor within three generations, all the way to black if they are siblings.

Each hour the heroes search, there is a 25% chance that they are attacked by a swarm of bats with the Indomitable Fire template, a hellhound, a pair of ghouls, or some similar creature.

### The Shrine of Anyariel (EL 5)

The Shrine of Anyariel is a beautiful fountain in the shape of a grand willow tree with drooping branches, which once rained soothing water upon a wide, shimmering pool surrounded by a ring of seventeen old oak trees. A walkway of stepping stones led to a small 'island' in front of the tree, where townsfolk would offer prayers and thanks to Innenotdar's last hero. Now the water has boiled away, and only the trees remain, occasionally raining fiery debris. The stone willow tree is covered with ash.

One of Innenotdar's most revolting tragedies lurks now at the grove. A pair of druids – husband and wife who had pledged themselves as caretakers for seven children – tried to hide with the youngsters in caves upstream, on a tributary of the river that has since boiled away. They hoped to wait for the fire to die out, but when it did not, the couple began to eat the children. For their callousness, they rose as ghouls upon their eventual death. These two undead eventually found their way to the village, and they set an ambush that they have never sprung. Forty years have passed, and when the heroes come into the grove, the ghouls' senses awaken them for a hunt.

**Ghouls (2, CR 3):** hp 29, MM. These ghouls have fire immunity.

The ghouls hide in the branches of the stone willow tree, 15 feet up, and require a Spot check (DC 18) to notice, and even then they appear at first glance to just be dried, cracked corpses, their limbs eerily drifting in the ashen wind like actual willow branches. If any creature comes within 10 feet of the base of the tree, the ghouls leap down and attack.

### Under the Shrine (EL 13)

There is a secret door in the trunk of the stone willow tree (Search DC 25), which was warded by the priest Bhurisrava as he was dying, to keep evil doers from easily entering it. The door itself cannot be easily opened, as it has no lock (Disable Device DC 25). A cleric who channels positive energy can expend a turn undead use to open the door, and indeed the door will open if it is in the area of a turn attempt used against the ghouls. Also, a Strength check (DC 28) can force the door open, but doing so calls forth a guardian bound in the tree, a ghaele eladrin, who demands that they explain themselves. Likewise, any violence within the secret reliquary alerts the eladrin.

The eladrin was placed here by a god of healing, in answer to the prayers of an unknown priest. The heroes are the first creatures to awaken it. It knows nothing of the events of the fire forest or of the rest of the world, but it says that its duty is to protect this shrine until those responsible for the destruction of Innenotdar are brought to justice. If the heroes convince the eladrin that they will work to that end, or at least will not work against it, it lets them enter. If they destroy the evidence within or attack, the eladrin at first uses nonlethal attacks, progressing to lethal damage if necessary, depositing the surviving characters outside the grove before repairing the door with *make whole* and returning to the heart of the tree.

The eladrin begins as Indifferent. If made Friendly it can lend its at-will *cure light wounds* to the heroes. It cannot go beyond the ring of trees surrounding the shrine.

**Eladrin (CR 13):** hp 65, MM.

The twenty-foot stairway down into the basement is bathed in blue luminescence. When the heroes reach the base of the stairs, they find the hidden reliquary of Anyariel, once maintained by the town's priests. The dryad Timbre received Anyariel's body after her death, and gave a lock of her lover's hair to the shrine. It has since been stolen.



This twenty-foot diameter chamber radiates peace and patience; the soft blue air whispers with a hallowed, distant song. The chamber's center is dominated by a tall white statue depicting an elven woman plunging a greastsword deep into a rampant stag. The sword, though carved of stone, looks like it is made of wood and covered in vines that entwine the elf woman's hands.

At the statue's feet lie two immobile figures. The first is dressed in the uniform of a Shahalesti soldier from decades past, his body wreathed in pale flames that struggle to burn. The man's eyes are closed, as if he is in a deep slumber. Likewise along the ceiling, tree roots growing down from the surface flicker with fire, but the flames are subdued, as if the light holds them at bay.

The second figure, a young male elf with red hair, wears the robes of a priest, though he carries no holy symbol. Numerous claw wounds mark his face and body, and he does not breathe, though his body shows no signs of decay. His arms are spread as if he fell in battle, and a warhammer lies inches from one of his hands. It points to an elaborate glass display case near the wall, which has been shattered, its contents missing.

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Previously, over a dozen despairing townsfolk had taken refuge here after they had fallen victim to the indomitable fire. They sought aid from Anyariel, an end to their suffering, but when the hero did not come to their aid they chose to curse her instead. Bhurisrava found them, lying burning around Anyariel's statue, and eventually he took them away to the Mouth of the White River to be tended by the unicorn Nelle.

Bhurisrava kept only one survivor here, a Shahalesti soldier. Bhurisrava stayed at the shrine to interrogate the tortured soldier, eventually getting a confession from the man that the Shahalesti were responsible for setting fire to Innenotdar. Bhurisrava believed that he could not take the man out of the forest without killing him, so he remained here, looking for a way to heal the man and keep the evidence.

Unfortunately, the nymph Gwenvere, amid all the destruction of the burning forest, sought to steal

a relic of her beloved Anyariel. She used magic to slip into the reliquary, and when Bhurisrava tried to stop her, she killed him, and stole the lock of Anyariel's hair and took it back to her cave. As he lay dying Bhurisrava prayed that some god would protect what he had failed to – the evidence that would bring to justice those who destroyed his homeland.

The Shahalesti soldier, Diashan Shediell, is under the effect of *temporal stasis* (caster level 20th). Even if the *temporal stasis* is dispelled, Diashan might quickly die if Indomitability has been defeated, because he has the Indomitable Fire template. Rescuing and healing him is likely beyond the powers of the heroes at this point, but when later he is freed, Diashan can provide full information of the Shahalesti plot to destroy Innenotdar. His great suffering, and his time under Bhurisrava's merciful care, compelled him to repent.

**Treasure:** Bhurisrava's mace, a simple iron shaft, is a +1 *heavy mace* that bypasses damage reduction as if it were good-aligned. Additionally, a creature carrying the mace gains a special benefit when using the Heal skill to treat injuries: after spending one minute tending to a creature, if the mace's bearer makes a DC 15 Heal check, the patient heals an amount of damage equal to its Hit Dice. A particular patient can only benefit from one such healing treatment per day.

Faint conjuration and transmutation; CL 3rd; Craft Magic Arms & Armor, Craft Wondrous Item, *bleed*, *cure light wounds*, *magic weapon*; Price 3,850 gp.

**Ad-Hoc Experience:** If the heroes locate and enter the Shrine of Anyariel, reward them for a CR 4 encounter.

## STAYING AT THE VILLAGE

The longer they stay at this location, the more concerned about resources the heroes may become, especially if they wind up exploring. Keep in mind the quantity of *stand the heat* potions that Torrent provided, and the current size of the party. It is possible that Torrent or a PC can cast *stand the heat*. If the heroes still are running low on defenses against the heat, it may be time for Kazyk's Offer or The Trouble with Tiljann to get the heroes moving quickly.

## Beyond the Village (EL 11)

Indomitability does not wish for the heroes to leave the forest without freeing it, so the path along the Elfroad on the far side of the village is blocked by fire curtains (Appendix One) every ten feet, stretching for hundreds of feet.

Should the heroes attempt to press through the flaming barrier, a many-headed serpentine monster coalesces from the forest fire, blocking the roadway. Additionally, every round another flaming stag emerges from the forest, like the ones from the Trial by Fire encounter above, until a total of nine have joined the fight. All throughout the battle, the telepathic voice of Indomitability roars into their minds, "Yield! Serve me, or you shall never escape!"

Should at any point the heroes retreat or declare they will do as Indomitability wishes, the creatures break off their attack immediately, at least against those who have agreed. If the heroes manage to push past the hydra and run down the road, the elementals follow at top speed.

Medium fire elementals (9, CR 3): hp 26, MM.

Eight-headed pyrohydra (CR 9): hp 87, MM.

## EXPLORING THE WHITE RIVER

When the heroes are ready to take to the river, a Survival check (DC 13) orients them. The river flows from the northeast, heading southwest. Based on their maps and the distance they've traveled so far, it is likely about ten or twelve miles to where the river first enters the fire forest. The heroes might be looking for a way to avoid having to deal with Indomitability or Kazyk, and while heading upriver will not let them easily escape, this route provides them with potentially valuable information.

It is eleven miles upstream to the Mouth of the White River, and seven miles downstream to the seela Village. The White River is about thirty feet wide, though its banks were once fifty feet across. The now dry river banks – their water burnt away by the forest fire – are ten feet wide on each side, smooth and clear of fire. This path keeps the heroes distant from even the more grasping fingers of flame, and water is close enough to put out any fire that does catch them.

## Premonition

If the heroes proceed down the Elfroad through Indomitability's fire curtains, Crystin screams, believing herself on fire. Her head snaps from side to side as images of the rest of the group transformed into fiery zombies flash before her. She collapses into a seizure, nearly choking on her own tongue. As the seizure fades, she deliriously mutters, "This is no sacrifice. It is only death."

## Going Against the Flow (EL 5)

Whether they refuse to be herded, or whether they're investigating clues from Bhurisrava's journal, the heroes should head upstream. The wind coming down the river is fairly strong. Three times during the trip upstream, a cloud of cinders sweeps across them. The cloud covers the whole river like a tsunami of flame, and it comes and goes in less than a round. A Spot check (DC 17) detects the cloud one round before it hits, giving a character time to put up defenses or take cover.

The heroes must make Fortitude saves (DC 15) or become nauseated for one round in a fit of choking and coughing. Additionally, each character must make a Reflex save (DC 10) or catch on fire. Dropping under the surface of the river negates the need for either save.

Just before the third of these cinder clouds, another Spot check (DC 21) detects a strange floating creature with many legs and the head of a sabertoothed goblin lurking 30 feet overhead, hiding in the flames of a tree. The round that the cinder cloud strikes, the rast dives, trying to bite and grapple the weakest-looking character. Creatures face down in the shallow water near the bank are prime targets, as are those who are nauseated or away from the rest of the group.

This may be a good time to introduce the scene Kazyk's Offer, detailed below.

Rast (CR 5): hp 25, MM.

Hazard – Cinder Cloud (3, CR 1): Appendix One.

### Fiery Rapids (EL 6)

At some point along the heroes' path, they come to a section of what were once rocky rapids, but are now simply rough stones that slow the river's flow. Numerous fire elementals peek out of the holes in the stones, visible from quite a distance. They are mischievous and eager to burn creatures that are not immune to their flames. To get past this 50-foot section of the river, the heroes will either have to fight the elementals, negotiate with them, or press through the live flames of the forest.

Small fire elementals (6, CR 1): hp 9, MM.

### The Mouth of the White River (EL 3)

After eleven miles of travel, the heroes reach the point where the White River feeds from the mountains into the valley of Innenotdar. Here a beautiful waterfall cascades over the sheer side of a tall cliff face, its waters pouring off the roof of a small shrine that sits on a island in a lake at the base of the waterfall. The area around the pool, the cliff face, and the pool itself all have burning vegetation on them, but it is thinly spread, and strong winds from the confluence of cold mountain air and fiery drafts creates a constant haze of steam and fog. The shrine is known as the Mouth of the White River, and it is the home of one of the last untainted survivors of Innenotdar, the unicorn Nelle.

Nelle, Unicorn (CR 3): hp 42, MM.

Nelle is old, his white coat turned gray by ash, his horn chipped and burnt, but he still stands vigil, maintaining a decades-old promise to the priest Bhurisrava. The unicorn starts as Friendly to any strangers, but he is judgmental: if he detects any evil with his *detect evil* ability, his attitude will become Unfriendly, he will tell the PCs his home has enough evil already, and he asks that they leave.

As long as he detects no evil, Nelle offers healing and information while sizing up the

#### WHAT IF THEY ESCAPE?

If the heroes somehow manage to defeat all of these creatures, Indomitability's power to control the fire forest will have been expended for the near future, and the heroes will be able to simply travel another eleven miles to the forest's edge. While the blockade is something of a railroad for the heroes, if they are strong enough or pig-headed enough to simply fight their way through, they should not be forced to deal with the affairs of Innenotdar. Kazyk will come to them with his offer while they are wounded, and if they refuse, he will attack, admitting sadly that he respects their fighting spirit.

In the heroes' absence, Deception convinces the seela to end their song, which frees Indomitability and causes the forest to burn itself to a final death.



heroes to see if they might be brave enough to try to save the forest. He is somewhat desperate, and will accept even less-than-ideal heroes. Nelle tells the heroes that he knows some strange creature has taken the forest as its body, and that he occasionally feels the creature in his dreams. Once he heard it call itself a “child of Trilla,” and several times he has heard the word “trillith” rumbling through the forest like the dreamy whisper of a slumbering giant.

A Knowledge (arcana) check (DC 30) recognizes Trilla as the name of a very young gold dragon who was held hostage by Drakus Coaltongue many years ago, long before he became emperor. The half-orc warlord used the child as leverage to force its mother to serve him.

Nelle asks the heroes to follow the river downstream and see if they can find a way to kill this “trillith” that calls itself Indomitability, or even to release it so it will no longer harm the forest. He says there is a village of creatures called seela, fey who once carried the song of the forest from one end to the other. Now they are trapped, though sometimes Nelle thinks he can hear their song. He knows their song has some sort of magical power, and wonders if perhaps it may be related to the forest’s still enduring after all these years.

Unable to brave the heat of the forest fire, Nelle has never gone far downriver; if asked to do so, he refuses, saying that his duty keeps him where he is. If at any time the topic of his duty comes up, he shows the heroes to a small cave behind the waterfall.

Inside the cave, the party can distinctly hear the cries and moans of many beings, and occasional curses in Elvish. These come from eighteen elves that lie about the cave, their bodies on fire. Nelle explains that Bhurisrava brought these victims of the flame to him for tending, with hope that one day they might find a way to cure their affliction. The elf priest had felt a weakness in himself, a desire to end his brethren’s suffering, and he asked Nelle to watch them so that he would not be tempted to take their lives when they might some day be saved. The elves’ minds are long gone from the pain, and Nelle suggests the heroes do not linger, as they are a disturbing sight.

### Premonition

As Nelle speaks of the dreams he has had, Crystin's eyes close, and she sways, whispering the same words as Nelle. When Nelle is done or if someone snaps her out of it, she says that she has had similar dreams, ever since she was a child living near the fire forest.

Nelle says that Bhurisrava once took one of the despairing up the waterfall cliff, carrying him out of the fire forest in hopes that it would save him, but as soon as he was out of sight of the flames he began to die, like a candle guttering. Even healing magic did not halt the man’s death. Nelle thinks that only by driving off the trillith can they be saved.

If the heroes impress Nelle or seem genuinely interested in helping, he directs their attention to a small sculpture of an eagle and dragon chasing each other in a circle, located near the back of the shrine, formed of clay, feathers, scales, and many other small beautiful items. The heroes can pull a total of three feathers from the eagle and three scales from the dragon. These function as *feather tokens*: two birds and one boat can be had from the eagle sculpture, and the dragon sculpture yields two whips and one bird (the dragon-scale “bird token” looks like a tiny serpentine dragon when used).

Finally, before they go, Nelle warns them to be careful of teleportation. A week ago he used his ability to teleport to cross the lake, and he ended up burning himself somehow. He’s not sure if it is tied to the fire forest, but he has a suspicion it is not, because this was never a problem until recently.

### Getting the Hell Out of Here (EL 3)

The waterfall by the Mouth of the White River is the only place where the party might be able to easily exit the fire forest, by climbing up the side of the 30-foot cliff near the waterfall (Climb DC 15). Flaming undergrowth clings to the cliff face, requiring a Reflex save (DC 15) each round to avoid taking 1d6 points of fire damage. Alternately they could attempt to climb up the waterfall itself (Climb DC 25) to avoid the flames.

If the heroes do leave the fire forest, they have at least a forty mile trek east and south around its border through trackless snowy mountains in the middle of winter before they can get back to the highway at the southern edge of the fire forest.

**Ad-Hoc Experience:** Getting the whole party up the side of the cliff and out of the fire forest is worth a CR 3 challenge, even if the heroes do not end up leaving.

### Kazyk's Offer (EL 5)

This encounter needs to occur before the heroes reach the fey village on Lake Seela. Most likely Kazyk will speak to the party while they are on the river headed north.

Kazyk the bearded devil has been called from his home plane to prevent the heroes' group from leaving the Innenotdar Fire Forest alive, and to retrieve the case. While the obvious solution is to kill the entire party, there is also another solution – to destroy the fire forest. If there is no longer a fire forest, Kazyk will technically have prevented them from leaving it, or so is his logic. Also, he figures that his superiors will not mind him opening up a new roadway which they can use to conquer Dassen to the south.

Kazyk has been contacted by Indomitability as well, and after that meeting he returned to his master and asked for information on the fire forest's history, which let him come up with a plan. He figures that the quickest way to destroy the forest is to free the entity, which means killing the fey who are binding it. If things go wrong, he knows he isn't strong enough to tackle Indomitability alone, and he suspects the fey keeping the creature trapped would not be receptive to his infernal charms, so he approaches the party, hoping to recruit them for their common goal: to leave the forest.

To do so, he meets them as peaceably as he is able, teleporting to where the party is and appearing in another dramatic, almost floral, bloom of fire. Keeping his distance, Kazyk hails the heroes, laying his glaive at his feet. He greets them boisterously, pretending to be friends.

"Hail, champions! It is sad that we meet in such a vile place, and under such cruel conditions. You flee Gate Pass, under the descending fist of the Ragesian Empire, toward a temporary safety. You and I both know Ragesia won't let you escape as easy as that, but we don't have to have this come to blows."

