



# *The Riddle of Fire*

*Module number*

*By Damian Miller*

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

**An old friend sends you a letter requesting your aid against your mutual foes. Destiny can take you to the strangest places. ATLS 5-11.**

Part 3 of 4 of the *Fate in the Cards* series.

You can only play this module if you have both the certs *Card of Fate* and *Card of Fate (Upgrade I)*. If you do not have these certs, you cannot play this adventure.

**WARNING:** This mod cannot be easily run blind, a GM should read this adventure first due to the choices the PCs can make.

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## LEGAL TEXT

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## WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

## LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations. If the party is having trouble dealing with an encounter, feel free to do what is necessary to assist the PCs to succeed. Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

## CALCULATING ATL (AVERAGE TABLE LEVEL) AND THE POWER OF PCs

Add up the levels of all characters at the table (plus cohorts and entourages) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-

ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module)

## LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 147 of the *LSJ Campaign Guide*. If this is a player’s first time playing LSJ and an introduction module, he is not to be charged lifestyle. This is an encouragement for him to keep playing.

## ADVENTURE BACKGROUND

This adventure is part 3 of 4 of the Fate in the Cards series. Players MUST play this series in order with the same PC, and they must have the certs “The Card of Fate” and “Card of Fate (Upgrade I)” to play in this series.

During *Kismet* (Part 1 of 4 of the Fate in the Cards series) the PCs discovered that they were part of a larger destiny against an evil cult attempting to free a demon-lord from its prison. During this adventure the PCs gained the magical items The Cards of Fate. During *Riddle in the Bones* (Part 2 of 4 of the Fate in the Cards series), the PCs escaped being replaced by doppelgangers sent by the cult, and learn more about what the cult is attempting to do. The PCs allies begin working behind the scenes because the cult believes that the PCs are now their doppelganger allies. During this module the PCs have been contacted by their allies and are searching for a relic needed by the cult. This is primarily a dungeon crawl in an interesting location. PCs actions have a strong influence on which Encounters they experience in this module.

## ADVENTURE SUMMARY

The events in this mod heavily rely upon the PCs choices, much like a “choose your own adventure” book. Although there seems to be a lot of encounters, every group will approach the mod in different ways and visit different encounters. Not all encounters are used for every group! **WARNING! This adventure will be tough for GMs to run blind because of the choices the PCs can make.**

**Encounter 1:** A messenger delivers a message in the storm. If the PCs don't go on the adventure or attack the messenger, go to Conclusions B or C.

**Encounter 2:** The PCs meet up with several old friends, who explain what the PCs need to do.

**Encounter 3:** The PCs travel to the portal that will take them to the Burning Bazaar, where their goal is located.

**Encounters 4-6:** The PCs arrive in the outskirts of the Burning Bazaar and meet a scoundrel trying to trick them. The PCs actions dictate what goes on and who they talk with in these encounters. This can make the PCs experience in the Bazaar easier or tougher.

**Encounters 7-15:** The PCs can explore the Burning Bazaar, which gives them access to equipment, healing/reincarnation, an inn, a specialist blacksmith, and an LSJ Bazaar for basic magical gear. Ultimately the PCs should arrive at the doorsteps of Feliz, an expert on the dungeon, who can help them out.

**Encounters 16-17:** The PCs meet Feliz, a wizard who has spent his life researching the dungeon where the PCs goal is located. He is willing to help the PCs figure out where they need to go if they bring him back knowledge from the dungeon.

**Encounters 18-29:** This is the dungeon, the PCs actions in each room help dictate which encounters they encounter in this dungeon. Actions are extremely important in these encounters, changing what encounters each group will encounter as they search for their objective.

**Conclusion A:** Success, the PCs find their objective and conclude the adventure successfully.

**Conclusion B or C:** The PCs actions have alerted their enemies who they are and they send an assassin to replace the PC with a doppelganger. The PC(s) are murdered and are no longer in play.

**Appendix A:** Use this appendix if the PCs do not enter the dungeon correctly.

## ENCOUNTER 1

The storm rages outside of your window early in the morning, the glass rattling as a nearby lightning bolt slams into a nearby tower. Moments later, bells begin ringing down the street, summoning Diamond Legionaries and clerics of Cyrene to fight against the fire beginning to spread along the smashed rooftop. After gathering eastward over the Tasmin Sea over the last week, the storm finally unleashed its fury upon Amthydor a little past midnight. The day is unfit for anyone to be outside, which is why you're surprised to hear a sharp knock on your front door.

**Knowledge (nature), Knowledge (local), or Survival DC 10:** "The storm is natural occurrence that happens every few seasons. The storm will pass in several days as it moves inland."

Wait until the PCs open the door before continuing with box text.

**Opening the door you see a man standing there wearing a rain-soaked poncho with the hood pulled up over his head. A long, jagged scar runs down the right side of the man's face, through a ruined eye and across a mouth now twisted into a permanent sneer. Pulling a hand out from beneath his cloak, the man holds out a sealed letter to you. With a raspy, smoke-scarred voice, the man says, "The Master summons you."**

The messenger is a Shadow Dancer and will use his *Dimensional Door* ability to escape if attacked. At this point that PC's adventure is over for this module. Read that player **Conclusion C: Missing Letter.**

**Detect Evil:** The messenger radiates faint evil.

**Detect Magic:** The messenger radiates multiple moderate and strong auras. PCs can detect multiple enchantment, abjuration, and conjuration auras hidden beneath the ponch.

**Sense Motive:** The messenger doesn't lie, but he keeps his answers short and cryptic.

☞ **Who are you?**

"You know better than asking for a name."

☞ **Who is the Master?**

"Yes."

☞ **Who sent you?**

"The Master."

☞ **I don't know a Master.**

"Exactly."

☞ **What's in the letter?**

"I do not know, I don't read the Master's correspondence to his agents."

When the PCs take the letter, continue with the box text.

**Taking the letter from the messenger's hand, the man nods once before turning sharply and disappearing into the storm. Turning the letter over in your hands, the message is protected from the storm in a waxed envelope. On one side you spy your name and address written in pencil.**

The letter is totally non-magical and is not trapped. When the PCs open their letters, continue with the box text.

**Ripping into the envelope, the layer of wax protecting the thick paper envelope crumbles in your fingers as you reveal a sheet of ivory paper.**

When the PCs read the letter, continue with the box text.

**The letter reads, “Hello, friend. I have discovered the final key that the cult needs to free their master. Please meet me at the Twisted Willow, a meeting spot along the trade route outside of the Protectorate. Please come equipped for an intriguing adventure. Secrecy is a must if you want to stay alive, if anyone asks then you are caravan guards returning home to Sadaris. You're ally and friend, Tal de'Azir.”**

**Knowledge (geography) DC 10, Knowledge (local) DC 15, or Diplomacy (gather information) DC 10 and 5 gp:** The Twisted Willow is a well known mustering and meeting location outside the borders of the Protectorate for caravans and adventurers heading either westward or northward. It takes approximately three days to arrive there on horseback.

**Intelligence DC 5:** Tal de'Azir was a half-elven diviner who is now trapped in the body of a eryx master assassin. He is working against an evil cult who is seeking to release their demonic master from its extraplanar prison.

- If the PCs go to The Twisted Willow **GO TO Encounter 2 (page 4).**
- If the PCs decide not to go on the adventure **GO TO Conclusion B (page 40).**
- If the PCs attack the messenger **GO TO Conclusion C (page 40).**

## ENCOUNTER 2

The trip to the Twisted Willow will take two days on horseback.

**The storm made for a long ride over the last two days as the caravan roads turned to mud. Sans for a few pigheaded, or desperate, merchants, you've encountered very few people on your journey. Except for a mediocre meal at the wayside inn the evening before, your trip has been uneventful. Slowly but surely all the other travelers sharing the trail with you disappear, except for several other caravan guards from Urund.**

Allow the PCs to introduce themselves to each other at this time. Continue with the box text when the PCs are ready.

**As the evening of the second day draws closer, you come upon the meeting spot mentioned in your letter. Standing in the center of the clearing you see five figures hidden beneath oil-skin cloaks.**

**Perception DC 10:** “Four of the figures are about man-sized, although the fifth appears to be a child.”

**Perception DC 15:** “None of the figures are holding anything in their hands.”

**Perception DC 20:** “Two of the man-sized figures have much broader shoulders like that of a half-orc or earth elem.”

**Perception DC 30:** “You catch a glimpse of the smaller figure's face for a moment and notice stubble on their face. Perhaps the smaller figure is a halfling or gnome.”

**Knowledge (geography) DC 15, Appraise DC 20, or Profession (sailor) DC 10 (trained only):** “The oiled cloaks that three of the adult-sized and one child-sized individuals are wearing are common foul weather garb for sailors found on the Tasmin Sea. The fifth individual is wearing a cloak common from Zur'Oun, the great desert known as the Sea of Fire.”

When the PCs approach the figures or call out a greeting, continue with the box text.

**One of the taller figure pulls off the hood of their cloak, revealing the lizardman-like face of an eryx. A very human-like grin crosses the figures face as he sees you. The other figures remove their hoods, revealing the face of the half-orc captain of the**



**Siren's Song, Ian Razorwind, his halfling first mate, Mr. Jackson, and two members of the crew of the Siren's Song.**

**The eryx steps forward and waves his hand in greeting. "Hello, friends, and well met!"**

The PCs will recognize this eryx as Tal de'Azir, their ally in this fight against the cult. He is a high level diviner who is seeking to quash the cult's attempts at freeing their demonic overlord once and for all. The half-orc is the wizard Ian Razorwind, captain of the Siren's Song, who aided the PCs in Kismet and Riddle in the Bones. Mr Jackson, the halfling, is Captain Razorwind's first mate. The two other individuals are nameless NPCs.

Paranoid PCs might use **Sense Motive** or magic to determine if this group is who they say they are, they are and not doppelgangers posing as the diviner and sailors. All the NPC are good.

When the PCs approach the group, continue with the box text.

**As you approach your allies, the half-orc nods his head in greeting before whispering a few words of power. A shimmering wall of force appears overhead, shielding the group from the torrential rain. "Much better," the half-orc captain says before turning to Tal de'Azir, "so why couldn't I do that hours ago?"**

**Sighing in frustration, the eryx turns to his friend, "Because I didn't want to raise any suspicion from passerby caravans, even in this weather. This is supposed to be a secret mission--"**

**"A secret mission in plain sight," the halfling interrupts. "Aren't we on a schedule here?"**

**"You're right," the diviner sighs before turning to you. "As you might have guessed from my letter, the Cult of the Whisperer has located the final key that they need to free their master from his prison. Due to several unforeseen accidents--"**

**"You mean cutthroats and assassins who met an untimely and messy ends," Captain Razorwind chuckles before Tal continues.**

**"--only you, posing as the cult's doppelgangers, were available to collect the final key. I'm sure you have a number of questions, but let me tell you the mission before I waste our time reexplaining things multiple times.**

**"Ages ago there was a wizard who was a sort of collector of rarities and antiquities from throughout**

**the planes of existence. After a few hundred years of collecting, the wizard realized that he needed a museum to house his massive collection. Well the problem with wizards who live a bit too long is that they get this godlike ego about being able to get away with anything --power corrupts, etc., etc..**

**"Well the wizard constructed his museum in a bubble of magic that floats through the elemental Plane of Fire, never saying in place as it whizzes through a river of fire hundreds of millions of miles in length. This makes gating into the wizard's sanctum difficult to say the least: from Raia it only happens once every decade or so and only for a short window of two weeks. Unfortunately we only have nine days left, eight after we get to the gate that can teleport you to and from the wizard's home. My divinations haven't been able to pierce the wizard's wards and other protections, so I'm not exactly sure where in the museum the key is hidden, but I have learned a few things about the museum. The wizard who built the museum died twice, first as a mortal approaching the natural end of his life, and a second time as a lich who had the poor sense to cross a band of adventurers a century or so ago. Secondly that a sort of trading community has sprung up in the garden surrounding the museum. I need you to collect the key and bring it back to me so I can make a fake that will ruin the cult's ceremony."**

**Captain Razorwind chuckles at the diviner's long explanation, "I'm sure that you have some questions."**

**☞ What is the relic we are seeking?**

**"The relic is called the Fang of the Three-eyed God, a long dagger, almost the size of a shortsword, made from one of the demon's necrotic fangs."**

**☞ Why is this the relic important?**

**"The original heroes who sealed the titan away used the Fang of the Three-eyed God as a focus to imprison the demon in its extraplanar tomb. With the right spells and ceremonies, think of the Fang as a master key that can free the demon lord."**

**☞ What is the Fang of the Three-eyed God?**

**"The Fang is exactly what it sounds like, one of the demon lord's fangs that his worshipers turned into a lethal dagger. The essence once sealed within the fang could instantly kill with the slightest scratch, but it became inert after it was used in the ceremony that sealed the demon lord away."**

☞ **Wouldn't it be better to leave the Fang/relic where it is hidden?**

“The Cult already knows the location of the relic, so it would only be a matter of time before it is retrieved.”

☞ **Why not destroy the relic before the cult can find it?**

“The relic is not the only key that can open the prison, given enough time the Cult will figure out another way to free their lord.”

☞ **How will making a copy defeat the cult?**

Razorwind chuckles at this question, “I asked the same thing when Tal approached me yesterday. It's better to think of the Fang as a key with the right spells. An hour and a half later I finally pieced together our scaly-diviner's plan: modifying the ritual that you discovered in the Temple of Mordana and combining it with a fake key, Tal wants to essentially shove a key and break it off in the lock so no one can ever open the prison again.”

☞ **Can't the cultists just repair the broken lock after you're done?**

“No,” Tal says while shaking his head. “The prison was meant to be absolute, and after we're done sabotaging the ritual we will redouble the mystical wards sealing the demon away forever. It would take the gods sacrificing themselves to free the demon from his prison after we're done.”

☞ **What do you intend to do with the relic?**

“I intend to make a copy of the relic and then destroy the original. Combining the fake relic and the ritual –that I conveniently modified– from the temple of Mordana, I intend to sabotage the ritual meant to free the demon, and seal it away forever.”

