

HELLFROST LAND OF FIRE

• REALM GUIDE #6 •

THE HEART OF FIRE

INTRODUCTION

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In the center of Al-Shirkuh lies a burning wasteland of choking ash, boiling mud pools, chocking sulfur, scorching winds, and rivers of bubbling lava. In the core lies a vast crater, fed by lava rivers, its heat the enemy of flesh, its glow a beacon that illuminates the desert for countless leagues. Never conquered, it is home only to fire giants, elemental beings, and a handful of hardy orc tribes. This is the Heart of Fire, the nearest thing to the elemental realm of fire mortals can explore. It is an arid, lifeless realm, that offers no pity to the weak. This supplement expands on material found in *Hellfrost: Land of Fire*.

CREATION OF THE HEART

What cataclysmic event created the Heart of Fire has perplexed scholars and fuelled the imaginations of storytellers for centuries beyond counting. The most popular story is one told across the great desert, yet it is one that stems not from fact, but from myth. According to the story, a mountain fell from the heavens and crashed into Al-Shirkuh.

Exactly how the mountain came to fall varies by storyteller. Some say it was carved by Geb-Agni, a monument to honor the gods. In a fit of jealous spite, for his image was not carved into the edifice, Iblis cast it into the void. Another version says it fell after its summit was hacked off by Karmelos, who was tricked into performing the deed by Iblis. Others claim that although men call it a mountain, it was but a single block of stone, one of many used to carve the palace of Shamash. Finding the stone cracked, Geb-Agni, the great builder of the heavenly realm, carelessly tossed it aside.

Yet this is not the only origin story circulating. Some Faithful historians say the region was created by a legion of ifrit sorcerers in an attempt to transform Al-Shirkuh into a realm more to their liking. Although widely accepted as fact in the Caliphate, the story conveniently ignores ancient reports from the time of Hekata that speak of the infernal realm. A rival myth states that the Heart is where Geb-Agni stepped foot onto the mortal realm during his descent into the bowels of the earth.

At least one ancient document of unknown hand speculates the region came into being when a conjunction of the elemental realms brought the realm of fire too close to the mortal realm. A tendril of raw elemental energy, one of the building blocks of the universe, struck Al-Shirkuh, forming the great lava lake and giving birth to the numerous volcanoes that continue to spew to this day. This theory has much support among mages, for the area is rife with elemental fire loci. Less popular theories include the gods destroying a realm of sinners at some point in antiquity; the result of fire giant magic of awesome potency;

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Land of Fire Realm Guide #6

RULES OF THE REALM

These setting rules apply in the Heart of Fire.

* **Hazardous Travel:** The choking ash and jagged rocks of the region make travel hazardous. Each day spent in the Desert of Ash, travelers must make a Vigor roll (+2 if wearing a sand hood) or suffer a level of Fatigue from inhaling ash. In the mountains, an Agility roll is required to avoid a Fatigue level from banging one's shins and tearing exposed flesh. In both cases, Fatigue is recovered as per Bumps and Bruises.

* **Lighting:** Once in the mountains, visibility is Dim (-1) due to the thick volcanic clouds that lie over the region. At night, the dull orange-red glow of the lava bathes the Hearth in flickering light. Treat illumination as one step closer toward normal lighting than the circumstances would normally indicate, to a minimum of Dim (-1).

* **Temperature:** Due to the number of volcanoes, thermal vents, and elemental loci, the heat is almost as oppressive even after the sun sets. The nighttime temperatures are always 1d2 levels lower than that day, rather than 1d2+3.

* **Trading:** The fire giants and orcs do not trade with the civilized races, though they happily take what they want. The governors and guards of the mining camps have nothing to sell, not even water, but they do occasionally purchase goods from travelers. A successful Streetwise roll allows the heroes to sell any plunder for 10%, with a raise increasing the value to 25%.

* **Weather:** Use the following weather chart when the heroes are exploring the Heart of Fire.

d20	Weather
1-3	Clear skies
4-13	Overcast due to ash clouds (reduce temperature one level during the day, increase one level at night)
14-16	<i>Shabali</i> , the burning wind
17	Warm spell
18-19	Ash storm (use blizzard rules)
20	Firestorm (see <i>Realm Guide #2</i>)

and, to the handful of inhabitants from the northern continent who have seen it first hand, the potential resting place for their fiery god, Kenaz, who has apparently vanished from the heavens.

WHO IS KING SURTUR?

Were it not for the increase in fire giant raids in recent decades, Surtur's name would be spoken only by a handful of scholars and storytellers and the few Bedu tribes native to the central eastern desert. As it is, the name is now known the length and breadth of the Great Northern Desert, and it is starting to filter into the markets and coffee houses of the great coastal cities.

With no reliable eyewitness accounts, separating fact from fiction is virtually impossible. The few images and historical passages relating to him agree only on his appearance, and in this there is surprisingly little discrepancy. Beyond this, there are huge differences.

Some stories tell of him being able to summon fire elementals with a word or gesture, radiate such heat that stone and metal melt as if made of butter, speak words of power that cause lesser beings to spontaneously burst into flames, incinerate foes with a mere touch, and so on. About the only things the stories have in common is his master of fire, but of course the source is debateable—is he a follower of Geb-Agni, or a master of ifrit magic?

Although no one has conducted a lengthy investigation into the life cycle of fire giants, most scholars and sages agree that 600 years is an impossibly long time for any mortal creature to live, even in the case of a supposedly unique specimen like Surtur. A general consensus has formed that “surtur” is nothing more than a title passed down through the generations, albeit one perhaps taken from the actual name of an early king or warlord. One minor theory currently doing the rounds is that Surtur isn't actually a giant at all, but an ifrit.

Talk of the fire giant king has even penetrated the cold northern continent, though the stories are not commonly known outside the Lorekeepers and cult of Kenaz. A minority of Kenaz's clerics have come to believe that the fire giant might prove a valuable ally in the war against Thrym's legions, for surely the god of cold is their natural enemy? A few radicals dare to go even further. They argue that Surtur might in fact *be* Kenaz, imprisoned in the mortal realm, or seeking refuge while he rebuilds his strength. Although this theory is regarded as heresy, the descriptions of Kenaz and Surtur are strikingly similar.

Whether Surtur is also master of the Black Tower continues to occupy the minds of those interested in such topics. The nature of the mysterious occupier varies immensely, but at least one appears to match that of the fire giant king. And such is the potency of the *dispel* magic radiating from the tower than the caster cannot be a lesser being. Of course, it could be argued the master of the tower is the lost northern god of fire.