He points to his neck with a gnarled, green finger, showing off an iron collar.

"Indeed, I am one of their dogs, leashed and collared by one of their inquisitors. I am bound to their letter, but I bear them no respect. You, though, you have my respect. You fight well, I've seen. I have no desire to throw more lives than is necessary, particularly not my own, and I share with you the desire to escape this place as soon as possible.

"I think we can work together, to find a way out of this fiery wood. As nice as it is for me, I do not think you like it so much. Well, do I have your ear? Are you interested in alliance?"

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Kazyk, like any proper devil, is being mostly honest, leaving out only the minor detail that his plan will cause the death of every seela in the forest. If the heroes are willing to talk, Kazyk presents his plan. To fulfill the conditions of his summoning and free both him and the party, they must go to the lake and silence the song of the "wicked, twisted fey" who live here. He makes sure to paint the seela as horrible beings, driven to violent madness by the pain of the forest's burning. Kazyk pledges to help their fight, and to let them go peacefully once Indomitability is free and the forest has burned itself out. He says they should be safe in the lake bed for the day it will take for the fires to die.

Also – he adds like it is an afterthought – Kazyk needs to take the case they stole back to his superiors. "A trifling price to pay for freedom," as he puts it.

While accepting this "deal with a devil" would certainly violate a paladin's code, it is not itself an evil act. Kazyk's plan will, in fact, get the party out of the fire, and in many ways it is the safest option. However, Kazyk will guide the group to perform expediently, not mercifully, and the heroes may

quickly find themselves in a moral quandary. The devil has no interest in helping the party save the seela, and will break an alliance with them if they want him to help with such goodly activities.

If the party declines Kazyk's offer or attacks him, he'll pick up his glaive, shake his head regretfully, and teleport away. He will hereafter shadow the heroes and wait until they are weak, possibly injured from some other encounter, and then will attack and finish them off. If he gets no other chances, he will face the heroes before they leave the forest, perhaps even teaming up with Indomitability or Deception to fight them. Finally, even if the heroes work with him and follow through on the plan, he will still claim the case from them by any means necessary.

Kazyk, bearded devil (CR 5): hp 45, page 12.

**Ad-Hoc Experience:** If the heroes ally with Kazyk and fulfill the alliance, reward them for a CR 5 encounter.

### The Trouble with Tiljann (EL 7)

This encounter also needs to occur before the heroes reach the fey village on Lake Seela. The most likely place is in the tower on the bridge just outside the elf village; it should happen as the heroes have just begun or just finished resting, or when they're nearly ready to head back downriver.

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Wisps of song emerge from the ever-present roar of the forest fire. Sung in a mournful minor key, but with a discordant trace of hope in the voice, the strange melody sounds like something from the swallowing depths of an endless dream. For a moment you think you see images of tragedy and history at the edge of your vision, but then your attention snaps back to the real world as you realize the song is real, and its singer close.

---

Tiljann is a young seela woman, in the sense that she is only about fifty years old (the equivalent of late teens in a human), so the fire forest is all she has ever known. She has long been curious about

the rest of the world, and has memorized the Tale of the Longwalker, a hopeful section of the Song of Forms that the seela seldom repeat today. She has been suspicious about one of her fellow seela, Vuhl, who has begun acting differently in the past few weeks. She questioned him, and he told her that he had traveled to the ruins of a lost Elf village upriver, where he saw something he could not speak of, something beautiful, that gave him hope that some of their people might survive if the song ends. Excited, Tiljann planned a trip for herself, and it is on this trip that she comes across the heroes.

Unbeknownst to Tiljann, the man named Vuhl is another trillith, like Indomitability. This trillith, who calls itself Deception, came to the surface recently with a mission to free its brother from the fire forest. This is particularly difficult because the song of the fey keeps Deception trapped in a body, but his innate powers allow him to take whatever appearance he desires. He snuck up on Vuhl when the fey was alone, killed him, and took his form, and has been deceiving the seela ever since.

Deception has slowly been encouraging dissent among the seela, trying to get them to stop singing the song. Usually he simply speaks as Vuhl, who has become the leader of the rebels, but when necessary he has taken other forms to sow doubt and despair. He says that releasing the spirit that keeps the forest burning will end their suffering if they just die. There is no reason to keep singing. So far, Deception has convinced almost two thirds of the forty person village, and now only fifteen seela continue the song, singing in shifts of three.

Tiljann has been one of the strongest opponents to simply giving up and dying, but she likewise sees no point in singing forever. She longs for another solution, and Deception is worried she might find one, so he plans to have her killed. After giving her the fake story about something beautiful at the Elf village, Deception convinced six of the most vehement supporters of ending the song to follow Tiljann and, when she was far enough from the village, to kill her.

**The Attack:** When the heroes hear the song in the distance, Tiljann is leaving the river and is

climbing the river bank, looking up at the bridge and tower in curiosity. She is not trying to hide, and is absent-mindedly singing a section of the Song of Forms. Unless a PC heads out and spots her first, she comes onto the bridge and is just about to enter the door of the tower when the seela rebels attack. Tiljann flees into the tower, even if she has no idea the heroes are there. When she sees them, the first people ever to come from the outside and make it this far, she knows she has found “something beautiful,” and she finally knows what hope is.

The rebels followed at a distance all the way from Lake Seela, waiting as per Vuhl’s instructions until Tiljann reached the elf village. Then they drank potions of *invisibility* and snuck into position. The attack begins as soon as the heroes see Tiljann, or just before she enters the tower if they do not go out to investigate.



## Tiljann, Bearer of the Song

CR 4

*This young woman has deep, vivid eyes full of fey mystery and cautious curiosity. She is emaciated, as if she has never had a full meal in her life, and light leather armor clings to her waifish body. Dark gray hair floats around her shoulders, and faintly glistening wings twitch behind her back, withered like a dragonfly that got too close to a flame.*

Female seela bard 3/seela paragon 1

CG Medium fey

**Init** +2; **Senses** Listen +10, Spot +1, low-light vision

**Languages** Common, Elven, Ignan, Sylvan

**AC** 15, touch 12, flat-footed 13

**hp** 29 (4 HD)

**Fort** +4, **Ref** +7, **Will** +6

**Speed** 30 ft. (6 squares)

**Melee** +3 masterwork spear (d8) or +2 unarmed (d3 nonlethal +1 lethal)

**Ranged** +5 masterwork shortbow (d6)

**Base Atk** +2; **Grp** +2

**Combat Gear** *flute of thunder*

**Spell-Like Abilities** (CL 4th)

1/hour – *ghost sound, message*

**Spells Known** (CL 3rd)

1st (2/day) – *hideous laughter* (DC 14), *silent image, ventriloquism*

0 (3/day) – *dancing lights, detect magic, ghost sound, mending, prestidigitation, read magic*

**Abilities** Str 10, Dex 14, Con 6, Int 12, Wis 13, Cha 16

**SQ** bardic knowledge +6, bardic music (4/day – countersong, fascinate, inspire courage, inspire competence), fallow touch, glide

**Feats** Dodge, Mobility

**Skills** Bluff +10, Craft (clothing) +8, Diplomacy +12, Knowledge (history) +8, Listen +10, Perform (sing) +12, Tumble +8.

**Possessions** +1 *leather armor* enchanted with a mild glamor to make it look more revealing when worn by a woman, masterwork spear, masterwork shortbow, 7 arrows, *flute of thunder*

**Fallow Touch (Su):** Tiljann’s unarmed strikes deal an additional 1 point of damage, and she heals 1 point of damage with each strike. Prolonged exposure deals 1d6 points of damage per round, and heals an equal amount. Tiljann can heal no more than 8 hit points in a day in this way. She cannot harm another seela in this way.

*Flute of thunder:* Three small wind chimes dangle from the end of this stone flute. A spell completion item, it lets a character cast *sound burst* (caster level 4, Fort DC 13). The flute has three charges.

Faint evocation; CL 4th; Craft Wondrous Item, *sound burst*; Price 600 gp.

## Seela Rebels (6)

CR 2

Male seela rogue 1/fighter 1

CE Medium fey

Init +2; Senses Listen +1, Spot -1, low-light vision

Languages Common, Elven, Sylvan

AC 16, touch 12, flat-footed 14

hp 12 (2 HD)

Fort +2, Ref +4, Will -1; evasion

Speed 30 ft. (6 squares)

Melee +5 masterwork shortspear (d6+2) or +3 unarmed (d3 nonlethal +1 lethal)

Ranged +5 masterwork shortspear (d6+2) or +3 dagger (d4+2)

Base Atk +1; Grp +3

Combat Gear *potion of invisibility*

Spell-Like Abilities (CL 2nd)

1/hour – *ghost sound, message*

Abilities Str 14, Dex 15, Con 10, Int 10, Wis 8, Cha 13

SQ sneak attack +1d6, evasion

Feats Dodge, Weapon Focus (shortspear)

Skills Bluff +5, Climb +7, Hide +6, Intimidate +6, Jump +7, Move Silently +6, Swim +6, Tumble +8

Possessions masterwork studded leather armor, masterwork light wooden shield, masterwork shortspear, dagger

**Fallow Touch (Su):** The seela's unarmed strikes deal an additional 1 point of damage. Prolonged exposure deals 1d6 points of damage per round. They cannot harm another seela in this way.

**Tactics:** Primarily trained in driving off or killing animals, the seela rebels fight like a pack of wolves, preferring to surround enemies and cut them down from all sides. They don't have many tricks, though they are trained well enough to aid each other if they want to take down an armored foe.

The seela rebels are so used to fighting off "survivors" who are possessed by indomitable fire

that they initially think the heroes are simply monsters to be killed. Once a fight begins, the seela begin chattering in Sylvan, confused, wondering who these outsiders are. They have been convinced by Vuhl, however, that the end of their suffering is near, and so while they might listen to negotiations, they are Hostile to the heroes, afraid the foreigners might interfere with Vuhl's plans.

If the rebels are reduced to only two, the remaining warriors leap off the bridge and glide to the river bank, then run as quickly as they can to Lake Seela.

Tiljann inspires courage to the newfound outsiders, singing with a voice that carries the beauty of what the forest must once have looked like, despite Tiljann's frail body. She then turns her fellow seela's tactics against them, trying to help the PCs flank, or using *hideous laughter* to take out a particularly vexing foe. However, she does not want anyone killed, crying out and even going so far as grappling a PC to try to stop him from finishing off a fallen seela.

**Aftermath:** After the encounter, Tiljann's reaction depends on how the heroes acted in defense of her. She starts as Friendly, unless the heroes killed one of the Seela, in which case she starts as Indifferent. After the heroes have talked with her for a minute, require a Diplomacy check. The heroes take a -5 penalty if they actively finished off an already downed seela. A PC who makes a Perform check that beats DC 15 negates any penalties and lets the heroes make another Diplomacy check if they originally had a bad impression. If the Perform check beats DC 20, the heroes gain a +5 bonus on their Diplomacy check.

If Tiljann is made Unfriendly, she answers no questions and warns the group that her people's problems are their own, and that they should not follow her. She flees as quickly as possible.

If Tiljann is Indifferent, she explains what she is and who her people are, but wants to leave the heroes, feeling somewhat afraid around them. She'll answer direct questions, but will recommend that the group head upriver. She knows there is an exit from the fire forest there.



If Tiljann remains Friendly, she'll explain that she thinks the other seela attacked her because they want the song to end (she has no idea Vuhl was behind it), and she will invite the group to come with her to the village. She will explain the history of her people, Anyariel, and the flaming stag, and express her hope that they might be the ones to free her people. She can tell them about the nature of the Song of Forms, and will offer to teach it if someone who is able to understand Sylvan asks, though this would take a few hours, so she prefers to do it back at her village. She thinks that she will be safe there once she tells their leader, Papuvin, what happened.

If she becomes Helpful, Tiljann will ask to join the party, and to help them fight to save her village. She will trust them as long as they do not actively try to hurt her people, though she expresses doubt about any plan that involves releasing the fire spirit. If she is not Helpful, she will accompany the heroes (if asked) but will take no part in battle.

### **Where to Next?**

At this point, the heroes should be ready to go to the seela village. If they are not already 4th level, you might want to have them encounter a few more animals with the indomitable fire template, or encourage them to explore the ruins and upriver.

## ACT THREE: OUT OF THE FIRE

As the party comes to the seela village, their main options for escaping the forest should be fairly clear. Indomitability is trapped, and if the heroes can free him he will let them go; he wants to take revenge, but perhaps he can be convinced otherwise once he is released. Kazyk mostly just wants the forest gone, and thinks the easiest way to do that is to kill Indomitability and the fey. Tiljann (and the unicorn Nelle for his part) want to save the forest, and if the heroes have taken time to talk with her, they can learn how.

When the heroes near Lake Seela, the fey song alerts them to the presence of a nearby community.

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Ahead, the shores of the river widen, and the banks slowly rise until they are ten feet or higher. Fires still crackle with resilient fire atop the cliffs at these distant banks, but this wide area is free from flame. The everpresent ash is thinner here, and you can see the gray surface of a murky lake a mile ahead, seeming to stretch away for miles more. You realize that where you walk was once part of the lakebed, which must have been burning away slowly for many years. The heat here is weaker, but still sweltering without magical protection.

From down the river and around a distant cliff, a haunting chorus pierces the sounds of the inferno. There is magic in the air, and its song is like a dirge. The flames of the trees dim as it swells, but the voices singing it are weary, and the fire seems unquenchable.

---

Lake Seela is two miles across, a flat pane of ash-coated water that dimly reflects the infernal glow of the forest fire surrounding it. Day and night, clouds hang over the lake, blocking most other light. Its shoreline is typically twenty to fifty feet wide, surrounded by 10- to 20-foot-high cliffs, many spotted with caves that are sometimes occupied by indomitable fire bears or similar animals. Similar caves under the surface slowly drain the water away into the great darkness of the land below, and

the forest fire has slowly boiled away much of the original lake. Around Lake Seela, the temperature dips to a modest 120 degrees.

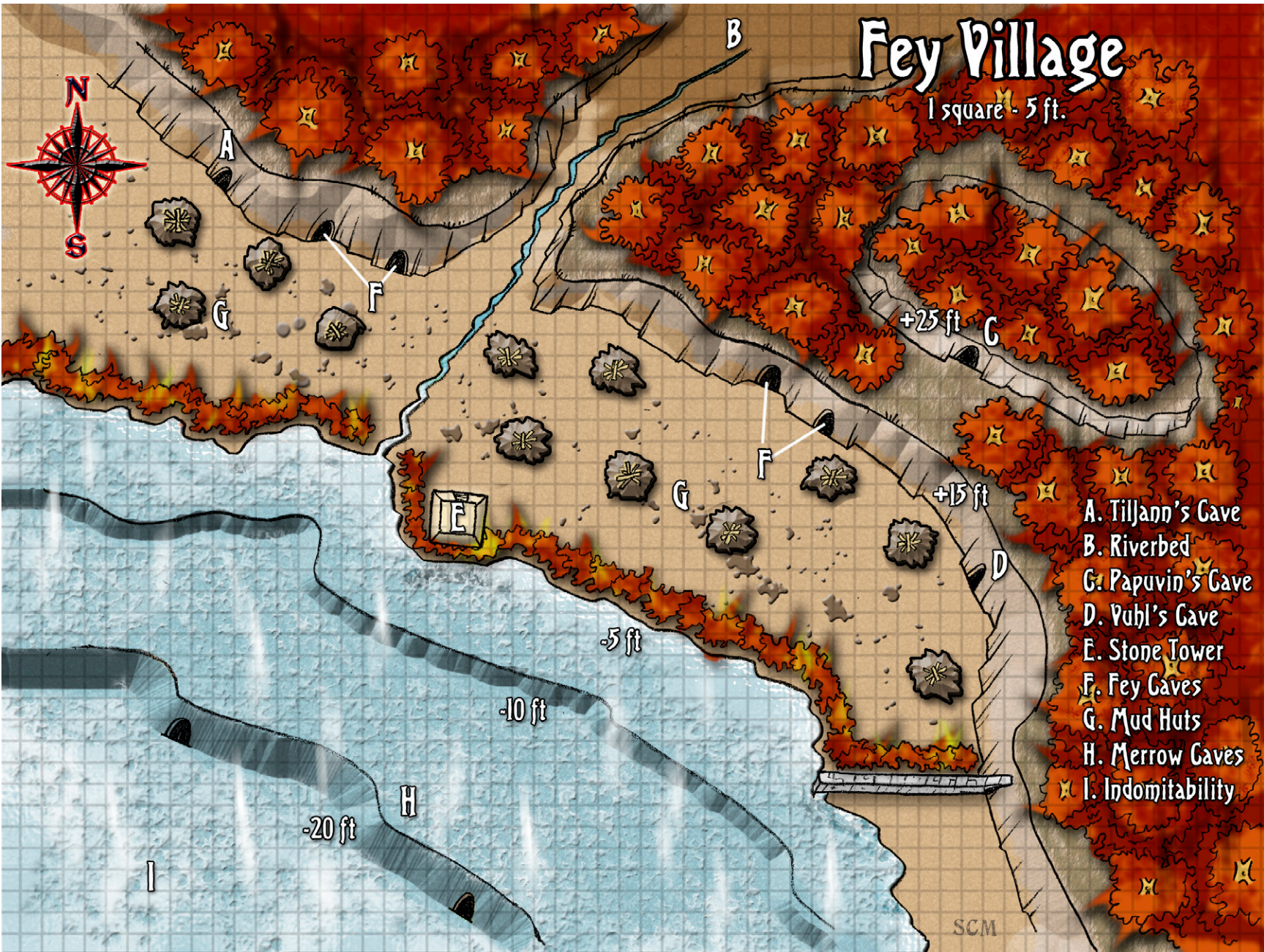
The seela village is located on the lake's northeast shore, not far from the White River. The burning grove of the nymph Timbre is about a mile north of the seela village, and can be reached by way of a dry, high-walled gorge that once held a stream. On the southwest shore of the lake is Gwenvere's pool. Indomitability himself is pinned to the floor of the lake, 20 feet down, just offshore from the seela village. No other major roads or pathways reach the river, though feel free to place additional encounters around the lake if you desire.

