



THE FLAME BENEATH THE WELL: WELL OF WOE (ROUND 3)

A Three-Round DUNGEONS & DRAGONS® Adventure

for 1st- to 3rd-Level Characters

Expedition Adventure I for the XEN'DRIK

EXPEDITIONS™ Campaign

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Eberron Campaign Setting [Keith Baker], *Secrets of Xen'drik* [Keith Baker, Jason Bulmahn,
Amber Scott], *Miniatures Handbook* [Mike Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet]

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ADVENTURE BACKGROUND

The final level of the dungeon is the lair of The Flame and his servants. The PCs may be surprised to find that The Flame is not a flame at all. Instead, The Flame is an immortal soul born over and over again in the form of a red dragon. The Flame's current incarnation is a wyrmling red dragon. A kobold tribe, known as the Flamekeepers, carries out the age-old traditions of their ancestors in serving The Flame. While the main part of the tribe maintains their residence a short distance from the Well of Woe, those fortunate enough to be chosen to guard The Flame spend part of their time here. Only the bravest and most cunning are given the honor, and they rotate these duties with their time back at the tribe's residence near the surface of Xen'drik.

This is a time of great stress for the Flamekeepers. The Flame recently went through her reincarnation, and she is at her most vulnerable. A set of magical circles protects her chamber, and the kobolds guard this portal to the best of their abilities. Within the last 24 hours, however, a party of warforged explorers have breached this level and broken into the "sacred place": the area of the dungeon where the gateway to The Flame's chamber can be activated. The kobold leader Mogoloo has decided to allow them to remain there, hoping that the guardian in that part of the complex can deal with the intruders. The tribe's shaman, on the other hand, believes that the kobolds should enter the sacred area, hunt down the warforged and take the battle to them before they can activate the portal.

ADVENTURE SYNOPSIS

In the lair of The Flame, the PCs have three sections to navigate. The first section is the living area of the kobolds of the Flamekeeper tribe. These kobolds attack the PCs and try to drive them from the complex as quickly as possible. The shaman of the Flamekeepers may propose a truce if the PCs agree to remove another adventuring party from the area, but that truce only lasts as long as the PCs are useful to the Flamekeepers.

The second section is what the Flamekeepers call "the sacred place." This area contains three magical circles that must be activated in order to use the gateway to the chamber of The Flame. This area is guarded by a reincarnating redspawn firebelcher, who has recently dispatched a warforged adventuring party. The redspawn firebelcher, however, was also severely injured by the warforged adventurers, making him vulnerable to even low-level PCs. The PCs must activate the three magical circles and gather four discs in order to activate the magical gateway to the Lair of The Flame.

The final section, accessible only through the magical gateway protected by the Flamekeeper kobolds, is the chamber of The Flame. Here the PCs can slay or subdue the wyrmling red dragon to achieve their factions' goals.

TROUBLESHOOTING

As with any dynamic dungeon setting, the DM needs to keep in mind that the inhabitants are just as active and scheming as the PCs. The Flamekeeper kobolds are facing the worst incursion into their protected territory that they have ever seen. They have dealt with six other intruders in the past 40 years, and this is the first time they have had to handle two different intruding forces at the same time. They are not panicking, and they are

very brave for kobolds. They use whatever means necessary, be it force or cunning, to protect The Flame.

The PCs enter the lair of The Flame on this level through Well of Woe. When they arrive, they can go either north into the lair of the Flamekeeper kobolds, or south into the sacred area. This round of the adventure plays very differently depending on which way they go and the choices they make.

The PCs can rest on this level, as long as they are not in danger. That means they can rest with the protection of the kobolds if they have agreed to slay the warforged party on behalf of the kobolds (until the kobolds break their promises). They can also rest in the sacred area (Areas 12-15) because the firebelcher cannot reach them and the kobolds refuse to enter the sacred area. PCs can also rest if they defeat all of the kobolds, but they can only rest one full day before another full contingent of kobold warriors, honor guards, a shaman, and a sorcerer arrive to take their place as protectors of The Flame.

ADVENTURE START

The PCs come through the Well of Woe into the lair of The Flame and his protectors and servants, the kobolds of the Flamekeeper tribe. This is a site-based dungeon crawl.

THE FLAME BENEATH THE WELL

Having traversed the trials of the first two adventures, the PCs foray beneath the Well of Woe into the lair of The Flame.

1. ENTRY CHAMBER

This large room is completely dark. It contains a raised area in its center that holds a pool of water. The water is relatively still, although occasionally it does bubble or lap against the sides. A set of double doors is closed on the north and south walls of the chamber.

On the walls of the chamber, primitive carvings seem to tell a story. Horned creatures stand around a small fire. Then the fire grows larger and larger, consuming other creatures that the horned creatures dance with. Finally the fire burns out, and the pattern of repeats itself.

A DC 15 Search check reveals that a great deal of water has been tracked through the room recently. Obviously more than one person has exited the well within the last 24 hours.

The stone doors on the south wall are locked, while the north doors are not. The kobold leader Mogoloo (moh-goh-LEW) has a key to those doors and the doors in Area 10. A DC 20 Search check on the south doors reveals recent scrape marks on the lock, consistent with the lock having been picked. The warforged party went in that direction after coming through the well, and then the kobolds locked the door behind, hoping to trap them in “the sacred place,” where they know a special watcher guards the discs needed to activate the gateway to The Flame.

The stone doors to the north are not trapped, but they do have a primitive bell alarm that is set off when the door is opened. The bell alarm can be found with the DC 22 Search check, and a DC 18 Disable Device check can silence it.

Thick Stone Double Doors: hardness 8, hp 80; break DC 30, Open Lock 26.

PCs listening at the south doors hear nothing. However, a PC succeeding at a DC 15 Listen check at the north doors hear some voices talking. A PC succeeding at a DC 25 Listen check can make out what is being said if she speaks Draconic. Below is the dialogue, spoken in the distinctive yapping dialect of kobolds:

Voice 1: “We should chase the creatures of metal and wood down and slay them.”