Exploring the Realm

The Heart of Fire is an accursed realm, no place for the weak or foolish to step foot lest they wish to meet their maker. The burning land takes all, but offers nothing in return save misery and death in equal measure.

Stretching away southeast from the towering, craggy mountains is the barren Desert of Ash. Here the yellow-orange sand and sunbaked rocks give way to a thick layer of gray-black ash, blown out of the mountains on the prevailing winds. Only after a tremendous sandstorm does the region resemble the surrounding lands, its ash blanket overlaid with sand until the next eruption brings more choking clouds forth to reestablish the Heart's claim to the region. Explorers must be wary of

the weather, for the ash can be deadly if inhaled. While movement poses little problem, the ash rising only to knee-height, when an ash storm strikes the finer grains are carried high into the sky.

What little rain falls here is quickly polluted by the ash, undrinkable even if repeatedly boiled. It mixes with the powdery surface, creating thick patches of clinging muck. Baked in the sun, it rapidly sets as hard as stone, making it difficult to remove from clothing and equipment. Heavy rains pose a more serious danger. Ash caught between dunes becomes a deep bog (treat as difficult ground). In most cases these can be crossed before the ash sets hard, but a traveler who leaves it too late may find himself a permanent feature of the desert.

Beyond the Desert of Ash, the ground rises quickly. The black rocks are jagged and sharp, tearing at flesh and bruising bone. A wrong step can mean more than an inconvenience, though, for between the crags are pools of thick, bubbling mud, superheated by subterranean lava streams; yellow-caked vent holes which belch clouds of sulfurous gas; geysers that spout plumes of boiling water, some to regular patterns, others without warning; deep crevasses hidden by a thin layer of ash, and streams of molten rock deadly to the touch. The black rocks absorb the sun's rays, making them too hot to touch without gloves (but convenient for cooking food—one small comfort in a hostile environment).

Here the four elements wage constant war against trespassers. The ground shudders with great regularity, as if trying to cast trespassers off its surface or bury them beneath rock falls. Pools of seemingly fresh water are boiling hot or laced with bitter sulfur. Some are not even water at all, but flesh-dissolving acid. The air is toxic, laced with ash and fumes birthed from deep within the earth, and scorching hot. And fire is everywhere, hissing and crackling a warning to flee before one is consumed.

After a day in the mountains, travelers find they cannot wash away the all-pervading stench of sulfur, nor the gray ash that coats everything. Unless kept in airtight containers, food and water develop a foul taste within hours, though it takes longer for them to spoil completely.

From the highest peaks, one can see the Pit of Fire, the enter of the infernal land. There it sits like a gigantic heart, fed by thick, red veins of lava constantly erupting from the volcanoes that ring the lake.

With no food or potable water present, explorers must bring everything necessary for survival with them, a heavy burden in a blisteringly hot landscape. Gluttony or stupidity quickly lead to exhaustion and then death even quicker than in the burning sands below the lofty volcanic peaks.

Trade & Tribute

Despite the many dangers, the Heart of Fire is part of a thriving trade route. Slaves toil under the baking sun to cut great slabs of basalt from the ground, trawl the Desert

of Ash for lumps of pumice spat out from the fiery peaks or gather sackfuls of the toxic ash for use in mortar, and venture in the lower peaks to chip away sulfur from the mouths of gaping vents. These precious cargoes are then loaded onto camels and hauled to the distant corners of Al-Shirkuh, to be sold in the great markets. Imports comprise only what the prison camps need to continue operating—water, food, and new tools.

Major Locales

Only a brave man or a fool voluntarily comes to the Heart of Fire. For those who match either requirement, below are some places where adventure may be found.

FIELD OF SMOLDERING BONES

Although the pharaohs of Hekata have always considered the Firebarrier Mountains an accursed realm, this has not prevented more than one insane lord from attempting to cross them and conquer the Heart of Fire (often in the belief they would gain mastery over fire if successful). The last pharaoh to attempt such madness was the withered lord Siptah III, who, seeking the power to overthrow the living god Apophis, marched his army around the main line of mountains in 54 C.J.

His army met its demise in the area of the Heart bordering Hekata's modern border. Arrayed in battle formation, their resplendent black gold and silver standards held aloft, the legion marched silently forward toward a narrow pass, the pharaoh leading in a chariot drawn by skeletal horses. No sooner had the first hoof crossed into the pass than pillars of fire erupted from the earth, incinerating the army. Impervious to pain and without orders to retreat, the burning skeletons marched on relentlessly until their bones cracked and they collapsed.

The pass is one of just a few that penetrate deep into the Heart of Fire, but few walk here. Five centuries on, the landscape is still littered with charred remains, smoldering despite the passage of time, and still exposed to the elements, as if the desert sands refuse to accept them into their embrace. The Bedu claim that when the stars are right, burning skeletons rise from the sand and attempt to resume their march to victory, staggering but a few paces before collapsing into dormancy again.

GATES OF THE BRONZE BULL

On the western extreme of the Heart, at the end of the enormous valley formed by the Firebarrier Mountains and the Mountains of Malice, stands a huge brass bull. The scale belittles anything save the monuments of desolate Hekata, and the amount of work required to excavate and smelt the metal that went into its construction is mind-numbing. But who built the bull and for what purpose remains a mystery. Beneath the bull's hind legs, crafted into the living rock of the mountains,

CLERICS OF GEB-AGNI

Training: The cult prides itself on physical strength and stamina. Novitiates undergo a rigorous diet and exercise regime designed to build their muscles and improve their endurance. In order to boost their ability to withstand heat, they frequently sit in metal boxes exposed to the scorching rays of the sun, while denying themselves water. Once a novitiate is deemed physical capable, he begins instruction in underground exploration and survival. Here he learns how to navigate small crawl spaces, climb bare walls, swim through sumps, and uncover edible fungi and animals.

After completing both training courses, he must decide whether to become a priest and favor the god's earth aspect, or a paladin, representing Geb-Agni's fire aspect. His final test involves subjecting himself to the full heat of the desert for a day without water, then navigating a cave system chosen by his mentor without assistance.