### SEELA VILLAGE

The seela village consists of a dozen *stoneshaped* huts, several caves in the cliff-face, and a 15-foot-tall stone watch tower on the shore. At all times, three to five seela stand atop the tower, singing the Song of Forms, their voices carrying across the lake and echoing back like a chorus of dozens. A simple wall of burning foliage lines the shore, serving as a barrier against encroachments by the merrow of the lake, while a 5-foot stone wall stops approaches from the southeast. The only entrance is from the northwest, though a narrow ravine leads out from the north of the village.

A total of thirty-nine seela live here, minus any who the heroes might have killed. Seventeen singers continue the Song of Forms in shifts, including Tiljann and Papuvin, the leader of the village. The other twenty-two are the rebels, generally listless and quiet, desiring little but a reason to end their suffering. Finally there is Vuhl, who is in truth the trillith Deception.

If they spoke with Tiljann or the surviving seela rebels, the heroes should know about Vuhl and Papuvin, though the different seela would be biased in their descriptions. Tiljann sees Vuhl as suspicious and Papuvin as a noble and selfless leader, while the rebels see Papuvin as a masochist lunatic and Vuhl as a wise savior.



When the heroes arrive, one of the singers atop the tower spots them and beats a wide drum to alert the village. It takes a few moments for most of the seela to respond, but Papuvin emerges from his cave immediately and glides down hastily to confront the party; in the distance, Vuhl glides out of the shadows of his cave, curious about this new development.

**Papuvin, Songleader** **CR 6**

*This fey man, though wiry and emaciated, wears a commanding expression in his angular face. Studded leather armor covers his chest and legs, but not his arms, which are muscular like a warrior's. Wings like splayed, withered leaves fan behind him, one of them scarred and damaged from an old battle.*

Male seela bard 1/fighter 4/seela paragon 1

CN Medium fey

Init +1; Senses Listen +1, Spot -1, low-light vision

Languages Common, Elven, Sylvan

AC 14, touch 11, flat-footed 13

hp 44 (6 HD)

Fort +6, Ref +6, Will +4

Speed 30 ft. (6 squares)

Melee +7 unarmed strike (d3+6 nonlethal plus 1 lethal)

Base Atk +4; Grp +11

Spell-Like Abilities (CL 6th)

1/hour – ghost sound, message

Spells Known (CL 1st)

0 (2/day) – detect magic, ghost sound, mending, virtue

Abilities Str 16, Dex 13, Con 10, Int 10, Wis 8, Cha 16

SQ bardic knowledge +1, bardic music (2/day – countersong, fascinate, inspire courage), fallow touch, glide

Feats Cleave, Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Climb +11, Diplomacy +10, Jump +14, Perform (sing) +9, Swim +7, Tumble +9.

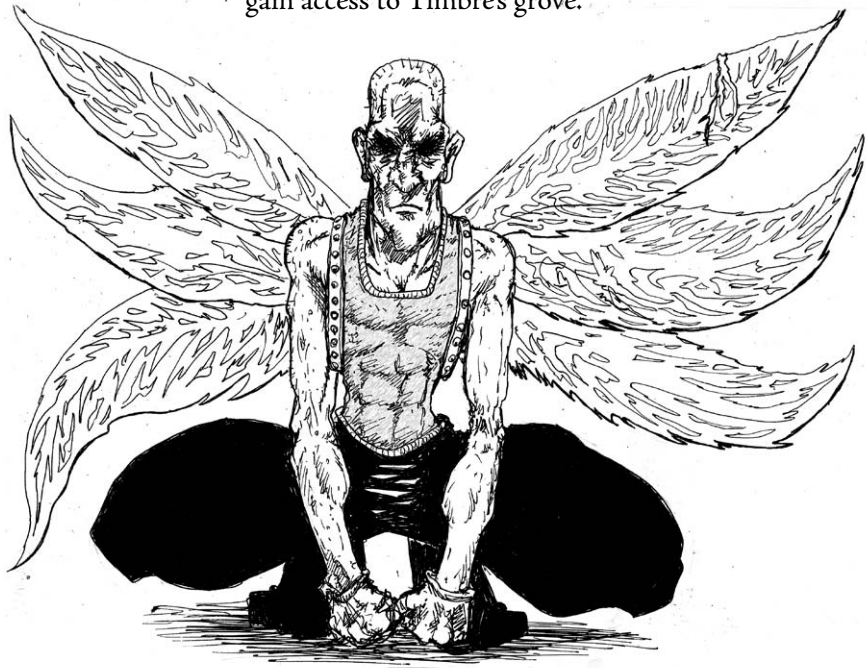
Possessions +1 studded leather armor (glamered to show heroic amounts of skin), amulet of mighty fists +1

**Fallow Touch (Su):** Papuvin's unarmed strikes deal an additional 1 point of damage, and he heals 1 point of damage with each strike. Prolonged exposure deals 1d6 points of damage per round, and heals an equal amount. Papuvin can heal no more damage than 4 hit points in a day in this way. He cannot harm another seela in this way.

After some initial caution, Papuvin lets the heroes introduce themselves, then asks for them to come to his cave to talk. If Tiljann is present, she tells her side of the story, which may make things better or worse. Vuhl is conspicuous at the back of the crowd, catching the eyes of the heroes before slipping back to his cave.

Papuvin is not seeking help. While he welcomes the heroes and offers them his cave as a place to rest out of the heat, at least for a few days, all he cares for is to keep singing the Song of Forms, which he sees as his duty. If the heroes want to accomplish something, they will need to talk to either Tiljann or Vuhl instead. If the heroes do not take initiative, Vuhl contacts them.

Papuvin will answer any question the heroes think to ask, and he has almost all the information they could need to pursue the two most likely paths in this section, though they have to know to ask. Papuvin does *not* know that Gwenvere has a lock of Anyariel's hair, which the heroes could use to easily gain access to Timbre's grove.



## TWO PATHS

Two main paths lie before the heroes. Each progresses through a series of encounters, detailed below. These are just the likely course of action, and indeed the heroes might find themselves reconsidering their initial decisions.

### Vuhl's Path – Seela Death

This chain of encounters includes Deceptive Alliance, Shrine of Love, Dryad Burning Bright, Silencing the Song, and Consequences.

This chain works best if the party's main goal is to escape the fire forest, and they're not concerned with the seela's lives. Kazyk may be working with them, and if so he is quite willing to follow Vuhl's advice. Note that this chain of events has some real risk of turning the characters' alignment toward evil.

When the heroes go to Vuhl's cave, begin the Deceptive Alliance encounter.

### Tiljann's Path – Seela Life

This chain of encounters includes The Legend of Anyariel, Shrine of Love, Dryad Burning Bright, Lake Diving, and Rampage.

It is possible for a diligent, intelligent, or observant party to devise a way to save the seela and still escape the forest, but it requires a bit more initiative on their part. Namely, they need to research the Song of Forms in the seela village to know what to do. If they accepted Kazyk's offer, Kazyk refuses to go along with this plan, considering it a breach of their pact, and will leave to return later. This chain of events is decidedly good, as it involves extra danger and risk to save almost complete strangers.

When the heroes go to Tiljann's cave, begin the Legend of Anyariel encounter.

### Additional Complications

During the heroes' attempts to resolve this situation, they may still need to contend with Kazyk, who watches them for moments of weakness. Additionally, the heroes might find themselves making enemies among the seela.

## Gathering Information

Regardless of the path the party chooses, they may want to gather information in the village. Most of the information below can be retrieved with a Gather Information check (DC 10). Have the heroes make a separate check for each topic they ask about.

**Vuhl:** Vuhl, as far as anyone knows, recently had a revelation that his life was meaningless. He wants the seela to embrace death, to not fear it, and to stop singing so that death can come to them. He says that by freeing the fiery stag, their spirits will be free to die, along with the forest.

A Gather Information check that beats DC 25 also unearths various stories of Vuhl acting

### THE SEELA VILLAGERS

#### The Singers

This group still wants to sing the Song of Forms. If attacked, they flee or beg for mercy. They are cautiously curious about the heroes, starting as Indifferent.

**Seela singers (13, CR ½):** 1st-level male and female seela experts armed with clubs.

#### The Rebels

This group wants to end the song. The guards and hunters only fight to defend themselves or other seela, but prefer to flee to safety, as their morale is low, and they are somewhat suicidal anyway. They do not trust the heroes, and start as Unfriendly.

**Seela caretakers (3, CR ½):** 1st-level male and female seela adepts armed with clubs.

**Seela guards (12, CR ½):** 1st level-male and female seela warriors armed with spears.

**Seela hunters (4, CR 1):** 2nd-level male and female seela warriors armed with spears and shortbows with 5 arrows.

**Seela rebels (6, CR 2):** Male and female seela rogue 1/fighter 1, detailed on page 29. Some or all of these seela may have been killed by the heroes when they tried to ambush Tiljann.

**Vuhl, Deception's Guise (CR 12):** See page 45 for Vuhl's statistics.

strangely for the past few weeks, taking longer to respond to questions than seems normal. One seela adept was *detecting magic* and noticed Vuhl seemed to be affected by some familiar Transmutation effect, though the adept thinks he might just have been sleepy that day, and be misremembering. If made Friendly, the adept (who starts as Indifferent) admits that the magic was like something affected by the Song of Forms.

**Tiljann:** Tiljann is eager to find a solution other than singing forever or dying. She has recently begun training, practicing new magic that she hopes will let her escape the forest.

A check that beats DC 15 also reveals that she particularly loves the Tale of the Longwalker. This old story tells of a seela named Etinifi, a bard who managed to escape the fire forest on a mission to find help. That was forty years ago, and he has never returned, but sometimes it is said that his song reaches the lake on the darkest, saddest nights.

**The Song of Forms:** The seela have sung the song, or variants of it, for centuries, though never so fervently as they do now. The original purpose of the song was to give body to the native spirit of the forest for holy festivals, and to evoke in listeners nearly real images of the events told. The first words of the song are: *“Life is a dream that has found its form. I sing these dreams, these tales, these legends that they might born.”*

The lyrics in the verses can change, and indeed each singer usually personalizes it to his own favorite tales, but the singer must use a particular rhythm and pitch, something like a extemporaneous choral composition (or a faerie blues jam session). Additionally, a series of eight refrains must be repeated as the song is continued.

Early in the Song of Forms, most of the fey of the village sing the line: *“So as we were born from the First Tree, so as from our homeland’s breast was cut a living blade, as this our lives are bound to thee, the forest’s heart in Timbre’s glade.”* It refers to the living blade, which was cut from the First Tree of Innenotdar, to which the dryad Timbre is bound. The living blade was wielded by Anyariel, and it currently pins Indomitability to the bottom of the lake.

The seela do not know the significance of this line, but they suspect the dryad would. However, she is tormented by the forest’s flame, and will not accept visitors.

**The Rest of the Lake:** The seela tell about the nymph Gwenvere, who has turned into something horrendous. Many believe she was tainted by an unfulfilled, jealous love for Anyariel. Anyariel’s heart was only for the dryad Timbre, however, and even before the forest was set afire, Gwenvere and Timbre were rivals. Also, unrelated to this, the seela say there were once a group of merrow that lived in the lake.

A Gather Information check that beats DC 15 also reveals that Gwenvere occasionally emerges for small, meaty sacrifices, hungry for the burning meat of animals. A check that beats DC 20 recalls that Timbre donated a lock of her lover’s hair to a shrine when Anyariel died, and that sometimes seela who go exploring hear the dryad weeping for her lost love.

**Other:** If the heroes do not think to ask about the Song of Forms specifically, they might still overhear key passages during their time here if someone understands Sylvan.

### Deceptive Alliance (Vuhl’s Path)

Vuhl is interested in speaking with the heroes, and if they visit him in his mostly bare cave he offers them cushions to sit on (they don’t look well made, but he assures them they’re very soft) and some succulent food (it looks just like burnt husks of acorns, but he guarantees they will enjoy them).

Vuhl explains his position, and says that the heroes might be able to help him and his fellow seela finally be released. He needs them to disrupt the Song of Forms by doing something dramatic. The song needs to cease for several seconds, so the action he proposes is admittedly shocking – he plans



#### Premonition

Crystin staggers upon seeing Vuhl, slumping to the ground. She does not remember what she saw, but thinks perhaps the fey song is making her weak.

to kill the dryad Timbre and display her body before the entire village. However, he feels that he and his people being alive is against the natural order, and Timbre herself has burned for forty years without relief, so in his opinion, doing this would be mercy.

Vuhl plays the part of a weak, feeble fey whose will to fight has faded, but he insists the heroes can accomplish this. To do so, they need to visit the pool where the nymph Gwenvere lives. Deception knows that the nymph, who has become something horrible and murderous, possesses a lock of hair that belonged to Anyariel. If the heroes recover the lock, they need only show it to Timbre to approach her. Then they can kill her and bring her body to the village.

Almost meekly, Vuhl adds a request that they please, if possible, try not to sully her body. If they *must* kill her (he sighs dramatically), he asks that they not make it gruesome or disfiguring.



If the heroes ask, Vuhl adamantly denies being involved in the attack on Tiljann, saying that he does not want to cause anyone pain or suffering. If Tiljann is present, Vuhl asks to speak to her privately, then uses his amazing bluffing ability to convince the fey woman that he does not intend to actually kill Timbre, and that this is just a test Timbre asked him to give to the heroes. The true plan must remain secret for now, he says, but it involves a way by which they may all be saved. He swears her to secrecy, and, swayed by his magic, she agrees.

### **The Legend of Anyariel (Tiljann's Path)**

As long as the heroes did not scare her off during the rescue, Tiljann is eager to talk to the heroes, to tell them about the history of the village and the fire spirit, hoping they might figure out a way to help. She puts on an old festival dress she inherited from a seela who died, hoping to look nice, and if given the chance will show the heroes around the village, introducing them to the seela who are still loyal to maintaining the Song of Forms. She tries to introduce them to the other seela, but most of them are not interested in talking, or they claim that it is pointless to speak with outsiders, since there is no hope for escape except by death.

Tiljann wants to be free from the forest. Though it is her home, it is a prison. However, the fire spirit prevents any from leaving as long as it is bound, and Papuvin is confident that the spirit's essence is all that is keeping the forest from being destroyed by the fire. If the forest is destroyed, the seela, whose lives are bound to the forest, would die. So it seems that they cannot escape.

If asked, she can teach the Song of Forms to any PC who speaks Sylvan, which takes several hours. To those who do not speak Sylvan, she translates and explains the song's nature, and tells them some of the stories she likes best from the song. It is not necessary to make the players listen to a long list of song verses. You can simply tell them that after a few hours of discussing the song, they hear an intriguing verse. Read (or re-read) the verse in the boxed text below to the players:

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"So as we were born from the First Tree, so as from our homeland's breast was cut a living blade, as this our lives are bound to thee, the forest's heart in Timbre's glade."

---

Tiljann can elaborate: the seela's lives are bound to the forest itself, Timbre is a dryad who lives in the oldest tree in the forest, and the blade the heroine Anyariel wielded was cut from the wood of that tree. Tiljann isn't certain how it would work, but there is a chance that the sword might hold a way for the seela to survive, even if the whole forest burned down. To find out how that might be accomplished, however, the heroes would need to talk to Timbre, and her grove is inaccessible. The agonized dryad wants no visitors, and fiery beasts protect her glade, while walls of flame block all approach to her tree, the First Tree.

If the heroes don't think of it, asking around town should let them learn about the nymph Gwenvere at the opposite side of the lake. The nymph-turned-hag might know a way to speak with Timbre.

### **Shrine of Love (Both Paths) (EL 4)**

Gwenvere's pool is about four miles from the seela village. The heroes might encounter wandering creatures along the way, bursting out of the lake or from the woods.

Gwenvere's pool is the most beautiful place in the fire forest. The water here is 3 feet deep, filled with scattered patches of burning reeds. Crimson flowers crackle atop an island in the center of the pool, their embers drifting lazily in a slow breeze. Tree branches sway above the water, their heat almost hypnotic. However, the water itself is flat gray, coated in ash, and scattered along the shore are bits of animal bones.

On the south wall of the pool is an obvious cave, and the heroes will likely head to it directly. However, this is merely where Gwenvere keeps a love shrine devoted to Anyariel. Gwenvere's true home is under the island in the center of the pool, accessible by a narrow tunnel under the surface of the water. She senses the intruders in her pool automatically, and swims out, hiding and observing. While in the water,

she gains a +10 bonus to her Hide check because of its murkiness and her ability to stay below the surface.

