

The Hellfire Menace



QUEST
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DESTINY

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A Quest of Destiny Introductory Module

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This adventure is written for *Quest of Destiny* and is intended to be played by a group of 5–6 completely new players, consisting of 1 GM (or Gamemaster) and 4–5 Players. Players should feel free to create their own character or utilize one of the pre-generated characters available on QuestofDestiny.com. This adventure should run in approximately 3–4 hours and demonstrates some of the key features of the system.

THE PLOT

The village of Bluffcrest is under attack by a powerful Lich named Voltaire the Eternal, who is kidnapping villagers as sacrifices to fuel a heinous ritual known as the Hellfire Blight. If he manages to complete the ritual, the entire continent could eventually be swallowed up by the burning flames of hell. The PCs will accompany their mentors, the Champions of Radiance, on their quest to stop Voltaire the Eternal and save Bluffcrest from the impending Blight.

ADVENTURE OVERVIEW

The PCs are apprenticed to a group of heroes known as the Champions of Radiance and will join them in their mission to stop the evil lich Voltaire. They will fight in epic battles alongside these extremely high-level characters and witness powerful threats while combating creatures appropriate to their own level.

Voltaire has been kidnapping villagers from the nearby town of Bluffcrest and is using them as sacrifices to fuel the Hellfire Blight ritual. When the ritual is completed it will cause a Hellscape to erupt across the land, allowing Hellspawn to move freely between their home dimension and the material plane. To prevent the Champions from interrupting him, Voltaire has set traps and enlisted the help of powerful allies in order to thwart them before they can reach the ritual chamber.

With the final steps of the ritual imminent, the Champions venture into Voltaire's lair, a cavern complex located about 10 miles from the village of Bluffcrest. With the effects of the blight already presenting themselves, the Champions know they have little time to disrupt the ritual and save the land. Knowing this, they've enlisted the help of their protégés (the PCs) to assist them in facing Voltaire and ending the Blight.

THE CHAMPIONS OF RADIANCE

Tyron Laysteel (Human Male Paladin)

The Leader of the champions. He is kind-hearted, noble, and perhaps a little too bold.

Vendros Linewalker (Half-Elf Male Rogue)

Silent and stoic, Vendros prefers to stay unnoticed. After all, the greatest rogue is the one you've never heard of.

Poglio Blusterbeard (Dwarven Male Cleric)

Friendly, optimistic and benevolent. Poglio is always willing to lend some encouraging words and a healing hand.

Sendra Sinshatter (Elven Female Ranger)

Dark and brooding, she has had a rough upbringing. This has made her extremely loyal and protective of those she cares for.

Timiny Alabaster (Halfling Female Wizard)

Extremely intelligent, upbeat, and skilled. She is the unofficial second in command of the Champions and routinely responsible for their strategic successes.

Anrin Half-Tusked (Half-Orc Female Fighter)

Brave, strong, and wiser than her heritage would suggest. Anrin never backs down from a fight and will take a crossbow bolt for anyone she cares for.

Render Fenrock (Human Male Barbarian)

Render has two modes: Off and On. When out of combat, he is jovial and friendly. When fighting, he is a savage animal that strikes terror in the hearts of his enemies.

Running this Module

The adventure is composed of three combat encounters and one social encounter. In each encounter the Champions of Radiance engage with a challenging and epic foe (beyond the capabilities of the PCs), and the PCs assist by taking on lesser foes and completing tasks to help the Champions defeat their stronger enemies. The longer the PCs take to complete their task, the higher the casualties to the Champions of Radiance. This allows for multiple endings to each encounter based on whether or not the Champions survive.

Each combat encounter has a time limit of 10 rounds, with a round by round description of what happens to the Champions while the PCs complete their challenges.



Each encounter ends when the PCs complete their challenge, at which point the Champion's foe is slain and any remaining creatures fighting the PCs will retreat. If the PCs have not completed their challenge by the end of round 10, the encounter ends as the Champion's foe is slain, but some of the Champions are slain in the process. Typically, the players are unaware of this 10 round limitation, unless you choose to tell them.

The encounters are designed so that the PCs are usually isolated from the Heroes by physical or magical barriers, able to observe the epic battle happening around them while contributing in their own way to the Champion's success. The PCs are not intended to interact directly with the high-level challenges placed before the Champions, but instead should receive a glimpse of their epic potential, should they choose to continue playing *Quest of Destiny*.

Throughout the adventure, you will encounter text that has been *italicized*, which is intended to be read aloud or paraphrased to Players, while normal text is for you, the Gamemaster. Each encounter includes an Encounter Overview to give you a general idea of what will happen in the encounter. The Features of the Encounter section can be used to reference information about the encounter locations and important creatures and features in the area. Encounter Statistics, Rules, and similar information are also outlined in textboxes throughout the adventure.

This is intended to be an introductory adventure that can be run within a single session. To fit this timeframe, the module is intentionally designed to "railroad" the players on a direct path to experience the content, while still giving them choices within the boundaries of the adventure. There are opportunities for different endings to each encounter, with multiple degrees of success based on the choices the players make. This allows them some freedom within the fast pace the adventure will set for them.

INTRODUCTION: A PLEA FOR HELP

The village of Bluffcrest is being threatened by the powerful Lich: Voltaire the Eternal. Voltaire has been gathering up innocents as sacrifices to complete a heinous ritual known as the Hellfire Blight. Should Voltaire finish the

ritual, a swath of infernal flame will erupt forth from the mountains, covering the land; the lingering ashes and smoke will create a cloud that blots out the sky for generations. Your masters, the Champions of Radiance, have been tasked with hunting down and stopping the Lich. You have been training under them for quite some time and were surprised when they asked you to join them on such a dangerous mission. You have a feeling that the time for you all to join the ranks of true heroes might be fast approaching.

As you arrive at the entrance to the Lich's lair, the smell of sulfur overwhelms you. Tyron Laysteel, Paladin of the Order of Radiant Light, waves you forward to join the Champions. "My friends, you have done much for us over the years, but it is time for you to take more of an active role in our adventures. Voltaire the Eternal is a cunning and powerful foe...I have a feeling we're going to need all the help we can get." He chuckles lightly to himself before adding, "Think of it as a...graduation of sorts."

Player Introduction

At this point, ask the players to introduce their characters. This should consist of going around the group, one by one, and allowing each player to give their character's name, race and class, as well as a brief description. The players should feel free to make up their own or can draw from the descriptions of pre-generated characters available on QuestofDestiny.com.

Entering the Lich's Lair

When the PCs are ready, read or paraphrase the following then proceed to Encounter 1.

You look among your mentors, and then to each other. You have each trained long and hard for a day such as this, and while you all longed for a chance to display your mettle in front of your peers, a sense of unease overshadows your enthusiasm the closer you get to your destiny. You realize with the first steps taken into the domain of the mad Lich, the Champions of Radiance uncharacteristically silent, that this will be of the kind of test with only two possible outcomes: Life or Death. With these thoughts weighing heavily on your hearts, you enter Voltaire the Eternal's dungeon.



ENCOUNTER I: GLOOMHARROW'S LAIR

Encounter Overview

The Great Shadow Dragon, Gloomharrow, lives in this cave. He has allied with Voltaire the Eternal to help spread the Hellfire Blight that will drape the land in a cloud of ashy darkness (among its other damages). With the blight complete, Gloomharrow will no longer be confined to his cave during the day, permanently relieved of his only natural predator, the sun. His presence is responsible for the shadowy warping of the surrounding environment, and the constant, near impenetrable darkness. Even when light is cast directly at him, he is draped in a roiling fog of shadow.

The cavern is initially dark when the PCs enter it, but the brief glow of light that Tyron provides allows them to glimpse the large statue, reaching from floor to ceiling in the back of the cavern. The ceiling is resting upon the statue's hands and shoulders, as if it were holding up the ceiling itself (which it actually is). At the center of the Cavern, a strange roiling darkness persists even when light is brought into the area. This is the miasma that surrounds Gloomharrow himself, impenetrable by light while he is at full power.

Once Gloomharrow reveals himself, crushing Tyron in the process, his Aura of Fear will cause all PCs to flee his presence and prevent them from entering the fray. Immediately thereafter a stone slab drops into place over the cavern entrance, preventing the PCs from re-entering. As this occurs, a new passageway is revealed in the left corridor wall (the stone blocking the passage rises up as the giant slab slams down).

Down this side passage, the PCs will find a small cavern that comes up behind the statute, 40 ft up, and looks out over Gloomharrow's cavern. Reaching into this side cavern are two disintegrating support beams that are holding the statue in place. If the PCs destroy these beams, the statue will crumble to the ground, the ceiling collapsing along with it. While the Champions battle Gloomharrow, the PCs are tasked with collapsing the statue and letting in the sunlight that will weaken the Shadow Dragon enough, so he

can be defeated. Standing in the PC's way is a horde of Kobolds, loyal to Gloomharrow, that are hiding in the darkened shadows of this room.

When the ceiling has been collapsed, the resulting rubble will cut off the PCs from the Champions, forcing the PCs to make their own way forward through the corridor the Kobolds entered from.

Entering the Cavern

A pervasive shadow hangs about the twisting corridors as you make your way down through the rough stone tunnels, the underground network teeming with hidden threats. Anrin Half-Tusked and Render Fenrock engage the enemy with their heavy blades, the warriors cutting down foes with a shared ferocity. Occasionally, an enemy slips through the front line but is quickly dispatched by the hidden knives of Vendros Linewalker, the Champion's sneak. Sendra Skyshtatter, a Ranger of considerable skill, routes out foes skulking in the darkness with well-aimed arrows. Timiny Alabaster, the Halfling mage, incinerates the few monsters Sendra misses with magical rays of fire. In the middle of this stands Tyron and Poglio. With the Paladin bolstering his comrades and adding his own healing energies to the cleric's considerable arsenal, you all find the monsters to be a poor match for your combined might. The display of power eats up valuable time, however, and you have a dreadful feeling that the real threat lies just ahead within the murky blackness.

At the entrance to a particularly dark cavern, Tyron boldly strides forward. "Well, this won't do at all, it's the middle of the day!" With a hearty laugh, Tyron lifts his sword high, creating a shimmering light that eliminates most of the darkness from the room, enabling you to view the area.

A large stone statue of a burdened warrior stands in one corner of the cavern, pressing up against the ceiling with its hands and shoulders. At the middle of the room a cloud of shadow persists despite Tyron's light.