Prayers: Followers routinely refer to themselves as bastions of strength in prayers, yet always accept their god is stronger. Hence, a prayer might begin, "I am the immovable mountain whose roots lie in the earth, but I am a feather to your will." Fire features heavily in their sayings. For instance, "A burnt child dreads the fire" (you won't make the same mistake twice), "All fires turn to ash" (everything comes to an end), and "As far as the heavens are from the earth" (a long way).

Adventures: Anything involving subterranean exploration or journeys into the Heart of Fire is an instant lure for clerics. Monsters threatening a mine, escorting caravans of metal ore, exploring caverns, or defeating rampaging fire salamanders all serve as excellent ways to prove their faith. Given their desire to rekindle the heat of the desert, they may even be tempted to travel to the land of ice north of Al-Shirkuh.

Character Guidelines: Priests are trained to explore subterranean realms. Climbing, Survival, and Swimming are all useful, as is a high Agility; handy for crawling through tight spaces. In combat, they prefer stoic defense, letting an opponent exhaust himself or expose a weakness before suddenly delivering a hard-hitting riposte. High Vigor allows one to weather blows, which good Fighting is essential for Parry, as well as defensive Edges like Block. Spirit is also important, as it allows you to recover from being Shaken more easily, and Strength makes those blows more damaging. Paladins are renowned for their furious rages. Berserk is a natural choice, but Frenzy and Sweep allow them to channel their anger into multiple attacks. Agility and Strength are favored over Spirit and Vigor, but as a warrior no attribute can be truly ignored.

are a pair of colossal bronze doors decorated with bull motifs. Depending on which Bedu tribe once converses with, the doors are either sealed shut against trespassers or slightly ajar—few of the tribes see the need to come here, and any information they possess, assuming it has any factual basis, is generations old.

A small few scholars, ridiculed by their peers, point to the minotaurs, a race now regarded as barbaric. Evidence, they claim, exists in the knowledge that minotaurs worship a bull deity. They claim that beyond the doors are the tombs of ancient minotaur kings, laid to rest long before Hekata fell.

Others insist the site was holy to the cult of Apis, which humans claim rose in nearby Hekata. Once the protector deity of the pharaohs, the edifice is evidence, so supporters of the theory state, that beyond the doors lie many of Hekata's early pharaohs, entombed in a desolate valley to prevent their remains being despoiled.

The hand of the jinn is not neglected, either. Ancient records speak of the khalkotauri, bronze golems crafted in the form of bulls, once used to pull the ifrits' war chariots. What became of the khalkotauri after the downfall of the jinn is unrecorded. Some sages claim they were destroyed, for undoubtedly the jinn rode their chariots into battle against Suleiman. Others' legends tell that the creatures still exist, locked away in some subterranean vault, awaiting the command from a powerful ifrit to awaken and wreak vengeance on mortals. Beyond the bronze doors may lie the ancient forges where the golems were forged, or their place of slumber.

MINING CAMP NASIM

An outpost of the Caliphate, the mining camp's name is a well-chosen taunt to those condemned to labor here. The name means "fresh air," but the air around the compound is anything but. Located in the lower slopes of the southern mountains, close to a series of large thermal vents, the air is thick with sulfurous fumes.

The convicts, sent here for terms of between two and ten years, spend their days mining lumps of sulfur. They have named the camp Asfar ("yellow"), for everything exposed to the air for more than a few days, even exposed flesh, takes on a sickly yellow hue. The walls and buildings, which have stood for over a century, are caked in a thick layer of sulfur.

The camp's governor, Mehmed ibn-Almas, is defrauding the Caliphate and engaging in activities that warrant the death penalty. Always a man of black heart, three years ago he was persuaded to use zombies as miners by a passing cleric of Iblis. Through judicious use of alchemical devices, prisoners who die in the sulfur pits, a regular occurrence, are sent back to work as mindless undead, their bodies' sentence extended indefinitely. In order to conceal his unholy activities, the zombies are stored in a cave during the day, coming out to work only once the living prisoners are locked in their filthy barracks and the sun has set.

The camp is given a food and water ration commensurate with the labor.

surate with the number of prisoners, and the governor is given a bonus if quotas are met. With fewer prisoners to feed and water, ibn-Almas sells the excess to the local Bedu tribes. With the zombies unaffected by the deadly fumes and capable of working tirelessly, production has also increased. Unfortunately for ibn-Almas, he is not as clever as he thinks.

At first his error went unnoticed. Then an eagle-eyed bureaucrat recently noticed that the camp's ration requests have remained constant, despite there being no requests for new convicts. Knowing the turnover rate from checking old records, the bureaucrat has raised the discrepancy with his superiors. Unwilling to send an official delegation just yet, the Caliph is prepared to hire freelancers to investigate the matter further.

THE SUN DOME

Rising out of the dull Desert of Ash is a fading testament to a bygone age. A huge rectangular building rises from the low dunes, the yellow paint that once adorned them mostly blasted bare by millennia of wind-blown ash. Atop the center of the structure is a dome of beaten gold, its surface untarnished by the passage of time or the harsh environment. Two sets of double doors, one in the east and one in the west, stand open, exposing the interior to the elements. The entrances partly choked with piles of sand and ash, but none know how far the dust penetrates the corridors beyond.

Local Bedu say the building was a temple to Shamash, raised in the first decades after the War of Copper Jars to mark Suleiman's victory. The story is never repeated without the storyteller making frequent signs intended to ward off evil, for the Bedu go on to say that rogue jinn, angered at their defeat, caused the burning mountains to spew forth great clouds of deadly ash, which fell upon the temple, suffocating its inhabitants.

Despite the obvious value of the gold on the roof, and the treasures that likely lie undisturbed within, the Bedu have made no attempts to rob the temple since the days of their grand-fathers. In hushed whispers they tell of distant ancestors who attempted to "liberate" the temple's wealth from the clutches of the desert, ancestors who returned only with stories of ash-gray priests from whose mouth gushed forth streams of blinding, choking ash and whose flesh was resistant to weapons.

SURTUR'S RING

Although no civilization has dared attempt to invade Surtur's domain in centuries, he maintains a string of small forts around the perimeter of his realm—a ward against the hostile creatures that plague even the master of mighty fire giants. This line of fortifications is colloquially known as Surtur's Ring.

Most fortifications are rudimentary affairs, simple compounds built of huge basalt slabs with tents of thick hide to house the inhabitants positioned around the interior walls. Those nearer the Sphinx Road have been

enlarged and strengthened in recent years, the tents replaced by small keeps.