☞ **Why us?**

“Because the cult leader, Hai Phiel, saw a prophecy that you'd interfere with his plans and he wants you dead. For now he believes that you're dead and have been replaced by doppelgangers, but you won't fool him forever. Eventually he will kill you if you don't stop him.”

☞ **How much? (Because it will be asked.)**

Mr. Jackson looks at you surprised, “Are you a special sort of stupid? No, really, I want the answer

to this because Tal and the rest of us are fighting against a threat that will end in your death and the enslavement of those you care about. Asking for money at this point is more than a little disingenuous.”

☞ **How will we get to the museum?**

“I've located a portal hidden in some ruins. I'll teleport your group to the ruins. Your group will use the portal leading to the museum. Every day at noon, Captain Razorwind will teleport to the ruins and wait for you for an hour, he will teleport you back here.”

☞ **Why doesn't Captain Razorwind come with us?**

The captain clears his throat, “I thought it'd be obvious, now that the world knows that the the Siren's Song is a pirate hunting ship, I have enemies spying on me. If I suddenly disappear for a long period of time, my enemies will come looking for me and they'd like nothing more to do than sell me out to the highest bidder.”

☞ **Why are Mr Jackson and the sailors here?**

“I thought that'd be obvious,” the halfling says, “my mates and I will be caring for your horses while you're off breaking into a museum.”

☞ **What will Tal be doing while we are getting the relic?**

The diviner speaks up, “I'll be working on creating the fake. That way when you get back the only thing I'll need to do is make a few cosmetic changes to the fake's aura before destroying the original.”

☞ **How will we get back?**

“Use the same portal that you used when you arrived, it will take you back to Raia.”

☞ **What happened to the wizard who built the museum?**

“The wizard is long dead and his undead form was destroyed more than a century ago.”

☞ **Do you know anything else about the wizard?**

“His name has been obscured from history, but from what I understand the wizard was a generalist who specialized in extradimensional spaces. Apparently he liked buildings that were bigger on the inside than the outside.”

☞ How will we survive on the Plane of Fire, isn't it full of fire?

“You will be within a sealed environment that my strongest divinations indicate is safe for non-local life. I don't suggest leaving the safety of the sphere, you might survive the heat but you'll suffocate without a source of air.”

☞ Why does the cult believe that we're doppelgangers who work for them?

“Before you arrived at the Temple of Mordana a while back, I led a group of doppelgangers to their death in a hallway filled with a swarm of skeletal hands. The cult intended for the doppelgangers to replace you, but I made sure that didn't happen. So now the cult believes that you're deep cover agents posing as adventurers in Amthydor.”

☞ How has the cult survived so long without being destroyed?

“Secrecy,” the diviner sighs. “The cult's hid well after their master was sealed into its prison more than a millennium ago, various cells hidden around the world. Every so often a cell would be discovered and wiped out by adventurers or monsters, but whenever a group became too large they would split into two new cells that don't know the location of the others. That's how they've survived.”

☞ Would it be bad if the demon lord escaped?

“Of course it would be horrible,” Mr. Jackson scolds. “This creature sowed death and destruction for nearly a century, its cult sacrificing hundreds of thousands of innocent souls to the demon's voracious appetite. Souls destroyed for all of eternity, forever denying mortals their just rewards in the afterlife. It was little wonder that clerics of Mordana would align themselves with adventurers to seal this beast forever.”

**Knowledge (religion) DC 10:** “Mordana is a goddess of death, ferrying souls to their final rewards.”

☞ We hate you so much for this convoluted series of adventures?

“I know,” the diviner replies smugly.

☞ Why are we involved?

“There was a prophecy involving the final defeat of the cult at our hands,” the diviner begins to explain. “The cult also received part of this prophecy from

their demonic allies, which led to my attempted murder and me having to steal the body of the cult's master assassin. The prophecy also saw you aiding me in the defeat of their master, so they have sent assassins to kill you and deny fate. Now that the cult believes that we're all dead or replaced by doppelgangers, so we can work at defeating the cult once and for all.”

☞ Why don't we alert the authorities/more powerful adventurers to take care of the cult?

“The cult has spies everywhere, keeping track of powerful forces throughout the world who could foil their plans. The cult is patient and has mastered hiding for centuries at a time, and would go into hiding for decades if they suspected someone had discovered their existence.”

☞ What happens if we use the portal when the plane isn't in alignment to Raia?

“You would be swept into a river of primordial fire, burned to death in the heart of the Plane of Fire. I wouldn't recommend trying to visit the trading town when it isn't in alignment to Raia.”

☞ What if we don't finish our mission in time?

“Then you will be stuck in the trading town until the flame river in the Plane of Fire aligns again with Raia, something I wouldn't recommend –you could be trapped there for a very long time.”

☞ What have you been doing since we last saw you?

Captain Razorwind replies first, “After you and your friends saved us from the pirates, we were able to meet up with a Diamond Legionnaire galleon who recognized our ship. Our combined might allowed us to scuttle three pirate vessels before running off two others. Unfortunately the Siren's Song suffered massive damage and we barely limped back to port.”

Mr. Jackson continues, “What the Captain means to say is that the crew and I spent the better part of a week manning the bilge pumps nonstop as the Diamond Legion towed us back to Amthydor. The Siren's Song has been in dry dock this last season as boat-wrights have been making repairs and upgrades to our armaments. The crew has been busy training with the Stingrays while I have been visiting my family in Brithyr.”

The eyrx diviner chuckles, “My life seems mundane in comparison, I’ve been busy working against the cult from the inside and arranging for their agents to meet their untimely ends throughout the world. This has frustrated the cult to no end, but I’ve deflected the blame to one of Hai Phiel’s rivals for control of the cult. This, of course, has led to a series of bloody conflicts that have further thinned out the cult’s ranks.”

🗨️ Who is Hai Phiel?

“He’s the leader of the Cult of the Whisperer trying to resurrect the Three-eyed God.”

🗨️ What is the Cult of the Whisperer?

“The is the cult led by Hai Phiel trying to free the Three-eyed God.”

🗨️ What is the Three-eyed God?

“The Three-eyed God is a demon to incredible evil that once walked the material plane thousands of years ago. A cult formed around the demon, feeding it the souls of hundreds of thousands of innocents, before both the cult and the demon were defeated. The Cult of the Whisperer is attempting to free their master and regain their power.”

When the PCs are done asking questions, continue with the following box text.

Finished with your questions, Captain Razorwind claps his hands together before saying, “Well now that you know what to do, we might as well begin. Those of you who are traveling to the portal need to grasp each other’s hands for the teleportation spell.”

Wait for the PCs to hold hands before continuing.

Holding each other’s hands, Captain Razorwind begins barking words of power. Azure light fills your eyes as the stormy glade disappears.

Spellcraft DC 20: “Captain Razorwind has cast *Teleport*.”

➤ **GO TO** Encounter 3 (page 8).

## ENCOUNTER 3

Continue reading the box text depending if the PC has *Darkvision* or not. There is no light for *low-light vision* to work.

**Darkvision:**

As the azure light disappears from your vision, you find yourself plunged into absolute darkness for a moment before your vision clears. Your darkvision shows a curved stone passageway of monochromatic blacks and whites, approximately ten feet wide and high, and the ends disappearing beyond the range of your sight.

**No Darkvision:**

As the azure light disappears from your vision, you find yourself plunged into absolute darkness.

If the PCs don’t do anything about the light, read the following box text.

**If Razorwind casts a light spell:**

Mumbling words of power, four lanterns spring into existence around your party.

Once the PCs all can see, read the following box text:

Light drives the darkness away, revealing a curved stone passageway. Sometime in the distant past, the stones of this passageway were once painted a vibrant yellow, but time and soot has marred the once bright tunnel. The curved passageway is ten foot wide and high, and wends into the darkness.

PCs might have questions about where they’re at:

🗨️ Where are we?

“This is what remains of a clan of dwarven artificers and miners who died out several centuries ago; apparently they delved too deeply into the darkness and the darkness took offense. This passageway and a few rooms are all that’s left after the darkness collapsed the dwarven settlement on their heads.”

🗨️ What attacked the dwarves?

The half-orc wizard shrugs his shoulders as he replies, “I have no idea, but Tal has assured me that whatever lives down here will leave us alone unless we begin digging for treasure.”

🗨️ Where in the world are we?



“We are beneath the Northern Wastes, far to the west of Amthydor.”

☞ Are we safe here?

“Yes,” the half-orc says, “as long as we stick to this tunnel and don't make too much noise in the old forges.”

☞ The forges?

“Aye, the forges. The dwarves stoked their forge fires using a portal leading to the elemental plane of fire. You're going to use that portal to get to the wizard's museum.”

☞ What do you know about the monster that attacked the dwarves?

“Do you see any bodies,” the wizard asks with a smirk. “No? There's a reason for that, whatever destroyed the dwarven clan ate the bodies –armor and all– whole. Do you see any devastation from a fight? No? That's because whatever the creature was moves so quickly that the dwarves had no time to put up any sort of defense. Whatever it is, I don't want to go out of my way to awaken and make it angry.”

When the PCs are ready to go, read the following box text.

**Following Captain Razorwind through the tunnels, you come upon a set of double doors that have been pinned open with pitons. The half-orc walks confidently through the open doors into the forge.**

**Perception DC 15:** “You can hear the sound like a hissing tea-kettle beyond the door.”

**A strange contraption is built directly into the wall of the chamber. Constructed of hundreds of hundreds of copper pipes, rusted-iron barrels, and boilers glowing cherry-red from internal heat. Steam hisses as it escapes from a dozens of release valves crusted over with mineral deposits. In the center of the wall-sized forge is a dwarf-sized iron door.**

“The portal is in the forge,” Razorwind says as he walks directly up to the strange forge. Grasping a circular handle set in the middle of the door, the half-orc begins twisting the handle clockwise until it comes to a screeching halt.

Stepping away from the door in frustration, the captain turns to your group, “Can you help me out?”

**Disable Device DC 20 , Strength check DC 20, or *Knock* spell** is required to force the door open. Up to two PCs can use *Aid Another* actions to help a PC open the door.

**As the door screeches open, a wave of dry heat washes over your party. Looking inside of the furnace, you see a swirling black void radiating the dry heat.**

**Razorwind points towards the void, “That's the portal that will lead you to the museum, all you have to do is step through it.”**

Wait for the PCs to step through the portal before continuing with the box text.

**As you step into the portal, reality seems to crumble around you. The last thing you see as darkness fills your eyes is Captain Razorwind waving goodbye and wishing you luck.**

➤ **GO TO Encounter 4 (page 10).**

## ENCOUNTER 4

Welcome to the Burning Bazaar. While in the city proper (but not the museum), all creatures have ***Fire Resistance 20*** and all spells with the ***Fire*** descriptor require a ***Caster Check DC 15 + ATL*** or automatically fail. These enchantments are part of the magical nature of the Burning Bazaar and cannot be dispelled.

Continue with the box text.

**As your vision clears, you find yourself somewhere else entirely. Finding yourself in a large garden of soaring trees reaching upward towards a brilliant crimson light. As your eyes drift upwards towards a sight that few on Raia can claim to have seen, a crystal dome, hundreds of feet in the air, protecting everything within from the raging inferno beyond. Behind you, a void of nothingness swirls silently next to a stone bench. The sound of crunching gravel nearby draws your attention away from the portal as a wispy-like human in a violet tunic steps from behind a tree. The man smirks as he views you,**

**“Ah, out-of-towners, very interesting, we don't get many of you from that particular portal.”**

This is Neb (NE human rogue 1/ranger 2/sorcerer 1), a con-artist who considers the PCs targets to cheat out of their hard-earned wealth. He was hiding out in the gardens surrounding the Burning Bazaar waiting for one of his contacts to deliver some goods that “fell off of a wagon.” He radiates minor evil. He's going to try to convince the PCs that he's a tax collector working for the government of the Burning Bazaar and that the PCs need to pay the “entry fee” or go home. If the PCs try to attack him, he disappears in a puff of smoke using a magic ring that can cast *Dimensional Door* as a swift action.

When the PCs figure out that Neb is trying to con them, another NPC, Arty (male teenage spriggan rogue 5) arrives to scare off Neb and try to get hired on as the PCs guide (**Encounter 5**). If the PCs actually pay Neb, he'll GLADLY take their money before disappearing in a puff of smoke (**Encounter 6**). PCs will need to record on their log sheet how much money they paid Neb in the Comments. The PCs will meet Arty after they leave the garden.

🗨 **Who are you?**

**“My name is Neb,” the man says while point to himself with his thumb, “a Peacekeeper and a duly appointed agent of the government of the Burning Bazaar responsible for collecting the entry tax from any traveler or trader entering the city.”**

**Sense Motive DC 10 + ATL:** This is a lie, his name is Neb, but he doesn't work for the government.

🗨 **You work for the government?**

**“Of course I do –did you fall headfirst out of the portal and mangle your brain-box? If so, I can lead you to a leech after you pay the tax, but that'll cost extra.”**

**Sense Motive DC 10 + ATL:** This is another lie, he wants the PCs wealth, but intends to disappear into the bazaar the first opportunity he gets.

🗨 **How much is the tax?**

**“Well it depends on your coin and its conversion rate in the city. You know, weight of the coin, what it's made of, yadda, yadda, yadda –the standard currency in the city is the quadstar, a platinum coin**

**about the size of my thumb. Each of you will need to pay a tax of ten quadstar to get into the city.”**

He's actually telling you the truth about the quadstar being the coin of this city, but he's stretching the truth that it is the most common coin used in the city. The most common coin in the city is a silver tricoin.

**Appraise DC 10:** “Based on Nebs description, a Quadstar is worth 10 gp.” (Standard platinum conversion into gold).

**Sense Motive DC 10 + ATL:** There is no tax for travelers to enter the city, only a sales tax on every item sold in the city (which is already factored into the price of everything bought and sold in the city).