Voice 2: “Don’t be a fool. They will not survive in the sacred area. Mogoloo made the wise decision, which is why he leads us instead of Three-Eyes.”

Voice 1: “We could slay them easily.”

Voice 2: “You couldn’t steal the boots from a blind gnome.”

Voice 3: “The flame is weak. We must be strong. Now shut up, you pixie lovers. We must be vigilant.”

2. KOBOLD SENTRIES (EL 2)

This long room contains four small low benches. Small, ill-made weapons hang from racks above the benches. At the east end of the room, stairs descend to the north. The room is currently occupied by 6 kobolds bearing weapons.

Foes: These six kobold warriors man this sentry post. Their job is to keep out any intruders, alerting their leader if anyone infiltrates this level of the dungeon. Two of the

kobolds are located to the left of the double doors, and the four others are to the right. If the PCs go south and avoid this room, the kobold warriors remain here until they are summoned by either Mogoloo, Three-Eyes, or one of the honor guard.

Kobolds (6): hp 6, 6, 5, 4, 4, 3; *Monster Manual* 161.

Tactics: If the PCs were able to find and disable the bell alarm, the kobolds are armed but not alert. When combat starts in this case, the kobold warriors are sitting on benches, and therefore must stand up and grab their weapons (two move actions) before they can attack. On the other hand, if the bell on the door alerts them, the kobold warriors begin the combat standing and in the best positions possible to attack PCs coming through the doors.

The kobold closest to Area 3 runs down the stairs to awaken the two off-duty kobold warriors (see Area 3), and then continues to Area 5 to warn the shaman Three-Eyes of the intruders. He then runs back to this room to see if he can help in the battle.

Development: The PCs may try to take captives for questioning. Every kobold life they spare now might result in bonuses to Diplomacy checks later in the adventure when dealing with the kobolds.

When the PCs search the kobold warriors bodies or question any captives, read the following description:

The kobolds look like any others you have heard of or seen, except these have scars marring their reddish-orange scales in several places on their bodies, most notably their arms and foreheads. The scars seem to represent a burning flame, and they are a brighter red than the scales.

Any captive kobold warriors initially refuse to provide any information or answer any questions. A DC 15 Intimidate check is needed to get any of these kobolds to talk. The DC increases by 1 for each other kobold conscious to witness the interrogation, as they do not want to show weakness in front of their peers. Killing a prisoner in cold blood in front of another kobold lowers the DC by 10, but this is definitely not a good act, and good characters should not be allowed to do this without suffering an alignment shift. Neutral and evil characters, of course, have no such limitations.

The kobold warriors speak only Draconic. This is what the kobold warriors can tell the PCs if they ask the right questions. Other kobolds in this complex know similar information:

- The kobolds here belong to the Flamekeeper tribe. It has been their lot since the dawn of time to tend to The Flame.
- None of these warriors have ever seen The Flame, but they know that The Flame is currently very weak.
- Their leader is a powerful magic wielder called Mogoloo. They also answer to a shaman who is called Three-Eyes. He was born with only one eye, but he seems to the kobolds to see more accurately than someone with two eyes. Both Mogoloo and Three-Eyes know magic.
- Another group of interlopers entered this level earlier. They went into “the sacred area,” and they have not come out yet. They were three in

number, all of them made of metal and wood. Mogoloo locked them in “the sacred area.”

- The sacred area is very dangerous, and only Mogoloo and Three-Eyes are allowed to enter. They have the keys. A creature of great power guards that area.
- There are other kobolds guarding other areas of the complex, but these kobolds aren’t sure how many.

Treasure: Each kobold warrior wears a suit of small leather armor and carries a small spear along with a small sling and 10 sling stones.

3. LIVING QUARTERS

This chamber at the bottom of the stairs contains three cots, a table with three chairs, and a shelf containing dried pieces of meat and clay jars.

Foes: Two kobold warriors are asleep on the cots when the PCs enter the dungeon. Assuming their peer awakens these two warriors when the PCs attack, it takes them three rounds to get to the combat in Area 2. On the first round they wake up and get out of bed, on the second round they gather their weapons, and on the third round they move up the stairs to join the battle. Aside from the fact they are the ones resting, they should be otherwise treated as the kobolds in Area 2.

Kobolds (2): hp 7, 3; *Monster Manual* 161.

Development: If the PCs manage to get into this room without making any noise or setting off any alarms, the kobolds are asleep when the PCs enter.

Treasure: Each kobold warrior wears a suit of small leather armor and carries a small spear along with a small sling and 10 sling stones. The shelf contains fresh water in the jars and some dried meat (gnome).

4. SLIDING WALL TRAPS (EL 2)

The room before you is a passage around a large central block of stone that goes all the way to the ceiling. Writing is carved into the central stone on the east and west sides.

On the east and west walls of the central stones are traps, described below. There are also words carved on the stone of both the east and west walls of the central block. In Draconic, large enough to be read at a distance, are the words “Secrets of the Flame.” The writing below that, however, is so tiny that one must get very close to see what it says. Anyone stepping close enough to read it triggers the trap. If the trap is disabled and those tiny words read, they say, “You who have come to disturb The Flame will perish. The Flame must never be disturbed.”

Traps: This room has been trapped by the crafty kobolds of the Flamekeeper tribe. The four squares immediately adjacent to the east and west edges of the central stone block are the trigger areas. Anyone stepping in either the east or the west squares triggers the trap on that side. When the trap is triggered, a piece of the wall on the east or west side of the central stone block collapses into those two squares. The trap can be avoided completely by avoiding those two squares on each side and using the squares further away from the central block.

Falling Block Traps: CR 1; mechanical; location trigger; repair reset; Atk +8 (2d6, falling wall); multiple targets; Search DC 20; Disable Device DC 18.