Each fort is captained by a lone fire giant warrior. Depending on its location, the garrison comprises anywhere from 10 to 100 orcs. Not immune to the fell stench that blankets the area, the orcs must wear masks at all times to avoid choking to death. In order to prevent his captains from getting ideas above their station and using their troops as a personal army, the fire giants are regularly rotated. Whether this has quelled any thoughts of rebellion is doubtful (Surtur has ruled for six centuries, but he is a fearsome specimen), it does little for the orcs' morale—no sooner do they become accustomed to a captain, his nuances on the battlefield, and how to avoid his fiery temper, then they must start the process all over again.

If a new captain has been assigned in the last three months (GM's discretion), the orcs under his command suffer a -1 penalty to their Spirit rolls due to poor morale. Furthermore, any Leadership Edges possessed by the giant extend only to 3" during this time (6" if he has Command Presence).

YELLOW TEETH MAW

High in the eastern peaks, the mountains are riddled with a multitude of caves and tunnels, remnants of ancient eruptions and lava flows from now extinct volcanoes, or painstakingly etched inch by inch by millennia of acid rain. The most well known of these is Yellow Teeth Maw, so named for the sulfur stalactites that hang from the entrance. Aside from its unusual geology, the cave would be unremarkable were it not for one fact—a few hundred feet inside the entrance are carved stairs descending into the bowels of the earth.

Given the deadly environment in which it lies, it is perhaps not surprising that few have ventured into its depths, and none in living memory (at least have returned). Still, that does not stop tongues wagging.

What might be found within the gloomy bowels of the earth is subject to much speculation. The many rumors include a secret route through to the Basalt Fortress; a twisting maze that allows one to cross into the elemental realm of fire; Suleiman's magical forge, where he manufactured the chains used to bind jinn; a gateway to the Bottomless Pit; a subterranean realm inhabited by fire giants; the last refuge of or a prison for exiled ifrits—the stories as numerous as those who repeat them.

Whatever lies inside, reaching it is fraught with danger. Poisonous fumes, some of which are flammable as well, exist in high concentrations. *Environmental protection (air)* spells are essential, for face masks provide only temporary protection. Depending on the storyteller's faith, this toxic air is either the breath of Iblis or some titanic ifrit noble. Passageways are split by rivers of lava out of which rise basalt columns, giving the impression they have been placed as gigantic stepping stones. All manner of fire elementals and other fiery beasts haunt the corridors, ready to engulf intruders in flame.

PERSONS OF NOTE

Very few explorers come to the Heart of Fire. Below are three who make regular trips to the infernal realm.

GUILLEME AP-MARDUK

Born of an Anari Lorekeeper mother and a Bedu father, Guillemme was raised on the myths of both cultures. A scholar in his own right, Guillemme has become fascinated by the Heart of Fire. He has come to believe that the constant eruptions, which began just before the War of Copper Jars, are somehow related to the disappearance of Kenaz, a deity of his mother's pantheon. Although the Blizzard War began a generation after the War of Copper Jars, records from that era are extremely rare, and not even the cult of Kenaz can pinpoint exactly when their god vanished and their powers began to wane.

Guillemme doesn't have many answers yet, despite a decade of investigation, though he has developed many theories. One theory holds that Kenaz is actually imprisoned beneath the Pit of Fire, in spirit if not in body. His presence explains the continuing eruptions. Another theory holds that Kenaz merely placed a foot here, though the residual energy of even a brief divine touch the volcanoes has fed them for five hundred years. He also believes the recent spate of fire giant raids are somehow tied to Kenaz. Perhaps, Guillemme supposes, Kenaz is preparing an army to march north and battle Thrym's legion forces.

Part of his problem is that he has barely stepped foot onto the volcanoes, instead studying them from afar, scouring archives, and questioning Bedu. Armed with a recent discovery, he is planning an actual expedition to the shores of the Pit. All he needs is some help.

SAKHR AND NUWAYRAH

A husband and wife team, Sakhr ("Rock") is a priest of Geb-Agni, and Nuwayrah ("Small fire") an ifrit and majin mage. The couple met a decade ago in Dry Water Oasis. As is typical when Devoted meet Faithful, once introductions were made they immediately began arguing. At first they quarreled over the nature of Suleiman, but the conversation quickly turned to the nature of the Heart of Fire. Having argued all night, the pair agreed to investigate the region together, both seeking to prove the point of view correct.

Ten years on they are still scouring the Heart for conclusive evidence to support their claims. Sakhr holds that the region exists because of Geb-Agni, while his wife insists it was an attempt by the ifrits, allied with majins, to recreate their fiery realm in the mortal realm. Their wanderings have achieved much, for they have mapped many elemental loci and found many relatively safe routes through the maze of valleys, but they have so far not bothered to share their findings with their peers.

Despite huge differences in ideology, the pair fell in love, finally marrying six years ago. Since neither wished to renounce their faith, they actually had two wedding ceremonies. Still very much in love, they nevertheless fight like cat and dog, insulting each other with a venom that makes them seem like mortal enemies. Anyone attempting to defuse the row is likely to end up receiving a tongue lashing by both of them. Their latest arguments center around what to name their child—Nuwayrah recently learned she was pregnant—and what creed to raise the child under.

The couple have not used their given names in years. Those they introduce themselves by the nicknames they gave each other shortly after their wedding.

GODS & MONSTERS

This section details three minor deities, and five creatures found in and around the Heart of Fire.

APEP

Titles: Earthshaker, Earth Biter, Lord of Earthquakes.

Aspects: Earthquakes.

Affiliations: Iblis.

Symbol: A coiled snake biting its own tail.

Priesthood: Earth Shakers (priests); Biters of the Earth (paladins).

Herald: None.

Holy Days: Any day an earthquake strikes is a high holy day.

Duties: To destroy the cult of Geb-Agni.

Sins: (Minor) conversing with a cleric of Geb-Agni (except to Intimidate or Taunt), failure to act against the cult of Geb-Agni when the opportunity arises; (Major) unknowingly aiding the cult of Geb-Agni; (Mortal) willfully aiding the cult of Geb-Agni.

Signature Power: *Knockdown*.

Powers: *Barrier, deflection, hamper movement, leaping, quake, stun, wilderness step*.

Trappings: Where applicable, trappings relate to earthquakes and movement of the ground. Clerics usually strike the ground with a staff or their feet during spellcasting. Barrier usually creates an avalanche of rocks, which fall to form walls.