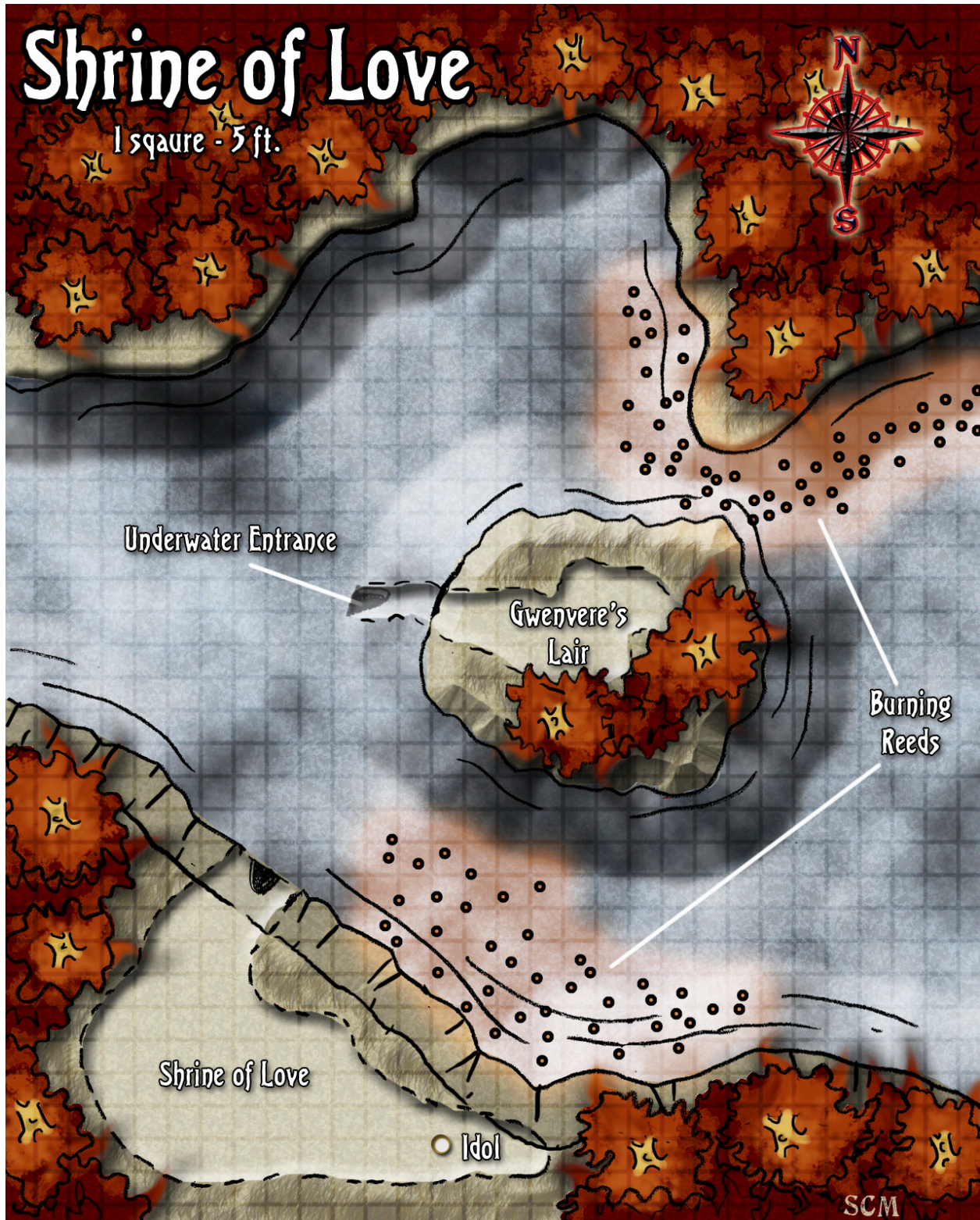
Gwenvere is very protective of her shrine, though she feels slightly guilty for keeping it. She knows that there were many (like Timbre) who have more claim to Anyariel's memory than her, but Gwenvere can't allow the last remains of her one true love to leave her forever.

If the heroes simply walk into Gwenvere's pool, she views them as potential thieves, and begins as Hostile. She hides in the burning reeds north of the island she lives under, and then swims up to the rearmost PC, grappling him and pulling him underwater, trying to move him back to her cave, where she interrogates her prisoner. Only if wounded will she deal damage back. Likewise, if the heroes ever state that Anyariel did not love her, Gwenvere goes mad with rage and attacks.

If the heroes announce themselves or make an offering of a slain animal at the edge of her pool, she will emerge to talk, cautious but desperate for attention. She starts as Unfriendly, and spends most of her time explaining how woeful she is, how her







presence is vital to keeping the lake pure, and how all she has left is the memory of her beauty, and of the love she once had. If the group mentions that they need to speak to Timbre, Gwenvere looks away in shame and fear. She suspects that the dryad would only let visitors in if they came bearing one of two things – the stolen lock of Anyariel’s hair, or Gwenvere’s head.

She does not want to part with her only remaining reminder of her lover, but if she is made Helpful she will trust the heroes. If they gave an offering of meat to her, they gain a +2 bonus to their Diplomacy check. If they say that their efforts might make the lake pure, and that she might be beautiful again in the future, they gain a +10 bonus to their Diplomacy check. It’s also possible to convince her to come back with the party to Vuhl if she is made Friendly. The party’s other major option is simply to kill her and loot through the small “shrine” she keeps in the back of the south cave.

If the party kills Gwenvere, the lake gradually drains away over the next two days, seeping down through cracks in the earth. If they return to Vuhl with a living Gwenvere, he talks to her privately in his cave, then emerges weeping, claiming he convinced her of the futility of it all, and that she has taken her own life. She asked, he says, that they take her head to the dryad, hoping that her sacrifice might release them all from their suffering.

**Gwenvere, Sea Hag (CR 4):** hp 19. MM. Gwenvere is statistically identical to a sea hag, except that she is Chaotic Neutral. She used to be a nymph, but has lost all of her powers as she was twisted into a mad hag.

**Treasure:** Gwenvere keeps a small shrine in the back of the south cave (the one whose entrance is not underwater). An old full-length mirror is held up by a frame of bones and mud, and a simple stone idol sits on a podium beside it. Around the idol is wrapped a two-foot length of blonde hair, held together by a copper clip. A pile of old, moldy blankets lie on the floor nearby.

Any time someone touches the lock of hair on the idol, he triggers a trap unless he makes sure he is

not reflected in the mirror’s surface at all. Likewise, breaking the mirror triggers the curse, though it keeps the trap from resetting.

**Bestow Curse Trap (CR 4):** Magic device; touch trigger; automatic reset; spell effect (*bestow curse*, 5th level cleric, DC 14 Will save negates); Search DC 28; Disable Device 28 (or you can simply turn the mirror or cover it).

The curse gives the victim a –6 penalty to Charisma (to a minimum of 1), and distorts his features to make him hideous.

### **Dryad Burning Bright (Both Paths) (EL 4 or 8)**

The dryad Timbre holds the secret to saving the seela, and her death can spell their death. Her grove is about a mile north of the seela village, along the path of a dry riverbed in a gorge.

The gorge ends with a beautiful stone staircase that leads up to a 30-foot by 50-foot clearing surrounded by burning roses and thick trees, beyond which is a hill, completely engulfed in fire. The hill is 40 feet in diameter, surrounded on all sides by *walls of fire* pointing inward (caster level 7th). Atop the hill is an old willow tree, almost identical to the willow in the Shrine of Anyariel. Curled beneath it is a woman whose wooden flesh flares with horrible fire.

The clearing itself is still fiery, its grass flickering with fire that deals 1 damage each round that a creature stands anywhere in the clearing. At the end of the clearing stand a pair of dire boars with the Indomitable Fire template, acting as guardians of Timbre’s grove. They bristle at any creatures that come within 20 feet, and attack any creature that comes within their reach or try to enter the grove.

**Indomitable Fire Dire Boars (2, CR 5):** hp 52, MM, Appendix One.

**Timbre, Indomitable Fire Dryad (CR 4):** hp 14. MM, Appendix One.

If the heroes call out to Timbre, she does not easily respond. She is Indifferent to them, but will simply not listen to them unless something snaps her

out of her near-catatonic state. Presenting the lock of Anyariel's hair, or having Gwenvere (or some part of her) present catches Timbre's attention. She will come to the edge of the burning grove and step out into the clearing, directing the dire boars to back away.

### Capturing Timbre

Timbre is easy enough to knock out, though carrying or tying up a burning woman can be dangerous. The boars attack if Timbre is attacked. A safer course would be to convince Timbre to come to the seela village, which requires making her Friendly. However, the heroes could simply kill her and abscond with her body, fleeing down the narrow gorge to avoid pursuit by the large boars.

### Talking to Timbre

Because the main goal of meeting Timbre is to gain information from her, the party should be very interested in trying to calm her down (or at least



subdue her). If made Friendly, Timbre can divulge much about Anyariel and the nature of her tree, the First Tree of Innenotdar. It was blessed by a deity of life in the founding of Innenotdar forest, back in time primeval. Its first seeds were the seela, children of the forest and caretakers of it. The elves came ages later. Timbre herself came from the Song of Forms, which awakened her spirit from the subconscious of the forest. Timbre even recalls the oldest stories of the seela, of how they learned the song from the rumbling of the earth, from caves deep under the forest.

In a time of great crisis for the wood, when the Shahalesti first assaulted the Innenotdar elves, the warrior Anyariel came to rest in the glade, and Timbre cared for her, and came to love her. Timbre gave her a gift – a branch from the Tree, a part of herself – and with that blade, Anyariel led the crusade against the Shahalesti, and drove them back. Years later, the forest was infiltrated by something vile, a creature of indomitable life which infested the nightmares of the forest and would not let natural death take its course. Anyariel died after she imprisoned the creature, and a shrine was erected to her, hoping that her spirit might be as resilient as that of the beast she defeated. But when the Shahalesti came forty years ago, there was no hero to save them.

As for saving the seela, Timbre confirms that the seela are more directly tied to her tree than to the forest itself. Though the tree will burn if the fire stops, there is a branch that may still live, and as long as it does, the seela may not die. She warns,

#### SAVING THE FIRST TREE

The heroes might try to defeat Indomitability, then rush back to the First Tree to put out its fire before the tree is destroyed. At this level such a thing is difficult, though a *quench* spell or two *pyrotechnics* spells can put out the fire. If they manage to do this, reward them for a CR 5 encounter. Timbre will live, and will reluctantly accept that she will have to wait to rejoin her love. As long as she lives, she will help the heroes as best she can.

though, that the branch only lives when it is bonded to a living creature. The Living Sword is currently pinning Indomitability to the bottom of Lake Seela, and it is still bound to Anyariel. If the heroes intend to retrieve the sword, Timbre concentrates for a moment, then says that she has ended the bond the sword had to Anyariel. Now, if someone pulls the sword out it will bond to him or her.

However, Timbre warns, this will unleash Indomitability again. The beast is weak from its long imprisonment, but will still be formidable. The forest will burn down, but as long as the bearer of the Living Sword survives, so will the seela. Eventually the forest will take root again, and the seela will be able to bond to a new First Tree. Timbre knows she will die when the forest burns down, but she accepts this fate, and looks forward to the chance to be with her lover in the afterlife.

If Timbre is killed, this information may remain obscured, barring some potent divinations. The heroes might still happen to dive into the lake and pull out the sword, but it will not bond with anyone until the First Tree has been destroyed by fire, and with it the seela.

**Ad-Hoc Experience:** If the heroes speak peacefully with Timbre, reward them for a CR 4 encounter.

### Silencing the Song (Vuhl's Path) (EL varies)

Assuming all goes according to plan, the heroes bring Timbre, living or dead, to Vuhl back at the village. Either way, he covers her body in a dark cloak, so as not to spoil the surprise. Then, unless one of the heroes volunteers, Vuhl takes the group to the center of the village, near the tower, and shouts to get everyone's attention. After a few moments, all the seela are watching, even the ones who are still singing. When he has everyone's attention, Vuhl pulls away the cloak and either holds up the dead body of Timbre, or slays the living Timbre with a dagger to her heart, shouting, "Your death comes now!"

If the heroes are not discreet, Papuvin realizes something is amiss and will attempt to stop them, though he has at best a round to keep Vuhl from murdering Timbre. If she is already dead, he simply

attacks in vengeance. If the village sees Timbre dead or dying, the singers stop in horror, the beautiful sylvan words of the Song of Forms twisting into a scream of rage.

The seela are too shocked to sing for three rounds. However, as soon as Tiljann is able to react, she begins to sing, desperate to keep the fire spirit from being released. If she is not silenced within three rounds, other seela join in, and then stopping the song becomes a much more difficult and bloody affair.

Who exactly becomes involved in this scene heavily depends on the heroes' actions up to this point. If necessary, Vuhl will reveal himself to help kill off any seela who keep singing, and Kazyk will gladly join the carnage. The villagers do not fight – those who want to continue the song are not warriors, and the warriors want the song to end, so they simply watch in mute guilt.

If no one sings the Song of Forms for one entire round, proceed to the encounter Consequences.

### Consequences (Vuhl's Path) (EL 7)

The fey song disrupted, a victorious roar bursts from the forest in every direction, and a burst of flame rises from the surface of the lake, which begins to boil at an amazing rate, the water vanishing before their eyes, until a few moments later the group spots through the steam the corpse of a stag, pinned to the bottom of the now dry lake, a few dozen feet away. The stag is lifeless.

The seela, confused, concerned, afraid, gather around the party, staring at them. Those who sided with Vuhl use their last few moments to offer thanks to the party before all the seela drop to the ground *en masse*, dead. At this moment, every one of the heroes hears the fey song echoing across the lake, and it feels like their soul lurches as it truly ends. Mournful and forlorn, the song will always remain in their memories, allowing them to gain access to the Song of Forms later should any of them learn Sylvan.

A laugh gets the group's attention, and they see that Vuhl has not fallen. He nods thanks to the heroes, then vanishes, his appearance momentarily shifting into that of his natural, black-tentacled form. The party can try to pursue the invisible, incorporeal,

flying Deception, but it is likely a lost cause.

Then light pierces through the smoke above the lake as a mighty wind sweeps across them. The forest fire roars, and then the flames sputter and die. A moment later, the trees begin to crack, decades of burning finally taking their toll. They crumble like rotted paper, turning to thick black ash that drifts over the party and the bodies of the seela. Then the seela too turn to ash. The entire forest is dead, eerily quiet for as far they can see, lit by dim light filtering through the thick clouds of smoke. A rain of ash begins to fall, obscuring vision beyond 60 feet.

Give the heroes a moment to take in the devastation they have caused, and then, perhaps when they are deciding what to do next, they notice the ash of the seela bodies being drawn together, coalescing into a figure in the center of the village.

### Tragedy

CR 7

*A shadowy, incorporeal creature emerges from the cloud, its body composed of the ashes of the fallen seela. Broken fey wings hang from its back, and twisting, roiling faces push up from within its form, faces you recognize as those of the seela, wailing mutely at their tragic end.*

CE Medium undead (Incorporeal)

Init +7; Senses Darkvision 60 ft., Listen +14, Spot +14

Languages Common, Elven, Sylvan

AC 15, touch 15, flat-footed 13

hp 69 (7 HD); 50% miss chance (incorporeal)

Fort +2, Ref +5, Will +7

Speed 40 ft., fly 80 ft. (perfect)

Melee +6 incorporeal touch (1d8 plus negative level)

Base Atk +3; Grp –

Abilities Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15

SQ energy drain, incorporeal traits, +2 turn resistance, undead traits, unholy toughness

Feats Alertness, Improved Initiative, Track

Skills Hide +13, Intimidate +12, Listen +14, Search +12, Spot +14, Survival +12 (+14 following tracks)

**Energy Drain (Su):** A creature struck by the tragedy's touch gains a negative level, and the tragedy gains 5 temporary hit points. These negative levels go away after one hour, and never cause permanent level loss.

**Unholy Toughness (Ex):** The tragedy gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

**Tactics:** The tragedy pursues the heroes until it has slain them all, turning its attention first on those who most eagerly promoted this course of action. It makes no sound at all as it fights. When the creature is destroyed, it twists finally into the shape of Tiljann and whispers, "This is no sacrifice. It is only death."

The tragedy dissipates in a cold wind, and the heroes are truly alone. In the crater where the lake once was, the group can take the Living Blade, pulling it from what is now just a skeleton of a stag. They can leave the fire forest at their leisure.

### Lake Diving (Tiljann's Path) (EL 5)

The party may be led here through Timbre's revelation that the seela can survive through the Living Blade, or they may be simply interested in exploring the lake themselves.

If the heroes have refused Kazyk's offer and have not defeated him, he chooses this moment to finish them off. Once the group emerges from the lake, Kazyk will leap in from the forest and attack.

Swimming in the lake is fairly basic underwater adventuring, but note that if Gwenvere is dead, the lake may be boiling hot, requiring *stand the heat* to be able to swim in. The lake is murky, either way, filled with ash that reduces visibility to 20 feet. Creatures between 10 and 20 feet away have 20% concealment. The lake is only 20 feet deep where Indomitability lies, and won't require more than a round or two to swim to the bottom. However, there are creatures lurking in this water.

From the surface, the heroes can see a glowing red light marking where Indomitability's stag body lies. Once they go under the surface, they can see a large stag is pinned on its side, its flesh flickering with fire that sends up small bursts of steam. A greatsword carved of wood has been driven into the creature's torso and into the ground, and yet the stag still struggles despite this mortal wound.

One round after the first PC goes under the surface, a pair of merrow (aquatic ogres) emerge from caves near the pinned trillith and attack the interlopers. A Spot check (DC 4) alerts a character of the ogres as they swim into combat, attacking with claws.

Merrow (2, CR 3): hp 29, MM. Claw +8 melee (d6+5).

**The Living Blade:** Pulling out the Living Blade requires a Swim check (DC 10) to get stable, and then a Strength check (DC 26), each of which takes a move action. If the Strength check only beats DC 21, the blade is pulled out slightly, enough for Indomitability to no longer be pinned to the bottom of the lake, though the sword still pierces his body.