5. TAR PITS (EL 4)

Unlike most of the other rooms you have seen thus far, the floor of this room is not worn smooth, and it is made of naturally occurring basalt. Around the edges of the room, a shiny black substance rests a few inches below the floor.

Creatures: In this room are Three-Eyes, the kobold adept, and his pet dire weasel. Where he is found in the room and his attitude depend on whether he was alerted by one of the kobold warriors from Area 2, if the PCs attack from that direction. Three-Eyes believes himself—with the help of his pet—to be the most powerful creature around. He wants the glory of the kill for himself and does not seek help from the other kobolds.

If he was alerted, he first goes to alert the honor guard in Area 6. Then he returns to this room, stands in the northwest corner of the floor, and places his dire weasel between himself and the doorway.

If he was not alerted and the PCs approach relatively quietly, he stands in the center of the room reading a small tome, with the dire weasel asleep at his feet.

Three-Eyes: male kobold cleric 2; hp 10; Combat Statistics.

Dire Weasel: hp 15; *Monster Manual* 65.

Tactics: Three-Eyes attempts to keep his weasel between the enemy and him. The weasel, however, has been trained to attack any non-kobolds it sees, so Three-Eyes cannot simply command it to move where he wants it to. The weasel remains in place until it sees a non-kobold, and then it rushes to the attack.

The tar around the edge of the room is thick and sticky. Anyone entering the tar pit gets stuck. In this case, that means not being able to move unless making a DC 15 Strength check as a full-round action. A successful check means the PC can act normally the following round. If the PC gets out of the tar on that round, the PC is free. If the PC remains in the tar, they are stuck again and must make another check to act. The dire weasel may try to bull rush a PC into the tar if any of them occupy a square on the edge. Stuck creatures are denied their Dexterity bonus.

Development: If the PCs heard the kobold warriors talking or questioned any of them, they may have heard that another group has infiltrated the area, and that the shaman is not pleased that the kobold leader is not letting the kobold’s chase them into the sacred area. This might give the PCs the idea that they can play Three-Eyes against Mogoloo. If they attempt to negotiate with Three-Eyes, he sees the opportunity he has been waiting for, but not in the way the PCs think. He tells the PCs that if they deal with the other intruders on the kobold’s behalf, the kobolds can supply them with what they are looking for. He promises them pretty much anything, since he has no intentions of keeping any promises. Offering them the “powerful magical sword” from Area 9 is a particularly fitting tactic Three-Eyes might employ. He can also bluff the PCs into thinking that he wants Mogoloo dead so he can lead the kobolds, but he really doesn’t. Either way, he can lead the PCs through the kobold lair to the door into the sacred area at Area 10, where

Mogoloo maintains his watch over the kobolds chosen that maintain the lair of The Flame.

If they make the deal or capture Three-Eyes, he can tell them whatever he knows about the lair and The Flame. However, Three-Eyes lies as much as he can to keep the PCs off guard or from learning too much that might help them later. He knows The Flame is a dragon, and that the fate of his tribe is tied to that of The Flame.

Three-Eyes carries a book that shows a translation of various words from Draconic into different languages: Giant, Elven, and Common. This book could come in handy for the PCs later.

THREE-EYES

CR 2

Male kobold cleric 2

NE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; **Listen** +3, **Spot** +3

Languages Draconic

AC 14, touch 14, flat-footed 11

hp 10 (2 HD)

Fort +3, **Ref** +3, **Will** +6

Weakness light sensitivity

Speed 30 ft. (6 squares)

Ranged sling +4 (1d3-3)

Base Atk +1; **Grp** -6

Special Actions spontaneous inflict spells, command undead (+0, 2d6+2, 2nd)

Combat Gear flask of alchemist's fire, *oil of shillelagh*, 4 *scrolls of cure light wounds* (CL 1)

Cleric Spells Prepared (CL 2nd):

1st—*cause fear* (DC 15), *cure light wounds*, *entropic shield*^P, *sanctuary* (DC 14)

0—*detect magic*, *guidance*, *mending*, *virtue*

D: Domain spell. Deity: Kurtulmak. Domains:

Luck (reroll one roll, 1/day), Trickery.

Abilities Str 4, Dex 16, Con 10, Int 11, Wis 16, Cha 10

Feats Spell Focus (necromancy)

Skills Bluff +5, Heal +8

Possessions combat gear plus sling, small translation book, holy symbol, spell component pouch

6. HONOR GUARD (EL 4)

On the east wall of this chamber is a set of double doors. In front of the doors are two kobolds, dressed in metal armor and holding spears that seem much better crafted than most arms and armor wielded and worn by others of their race. They bristle at your approach but do not move. Next to each of them is a container holding several more spears.

Foes: These kobolds are the most well trained and stalwart fighters of the Flamekeeper tribe. They have been born and bred for one duty: to stand in front of this doorway, the doorway leading to the Gateway to The Flame. They have been trained not to move no matter what—only death gives them the right to leave their post unless another guard takes their place.

The only ones they allow to pass through the doors are those chosen to speak with The Flame, in this case Three-Eyes and Mogoloo.

Honor Guard Kobold Fighters (2): male kobold fighter 2: hp 14, II; Combat Statistics.

Tactics: As stated, these two honor guard kobolds only move if they are forced to do so physically. They attack using thrown spears if enemies are at a distance, but attack in melee if possible. If PCs figure out their inability to move and just try to kill them from a distance, the honor guard can pull the containers holding the extra spears in front of them and gain full cover from missile attacks.

Developments: If the PCs are under protection of either Mogoloo or Three-Eyes, the honor guards glare at them warily but do not attack. Otherwise, they attack the PCs immediately.

Treasure: If defeated, the PCs may lay claim to what remains of the kobolds' gear. Of particular interest are two *potions of cure light wounds* and four *potions of bull's strength*.