🗨 **<If the PCs show Neb a gold coin> What's the conversion rate for this coin?**

**“Hmmm,” the man hums as he examines the coin. “It's a little lighter than what we normally see; I'd say that the conversion rate will be twenty of these to a single quadstar.”**

**Sense Motive DC 10 + ATL:** This is a lie.

🗨 **The entry tax is that much?**

**“For fine, upstanding travelers such as yourselves? Have I made a mistake about your profession? Entry fee for a merchant is only eight quadstars, but there is a required merchant's license which costs a hundred quadstars. Don't look so shocked, that license is good until the end of time or your death, whichever comes first.”**

**Sense Motive DC 10 + ATL:** All lies! (Go big or go home!)

🗨 **Do you need a merchant's license to buy and sell things in the city?**

**“As long as they're worth less than a hundred quadstars, then no you don't need a license. The fee of course goes up if you attempt to buy a license after the fact, so you might want to get one now if you're unsure how much you're going to spend or buy.”**

**Sense Motive DC 10 + ATL:** LIES!!!!

🗨 **Where can we buy the merchant license?**

“You can purchase one from me after you pay your entry fee.”

Sense Motive DC 10 + ATL: Sure you can buy one from him....

🗣️ **There's a government here?**

“Of course there is –well, more or less. The Extinguished Council helps maintain peace throughout the city; they control the Peacekeepers, the local constables who maintain the peace.”

🗣️ **How can you understand and speak our language?**

Neb points towards a dull-iron stud in his ear, “Magic, of course. Do you not have the *Tongues* spell where you come from? Most folks who don't have access to magic such as this tend to speak Ignan around here, or a number of random languages depending on how far away they originate.”

🗣️ **How big is the Burning Bazaar?**

“About five thousand souls, although maybe a thousand are full time residents such as myself.”

🗣️ **Do you know where the museum is?**

“A what? Never heard of it.”

Sense Motive DC 10 + ATL: Of course he's heard of it, but he avoids it knowing full well that Feliz –the sage overseeing the entrance to the museum– can see right through his lies.

🗣️ **Where can we find information about <the museum or the relic>?**

“You might want to try asking around in the Burning Bazaar, you could probably find your answers there but it won't be cheap without a guide.”

🗣️ **Who are the Peacekeepers?**

“You might call them constables, sheriffs, or lawbringers where you're from. They're responsible for maintaining the peace throughout the Burning Bazaar and don't take kindly to visitors starting trouble.”

🗣️ **What happens if you get into trouble/break the law?**

“Short answer? A Peacekeeper avatar throws you out the nearest portal –which can be a bit unpleasant if you're not fireproof and it's a one-way portal into the Plane of Fire.”

Sense Motive DC 10 + ATL: This is a partial truth, only if you attack someone will you get thrown out of the city. Most other crimes are a fine or time spent in the local jail.

🗣️ **What is an avatar?**

“Ever heard of a golem? They're kinda like that, but made of pure magic, immune to most spells, and can wrestle a balor into submission. I wouldn't attack anyone if I were you, they don't give second chances.”

🗣️ **Where is the Burning Bazaar?**

Neb points to a paved trail behind him, “If you follow that it will lead you into the Burning Bazaar.”

🗣️ **What is the Burning Bazaar?**

“It's a little of this and a little of that –it's one of the few places in the Plane of Fire which you can rub elbows with all sorts of interesting folks without the fear of being immolated. What you can buy and sell changes by the day, a beacon of civilization in an unforgiving plane.”

When the PCs are done with Neb, determine what happens.

- If the PCs accuse Neb of lying or act as if they're returning to Raia **GO TO Encounter 5 (page 12).**
- If the PCs pay Neb **GO TO Encounter 6 (page 13).**

## **ENCOUNTER 5**

If the PCs figure out if Neb is lying or begin to leave for Raia, read this box text.

“Well ain't this interesting,” a scratchy voice says from a branch overhead. With a snap of his fingers, an *Invisibility* spell is dismissed, revealing a wispy humanoid sitting on a branch. The two foot tall male gnome –no teenager– giggles disconcertingly at the scene below his feet. The teenager is dressed in a rumpled shirt, vest, and pants, and a blue stocking-cap on his head.

Red-faced, Neb growls up towards the tree, “Arty, what are you doing here?”  
“I’m taking note on how to not con visitors to our town,” the teenager says before smiling and revealing ivory, shark-like teeth. “Oh, I was wondering what happened to those barrels of Elysium peach brandy that fell off of the wagon this morning? I heard the Peacekeepers have some questions for you.”  
“How did you,” Neb curses before twisting a ring on his finger. The man disappears in a puff of blue smoke, his ring obviously a method of magical escape. Flipping over the branch, the gnomelike creature falls to the ground with a flourish.  
“Glad to meet you,” the teenager says, “my name’s Arty and are you looking to hire a guide?”

This is Arty, a TN teenage spriggan rogue 5; an information broker who normally takes his lunch in the park. He heard the conversation between Neb and the PCs and came to investigate.

**Knowledge (planes) DC 20:** “Arty is a spriggan, an extraplanar-cousin to gnomes.”

- If the PCs want to hire Arty as a guide **GO TO Encounter 7 (page 13).**
- If the PCs don't want to hire Arty **GO TO Encounter 8 (page 16).**

## ENCOUNTER 6

If the PCs pay Neb, have them make a note in the comment section of their logs on how much they just spent.

Collecting your coin, Neb tucks your tax into a hidden pocket in his vest. The Peacekeeper tax collector smiles as he says, “The last thing we need to do is mark you so other Peacekeepers know that you’ve paid your entry fee. Please hold out your left hand, this won’t hurt at all –just a little *Arcane Mark* so you can collect your proper license from the Peacekeeper office right before you enter the Burning Bazaar.”

**Spellcraft DC 15:** “*Arcane Mark* is a harmless spell that will fade from your flesh in about a month.”

If the PCs object or ask for a piece of paper with the arcane mark:

“I’m sorry,” Neb replies, “I can’t do that; Peacekeeper policy states that a permanent mark can’t be created so it can’t be forged –the *Arcane Mark* will fade from your flesh in about a month and can only be seen with *Detect Magic* or similar spells.”

If the PCs agree, continue with the box text.

Completing his spell over each of your hands, Neb smiles as he points down a trail. “The Burning Bazaar is that way, I hope you have a fantastic visit.”

As soon as the PCs get out of sight, Neb will start running the other direction before disguising himself with the *Disguise Self* spell. They won’t be able to find Neb before their time in the city expires.

***Detect Magic* and if they PC can Read Ignan:**

“Looking at the *Arcane Mark*, you realize that the mark translates roughly into Common as 'flammable,' Ignan slang for 'fool.’”

When the PCs begin heading towards the Burning Bazaar, continue with the box text.

As you walk along the trail, the sound of a thriving marketplace can be heard in the distance. A voice calls to you from up in the trees, “I can’t believe you fell for Neb’s con.”

With a snap of his fingers, an *Invisibility* spell is dismissed, revealing a wispy humanoid sitting on a branch. The two foot tall male gnome –no teenager– giggles disconcertingly at the scene below his feet. The teenager is dressed in a rumpled shirt, vest, and pants, and a blue stocking-cap on his head. The teenager smiles broadly, revealing a set of ivory, shark-like teeth.

“My name is Arty, an information broker and occasional guide in the Burning Bazaar; and after your little encounter with Neb, I think you really should hire a guide who knows his way around the souq.”

- If the PCs want to hire Arty as a guide **GO TO Encounter 7 (page 13).**
- If the PCs don't want to hire Arty **GO TO Encounter 8 (page 16).**

## ENCOUNTER 7

Continue reading the box text.



“Excellent,” Arty replies with a smile. “That’ll be a platinum quadstar for the day, which usually translates to about ten gold coins after the money exchanges are done taking their cut. Paid upfront, of course –I’m no fool.”

When the PCs have paid Arty his fee, continue with the box text.

Pocketing his fee, the teenager says, “Thank you very much. I’m assuming this is your first time to the Burning Bazaar, so what do you want to know? Are you looking for lodging, spiritual guidance, unique weapons or armor, or more mundane tools of the trade –don’t tell me that you’re adventurers seeking fame and glory in the Museum.”

Standard question & answer section.

🗨️ Who are you?

“I’m Arty,” the teenager replies.

🗨️ What are you/your not a gnome?

“Well that’s a bit rude, of course I’m not a gnome. I’m a spriggan if you must know, but that’s a bit speciest if you ask me.”

🗨️ What is a spriggan?

“As far as I understand we’re extraplanar cousins to gnomes who tend to get a bum rap as some sort of ‘monsters,’ the teenager replies as he does air quotes with his fingers as he mentions the word “monster.” “I think my only vices are rock-candy from the Plane of Earth and the fact that I enjoy a good secret.”

🗨️ Why are you helping us?

“I see this as a purely financial opportunity –that and I normally don’t get to chat with outsiders very often.”

🗨️ What do you do for a living?

“I’m what you can call an ‘information broker,’ I’m a fan of helping people get what they’re looking for in the Burning Bazaar.”

🗨️ What is an information broker?

“I help connect people who might not know how to get a hold of each other. For example, say a buyer needs a barrel of nails, but he doesn’t know a seller with what he wants; and the seller has a barrel of nails but no buyers. For a slight fee, I help those two

people meet and everyone ends up happy. That’s what I do.”

🗨️ Do you ever do anything illegal?

“Not if I can’t avoid it,” the teenager shrugs. “More often than not, it’s a bigger headache than it’s worth. Better to keep my nose clean than having to deal with the Peacekeepers.”

🗨️ Who are the Peacekeepers?

“The local police force in the Burning Bazaar, they help maintain the peace by tossing out troublemakers for unsavory behavior like murder or destruction of property. They’re kinda uptight in my opinion, but fair and will hear both sides of the story before acting. Just don’t cross their Avatars, they can be kinda rough if you refuse to stand down in a fight.”

🗨️ What are Peacekeeper Avatars?

“I’ve never seen one before, but I’ve been told they look like iron golems that have been made out of raw magic. Wickedly strong and magic bounces right off of them back to the caster, they have a numbing aura that slows you down if you’re deemed a threat.”

🗨️ What can you find in the bazaar?

“What are you looking for? There’s a bit of this and that from all over the place in the bazaar, but if it can burn it tends to be a little more pricey in the city –difficulty in transportation through a plane of primordial fire, etc., etc. There’s your standard weapons and armor merchants if your looking for a dagger or plate mail made of ordinary steel, but if you want something unique or enchanted, you might want to talk with either HSSSSSSS or Torrin. HSSSSSSS has cornered the market on most mundane magical items such as potions, scrolls, minor magical items; but Torrin has a few interesting techniques up his sleeves when it comes to weapons and armor.

“As far as lodging, there’s the Bronze Post; they cater mostly to creatures who aren’t natives to the Plane of Fire or consider molten metals a tasty snack. The innkeeper, Oog, is mute, but he understands everything you say. Doesn’t hurt that the prices are reasonable as well for rooms. The Pavilion of Ash is nearby, it’s a temple to Zara run by a salamander druid who sees the ultimate expression of her faith as change into something

**else. I'd avoid her unless you absolutely have to –she doesn't see the point of coinage and expects payment through the destruction of magical items on the alter.**

**“Finally there's the Museum itself, but you'd be a fool to go in there without talking to Feliz first.”**

These encounters are only for PCs willing to search the city, unless they actively pursue them, then the PCs will never have these encounters.

Hssssss (pronounced like a long cockroach hiss) is an ogre-sized insectoid merchant who can run a Bazaar for PCs (as per the rules at the end of the mod). This gives PCs access to magical equipment they might not have **(Encounter 10)**.

The PCs can also purchase anything from the Core Rule Book equipment section in the Burning Bazaar, but anything made from a material that can be burned (most equipment that isn't 100% metal) cost double **(Encounter 9)**.

Torrin is a smithy that has perfected making items using living steel, a unique material extremely difficult to obtain elsewhere. **(Encounter 11)**.

The Bronze Post is run by Oog is the inn/tavern that the PCs will stay at when in town. There's nothing special sans the mute tavern owner who just points to a wall full of prices for his wares. Normal PC lifestyle pays for their stay here. **(Encounter 12)**

The Pavilion of Ash is a temple to Zara run by a salamander druid, giving PCs access to a healing spells or *Reincarnate* if they get injured. Unlike other temples, the priestess refuses to take money and demands the destruction of magical items worth the cost of the spell **(Encounter 13)**.

The Museum is the PCs ultimate goal, but they might be surprised when they see it. Feliz, a water elem sage, has been researching the museum for a 100 years after the death of the lich. He can help the PCs find the item they are seeking **(Encounter 16)**.

**🗨 What about healing/temples/Pavilion of Ash?**

**“There's only a single temple in the city, the Pavilion of Ash. It is run by a salamander priestess to Zara who believes ultimately that everything changes over time, even through destruction. I wouldn't use her unless you absolutely have to, she requires**

**payment for her services through the destruction of magical items.”**

**🗨 We need XXX mundane equipment?**

**“I can help you find that in the Burning Bazaar, but I'm going to warn you that flammable things cost a bit more in a Plane of Eternal Fire.”**

**🗨 What/Who is Hsssssss?**

**“No, no, it is pronounced 'Hsssssss,' and it's a merchant who won't say where it's from. It has cornered the market on magical items for the most part. If you really need something magical, it has to go through it.”**

Have fun with this, no matter how similar the players 'hssssss' to what you do, they will always be slightly off and wrong because of their dialect. And yes, Hsssssss is a giant cockroach because I wanted to have fun.

**🗨 Who is the Torrin (smith)?**

**“He's an azer malcontent who broke ties with his race in his pursuit of –unique– and esoteric smithing techniques. The jokes that he's more of a gardener than a smith, whatever that means.”**

**🗨 What do you know about the Museum?**

**“That deathtrap, huh? We if your serious about killing yourself in that necropolis, I'd suggest that you talk to Feliz before entering.”**

**🗨 Where is it in the city?**

**“You can't miss it once we get to the Burning Bazaar.”**

**🗨 Who is Feliz?**

**“He is one of the adventurers who defeated the lich; he's a water elem who has spent more than a century studying materials brought back from the museum.”**

**🗨 How big is the museum?**

**“I've heard rumors over the years from adventurers that there are hundreds of floors in the Museum.”**

**🗨 How many floors?**

**“Somewhere between three and four hundred; that's why Feliz has been researching what was found in the Museum for so long.”**

🗣️ How large are the floors?