Without warning, enormous black claws emerge from the darkness, slamming down with a sickening crunch upon Tyron! A muffled scream and the snap of bones accompany the snuffing of the paladin's life force. A set of large, glowing reptilian eyes peer forth from



the inky blackness. They move towards you revealing a scaled, dark purple snout, spewing forth clouds of impenetrable shadow. The creature's voice bellows forth with a rumbling, ashen rasp:

"The Champions of Radiance, and their...disciples." The legendary Shadow Dragon, Gloomharrow, leans forward out of the darkness. "This will be the end of your legacy, mortals. The Hellfire Blight cannot be stopped. It will cover the land in unholy fire and infernal ash! My presence here insures it. Now, Suffer!" The Dragon rears up with horrifying splendor and moves to attack!

With Tyron's light fading and the darkness pressing in on you, you are overcome with an unnatural fear, a need to escape this place at all costs. You run back into the tunnel from whence you came. After a moment, you all realize you had succumbed to dragon fear, but just as you are about to charge in after the Champions, a huge stone slab as thick as a castle wall slams down through the archway into the dragon's lair, trapping you all outside! Just as you are trying to decide what to do next, a small stone doorway to the left rises, revealing a passage into the darkness.

At this point, ask the PCs to make a Wits check [DC 5]. When a PC succeeds, they notice the voices and sounds of battle seem to be coming from down the corridor. There is likely another way into the cavern through this hall, and they may be able to help the Champions from there.

If the PCs continue to hesitate to move up the corridor, they hear the following:

"The ceiling just above the statue! That's where I can see the light coming through, that must be where it's weakest!" Timiny the wizard's muffled voice yells from somewhere in the cavern beyond. "Friends, if you can hear me, I think I see a room behind that statue! If you can find a way up there, you might be able to flood the room with sunlight! Shadow Dragons can't stand the stuff!"

Once the PCs have moved up the corridor, read the following:

At the top of the staircase sits a rough stone chamber. On your right, the wall has been excavated creating an opening to the adjoining cavern. You can see the back of the large statue supported by two rotted timber beams. Faint cracks of light can be seen peeking through the ceiling of the cavern. It would appear the hands of the stone structure are keeping the roof of the cavern from crumbling. You can hear the echoes of battle issuing forth from below, but your attention is suddenly drawn away. From the darkness at the far edge of the chamber emerges a group of small, dragon-like humanoid—kobolds!

Features of the Encounter

Main Cavern (Area A)

A large, dark natural cavern with a swirling miasma of shadowy darkness at its center.

Dimensions: 120 ft in diameter, ceiling height 50 ft. Entrance tunnel is 30 ft wide with a ceiling height of 20 ft

Lighting: Dark (Darkvision blocked by shadows produced by Gloomharrow)

Creatures: Gloomharrow, the Shadow Dragon

Dead Drop Door: After the PCs have been driven off by Gloomharrow's Dragon Fear, a large stone slab drops from the ceiling and blocks the entrance to the cavern (Area C). At this time, the secret door covering the entrance to the Side Cavern (Area B) opens.

Statue: A colossal statue stands in the northwest corner of the room, partially supporting the cavern ceiling.

Exits: A tunnel on the northeast wall exits this area and leads deeper into the cavern complex. It is blocked by a portcullis which will need to be forced open.



Side Cavern (Area B)

A side cavern set off the main cavern by a stone staircase rising approximately 40 ft. The west wall has been excavated and opens into the Main Cavern (Area A), behind the statue.

Dimensions: 30 ft in diameter, ceiling height 10 ft. The floor height is 40 ft above the Main Cavern floor.

Lighting: Dark

Creatures: Kobold Warriors & Kobold Skirmishers

Secret Entrance: When the PCs have been driven out of the Main Cavern (Area A), and the door blocking that area has descended, a secret stone doorway will rise up revealing the staircase leading up to the Side Cavern.

Support Beams: Support beams for the colossal statue reach into this cavern through the excavated wall. See “Collapsing the Statue” on next page.

Exits: A tunnel on the north wall exits this area and leads deeper into the cavern complex (bypassing the Kobold’s nest).

Colossal Statue

This large statue is of a colossal warrior, standing with his head and shoulders pressed up against the ceiling.

Dimensions: The base of the statue is approximately 20 ft in diameter and its height is 50 ft.

Support Beams: The statue is supported by two old and damaged support beams that reach through the excavated wall and into the Side Cavern (Area B). Destroying these beams will cause the statue to collapse. See “Collapsing the Statue” on next page.

Ceiling Support: The statue is partially supporting a weakened ceiling in the Main Cavern (Area A). When the Statue collapses, the ceiling also collapses, letting in natural light that weakens Gloomharrow.

Gloomharrow, the Shadow Dragon

A colossal dragon wreathed in shadow stands at the center of the Main Cavern (Area A). He is preoccupied with fighting the Champions and pays no attention to the combat (or the PCs) in the Side Cavern (Area B).

ENCOUNTER DETAILS

PC’s Goal

Defeat the Kobolds and collapse the ceiling by breaking the statue’s support beams (see Collapsing the Statue below)

Dangers

2 Kobold Warriors
4 Kobold Skirmishers

If there are more than 4 PCs, add 1 Skirmisher per PC.

Tide of Battle

At the Start of Battle, Kobolds have Home Ground Advantage giving them a +1 bonus to Tide of Battle. Combined with their base Morale of 1, the Kobolds start with a Tide of 2. This will need to be compared against the highest Morale in the PC’s party.

Dimensions: Gloomharrow stands approximately 30 ft tall and is roughly 60 ft long from head to tail.

Darkness: Gloomharrow exudes a supernatural darkness that even Darkvision cannot penetrate.

Kobolds

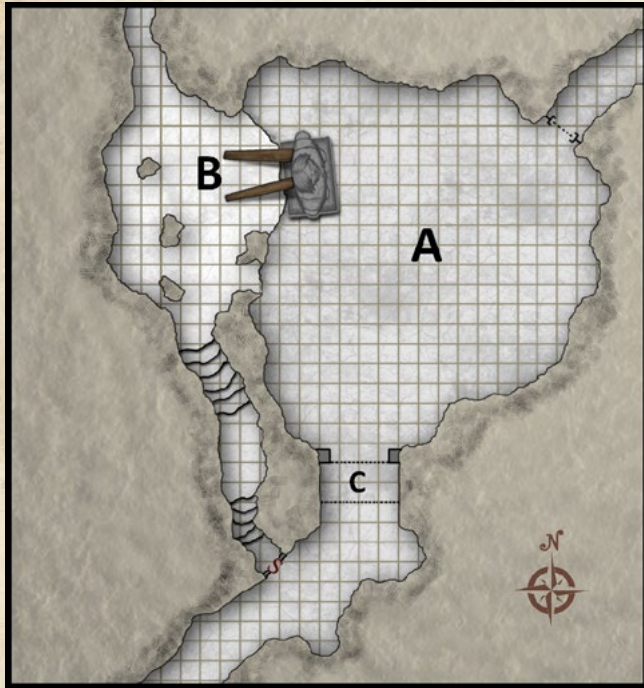
Filthy and bloodthirsty little miscreants, the Kobolds serve the shadow dragon.

Tactics: The Kobolds, emboldened by Gloomharrow’s presence, fight to the death. Any kobold that is reduced to 0 Morale or less panics and flees towards its master for protection, plummeting to its death as it falls off the cliff between the Side Cavern (Area B) and Main Cavern (Area A).

Collapsing the Statue

Crumbling support beams to the east side of the Side Cavern (Area B) support the large statue. To collapse the ceiling, the PCs must topple the statue by displacing or destroying these beams. The Beams may be dealt with in the following ways:

- Attacks made against the Beams automatically hit. Each beam has 50 hit points.
- Characters may attempt to manually remove the beams with a Brawn Check [DC 25] (Standard Action, REC 10). This may require one or more PCs to work together. When working together, have each



RUNNING THE ENCOUNTER

At this point, prepare to start the combat by completing the following steps:

- Call for the players to roll Initiative. You should make a separate initiative roll for each of your monster groups.
- Determine Tide of Battle by comparing the monsters' Tide of Battle Score to the highest Morale Score amongst the PCs. Subtract the higher score from the lower score, and the difference determines overall Tide of Battle (for example, if the PCs have a Morale of 3 and the monsters have a Tide of 2, Tide of Battle would be 1 in the PC's favor.)
- Begin the encounter by reading the Round 1 text below. Then proceed through the first round of initiative, calling out each segment in turn, with the monsters and PCs acting according to the rolled initiative.
- If multiple players and/or the monsters act in the same segment, the creature with the highest Initiative Order acts first.
- At the end of the round, evaluate the number of remaining monsters. When the PCs outnumber the monsters 2 to 1, shift Tide one in the PC's favor. When the PCs outnumber the monsters by 3 to 1, shift Tide an additional one in the PC's favor. Continue this shift up to a maximum of 5 to 1.

PC make a Brawn Check. The highest check is the base result, with each lower check granting a +2 bonus if the lower check is 15 or more. If the combined result of the highest check and these bonuses exceeds 25, the PCs succeed in removing the beam.

Note, at the beginning of Round 8, each beam suffers 10 points of damage from a magical blast. If the PCs do not destroy the supports by the end of round 10, the ceiling will collapse anyway (as a result of Timiny's Fireball spell). This will end the combat even if the PCs have not completed their task.

Round by Round

Each round of combat is accompanied by read aloud text that describes what is occurring with the Champions while the PCs fight their own foes. At the beginning of each round, read the corresponding text for that round. The combat ends when the PCs have successfully broken both support beams and the ceiling collapses. At this point, progress to the appropriate ending based on how many rounds have passed. Any Kobolds remaining at this time become crushed by falling debris from the collapse.

Round 1

"I hear something else— Be careful, Gloomharrow summoned Kobolds!" Sendra yells "Just like the dragon, they hate sunlight! If you can knock out the cei—" The roar of Gloomharrow drowns out Saendra's plea. The sound of flesh being torn, followed by a scream, echoes out from one of the Champions. It sounded like Poglio.

Round 2

Shouts of surprise are heard from the Champions of Radiance, followed by another loud roar, explosions, and the sickening thud of a body hitting the ground. You hear Sendra shout, "Poglio's been knocked out! We need to end this fast! Smash the statue, get some light in this room!"



Round 3

In a brief flash of light caused by an errant bolt of magical fire, you see that the Champions are not faring well. Poglio the Cleric lies unconscious on the ground and Sendra the Ranger fights against the clawing grasp of the monster, a deep gash in her right leg. Render is looking around wildly, desperately trying to determine the state of his allies. "Where the hell is Anrin?! I can barely see anything!" At the same time, a roiling cloud of utter darkness washes over the room, snuffing out the light from Poglio's magic.