FLAMEKEEPER TRIBE HONOR GUARD CR 2

Male kobold fighter 2

NE Small humanoid (reptilian)

Init +4; **Senses** Listen +0, **Spot** +0

Languages Draconic

AC 21, touch 15, flat-footed 17; **Dodge**

hp 14 (2 HD)

Fort +5, **Ref** +4, **Will** +2

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee shortspear +4 (1d6)

Ranged shortspear +8 (1d6)

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

Atk Options spear focus (+1 on attacks with all spears, included above)

Combat Gear *potion of cure light wounds* (CL 1), 2 *potion of bull's strength* (CL 3)

Abilities Str 10, Dex 18, Con 14, Int 8, Wis 10, Cha 8

Feats Iron Will, Dodge

Skills Intimidate +4

Possessions combat gear plus chain shirt, heavy steel shield, shortspears (20)

Notes These creatures use the racial substitution levels for kobold fighters in *Races of the Dragon*.

7. THE GATEWAY TO THE FLAME

The chamber beyond the guards contains a ten-foot-diameter circle etched into the floor. Within the main circle are smaller concentric circles, and each circle seems to be made of a different substance. The outermost circle is gold-colored, the next red, the next bluish black, and the inner circle white. Small round indentations are obvious in the floor on the western edge within each of the circles, as if a small disk could be placed in each.

This is a teleportation circle leading to a corresponding circle in The Lair of The Flame (Area 18). To activate the circle, first the magical circles in Areas 12, 14, and 15 must be activated. Then the four discs in the statue in Area 17 must be released and placed in the proper order in the indentations. The discs each have a symbol etched into them. The discs are described in Area 17. If the discs are lined up in the proper order (Siberys, Eberron, Khyber, Flame) from outside to inside while the three magical circles are activated, the teleporter is activated, giving the PCs access to the Gateway to The Flame.

Even if PCs can't read the Draconic script on the discs from Area 17, they can identify them. PCs can make DC 15 checks with the following skills or class abilities to know this: Decipher Script, Knowledge (arcana), Knowledge (religion), Spellcraft, or bardic knowledge. Obviously, magic that allows reading or understanding other languages can also be used. Three-Eyes' translation book can be used as well.

8. THE POOL OF PLENTY

A ten-foot-wide, fifteen-foot-long pit dominates this area. The pit can be passed on either side via five-foot-wide paths. Ten feet away to the south, sitting in a slightly raised area, is a circular pool of water.

The pit is 50 feet deep, but the bottom 10 feet is filled with garbage and refuse placed there by the kobolds. PCs looking into the pit and see all manner of refuse if they have sufficient vision. The bottom of the pit contains several fissures, allowing vermin and filth-eating creatures to come and take away their sustenance. Occasionally a vermin climbs out of the pit to bother the kobolds, but the arrangement is mostly mutually beneficial.

The pool is a small manifest zone of the plane of Irian, the Eternal Day. When this plane and Irian are co-terminous, this pool is actually a gateway between the two planes. PCs looking into the pool see the water is clear and fresh and there doesn't seem to be a bottom. Fish and other freshwater creatures inhabit the pool. The kobolds gain a great deal of sustenance from the food and water the pool provides.

The water in the pool has features beneficial to life. Once every 24 hours, creatures drinking water directly from the pool gain the following benefits: 1d8+5 hit points and restoration of 1d4 points of any lost Constitution. However, anyone drinking the water severs their connection to negative energy for 8 hours. Any spells cast that use negative energy are done so at a -1 caster level, and any turning checks that channel negative energy suffer a -2. Water that is removed from the pool for more than a few seconds before drinking (ported away in waterskins or flasks) still tastes refreshing but loses all magical benefits and penalties.

9. THE TREASURE ROOM

The floor of this room is not worn smooth, and it is made of natural occurring basalt. Around the edges of the room a shiny black substance rests a few inches below the floor. In the center of the room is a glass case resting on a low pedestal. Inside the case is a longsword of surpassing beauty. The hilt and guard are designed like perfectly formed ice shards, and the steel of the blade is icy blue. The glass case has no apparent openings.

Trap: This is a trapped weapon cleverly devised by the kobolds to tempt would-be Flame slayers. If asked about the weapon, the kobolds tell the PCs that the blade is the only weapon that can strike a killing blow against The Flame, but it is written in their legends that if the blade ever leaves this area, The Flame will perish. So they leave it here in a glass box with no locks.

A DC 22 Search of the glass box reveals a small latch in the back. The latch can be depressed and the glass panel in the back lowered to gain access. The glass case can also be smashed if a single point of damage is done to it.

Every three days Mogoloo casts a *Nystul's magic aura* on the sword. This means that the sword detects as magic, and if someone concentrates to ascertain the type of aura, they detect moderate conjuration magic.

When the sword strikes a blow in combat, the trap is sprung. The shards in the hilt shoot outward toward the wielder.

Trapped Weapon: CR 2; mechanical device; touch trigger; repair reset; spikes (2d6 damage, Reflex DC 20 negates); Search DC 25; Disable Device DC 20.

10. THE SITUATION ROOM (EL 3)

The yawning fissure that occupies ten feet of this chamber doesn't seem to have a bottom, its darkness proceeding past the limits of your sight. Some rope ladders descend into the pit, and some wooden planks are stacked on the south side of the pit.

A makeshift camp has been erected in the south end of this large chamber. Sleeping mats and cooking fires are being tended by a dozen smaller kobolds. Amid the ruckus of the kobold workers stands a larger kobold dressed in bright robes, which match his fiery red scales and orange scars.

All of the kobolds in this room are non-combatants except for the tribal leader Mogoloo. If the PCs are obviously hostile and begin to attack, Mogoloo protects his tribe while the others hide. Non-combatant kobolds who are attacked by PCs run and fling themselves into the pit.

The pit is the easiest path for the kobolds to come and go from their tribal home. Several passages can be found deep within the pit, by climbing down the rope ladders. It is an 8-hour journey down the rope and through the various tunnels to reach the home of the tribe.