According to many myths, the world on which men live has weathered many attacks by Iblis. At first it floated in the heavens, close to Geb-Agni's forge, but Iblis pumped the bellows so hard that sparks flew out and scorched the land. The gods began dowsing the world in water, but Iblis overfilled their buckets with salty water and the burned land was flooded. These latter two events are used to explain why there is rain—to stop Iblis setting fire to the land again—and salty seas. Finally, Geb-Agni said that he would carry the world on his shoulders, where he could keep a watchful eye on it and ensure it remained safe from harm.

In order to stop Iblis from harming the world, Geb-Agni carries it with him wherever he goes. As the god wanders about his workshop, he takes the world closer or further away from his forge, so warming and cooling the land. Mortals call these regular wanderings seasons. Iblis learned that Geb-Agni supported the world, but wary of the powerful god he wisely refrained from overt action. Instead, he sent a snake called Apep to crawl beneath Apep's robes and seek weaknesses in his tough skin. When Apep finds one, he bites, causing Geb-Agni to flinch and the world to shake.

The few temples and shrines that stand in honor of Apep are located deep beneath the earth, as close to the deity and as far from the watchful eyes of Shamash as possible. Although the cult has no power over snakes, they feature heavily in their symbology. The altar of any temple takes the form of a coiled snake, its head raised, mouth open ready to strike. Worshippers accused of crimes against the cult or who wish to prove their loyalty thrust their hands into the snake's maw, wherein live venomous serpents. Those bitten are guilty of transgression, and usually die an agonizing death. Ironically, images of Geb-Agni sometimes show him trampling on a snake.

The clergy's main focus is the destruction of Geb-Agni's cult. Without followers, the earth god will be weakened, giving Apep the advantage. Priests, while known for their militancy, are also sly manipulators. They create rumors besmirching the name of Geb-Agni's cult, speak out against their excesses, condemn them for using slaves to work in their mines, accuse crafters who follow the god of charging high prices, frame clerics for crimes, and such like. Paladins are less subtle. While priests talk, paladins attack temples and murder those who support Geb-Agni.

Ceremonies are held for two related reasons. The first involves making noise in a bid to distract Geb-Agni so that Apep might find a soft spot to bite or safely slither away after making an attack. Deep, reverberating notes are preferred, and so drums, stomping of feet, and bass chanting are preferred. The second type of ritual involves dropping live snakes into deep holes and cracks, so that they might join forces with Apep.

Character Guidelines: Priests prefer to act through guile, manipulation of facts, and subterfuge. Persuasion and Streetwise are handy for convincing others your lies are true and spreading malicious lies. Charisma is important, as it augments both skills. In terms of attributes, Smarts and Spirit are more useful than Agility and Strength. Vigor is also essential, for the cult often works with venomous snakes it has no miracles to control.

Paladins of Apep come in two main types. Some are nimble, darting in like a snake to deliver a lethal blow. Agility and Strength are favored attributes, while Fighting and Stealth are favored skills. Edges like Ambidextrous, Fleet-Footed, Frenzy, and Two Fisted suit their martial style. Some favor Quick so they deliver the first blow, while others opt for Level Headed, biding their time until an opportunity to exploit a weak spot arises. Others favor strength, smashing foes with the power of

FESTIVAL TO GEB-AGNI

CONSTRUCTION DAY

Amt Yaus al-Niwt Amt Alak Shemu

Although Qedeset invented architecture and designed the gods' palaces, it was Geb-Agni who constructed them. When mortals were created, this division of labor was passed onto them. After the cult of Qedeset has finished marking out the floor plans of new buildings whose construction will commence when the levy assembles, clerics of Geb-Agni spend the day digging the first foundation ditches and carrying building supplies into position (without using beasts of burden).

As the sun begins to descend and the sky grows redder, they manhandle the building's cornerstone into place, symbolically completing the construction of the entire building in a single day. The cornerstone is marked with the god's holy symbol, and placed facing the ground, thus making it visible to the deity. The placing is very important, for Geb-Agni blesses building marked in this manner. Because of the amount of work involved, only the grandest structures (or those whose future owners can afford the cult's fees) are blessed in this way.

an earthquake. Strength is their preferred attribute, and Sweep the most popular Combat Edge.

NERGAL

Titles: The Crawler Below, Founder of Mines, He Who Walks in the Darkness, Lord of the Underworld.

Aspects: Underground exploration.

Affiliations: Geb-Agni, Upuaut.

Symbol: A black circle.

Priesthood: Prospector (priests); Pathfinder (paladins).

Herald: None.

Holy Days: The first Yaus al-Niwt of each season is a holy day. Each time a cleric enters a new cave system is a personal holy day.

Duties: To explore and map subterranean areas.

Sins: (Minor) getting lost underground, not exploring a newly discovered cave system, failure to kill a snake before entering a cave system; (Major) sleeping outdoors when there is a cave or subterranean dwelling nearby; (Mortal) failure to kill any serpent found lurking underground.

Signature Power: *Light*.

Powers: *Boost/lower trait* (Agility, Strength, Vigor, Climbing, Survival, and Swimming only), *bridge, feast, growth/shrink (shrink only), leaping, wall walker*.

Trappings: All trappings must relate to earth or fire.

Where Geb-Agni lives is subject to much debate. The

FESTIVAL TO GEB-AGNI

DIRT THROWING DAY

Day after Sowing Day Eve

Although it is Apsu who floods the land and Ashtart who nurtures the crops, the rich silt deposited on the land belongs to Geb-Agni. According to legend, when Apsu first raised the river level the waters carried no fertile soil. As they moved across the land, the water dripped through cracks in the earth, showering down onto Geb-Agni and dousing his fiery realm. Angered, he threw great clumps of soil at Apsu, but his aim was poor, and the clods fell into the rivers. The next year, when Apsu again flooded the land, he dumped all the mud, now extremely fertile, back onto the land, thus removing Geb-Agni's clumsily thrown detritus. And so the great cycle continues to this day.

By the time the farmers reach the fields to begin planting, clerics of Geb-Agni are already waiting for them, heavily laden with lumps of the stinking black soil. These are thrown at the farmers, although usually to miss—the ritual is symbolic not an act of aggression. Their ammunition exhausted, the clag-covered clerics then proceed down to the river, where they begin throwing balls of mud into the river in memory of their god's missile throwing.

followers of his earth aspect claims he lives in his forge and carries the world on his shoulders. Those of his fire aspect claims he lives beneath the world, wherein lies his magical forge, and it is from here he supports the world on his mighty shoulders. As myths, both stories are correct and wrong simultaneously.