Round 4

"I'm here!" You hear the Half-Orc exclaim in response to Render's cry, obviously shaken. "I'm sorry! The dragon fear got the better of me! Sendra, Timiny, behind me, the beast will not take another!" You hear a deep suction of air, followed by a roaring exhalation and the sound of draining shadows sucking the life energy from your allies. The great dragon has breathed, time is running out!

Round 5

"No!" You hear Render the Barbarian shout angrily as his mighty blade impacts upon a scaly hide. "It finished Poglio! I'll have your hide for that monster!" A guttural growl and chuckle washes over further yells, but Anrin's rough voice breaks through. "We need some sunlight in here or we are doomed!"

Round 6

As the fighting continues, you can tell that without the Cleric, your allies are sorely pressed. "Hurry!" You hear Timiny's tiny voice exclaim. "We can't hold on much longer without the aid of the sun!" Another flash of light bursts into existence, and for one horrible moment, you can see the nightmarish visage of Gloomharrow, its head poised toward the battered Champions.

Round 7

This time it is Sendra who yells out. "I got it! Timiny, hang on! I'm rolling a potion in your direction!" You can hear the diminutive Wizard almost yell out a thank

you, but it is buried with another angry roar followed by an impact that shakes the entire cavern!

Round 8

Another quake caused by the small war taking place below causes the statue to shift. In that moment, you see the support beams placed against it begin to crack. With some impact, the wood will crumble.

Note: Each beam suffers 10 points of damage.

Round 9

Sounding both desperate and furious, you hear Timiny's voice shout out. "Alright beast! One way or another the rest of us are getting out of here! Champions, I need you to rush the monster all at once. I'm going to light this dragon on fire!"

Round 10

You hear the defiant yells of the remaining heroes as they bravely charge in to the impossible foe, their weapons clashing against the supernatural hide of Gloomharrow. The beast roars in protest as Timiny's Eldritch words go unchallenged, nearing the completion of a powerful spell.

At the End of Round 10

Above the considerable rumble of battle, you all see Timiny's finished spell: Fireball. Suddenly, the room is revealed in a stunning display of flame, the devastation the dragon has wrought horrifyingly vivid in that frozen moment. Poglio's drained, ravaged body lays torn to pieces on the ground. Anrin and Render with several large wounds, create a wall around the small wizard. The unfortunate Sendra, poised below the maw of the beast, has an arrow trained on its head despite her grim perspective. An overwhelming explosion strikes the statue, blasting the monolithic work to pieces. As it falls, the ceiling above cracks.

Encounter I Complications

- If the players do nothing to help, the Heroes will eventually defeat the challenge, but both Poglio and Sendra will die in the process.
- If the PCs somehow find a way past the stone door blocking Gloomharrow's cavern, they will be



kept away from the Shadow Dragon due to its fear aura. If they attempt to climb down into Gloomharrow's cavern from behind the statue, they will be warned off by the heroes.

- If the PCs attempt to attack Gloomharrow from a distance, their attacks will clearly be ineffective, and the Heroes will plead with them to collapse the roof.
- If the PCs move forward through the hallway leading deeper into the dungeon, the GM should give them a chance to take notice of the threats in these rooms without being noticed themselves, and it should be made clear that attempting to tackle these challenges without assistance from the heroes would be extremely *dangerous*.

Concluding the Encounter

The encounter ends as soon as the PCs collapse the statue, or when Round 10 of combat completes, whichever comes first. The ending of the encounter will be slightly different depending on how quickly the PCs are able to complete their task. Regardless of how the ceiling is collapsed, both the second floor and entrance to the corridor become blocked off with extremely large amounts of crumbled stone that fall from the ceiling. It will take too much time to dig out of, and the PCs will have little choice but to move forward into the dungeon.

Before the Beginning of Round 5

As the supports snap and the statue falls, the ceiling crumbles. As the rock rains down, it unleashes a wide beam of sunlight into the cavern, striking Gloomharrow with searing intensity. The Shadow Dragon's ephemeral flesh melts away as it howls in pain, and the darkness in the room begins to subside. A gleaming magical arrow courtesy of Sendra pierces through the monster's skull. With a resounding crash, Gloomharrow topples to the ground. The ceiling above continues to collapse in a rush of stone! As the stone falls, and the cavern rumbles, you narrowly avoid being crushed, falling back from the avalanche.

When the dust settles, a wall of crumbled rock sits before you, sealing off all exits, save the hallway that

leads deeper into the dungeon. "Well, good job everyone," you hear Timiny's muffled voice from beyond the pile of stone. "I suppose we can't plan for every contingency! It would seem Sendra and Poglio are stuck in the rock for the moment. We don't have time to dig them out, the rest of us will have to press on. It won't be much longer before Voltaire completes the ritual.

Take a moment to catch your breath, and then see if you can find a way to meet up with us further on." After a short shuffle, you can hear faint footsteps padding away from the location of the battle, further into the caves.

After Round 5 Starts, but Before Round 10

As the supports snap and the statue falls, the ceiling crumbles. As the rock rains down, it unleashes a wide beam of sunlight into the cavern, striking Gloomharrow with searing intensity. The Shadow Dragon's ephemeral flesh melts away as it howls in pain, and the darkness in the room begins to subside. Sendra smiles grimly just as the dragon stumbles forward awkwardly to try and finish her. She fires a shining magic arrow, catching the beast in the throat. With a thunderous crash, Gloomharrow topples to the ground as the ceiling above continues to pour forward in a massive rush of stone! As the cavern shudders you narrowly avoid being crushed, falling back from the avalanche.

When the dust settles, a wall of crumbled rock sits before you, sealing off all exits, save the hallway that leads deeper into the dungeon. "Well done everybody, Gloomharrow got Poglio and Tyron, but I suppose things could be worse." It sounds like Timiny's voice. "Don't worry, we can find a way to bring them back...I'm pretty sure. Also, Sendra is kind of pinned underneath the ceiling! I'll send a message for aid, but the rest of us will have to press on. It won't be much longer before Voltaire completes the ritual! Take a moment, then see if you can find a way to meet up with us later." After a moment, you can hear footsteps padding away from the location of the battle, further into the caves.

During or at the End of Round 10

Light pours into the cave as the statue is released from its burden, the outside world working its magic on Gloomharrow. The Shadow Dragon recoils in shock



and panic as a beam of light tears a gaping wound through its side, dissipating his skin into the ether. At that exact moment, Sendra lets loose her final arrow, her quiver spent. It shoots through the roof of the monster's mouth. With a thunderous crash, Gloomharrow topples to the ground as the ceiling above continues to pour forward in a massive rush of stone! As the cavern rumbles you narrowly avoid being crushed, falling back from the avalanche! A short scream from Sendra follows from behind the rocks, and then an eerie silence.

When the dust settles, a wall of crumbled rock sits before you, sealing off all exits from your current position, save the hallway that leads deeper into the dungeon. "Are you all alive in there?!" You think it's Timiny. "This is bad, we lost Poglio, Sendra, and Tyron! That damned monster, if only we had been able to stop it sooner! Look, I know things look bad, but it won't be much longer before Voltaire completes the ritual. The rest of us will have to go on ahead and come back for their bodies later. Take a moment to catch your breath, and then see if you can find a way to meet up with us further on." After a moment you can hear faint footsteps padding away, further into the dungeon.

Experience

For defeating the Kobolds, each PC gains 150 xp. If they successfully destroyed the support beams, award each PC an additional 100 xp and 1 Karma.

Treasure

One of the Kobold Skirmishers has a **Horn of Rallying**. Otherwise the Kobolds have a combined 14 cp, 6 sp, and a smooth pearl worth 25 gp. Using an ability to detect magic will automatically notice the Horn of Rallying on the Kobold's corpse.

Resting

At the end of the combat, PCs may find themselves damaged and drained of energy. If they wish to do so they make take a Short Rest, which lasts for a Phase (10–15 minutes). A Short Rest allows a character to take the following actions to recover resources.

IDENTIFYING ITEMS

Trinkets, such as the Horn of Rallying, can be identified through use of the Identify Ritual. If none of the PCs have access to the Identify Ritual, they may learn an item's function through experimentation. Alternatively, for ease of play, you as the Gamemaster may choose to simply tell the players how the item functions. Once the players have identified how an item (or potion) works you can give them the relevant player handout (located at the end of the adventure).

- Burn 1 Stamina to recover all lost Hitpoints.
- Burn 1 Stamina to recover all *spent* Stamina.
- Burn 1 Resolve to recover all *spent* Resolve.

Any Stamina or Resolve that was Burnt cannot be recovered until the character completes an Extended Rest, which takes a minimum of 6 hours (for most characters). The PCs do not have enough time to take an Extended Rest during the course of the adventure.

After Encounter 1

You move down the narrow corridor. The passage is cramped and jagged, obviously being designed for smaller creatures. As the hallway slopes downward, you notice a short passage to the left, leading to a small cavern. The room is filled with dirty bedrolls, worn camping supplies, spoiled food and bodily refuse. There is a disorganized jumble of poorly maintained equipment filling the room, and it is difficult to make out what else might be caught underneath the mess from outside the alcove.

Treasure

If the PCs search the area [Investigate DC 15], they will find a small wood box hidden within the Kobold's nest, which contains **2 Potions of Healing** [Alchemy DC 5 to identify]. A Reveal Magic ritual will detect the two auras within the box automatically.



ENCOUNTER 2: DEMONIC DANGERS

Encounter Overview

When PCs enter the room at the top of the stairs, they can see the spectacle before them. In the middle of the room stands the Balor, Fashos. He has been summoned here by Voltaire as a last line of defense against the Champions of Radiance and will attack any creatures that enter on the first floor.

At the top of the room is a semi-circular balcony running around the periphery of the room, referred to as the second floor, where the PCs find themselves. On this balcony are 4 Dretches channeling their infernal energies into protective fields, each covering an anti-magic crystal. The crystals are fueling a ritual that encompasses the first floor in an antimagic field (and only the first floor). An impenetrable wall of magical force divides the first floor from the second floor, keeping the PCs isolated from the Champions and the Balor.

While the Champions are battling Fashos, the PCs are tasked with destroying the crystals and breaking the antimagic field that is preventing the Champions from defeating the Balor. The Dretches will ignore the PCs until attacked or until the PCs attempt to interfere with the crystals they are protecting. Once the Dretches have been engaged, they will abandon their task and attack the PCs. If the PCs are careful, they can take out one crystal at a time, limiting how many dretches they need to deal with at once. If not, they risk being overrun by the superior force.

Entering the Room

After leaving the alcove, the passageway climbs upward, and the rough stone ramp slowly transitions into stairs. After a few more twists and turns, they lead up to an open archway. A fiery glow emits from the chamber above. From within you hear a guttural laugh, the sounds of metal clashing on metal, and the surprisingly fearful cries of the remaining Champions!