“Again, this is just heresy from adventurers who've returned from the Museum, but each floor is rumored to be several blocks in size.”

🗣️ How can a building be so large?

“I assume that you've heard of extradimensional spaces, right? You know, like *Bags of Holding* or *Portable Holes* –it's bigger on the inside than the outside. That's how it works, or so I've heard.”

🗣️ How are we going to find the relic in there?

“I suggest talking to Feliz, he might be able to help.”

🗣️ How much will Feliz's help cost us?

“He's always seeking out new knowledge from the library, so I'm sure he'll be able to help you if you help him out.”

🗣️ Where does he live?

“He lives in a library near the base of the museum, I can take you there.”

🗣️ How do you know Neb?

“He's a petty con artist whose spent more time in jail than out of it the last decade. You just happened to run into him as he was hiding out in the park – apparently he had a deal go up in smoke, so to speak.”

🗣️ Go up in smoke?

“Elysium peach brandy is extremely flammable, even with the enchantments protecting this settlement. Combine this with an impatient genie's fiery temper, and well...lets just say there isn't any more brandy.”

🗣️ Have you ever been in the Museum?

“Me, in that there,” the teenager laughs. “Oh no, that's well beyond my pay-grade, I'm only a simple information broker and I'm more than well enough compensated for that job on a daily basis.”

🗣️ Why are you helping us?

“Because I find you interesting, not many visitors come from where you come from abroad with your particular accents. In the very least it should be an interesting day.”

🗣️ Then why are you charging us if we're interesting?

“Because you never do anything you like for others for free,” the teenager replies. “I have a professional reputation to uphold.”

🗣️ What is this park?

“This was where the wizard-turned-lich's garden, once a biological deathtrap surrounding the only portals into and out of the Burning Bazaar. Needless to say that the portals no longer need the protection. The azer, Torrin, spends quite a bit of time tending the garden –don't ask me why, he must like the flowers.”

When the PCs have finished their questions, read the box text.

“Well, follow me,” the spriggan teenager says with a smile. “We're not getting anywhere standing around in the park.” Your guide begins to walk down the trail towards what you assume is the city.

When the PCs follow, continue with the box text.

You follow your guide for twenty minutes until you emerge from the woods. Spread out before you is a sea of crimson and yellow tents and canopies waving in the wind like flames. Thousands of scarves and flags ripple in the light wind, the like multi-hued smoke, throughout the tent city. High overhead another sea of flames rages outside the diamond shell, the Plane of Fire trying to consume the inflammable sanctuary. At the far end of the Burning Bazaar is a monolithic building dominating a third of the Burning Bazaar. Constructed from pitch-black obsidian, Amthydor's castle district could easily fit within the colossal structure. Turning to you, the teenage spriggan grins, “Well, you've hired me for the day, so where to first?”

➤ If the PCs want to investigate the Burning Bazaar or purchase mundane equipment **GO TO Encounter 9 (page 17).**

➤ If the PCs want to visit Hsssssss and purchase magical equipment through a Bazaar **GO TO Encounter 10 (page 18).**

➤ If the PCs want to visit Torrin, the arcane blacksmith **GO TO Encounter 11 (page 19).**

➤ If the PCs want to visit the the Bronze Post Inn **GO TO Encounter 12 (page 20).**

- If the PCs need healing, or want to visit the Pavilion of Ash **GO TO Encounter 13 (page 21).**
- If the PCs attempt to gather information in the Burning Bazaar **GO TO Encounter 14 (page 23).**
- If the PCs decide to visit the Museum **GO TO Encounter 15 (page 24).**
- If the PCs decide to go visit Feliz **GO TO Encounter 16 (page 25).**

## ENCOUNTER 8

The small teenager shrugs his shoulders, “Well, it's your loss. Good luck!”  
With that your potential guide wanders away along a gravel filled path.

If the PCs follow Arty, they will wind up on the outskirts of the Burning Bazaar. If they don't, it will take the PCs **1d4 hours** wandering around the park before they find the Burning Bazaar.

Emerging from the park, you see a sea of crimson and yellow tents and canopies waving in the wind like flames spread out in front of you. Thousands of scarves and flags ripple in the light wind, the like multi-hued smoke, throughout the tent city. High overhead another sea of flames rages outside the diamond shell, the Plane of Fire trying to consume the inflammable sanctuary. At the far end of the Burning Bazaar is a monolithic building dominating a third of the Burning Bazaar. Constructed from pitch-black obsidian, Amthydor's castle district could easily fit within the colossal structure.

This is the Burning Bazaar. Without a guide and if someone speaks **Ignan**, it takes a **Diplomacy (gather information) DC 10** and **1d4 hours** of asking around to find any of the locations except for the Museum and Burning Bazaar. If the PCs **don't speak Ignan**, it takes a **Diplomacy (gather information) DC 10** and **1d4+2 hours** to find any of the locations except for the Museum and Burning Bazaar.

- If the PCs want to investigate the Burning Bazaar or purchase mundane equipment **GO TO Encounter 9 (page 17).**
- If the PCs want to visit Hsssssss and purchase magical equipment through a Bazaar **GO TO Encounter 10 (page 18).**
- If the PCs want to visit Torrin, the arcane blacksmith **GO TO Encounter 11 (page 19).**

- If the PCs want to visit the Bronze Post Inn **GO TO Encounter 12 (page 20).**
- If the PCs need healing, or want to visit the Pavilion of Ash **GO TO Encounter 13 (page 21).**
- If the PCs attempt to gather information in the Burning Bazaar **GO TO Encounter 14 (page 23).**
- If the PCs decide to visit the Museum **GO TO Encounter 15 (page 24).**
- If the PCs decide to go visit Feliz **GO TO Encounter 16 (page 25).**

## ENCOUNTER 9

Visiting the Burning Bazaar allows the PCs to purchase any non-magical gear from the Equipment chapter of the Pathfinder Core Rule Book. You can purchase any Weapons, Masterwork Weapon, Armor, Masterwork Armor, Adventuring Gear, Special Substances and Items, Tools and Skill Kits, and Clothing. Any item made primarily from flammable materials, such as clothing or spears, cost twice as much.

Entering the Burning Bazaar, you find yourselves wandering through a maze of narrow tests and pavilions. Humanoids and non-humanoid merchants from across the planes of existence attempt to entice you with goods as varied as the locals which they originate. Flags and scarves made of lightweight silks brush against you as you meander through the marketplace. Every so often you see a pair of strange humanoids overseeing the bazaar, one a creature comprised of crackling yellow energy standing nearly eleven feet tall, and the other a man-sized humanoid sheathed in heavy armor and wearing a white tabard.  
It seems that you can purchase any gear that you might have forgotten in Raia within this bazaar.

If the PCs have hired Arty, it only takes 1d2 hours to find and purchase any gear that they might need in the Museum. If the PCs don't have Arty's help and if someone speaks **Ignan**, it takes a **Diplomacy (gather information) DC 10** and **1d4 hours** of asking around to purchase anything that they need. If the PCs **don't speak Ignan**, it takes a **Diplomacy (gather information) DC 10** and **1d4+2 hours** to purchase anything they need.

If the PCs try to speak to one of the pairs of humanoids (a Peacekeeper and their Avatar who guard the bazaar), read the following box text.



**Attempting to speak with armored man standing next to the humanoid made of crackling energy, elicits a cross response, “Move along, traveler, the Peacekeepers are tasked with upholding justice within the Burning Bazaar. If you need a guide, perhaps you should hire one.”**

**The cry of “thief,” is heard from nearby, causing the constable and magical construct to leave their post and you behind.**

If the PCs force the officer to speak with them, or follow and try to interfere in any way with the Peacekeepers, they will give one warning about “interfering with the law,” before arresting the PCs and toss them into jail. The adventure for the PCs is over and their characters will spend the next 900 TUs to return to Raia once released from prison (20 days in jail is forever when on a time crunch) (**Conclusion D, page 39**).

- If the PCs want to visit Hsssssss and purchase magical equipment through a Bazaar **GO TO Encounter 10 (page 18).**
- If the PCs want to visit Torrin, the arcane blacksmith **GO TO Encounter 11 (page 19).**
- If the PCs want to visit the Broinze Post Inn **GO TO Encounter 12 (page 20).**
- If the PCs need healing, or want to visit the Pavilion of Ash **GO TO Encounter 13 (page 21).**
- If the PCs attempt to gather information in the Burning Bazaar **GO TO Encounter 14 (page 23).**
- If the PCs decide to visit the Museum **GO TO Encounter 15 (page 24).**
- If the PCs decide to go visit Feliz **GO TO Encounter 16 (page 25).**

## **ENCOUNTER 10**

If the PCs are in need to buy any mundane magical items while in the Burning Bazaar, then they will always end up meeting HSSSSSSS <pronounced like a long snake hiss>. HSSSSSSS maintains a monopoly on magical items being sold within the Burning Bazaar; this monopoly is supported by the local government because HSSSSSSS ensures that the most dangerous items remain outside of the city and that all fees and taxes are paid on each item. This encounter gives PCs access to the LSJ Bazaar and the rules and items are located at the end of this mod.

**Following the directions of others, you wend your way through the Burning Bazaar until you reach a pavilion tent made of red and white stripped canvas. Across the cloth door there have been embroidered hundreds of runes and glyphs repeating the same two words, “magic,” and “merchant.” You can smell applewood and charcoal burning within the tent.**

When the PCs enter the tent, continue with the box text.

**Entering the tent you find yourself in a space much larger than the outside. The walls of the tent are covered in racks upon racks of items, ranging from easily recognizable items from your world to exotic items that defy explanation. Dozens of yellow-skinned goblins dressed in tuxedos and top hats scurry around the mammoth shop or work at wooden desks covered in books and an odd assortment of enchanted items.**

**The reek of a hookah assaults your senses as you look to the rear of the tent where the perpetrator of the magical bazaar lounges. Lounging across dozens of pillows is a huge creature unlike anything you’ve encountered before. Looking vaguely like a combination of cockroach, ogre, and centipede, with a half-dozen arms busy with various tasks from holding a smoking pipe to pointing to a goblin who has raised the creature’s ire.**

**Noticing your arrival, the creature turns to face you. Placing a three-fingered claw upon a crystal orb nearby, the creature begins to hiss. The orb flickers as it translates the creature’s words to what seems to be Common, “Welcome. Buy magic?”**

HSSSSSSS is willing to answer a few questions, but is only interested in selling items. He is enigmatic to the extreme (frustratingly so on purpose). If the PCs attack him, several of the goblins will cage the PCs using *Walls of Force* until the Peacekeepers arrive and arrest them. The goblins refuse to speak to anyone else.

🗨 **Who are you?**

**“I am HSSSSSS”**

🗨 **What do you sell here?**

**“Magic.”**

Inform the PCs that they can purchase anything on the Bazaar list in the back of this mod.

🗨 **What are you?**

“Complicated.”

🗨 Do you know about <insert anything about the bazaar>?

“No.”

🗨 What do you know about the museum?

“Death.”

🗨 Do you have anything special to sell?

“All special. All magic.”

🗨 Can we have a discount?

“Bad business.”

🗨 Who are the goblins?

“Workers.”

🗨 How much?

“Gold.”

HSSSSSSSS doesn't care for banter and only focuses on selling items.

- If the PCs want to investigate the Burning Bazaar or purchase mundane equipment **GO TO Encounter 9 (page 17).**
- If the PCs want to visit Torrin, the arcane blacksmith **GO TO Encounter 11 (page 19).**
- If the PCs want to visit the the Bronze Post Inn **GO TO Encounter 12 (page 20).**
- If the PCs need healing, or want to visit the Pavilion of Ash **GO TO Encounter 13 (page 21).**
- If the PCs attempt to gather information in the Burning Bazaar **GO TO Encounter 14 (page 23).**
- If the PCs decide to visit the Museum **GO TO Encounter 15 (page 24).**
- If the PCs decide to go visit Feliz **GO TO Encounter 16 (page 25).**

## ENCOUNTER 11

This is the smithy of the arcane blacksmith, “The Burning Hammer,” run by Turrin Pyrewright (LN Azer Fighter 3/Wizard 3/Eldritch Knight 7). Turrin has mastered a forging skill that are almost unheard of in Raia: forging weapons and armor from *Living Steel*. Turrin came to the Burning Bazaar to find solitude from the militant nature of his race and discovered the gardens which the PCs arrived at through the portal.

The azer smith has learned to forge weapons and armor from this fantastic material using a secret technique that he has developed.

The tents and awnings of the Burning Bazaar give the squat smithy in front of you wide berth. Made from dark granite, the sign over the door indicates that this smithy is named The Burning Hammer. A Wooden door studded with twisted iron spikes is the only entrance to the structure.

When the PCs enter the shop, read the following box text.

Entering The Burning Hammer, you find yourself in a room lit by dozen of magical lights. The walls are lined with racks upon racks of weapons and armor made from a strange, greenish-hued steel. The clang of a hammer is deafening in the smithy, but ceases suddenly in the rear of the chamber. Standing next to the fire in a thick leather apron is what appears to be a brass-skinned dwarf with wild hair the same color as the glowing coals. The creature grunts a greeting to your party, “Welcome ta me shop, I’m Turrin, what’cha need?”

**Knowledge (planes) DC 12:** “Turrin is an azer, a native of the plane of fire that’s noted for their skill in forging.”

🗨 Who are you?

“Me name is Turrin, the owner of dis es-tab-lish-ment.”

🗨 What are you?

“Can’t you tell I’m an az-er, or are you as stupid as ya’ look?”

🗨 We’ve heard you sell interesting weapons and armor here?

“Have ya’ now? Well, you’ve heard right, I specialize in a material that you can’t find everywhere: **Living Steel.**”

**Appraise DC 20:** “Weapons made from Living Steel are nearly unheard of on Raia, they are only produced in small quantities with the aid of druids far away from civilization. The steel is said to have a greenish hue and can repair itself over time.”

🗨 What is Living Steel?