According to one tale, Nergal, a son of Upuaut, tried to follow his father on one of his frequent journeys. But his father moved too fast, and Nergal, who lacked his father's talent for navigation, was soon lost in the trackless desert. Seeking shelter from a sandstorm, he hurried into a nearby cave. Driven by curiosity, a family trait, he began exploring the cave, heading deeper in and further down. After overcoming many obstacles, known to storytellers as the Nine Challenges of Nergal, he finally reached Geb-Agni's lair.

Busy supporting the world, Geb-Agni could do little to fend off a serpent that was biting his legs. Without thinking, Nergal grabbed a hot poker and smote the snake to death. Although angry that his lair had been discovered, Geb-Agni was grateful for Nergal's assistance. After questioning the youth thoroughly and satisfying himself the boy was alone, the fire god offered Nergal a job—keeping the secret tunnels safe, so Iblis' minions couldn't find the route again, and exploring new ones burrowed by Iblis' fell serpents. (As an aside, cave-ins are said to be Geb-Agni sealing a route to his lair after Iblis'

minions used it, thus forcing them to seek other ways). Nergal accepted, and became the god of underground exploration, much to his father's delight.

Unusually for a minor god, Nergal has a few temples. These are always located in the entrance of massive cave systems, ones his cult has yet to fully explore. Such halls of worship are rarely permanent, for once the cult is satisfied it has mapped every nook and cranny the temple is closed and an inscription left to alert fellow cultists who come along later that the cult has fulfilled its obligations. Shrines are far more common.

Any time a cultist finds an unexplored cave, he is expected to create a shrine. This requires nothing more than chipping a circle in the rock and staining it black, usually with lamp soot. For safety reasons, a cleric will usually leave a mark indicating he has entered the cave and yet to return. When he comes out, he erases the mark.

Priests and paladins serve different roles. In general, priests work in existing mines, rooting out new minerals veins to exploit or helping search for lost or trapped miners, or as prospectors searching for entirely new seams. Paladins help protect mines from subterranean menaces and explore new cave systems. In the latter case, they are primarily searching for agents of Iblis trying to burrow down to Geb-Agni's concealed lair.

Ceremonies tend to be private affairs. Clerics ritually lay out and check their exploring gear, daubing a blob of soot or ash onto each component to bless it, before meditating, mentally preparing themselves for the arduous journey ahead. If a snake is available, a cleric will kill it (usually by roasting it alive or bludgeoning it with a rock), throwing it inside the cave as a warning to other servants of Iblis to stay clear or face a similar fate.

Character Guidelines: Given clerics may often be underground for weeks at a time with little support, they should invest in the skills vital to exploration and survival—Climbing, Survival, and Swimming. Agility is essential, for there will likely be many tight squeezes along the cleric's route. Vigor is essential for surviving injuries and privation, and Spirit is helpful in maintain morale in a hostile environment.

SARGONA

Titles: Arm of Geb-Agni, Supporter of the World, Bearer of the Gods, Strength of the Earth, He Who Cannot Be Moved, the Celestial Laborer.

Aspects: Strength.

Affiliations: Geb-Agni.

Symbol: A mountain.

Priesthood: Shoulders of Sargona (priests); Arm of Sargona (paladins).

Herald: None.

Holy Days: The third Yaus al-Niwt of each month is a holy day. Construction Day (see p. 7) and Sore Back Day (see p. 10) are a high holy days.

Duties: To defend the weak, to aid allies of Geb-Agni through feats of strength.

Sins: (Minor) failing to carry your encumbrance limit while others are overburdened, failing to perform a feat of strength; (Major) being pushed back by a foe with inferior strength, failing to attempt a Push at least once per fight; (Mortal) permanently losing a die in Strength (such as through injury).

Signature Power: *Boost/lower trait* (Spirit, Strength, Swimming, and Vigor only).

Powers: *Armor, bladebreaker, deflection, knockdown, leaping, wilderness step.*

Trappings: Trappings must always relate to physical strength. *Deflection*, for example, allows the target to swat aside weapons with his bare hands; *wilderness step* represents powering through or over difficult terrain; and *knockdown* may involve thumping the ground.

Special: Clerics can take Steady Feet at Seasoned and ignore the Giant Killer requirement. A cleric's Faith die, while not linked to his Strength, can never be higher than his Strength die. Thus, as he grows in faith, so he must also grow in physical strength.

The first born son of Geb-Agni, Sargona possessed immense strength from the moment he was born. According to one legend, Iblis sent a mighty constrictor to kill the child in his cradle, but the babe folded it into a knot as if it were a piece of string. As he grew in age, so he grew in strength as well. While he possessed strength far beyond that of any other deity, Sargona was not a perfect specimen of godhood. His upper body was powerful beyond comparison, but his legs were spindly and weak. He was also possessed of dull intellect, resulting in him never learning a trade.

Sargona serves his father as a general laborer, hauling great loads through the heavens. Because of his weak legs, he sometime slips. When this happens, stones from his basket fall to earth, blazing through the night sky before smashing into the ground. Often these are accompanied by a dull rumble or loud boom, the distant sound of Sargona apologizing for the mishap.

A god without vanity, Sargona permits his deformed image to be represented in art. Out of respect, and to keep focus on his enormous upper body, most artists show him wearing a long skirt, concealing his malformed legs. Always depicted with a beard, he sometimes given long hair and other times completely bald. When shown alongside his father, he is represented by his father's muscles, a triangular amulet or tattoo, or more, rarely, as a mountain in the background.

Sargona lack temples, though he has many shrines. Typically these take the form of large, heavy stones or irregular shape inscribed with a triangle, a simplified version of his holy symbol. He is worshipped mainly by bearers, laborers, and miners, all occupations involving heavy lifting. He also has favor among the weak, who pray for his strength to resist bullies and enemies.

Priests and paladins are expected to be physically strong. The former serve communities as general laborers, working on building projects or in the mines. His paladins, favoring more martial purpose, help defend the weak against stronger bullies. Although Sargona's

FESTIVAL TO GEB-AGNI

REKINDLING DAY

Ansbi Yaus al-Maat Tamith Alak Arkhet

For the past five centuries, the temperature in the desert has been dropping steadily. Although frost has always formed on the coldest nights, it has become more common. Snow, once only spied on the highest peaks, now lies at lower altitudes and for longer. Iblis is blamed for this, for only he would upset the cosmic balance so drastically. In mid-winter, such as it is in Al-Shirkuh, followers of Geb-Agni hold a fire festival. Throughout the week leading up to the ceremony followers build huge bonfires of scrap wood and old clothes on desolate ground (so as to avoid accidentally setting fire to any buildings).