PCs should be asked if they wish to continue at this point.

You move into the room, quickly but cautiously. Once inside, you see that the area consists of a wide walkway wrapped around a deep pit. Spread out along the walkway are 4 small demons in pairs, fat with skinny legs and arms. Each group appears to be channeling energy into a swirling miasma of Hellfire surrounding a floating crystal, which in turn projects rays of shimmering energy through the floor and into the room below. They are either ignoring you or are so intently focused that they are unaware of your presence. To make matters worse, there appears to be a shimmering field of magic surrounding the pit from the floor to the ceiling. You hear Timiny's voice squeak with frustration from below!

"My Magic! It...doesn't work! There is some trick at play here! This Balor will rip us to shreds if we don't do something fast!" In response, Vendros, the normally silent thief, calls out "I think it's those little demons up on the second floor! They're protecting those crystals! If we stop them and break the crystals it might give us an edge!" The rogue is cut short by an unearthly roar! Looking closer, you see Anrin, Vendros, Timiny, and Render standing in the pit below, facing off against a mighty winged Demon, a Balor!

Features of the Encounter

First Floor (Area A)

A wrought stone, circular room, with a summoning circle drawn in the center of it.

Dimensions: 60 ft in diameter, ceiling height 60 ft. Entrance tunnel is 30 ft wide with a ceiling height of 50 ft

Lighting: Dim, light coming from torches lining wall and the Balor, wreathed in flame.

Creatures: Fashos, the Balor, and the 4 remaining Champions of Radiance: Vendros, Anrin, Render, & Timiny.

Balcony: A balcony overlooks the area approximately 50 ft up (Area B). A wall of force separates the two areas.

Antimagic: The first floor is surrounded in field of antimagic, preventing any magical effect from functioning on the first floor (magic functions normally on the Balcony, Area B). Destroying the Crystals on the Balcony ends this effect. See "Destroying the Crystals" on the next page.



Summoning Circle: The summoning circle has been drawn in blood, Fashos standing in the middle of it.

Exits: A door exiting this room on the north wall is barred by large spiked chains. These chains disintegrate when Fashos is defeated.

Balcony (Area B)

A balcony surrounding the first floor in a horse-shoe formation.

Dimensions: 15 ft wide, with a ceiling height of 10 ft. The floor height is 50 ft above the First Floor (Area A).

Lighting: Dim, torches line the north wall and the crystals give off a dim glow. The hellfire spheres the Dretches create to protect the crystals, also give off dim light.

Creatures: Dretches

Crystals: Two glowing crystals hover above the floor, protected in a swirling sphere of Hellfire, created by a pair of Dretches.

Wall of Force: A shimmering wall of force rings the edge of the balcony, reaching from the floor of the balcony to the ceiling. This wall blocks Line of Effect, but not Line of Perception. Due to this and the Antimagic field, the PCs are unlikely to be able to affect any of the creatures on the First Floor (Area A).

Exits: A worked stone tunnel on the north wall exits this area and leads deeper into the dungeon.

Antimagic Crystals

These 2 crystals hover 3 ft above the floor and each is surrounded by a sphere of swirling hellfire (only present while the Dretches are focused on them). When the Dretches have been engaged in battle, this sphere dissipates, and the Crystals become vulnerable. See “Destroying the Crystals” on the next page. These spheres are focuses for the antimagic that is permeating the First Floor (Area A).

Fashos, the Balor

The Balor Fashos has been summoned here by Voltaire to prevent the Champions from continuing. He is wreathed in natural flame that extends to his weapons,

ENCOUNTER DETAILS

PC's Goal

Defeat the Dretches and destroy the crystals and disrupt the antimagic field.

Dangers

4 Dretches

If there are more than 4 PCs, add one additional Dretch for every 2 PCs. These extra Dretches are simply guarding the walkway and not participating in the ritual.

Tide of Battle

Since the Dretches do not outnumber the PCs (and don't gain any other bonuses), they have a starting Tide equal to their Morale of 1.

a long whip and a jagged sword. Maintaining focus on the Champions, Fashos ignores the battle on the balcony (Area B).

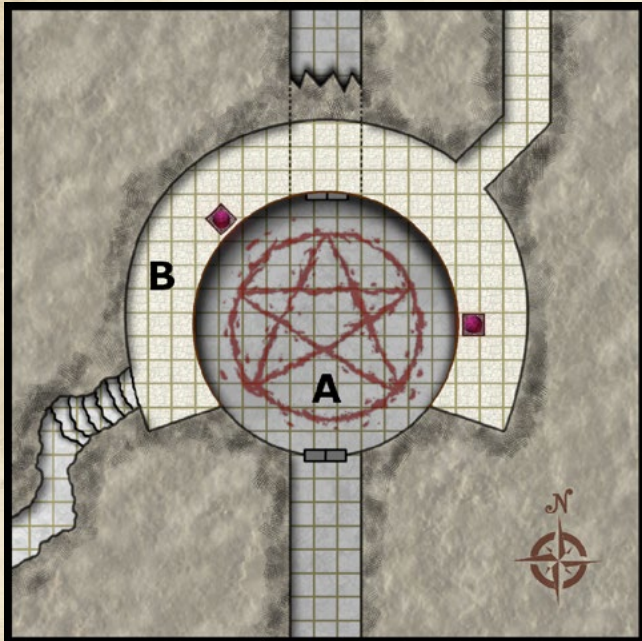
Dretches

Fat demons with skinny limbs, the Dretches have been summoned by the Balor to protect the crystals.

Tactics: The Dretches' focus is entirely on protecting the crystals to start and they do not engage with the PCs until they are attacked or the PCs attack (or otherwise disturb) the crystals. When the PCs attack one of the Dretches (or the crystal), the pair will change focus from the crystal to the PCs. The remaining pair will maintain focus upon the crystals until one of them (or their crystal) is attacked.

Destroying the Crystals

There are a pair of Dretches per Crystal. While the Dretches are channeling power into the magical fields surrounding a crystal, the crystal is immune to damage. The Dretches will not attack the PCs until they are personally attacked or a crystal is attacked/interacted with. When this happens, only the pair of Dretches who were interrupted will attack the party, leaving their crystal defenseless. Once the crystal is left unattended by the Dretches, the force field dissipates, and the crystal becomes vulnerable. It has 20 hitpoints (attacks made on the crystal automatically hit).



Once the PCs destroy both crystals, the antimagic field will end and the Champions will be able to destroy the Balor. If the PCs do not destroy both crystals by the end of round 10, the Balor will be defeated by the Champions without magic and the encounter will end.

Round by Round

Each round of combat is accompanied by read aloud text that describes what is occurring with the Champions while the PCs fight their own foes. Once the PCs have taken stock of their situation, call for initiative and read the Round 1 description. At the beginning of each round thereafter, read the corresponding text for that round. The combat ends when the PCs have successfully broken all crystals and the antimagic field ends. At this point, progress to the appropriate ending based on how many rounds have passed. Any Dretches remaining at this time are Banished back to their home plane.

Round 1

Timiny's eyes dart upward towards your group. "Thank the gods you're here! We can't get to those crystals! I fear they are responsible for the anti-magic in the room!" The Balor's whip cuts her off, a deep gash appearing on her forearm, and the Wizard frantically runs to another side of the room as the Balor laughs.

Round 2

You can see that Render and Anrin are fighting bravely, trading blow for blow with the heavily muscled Demon, keeping it flanked and off balance. In a sudden flash, Vendros steps in to deliver a blow that would have skewered a lesser opponent, but to the imposing monster is little more than a scratch.

Round 3

The Balor's arm lashes out at Vendros, dropping his whip to instead grab the neck of the Rogue. In the other hand, the demon's jagged flaming sword bats aside the attacks of both Anrin and Render as if they were nothing. "Hurry, friends! There is little time left!" Anrin yells, a slight tinge of panic in her voice as she once again charges in to engage the enemy.

Round 4

Anrin clashes into the mighty Balor as it battles Render. The moment of distraction allows the Half-Orc to leap upon the monster's hand, desperately tugging at its fingers, biting and clawing all the while. Vendros manages to pull a leg up inside the loosened grip, kicking out with all his strength, and the two go tumbling away.

Round 5

The Balor whips its sword in a flaming arc, the blade crashing into Render, sending him flying. The beast sets his eyes upon Vendros, stalking forward with menace and intent. The Wizard Timiny attempts to pull Vendros to his feet but is casually swatted away with a swipe from the demon's hand.

Round 6

The monster lifts its heavy, twisted sword in two clawed hands, standing over the battered and exhausted half-elf rogue. Just as it is about to strike, the Demon's body bucks forward. Anrin smashes into its back, almost knocking it from its feet...almost. The Balor's clawed hand violently tears into the warrior, whipping her over its head and flat on her back. Shortly after, its cruel blade plunges through her chest, the life leaving Anrin's eyes.



Round 7

Seeing Timiny and Vendros defenseless, the demon rears its mighty blade back for a final, finishing strike.....only to be caught by the strong hands of Render. A horrible silence follows as the monster casually shoves the hulking warrior back with ease, and it dawns on the brave human that he is physically outmatched. Render yells loudly at you all "It's now or never! Smash the damned crystals!"

Round 8

The Balor beckons the barbarian forward. Much to the shock of everyone in the room, however, the diabolical monster violently reverses direction, his sword stabbing through the defenseless Vendros! Render's eyes go wide with rage, all fear banished behind a wall of hatred. The demon bellows out with sulfurous laughter as Render charges in recklessly.

Round 9

Render and the Balor clash violently. You can see the wounds forming on both of their bodies as the two pick each other apart. The Balor's sword cuts across Render's body, looking as if it will cleave him in half, but it stops just short. The berserking warrior wraps his arm around the blade, locking it in place while it tears at his bicep. If the cutting pain bothers him, he does not show it.

Round 10

With a cry of rage the Barbarian struggles as the Balor saws at his arm, but he holds fast. With his other hand, he jabs forward with his blade, catching the monster in the stomach with a deep thrust. Both covered in blood, it appears that they will kill each other.

Encounter 2 Complications

- If the players do nothing to help, the Heroes will eventually defeat the challenge, but both Vendros and Anrin are slain.
- If the PCs attempt to reach the bottom floor themselves, they will be unable to find a way down into the pit. Should they somehow come up with a way

to enter regardless of the barriers set in place, they will quickly be targeted by the Balor.

- If PCs move forward through the exit hallway deeper into the dungeon, they will arrive at Encounter 3: The Guard Room. If they move beyond that, they will hear chanting through the door and recognize that there may be greater threats beyond.
- If the PCs are having a difficult time figuring out what to do, have the remaining Champions make clear suggestions about how to solve the puzzle (i.e. Stop the Dretches from channeling and destroy the crystals, or destroy all the Crystals).