Three kobolds can work together to place a wooden plank across the chasm in two rounds. Crossing one of these planks requires a DC 5 Balance check for move at ½ speed. On a Balance check of 0 or less, the person crossing falls.

Anyone jumping or falling into the pit may at first think they are doomed, for the fall is a long one that involves buffeting into the sides of the pit. However, after falling approximately 2600 feet (and taking 1d6 points of non-lethal damage) on the way down, the falling PC lands in a net. Several tunnels lead from the net to the lair of the Flamekeeper tribe. PCs deciding to investigate a passageway rather than climb back to the surface come across a contingent of 8 kobold warriors and 2 honor guards heading up to support the kobolds currently in the lair of The Flame. Allow PCs to return to the surface ahead of these reinforcements. If PCs choose to investigate the pit rather than explore the dungeon, try to get them back on track using whatever DM tricks you can muster.

If a PC falls into the pit, it takes him a long time to climb back up the rope ladders into Area 10. Use the following chart to gauge climb times based on PC movement rates. Remember that the PCs left on the surface do not know the fate of those who fell, so the rest of the PCs should continue with the adventure.

Movement	Time to climb
15'/round	37 minutes
20'/round	26 minutes
30'/round	17 minutes
40'/round	13 minutes

Foes: Mogoloo is fiercely protective of his tribe and takes his job as protector of The Flame very seriously. He has read of legends stating that The Flame has rewarded some of the most powerful ancestors in his tribe with gifts of power beyond reckoning, including transforming them into dragons.

Mogoloo: male kobold sorcerer 3: hp 10; Combat Statistics.

Tactics: Mogoloo takes cover behind some barrels of supplies and casts *shield* upon himself. If the PCs seem incapable of getting across the chasm, he uses his *wand of magic missiles* at casters or archers. If threatened with melee, he uses *burning hands* upon his enemies.

Developments: If the PCs can defeat Mogoloo, the other kobolds in the room flee down the pit. PCs searching the room find various foodstuff, supplies for cleaning the chamber and resetting traps, various writing in Draconic that talk about the glory of the Flamekeeper tribe in their eternal duty to attend to The Flame, and other basic supplies. Also, a DC 15 Search check reveals the secret door into Area 11.

Treasure: In addition to Mogoloo's personal treasure, this room holds 6 *potions of cure light wounds*, *arcane scroll of enlarge person* (CL1), *arcane scroll of jump* (CL1), *divine scroll of comprehend languages* (CL1), *divine scroll of bear's endurance* (CL3), *elixir of sneaking*, and a *+1 light steel shield*.

MOGOLOO CR 3

Male kobold sorcerer 3

NE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60'; Listen -1, Spot -1

Languages Common, Draconic

AC 15, touch 15, flat-footed 12

hp 10 (3 HD)

Fort +4, **Ref** +4, **Will** +2

Weakness daylight sensitivity

Speed 30 ft. (6 squares)

Melee spiked gauntlet +1 (1d3-1)

Ranged dagger +5 (1d3-1/19-20/x2)

Base Atk +1; **Grp** -4

Combat Gear *potion of cure light wounds*, *wand of magic missile* (8 charges) (CL 1)

Sorcerer Spells Known (CL 3rd):

1st (6/day)—*burning hands* (DC 13), *nystul's magic aura*[†], *shield*

0 (6/day)—*acid splash*, *arcane mark*, *daze* (DC 12), *detect magic*, *message*

[†]Already cast one *Nystul's magic aura* today

Abilities Str 8, Dex 16, Con 12, Int 11, Wis 8, Cha 14

SQ Familiar (weasel)

Feats Combat Casting, Skill Focus: Concentration

Skills Concentration +10 (+14 if casting defensively), Spellcraft +6

Possessions combat gear plus *ring of protection* +1, small spiked gauntlet, spell component pouch, small dagger (3)

11. SECRETS

This tiny room contains a single forlorn-looking kobold, slumped over on the ground. He looks up at you with dejection and says in broken Common, "What took you so long? Kill me and destroy our tribe, as it is foretold."

This morose little fellow is Grutto, a normal, non-combatant kobold. He was here serving his tribe as always, cooking and cleaning and moving things for Mogoloo. When he heard that the warforged adventurers had infiltrated the sacred area, something in his mind snapped. He had been having dreams that creatures of wood and metal would come and destroy The Flame, and then destroy the entire Flamekeeper tribe in the process. Mogoloo tired of Grutto's ranting about the end of the world, and locked him in this room to die as a warning to the others about questioning his power. Even though the PCs are not necessarily warforged, he assumes the PCs are harbingers of the destruction to come.

If the PCs talk with him in a non-threatening manner and make a DC 15 Diplomacy check, he tells them about his visions. If they attempt to convince him that they are not here to destroy The Flame, or if they tell him that they are going to destroy (or already have destroyed) the warforged, he becomes heartened. In that case, he gives the PCs some information that can help:

- The Flame is wise and answers questions. The Flame must answer questions.
- Those who wish to speak to The Flame must purify themselves in the fiery water.
- The Flame never dies. His tribe has been serving The Flame since Kurtulmak created them.
- To visit The Flame, you must go to the sacred place, activate the magical circles, and retrieve the discs from the guardian. He has heard Mogoloo and Three-Eyes talk about this.

12. THE STRENGTH OF THE FLAME

Four statues decorate the corners of this chamber. In the northeast corner is a statue showing a large humanoid draconic figure rippling with bulging muscles, tearing apart what might be an arm in its clawed hands. In the southeast corner, is a statue depicting a kobold tinkering with some sort of bear trap. In the bear trap is a representation of a human-sized foot. In the southwest corner, is a kobold holding aloft his arms. Carved flames rest in one hand; carved lightning bolts are clutched in the other. Finally, in the northwest corner, the statue simply represents a large flame.

To the south of the statue chamber is a square chamber. A circle made of light blue stone rests in the center of the chamber. In the center of the circle is a bronze disc, about two feet in diameter. Etched into the disc is a symbol.