If Indomitability is no longer pinned, freeing the sword out becomes much more difficult. First a character must get adjacent to Indomitability, then grab the sword, provoking an attack of opportunity. The sword's handle is only eight feet up, so most medium creatures should be able to reach it without jumping. Once the character is holding the sword, he must make a Strength check (DC 26) to pull the blade the rest of the way out if he stays on his feet.

Alternately, he can attempt to climb onto Indomitability's side, planting his feet on the trillith's body for extra leverage. This requires a move action to begin, and the character must succeed a Climb check opposed to Indomitability's Strength check

when he first climbs on, and each round thereafter. If he fails, the character loses his grip. While he is so planted, however, he need succeed only a DC 21 Strength check to pull the sword free.

Once a character pulls the blade free, he becomes bonded to it. For now it simply functions as a +1 *greatsword*, but see Appendix Three for more details.

### Rampage (Tiljann's Path) (EL 7)

When the sword is pulled free, the flaming stag Indomitability surges to the surface, swimming 25 feet each round, leaving a boiling contrail as it heads for shore. Once Indomitability reaches the shallow water near shore, he rears onto his hind legs, then charges into the fey village, trying to end the Song of Forms by killing as many seela as possible.

Papuvin and Tiljann will fight against the trillith, though the rest of the village flees in terror, running for the caves, which unfortunately are still large enough for Indomitability to squeeze into. From the edge of the village, an invisible Deception gives telepathic directions to his brother, focusing his might upon the most important targets.



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Note that this is just Indomitability's current form; he is weaker than he was when first defeated by Anyariel. Years of imprisonment have left him conveniently close to a significant challenge for whatever the heroes' average level happens to be.

### HOW TRILLITH WORK

Trillith naturally are incorporeal, and come in a variety of forms that reflect their nature. For instance, Indomitability has long been trapped in the body of a stag inside the fire forest, so when corporeal he appears as a flaming stag. This is merely a projection, however. If viewed through *true seeing*, trillith are vaguely draconic serpents. Additionally, most trillith choose a humanoid image that they can project when they want to interact with normal races. Indomitability, though he is unlikely to use this ability in this adventure, prefers the form of a figure composed entirely of fire, reminiscent of a male orc with jagged antlers.

Trillith can inhabit inanimate objects to create a corporeal body, which is what Indomitability was doing when he was trapped. He had found the body of a dead stag and had entered it, taking it as his own. The fey song kept him trapped in the body, and the sword of Innenotdar kept his body trapped under a lake.

Trillith can enter a living creature, riding along inside it and lending it their powers. They can also sacrifice part of their souls to grant a boon to several living creatures at once. A trillith that is destroyed while incorporeal or while animating a body can rejuvenate, but one destroyed while trapped by the Song of Forms is actually slain.

**Designer's Note:** The trillith do not provide treasure when they die. Instead they give the characters who defeated them supernatural powers. We thought this would be an interesting way to reward players while simultaneously cutting down on the amount of minor magic items they would have to buy and loot to stay up to speed for their level. Additionally, Indomitability's boon in particular helps ensure a healthy bit of survivability for the heroes, making it easier to avoid random character loss.

### Indomitability

CR 7

*A mighty stag, larger than a bear, its antlers as broad as a man is tall, rears and snorts cinders. Flames crackle across its body and along its horns, and though the creature's flesh burns, and though its flank gapes with a decades-old wound, an indomitable will flashes in this creature's eyes, and it refuses to fall.*

Neutral Large aberration (trillith)

**Init** +0; **Senses** Darkvision 60 ft., Listen +1, Spot +1

**Languages** Telepathy 100 ft.

**AC** 16, touch 9, flat-footed 16

**hp** 113 (9 HD); **DR** 5/dead; fast healing 5

**Fort** +11, **Ref** +3, **Will** +9

**Speed** 50 ft.

**Melee** +12 gore (2d6+10 plus d6 fire) or +12 two hooves (d6+3 plus d6 fire)

**Base Atk** +6; **Grp** +17

**Combat Options** improved grab, hurl

**Abilities** Str 25, Dex 10, Con 26, Int 6, Wis 13, Cha 15

**SQ** contingent incorporeality, indomitable spirit, trillith traits

**Feats** Improved Bull Rush, Improved Natural Attack (gore), Iron Will, Power Attack

**Skills** Intimidate +14

**Improved Grab (Ex):** To use this ability, Indomitability must hit with its gore attack against a creature at least one size category smaller than it. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he scoops his opponent up into his rack of antlers and can hurl. If Indomitability does not hurl a foe scooped up this way, the foe can escape the antlers with a grapple check. Indomitability takes a –20 penalty on its grapple check to keep foes in its antlers, and though it does not count as grappled while doing so, it cannot use its gore attack.

At the beginning of Indomitability's turn, a creature grappled with it takes 1d6 points of fire damage.

**Hurl (Ex):** If Indomitability has grappled an enemy, as a free action he can fling his foe with his antlers. This is resolved as a bull rush, except that Indomitability does not have to follow his opponent if he manages to throw a creature more than 5 ft. Using this ability ends the grapple. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops

in the space adjacent to the obstacle. If Indomitability loses the opposed Strength check, its opponent lands without harm in an adjacent square of its choice.

**Damage Reduction (Ex):** Indomitability has DR 5/dead.

This damage reduction can only be bypassed by weapons made from once-living things, such as wood or bone, by the natural weapons of undead creatures, or attacks of similar poetic significance. Since the sources of these attacks have died, they are the antithesis of Indomitability's nature, and thus can harm him.

**Contingent Incorporeality (Su):** Indomitability is naturally incorporeal, though as long as the fey song is sung, he must remain in the body of a stag. If the song ends, the stag body collapses, dead, and Indomitability turns incorporeal, gaining a Fly speed 30 (perfect).

**Indomitable Spirit (Su):** Whenever Indomitability is reduced below 0 hit points, he automatically stabilizes. Additionally, once per day, whenever he would die, unless it is from a death effect (such as an assassin's death attack or a *finger of death* spell), Indomitability is instead reduced to -9 hit points and becomes stable.

Indomitability has the benefit of a permanent *endure elements* and *stand the heat* spell. He also ignores the effect of wounding injuries that deal damage round after round, such as from a bearded devil's glaive. Finally, he cannot be checked, knocked down, or blown away by strong winds.

**Rejuvenation:** Indomitability is a creature of dream and not of flesh, he is hard to kill. While incorporeal or while embodied, if Indomitability is destroyed he does not die, but instead reforms 1d6 days later.

Indomitability can only be truly slain two ways. If his body dies while he is trapped by the Song of Forms or similar magic, he dies, and his corpse remains even after the magic ends.

Alternately, if Indomitability is destroyed and all the damage is caused by mind-affecting or negative energy effects, the trillith's spirit is obliterated. In this case, no creature gains the benefits of Indomitability's boon.

**Trillith Traits:** All of the traits of trillith that likely to be pertinent to this adventure are detailed here. You can see the *Campaign Guide* for more details.

## Vuhl, Deception's Guise

CR 12

Normal form: *Dark-haired, clad in dark clothes, this black-winged fey man watches you with intense consideration.*

Monstrous form: *Dozens of squirming tentacles struggle to hide beneath the surface of this creature's oily black body, giving its skin the appearance of a squamous underground sea. Though vaguely humanoid, with its four longest tentacles having the impression of arms and legs, this creature's head is expressionless, its intentions impossible to perceive.*

NE Medium aberration (trillith)

**Init** +0; **Senses** Darkvision 60 ft., Listen +2, Spot +2

**Languages** Telepathy 100 ft.

**AC** 20, touch 16, flat-footed 14; 50% miss chance (displacement)

**hp** 94 (17 HD); **DR** 10/stealth

**Fort** +5, **Ref** +6, **Will** +12

**Speed** 30 ft.

**Melee** +18 four tentacles (d6+1, 10 ft. reach) or +18 dagger (d4+1)

**Base Atk** +12; **Grp** +13

**Combat Options** improved grab, lead astray, sneak attack +3d6

**Spell-Like Abilities** (CL 17th)

At will – *invisibility* (self only)

1/hour – *greater invisibility* (self only)

**Abilities** Str 12, Dex 22, Con 12, Int 14, Wis 14, Cha 16

**SQ** guarded thoughts, dark double, displacement, change shape, contingent incorporeality, deceptive spirit, trillith traits

**Feats** Combat Expertise, Dodge, Improved Feint, Mobility, Spring Attack, Weapon Finesse

**Skills** Bluff +53 (+23 for feinting)\*, Disguise +20 (+22 to act in character)\*, Hide +23, Move Silently +23.

**Lead Astray (Su):** Deception can cause a foe's actions to go astray. As an immediate action, Deception forces a phantasm into the mind of a foe within 150 ft. If that creature fails a Will save (DC 19), Deception chooses two creatures other than the target itself. During its turn, the affected creature perceives the world around it as if those two creatures had switched places. The creature does not realize its perceptions have changed, and if it intended to take an action against one of the creatures, it instead acts upon the other, perhaps attacking an ally, healing a foe, or yelling orders at confused bystanders. The creature realizes its error as soon as its turn is over. This is a mind-affecting illusion (phantasm) effect.



**Improved Grab (Ex):** To use this ability, Deception must hit with a tentacle. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can use its dark double ability as a free action.

### INDOMITABILITY'S BOON

While endowed by or when granted a boon by Indomitability, a creature gains the following abilities.

Whenever the affected creature is reduced below 0 hit points, it automatically stabilizes. Additionally, once per day, whenever the creature would die, unless it is from a death effect (such as an assassin's death attack or a *finger of death* spell), the creature is instead reduced to -9 hit points and becomes stable.

The affected creature gains the benefit of a permanent *endure elements* and *stand the heat* spell. The creature also ignores the effect of wounding injuries that deal damage round after round, such as from a bearded devil's glaive. Finally, the creature cannot be checked, knocked down, or blown away by strong winds.

Indomitability can willingly grant this boon to eight creatures at a time. For each creature it grants the boon, it receives a negative level. It can revoke the boon as a free action, negating the negative level. If Indomitability is slain while affected by the Song of Forms, the nearest eight intelligent creatures within 150 feet gain its boon, which is permanent unless dispelled.

This boon is a supernatural power. This boon can be removed if the character willingly receives a *remove curse* spell. As long as the character possesses this boon, it counts as the equivalent of 8,380 gp worth of character wealth. Note that this puts characters above the curve for wealth at their current level, so for new characters introduced to the campaign who does not have this boon, you may wish to give them additional starting wealth.

**Dark Double (Su):** If Deception is grappling with a foe, it can assume that foe's appearance as a free action as long as the creature is roughly humanoid of either Small or Medium size. Onlookers must succeed a Spot check opposed by Deception's Hide check to keep track of which one of the grapplers is real and which is the trillith.

**Detect Thoughts (Su):** Deception can continuously use *detect thoughts* as the spell (caster level 17th; Will DC 19 negates). This ability is always active.

**Guarded Thoughts (Ex):** Deception is immune to any form of mind reading.

**Displacement (Su):** Deception's image is not where he actually is. Melee and ranged attacks against Deception have a 50% miss chance unless the attacker can locate him by some means other than sight. *True seeing* negates this miss chance, but see *invisibility* has no effect. Deception can activate or suppress this ability as a free action.

**Change Shape (Su):** Deception can assume the shape of any Small or Medium humanoid. In humanoid form, Deception loses his natural attacks. He can remain in his humanoid form until he chooses to assume a new one. A change in form cannot be dispelled, and the Song of Forms does not keep Deception from changing its form (though it does keep him from being incorporeal). *True seeing* reveals Deception's natural form.

**Damage Reduction (Ex):** Deception has DR 10/stealth. This damage reduction can only be bypassed by weapons that are invisible, or that strike Deception when he is denied his Dexterity bonus to his AC, or attacks of similar poetic significance. Deception, as clever as his lies are, has little defense against others' trickery.

**Contingent Incorporeality (Su):** Deception is naturally incorporeal, though as long as the fey song is sung, he must remain in either his natural body, or in a humanoid guise of some sort. If the song ends, Deception becomes

### DECEPTIONS'S BOON

While endowed by or when granted a boon by Deception, a creature gains a +5 competence bonus to Bluff checks. The characters should have little chance of acquiring Deception's boon, but if they do it is worth 2,500 gp.

incorporeal, though he still projects the same image. He gains a Fly speed 30 (perfect).

**Deceptive Spirit (Su):** Deception gains a +30 bonus to Bluff checks made to convince another of the truth of his words. Effects that would detect his lies or force him to speak the truth require a caster level check (DC 27) to work against him.

**Rejuvenation, Trillith Traits:** As Indomitability, above.

**Skills:** When using his change shape ability, Deception gets a +10 circumstance bonus on Disguise checks. If he can read an opponent's mind, he gets a further +4 circumstance bonus on Bluff and Disguise checks.

**Tactics:** Liberated from his decades-long prison, Indomitability relishes his freedom as he rampages among his former captors, trying to kill everyone singing the song he has grown to hate. He never stays put if he can avoid it, preferring to run from foe to foe, charging and flinging enemies into walls or dangerous terrain. Though not particularly intelligent, he tries to identify the leaders of the fey, and focuses his rage on them. If he previously made a deal with the heroes and they betrayed him, he considers them prime targets.

He will not surrender or retreat, though he can be negotiated with. He starts Indifferent to the heroes, but is Unfriendly if they have attacked him, or Hostile if they have betrayed him. If made Friendly he is willing to end his rampage if the heroes allow him to leave. He thanks them for his freedom, grants them his boon, and departs.

Deception's main objective is to free his brother, so he does not interfere if the heroes try to end things diplomatically. Otherwise, he mostly only participates by directing Indomitability to prime targets, all while hiding his real identity. If Indomitability is losing, he does not interfere, arrogantly believing that if Indomitability cannot fend for himself he is not worth the trouble of rescuing. If ever dealt damage, or

if Indomitability is defeated, Deception flees. Only if he is pursued does he retaliate, using *greater invisibility* and multiple sneak attacks to drop enemies.

Deception's presence is intended to show that the trillith can be very powerful, not as an excuse to annihilate the heroes. Deception's departure does not earn the heroes XP.

**Aftermath:** After Indomitability is killed, or once he is out of reach of the song if the heroes negotiate a peaceful resolution, the forest fire ends, but as long as someone has bonded to the living blade, the result is not as desolate as described in the Consequences encounter.

The seela, nervous about what happens next, gather around the party, looking to them for guidance, particularly whoever holds the Living Sword. One by one, the fey begin to sing the Song of Forms, the sound swelling and echoing across the lake like light piercing the horizon at sunrise. At this moment, every one of the heroes feels the fey song uplift their souls. Though once mournful and forlorn, the new song of hope will always remain in their memories. This allows them to gain access to the Song of Forms later should any of them learn Sylvan.

Then light pierces through the smoke above the lake as a mighty wind sweeps across them. The forest fire roars, and then the flames sputter and die. For a moment the trees threaten to crack and fall, but the fey song swells, and ever so faintly, life returns to them. Though injured and weak, none fall. It is possible to believe that, given time, the forest will heal. The constant thrum of the raging inferno is gone, replaced by the dim sound of leaves rustling in the wind.

The fey song falters as laughs and gasps of amazement come up from the villagers. Like the forest itself, the seela look ever so slightly more alive, their skin no longer ashen, their eyes less sunken. The song the fey have maintained for forty years finally ends as the voices of the seela turn to cheers.

## CONCLUSION

Once Indomitability is dealt with and the fire is extinguished, the major issues in the fire forest are resolved, for better or for worse. The party should have acquired the Song of Forms, Indomitability's boon, and the Living Blade, and they are now left with a largely clear shot toward Seaquen.

If the heroes caused the doom of the seela, no animals or plants survive in the forest, only a handful of mephits, hellhounds, and the like. The unicorn Nelle has witnessed the death of all his charges, and so he gallops away, assuming the heroes have failed. Within a few weeks, the Ragesian army will send scouts to explore the vast valley of ash, and will

### Premonition

During the celebration by the seela, Crystin walks away and sits down. She is not weak or overwhelmed by this vision, but instead seems to have come to terms with something that was bothering her. If someone goes to speak with her, she says that she saw Indomitability meeting with them again, and that she learned Vuhl's true name: Deception. They will meet him again too, when the bones of his grandmother watch them, and weep for their fate.

realize that it gives them an easy entrance to Dassen's borders. The heroes may have escaped, but the fight will be harder for them in the future.

If the heroes saved the seela, the forest is not whole, as any tragedy of this scope takes more time to heal than most men have to wait. Most animals with the Indomitable Fire template have died, and only by the blessings of unnamed gods have some survived. If the heroes visit the Mouth of the White River, they learn that only a few of the despairing survived, and their minds will still take a long time to heal. The eladrin at the Shrine of Anyariel keeps to her duty, saying that though the forest lives, so do those who set fire to it. But the seela thank the heroes, and if made aware of the danger they are fleeing, will do their best to slow the progress of the Ragesian military through their homeland. There are only a few of them left, but they will fight all the stronger to protect their homeland, now that they have a second chance.

The seela Tiljann asks to accompany the heroes unless they have been particularly unfriendly to her. She wants to see the world, and she dreams of finding Etinifi the Longwalker, and bringing him home.

Ahead lies safety, perhaps, but a war still rages. The heroes must hurry if they want to bring aid to Gate Pass before it falls to the Ragesians.

## APPENDIX ONE – THE FIRE FOREST

### FOREST FIRE CONDITIONS

The extreme heat of even the relatively fire-free Elfroad deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

Down the narrower forest paths, beset by fire from all sides, creatures must make a Reflex save (DC 15) each round to avoid taking 1d6 points of fire damage.