Concluding the Encounter

The encounter ends as soon as the PCs destroy all the crystals, or when Round 10 of combat completes, whichever comes first. The ending of the encounter will be slightly different depending on how quickly the PCs are able to complete their task.

Before the Beginning of Round 6

As the last crystal shatters, you witness the glow of magic return to your allies below. Almost immediately after, the Balor is rocked by a sudden jolt of magic from behind. Timiny appears, casting another spell upon Render's axe. Just as the charging savage's weapon impacts upon his target, it is transformed into a vibrating blade of screaming energy, shrieking as it implodes the monster's chest. The demon's body explodes in a rush of Hellfire that lashes out at the exhausted Vendros and Anrin, throwing them across the room and knocking them unconscious. At the same time, the Dretches, including their corpses, dissipate into nothingness along with their master. There is a pause as you all catch your breath.

"Well, Vendros and Anrin are out like snuffed torches!" Timiny yells up to you. "I can't believe I am asking this of you, but it looks like Tyron wasn't kidding when he said this would be a graduation ceremony! We need you to help us fight the Lich. I can sense his lair is close. Tread cautiously, friends." With that, the Halfling boosts Render under her tiny frame as best she can, and the two walk down the small corridor leading deeper into the dungeon.



Before the Beginning of Round 8

As the magic of the crystals wane the Balor is rocked by a sudden beam of piercing ice, and from behind you see Timiny, staring grimly at her enemy. The ice spreads out and encompasses the monster, heat pulsing from deep within its chest. The demon's body explodes in a rush of Hellfire that lashes out at the exhausted Vendros and Anrin's already broken body. Vendros is slammed into the wall by the force of the explosion and stops moving. At the same time, the Dretches, including their corpses, dissipate into nothingness along with their master.

Timiny quickly rushes to check on Vendros. "Anrin is dead, but Vendros is alive...barely. I can't believe it, but what else could we have done? I swear to you all, we will find a way to bring them back." Render nods grimly as Timiny continues. "It looks like Tyron wasn't kidding when he said this would be a graduation ceremony. We're going to need your help with Voltaire. We'll see you on the other side." The Halfling boosts Render under her tiny frame as best she can, and the two walk down the small corridor leading deeper into the dungeon. As they go, Render pulls a healing potion from his pack in preparation for the trial ahead.

Round 8 or Later

Timiny watches in shock, awe, and more than a little terror as Render, otherwise stoic and silent, unleashes all his remaining power on the mightiest of demons. Shortly after the Balor slumps to the ground, a bloody mess. Moments later, the monster's body begins to pulse, then explodes in a rush of bloody Hellfire. At the same time, the Dretches, including their corpses, dissipate into nothingness along with their master.

Render lays on the ground, recovering his energy. A moment later she looks up to you all. "Only two of us left down here. Well I should say I'm impressed, it seems like you have all fared quite a bit better than the rest of us." Render pulls himself up from the ground, battered and visibly exhausted. "Come friends, let us end this." The barbarian sweeps up Timiny and gestures to the second-floor exit. "See what's down there, maybe we can meet up later." Without another word, the sullen heroes move out of the room, deeper into the dungeon.

Experience

For defeating the Dretches, each PC gains 300 xp and 1 Karma. If the PCs successfully destroy all the crystals before the 10 round duration expires, they each gain an additional 100 xp.

Treasure

Since the Dretche's bodies disappear at the end of the encounter, they leave behind no treasure. If the PCs search the area [Investigate DC 20], they will find a loose stone in the floor hiding a secret compartment containing a small coin pouch with 10 gp, a 25 gp pearl, a **Potion of Stamina** [Alchemy DC 10 to identify], and a **Chime of Opening**. Using the Reveal Magic ritual automatically detects two magical auras beneath the floor stone.

Resting

At the end of the combat, PCs may find themselves damaged and drained of energy. If they wish to do so, they make take a Short Rest.



ENCOUNTER 3: THE GUARD ROOM

Encounter Overview

Upon exiting the walkway in Encounter 2, the PCs head about 30 ft down the hall to a small office, where a single human cultist is guarding a copy of Voltaire's ritual book, one which contains the secrets of the Hellfire Blight. Within the book are the secrets of reversing the effects of the blight, as well as how to more easily disrupt it. Voltaire placed it here because he didn't want to risk the Champions of Radiance getting their hands on it.

The guard (whose name is Alomer Bestrovan III, should the PCs ask) in charge of the book is sullen and miserable. He is resentful of being placed on guard duty, being unable to assist and witness the end of the world as he knows it. He is cynical and sarcastic, calling out obvious flaws in his master's plan. He will not immediately alert his comrades to the PC's intrusion. Being apathetic about his role, the PCs may be able to convince him to hand over the ritual book out of spite, granting them an advantage in the final encounter.

If the PCs decide to ignore this opportunity, the Cultist is prepared. He destroys the book before they can reach it, as he has been instructed to not let it fall into enemy hands.

The Apathetic Guard

The passage out of the summoning room begins to arc down at a slow curve. The rough stone slowly becomes more worked, and eventually you find yourselves descending a well-worked staircase. The walls around you also begin to show signs of craftsmanship, and you realize that you are entering an inhabited area just as you reach a steel door at the end of the hallway. It appears to be slightly open, whoever last entered through this portal was clearly careless.

Your party cautiously enters what appears to be an office of some sort, and immediately becomes aware of a large, heavy metal door at the back. A sullen, somewhat bored, middle-aged human male dressed in the robes of a cultist sits in the room by himself. He sits at a thick oak desk, a sinister black tome placed in front of

ENCOUNTER DETAILS

PC's Goal

Social Challenge: Convince the Guard to give up the ritual book, giving the PCs an advantage in the final encounter.

Dangers

If the PCs decide to attack the cultist instead, run 1 Human Cultist.

him while tapping his fingers and looking around, both un-amused and a little irritated. He notices your group, but rather than immediately spring up to attack or shout a warning, he sighs and places his feet on the desk.

"Oh, you must be the loyal minions of the Champions of Radiance, here to thwart the schemes of...my all-powerful master." The man makes quotation mark gestures with his fingers as he rolls his eyes. "I swear by the hells, that man is insufferable, even if he is going to herald the end times! Always talking about his plans with clever quips, playing that "Ironic" Villain type! Anyways, I bet you want the ritual book, don't you? Tell you what, I'll sell it to you for 1,000 gold pieces! That should be enough to get far away from here and vanish into another doomsday cult somewhere else in the world. Maybe one that doesn't work out of a cave..."

Features of the Encounter

Stone Room

A worked stone room that serves as an office of sorts.

Dimensions: The room is 30 ft square. Ceiling height is 10 ft.

Furnishings: A large oak desk and chair sit at the center of the room. Several empty bookshelves line the walls. On the desk is a large black tome with strange sigils on it, and the key to the locked door (on the north wall). A heavy crossbow leans up against the desk (within reach of the Cultist).

Creatures: 1 Cultist (Alomer) sits at the desk, protecting the ritual book, though he is unhappy with his current situation and can be easily negotiated with. See "Convincing Alomer" to the right.

Exits: The PCs enter through a heavy Steel door which is open. On the north wall, directly opposite, is a second steel door which is locked. See "Getting



Through the Door” on the next page. This door leads to a short staircase that will take the PCs down to the Ritual Chamber in Encounter 4.

The Ritual Tome

Sitting upon the desk, and guarded by the cultist Alomer, is a great black tome covered in strange sigils. This is a ritual book that contains a copy of the Hellfire Blight ritual and holds key information on how to disrupt it. See “Getting the Book” on the next page. PCs can likely convince Alomer to give them the book and do not need to take it forcefully “See Convincing Alomer” below.

Convincing Alomer

The goal in this challenge is to convince the cultist to surrender the book through social manipulation. He has the following Social Skills and Composure.

Alomer [Composure 14]

OFFENSIVE SKILL	DEFENSIVE SKILL
Charm +0	Aloofness +0
Coercion +2	Bravery +0
Deception +0	Intuition +3
Manipulation +0	Tolerance +3
Persuasion +1	Suspicion +5

The cultist is particularly susceptible to certain arguments, so the PCs can gain a bonus to their check, +2–5 (GM Discretion), by mentioning the following (or something similar):

- His leader(s) must not think very highly of him to give him such a minor task
- He seems too level-headed to be serving such a crazy Lich. Why does he want to inflict suffering on this scale in the first place? (potentially getting him to confess to some childhood issues with being bullied).
- Maybe he’s too old to be wasting his time serving as a cultist (He is sensitive about his age, and how he is the oldest neophyte of the cult members by easily 15 years.)

SOCIAL CHALLENGE RULES REVIEW

The PCs should decide what they are trying to Convince the guard to do, then make arguments towards that point.

The PCs will then roll the appropriate Offensive Social Skill Check against the guards Defensive Skill Check.

If the PCs succeed, they deal 1d6 Composure damage to the target. For each 3 points the check is exceeded, the PCs gains a cumulative +1 bonus to this damage. When the Guard’s Composure is reduced to 0 (or less) he is successfully Convinced.

If a PC fails their check, he or she loses 1 point of Patience. If Patience is reduced to 0, that character can no longer participate in the Social Challenge.

Damage dealt by the arguments of multiple PCs are cumulative, provided they are attempting to Convince the guard to do the same thing.

The GM is encouraged to give bonuses for any other convincing arguments the PCs seem to make. This encounter is intended to be heavily roleplayed and players should be rewarded for ingenuity.

If Alomer’s Composure is reduced to 0, he will relent and give the PCs what they want. If all PCs’ Patience is reduced to 0, this means they lose the focus or willingness to continue arguing and must find another way around the problem.

If the PCs try to convince Alomer to go against Voltaire in any way other than handing over the book, the Guard’s fear of Voltaire gives him a +10 bonus to his social checks to resist the request.

Attacking the Guard

If the PCs instead decide to attack Alomer, his first action is to destroy the book by speaking a word (a Free action) that causes the book to instantly decay into ash. He will then viciously attack the PC’s with a great scream. It is unlikely the PCs will be able to get the book away from him before he destroys it, but it is possible. If they do, they should still get the information below.



Experience

For attempting the Social Encounter, regardless of whether the PCs succeed and gain the book, each PC gains 200 xp. If the PCs choose to attack the cultist, and do not at least attempt the Social Encounter, award 50 xp each (instead of the 200 xp).