The four statues represent The Flame and the three aspects of dragonkind: strength, cunning, and magic. Each of three magical circles in this area test one of those aspects.

The first test is the test of strength, given in the magical circle described above. In order to activate the magical circle, the bronze disc needs to be struck with a strong blow. This means either struck with an unarmed blow equaling a DC 20 Strength check or striking with a weapon. Striking with a weapon allows the PC to add his BAB to the check. Bludgeoning weapons add +4 to the Strength check, while slashing or piercing weapons add +1.

The symbol on the disc is a draconic pictograph representing Strength. Characters reading Draconic automatically know this. PCs can also make DC 15 checks with the following skills or class abilities to know this: Decipher Script, Knowledge (arcana), Knowledge (religion), Spellcraft, or bardic knowledge. A DC 10 Search check reveals that this disc has been struck very violently more than once. A DC 15 Search check with the Investigate feat tells the PC that striking this disc with a very powerful blow is some sort of test. The disc radiates moderate evocation magic (*detect magic*, DC 21 Spellcraft).

When the bronze disc is struck with the necessary force, the magical circle lights and remains lit for 24 hours. This also lights the outer circle in the Gateway to The Flame in Area 7.

13. ENTRY PASSAGE

This area is dusty, and the stairs descend into a larger chamber.

A DC 15 Search check reveals footsteps. A DC 15 Survival check from a PC with the Track feat reveals that three warforged passed through here very recently.

14. THE CUNNING OF THE FLAME

A circle made of light blue stone rests in the center of the chamber. In the center of the circle are four small bronze discs, arranged around the center of the circle. Etched into the discs are various tiny symbols. The discs can be turned so the symbols in each of the discs can be arranged in different orders. Lines etched into the floor point from each disc to a picture representing a large flame.

The symbols on the discs are in four different languages: draconic, elven, common and giant. In order to activate the magical circle, the discs must be turned so that the word/symbol representing “flame” point to the inside. PCs can figure this out on their own in they know all the languages between them. The only word all the discs have in common is the word “flame.” They can also use the translation book carried by Three-Eyes.

Also, if the PCs are stumped, give them a DC 15 Intelligence or Wisdom check to give them a clue. Finally, a DC 18 Disable Device check activates the magical circle by finessing the discs into the proper place without knowing the proper combination. The disc radiates moderate evocation magic (*detect magic*, DC 21 Spellcraft).

When the bronze discs are finally turned in the correct combination, the magical circle lights and remains lit for 24

hours. This also lights the middle concentric circle in the Gateway to The Flame in Area 7.

15. THE MAGIC OF THE FLAME

A circle made of light blue stone rests in the center of the chamber. In the center of the circle is a bronze disc, about two feet in diameter. Etched into the disc is a symbol.

The symbol on the disc is a draconic pictograph representing Magic. Characters reading Draconic automatically know this. PCs can also make DC 15 checks with the following skills or class abilities to know this: Decipher Script, Knowledge (arcana), Knowledge (religion), Spellcraft, or bardic knowledge.

In order to activate the magical circle, a PC must cast a spell or infusion (any level) or use a spell-like ability near the bronze disc or touch the disc with an item created using magical spells. This does not ruin the item. Also, a PC can make a DC 20 Use Magic Device check to activate the disc as if a spell had been cast on it. The disc radiates moderate evocation magic (*detect magic*, DC 21 Spellcraft).

When someone casts a spell at the discs or touches the disc with an item possessing magic or created by magical spells, the magical circle lights and remains lit for 24 hours. This also lights the inner concentric circle in the Gateway to The Flame in Area 7.

16. SAFE HAVEN

The door leading into this room from the north are closed but not locked. The door leading to the eastern passage heading toward Area 17 is opened, and there are scorch marks easily visible on the stone door.

The serenity of this room—with its decorated wooden benches and colorful tapestries—is ruined by the smoldering remains of a warforged. Its metal parts are melted into slag, and its wood is charred. A crisped and blackened leather satchel lies next to it. The smell and sight of smoke still in the air indicates the warforged was not destroyed long ago.

The charred satchel contains three slightly singed but usable scrolls of repair light wounds and two potions of resist energy 10 (fire).

The tapestries are obviously old and expertly crafted. They show a series of images. The first shows a large, red-scaled, dragon-like creature standing at the bottom of a raised dais, its jaws open in a flaming roar. On the dais is a small flame with eyes and a face. The second tapestry is very similar, except it shows the flame larger, but the dragon-like creature looking a bit haggard. The third tapestry shows the same scene, except the flame is huge and the dragon-like creature looks healthy again. The fourth tapestry shows the flame small again, and the dragon-like creature again looks haggard.

17. THE REFORMING GUARDIAN (EL 2*)

Just before the PCs prepare to leave Area 16, read the following:

A loud roar erupts from the corridor to the east. The sounds of battle are unmistakable.

As soon as a PC moves up the hallway to look into Room 17, read the following:

You arrive just in time to see a creature, looking exactly like the dragon-like creature in the tapestries, take a deep bite out of the chest of a warforged wielding a greatsword. The creature shakes the living construct in its bite like a dog playing with a rag toy. As the warforged succumbs to the bite, it turns its head to you and says, "We killed it, but it came back." Another warforged lies at the feet of the creature. The warforged is destroyed with a sickening snap, and the creature walks over to a statue at the eastern end of the room.

Foe: The creature is a variant form of a redspawn firebelcher, a spawn of Tiamat. The creature was tasked, when this area was established, to spend eternity guarding the discs that can open up the Gateway to The Flame. If the creature is killed, its essence reforms (see below).

Injured Variant Redspawn Firebelcher: hp 42 (currently 10); Combat Statistics.

Tactics: The firebelcher spits fire at the nearest foe, unless attacked with melee. If confronted with melee, it reverts to using its bite attack. As a summoned creature, it fights to the death.