A character who takes any nonlethal damage from the heat suffers from heatstroke and becomes fatigued until they heal that damage. While fatigued, they take a –2 penalty to Strength and Dexterity, and risk becoming exhausted if they do anything else to cause further fatigue. Creatures of the fire subtype and creatures immune to fire damage are immune to this ambient heat. Fire resistance of any sort negates the nonlethal damage the heat causes, and can help mitigate the lethal damage. The spell *stand the heat* completely protects characters from the heat of the fire forest, though not from open flames.

**Limited Vision:** Because of the bright fire, the swirling ash, and the constant, cloying smoke, vision in the Fire Forest is quite limited. In general, when not directly within a smoke cloud, vision is limited to 100 feet or less. Vision in a smoke cloud is worse, granting anything within your natural reach concealment, and making anything beyond your natural reach fully concealed.

#### WEAKLY ENHANCED FIRE MAGIC

As in the previous adventure *The Scouring of Gate Pass*, spells with the fire descriptor cast within a mile of the fire forest are automatically empowered.

Because this is concealment and not just darkness, darkvision and low-light vision are of no use. Blindsight and blindsense still function normally, however.

### TERRAIN HAZARDS

In addition to the fire and heat, the forest is filled with clouds of smoke and cinders, burning brush, and bizarre curtains of flame. There is about a 1-in-10 chance of a smoke cloud appearing within 100 feet each round of combat. Cinder clouds are much rarer, and should not be introduced idly. Individual encounters mention whether a cinder cloud appears. Flaming brush is common, flaming curtains rare, and both are depicted on maps when they show up. Winds usually blow to the southeast, carrying clouds swiftly, though strange currents can blow banks of ash in whatever direction you want.

- *Smoke Clouds:* A constant source of irritation, the smoke clouds billow through much of the Fire Forest can sweep upon travelers in moments. Smoke clouds typically fill a 20-foot spread or larger, usually moving as a whole with a speed of 120 feet per round in normal wind. A creature comes in contact with a smoke cloud must make a Fortitude save (DC 15) or become nauseated for one round in a fit of choking and coughing. Wearing a cloth over one's mouth provides a +2 bonus to this check. Creatures with the (fire) subtype, creatures immune to fire damage, and creatures that do not breathe are immune to this effect. Creatures within the smoke cloud have concealment, meaning attacks against them have a 20% miss chance.
- *Cinder Clouds:* Cinder clouds are smoke clouds that carry burning debris in them. They follow the same rules as smoke clouds, except that being within a cinder cloud carries the extra risk of catching on fire. A creature who comes in contact with a cinder cloud must make a Reflex save (DC 10) or catch on fire.

- *Flaming Brush*: All normal plant life in the Fire Forest is aflame, dealing 1d6 points of fire damage upon contact, and forcing the victim to make a Reflex save (DC 15) or catch on fire. Where the flaming plant life can be moved through (for instance, if it's heavy undergrowth, or if you try to climb the tree), creatures take 1d6 points of damage for every 5 feet they move.
- *Fire Curtain*: Fire curtains are the unusual result of intense differences in pressure caused by rare terrain features and air currents. A typical fire curtain is 10 to 20 feet across and 10 feet high, visible as a bright transparent curtain that wavers with incredible heat. Passing through a fire curtain deals 1d6 points of fire damage and requires a Reflex save (DC 15) to avoid catching fire.

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## INDOMITABLE FIRE TEMPLATE

The Indomitable Fire template is an acquired template that many of the creatures in the Fire Forest use. If you'd like to have more encounters in the forest than are listed here, it's a useful way to make the creatures here quite distinctive, and it can be applied quickly and easily.

The Indomitable Fire template is what happens when a creature has their very spirit lit aflame by the living fire of Innenotdar. The fire powers their life just as much as positive energy once did, but also burns across their skin and through their veins. As detailed above, if a creature would die from the fires of Innenotdar, it instead stabilizes and stops taking damage from the fire. If it remains alive and on fire for a day or more, it may acquire the Indomitable Fire template.

The Indomitable Fire template can be applied to any corporeal creature if it is either capable of suffering fire damage or has the fire subtype. Creatures otherwise immune to fire damage cannot acquire the template, because the fire cannot kill them, nor can it bond with them.

**Type and Subtype:** The base creature gains the Augmented and Fire subtypes, if it doesn't already have them.

**Attacks:** The creature's attacks with natural attacks of manufactured weapons (even ranged weapons) deal +1d6 fire damage. Additionally, each full round the creature is in contact with a creature or object it deals 1d6 points of fire damage. If the creature already deals extra fire damage with its attack, use whichever value is higher.

**Special Qualities:** The creature gains the Indomitable Fire Soul, Rekindle, and Burning Agony special qualities.

*Indomitable Fire Soul (Su):* The fire wreathing the creature is tied directly to its life force. If the flame is extinguished, the creature is destroyed, and the animating force is lost. The flame is fairly tenacious, and requires the creature to be completely submerged for one full round before it goes out. The *quench* spell affects the creature as if it were a fire elemental, and *pyrotechnics* deals 1 point of damage per caster level if the creature is used as the spell's fire source.

They can be turned, bolstered, or rebuked as if they were fire elementals. The flame is very similar to positive energy, and so responds to a turn or rebuke undead attempt as well. Those who turn undead can rebuke or bolster indomitable fire creatures, and those who rebuke or bolster undead can turn or destroy indomitable fire creatures.

If a creature with this template leaves the fire forest, or if Indomitability dies or leaves the forest, the creature loses this template and quickly grows tired. It takes 1 point of damage each round, unless positive energy is channeled into it, requiring either a healing spell of 5th level or higher, or a turn attempt that could turn a 9 hit die creature. If the creature receives this treatment it can survive, though it will likely retain some sign of the ordeal it has undergone.

*Rekindle (Su):* Two rounds after the creature falls to -1 or fewer hit points, if it has not yet been killed it heals 1 hit point per hit die, or enough to

raise it to 1 hit point, whichever is more. This ability only works once per day.

*Burning Agony (Ex):* The affected creature is always on fire, magically prevented from dying, but afflicted with a constant agony. This pain makes it difficult to use any Intelligence-, Wisdom-, or Charisma-based skill, or to take actions that require patience or concentration. Each round the creature wants to take such actions, it must succeed

a Concentration check (DC 15). If it needs to make a Concentration check for some other purpose, such as to cast a spell defensively, increase the DC by 5.

**Challenge Rating:** Same as base creature + 1.

**Special – Indomitable Animal Companions:** Some characters may acquire animal companions while in the fire forest, and can choose the appropriate indomitable fire creature instead of the normal variety.

## APPENDIX TWO – SEELA AND THE SONG OF FORMS

### SEELA

Seela are a fey race native to the forest of Innenotdar who have a great affinity with song and wind. Before their forest was set to flame, they served as messengers of the woods, singing news on the wind. Their original vibrant beauty has changed to match the dying conditions of their homeland. As large as humans, they have wings reminiscent of a dragonfly's, or of leaves that got too close to an open flame. Their flesh is naturally pale and sunken, and they look perpetually starving and rather eerie.

#### Seela Traits

**Type:** Fey type. Seela are Fey, not Humanoids.

**Abilities:** +2 Charisma, –2 Constitution.

**Size:** Medium size.

**Speed:** A seela's base land speed is 30 feet.

**Senses:** Low-light vision.

**Proficiencies:** Proficient with all simple weapons.

**Skills:** +2 racial bonus on Listen and Perform checks.

**Automatic Languages:** Common, Elven, Sylvan.

**Bonus Languages:** Auran, Giant, Gnome, Goblin, Ignan.

**Favored Class:** Bard.

#### Seela Special Qualities

**Bardic Music (Su):** A seela gains one additional bardic music usage a day. If the seela has no levels in bard, he can only use this ability to sing the Song of Forms, detailed below.

**Glide (Ex):** A seela's wings allow her to descend safely. She can ignore the first 20 feet of falling damage as long as she is conscious.

**Spell-Like Abilities (Sp):** Seela can use *ghost sound* and *message* each once an hour. Caster level is equal to the seela's character level.

#### The Seela Paragon

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special Abilities                       |
|-------------|-------------------|-----------|----------|-----------|---|
| 1           | +0                | +0        | +2       | +2        | Personality, fallow healing             |
| 2           | +1                | +0        | +3       | +3        | Limited flight, longwalker, +2 Charisma |

**Stand the Heat (Su):** As long as Indomitability remains in the fire forest, the seela can resist the heat of the forest fire as if they were affected by *stand the heat*.

**Fallow Touch (Su):** A seela saps life with the touch of her bare flesh. A seela's unarmed strikes deal an additional 1 point of damage. Prolonged exposure deals 1d6 points of damage per round. A seela cannot harm another seela in this way.

### SEELA PARAGON RACIAL CLASS

The seela have suffered years of torment, and thus are weaker than similar fey in other woods. Some seela who are stronger of spirit can take one level of the seela paragon racial class. Only those seela who leave their ashen forest and travel to more lush lands can take the second level in this class. This class does not count toward seela multiclass penalties.

**Hit Die:** d6.

**Class Skills:** The seela paragon racial class's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Spot (Wis), and Survival (Wis).

**Skill Points at Each Level:** 6 + Int modifier.

**Personality (Su):** A seela paragon adds her Charisma modifier to her hit points at each level, instead of her Constitution modifier (this applies to all class levels, not just seela paragon levels). She also applies her Charisma modifier to Fortitude saves and Concentration checks instead of Constitution.

Levels of the seela paragon class count as levels of bard for the purpose of determining access to bardic music ability, as long as the seela has at least one level of bard. Her bard levels still determine how many uses of bardic music she gets each day.

**Fallow Healing (Su):** Whenever the seela deals damage with its fallow touch, it heals an equal amount of damage. A seela can heal no more damage than twice her Charisma modifier in a day in this way. At 2nd level, she can heal up to triple her Charisma modifier in a day in this way.

**Limited Flight (Ex):** A 2nd-level seela paragon gains the ability to fly for brief stints. She gains a fly speed equal to her land speed, with average maneuverability. However, she can only fly for a number of rounds every ten minutes equal to her Charisma modifier. After that, she must descend. Additionally, her glide ability improves. When falling, she can choose to descend as slowly as 60 feet per round and to take no damage.

**Longwalker (Su):** A 2nd-level seela paragon is considered to always be bonded to whatever natural terrain she is in. This allows her to avoid taking Constitution damage when singing the Song of Forms, and may have other benefits, at the game master's option.

**Charisma Bonus (Ex):** A seela paragon gains +2 Charisma at 2nd level.

### New Bardic Music – Song of Forms

The seela of Innenotdar originally used this song in prayers to the spirit of their forest, believing that they could give the forest a body so they could see its physically-embodied majesty. When the ruler of Shahalesti put their forest to the torch, the seela called out to the forest spirit for help, but their song conjured something they did not expect.

**Learning the Song of Forms:** To properly learn the song of forms, you must possess the bardic music ability (or a similar ability), must be able to speak Sylvan, and must have learned the song from the fey of the fire forest. It does not require any special feat or ability.

**Using the Song of Forms:** Singing the song of the fey counts as a bardic music usage. Beginning the song is a standard action that provokes an attack of opportunity, and maintaining the song requires concentration.

The magic of the song draws on your life to create bodies for those that have none, so singing the song

deals 2 points of Constitution damage to you, plus another 2 points every ten minutes you continue to sing. The song of forms only has a magical effect when sung by a living creature. Fey who are bonded to a location, such as the seela of the fire forest, do not take Constitution damage from singing the song of forms as long as they are in that location.

**Effect:** You make a Perform (singing) check, and each incorporeal creature within 200 feet must make a Fortitude save (DC equal to the result of your Perform check) or lose its incorporeality for as long as you remain singing and it remains in range. Note that the song of forms does not affect ghosts that have not manifested, since they are on the ethereal plane and not the material (and even on the ethereal plane they are not incorporeal). A creature with turn resistance adds its turn resistance bonus to its Fortitude save against this effect. The song of forms is a supernatural, sonic ability.

Creatures that are only temporarily incorporeal simply return to their normal corporeal form. Creatures that are normally incorporeal but that are currently occupying a physical body, such as a ghost using its malevolence ability or a trillith using its embody ability, are unable to willingly leave their current bodies. Creatures without any normal corporeal form – such as allips, shadows, and wraiths, as well as ghosts that are not in a body, assume a semi-corporeal form. Trillith that are not currently occupying a body are affected as detailed in the Campaign Saga Overview (or in that creature's stat block in this adventure).

A creature forced into a semi-corporeal body is affected as follows:

- **Hit Dice, Base Attack, Special Attacks, Special Qualities, Saves, Skills, Feats:** These do not change, except that the creature loses incorporeality and any attendant special abilities. The new form is not incorporeal, and thus the creature can be affected by weapons as any other physical creature, though it retains any special resistances or immunities it had that weren't tied to its incorporeality.



- **Size and Type:** Its size and type do not actually change, though its body does. The form the creature assumes resembles its incorporeal form, with appropriate modifications that would allow for actual locomotion. A wraith would gain feeble legs, while an unbodied (an incorporeal psionic brain able to creature illusory bodies) would probably gain the body of its current illusion, or if it had no illusion it would gain tentacles attached to its brain with which it could shamble about.

- **Speed:** The creature loses any ability to fly unless its form has wings (such as a ghost manticore). If it had no other form of locomotion, it gains a land speed of 30 feet.

- **Armor Class:** The creature loses the deflection bonus from its Charisma, and instead gains a natural armor bonus appropriate to its size, as detailed in the table.

- **Attacks, Damage, and Abilities:** The creature gains a Strength score appropriate to its size if it did not already have one.

If the creature had normal attack forms, it retains them, though they are no longer incorporeal. If it dealt special damage with its incorporeal touch attacks, that damage is applied as bonus damage to any melee attacks it makes, though the attacks must beat the creature's normal AC, not just touch AC. The creature may gain attack forms appropriate to its new form. As a default, you can assume the creature gains a slam attack if it has no other clear attack form, with damage appropriate to its size.

For example, a ghost with the corrupting touch ability who carried a sword would be able to attack with that sword, dealing sword damage, plus 1d6 from the corrupting touch ability. An allip (a medium incorporeal undead) would gain a slam attack that did 1d6 damage, plus 1d4 points of Wisdom drain.

Other effects may be appropriate, at the game master's prerogative.

### Song of Forms – Strength and Slam Damage

| Size       | Natural Armor | Strength | Damage |
|------------|---------------|----------|--------|
| Fine       | +0            | 1        | 1      |
| Diminutive | +0            | 2        | d2     |
| Tiny       | +0            | 4        | d3     |
| Small      | +1            | 8        | d4     |
| Medium     | +2            | 10       | d6     |
| Large      | +3            | 18       | d8     |
| Huge       | +4            | 26       | 2d6    |
| Gargantuan | +7            | 34       | 2d8    |
| Colossal   | +11           | 42       | 4d6    |

**Special Note:** Most undead are destroyed when reduced to 0 hit points, and this occurs normally even if the creature is currently in a semi-corporeal form. Non-undead incorporeal creatures die at -10 hit points as normal. When the host body of a ghost using malevolence is killed, the ghost survives, but is forced into a semi-corporeal form by the song. Even if the ghost is destroyed while semi-corporeal, however, it can still rejuvenate as normal.

Normally when a trillith is slain, its essence disperses, but can reform several days later. However, if a trillith is slain while affected by the song of forms, it is dead permanently.

## APPENDIX THREE ~ NEW MAGIC

### New Lesser Artifact

#### The Living Blade

Cut from the First Tree of Innenotdar, the Living Blade was once bonded to the heroine Anyariel. When the heroes retrieve it, it bonds to whoever pulls the blade from Indomitability's body. The power of the weapon grows with its wielder, and some of the abilities below may be exchanged for ones of equal power that better reflect the nature or experiences of the sword's wielder.

Whenever the wielder gains a level, he has the option of transforming the weapon's shape. It begins as a greatsword, but can be turned into almost any type of weapon. It only cannot become weapons with complex moving parts like repeating crossbows, or weapons with multiple segments, like flails, nets, or spiked chains. It could, however, easily be a dagger, a crossbow, a whip, a bohemian earspoon, or a composite longbow. If it is turned into a composite bow, the wielder can choose any Strength bonus.

Once the form is chosen, it remains that type of weapon until the wielder gains another level, when he can change it again. In any form, it looks to be roughly carved from wood.

Regardless of the form or enhancement bonus of the living blade, it has hardness 15 and 60 hit points, and it takes no damage from fire. If the weapon is destroyed, the wielder it is bonded to gains a negative level that persists for one year. This negative level never causes actual level loss.

If the wielder chooses the form of a double weapon, determine its powers as if the wielder were 4 levels below his actual level.

As the living blade is an artifact, it has no market value, but it is roughly equivalent in effective character wealth equal to a magic weapon with a total enhancement bonus that is half the wielder's level. So when wielded by a 17th level character, the living blade is equivalent to a +8 *weapon*, worth 128,000 gp.

**Level 3 or less:** The weapon is masterwork.

**Level 4–5:** The weapon gains a +1 enhancement bonus.

**Level 6–7:** If the weapon would be dealt fire damage, it gains the *flaming* enhancement for one minute (10 rounds), dealing an extra 1d6 points of fire damage with each hit.

**Level 8–9:** The weapon's enhancement bonus changes to +2.

**Level 10–11:** As a standard action, the wielder can call for the weapon. It teleports into his grasp, though often with a dramatic flourish, such as by appearing in a burst of flame overhead and plunging its blade into the ground at his feet. The weapon can teleport from any distance, but not across planes.