Getting the Book

If the PCs succeed in gaining the ritual book, they gain the following information on the Hellfire Blight ritual and learn how to best disrupt it:

The Ritual Book is a sinister looking tome, bound in the blackened flesh and bones of demons. It is warm to the touch, and when opened the impossible machinations of opening a portal of Hellfire on the mortal plane are laid bare. While you cannot understand all the intricacies of the ritual, you learn that the final steps require a quick succession of sacrifices. If you can disrupt the cycle of sacrifice, you should be able to prevent the ritual's completion and reverse its effects.

Getting through the Door

With a cursory glance, the PCs will notice the key to the door lies on the desk. Alternatively, the PCs may use the Chime of Opening on the lock (if they found it in Encounter 2) or they can attempt to pick the lock [Locksmith or Thievery DC 20]. Lastly, the PCs can attempt to break down the door with a Brawn Check [DC 25].

Encounter 3 Complications

- If the PCs take longer than a Phase to deal with this encounter, they will begin to hear the screams of villagers within Voltaire's Sanctum as they are being dragged from their cages to be sacrificed..

ENCOUNTER 4: VOLTAIRE'S INNER SANCTUM

Encounter Overview

In this chamber, Voltaire and his cultists are preparing to complete the final steps of the Hellfire Blight. Voltaire, anticipating the Champion's interference, waits in the large cavern for their arrival. He has even placed a barrier between himself and the Cultists, the *Wall of Screaming Souls*, to prevent the Champions from interfering with the ritual. Unbeknownst to him, the PCs have taken the back way in and will emerge within the cultist's midst.

The cultists are preparing to complete the final stages of the Ritual, requiring a constant human sacrifice (1 sacrifice roughly every 2 rounds). The Cult Ritualist stands behind the altar completing the sacrifices, while the rest of the cultists are responsible for bringing forward and holding down the villagers for sacrifice. It takes approximately 1 round for 2 Cultists to retrieve a villager from the prison and bring them to the altar. During the second round the cultists hold down the prisoner while the Cult Ritualist sacrifices the victim. There are 12 Villagers crammed into the prison in all, just in case some mistakes are made.

Due to the sensitivity of this ritual, additional cultists are standing back and observing, prepared to guard the ritual from disruption. When combat has begun, these cultists will engage the PCs first while the others continue performing the ritual. If the PCs retrieved the Ritual Book in Encounter 3, they are aware of the Ritual's vulnerability.

Voltaire has been made impossibly strong by the Hellfire Blight ritual and is nigh impossible for the Champions to defeat until the ritual has been disrupted. When the ritual has been disrupted, he will lose the protections afforded him by the blight, and the Champions will more easily be able to deal the final blow to Voltaire and end the fight.

Entering the Ritual Chamber

Screams and shouts echo off the walls of the two chambers before you. Immediately ahead, you see a villager being dragged from a large holding cell by a



pair of wide-eyed, fanatical cultists towards a hideous brimstone altar. Standing behind the Altar is a human male dressed in fine black robes, holding an ornate demon hilt dagger. Ten feet behind him sits an enormous, translucent wall filled with the screaming, angry faces of the dead.

As the villager is dragged towards the altar, she screams and flails desperately, sending one of her captors stumbling off-balance towards the translucent wall behind him. Horrifically, the man is latched onto by a ghostly hand shooting out from the mystical barrier. The cultist's form is quickly dragged into the wall as his body ages hundreds of years almost instantly. All that remains is the dried husk of an ancient corpse. The robed human and the remaining cultist growl with anger as they move towards the girl, forcing her onto the altar with a thud. Another cultist quickly steps into position, taking the dead one's place without a hint of fear.

Timiny and Render burst into the large room on the other side of the ghostly barrier. Their eyes slowly turn to a gaunt, withered figure dressed in the most extravagant of finery. You don't know how you missed it before, the presence of Voltaire the Eternal being unmistakable to all who gaze upon him. From behind, you see the monster's hand raise up in triumph, surrounded by the black and red miasma of Hellfire.

"Well played Champions, it looks like some of you actually managed to make it to my lair...but don't be disappointed in yourselves, none of you were supposed to make it at all!" The Lich cackles maniacally. "Regardless, you are too late. The last phase of the ritual has begun, and now nothing can stop the Hellfire Blight! For added insurance, I summoned the all-powerful Wall of Screaming Souls to shield my cult from your intrusion! That's right, to guarantee success I did the one thing you never thought I was capable of! I have used my power to protect my minions! Now all that is left is to observe the Ritual's completion as my cultists sacrifice victim after vi —"

Voltaire turns around to point to the members of his cult triumphantly. You did not think it possible, but in his sunken, undead eyes you see shock and disbelief as he realizes that you stand among his servants, ready for

battle. Just then, he stutters. "...Oh come on! Minions, destroy them, before they ruin everything! I'll deal with the Fools of Radiance!"

Features of the Encounter

Ritual Chamber (Area A)

A worked stone staircase leads down into a natural cavern that has been outfitted to serve as a ritual chamber. The walls have been painted with demonic symbols, written in blood, to facilitate the ritual.

Dimensions: This portion of the cavern is particularly asymmetrical, stretching about 20 to 50 ft wide East to West, and approximately 90 ft North to South. It has two small side caverns, one of which is mostly empty, and the second has been fitted with bars and serves as the prison. Ceiling height is 15 ft.

Lighting: Dim, torches lining the walls.

Creatures: Cultists and the Cult Ritualist

Altar: At the South end of the area sits a large brimstone altar, 10 ft long, 5 ft wide, and 3ft tall. The yellowish stone is stained brown from the blood of numerous victims. Here the cultists perform the sacrifices that will complete the Hellfire Blight Ritual.

Wall of Screaming Souls: A powerful magical barrier, the Wall of Screaming souls serves as a boundary between the Ritual Chamber (Area A) and Voltaire's Cavern (Area B). This wall absorbs and blocks all magic and material that tries to pass through it.

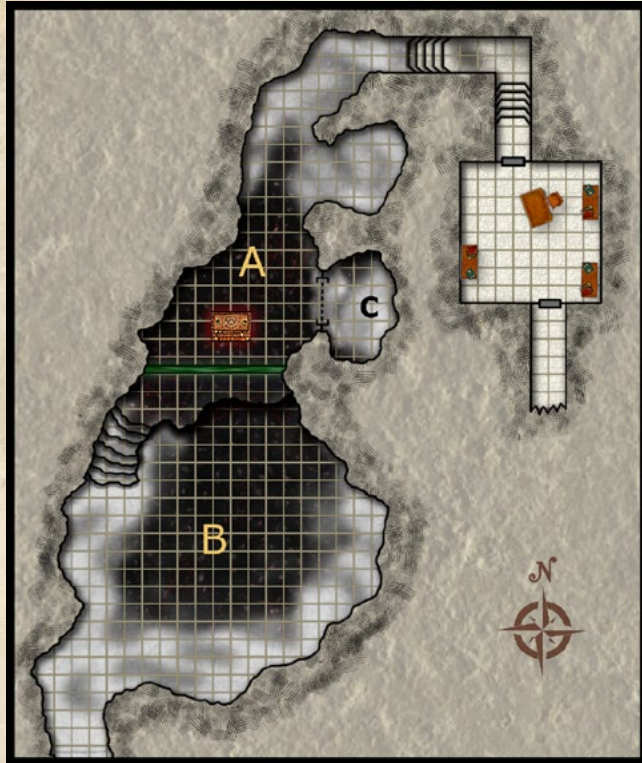
Prison: In the Southeast corner of this area is the Prison (Area C), where villagers from the town of Bluffcrest are being kept as sacrifices for the Hellfire Blight ritual.

Exits: Until the Wall of Screaming souls is dissipated, the only exit to this area is back up the staircase where the PCs entered.

Voltaire's Cavern (Area B)

A large natural cavern, this serves as Voltaire's base of operations.

Dimensions: This area is roughly 100 ft in diameter, with a ceiling height of 50 ft. Stone stairs carved into a natural rise in the northwestern section of this area lead up to a 20 ft ledge. Beyond the ledge is the



ENCOUNTER DETAILS

PC's Goal

Disrupt the Ritual before the final sacrifice.

Dangers

Initial Assault:

4 Human Cultists

Completing the Ritual (will join the combat if the PCs try to interfere with the sacrifices):

2 Human Cultists

1 Human Cult Ritualist

If there are more than 4 PCs, add one additional Cultists to the Initial Assault for every PC.

Tide of Battle

The Cultists gain a +1 to Tide of Battle for having home ground advantage and an additional +1 granted by the Altar. The Cultists additionally outnumber the PCs 2 to 1 (the Cult Ritualist counts as two creatures), and therefore get a +1 from superior numbers. Combined with the Cult Ritualist's base morale of 2, the Cultists start with a Tide of Battle of 5.

Ritual Chamber (Area A), which is separated from this part of the Cavern by the Wall of Screaming Souls.

Lighting: Dim, the Hellfire surrounding Voltaire gives off a faint glow, while cracks within the stone floor are beginning to spew fire intermittently.

Creatures: Voltaire the Eternal and the two remaining Champions of Radiance: Render and Timiny.

Exits: The only exit to this area is back through the passaged the Champions enter through, in the Southwest corner.

Wall of Screaming Souls

This ephemeral wall of screaming, writhing souls, divides the Ritual Chamber (Area A) from Voltaire's Cavern (Area B). The souls reach out with grasping hands and will pull in anything that comes within 5 ft of its surface. If a creature comes within 5 ft of the wall, it will automatically be violently pulled into the wall and absorbed. Magical effects or material objects (including weapons) that are aimed at or through the wall are similarly absorbed. Voltaire has placed this Ultimate Spell here as a precaution to

keep the Champions from interfering with the ritual. When Voltaire is defeated, the Wall of Screaming Souls dissipates.

Prison (Area C)

The opening to this cavern has been fitted with metal bars that have been driven into the stone. The barred door swings outward on a hinge and is closed (except when a prisoner is being removed), but not locked. The Prisoners are too frightened of the cultists to attempt to escape on their own.

Voltaire the Eternal

The grand Lich Voltaire awaits the Champions of Radiance in the large cavern (Area B). He is surrounded by a swirling hellfire energy, fueled by the impending blight, that protects him from the Champion's attacks. While he quickly becomes aware of the PCs in the Ritual Chamber (Area A), he is unable to affect them due to the Wall of Screaming Souls and leaves his cultists to fight them.





Cultists

Loyal to Voltaire, the cultists will fight to the death to make sure the ritual is completed.

Tactics: Initially, the Cult Ritualist and the two cultists assisting him will not engage the PCs unless necessary, choosing to continue the ritual over fighting. Whenever possible, the cultists will prioritize completing the ritual over combat. See “Stopping the Ritual” below.