Developments: The warforged party, now all deceased beyond repair, have killed the creature once and weakened him a second time. He is also been weakened a bit over the centuries of dying and reforming. However, even in his weakened state, he is deadly if he reforms at full hit points. The PCs need to defeat him by hitting him quickly before he can attack, and then taking the steps to keep him from reforming.

The PCs can get an automatic surprise round as the firebelcher moves to his place in front of the statue, and he does not see them enter the room.

Also, when the creature is reduced to 0 hit points, four small stone discs fall off the statue and clatter to the floor. These discs each have a rune on them, written in Draconic. The runes represent The Dragon Above (Siberys), The Dragon Below (Khyber), The Dragon Present (Eberron), and The Flame. Any PCs who have seen the Gateway to The Flame in Area 7 realizes that this discs would fit into the four depressions in the floor of the magical circle there.

The statue in the room represents a tall flame with eyes. When the firebelcher is alive, the statue is black. When the firebelcher is reduced to 0 hit points, the creature turns into a black mist and swirls around the room for 1 round. Four the next four rounds, the mist coalesces more and more, reforming more and more solidly into the creature. On the beginning of the sixth round after its death, the firebelcher is back and ready to destroy anyone still in the room. As the mist coalesces, the statue turns red from bottom to top, giving the PCs an idea of how long they have.

There are a variety of ways the PCs might avoid the reincarnation of the firebelcher. The obvious method is to grab the stone discs and run for it. The firebelcher cannot enter Area 16 or beyond.

A great wave of negative energy washes over the room as the firebelcher reforms. Clerics can try to turn, rebuke, or control the negative energy in the room to delay the reincarnation. This flood of energy is instantly recognizable to PCs that can turn or rebuke undead. If the PC can make a check that would affect a 2 HD creature, the reincarnation of the firebelcher is delayed for 1 hour.

Destroying the statue is also another option. The statue has a Break DC of 30, but if it is dealt 20 points of damage (hardness of 8), it interrupts the reincarnation. The statue can be repaired later if it is not completely destroyed.

INJURED VARIANT

CR 2

REDSPAWN FIREBELCHER

CE Large magical beast (dragonblood, fire)

Init −1; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +6

Languages —

AC 18, touch 8, flat-footed 18 (−1 size, −1 Dex, +10 natural)

hp 42 (4 HD) currently 10

Immune fire, paralysis, *sleep*

Fort +11, **Ref** +5, **Will** +2

Weakness vulnerability to cold

Speed 40 ft. (8 squares), swim 30 ft.

Melee bite +6 (1d6+3 plus 1d3 fire)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +10

Atk Options Power Attack

Special Actions belch fire

Abilities Str 14, Dex 8, Con 21, Int 1, Wis 11, Cha 6

SQ Tiamat's blessing (fire)

Feats Power Attack, Weapon Focus (bite)

Skills Jump +6, Listen +5, Spot +6, Swim +10

Belch Fire (Su) A redspawn firebelcher can belch fire up to 30 feet as a standard action. This is a ranged touch attack (attack bonus +3) with no range increment. An opponent hit by this attack takes 3d6 points of fire damage.

Creatures adjacent to the target take 2d4 points of fire damage; a DC 19 Reflex save reduces this damage to half.

The save DC is Constitution-based.

Tiamat's Blessing (Fire) (Su) All spawn of Tiamat within 5 feet of or riding on a redspawn firebelcher gain immunity to fire.

Skills A redspawn firebelcher has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

18. THE CLEANSING FIRE

In front of you, north of the teleportation circle, are three imposing statues resting on a 6-foot-tall stone platform. All three represent a large flame with eyes that seem to peer at you. The statue on the left is approximately 8 feet tall, the middle statue is 14 feet tall, and the right-most statue is only 4 feet tall. Even the shortest statue seems imposing up on its platform, looking down at you.

When the PCs step off the teleporter, continue:

The largest statue speaks when you step off the platform, although it does not move. "Who comes into the presence of The Flame?" [Allow the PCs to answer, then continue.]

"You are not one of the Flamekeepers. What do you wish of The Flame?"

If the PCs say something that is non-violent and non-intrusive, such as they seek the wisdom of The Flame, the voice replies, "Then step into the fire and become pure." At this point the shallow pool of water behind the statues flames up. PCs who step into the fire can feel their minds being probed for the true reason they are seeking The Flame. A DC 12 Will save resists this. On a failed save, the PC can feel his mind being probed for the reason he has sought The Flame. A DC 15 Bluff check can allow a PC to trick the telepathic power into believing he is there for peaceful reasons. PCs who enter the fire and are not caught as seekers of The Flame's destruction gain fire resistance 10 for 1 hour. (Note that capturing is not the same as destroying.) PCs who enter the fire and are revealed as being those seeking to destroy The Flame become vulnerable to fire for 1 hour (as per the "Vulnerable to Energy" condition, *Monster Manual* 317). Certain creatures may be resistant or immune to the mental probing. Adjudicate this on a case-by-case basis.

If the PCs say anything else, including wanting to extinguish or capture The Flame, or that they "are just adventurers looking around," or anything that doesn't indicate a desire to make deliberate peaceful contact with The Flame, a loud BOOOOOOOOOM erupts from the statues and shakes the entire area. No damage is done, but everything nearby is certainly aware of intruders.

19. MEETING THE FLAME (EL 4)

At the top of the stairs is a chamber containing a raised stone dais. A magical flame burns atop the 10-foot-square dais, which is 5 feet off the ground. The ceiling in this room is 15 feet high, and the top of the flame licks the ceiling.

The wyrmling hides within the flame, which is simply illusionary fire, which the PCs know automatically if they interact with it. From the top of the stairs, a PC can make a DC 21 Spot check to see the dragon within the illusionary flames. If the dragon sees or senses the PCs, it speaks. Its voice is deep and rumbling, as if it came from a much larger dragon. It speaks in both Draconic and Common:

"You are both brave and foolish to enter my presence. Either ask me your questions or leave now."