**Level 12–13:** The weapon's enhancement bonus changes to +3, and it gains the *ghost touch* weapon enhancement.

**Level 14–15:** Whenever the weapon scores a critical hit, the creature struck takes damage equal to how much it dealt to the wielder in the past round as it feels a surge of agony reflected upon it. A Will save (DC 17 + wielder's Charisma modifier) negates this damage.

**Level 16–17:** The weapon's enhancement bonus changes to +4, and it gains the *flaming burst enhancement*. This replaces the level 6–7 ability.

**Level 18–19:** The wielder can cast *limited wish* once per month. The wielder may also cast *wish* once. When he does, he dies one minute later.

**Level 20 or higher:** The weapon's enhancement bonus changes to +5.

## New Spell

### Stand the Heat

Abjuration

**Level:** Clr I, Drd I, Pal I, Rgr I, Sor/Wiz I

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 24 hours

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The touched creature and all equipment it carries suffer no harm from being in even extreme heat. It can exist comfortably in temperatures as high as 500 degrees Fahrenheit. This protection is sufficient to endure the oven-like heat of a forest fire, though it is not protected against actual fire damage.

If the affected creature catches fire, it can put itself out automatically by spending a move action.

*Material component:* Ten gold coins which have sat in a fire for at least one hour.

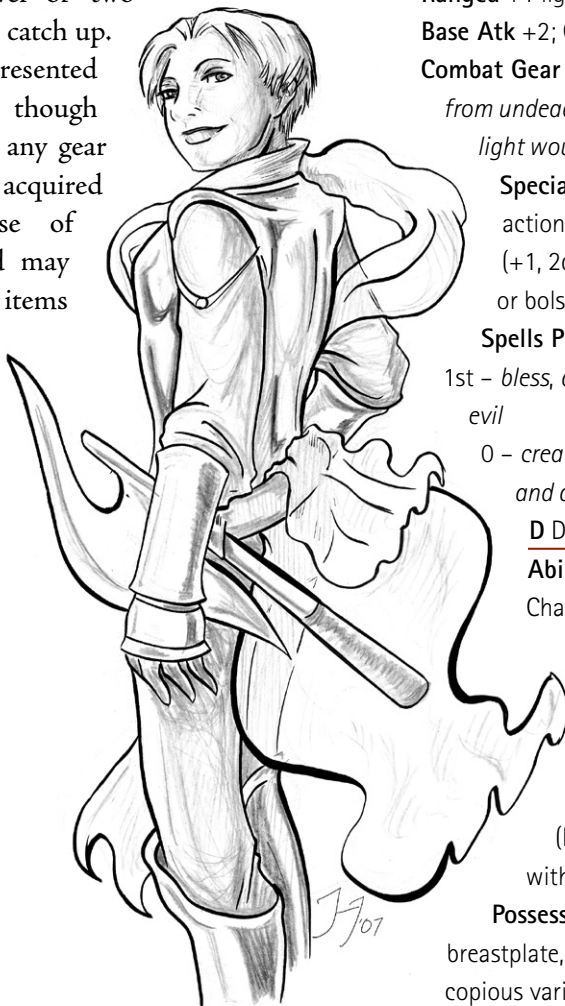
## APPENDIX FOUR – CHARACTER STATS

This appendix contains all the statblocks from the second adventure of the War of the Burning Sky, *The Indomitable Fire Forest of Innenotdar*, to make it easier to find the combat stats you need for a particular encounter without having to flip between pages. Additionally it contains stats for the NPCs who may be accompanying the party from the first adventure. Their stats have been improved in level, to hopefully stay in line with the party's.

Creatures whose stats are identical to or easily derived from those of core rule creatures are not detailed here.

### ALLIES & POTENTIAL ALLIES

Torrent will likely begin at the same level of the party and level up at the same rate as them. Crystin should start a level or two behind, but quickly catch up. Stats for them are presented at different levels, though they do not reflect any gear they may have acquired during the course of the adventure, and may include limited-use items that have already been expended.



### Torrent

CR 3

*As tall and strong as the typical warrior, Torrent is a distinctive looking woman with tanned skin and short white hair. Under a dark winter coat she wears a breastplate decorated with blue wave-like etchings, and a holy symbol to a sea god is tied to her wrist with a leather cord. Her demeanor is smooth but forceful, like an ocean wave.*

Female human fighter 1/cleric 2

CG Medium humanoid

Init -1; Senses Listen +2, Spot +2

Languages Common

AC 15, touch 9, flat-footed 15

hp 22 (3 HD)

Fort +6, Ref -1, Will +5

Speed 20 ft. (4 squares)

Melee +6 masterwork battleaxe (d8+2, ×3)

Ranged +1 light crossbow (d8, 19-20), rapid reload

Base Atk +2; Grp +4

Combat Gear potion of *remove paralysis*, scroll of *hide from undead*, two flasks of holy water, wand of *cure light wounds* (50 charges)

Special Actions feat of strength (+2 Str as free action, lasts 1 round, 1/day), turn undead 4/day (+1, 2d6+3, 2nd), turn fire and command, rebuke or bolster water creatures 4/day (+1, 2d6+3, 2nd)

Spells Prepared (CL 2nd)

1st – *bless*, *divine favor*, *enlarge person*<sup>P</sup>, *protection from evil*

0 – *create water*, *detect magic*, *guidance*, *purify food and drink*

D Domain spell Domains Strength, Water

Abilities Str 15, Dex 8, Con 12, Int 10, Wis 14, Cha 13

SQ spontaneous casting (cure spells)

Feats Negotiator, Rapid Reload, Skill Focus (Swim), Weapon Focus (battleaxe)

Skills Concentration +2, Diplomacy +6, Knowledge (geography) +1, Knowledge (local) +2, Sense Motive +6, Swim -1 (+9 without armor or shield)

Possessions Masterwork battleaxe, light crossbow, breastplate, light steel shield, dagger, 40 crossbow bolts, copious variety of beverages in backpack, 300 gp

## Torrent

Female human fighter 1/cleric 3

CG Medium humanoid

**Init** -1; **Senses** Listen +2, Spot +2

**Languages** Common

**AC** 15, touch 9, flat-footed 15

**hp** 28 (4 HD)

**Fort** +6, **Ref** +0, **Will** +5

**Speed** 20 ft. (4 squares)

**Melee** +8 masterwork battleaxe (d8+3, ×3)

**Ranged** +2 light crossbow (d8, 19-20), rapid reload

**Base Atk** +3; **Grp** +6

**Combat Gear** *potion of remove paralysis*, scroll of *hide from undead*, two flasks of holy water, wand of *cure light wounds* (50 charges)

**Special Actions** feat of strength (+3 Str as free action, lasts 1 round, 1/day), turn undead 4/day (+1, 2d6+4, 3rd), turn fire and command, rebuke or bolster water creatures 4/day (+1, 2d6+4, 3rd)

**Spells Prepared** (CL 3rd)

2nd – *aid*, *bull's strength*<sup>D</sup>, *sound burst* (DC 14)

1st – *bless*, *divine favor*, *enlarge person*<sup>D</sup>, *protection from evil*

0 – *create water*, *detect magic*, *guidance*, *purify food and drink*

**D** Domain spell **Domains** Strength, Water

**Abilities** Str 16, Dex 8, Con 12, Int 10, Wis 14, Cha 13

**SQ** spontaneous casting (cure spells)

**Feats** Negotiator, Rapid Reload, Skill Focus (Swim), Weapon Focus (battleaxe)

**Skills** Concentration +5, Diplomacy +6, Knowledge (geography) +1, Knowledge (local) +2, Sense Motive +6, Swim +0 (+10 without armor or shield)

**Possessions** Masterwork battleaxe, light crossbow, breastplate, light steel shield, dagger, 40 crossbow bolts, copious variety of beverages in backpack, 300 gp

## CR 4 Haddin Ja-Laffa

CR 4

*Once strong and handsome, this man is now old and feeble, his brown hair stringy, his voice ragged from constant coughing. He dresses like a common merchant, but he clutches an aged book to his chest.*

Old male human wizard 9

NE Medium humanoid

**Init** -1; **Senses** Listen +3, Spot +3

**Languages** Common, dwarven, elven, goblin, orc, undercommon

**AC** 9, touch 9, flat-footed 9

**hp** 10 (9 HD)

**Fort** +1, **Ref** +2, **Will** +9

**Speed** 30 ft. (6 squares)

**Melee** +4 dagger (d4, 19-20)

**Base Atk** +4; **Grp** +4

**Spells Prepared** (CL 9th)

5th – *dominate person* ×2 (DC 22)

4th – *stone shape* ×3

3rd – still silent *charm person* ×2, silent *detect thoughts* ×2

2nd – *detect thoughts* ×2, *knock* ×2, silent *charm person*

1st – *charm person* ×6

0 – *read magic* ×4

**Abilities** Str 10, Dex 9, Con 7, Int 20, Wis 17, Cha 11

**Feats** Eschew Materials, Greater Spell Focus (enchantment), Scribe Scroll, Silent Spell, Spell Focus (enchantment), Spell Mastery (*charm person*, *detect thoughts*, *dominate person*, *knock*, *stone shape*) Still Spell

**Skills** Craft (painting) +17, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (local) +17, Spellcraft +19.

**Possessions** Aged book (not his spellbook, which he destroyed in anger, but rather a sketchbook from when he was still a good man, in love with his wife and daughter), basic clothes, cold weather outfit, dagger, 30 gp.

**Special Note:** Haddin's advanced age and limited spell selection, as well as his lack of magical gear, makes his challenge rating much lower than would be indicated by his level.

### Crystin Ja-Nafeel

*Slender and docile, wavy dark hair frames this young woman's haunted face, dominated by wide blue eyes that seem to see beyond the material world. She cradles a thin black staff close to her, like it is precious to her.*

Female human sorcerer 1

CG Medium humanoid

**Init** +4; **Senses** Listen +2, Spot +2

**Languages** Common, elven

**AC** 10, touch 10, flat-footed 10

**hp** 5 (1 HD)

**Fort** +1, **Ref** +0, **Will** +6

**Speed** 30 ft. (6 squares)

**Melee** -1 quarterstaff (d6-1)

**Base Atk** +0; **Grp** -1

**Spells Known** (CL 1st)

1st (4/day) – *magic missile, sleep* (DC 13)

0 (5/day) – *detect magic, detect poison, mending, read magic*

**Abilities** Str 8, Dex 10, Con 13, Int 12, Wis 15, Cha 14

**SQ** trillith spirit

**Feats** Improved Initiative, Iron Will

**Skills** Concentration +5, Knowledge (arcana) +5, Sense Motive +4, Spellcraft +5.

**Possessions** quarterstaff (used to be a *staff of charming*, now out of charges), basic clothes, cold weather outfit.

**Tactics:** Crystin is frightened in combat, because things happen too fast for her visions to guide her. She tries to stay out of danger, but will go into harms way if someone looks to be in danger.

**Trillith Spirit (Su):** If Crystin dies, for a moment everyone experiences déjà vu, and then something barely visible drifts out of Crystin's body and vanishes, flying away into the sky. This is the trillith spirit that has occupied Crystin, granting her sorcerer abilities, but its identity remains a mystery for now.

### CR 1

### Crystin Ja-Nafeel

Female human sorcerer 2

CG Medium humanoid

**Init** +4; **Senses** Listen +2, Spot +2

**Languages** Common, elven

**AC** 10, touch 10, flat-footed 10

**hp** 9 (2 HD)

**Fort** +1, **Ref** +0, **Will** +7

**Speed** 30 ft. (6 squares)

**Melee** +0 quarterstaff (d6-1)

**Base Atk** +1; **Grp** +0

**Spells Known** (CL 2nd)

1st (5/day) – *magic missile, sleep* (DC 13)

0 (6/day) – *detect magic, detect poison, mending, ray of frost, read magic*

**Abilities** Str 8, Dex 10, Con 13, Int 12, Wis 15, Cha 14

**SQ** trillith spirit

**Feats** Improved Initiative, Iron Will

**Skills** Concentration +6, Knowledge (arcana) +6, Sense Motive +4.5, Spellcraft +8.

**Possessions** quarterstaff (used to be a *staff of charming*, now out of charges), basic clothes, cold weather outfit.

**Trillith Spirit (Su):** If Crystin dies, for a moment everyone experiences déjà vu, and then something barely visible drifts out of Crystin's body and vanishes, flying away into the sky. This is the trillith spirit that has occupied

Crystin, granting her sorcerer abilities, but its identity remains a mystery for now.



### Crystin Ja-Nafeel

Female human sorcerer 3

CG Medium humanoid

**Init** +4; **Senses** Listen +2, Spot +2

**Languages** Common, elven

---

**AC** 10, touch 10, flat-footed 10

**hp** 12 (3 HD)

**Fort** +2, **Ref** +1, **Will** +7

---

**Speed** 30 ft. (6 squares)

**Melee** +0 quarterstaff (d6-1)

**Base Atk** +1; **Grp** +0

**Spells Known** (CL 3rd)

1st (6/day) – *magic missile*, *sleep* (DC 13), *true strike*

0 (6/day) – *detect magic*, *detect poison*, *mending*, *ray of frost*, *read magic*

---

**Abilities** Str 8, Dex 10, Con 13, Int 12, Wis 15, Cha 14

**SQ** trillith spirit

**Feats** Improved Initiative, Iron Will, Skill Focus (Concentration)

**Skills** Concentration +10, Knowledge (arcana) +7, Sense Motive +5, Spellcraft +9.

**Possessions** quarterstaff (used to be a *staff of charming*, now out of charges), basic clothes, cold weather outfit.

---

**Trillith Spirit (Su):** If Crystin dies, for a moment everyone experiences déjà vu, and then something barely visible drifts out of Crystin's body and vanishes, flying away into the sky. This is the trillith spirit that has occupied Crystin, granting her sorcerer abilities, but its identity remains a mystery for now.

### CR 3 Crystin Ja-Nafeel

*Slender yet strong-spirited, wavy dark hair frames this young woman's restrained face, dominated by wide blue eyes that seem to see beyond the material world. She cradles a thin black staff close to her, like it is precious to her.*

Female human sorcerer 4

NG Medium humanoid

**Init** +4; **Senses** Listen +3, Spot +3

**Languages** Common, draconic, elven

---

**AC** 10, touch 10, flat-footed 10

**hp** 16 (4 HD)

**Fort** +2, **Ref** +1, **Will** +9

---

**Speed** 30 ft. (6 squares)

**Melee** +1 quarterstaff (d6-1)

**Base Atk** +2; **Grp** +1

**Spells Known** (CL 4th)

2nd (4/day) – *detect thoughts* (DC 14)

1st (7/day) – *magic missile*, *sleep* (DC 13), *true strike*

0 (6/day) – *detect magic*, *detect poison*, *mending*, *message*, *ray of frost*, *read magic*

---

**Abilities** Str 8, Dex 10, Con 13, Int 12, Wis 16, Cha 14

**SQ** trillith spirit

**Feats** Improved Initiative, Iron Will, Skill Focus (Concentration)

**Skills** Concentration +11, Knowledge (arcana) +7, Sense Motive +6, Spellcraft +10.

**Possessions** quarterstaff (used to be a *staff of charming*, now out of charges), basic clothes, cold weather outfit.

---

**Trillith Spirit (Su):** If Crystin dies, for a moment everyone experiences déjà vu, and then something barely visible drifts out of Crystin's body and vanishes, flying away into the sky. This is the trillith spirit that has occupied Crystin, granting her sorcerer abilities, but its identity remains a mystery for now.

## Tiljann

CR 4

*This young woman has deep, vivid eyes full of fey mystery and cautious curiosity. She is emaciated, as if she has never had a full meal in her life, and light leather armor clings to her waifish body. Dark gray hair floats around her shoulders, and faintly glistening wings twitch behind her back, withered like a dragonfly that got too close to a flame.*

Female seela bard 3/seela paragon 1

CG Medium fey

**Init** +2; **Senses** Listen +10, Spot +1, low-light vision

**Languages** Common, Elven, Ignan, Sylvan

**AC** 15, touch 12, flat-footed 13

**hp** 29 (4 HD)

**Fort** +4, **Ref** +7, **Will** +6

**Speed** 30 ft. (6 squares)

**Melee** +3 masterwork spear (d8) or +2 unarmed (d3 nonlethal +1 lethal)

**Ranged** +5 masterwork shortbow (d6)

**Base Atk** +2; **Grp** +2

**Combat Gear** flute of thunder

**Spell-Like Abilities** (CL 4th)

1/hour – *ghost sound, message*

**Spells Known** (CL 3rd)

1st (2/day) – *hideous laughter* (DC 14), *silent image, ventriloquism*

0 (3/day) – *dancing lights, detect magic, ghost sound, mending, prestidigitation, read magic*

**Abilities** Str 10, Dex 14, Con 6, Int 12, Wis 13, Cha 16

**SQ** bardic knowledge +6, bardic music (4/day – countersong, fascinate, inspire courage, inspire competence), fallow touch, glide

**Feats** Dodge, Mobility

**Skills** Bluff +10, Craft (clothing) +8, Diplomacy +12, Knowledge (history) +8, Listen +10, Perform (sing) +12, Tumble +8.

**Possessions** +1 *leather armor* enchanted with a mild glamor to make it look more revealing when worn by a woman, masterwork spear, masterwork shortbow, 7 arrows, *flute of thunder*

**Fallow Touch (Su):** Tiljann's unarmed strikes deal an additional 1 point of damage, and she heals 1 point of damage with each strike. Prolonged exposure deals 1d6 points of damage per round, and heals an equal amount. Tiljann can heal no more damage than 8 hit points in a day in this way. She cannot harm another seela in this way.