As the sun begins to set, clerics hand out pitch-soaked torches to the congregation, who are huddled in their warmest clothes. As the last rays of sun vanish and the time of Iblis approaches, the torches are ignited. The highest ranking cleric then approaches the bonfire, cursing Iblis and calling on Geb-Agni to rekindle the heat of the desert. Prayers said, he throws his burning torch onto the bonfire. One by one, the crowd surges forward, uttering hasty prayers and adding their torches to the fire. Throughout the night the faithful chant and pray, their eyes fixed on the crackling bonfire. If the flames die out before dawn then Iblis has not been driven away by the conflagration. Winter will last longer than normal, the nights will be cold for the next year, possibly threatening the harvest, and snow may fall on the foothills over the next month. Some towns create a straw effigy of Iblis, which is placed atop the bonfire. In order to raise funds, the cult charges citizens 1 dirham to punch, kick, urinate on, and curse the straw Iblis before it is burned.

feats of martial prowess always involve his bare hands, his clerics are more pragmatic—they carry the biggest weapon they can afford.

Ceremonies are displays of strength. Stripped down to a loin cloth, worshippers flex their muscles and pose to display their muscle tone to their deity. Once this is done, they honor Sargona and prove their strength of their faith by engaging in feats of strength. Typically these involve arm-wrestling, pushing, tug-of-war, and wrestling with fellow clerics.

Character Guidelines: Whether priest or paladin, Strength is the cleric's most important attribute, without exception. Vigor comes a close second and Spirit third, since both of these involve elements of mental strength. Although Fighting is tied to Agility, it remains a very

FESTIVAL TO GEB-AGNI

SORE BACK DAY

Ansbi Yaus al-Nefar Amt Alak Shemu

Followers of the earth god believe their patron supports the weight of the entire world on his shoulders. As well as holding up the physical world, he also supports the sins of mortals, for while alive these weigh on the soul, increasing the god's burden. When the weight of mortals' sins grows too much, Geb-Agni is forced to shift his burden to a more comfortable position, causing the ground to shake violently, often with devastating results.

In order to ease his burden, ward off earthquakes, and to prove their strength and stamina, followers refrain from using vehicles, beasts of burden, or porters on this day. Anything they require transported, they must carry on their own backs. Clerics help with the levy during the hours of sunlight, performing hard, physical labor as an act of devotion. This strenuous work helps cleanse their souls of lesser sins, thus alleviating part of the god's load, as well as ensuring fitness levels are maintained and aids the local community.

important skill—if you can't hit an opponent, you can't bring your strength to bear against him.

When it comes to Edges, Brawny is a no-brainer. Brawler means your hands become more lethal, handy if you're ever caught unarmed. Frenzy and Sweep are handy for showing multiple foes just how strong you are, but they are not vital. Steady Feet is available at Seasoned instead of Veteran, but its use depends in how often you think you might come up against large monsters.



DRAGON, LAVA

Lava dragons are primarily found in the Heart of Fire and Desert of Ash, where the extremely high temperatures are considered pleasant by this fearsome breed of dragon. Their scales are predominantly black, but as they move, flashes of red and orange from the underside show through, giving them the appearance of molten lava on the move.

Like many species of dragon they are territorial creatures—even hatchlings put up fierce resistance when faced by foes many times greater in size. Their knowledge of magic is advanced, at least in adults, and works well in conjunction with their natural breath weapon—a stream of molten rock (treat as fire).

FIRE SALAMANDER

These bright orange creatures live in the Heart of Fire and the surrounding Desert of Ash. Though they appear

as bipedal reptiles, they are a sentient species. They can survive in moderate temperatures for several hours before needing to return to their infernal pits.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d10, Fighting d10, Intimidation d10, Notice d8, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 7

Hindrances: —

Edges: Combat Reflexes

Gear: Flaming scimitar (Str+d10; chance of catching fire)

Treasure: Worthwhile, in lair

Special Abilities:

- * **Fiery Body:** Nonmagical attacks “melt” as they impact the salamander's body. The creature has 4 points of armor against such attacks and the attacker must roll a d6. On a 5-6, wooden weapons catch fire. On a 6, metal weapons melt. They damage die is reduced one step until Repaired by a blacksmith. A weapon reduced below d4 is destroyed. Anyone who attacks a fire salamander with their bare hands and hits suffers an automatic 2d6 damage. Salamanders often grapple their foes to scorch them in this manner.
- * **Immunity (Heat):** Immune to background heat. Take no damage from fire or heat attacks.
- * **Susceptible (Water):** Magical water-based attacks cause +4 damage. Nonmagical water has no additional effect.
- * **Weakness (Cold):** Takes double damage from cold, coldfire, or ice or fire.

SOULFUR CLOUD

The landscape of the Heart of Fire is hellish inferno of basalt columns, lava flows, geysers, pools of boiling mud, and sulfur vents. Lurking amid the fiery wastes are many fell creatures, among them the much feared soulfur cloud.

Sulfur clouds appear at first glance no different to a wisp of sulfurous gas released from one of the many vents in the region. A closer inspection reveals two small, orange eyes possessed of a cunning malevolence.

The Bedu who dwell in the region claim that soulfur clouds suck the life from their victims, which then return as undead filled with foul-smelling gas. In truth, the cloud merely imparts a little of its essence into its victims, awakening them as soulfur corpses (p. 11).

Sulfur clouds typically fill a Medium Burst Template, though a few specimens fill Small or Large Burst Templates.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d10

Skills: Notice d6, Stealth d6

Pace: 6; **Parry:** 2; **Toughness:** 7

Treasure: None

Special Abilities:

- * **Camouflage:** Sulfur clouds have +4 Stealth when hiding in an area of sulfur vents. Their preferred tactic is to mix with the regular clouds, then move in to

engulf their prey.

- * **Choking Cloud:** Anything which enters or begins its turn in the cloud's template must make a Vigor roll or suffer 2d6 damage. Those who die because of this attack arise the following round as sulfur corpses (see below).
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Ethereal:** Sulfur clouds are immaterial and can only be harmed by magic attacks.
- * **Weakness (Air):** Take double damage from air spells.