**“Living Steel is a special material that I’ve discovered living in the Burning Bazaar, it is fantastically difficult to craft into weapons and armor, but it can heal from the worst damage taken over time.”**

**☞ Where does the Living Steel come from?**

**“I’m friends with the dryad who lives in da’ gardens around the bazaar,” the azer says, “but good luck in finding her, she’s skittish of non-planar folk after her enslavement and torture by the wizard who built this place.”**

The PCs can never find the dryad, she hides too well in the forest of trees.

**☞ Can we buy some of your items?**

**“Aye, I ain’t much of a businessman if I don’t sell me wares! What would you like?”**

The PCs can purchase any weapon or armor made primarily from metal. Each item is recorded on either the *Living Steel Weapon* or *Living Steel Armor* certs. The armors that can be made include chain shirt, scale mail, chainmail, breastplate, splint mail, banded mail, half-plate, full plate, buckler, light steel shield, heavy steel shield, and tower shield. Armor spikes and shield spikes can be added as appropriate, but incur additional costs. All items produced by Turrin are of masterwork quality, adding additional expenses. PCs can purchase as many of these items as they’d like to purchase, each item going onto its own cert. Print more certs as needed.

**☞ What do you know about the museum?**

**“You should ask Feliz about that, he is a scholar on the matter. You can find his home near the museum.”**

- If the PCs want to investigate the Burning Bazaar or purchase mundane equipment **GO TO Encounter 9 (page 17).**
- If the PCs want to visit Hsssssss and purchase magical equipment through a Bazaar **GO TO Encounter 10 (page 18).**
- If the PCs want to visit the the Bronze Post Inn **GO TO Encounter 12 (page 20).**
- If the PCs need healing, or want to visit the Pavilion of Ash **GO TO Encounter 13 (page 21).**
- If the PCs attempt to gather information in the Burning Bazaar **GO TO Encounter 14 (page 23).**

- If the PCs decide to visit the Museum **GO TO Encounter 15 (page 24).**
- If the PCs decide to go visit Feliz **GO TO Encounter 16 (page 25).**

## **ENCOUNTER 12**

The *Bronze Post* is an inn run by a mute half-giant known simply as Keeper. PCs can rent rooms and obtain food while in the Burning Bazaar, which is all covered under the PCs lifestyle expenses.

**You discover one of the few non-cloth structures hidden within the Burning Bazaar, a two-story tall, brick and wood inn. The sign hanging outside of the inn indicates that this place is known as the “Bronze Post.”**

When the PCs enter the inn, continue with the box text.

**Pushing open the front door, you are greeted by the familiar sights of an inn that you might encounter within Amthydor, tables full of patrons talking and laughing, waitresses taking trays of food to hungry customers, and an innkeeper washing a glass out from behind the bar. What is different from an inn that you might encounter in Amthydor is that the tables are full of extraplanar creatures of every description possible, the waitresses are thin constructs created from whirling gears and steaming boilers, and the grey-skinned innkeeper stands ten feet tall behind his low counter.**

If the PCs go “speak” to the innkeeper, read the following box text.

**Making your way to the bar, the grey-humanoid nods a greeting to you. Before you can speak a word, the humanoid points up at a large sign written in a dozen languages over his head. The going rates for rooms, meals, and drinks are posted clearly, as well as a warning to which foods and drinks are toxic to creatures not native to the Plane of Fire. At the bottom of the sign the innkeeper has scrawled a message, “Welcome to the Bronze Post. I am Keeper. I am mute. Order at the bar. Fights are prohibited.”**

If the PCs order a room or meal, Keeper with nod in agreement while holding out his hand for payment. Unless the PCs ask about rooms, food, or drink, Keeper

scowls and ignores the PCs. The PCs can find a safe place here to rest and heal.

PCs who decide to order and eat something off of the menu intended for creatures native to the Plane of Fire will need to make a **Fortitude DC 20** check, failure means they take 1d6 Constitution damage, success means they take half damage. Fire elements, sorcerers with an elemental bloodline or draconic bloodline relating to a creature of fire, or have the dragon disciple prestige class relating to a creature that breaths fire, take no damage from eating this food, but it *sickens* them if they fail the above save.

If the PCs want to use Diplomacy (gather information) in the inn, it will cost them 1d6 gold and 1d4 hours of time.

**Diplomacy (gather information) DC 5:** “After speaking with an overly flirtatious tiefling paladin, you learn that a water element scholar lives close to the Museum and could help you in your search. You also find a love note pinned to your door several hours later, bemoaning your beauty and how he is sad that he has to leave before he gets to know you better.”

**Diplomacy (gather information) DC 10:** “Keeper has lived in the Burning Bazaar for the better part of a century, but has never spoken a word. Diviners all agree that he can speak, but he chooses not to speak. You also learn there is a sort of betting pool that has been going on for nearly as long as Keeper has run this inn. It’s 10 quadstars to enter the pool that is overseen by several retired Peacekeepers, and the rules state you have three minutes after placing your bet to get Keeper to talk. At the end of the month the pot is donated to a local orphanage.”

**Diplomacy (gather information) DC 15:** “You overhear the rumor from a table where a celestial and devil are having lunch that Keeper is some sort of half-breed, part stone giant and part something with no sense of humor. Upon noticing your interest, the two lunch companions give you a dirty look before resuming their conversation telepathically.”

**Diplomacy (gather information) DC 20:** “A drunk fairy leans back against the mug of ale it just imbibed. From his slurred speech, you discover that the Museum is guarded by constructs similar to the servers working at the Bronze Post. If you are careful, it is easy to sneak past these guardians without setting off an alarm.”

**Diplomacy (gather information) DC 25:** “Based on fragments of conversations overheard, you’ve learned that only a fraction of the museum has been explored over the years. The museum is a transplanar object, much like a *bag of holding*, that is much larger on the inside.”

**Diplomacy (gather information) DC 30:** “The lich which once lived in the Museum hasn’t been seen in the Museum for the better part of a century, but rumors persist that the lich somehow survived the destruction of its phylactery by linking its life force to that of the museum. Most scholars believe this is impossible, but too many accidents have happened in the museum to dismiss this theory.”

**Diplomacy (gather information) DC 35:** “Each floor has a security chamber which funnels raw energy from the Plane of Fire into the various magical barriers and protective wards throughout that floor. Someone skilled in bypassing locks can get past these barriers on a case by case basis, but failure will instantly alert the guards.”

- If the PCs want to investigate the Burning Bazaar or purchase mundane equipment **GO TO Encounter 9 (page 17).**
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- If the PCs want to visit Torrin, the arcane blacksmith **GO TO Encounter 11 (page 19).**
- If the PCs need healing, or want to visit the Pavilion of Ash **GO TO Encounter 13 (page 21).**
- If the PCs attempt to gather information in the Burning Bazaar **GO TO Encounter 14 (page 23).**
- If the PCs decide to visit the Museum **GO TO Encounter 15 (page 24).**
- If the PCs decide to go visit Feliz **GO TO Encounter 16 (page 25).**

## **ENCOUNTER 13**

If the PCs need healing, they can receive it at the Pavilion of Ash, a temple dedicated to Zara. It is run by Priestess Yesh, a salamander druid. The PCs can receive healing as per the cost in the Pathfinder Core Rulebook, but instead of gold the priestess demands the destruction of magical items (and doesn’t make change). Also the druid cannot cast *Raise Dead*, she only has access to *Reincarnate*. If a PC dies and is



brought back from death by *Reincarnate*, they will earn the *Flameborn* cert.

**Wandering through the large bazaar, you come across a clearing where an open air temple has been erected. Thirteen rose-quartz pillars reach twenty feet into the air in a circle, and are capped by stone lentils made from the same precious stone. Crimson banners made from silk hang from each crossbeam, depicting three balls of fire in a triangular pattern.**

**Knowledge (religion) DC 5:** “This temple is dedicated to Zara, the goddess of fire and change.”

When the PCs enter the temple, continue with the box text.

**Walking into the temple, you are greeted with a blast of dry heat like what is described at noon in the great desert known as the Sea of Fire. A ten foot wide pit of burning coals sits in the center of the temple, the source of the stifling heat and alter to the temple worshipping fire. Coming from the rear of the temple is a serpentine creature covered in crackling flames and wearing a breastplate emblazoned with the same triangular balls of fire on the outside of the temple. The creature holds its hands wide, showing that it is unarmed, as it says, “Welcome to the Pavilion of Ash –holy temple to the goddess Zara. I am Priestess Yesh, druid of the goddess of change. How may I help you.”**

**Knowledge (Planes) DC 16:** “Priestess Yesh is a salamander, a creature native to the Plane of Fire.”

Priestess Yesh (TN Druid 10 of Zara) is short tempered for those who would waste her time away from worshipping Zara. She doesn’t care about the museum or the rest of the Burning Bazaar, she has come here by the order of her goddess.

🗣️ **Who are you?**

“As I told you already, I am Priestess Yesh.”

🗣️ **Who is Zara?**

“Zara is the goddess of flames, she who encourages change and growth within her faithful. I am her servant.”

🗣️ **Do you know where the relic is?**

“I care not for relics unless they are to be destroyed upon the goddess’s alter,” the salamander hisses.

🗣️ **What do you know about the Museum?**

“Do not waste my time with trivial questions,” the priestess angrily retorts. “If you want information, then you should seek a bar.”

🗣️ **We require XXX healing, can you help?**

“The goddess will answer, but her price is high. She cares not for gold or other petty commerce of faiths such as Lucor or Hyperion –my price is the destruction of a magical item of equal or greater worth than what is asked of my goddess in return. Throw your offering into the coals and I shall continue.”

The priestess (as a druid) can cast these spells:

*Cure Light Wounds* (50 gp) (1d8+5 healed)

*Cure Moderate Wounds* (300 gp) (2d8+5 healed)

*Cure Serious Wounds* (700 gp) (3d8+10 healed)

*Lesser Restoration* (200 gp)

*Neutralize Poison* (300 gp)

*Remove Disease* (300 gp)

If the PCs agree, take the cert and VOID it. PCs can also purchase and sacrifice items obtained from HSSSSSS (Encounter 10). The full value of the item (not half-price for selling) determines if the PCs have sacrificed enough. Multiple items can be sacrificed to pay the fee. No change will be made nor will the priestess accept any other payment for her services. Continue with the box text if the PCs pay the price.

**Dropping the required payment into coals, the item bursts into flames so bright that the room is darkened for several moments. As quickly as the flames emerged, they cease, leaving only ash behind in the crackling coals. The priestess smiles, “The Goddess has found your offering acceptable, let us being.” With that the salamander begins casting.**

🗣️ **Can you bring our ally back from the dead?**

“Yes, but only in a new form. The cycle of birth-death-rebirth cannot be broken by my power, only hastened. The goddess will answer your plea, but her price is high. She cares not for gold or other petty commerce of faiths such as Lucor or Hyperion –my price is the destruction of a magical item of equal or greater worth than what is asked of my

**goddess in return. Throw your offering into the coals and I shall continue.”**

The priestess, being a druid, can only cast *Reincarnate*. Use the chart found in the Legends of the Shining Jewel Campaign Guide to determine what the individual reincarnates as. The player gains the *Flameborn* cert. There are no other divine spell casters in the Burning Bazaar capable of casting magic to return PCs from the dead, they will have to wait until they return to Amthydor to have any other spell cast on them.

It costs 1700 gp to *Reincarnate* a PC.

If the PCs agree, take the cert and VOID it. PCs can also purchase and sacrifice items obtained from HSSSSSSS (Encounter 10). The full value of the item (not half-price for selling) determines if the PCs have sacrificed enough. Multiple items can be sacrificed to pay the fee. No change will be made nor will the priestess accept any other payment for her services. Continue with the box text if the PCs pay the price.

**Dropping the required payment into coals, the item bursts into flames so bright that the room is darkened for several moments. As quickly as the flames emerged, they cease, leaving only ash behind in the crackling coals. The priestess smiles, “The Goddess has found your offering acceptable, let us being.” With that the salamander begins casting. The room darkens for ten minutes as the druid channels divine power into the corpse of your friend. Finally, with a slap of her hands, the corpse bursts into flames that reaches a dozen feet into the air. Nothing remains of your ally, but standing where your companion once stood is a humanoid wearing the same gear as your friend. The priestess nods to your group, “It is done.”**

When the PCs finish their questions, read the following box text.

**Concluding your business in the temple, the priestess makes a holy sign in the air, “May change follow you throughout your lives.”**

- If the PCs want to investigate the Burning Bazaar or purchase mundane equipment **GO TO Encounter 9 (page 17).**

- If the PCs want to visit Hsssssss and purchase magical equipment through a Bazaar **GO TO Encounter 10 (page 18).**
- If the PCs want to visit Torrin, the arcane blacksmith **GO TO Encounter 11 (page 19).**
- If the PCs want to visit the the Bronze Post Inn **GO TO Encounter 12 (page 20).**
- If the PCs attempt to gather information in the Burning Bazaar **GO TO Encounter 14 (page 23).**
- If the PCs decide to visit the Museum **GO TO Encounter 15 (page 24).**
- If the PCs decide to go visit Feliz **GO TO Encounter 16 (page 25).**

## **ENCOUNTER 14**

If the PCs want to **Gather Information** about the Burning Bazaar in the market, have them make a **Diplomacy (gather information)** check. If the PCs don't speak **Ignan**, increase the **DC by 10**. This check will take the PCs **1d4 hours**. If the PCs have hired **Arty**, the lower the **DC by 5**. Remind the PCs that Amthydorian specific certs granting bonuses to Diplomacy do not apply in The Burning Bazaar.

**Diplomacy (gather information) DC 5:** “A black-furred gnoll yips from behind a cup of tea, 'The Museum is a death trap that's taken the lives of thousands of adventurers such as yourselves. If I were you I'd seek out Feliz –he's a scholar who has been studying the Museum for nearly a century.'”

**Diplomacy (gather information) DC 10:** “A golden ball of light floats in midair, the celestial speaking directly into your mind, 'If you're looking for a place to stay, I'd suggest the Bronze Post: it caters almost exclusively to creatures who don't normally exist within fire.'”