If the PCs ask questions, The Flame gives general answers based on the faction and the general disposition of the inquiring PC. The Flame is a vessel of Prophecy, but as always the Prophecy is vague and open to interpretation. Give general warnings of great risk but great reward. For example, the Flame might tell a member of the Crimson Codex that the "book of knowledge can only be opened by the seekers of knowledge who are willing to give up all they know" but might say to a member of the Cabal of Shadows might be told "the path to darkness will be cover in blood, tears and fire."

If the PCs approach within 10 feet of the central dais, The Flame warns the PC to step back. If the PCs do not step back from within 10 feet, The Flame attacks.

Foe: The Flame does not barter, bargain, or banter. She knows she is immortal, so she doesn't fear death. She does allow PCs to surrender or retreat, but she does not leave Areas 18 and 19 to pursue.

The Flame: hp 55 (currently 30); Combat Statistics.

Tactics: The Flame is relishes entering melee and moves to where it can do the most damage. If the PCs are avoiding it, The Flame uses its breath weapon. As she expects to be reborn, she fights to the death.

Developments: Atop the dais is a 4-foot-diameter bronze ring that produces the illusionary fire. This is what the Blackwheel Company PCs must destroy. If the PCs manage to kill The Flame, the Cabal of Shadows PCs have completed their mission. The Crimson Codex PCs can then take the body (or even pieces of the body) back for study, completing their mission. If any Covenant of Light PC is hit by either the breath weapon or a natural weapon of The Flame, their mission is completed.

Treasure: If the PCs defeat The Flame, they can raid her small treasure trove. She currently has no magic, but there are enough coins and gems for the PCs to each gain 600gp.

THE FLAME CR 4

CE Medium female wyrmling red dragon (fire)
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; **Listen** +0, **Spot** +0

Languages Common, Draconic

AC 16, **touch** 10, **flat-footed** 16

hp 51 (7 HD)

Immune fire, paralysis, *sleep*

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

Weakness vulnerable to cold (+25% cold damage due to Suppress Weakness feat)

Speed 40 ft. (8 squares)

Melee bite +10 (1d8+3) and

2 claws +5 (1d6+1) and

2 wings +5 (1d4+1)

Base Atk +7; **Grp** +10

Special Atk breath weapon (30-foot cone, damage 2d10 fire, Reflex DC 15 half)

Abilities Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10

Feats Flyby Attack, Iron Will, Suppress Weakness

Skills Bluff +10, Concentration +12, Diplomacy +4, Listen +10, Search +9, Speak Language (Common), Spot +10, Sense Motive +10

ENDING THE ADVENTURE

The PCs can either retreat successfully or unsuccessfully. Once they leave the area, they cannot return, as it has become too dangerous.

ADVENTURE QUESTIONS

1. How best describes how the party invaded the kobold lair?
 - a. The PCs screamed like banshees and kicked down the door; alerting the whole complex.
 - b. The PCs were careful and used stealth coupled with quiet strikes; taking most kobolds by surprise.
 - c. The PCs used guile and tricked the kobolds into an alliance or used some other trick.
 - d. The kobolds were too much for them and the PCs ran.
 - e. The PCs never dealt with the kobolds.
2. What happened when the PCs encountered the sliding wall traps?
 - a. They saw through the petty trick and disabled or avoid it.
 - b. They fell for it and were punished.
 - c. They never encountered this trap.
 - d.
3. How best describes how the PCs' encounter with Three-Eyes?
 - a. The cleric and his furry ally were slain and their bodies causally thrown into the tar.
 - b. Dire weasels and kobolds win every time. The PCs were forced to run.
 - c. They never encountered this duo.
4. What happened when the PCs encountered the trapped weapon?
 - a. They saw through the petty trick and disabled or avoid it.
 - b. They fell for it and were punished.
 - c. They never encountered this trap.
5. How best describes how the PCs' encounter with Mogoloo?
 - a. The puny sorcerer and his charges were slain and their bodies causally thrown into the pit.
 - b. Afraid of the pit and groveling before the powerful aracist, the PCs were forced to flee.
 - c. They never encountered the kobold leader.
6. What happened when the PCs ran across the redspawn firebelcher?
 - a. Fire holds no fear for the powerful PCs. They crushed him and prevented his rapid return.
 - b. Fire holds no fear for the powerful PCs. They crushed him and ran before his return.
 - c. The creature was too much for them and they were forced to flee.
 - d. They never encountered the fire-spewing monstrosity.
7. How best describes how managed the trials of strength, cunning, and magic?
 - a. The PCs easily navigated the trials and teleported into the final chambers with easy.

- b. The puzzles were very difficult for the PCs, but with some help from the DM they eventual soldiered on.
- c. The PCs were smart and stones and the trials completely stymied them.
- d. The party never encountered the majority of the trials.

8. What was the final outcome of The Flame?
 - a. The PCs crushed the tiny dragon and snuffed out the light of her fire.
 - b. They thought the little girl was so cute that they beat her with big club and took her home to Stormreach.
 - c. The PCs asked it questions, but then left.
 - d. The dragon was too much the party and they were forced to flee.
 - e. The party never managed to get this far.

STORY OBJECTS

DM Note: The awarding of these story objects is mutually exclusive. The PCs can only receive one.

KILLED OR CAPTURED THE FLAME

Cert ID: EXWWo5

Through strength of arms you killed The Flame and manipulated the prophecy to your advantage. Since walking through fire, your weapons have taken on a reddish sheen. You may spend an action point once per adventure as a swift action before making an attack to wreath your weapon in fire. For one round, your weapon does an extra 1d6 point of fire damage on with successful attack. The flames go out at the beginning of your next turn.

THE FLAME ESCAPED

Cert ID: EXWWo6

You failed to manipulate the prophecy and the leaders of your faction are extremely disappointed in you. Your superiors have decided to attempt to send another expedition to clean up your mess and they are forcing you to help pay for it.