Stopping the Ritual

The Cult Ritualist and 2 Human Cultists are ferrying villagers from the prison cell to the sacrificial altar. They do not join combat until they are attacked, or the PCs attempt to hinder the ritual. Once these cultists have been drawn into the fight, they will work both to continue the ritual and fight off the PCs, prioritizing the ritual when necessary. Sacrificing a prisoner requires a Standard Action [REC 10] from the Cult Ritualist or a 3AP Action from a Human Cultist. A sacrifice must be made before the end of every even round, or the ritual is disrupted. If the PCs prevent a sacrifice from being made during the appropriate interval (i.e. an even round ends without a sacrifice having taken place since the last even round), the ritual will end, Voltaire will be weakened and the Champions will finish him off. At this point, proceed to the appropriate ending based on the round in which the ritual ends.

Round by Round

Each round of combat is accompanied by read-aloud text that describes what is occurring with the Champions while the PCs fight their own foes. Once the PCs have taken stock of their situation, call for initiative and read the Round 1 description. At the beginning of each round thereafter, read the corresponding text for that round.

Read aloud when the first villager is sacrificed:

A scream echoes out as the sacrificial dagger is plunged into the chest of a villager on the Altar, and the poor victim's soul is sucked through the brimstone.

INJURY RULES

The Cult Ritualist is a complex monster, and so does not automatically die when reduced to 0 hitpoints. Instead he is subject to injuries. Follow these steps when the Cult Ritualist is reduced to 0 hitpoints:

- He becomes Disabled and makes a Resilience Check [DC 20]. If he fails the check, he suffers an injury based on the result of his check (11–19 Moderate Injury, 1–10 Severe Injury, -10–0 Critical Injury, -11 or less Lethal Injury). If the remaining damage after the Ritualist is reduced to 0 is greater than his Healing Value, he suffers a -10 penalty to this check.
- If the Ritualist took an injury, look up an injury of the appropriate tier and damage type on the injury tables and apply its effects to the Ritualist.
- If the Ritualist suffers an additional attack while at 0 hitpoints, he must make an additional Resilience Check [DC 20] or suffer an injury (as above). If the damage is greater than the Ritualist's Healing Value, he suffers a -10 penalty to this check. If the Ritualist already has an injury, he suffers a -10 penalty to the check for each injury.
- Repeat Step 3 each time the Ritualist suffers damage until he receives a Lethal Injury (a check result of -11 or less).

Round 1

The Ritual Circle roils with Hellfire beneath Voltaire, seething with intensity as Render smashes into the surprisingly sturdy frame of the Lich. The Villager looks up in horror as the cultist lifts a twisted dagger above her with sadistic glee.

Round 2

Timiny weaves a flaming enchantment upon Render's axe, smashing down hard upon Voltaire. The Lich cackles wildly as the mighty blow seems to have no effect. The wizard yells, terror mounting in her voice, "The Hellfire is protecting him. We can't get through!"

Round 3

"It's the villagers!" Timiny squeaks in astonishment. "They're feeding it, I'm sure! You must stop the sacrifices!"



Render unleashes a series of rapid blows with surprising speed while Timiny places herself behind the hulking brute and begins casting.

Round 4

Voltaire touches Render after a few short words and the Barbarian freezes in mid-swing. Timiny's spell completes, and the Lich's shoulder is clipped with a burning ray of scorching fire. The monster's arm burns to a cinder, but the creature only laughs again! "Foolish halfling, you should know that even if you destroy my entire body, I'll only come back!"

Round 5

The Lich lunges for the tiny mage, a swirling black energy upon his hands burrowing into her flesh. Timiny howls as her essence is visibly and painfully extracted. Horrified yells and protests from the remaining prisoners echo throughout the chamber as they watch the catastrophe around them.

Round 6

In an act of desperation, Render lunges at Voltaire, tackling the Lich to the ground. Voltaire yells out in protest. "Hey! No resisting my spells!" as a beam of green energy bursts forth from below the mighty warrior. Render screams in agony but is suddenly cut off as his remains fall to the floor in a cloud of fine dust. Almost at the same time you see more swelling Hellfire, but this time emanating from Timiny!

Round 7

A dark red, impure flame born of hatred blasts the Lich off his feet. With the monster prone on the floor, you can see much to your shock and perhaps a bit of horror, Timiny covered in her own aura of blazing Hellfire, this one devoid of the necrotic influence of the Blight. "I had hoped it would never come to this, Voltaire." Her diminutive voice echoing with demonic undertones. "But sometimes" the small Hellfire Magus finishes, "you must become the thing you hate in order to destroy it."

Round 8

Timiny's voice shouts out above the chaos, made forceful by the powers of the infernal energy coursing through her body. No longer polite or friendly, she demands, "Friends, end this conflict now! We have lost too much already, and I will suffer not one more loss this day!" With the burning anger manifested in her aura of Hellfire, Timiny turns to Voltaire, the Lich frantically casting.

Round 9

Timiny and Voltaire go head to head, spells flinging back and forth impossibly fast. They defend against each other, neither gaining ground, but you can see that Timiny is getting tired. In a sudden burst of speed, she lets out an unexpected Gust of Wind, knocking Voltaire to the ground. She dashes forward to hover over him, her hand alight with Hellfire. With a tired grimace, she smirks, "This ends now, Voltaire."

Round 10

The Lich puts his hands in the air, "Alright, you got me little lady! I surrender. Even revenge isn't worth being consumed in Hellfire myself. I have to admit, I'm impressed, I would have never thought you would be capable of sinking this far..." Timiny smirks "It is for that exact reason that I had to learn the secrets of this horrible power, and why I will ensure they are never taught again. It is far too dangerous to wield for long, and in your hands it could spell the end of the world." Voltaire chuckles in response. "Well, I don't know if I'd go that far! I'll at least keep your friends alive to play with when I get bored. Oh by the way, thank you for taking the time to talk. I'm finished." The lich gestures with his hand and a brief expression of confusion flashes across Timiny's face, just before a blade of pure annihilating energy rips through her chest. Blood gushes from her mouth as Timiny slumps to her knees, a look of disbelief in her eyes.



Encounter 4 Complications

- If the players do nothing to help, Voltaire will be destroyed, but the Hellfire Blight will be unleashed and the Village of Bluffcrest will be destroyed. The PCs will have to live with the consequences of their inaction and possibly discover a new path for themselves in this ruined world.
- Attempts to aid the Champions will most likely fail due to the Wall of Screaming Souls, which consumes anything that touches it. Perceptive abilities cast through the wall will be mostly ineffective against Voltaire, due to the protections of the blight.
- If the Cult Ritualist is killed, the remaining Cultists will attempt to make sacrifices to continue the ritual, if possible.
- If the PCs kill the villagers to prevent them becoming sacrifices, the Cult Ritualist will utilize other cultists as sacrifices over letting the ritual fail.

Concluding the Encounter

The encounter ends when the PCs disrupt the ritual, by preventing a sacrifice from occurring by the end of every even round, or when the ritual completes at the end of round 10, whichever comes first. The ending of the encounter will be slightly different depending on how quickly the PCs are able to complete their task.

Before the End of Round 5

Voltaire cries out in protest as the cycle of sacrifice is at last disrupted. The Wall of Screaming Souls falls as the energies of the blight rapidly shrink away. Even now, you can see the world repairing itself, as if the pains of the dark Hellfire had never existed.

“You’ve failed again, Voltaire.” Render growls, stalking towards his prey. Timiny snickers, and then begins casting. “Well, it wasn’t a total loss, I managed to slay some of your —” the Lich stammers. “They’ll be back.” Timiny interrupts, a glowing, red energy in her hand. “We’ll bring them all back. You, on the other hand...” Without warning, Render leaps through the air, bringing his axe down upon the head of Voltaire the Eternal. A ray of burning destructive power shoots through the monster at the same time, and where once was the most

feared villain of the century now sits a burnt pile of ancient flesh.

You all stare in relief as the unholy fire whips and roils, drawn back into the ritual circle that it spawned from. The cracks in the earth spewing fire and ash seal themselves, the unholy flames sucked beneath the surface. The only hint of the damage that remains is a faded, charred imprint of the ritual itself, now an inert outline of ash.

After Round 5, but Before the End of Round 9

Voltaire cries out in protest as the cycle of sacrifice is at last disrupted. The Wall of Screaming Souls falls as the energies of the blight rapidly shrink away, the seething heat and menace that threatened the countryside dissipating. Even now, you can see the world repairing itself, as if the pains of the dark Hellfire had never existed. Voltaire turns to you, shrieking in disbelief, “No, you insufferable little shits! I was so close! I’ll kill you all!” Without warning, a tiny burning hand bursts through his chest, Timiny’s head poking out to one side.

“No, no more murder today. Not a single one. Your time in this world has ended, and before you are gone, you can gaze upon the future that you tried to snuff out. Even if you return one day, our friends will be here to stop you.” Voltaire screams in outrage as his form is immolated in the Hellfire he sought to control.

You all stare in amazement as the unholy fires whip and roil, shooting back into the ritual circle that they had spawned from. The cracks in the earth now seal themselves, and the unholy flames are sucked beneath the surface. The only hint of the damage that remains is a faded, charred imprint of the ritual itself, now an inert outline of ash.

Before the End of Round 10

Voltaire cries out in protest as the cycle of sacrifice is at last disrupted. Timiny’s burning gaze turns to you all in gratitude. “Better late than never,” she chokes out, blood pooling from her mouth. Voltaire turns to you, shrieking in disbelief, “No, you insufferable little shits! I was so close! I’ll kill you all!” While Voltaire seethes in his defeat, Timiny weakly reaches toward her preoccupied



nemesis, her hand still alight with Hellfire. The Lich screams as he disassembles into a pile of smoldering ash.

The Wall of Screaming Souls falls as the energies of the blight rapidly shrink away, the seething heat and menace that threatened the countryside dissipating. “Well...at least we...stopped...the ritual,” Timiny gasps. With that, the last remaining Champion of Radiance collapses to the ground.

You all stare in disbelief as the unholy fires whip and roil, shooting back into the ritual circle that they had spawned from. The cracks in the earth seal themselves, the unholy flames sucked beneath the surface. The only hint of the damage that remains is a faded, charred imprint of the ritual itself, now an inert outline of ash.

At the End of Round 10

A final scream echoes from the altar nearby. The cultists roar in triumph and Voltaire laughs horribly as the energies of the Ritual explode forth from their contained runes and sink into the earth. Suddenly, the earth shakes around you, and you can swear you hear the world scream as cracks of Hellfire form with demonic speed and shoot forth from the center of the blight. The sound is deafening as the floors rip apart, as if the Infernal Plane itself is escaping from underneath its surface. A few cultists and villagers are burned alive in an instant from an opened vent of demonic flame.