**Diplomacy (gather information) DC 15:** “Speaking through a human interpreter, what looks like a child-sized squirrel dressed in fine robes chitters rapidly. 'The Pavilion of Ash is the only temple in The Burning Bazaar. It is overseen by a salamander priestess of Zara who believes that the purpose of life is change. If you need her help then your gold won't do you any good there, you'll have to be willing to destroy your cherished possessions.'”

**Diplomacy (gather information) DC 20:** “A group of humanoid children pause for a moment to answer your

questions, 'If you need to purchase potions, scrolls, or a random assortment of magical weapons or armor, then you need to visit Hssssss. It controls the trade of magical items into and out of The Burning Bazaar.' As they finish answering your questions, the children run off to continue their game."

**Diplomacy (gather information) DC 25:** "A dwarf-like azer merchant scowls from behind his booth, 'If you find out where that weirdo Torrin gets the metal that he uses in his weapon, then I'd be appreciative.'"

- If the PCs want to investigate the Burning Bazaar or purchase mundane equipment **GO TO Encounter 9 (page 17).**
- If the PCs want to visit Hsssssss and purchase magical equipment through a Bazaar **GO TO Encounter 10 (page 18).**
- If the PCs want to visit Torrin, the arcane blacksmith **GO TO Encounter 11 (page 19).**
- If the PCs want to visit the the Bronze Post Inn **GO TO Encounter 12 (page 20).**
- If the PCs need healing, or want to visit the Pavilion of Ash **GO TO Encounter 13 (page 21).**
- If the PCs decide to visit the Museum **GO TO Encounter 15 (page 24).**
- If the PCs decide to go visit Feliz **GO TO Encounter 16 (page 25).**

## ENCOUNTER 15

This encounter is if the PCs attempt to enter the museum. There is a teleportation platform attuned to other platforms within the museum and to use it all the PC has to do is state what floor that they'd like to go to. Unfortunately for them, most of the floors are death traps or filled with roaming creatures the PCs are unprepared to fight at their level range. There are 296 floors in the museum, reference Appendix A for what happens if they go to random floors. It ends badly for the most part.

**It takes nearly an hour to make your way through the souq and you find yourself standing before the museum. Obsidian steps lead up to a platform covered in geometric patters of power inscribed in gold. A pair of bored looking Peacekeepers in heavy armor watch over the platform. There is no obvious door leading into the Museum. As you approach, the guardians stand up straighter, holding out a hand meant to stop the group, "Hold, travelers, this is the**

**portal leading into the Museum. You will only find death here if you aren't careful."**

🗣️ **Who are you?**

**"We are the Peacekeepers, tasked with maintaining order in the Burning Bazaar. We are guarding the teleportation pad leading into the museum."**

🗣️ **We are looking for the relic?**

**"We don't know what that is –is it in the museum? If so, you could speak with Feliz, he might be able to determine where it is."**

🗣️ **How does the teleportation pad work?**

**"All you must do is stand on the pad and speak the number of the floor that you would like to go to."**

🗣️ **Why are you guarding the pad?**

**"We are guarding the pad in case something tries to escape from the museum."**

🗣️ **Are we allowed to use the pad?**

**"Of course, but I have to recommend going in there at random."**

🗣️ **How do we return here?**

**"All you have to do is say the word 'courtyard' on the same platform within**

🗣️ **Do you know anyone who can help us find what we are looking for?**

**"Yes, his name is Feliz, a scholar of sorts specializing in studying the Museum. He hires adventurers to plumb the various floors for knowledge, so he might be able to lead you in the right direction. He can be found that way, just ask for him by name," the guard says as he points to the left, back into the bazaar.**

- If the PCs want to investigate the Burning Bazaar or purchase mundane equipment **GO TO Encounter 9 (page 17).**
- If the PCs want to visit Hsssssss and purchase magical equipment through a Bazaar **GO TO Encounter 10 (page 18).**
- If the PCs want to visit Torrin, the arcane blacksmith **GO TO Encounter 11 (page 19).**
- If the PCs want to visit the the Bronze Post Inn **GO TO Encounter 12 (page 20).**

- If the PCs need healing, or want to visit the Pavilion of Ash **GO TO Encounter 13 (page 21).**
- If the PCs attempt to gather information in the Burning Bazaar **GO TO Encounter 14 (page 23).**
- If the PCs decide to go visit Feliz **GO TO Encounter 16 (page 25).**
- If the PCs speak floor 137 on the teleportation pad **GO TO Encounter 17 (page 28).**
- If the PC speak any other number but the proper floor, the adventure is over for that PC **GO TO Appendix A (page XXX).**

## ENCOUNTER 16

This is the home of the “curator” of the museum, Feliz Alon, a TN water elem wizard 14. One of the original party members who killed the lich, the wizard lost his left leg to a disintegrate spell during the combat. The wizard, who is atheist, refuses to have his leg regenerated because he refuses to be indebted to any god. He has spent most of the last century sending adventurers into levels of the museum to gather knowledge for him.

Arriving at a tall house that could have been pulled strait out of Adventurers District in Amthydor, you can see a sign on the door written in Common, “Adventurers Wanted, Inquire Within.” The residents of the Burning Bazaar give the house wide berth.

If the PCs go up to the front door and knock, continue with box text.

You can hear a voice cry out from within the house, “Hold your horses, I’m on my way!” You hear a sharp series of arcane words on the other side of the door, and the door swings open. Sitting there on a floating lounge chair is a one-legged water elem dressed in a simple black robe. “Yes, can I help you,” the ancient half-elemental asks.

**Spellcraft DC 15:** “The spell just cast was *Open/Close.*”

If the PCs state that they’re looking for something in the Museum, continue with the box text.

“Ah, adventurers,” the ancient elem says while clapping his hands, “excellent! Well, come this way.”

**With that the water elem begins floating away from his front door.**

If the PCs follow the elem, continue with the box text.

**Following the wizard through his home, you pass through a series of hallways before you emerge into a large library. Stacks of papers and books cover the majority of the floor, some of them as tall as a half-ogre. The ancient elem stops in the middle of the room and turns to you. “Feel free to take a seat if you’d like,” he says as he waves his hands towards several chairs and couches scattered around the room. “So what brings you here today?”**

☞ **Who are you?**

**“I am Feliz Alon, a wizard and unofficial curator of the museum.”**

☞ **We are looking for a relic that is said to be in the museum?**

**“A relic you say, now this does sound interesting. I think I’ve come across a reference to that item four or five decades back, but this knowledge comes with a price.”**

☞ **How much will this information cost us?**

**“Don’t act surprised, isn’t Amythdor’s national quote ‘How much?’ And yes, I recognize the accent, don’t be surprised since I grew up in Jadenpur. Anyways, it won’t be as painful as you think, if I tell you how to get your information, I want you to bring back any books or documents that you might find in the museum. Knowledge for knowledge. That sort of thing.”** Feliz looks around the room, “I don’t know the exact information off the top of my head, but I’m sure I can look it up but it might take me some time.”

☞ **You’re from Jadenpur?**

**“And what of it? Don’t tell me that Amthydor is still all pissy with their neighbor, even now?”**

☞ **Jadenpur was destroyed.**

**Surprise crosses the wizards face, “Destroyed? Really? Well, with a city full of adventurers I’m not exactly surprised that Jadenpur finally imploded in upon itself.”**



🗨️ **A meteor/demigod destroyed Jadenpur.**

“And your point is? It’s still destroyed and nothing I can do can change that now. Back to the task at hand.”

🗨️ **How long will it take you to find out the information we need?**

“I’m sure I can look it up overnight,” the sage says. “I suggest you find yourself a room at the Bronze Post cause you ain’t staying here.”

🗨️ **Where is the Bronze Post?**

“Well you’re adventurers, right? Ask around in the bazaar, it’s a popular enough inn for non-natives.”

🗨️ **What happened to your leg?**

“Damned lich disintegrated it before we finally destroyed it, took it off at the knee. Not much I could do about it afterwards, so I had a house built here from my cut of the treasure out of the lich’s treasury.”

🗨️ **You fought the lich?**

“Of course I did,” the wizard grins with a twisted smile. “How do you think I’ve learned so much about the museum, I was the one who did all of the research on how to sneak in. Well after I lost my leg, I discovered a new purpose and a treasure trove of information to feed my intellectual appetite for the rest of my life.”

🗨️ **Why didn’t you get your leg regenerated?**

“And become indebted to the gods,” the wizard grumbles. “No, I’ll keep my leg how it is, I earned it the hard way and don’t intend to let ‘the higher powers,’ enslave me to their cults.”

Feliz is an atheist who refuses to be helped by the gods. No matter what the PCs say or do, he refuses all divine help or healing.

🗨️ **What kind of dangers are in the museum?**

“It depends on the floor, to be honest. A constant threat throughout the museum are the guardians, gear-powered constructs fueled by hearts of flame elementals. They’re a bit on the stupid side and easy to sneak past, but doesn’t make them any less dangerous to confront head on. Be careful when fighting them in melee, they had a nasty tenancy to explode when damaged. There’s also a few other dangers from the monsters that used to be part of

the exhibits, but most of the most dangerous creatures died of old age and neglect a long time ago.

“Beyond that there’s the traps and magical containment fields which the lich used to protect his museum. A skilled trapsmith might be able to get through the barriers, but every floor also has a pyroclastic converter which powers all of the magical defenses. It’s easy enough to disable if you crank the central valve shut –disabling all of the magical barriers on the floor.”

🗨️ **Are there any traps?**

“Several of the adventurers that I’ve hired over the decades have encountered traps, but usually on unique items of power. The traps are magical in nature, designed to imprison thieves until the lich arrives a year or two later. The traps can be deactivated by shutting down the pyroclastic converter on each floor.”

🗨️ **How can we disable the traps?**

“All you have to do is crank the central valve shut on the pyroclastic converters; one is hidden in a room on each floor of the museum.”

🗨️ **So we only have to bring you back any books or notes we find?**

“Absolutely, over the last century I’ve had adventurers clear out the floors once we determine the dangers, afterwards I can research at my leisure. The books and notes allow me to research where to send adventurers next.”

🗨️ **How large is the museum?**

“To date I’ve discovered more than two hundred floors, although my research leads me to believe there are far more floors. That’s the problem when spellcasters creates a sanctuary using the same extraplanar magic used in *Portable Holes* and *Bags of Holding*. And yes, before you say it, it is bigger on the inside...that observation has gotten old over the last century.”

🗨️ **Is there anything else you can do to help?**

“Well let me jump on up and get to work...oh wait,” the wizard says sarcastically while looking at his missing leg. “Don’t you think I would have cleared more of the museum by now if I were a bit more physically able; but age gets us all in the end unless you go down paths not meant for mortality, such as

lichdom. If you really need it, I can break enchantments or curses which you might encounter while in the museum, but you gotta bring them back to me.”

Feliz is willing to cast *Break Enchantment* and *Stone to Flesh* if needed.

🗨️ **Is there anything we can do to help with your research tonight?**

“Not unless you speak an obscure dialect of Ancaran that hasn’t been spoken in Raia for a thousand years before attempting to place the information in a cipher that took me a decade to crack –and no, magic won’t help because the lich was a paranoid git and warded his documents with spells to cause them to burst into flames if certain spells, such as *Comprehend Languages*, is cast upon them.”

**Linguistics DC >45 or don’t speak Ancaran:** “You stayed up all night to help, but you constantly got in Feliz’s way. You have not slept overnight and have the *Fatigued* condition unless in possession of a magic item that limits your need to sleep. Magical methods to remove this fatigue automatically fail, only a restful night of sleep can cure this condition.”

**Linguistics DC 45 and speak Ancaran:** “You help Feliz to decipher the documents, saving him an hour of time. You have not slept overnight and have the *Fatigued* condition unless in possession of a magic item that limits your need to sleep. Magical methods to remove this fatigue automatically fail, only a restful night of sleep can cure this condition.”

🗨️ **When should we show up?**

“Now that’s a good question,” the wizard mumbles. “I suggest a little after the opening bell for the bazaar –that would be about the seventh bell on Raia. It isn’t as if the Burning Bazaar ever really closes, but that tradition has continued since he began inviting the first merchants into the city.”

🗨️ **Who else fought against the lich?**

“It was primarily the adventurers’ guild I belonged to, The Red Crows, although we did pick up that strange reptilian paladin who’d gotten lost in the wilds of the Shadow Plane. I still can’t pronounce his name correctly, I don’t have the pheromone glands to do it properly –but beyond Stabbie, the paladin, we had myself, there was Ethel, a halfling barbarian who made Amthydor her home and was

known for ripping the throats out of her enemies with her claws and teeth, Ralph, our half-orcge fighter, Willow our rogue, and this strange sorcerer who called himself Tim.”

PCs who have played *Aged to Perfection* might make the connection that Ethel sounds like Granny, and they are right.

PCs also might recognize Tim (aka, the Sage) from multiple adventurers, including *Reflections of the Past* and *A Priest’s Plea*.

NPCs have a back history as well in LSJ, don’t forget that!

🗨️ **What happened to the rest of the Red Crows?**

“After Ralph flew into a rage, he died in the first few seconds of our battle against the lich due to a *Phantasmal Killer* spell. I’m not exactly surprised he died, he took after his ogre mother in size and temperament and his human father in his constitution; armor does you no good when the foe is willing to attack you with your nightmares. Stabbie died saving my life, he threw himself in the way of the *Disintegrate* spell, so I only lost my leg. Ethal ripped the lich’s head off of his shoulders, followed by his spine and left arm; last I heard she was retired in Amthydor and trying to stay out of trouble. Willow stayed around and helped me form the Burning Bazaar; she was a councilor for many years and helped create the Peacekeepers. Tim...well the less we talk about the psycho the better; I think he had the blood of aberrations flowing through his veins. The last I heard he was living just outside of the Protectorate and studying the planes.”

🗨️ **Tim? As in, Tim the Sage? As in the crazy sorcerer?**

“Ah, so you’ve met him. Yeah...lets not talk about him, I’d like to keep my sanity tonight.”

When the PCs are done with their questions, continue with the box text.

Finishing your questions, Feliz escorts you to the front door. “I’ll see you in the morning, have a good night.”