**Flute of thunder:** Three small wind chimes dangle from the end of this stone flute. A spell completion item, it lets a character cast *sound burst* (caster level 4, Fort DC 13). The flute has three charges.

Faint evocation; CL 4th; Craft Wondrous Item, *sound burst*; Price 600 gp.





## Papuvin, Songleader

CR 6

*This fey man, though wiry and emaciated, wears a commanding expression in his angular face. Studded leather arm covers his chest and legs, but not his arms, which are muscular like a warrior's. Wings like splayed, withered leaves fan behind him, one of them scarred and damaged from an old battle.*

Male seela bard 1/fighter 4/seela paragon 1

CN Medium fey

**Init** +1; **Senses** Listen +1, Spot -1, low-light vision

**Languages** Common, Elven, Sylvan

**AC** 14, touch 11, flat-footed 13

**hp** 44 (6 HD)

**Fort** +6, **Ref** +6, **Will** +4

**Speed** 30 ft. (6 squares)

**Melee** +7 unarmed strike (d3+6 nonlethal plus 1 lethal)

**Base Atk** +4; **Grp** +11

**Spell-Like Abilities** (CL 6th)

1/hour – ghost sound, message

**Spells Known** (CL 1st)

0 (2/day) – detect magic, ghost sound, mending, virtue

**Abilities** Str 16, Dex 13, Con 10, Int 10, Wis 8, Cha 16

**SQ** bardic knowledge +1, bardic music (2/day – countersong, fascinate, inspire courage), fallow touch, glide

**Feats** Cleave, Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

**Skills** Climb +11, Diplomacy +10, Jump +14, Perform (sing) +9, Swim +7, Tumble +9.

**Possessions** +1 studded leather armor (glamered to show heroic amounts of skin), *amulet of mighty fists +1*

**Fallow Touch (Su):** Papuvin's unarmed strikes deal an additional 1 point of damage, and he heals 1 point of damage with each strike. Prolonged exposure deals 1d6 points of damage per round, and heals an equal amount. Papuvin can heal no more damage than 4 hit points in a day in this way. He cannot harm another seela in this way.



## ACT ONE ENEMIES & ANTAGONISTS

### Kazyk, Bearded Devil

CR 5

*A tattered brown cloak whips about this man-sized creature's scaled body. It has the face of a commanding, honest man, but its flesh is green, its eyes glow with infernal fire, and its thick beard writhes and bites like a nest of vipers. Barely visible under its beard is a thick metal collar attached to a length of limply dangling chain. The powerful being stands tall, and wields a blood-stained saw-bladed glaive. It only has four fingers on its left hand, and a scaled, dessicated pinky finger hangs on a cord around its neck.*

Male bearded devil

LE Medium outsider (evil, extraplanar, lawful), MM

**Init** +2; **Senses** Listen +9, Spot +9, darkvision 60 ft., see in darkness

**Languages** Common, Infernal, Celestial, Draconic; telepathy 100 ft.

**AC** 19, touch 12, flat-footed 17

**hp** 45 (6 HD); **DR** 5/silver or good

**Fort** +8, **Ref** +7, **Will** +5

**Immune** fire and poison

**Resist** acid 10, cold 10; **SR** 17

**Speed** 40 ft. (8 squares)

**Melee** +10/+5 +1 glaive (d10+4 plus infernal wound) or +8 two claws (d6+2)

**Base Atk** +6; **Grp** +8

**Atk Options** Power Attack

**Combat Gear** shatterspell (4 vials)

**Spell-Like Abilities** (CL 12th)

At will – *greater teleport* (self plus 50 lb. of objects only)

**Abilities** Str 14, Dex 14, Con 16, Int 9, Wis 10, Cha 10

**SQ** infernal wound, beard, battle frenzy, summon devil, attacks count as evil-aligned and lawful-aligned for overcoming damage reduction

**Feats** Power Attack, Track, Weapon Focus (glaive)

**Skills** Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Speak Language (Common), Spot +9, Survival +7

**Possessions** four vials of shatterspell, +1 glaive, *hand of the mage* (in the form of Kazyk's severed pinky on a necklace)

**Infernal Wound (Su):** The damage Kazyk deals with his glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by Kazyk's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of Kazyk, not of his weapon.

**Beard (Ex):** If Kazyk hits a single opponent with both claw attacks, he automatically hits with his beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies.

**Battle Frenzy (Ex):** Twice per day, Kazyk can work himself into a battle frenzy similar to barbarian rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and Kazyk suffers no ill effects afterward.

**Summon Devil (Sp):** Once per day, Kazyk can summon five lemures. This ability is the equivalent of a 3rd-level spell. Note that this ability is slightly different from a core bearded devil, but Kazyk has received a few small boons from the inquisitors, and this is one.

## ACT TWO ENEMIES & ANTAGONISTS

### Medium Dream Elemental

CR 4

[Adapted from psionic elemental, originally from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc. Author Scott Greene. Re-formatted and revised by Jacob Driscoll and Ryan Nock.]

*A silvery dragon, antlered like a stag, appears in the center of the room, whirling and spinning like a demented wind.*

Neutral Medium elemental (Extraplanar)

**Init** +2; **Senses** Darkvision 60 ft., Listen +2, Spot +2

**Languages** Telepathy 100 ft.

---

**AC** 16, touch 12, flat-footed 14

**hp** 26 (4 HD)

**Defense** warp reality

**Fort** +3, **Ref** +6, **Will** +1; **SR** 14 (against mind-affecting effects only)

---

**Speed** Fly 60 ft. (perfect) (12 squares)

**Melee** Slam +5 (1d6+2)

**Base Atk** +3; **Grp** +5

**Spell-like abilities** (CL 4th, ranged touch +5)

At will – *daze* (DC 12), *detect magic*, *dimension door*, *sleep* (DC 13)

3/day – *freezing ray* (as *scorching ray*, deals 4d6 cold damage)

---

**Abilities** Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 14

**SQ** elemental traits, ego whip

**Feats** Combat Casting, Combat Reflexes

**Skills** Concentration +8, Knowledge (arcana) +4, Listen +2, Spot +2

---

**Warp Reality (Su):** Once per round, the dream elemental can choose to have an attack that would have hit it instead hit the attacker. The attacker is dealt damage normally from their own attack. Spells can also be reflected, but only spells that specifically target the psionic elemental; area effect spells cannot be reflected.

**Ego Whip (Sp):** As a standard action, the dream elemental can inflict 1d4 points of Charisma damage upon a creature within 30 ft. A Will save (DC 14) reduces the damage to half. This is a mind-affecting ability, and the equivalent of a 2nd level spell.

## ACT THREE ENEMIES & ANTAGONISTS

### Seela Rebels (6)

Male seela rogue 1/fighter 1

CE Medium fey

**Init** +2; **Senses** Listen +1, Spot -1, low-light vision

**Languages** Common, Elven, Sylvan

---

**AC** 16, touch 12, flat-footed 14

**hp** 12 (2 HD)

**Fort** +2, **Ref** +4, **Will** -1; evasion

---

**Speed** 30 ft. (6 squares)

**Melee** +5 masterwork shortspear (d6+2) or +3 unarmed (d3 nonlethal +1 lethal)

**Ranged** +5 masterwork shortspear (d6+2) or +3 dagger (d4+2)

**Base Atk** +1; **Grp** +3

**Combat Gear** *potion of invisibility*

**Spell-Like Abilities** (CL 2nd)

1/hour – *ghost sound, message*

---

**Abilities** Str 14, Dex 15, Con 10, Int 10, Wis 8, Cha 13

**SQ** sneak attack +1d6, evasion

**Feats** Dodge, Weapon Focus (shortspear)

**Skills** Bluff +5, Climb +7, Hide +6, Intimidate +6, Jump +7, Move Silently +6, Swim +6, Tumble +8

**Possessions** masterwork studded leather armor, masterwork light wooden shield, masterwork shortspear, dagger

---

**Fallow Touch (Su):** The seela's unarmed strikes deal an additional 1 point of damage. Prolonged exposure deals 1d6 points of damage per round. They cannot harm another seela in this way.

### CR 2

### Tragedy

A shadowy, incorporeal creature emerges from the cloud, its body composed of the ashes of the fallen seela. Broken fey wings hang from its back, and twisting, roiling faces push up from within its form, faces you recognize as those of the seela, wailing mutely at their tragic end.

CE Medium undead (incorporeal)

**Init** +7; **Senses** Darkvision 60 ft., Listen +14, Spot +14

**Languages** Common, Elven, Sylvan

---

**AC** 15, touch 15, flat-footed 13

**hp** 69 (7 HD); 50% miss chance (incorporeal)

**Fort** +2, **Ref** +5, **Will** +7

---

**Speed** 40 ft., fly 80 ft. (perfect)

**Melee** +6 incorporeal touch (1d8 plus negative level)

**Base Atk** +3; **Grp** -

---

**Abilities** Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15

**SQ** energy drain, incorporeal traits, +2 turn resistance, undead traits, unholy toughness

**Feats** Alertness, Improved Initiative, Track

**Skills** Hide +13, Intimidate +12, Listen +14, Search +12, Spot +14, Survival +12 (+14 following tracks)

---

**Energy Drain (Su):** A creature struck by the tragedy's touch gains a negative level, and the tragedy gains 5 temporary hit points. These negative levels go away after one hour, and never cause permanent level loss.

**Unholy Toughness (Ex):** The tragedy gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

### CR 7

## Indomitability

CR 7

A mighty stag, larger than a bear, its antlers as broad as a man is tall, rears and snorts cinders. Flames crackle across its body and along its horns, and though the creature's flesh burns, and though its flank gapes with a decades-old wound, an indomitable will flashes in this creature's eyes, and it refuses to fall.

Neutral Large aberration (trillith)

**Init** +0; **Senses** Darkvision 60 ft., Listen +1, Spot +1

**Languages** Telepathy 100 ft.

**AC** 16, touch 9, flat-footed 16

**hp** 113 (9 HD); **DR** 5/dead; fast healing 5

**Fort** +11, **Ref** +3, **Will** +9

**Speed** 50 ft.

**Melee** +12 gore (2d6+10 plus d6 fire) or +12 two hooves (d6+3 plus d6 fire)

**Base Atk** +6; **Grp** +17

**Combat Options** improved grab, hurl

**Abilities** Str 25, Dex 10, Con 26, Int 6, Wis 13, Cha 15

**SQ** contingent incorporeality, indomitable spirit, trillith traits

**Feats** Improved Bull Rush, Improved Natural Attack (gore), Iron Will, Power Attack

**Skills** Intimidate +14

**Improved Grab (Ex):** To use this ability, Indomitability must hit with its gore attack against a creature at least one size category smaller than it. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he scoops his opponent up into his rack of antlers and can hurl. If Indomitability does not hurl a foe scooped up this way, the foe can escape the antlers with a grapple check. Indomitability takes a -20 penalty on its grapple check to keep foes in its antlers, and though it does not count as grappled while doing so, it cannot use its gore attack.

At the beginning of Indomitability's turn, a creature grappled with it takes 1d6 points of fire damage.

**Hurl (Ex):** If Indomitability has grappled an enemy, as a free action he can fling his foe with his antlers. This is resolved as a bull rush, except that Indomitability does not have to follow his opponent if he manages to throw a creature more than 5 ft. Using this ability ends the grapple. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each

take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle. If Indomitability loses the opposed Strength check, its opponent lands without harm in an adjacent square of its choice.

**Damage Reduction (Ex):** Indomitability has DR 5/dead.

This damage reduction can only be bypassed by weapons made from once-living things, such as wood or bone, by the natural weapons of undead creatures, or attacks of similar poetic significance. Since the sources of these attacks have died, they are the antithesis of Indomitability's nature, and thus can harm him.

**Contingent Incorporeality (Su):** Indomitability is naturally incorporeal, though as long as the fey song is sung, he must remain in the body of a stag. If the song ends, the stag body collapses, dead, and Indomitability turns incorporeal, gaining a Fly speed 30 (perfect).

**Indomitable Spirit (Su):** Whenever Indomitability is reduced below 0 hit points, he automatically stabilizes. Additionally, once per day, whenever he would die, unless it is from a death effect (such as an assassin's death attack or a *finger of death* spell), Indomitability is instead reduced to -9 hit points and becomes stable.

Indomitability has the benefit of a permanent *endure elements* and *stand the heat* spell. He also ignores the effect of wounding injuries that deal damage round after round, such as from a bearded devil's glaive. Finally, he cannot be checked, knocked down, or blown away by strong winds.

**Rejuvenation:** As Indomitability is a creature of dream and not of flesh, he is hard to kill. While incorporeal or while embodied, if Indomitability is destroyed he does not die, but instead reforms 1d6 days later.

Indomitability can only be truly slain two ways. If his body dies while he is trapped by the Song of Forms or similar magic, he dies, and his corpse remains even after the magic ends.

Alternately, if Indomitability is destroyed and all the damage is caused by mind-affecting or negative energy effects, the trillith's spirit is obliterated. In this case, no creature gains the benefits of Indomitability's boon.

**Trillith Traits:** All of the traits of trillith that likely to be pertinent to this adventure are detailed here. You can see the *Campaign Guide* for more details.

## Vuhl, Deception's Guise

CR 12

Normal: *Dark-haired, clad in dark clothes, this black-winged fey man watches you with intense consideration.*

Monstrous: *Dozens of squirming tentacles struggle to hide beneath the surface of this creature's oily black body, giving its skin the appearance of a squamous underground sea. Though vaguely humanoid, with its four longest tentacles having the impression of arms and legs, this creature's head is expressionless, its intentions impossible to perceive.*

NE Medium aberration (trillith)

Init +0; Senses Darkvision 60 ft., Listen +2, Spot +2

Languages Telepathy 100 ft.

AC 20, touch 16, flat-footed 14; 50% miss chance (displacement)

hp 94 (17 HD); DR 10/stealth

Fort +5, Ref +6, Will +12

Speed 30 ft.

Melee +18 four tentacles (d6+1, 10 ft. reach) or +18 dagger (d4+1)

Base Atk +12; Grp +13

Combat Options improved grab, lead astray, sneak attack +3d6

Spell-Like Abilities (CL 17th)

At will – *invisibility* (self only)

1/hour – *greater invisibility* (self only)

Abilities Str 12, Dex 22, Con 12, Int 14, Wis 14, Cha 16

SQ guarded thoughts, dark double, displacement, change shape, contingent incorporeality, deceptive spirit, trillith traits

Feats Combat Expertise, Dodge, Improved Feint, Mobility, Spring Attack, Weapon Finesse

Skills Bluff +53 (+23 for feinting)\*, Disguise +20 (+22 to act in character)\*, Hide +23, Move Silently +23.

**Lead Astray (Su):** Deception can cause a foe's actions to go astray. As an immediate action, Deception forces a phantasm into the mind of a foe within 150 ft. If that creature fails a Will save (DC 19), Deception chooses two creatures other than the target itself. During its turn, the affected creature perceives the world around it as if those two creatures had switched places. The creature does not realize its perceptions have changed, and if it intended to take an action against one of the creatures, it instead acts upon the other, perhaps attacking an ally, healing a foe, or yelling orders at confused bystanders. The creature realizes its error as soon as its turn is over. This is a mind-affecting illusion (phantasm) effect.

**Improved Grab (Ex):** To use this ability, Deception must hit with a tentacle. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If he wins the grapple check, he establishes a hold and can use its dark double ability as a free action.

**Dark Double (Su):** If Deception is grappling with a foe, it can assume that foe's appearance as a free action as long as the creature is roughly humanoid of either Small or Medium size. Onlookers must succeed a Spot check opposed by Deception's Hide check to keep track of which one of the grapplers is real and which is the trillith.

**Detect Thoughts (Su):** Deception can continuously use *detect thoughts* as the spell (caster level 17th; Will DC 19 negates). This ability is always active.

**Guarded Thoughts (Ex):** Deception is immune to any form of mind reading.

**Displacement (Su):** Deception's image is not where he actually is. Melee and ranged attacks against Deception have a 50% miss chance unless the attacker can locate him by some means other than sight. *True seeing* negates this miss chance, but see *invisibility* has no effect. Deception can activate or suppress this ability as a free action.

**Change Shape (Su):** Deception can assume the shape of any Small or Medium humanoid. In humanoid form, Deception loses his natural attacks. He can remain in his humanoid form until he chooses to assume a new one. A change in form cannot be dispelled, and the Song of Forms does not keep Deception from changing its form (though it does keep him from being incorporeal). *True seeing* reveals Deception's natural form.

**Damage Reduction (Ex):** Deception has DR 10/stealth. This damage reduction can only be bypassed by weapons that are invisible, or that strike Deception when he is denied his Dexterity bonus to his AC, or attacks of similar poetic significance. Deception, as clever as his lies are, has little defense against others' trickery.

**Contingent Incorporeality (Su):** Deception is naturally incorporeal, though as long as the fey song is sung, he must remain in either his natural body, or in a humanoid guise of some sort. If the song ends, Deception becomes incorporeal, though he still projects the same image. He gains a Fly speed 30 (perfect).

**Deceptive Spirit (Su):** Deception gains a +30 bonus to Bluff checks made to convince another of the truth of his words. Effects that would detect his lies or force him to speak the truth require a caster level check (DC 27) to work against him.

**Rejuvenation, Trillith Traits:** As Indomitability, above.

**Skills:** When using his change shape ability, Deception gets a +10 circumstance bonus on Disguise checks. If he can read an opponent's mind, he gets a further +4 circumstance bonus on Bluff and Disguise checks.

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# War of the Burning Sky

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by Jacob Driscoll

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