Timiny's burning gaze turns to you all in disappointment. “Well, we tried.” She smiles as she lunges at Voltaire, throwing herself into the Lich's grasp. The two enemies roll around on the floor, burning each other grievously as the world is ripped asunder. Voltaire crumbles to a pile of burnt flesh while Timiny writhes in agony. In the chaos you lose sight of them as the cultists scramble throughout the room, attempting to save themselves from hell unleashed.

After what seems like an eternity, the world at last lays still, although you can tell it is charred and smoldering with sulfur and impossible heat. The horrid Wall of Screaming Souls disappears into nothingness. On the floor lies Timiny, blood gushing from her chest and terribly burned. She is gasping for air. Next to her are the ashen remains of Voltaire the Eternal, the aura of Hellfire previously surrounding him now withered to

nothing. As you stand up, she weakly mutters between chokes of blood. “Well, at least Voltaire is gone for a while. Not sure what to do about all this Hellfire though. Maybe...you could...look...into that?” With that, her voice trails off as her head slumps to the ground, her eyes glaze over, and Timiny's last breath exits her eroded body.

The Flames of hell, now fully unleashed, rip through the mountain cave and out into the world. You have never felt any heat so piercing and powerful, you are almost certain that the horrid infernal flame will devour every living thing it comes across. The earthen floor is ripped apart, as cracks form on the surface, allowing yet more goutts of the malevolent energy to spill forth. After what seems like an eternity, the flames at last settle, and you are left standing by yourselves in a cave that now resembles the very pits of Hell. Ashen floors, smoldering corpses, and the distinct odor of sulfur permeate the cavern that was once Voltaire's lair. Looking around, you see that none except you and your allies managed to escape unscathed, the cultists all burnt to a crisp. You shudder to consider just how far the Hellfire Blight's reach extends.

Experience

For defeating the Cultists, each PC gains 400 xp and 1 Karma. If the PCs successfully interrupt the ritual, award an additional 200 xp each.

Treasure

The Cultists have a combined 24 cp, 15 sp, and 6 gp, and the PCs will also find a small locked chest [Thievery or Locksmith DC 15] in a cavern alcove that contains 50 gp worth of miscellaneous coin and two gems worth 20 gp each. The Ritual Cultists' sacrificial dagger is etched with intricate designs and is worth 10 gp.



EPILOGUE: NIGHTMARE'S END?

Experience

For completing the adventure, regardless of the outcome, each PC gains a 600 xp Story Award. Additionally, if the PCs successfully disrupted the ritual, they each gain 1 Destiny Point.

Ending the Adventure

Read one of the following conclusions, based on how many of the champions are slain and whether or not the Blight was successfully stopped.

None of the Champions of Radiance Were Slain, Other Than Tyron Laysteel.

Against all odds, the Champions of Radiance defeated the horrid Lich, Voltaire the Eternal, and wiped his Hellfire Blight off the face of the earth. Timiny and Render, after a few moments of steady breathing, slowly stand up to regard your party. "It would seem that Bluffcrest, nay the world, has some new champions this day!" To which Render, battered and bruised but still smiling widely, nods his agreement. "If you had not been here, friends, this mission would have been doomed to failure, Voltaire was prepared this time, and he targeted all of our weaknesses. Fortunately for us, he did not account for the mighty allies we would bring to our side!"

Shortly after, Timiny and Render set about collecting the battered Vendros and Anrin, who after a bit more rest, aid in the excavation of a most beleaguered Poglio and Sendra from their temporary tomb. You and your friends at last leave Voltaire's wretched lair, exhausted but in high spirits. That is, until you come across the fallen Tyron Laysteel. The Champions look forlorn for a moment, gazing at their brave leader who died far too early. This silence is broken by Poglio Blusterbeard. "Hey! What's wrong with you all?! In case you all forgot, I just so happen to know a guy who can get old blondie back on his feet, good as new! We just need to gather up a little bit of capital and it'll be like that monster never even set foot on this land!"

Looking to resurrect their fallen ally, the Champions return to Bluffcrest to set up the ritual and get some

much deserved rest. The village hails you as heroes and throws a grand feast in your honor. The Champions of Radiance now regard you as equals and you feel ready to take on a new adventure of your own. However, this is a time for celebration and such an adventure will have to wait!

Some of the Champions of Radiance Were Slain, but the Blight Was Stopped

The menace of Voltaire and his wild machinations were at last brought to a stop, but not without great loss. You and the Champions gather up the remains of your fallen comrades, and slowly pick your way out of the Lich's wretched lair. Though some of the Champions were slain, everyone agrees that against such a foe, sacrifice would have been unavoidable. "Still, the day is ours, now let's see if we can't undo some of the damage Voltaire inflicted before we sent him into the Ether!" Timiny proclaims. A sentiment all the champions share, and as you approach the village of Bluffcrest, your spirits begin to lift. Your arrival is met with a hearty cheer from its inhabitants, with offers of title, land, and feast being thrown around enthusiastically. The Champions of Radiance now regard you as equals, and you feel ready to take on a new adventure of your own. However, this is a time for celebration and such an adventure will have to wait!

Some or All of the Champions of Radiance Were Slain, and the Hellfire Blight Was Not Stopped

The Hellfire Blight succeeded, and the world has suffered as a result. Not only that, but many of the Champions of Radiance fell at the feet of the mighty Lich, Voltaire the Eternal. It was only because of Timiny's brave, desperate sacrifice that the mad wizard was finally put down, for now. You wearily make your way out of the Lich's lair towards Bluffcrest to determine the fate of the remaining villagers. Along the way you gather up the bodies of your allies who fell in battle and load them onto the wagon. This sobering experience reveals to you that you still have much to learn about the connection between good intentions and heroic deed.



As you approach Bluffcrest, thoughts of how to explain the deaths of the Champions of Radiance to the villagers, nay the world, race through your mind. As you look up, you realize that this is the least of your worries. Bluffcrest has been reduced to crumbled, smoldering remains. Only a few soot-covered villagers seemed to have escaped the flames of hell. As the Hellfire burst forth, so too did Hell's denizens to wreak havoc on the world, and the village of Bluffcrest was simply too tempting to bypass. It seems that the nightmare may just be beginning, you think solemnly as one of the villagers turns around, slumping to the charred earthen floor to weep.

Perhaps there is a way to right this grave injustice in the future, but that is an adventure for another time.

CONTINUING THE ADVENTURE

Should the PCs choose to continue the adventure with these characters, consider any of the following prompts for further exploration:

- **Raising their Allies:** Raising the dead requires rare and expensive gem components. The PCs are sent on a quest into the mountains to procure these components.
- **Finding the Lich's Phylactery:** Voltaire's phylactery is still out there, meaning its possible for him to come back some day. The PCs head out in search of Voltaire's secret vault, said to be guarded by traps, magical creatures, and spells.
- **Removing the Blight:** If the PCs fail to stop the hellfire blight, they may choose to seek out a means of undoing the ritual and restoring the land
- **Find Gloomharrow's Lair:** With the Shadow Dragon deceased, there is a good chance that his true home, and his treasure horde, is left unguarded. This might be a good time to find out where it is before somebody else does.
- **Rescue the Champion:** A Champion of Radiance has been kidnapped by a servant of the defeated Lich. The PCs must discover the Hero's location and free them.

JOIN US ON OUR QUEST!

If the Players would like to explore the rest of the world, but would like to build their own characters, information on how to do so can be found at www.questofdestiny.com, along with a downloadable character sheet and all of the tools necessary for character creation (except for dice, of course).

Quest of Destiny is a tabletop fantasy roleplaying game made for fans, by fans of the genre. We are always looking for support and new ways to improve the game. If you would like to assist us in further developing the game, you can visit our Patreon site www.patreon.com/questofdestiny.

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Thanks for adventuring with us, we look forward to our next journey together!

Quest Of Destiny Team.

Horn of Rallying

Trinket

Type: Wondrous Item (Horn)

Rank: 3 (Potency 15)

Description: This Horn appears to have been pulled from a massive beast, being roughly two feet in length and made of an impossibly white ivory. The wide lip of the horn is lightly gilded with thin gold metal and studded with dozens of tiny semi-precious gems. At its base hangs a variety of trinkets taken from other animals known to be associated with hope and good fortune.

Special Actions

Rally

Standard Action [REC 6]

Potency (MR): 1d4+3 (No)

Limitation: Once per phase

Effect: Shift the Tide of Battle 1 in your party's favor. This may shift Tide to a maximum of +2 in your favor.

Depletion: 1 on 1d6

Aura: Weak Enchantment or Influence

Chime of Opening

Trinket

Type: Wondrous Item (Chime)

Rank: 2 (Potency 10)

Description: This small, thin chime is made of gleaming enchanted silver that appears to be very sensitive to any sort of impact, letting out a beautiful and inviting ring whenever it is struck.

Special Actions

Open Sesame

Free Action

Potency (MR): 1d4+2 (No)

Effect: When the chime is struck all locks, lids, doors, valves, and portals are opened in a 60 foot radius.

Depletion: 1 on 1d6

Aura: Weak Abjuration

Potion of Healing

Consumable [Healing]

Rank: 1

Description: A shimmering, bright blue swirling liquid fills this tiny glass vial. The vial itself is made of a fine, well-polished glass and stoppered with the brass insignia of a healing deity. Holding the potion in an uncovered hand gives a living creature a comfortable, warm sensation.

Special Actions

Drink Potion

Standard Action [REC 1]

Potency (MR): 1d10 + 1 (No)

Effect: By drinking this potion you regain Hitpoints equal to [2d4 + Healing Value].

Aura: Minor Creation

Potion of Healing

Consumable [Healing]

Rank: 1

Description: A shimmering, bright blue swirling liquid fills this tiny glass vial. The vial itself is made of a fine, well-polished glass and stoppered with the brass insignia of a healing deity. Holding the potion in an uncovered hand gives a living creature a comfortable, warm sensation.

Special Actions

Drink Potion

Standard Action [REC 1]

Potency (MR): 1d10 + 1 (No)

Effect: By drinking this potion you regain Hitpoints equal to [2d4 + Healing Value].

Aura: Minor Creation

Potion of Stamina

Consumable

Rank: 2

Description: This warm, red liquid gives off a soft glow. It pours thickly from the pyramid shaped glass bottle it is contained in, as if it were overloaded with nutrients.

Special Actions

Drink Potion

Standard Action [REC 1]

Potency (MR): 1d10 + 2 (No)

Effect: By drinking this potion you regain 1d4+1 Stamina Burn. If this potion causes you to gain more Stamina than you have burnt, restore any excess from Spent Stamina.

Aura: Minor Creation