➤ If the PCs want to investigate the Burning Bazaar or purchase mundane equipment **GO TO Encounter 9 (page 17).**

- If the PCs want to visit Hsssssss and purchase magical equipment through a Bazaar **GO TO Encounter 10 (page 18).**
- If the PCs want to visit Torrin, the arcane blacksmith **GO TO Encounter 11 (page 19).**
- If the PCs want to visit the the Bronze Post Inn **GO TO Encounter 12 (page 20).**
- If the PCs need healing, or want to visit the Pavilion of Ash **GO TO Encounter 13 (page 21).**
- If the PCs attempt to gather information in the Burning Bazaar **GO TO Encounter 14 (page 23).**
- If the PCs decide to visit the Museum **GO TO Encounter 15 (page 24).**
- If the PCs spend the night and return to Feliz in the morning **GO TO Encounter 17 (page 27).**

## **ENCOUNTER 17**

After staying the night in The Bronze Post, the PCs can return to Feliz for the information required.

The sound of a bell rings through the Burning Bazaar, signaling the morning and the time that you need to visit Feliz again. Arriving at his home, the door swings open before you can knock, and you can hear the old man’s voice yelling out from his study, “Come in, I’m waiting on you!”

When the PCs go in, continue with the box text.

Entering the water elem’s study, you are greeted by the smell of coffee and a weary looking old man. The man points towards a table filled with morning pastries, porcelain cups, and a large carafe of coffee. The old man waits for you to serve yourselves and take a seat before he beings.

“I was able to track down the information you required, and you’re in luck. The Fang of the Three-eyed God is located on the one hundred and thirty-seventh floor. The floors above and below this floor have been opened up to the Plane of Fire, but this layer of the museum is safe. Again, bring back any documents that you find in the museum and I’ll consider our debt repaid. Any questions?”

🗨 **How do we get into the museum?**

“You’ll find a teleportation pad in front of the museum guarded by some Peacekeepers. While standing on the platform, say the number of the floor you want to go to and the magic will take you to the appropriate floor. Only say the floor number

that I gave you, if you don’t you could die instantly or arrive on a floor with a malfunctioning platform and become trapped. Speak the word ‘courtyard’ on the teleportation pad in the museum to return outside of the museum.”

🗨 **What floor was it again?**

“One hundred and thirty-seven.”

🗨 **What kind of dangers are in the museum?**

“It depends on the floor, to be honest. A constant threat throughout the museum are the guardians, gear-powered constructs fueled by hearts of flame elementals. They’re a bit on the stupid side and easy to sneak past, but doesn’t make them any less dangerous to confront head on. Be careful when fighting them in melee, they had a nasty tenancy to explode when damaged. There’s also a few other dangers from the monsters that used to be part of the exhibits, but most of the most dangerous creatures died of old age and neglect a long time ago.

“Beyond that there’s the traps and magical containment fields which the lich used to protect his museum. A skilled trapsmith might be able to get through the barriers, but every floor also has a pyroclastic converter which powers all of the magical defenses. It’s easy enough to disable if you crank the central valve shut –disabling all of the magical barriers on the floor.”

🗨 **Are there any traps?**

“Several of the adventurers that I’ve hired over the decades have encountered traps, but usually on unique items of power. The traps are magical in nature, designed to imprison thieves until the lich arrives a year or two later. The traps can be deactivated by shutting down the pyroclastic converter on each floor.”

🗨 **How can we disable the traps?**

“All you have to do is crank the central valve shut on the pyroclastic converters; one is hidden in a room on each floor of the museum.”

🗨 **So we only have to bring you back any books or notes we find?**

“Absolutely, over the last century I’ve had adventurers clear out the floors once we determine the dangers, afterwards I can research at my leisure.

The books and notes allow me to research where to send adventurers next.”

🗨️ How large is the museum?

“To date I’ve discovered more than two hundred floors, although my research leads me to believe there are far more floors. That’s the problem when spellcasters creates a sanctuary using the same extraplanar magic used in *Portable Holes* and *Bags of Holding*. And yes, before you say it, it is bigger on the inside...that observation has gotten old over the last century.”

🗨️ Is there anything else you can do to help?

“Well let me jump on up and get to work...oh wait,” the wizard says sarcastically while looking at his missing leg. “Don’t you think I would have cleared more of the museum by now if I were a bit more physically able; but age gets us all in the end unless you go down paths not meant for mortality, such as lichdom. If you really need it, I can break enchantments or curses which you might encounter while in the museum, but you gotta bring them back to me.”

Feliz is willing to cast *Break Enchantment* and *Stone to Flesh* if needed.

If the PCs don’t have any more questions, continue with the box text.

Finishing your conversation, the wizard smiles. “Good luck, I’m eager to see what you bring back to me.”  
Seeing you to the door, you now know where to focus your search in the Museum.

➤ If the PCs head to the teleportation pad to enter the museum **GO TO Encounter 18 (page 29)**.

## **ENCOUNTER 18**

Standing next to the mammoth walls of the museum, you find the teleportation platform guarded by a pair of bored Peacekeepers. Noticing your arrival, the pair come to attention. “Halt, what is your business here?”

If the PCs explain that they’re here to use the platform to enter the museum, continue with the box text.

“Ah, adventurers, huh,” one of the guards says. “You are free to use the platform; remember to return here you will need to stand on the linked platform in the museum and say the word ‘courtyard.’ Good luck.”  
With that, the guards relax again.

➤ If the PCs each say the correct floor number **Continue with the box text.**  
➤ If a PC does not say the correct floor number **GO TO Appendix A (page XXX)**.

Welcome to the Museum (Map is located in **GM Handout 1**). This is a decently linear dungeon, but events can change depending on how the PCs interact with the dungeon and its dangers. Events in different rooms impact others, so please be sure to understand this dungeon before you run it. Remember the goal is to have fun and allow groups to tackle this challenge in their own way and not force a series of fights.

You feel a sudden jerk to your stomach as your eyes are filled with a blinding white light. Moments later you feel another jerk to your stomach as the lights disappear. You find yourself standing on a similar teleportation platform as you saw outside, but your surroundings have totally changed. You are in a wide hallway, approximately seventy feet wide, four hundred feet long, and a gently curved ceiling reaching forty feet high. A fresco has been painted along the length of the ceiling, depicting some ancient war in which a colossal demon is decimating an army.  
At the end of the hallway, farthest away from the teleportation platform, is an open doorway, ten feet wide and twenty feet tall. On each side of the hallway are large statues depicting various monsters ready to pounce upon defeated heroes, the bases which are approximately ten feet wide and stand nearly twenty feet in height. The statues are spaced approximately fifteen feet apart from each other. Somewhere within this floor you will discover the Fang of the Three-eyed God and the books that Feliz requires.

Have the players make a Perception check. The museum’s automated guardians have detected the teleportation pad being activated and are coming to investigate.



**Perception DC 10:** “You hear the sounds of whirling gears and footsteps approaching from down the hallway.”

The guardians will attack the PCs on sight, but at their core are simplistic machines who only to the minimum when it comes to searching the chamber.

**Stealth DC 5+ATL:** “Hiding behind statues, you easily stay out of site from the automatons coming to investigate the teleportation platform.”

If the PCs don’t hide, or decide to ambush the constructs, they will fight back with lethal force. If the PCs successfully hide from the constructs, the machines will walk up to the platform turn around, and leave the room.

The statues in this room have a **Climb DC: 5**, and the room has minimum shadows due to the magical lighting.

**Marching into the room are humanoid machines constructed of spinning steel gears and arms ending in longsword length blades. A single eye dominates the constructs head as they scan the room from left to right. In the center of the machines’ chests are glowing hearts of glass, a raging inferno trapped within a sphere the size of a dwarf’s head. The machines are walking towards the teleportation platform.**

- If the PCs fight the constructs **Use the stat blocks below for the combat.**
- If the PCs successfully hide from the constructs **GO TO the box text marked “Stealth” after the combat (page 29).**
- If the PCs defeat the constructs **GO TO to box text marked “Victory” after the combat (page 30).**

The base stats for the constructs are here, see each ATL for number of constructs and any modification to their abilities.

### ⚔ Construct Guardians

N Medium Constructs

**Init** +; **Senses** darkvision 60 ft, low light vision; Perception +0

**AC** 18, touch 10, flat-footed 18 (+8 natural)

**hp** 76 (8d10+20)

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

**Special Defenses** Construct Traits; **Immune** Fire, Construct Traits

**Spd** 40 ft.

**Melee** +13 2 blades (1d10+5 and 1d6 fire, 19-20 x2)

**Ranged** +8 eye beam (touch attack, 4d6 fire, 30 foot range)

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

**Str** 20, **Dex** 10, **Con** –, **Int** –, **Wis** 10, **Cha** 1

**Base Atk** +1; **CMB** +2; **CMD** 16

**Special Quality** *Unstable* (Ex) The boilers powering these constructs made them incredibly cheap to produce, but unstable when damaged. Whenever a Construct Guardian is damaged at 50% health or less, it must make a Fortitude DC 14 save or immediately explode in 20’ radius fireball (8d6 fire) centered on the construct. Those in the radius are allowed a Reflex DC 18 save for half damage.

**Construct Traits** (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

ATL 5

3 guardian constructs

ATL 7

3 guardian constructs

All foes: +21 HP, +1 save +3 attacks

ATL 9

3 guardian constructs

All foes: +42 HP, +2 saves, +6 attacks

ATL 11

3 guardian constructs

All foes: +63 HP, +3 saves, +9 attacks

- If the PCs defeat the constructs **GO TO** to box text marked “Victory” after the combat (page 30).

#### STEALTH:

From your hiding spots, you watch the constructs march through the room. Their single eyes scan back and forth, searching the room for intruders. It takes a minute for the constructs to reach the teleportation platform, pausing for a moment before turning around and marching out of the room. Another minute later you see the constructs march out of the room and turn down a corridor. The doorway at the end of the hallway branches off in two directions, left and right. When you look down them, both hallways look identical.

- If the PCs go left down the hallway **GO TO Encounter 19 (page 31).**
- If the PCs go right down the hallway **GO TO Encounter 20 (page 31).**

#### VICTORY:

As the final construct explodes into flames, the museum falls silent again. Glancing down the doorway where the guardians emerged, you see the hallway branching off in two directions, left and right. When you look down them, both hallways look identical.

- If the PCs go left down the hallway **GO TO Encounter 19 (page 31).**
- If the PCs go right down the hallway **GO TO Encounter 20 (page 31).**

## ENCOUNTER 19

Flowery wallpaper peels off the walls of the passageway as you proceed deeper into the museum. The floor is covered in a threadbare carpet, worn thin after centuries of patrolling constructs. The hallway is a little under ten feet wide and the curved ceiling peeks at fifteen feet in the air. Every thirty feet a chandelier hangs from the ceiling, dozens of magical lights driving away the shadows from every inch of the hallway. The hallway is sixty feet long before the passageway turns to the right.

There are no secrets in this hallway, continue with the box text when the PCs travel down the hallway.

Turning down the corner, the hallway continues for another two hundred feet. You can see another chamber opening up at the end of the hallway.

- If the PCs continue to the next chamber **GO TO Encounter 21 (page 31).**

## ENCOUNTER 20

Flowery wallpaper peels off the walls of the passageway as you proceed deeper into the museum. The floor is covered in a thick carpet. The hallway is a little under ten feet wide and the curved ceiling peeks at fifteen feet in the air. Every thirty feet a chandelier hangs from the ceiling, dozens of magical lights driving away the shadows from every inch of the hallway. The hallway is sixty feet long before the passageway turns to the left.

There are no secrets in this hallway, continue with the box text when the PCs travel down the hallway.

Turning down the corner, the hallway continues for another ninety feet before ending at a magical barrier glowing red. Dry heat radiates from the end of the hallway.

The hallway ends in a *Wall of Force* that was automatically erected when the end of this hallway collapsed into the Plane of Fire. If The PCs dispel the *Wall of Force*, the fires from the plane fill the hallway for 100 ft. PCs in this area take 10d6 fire damage, **Fortitude DC 20** for half damage. This damage repeats for every round for one minute until the Wall of Force reappears.

- If the PCs go left down the hallway **GO TO Encounter 19 (page 31).**

## ENCOUNTER 21

Beyond the hallway, you can see a huge, well lit chamber.

When the PCs advance, continue with the box text.

As you advance towards the door, you find yourself on a balcony overlooking a huge chamber, 120 feet wide and 150 feet long. Three chandeliers hang from the ceiling twenty feet above your head, illuminating

the chamber that has been tiled with azure mosaics. The ceiling is covered in a fresco depicting thousands of stars.

The balcony that you find yourselves on stretches across the entire length of the wall, thirty feet in the air. There are two stairwells, one on the left and right sides of the balcony, leading down to the chamber below.

Looking out upon the room, a gargantuan skeleton dominates the center of the chamber, some sort of two-legged lizard with a massive head filled with razor sharp teeth. Smaller two-legged lizard skeleton surround the larger beast, some sort of pack hunters with vicious claws on each leg. A velvet rope hangs from stands around the display to keep visitors away.

Three enormous aquariums, eighty feet long and fifteen feet wide, surround the display. Each aquarium is filled with thriving ecosystems filled with strangely colored fish and plants.

From your vantage point below you can see three exits, one straight ahead, and one on the walls to the left and right.

See **GM Handout 2** for a diagram of this room.

The **left stairwell** has fallen into disrepair over the last century. The constructs, linked to the museum, avoid using this stairwell. PCs with the **Rogue Talent: Trap Spotter** receive an automatic perception trap to realize the danger of this stairwell. Any Medium sized PC or Small sized PC in medium armor or heavier cause the stairwell to collapse beneath their feet, dealing 3d6 damage. A **Reflex DC 15** check negates the falling damage. A **Perception DC 15** check allows the PCs to realize that the stairwell is near collapse. If a PC falls through the floor, have that PC make a **Stealth DC 5 + ATL check**. If the PC fails this check and they didn't destroy the constructs in **Encounter 18**, the constructs will return to investigate the noise in 1d4 minutes. A **Perception DC 10** check warns the PCs if the constructs are coming or not. The PCs need to make a **Stealth DC 5 + ATL** check to hide from the constructs again. The constructs only investigate the noise and leave if the PCs make their Stealth checks.