SULFUR CORPSE

Sulfur corpses are produced when a sulfur cloud transfers part of its essence into a victim of its gaseous attack. Sulfur corpses usually show no visible wounds, but their lips and nostrils are caked in sulfur, and their eyes are a sickly yellow.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Gear: Whatever they had in life

Treasure: None.

Special Abilities:

- * **Breath:** As an action, a sulfur corpse may breath at one adjacent foe. The victim must make a Vigor roll or suffer a level of Fatigue. This can lead to Death. In most instances, the sulfur cloud infuses the corpse with its unholy essence, bringing it back as yet another sulfur corpse.
- * **Claws:** Str.
- * **Fearless:** Sulfur corpses are immune to Fear and Intimidation.
- * **Gaseous Death:** A sulfur corpse that is Shaken or wounded release a cloud of toxic gas. This fills a Medium Burst Template. Anyone caught in the cloud must make a Vigor roll at -2 or suffer a wound.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called Shots do no extra damage. Immune to poison and disease.

ZOMBIE, ASH

Ash zombies have been found only in one place within the Desert of Ash. After the followers of Shamash were suffocated by the choking ash, the particles fused with the decaying corpses, hardening their skin and muscles. Ash zombies walk with a stiff gait, their limbs locked in semi-rigid positions. It is said they can spit a stream of blinding, choking ash, which they use to distract foes before clubbing them with their stony arms.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4

Pace: 4; **Parry:** 5; **Toughness:** 9 (2)

FESTIVAL TO GEB-AGNI

SWORD DAY

Amt Yaus al-Maat Alak Neteru

This festival marks the day Geb-Agni forged the first sword, a shining scimitar of exceptional workmanship. At this distant time the gods had yet to choose roles, and so the blade was offered to Shamash, father of the gods. Shamash, it is said, marveled at the blade, but did not take it for his own. Instead, he gifted it to Karmelos, thus appointing him as the god of war.

Each year on this day, temples of Geb-Agni gift a scimitar to the local ruler. Work on the blade takes many months, for it is an exquisite weapon, perfectly balanced to suit any hand, its curved, pattern-welded blade is etched with religious texts, and the pommel studded with precious gems. The ruler makes great spectacle of accepting the blade, rewarding the creator with riches and blessings. In keeping with Shamash, the nobleman then proceeds to gift the blade to one of his military commanders as a token of his trust in the officer, and an acknowledgment of his prowess. While some rulers do select their best officer, others prefer to award the sword as a political gesture.

Losing or breaking the blade is seen as a curse from Karmelos, evidence the officer was not a suitable choice. Since this reflects badly on the gift giver, it also means demotion and loss of status. If the blade is stolen, the recipient is honor-bound to recover it at any cost, even his own life. Should the officer receive a second scimitar, he may give his previous blade away as a gift, pass it on as a family heirloom, or sell it. However, before any of these occurs the blade must be taken back to the temple of Geb-Agni, whereupon the religious text on the blade is removed.

Treasure: None

Special Abilities:

- * **Armor +2:** Stonelike skin.
- * **Death Wound:** When killed, as an ash zombie explodes in a cloud of dust. All adjacent living creatures must make a Vigor roll or be Shaken, temporarily blinded and wracked by coughing.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Shambling Gait:** Roll a d4 running die.
- * **Slam:** Str+d4.
- * **Spew Ash:** As an action, an ash zombie can spew ash in a stream 3" long and 1" wide. Anyone in the cloud must make a Vigor roll or be Shaken.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.

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Lava Dragon Tables

ATTRIBUTES & SKILLS

Age	Attributes					Skills		
	Agility	Smarts	Spirit	Strength	Vigor	Fighting	Intimidation	Notice
Hatchling	d6	d6	d6	d12	d8	d8	d8	d6
Juvenile	d6	d6	d8	d12+2	d8	d10	d10	d8
Adult	d8	d8	d10	d12+4	d10	d10	d12	d10
Old	d8	d8	d10	d12+7	d10	d12	d12+1	d12
Ancient	d10	d10	d12	d12+10	d12	d12	d12+2	d12

SECONDARY TRAITS

Age	Pace	Parry	Toughness	Treasure
Hatchling	6	6	8 (1)	Meager, in lair
Juvenile	6	7	11 (2)	Worthwhile, in lair
Adult	8	7	15 (3)	Rich, in lair
Old	8	8	19 (4)	Treasure Troves, in lair
Ancient	10	8	23 (5)	Three Treasure Troves, in lair

VARIABLE COMMON SPECIAL ABILITIES

Age	Armor	Bite/Claws	Breath	Fear	Flight	Size	Tail	Wing
Hatchling	+1	Str+d4	2d8	0	8	+1	1" x 1"	0"
Juvenile	+2	Str+d6	2d10	0	12	+3	1" x 2"	1"
Adult	+3	Str+d8	3d8	-1	14	+5	2" x 4"	d2"
Old	+4	Str+d10	3d10	-2	16	+8	2" x 4"	d3"
Ancient	+5	Str+d10	4d8	-4	18	+10	3" x 6"	d6"

OTHER SPECIAL ABILITIES

Age	Special Abilities
Hatchling	Frenzy, Immunity (Heat), Weakness (Cold)
Juvenile	Frenzy, Immunity (Heat), Level Headed, Spellcasting, Weakness (Cold)
Adult	Arcane Resistance, Immunity (Heat), Improved Frenzy, Large, Level Headed, Spellcasting, Weakness (Cold)
Old	Arcane Resistance, Fearless, Immunity (Heat), Improved Frenzy, Large, Level Headed, Spellcasting, Weakness (Cold)
Ancient	Fearless, Hardy, Huge, Immunity (Heat), Improved Arcane Resistance, Improved Frenzy, Improved Level Headed, Spellcasting, Weakness (Cold)

SPELLCASTING ABILITIES

Age	Die	Power Edges	Spells
Hatchling	N/A	N/A	N/A
Juvenile	d4	Concentration	<i>Aura</i> (heat)
Adult	d6	Spell Finesse (1)	As above plus <i>barrier</i> (wall of lava), <i>obscure</i> (thick fumes)
Old	d8	Focus, Spell Finesse (2)	As above plus <i>summon elemental</i> (fire or lava only)
Ancient	d10	Improved Concentration, Spell Finesse (2)	As above plus <i>prolonged blast</i> (lava eruption)