Use the combat stats for the Constructs in **Encounter 18** (page 29) if the PCs are spotted or pick a fight.

This chamber is where the PCs will have a fight here once pyroclastic converters have been disabled. The t-rex skeleton in the center of the room is actually an

undead monster trapped in a specialized *Wall of Force*. When the magical barrier is no longer powered, the undead are free to attack PCs.

Two of the aquariums are filled with normal fish and plants, but the third is filled with a swarm of skeletal piranha. This tank is marked on the map with a P. The glass walls of the tank have 15 hp, and if broken, thousands of gallons of water explode outward. PCs within 15 feet of the tank who don't make a **DC 20 Acrobatics** check are subjected to a **Bull Rush attack** with a +15 modifier. If any of the constructs are struck by the water, they will immediately explode. The undead piranha swarm, if freed, will become a hazard to any PC within 10 feet of this tank. The swarm will automatically damage any PC in their squares, dealing 1d6 damage plus 1 point of bleed. The swarm has 20 hp, take only 1 point of damage from weapon attacks, and 50% more damage from all area of effect attacks. The swarm automatically fails any saving throw as they flop around on the floor.

**Detect Undead** will identify the skeletons and piranha as undead.

**Detect Evil** will ping on the piranha tank and skeletons.

**Speak with Animals** on the fish will give you standard fish responses, primarily that they're hungry and looking to spawn soon. They know nothing of the museum.

#### AQUARIUMS

**Knowledge (nature) DC 15:** "These tanks are saltwater tanks filled with thriving ecosystems of fish and plant life. Someone has taken care to ensure that each aquarium is self sustaining."

**Knowledge (nature) DC 20:** "Something is strange in one of the tanks, the fish within hiding within massive coral reefs. The plant life isn't as healthy as it is in the other tanks."

**Perception DC 20:** "Schools of beautiful fish swim within two of the tanks, but the third is seemingly empty. A closer look allows you to realize what you assumed was bone-white coral is actually thousands of hand-sized skeletons with maws filled with razor sharp teeth. Realizing that you've spotted them, the fish skeletons begins to swarm around the tank, their teeth snapping so quickly that you can feel the vibration in the floor."

**Knowledge (religion) DC 10 about the undead fish:**

“This is a swarm of skeletal fish; fighting them individually would be a fools errand because each individual member of the swarm doesn’t amount for much, but together they are a lethal horde. Undead like skeletons are immune to cold damage, poisons, mind affecting spells, and take substantial less damage from slashing and piercing weapons.”

**Knowledge (nature) DC 20 about the undead fish:**

“Only found in rain forest rivers, the swarm of undead fish are made up of hundreds, if not thousands, of piranha skeletons.”

**SKELETONS**

**Knowledge (nature) DC 20:** “The bones in the center of the room are the fossilized remains of a tyrannosaurus rex, an ancient predator that is most often seen when summoned through powerful conjuration magics. The smaller creatures are vilociraptors, pack hunters from the same era of the t-rex.”

**Perception DC 25:** “Looking at the mounted skeletons, you realize that the darkness within their eyes seems to be tracking you.”

**Knowledge (arcana) DC 25:** “The skeletons are surrounded by a specialized *Wall of Force* that keeps the ancient treasures protected against time.”

**THE STAR FRESCO**

**Survival or Knowledge (nature) DC 20:** “The stars above your head don’t align with anything you can see in Raia.”

There’s nothing the PCs can do about the undead for now unless they can destroy the *Walls of Force*. Until the walls are dispelled or the pyroclastic No attack will go through these magical barriers.

- If the PCs want to go left **GO TO Encounter 22 (page 33).**
- If the PCs want to go straight **GO TO Encounter 23 (page 34).**
- If the PCs want to go right **GO TO Encounter 24 (page 35).**

## **ENCOUNTER 22**

**This hallway is similar to others that you’ve encountered before. Well lit, the hallway continues for 60 feet before ending at a branching hallway leading left and right.**

When the PCs reach the end of the hallway, read the following box text.

**Looking to the left, the hallway has collapsed eighty feet down the hallway. Looking to the right, the hallway continues another one hundred feet before opening up into a well lit room.**

If the PCs investigate the collapsed hallway to the left, they will discover that it was a collapse caused by combat.

### **Investigating the Collapse**

The collapse goes on for fifty feet before the hallway opens up into a passageway blocked by a *Wall of Force*. Beyond the Wall of Force the PCs can see a wall of spinning gears ending in metal arms and jagged blades. Upon spotting the PCs, the wall begins to slam against the *Wall of Force*, shaking the entire corridor. If the PCs dispel the Wall of Force, it will kill each PC by making a grapple check and drawing it’s victim into the whirling blades on its check. It has a reach of 10 feet, a CMB of +30, and automatically deals 6d6+20 damage a round from the spinning blades and gears. It has 300 HP, DR 20/Adamantine, Construct Immunities, and is immune to Cold, Fire, Acid, and Sonic damage, and is healed by Electricity damage. It fits the hallway exactly, so it can be trapped by the rubble if the PCs move fast enough.

**Perception DC 10:** “Examining the collapse, you notice the battered arm of a guardian emerging from beneath the rubble, as well as a bit of humanoid skull.”

**Knowledge (nature) DC 15 for the skull:** “The skull fragment is human and shows signs that the man was killed by a single blow to the head.”

There is not enough left to use *Speak with the Dead*. The man died two hundred years ago.

**Knowledge (engineering) DC 20 for the passageway:** “It seems that the hallway was collapsed on purpose using powerful magic.”

When the PCs continue to the room to the right, continue with the box text.



**Turning right, you make your way down the well lit hallway towards the well lit room. As you approach the end of the hallway, you can see a bit into the room. It is a long hallway, about thirty feet wide and going on for several hundred feet. You can see red-velvet ropes hanging from brass posts set up several feet away from the wall.**

This room is an art gallery, but the paintings have been ruined by the passage of time. The red ropes hung from the brass rails are non-magical, but there there are transparent *Walls of Force* protecting the paintings.

When the PCs enter the room, continue with the box text.

**Entering the room, you find yourself in an art gallery. The velvet ropes separate the viewers from hundreds of frames hanging on the walls. On the floor beneath each frame is a pile of colored dust, all that remains of the paintings that once hung in the frames.**

If the PCs didn't defeat the construct guardians earlier, read this box text. The machines are in standby unless the PCs attack them. Use the stats in Encounter 18 if the PCs fight the constructs here.

**At the far end of the gallery are the constructs that you hid from earlier. They don't move at all, and their cyclopic eyes are closed.**

If the PCs attempt to go past the rope barrier, read the following box text.

**Reaching beyond the rope, your hand is stopped by an invisible barrier of magic.**

**Knowledge (arcana) DC 26:** "This spell is *Wall of Force*."

None of the paintings have survived the passage of time. At the far end of the passageway are the guardian constructs if the PCs did not defeat them already. They are powered down and don't do anything unless the PCs make a lot of noise. There is nothing else in this room. The PCs will have to return to the room in Encounter 21 to continue in the museum.

- If the PCs want to go straight **GO TO Encounter 23 (page 34).**
- If the PCs want to go right **GO TO Encounter 24 (page 35).**

## **ENCOUNTER 23**

This door leads to a hallway and to a room full of aquariums. Unlike the room in Encounter 21, these aquariums have been smashed.

**This hallway is exactly like the others you have walked down. Twenty feet into the passageway is a short series of steps leading down. The hallway continues at the bottom of the stairs, but is flooded with several inches of water.**

There's nothing hiding in the water, but it treats this area like rough terrain. Continue the box text when the PCs continue.

**Perception DC 10:** "The water reeks of a salt brine and the particular stench that occurs from rotten fish."

**Descending the steps, water sloshes around your feet as you proceed down the hallway. Twenty feet ahead the hallway ends in another massive chamber.**

When the PCs continue towards the room, read the following box text.

**The passageway ends, opening up into a room the same size as what you left above. Along the left hand wall is a floor to ceiling aquariums easily thirty feet thick. The source of the water is apparent as you step into the room, the glass sides of the aquarium have been smashed, surrounding the tanks with glass shards like child-sized stalagmites. Hanging overhead between the chandlers are the skeletons dozens of avian creatures, some easily recognizable as various kinds birds of prey, but others far more exotic ranging from the size of a house cat to an eagle-like skull that a halfling family could use as a house. There is another hallway directly ahead of you, and one to your right, a stairwell filled with water.**

The hallway strait leads to the hall of weapons where the relic is stored. The flooded stairwell to the right leads to the security chamber which contains the pyroclastic converter.

**Knowledge (nature) DC 10 on the normal skeletons:** “The smaller skeletons are kinds of raptors, such as hawks and eagles.”

**Knowledge (arcana) DC 20 on the monstrous skeletons:** “The monstrous skeletons hanging above your heads include stirges, chimera, hippogriff, faerie dragons, and the massive roc skull.”

There’s nothing else in this chamber.

- If the PCs go right into the flooded stairwell **GO TO Encounter 25 (page 35).**
- If the PCs go straight into the armory **GO TO Encounter 26 (page 36).**

## ENCOUNTER 24

The right-hand exit leads to a hallway that leads to a library that has been exposed to the Plane of Fire. Several books have survived which is what Feliz requires of the PCs, but the room is hotter than a desert during the midday sun.

**As you approach this door, a wave of dry heat passes over you, sucking the air out of your lungs. Looking through the door, there is a long hallway, approximately 200 feet long, that leads to another chamber. Heat mirages cause the air in this hallway to quiver. The lush carpet has dried out and has begun to crumble, and the wallpaper and paint which once surrounded the walls has crumbled to dust long ago. Wall sconces filled with magical lights illuminate this hallway. The doorway at the far end of the hallway seems to lead to some sort of library, perhaps you can find a book in there that can pay back your debt to Feliz.**

Keep track of how long it takes the PCs to search this chamber beginning in the hallway, this is an Extreme Heat (150 degrees) environment, dealing **1d6 fire damage every minute** (no save). Every **5 minutes** each PC must make a **Fortitude DC 15 +1 per previous check**, or take 1d4 nonlethal damage and becomes *fatigued* from heatstroke. PCs wearing **heavy clothing** or any sort of **armor** take a **-4 penalty** to this save. The spell *Endure Elements* protects the PC from this damage and needing to make saves. This will not stop the fire damage. The *fatigued* condition continues until all of the nonlethal damage has been healed. A

**Survival DC 15** check grants you a +2 bonus to this check. By every point you beat the DC, one additional member gains this bonus.

**Survival or Heal DC 10:** “This hallways and the room beyond are dangerously hot and can kill you quickly without proper precautions.”

When the PCs continue, read the following box text.

**The hot air makes your lungs ache in pain as you pass through the hallway. Passing through the doorway, your eyes are drawn towards the shelves of books lining three of the four walls. The fourth wall is a shimmering *Wall of Force*, glowing red from the Plane of Fire on the other side of the door.**

The books on the shelf are dangerously dried out and only 6 books in the entire library will survive being handled. Read the following box text when a PC tries to grab a book. Feliz will pay the PCs 250 gp for each book they recover. This fulfills Feliz’s request in exchange for the information on where the relic is hidden.

**Picking up one of the books, the cover falls apart in your hands as the dried out paper crumbles to dust. You have a feeling if you continue to look that you might find several of the books that might have survived in this dried environment.**

The PCs can make either an Appraise or Perception check to find the books. It takes a single successful **Appraise DC 20** check on each wall to find two books, but it takes 1d4 minutes. Perception works as well, but it is not as efficient. It takes 1 successful **Perception DC 15+ATL** checks on each wall to find a book, but each check takes 2d6 minutes.

- If the PCs go straight **GO TO Encounter 23 (page 34).**
- If the PCs go left **GO TO Encounter 22 (page 33).**

## ENCOUNTER 25

This flooded stairwell leads down to a door sealing off the pyroclastic converter.

**Approaching the stairwell, you realize that it is filled with saltwater.**

The stairwell is twenty feet deep and leads to a small landing with a sealed door at the end.

PCs can swim down by making a **Swim DC 10** check or through the use of magic. PCs can move ½ their base speed underwater. Each round the swimming PCs must make a Swim check. PCs can **hold their breath** for a number of rounds equal to **twice their Constitution Score**. Every round that the PCs attempt to open the door costs an extra round of air (for 2 rounds per round).

Continue with the box text when the PCs descend the stairwell.

**The flooded stairwell goes down twenty feet before ending at a landing before a wooden door.**

The door is watertight and the chamber beyond is still filled with air. The door isn't locked, but the water pressure is keeping the door sealed. It takes a **Strength DC 20** check to pull the door open enough to drain the stairwell into the next room. The door will shatter at this point, dumping any PC underwater into the next room and dealing 1d6 nonlethal damage. The door has a Hardness of 5 and 20 hp. Slashing and bludgeoning attacks deal ½ damage unless made by creatures of the *Aquatic* subtype.

When the PCs get through the door, read the **Underwater** box text if they are by the door. If the PCs aren't underwater (if they figured out another plan), read **Surface**.

#### **Underwater**

**Tugging the door open against the water pressure, the door suddenly shatters! You are dragged by the water into the next room and slam into the floor hard.**

Continue with the box text labeled **Pyroclastic Converter**.

#### **Surface**

**As the door opens, the water drains rapidly out of the stairwell.**

Continue with the box text labeled **Pyroclastic Converter**.

#### **Pyroclastic Converter**

**Entering the chamber, water hisses as it strikes what looks to be a cast-iron boiler. The walls of this 20 foot by 20 foot wide chamber are covered by long lines of silver runes throbbing with power. In the center of the boiler is a metal hand crank glowing red from heat. This must be the Pyroclastic Converter that will shut down this floors defenses.**

This is the Pyroclastic Converter. It can be shut down by turning the crank shut. PCs who directly touch the crank take 1d4 fire damage. Creative PCs can use other methods to avoid the damage. When the PCs shut down the Pyroclastic Converter, continue with the box text.

**Closing off the hand crank, the room is plunged into darkness other than the crimson glow of the cast-iron boiler. The magic powering the museum's defenses have been turned off.**

➤ If the PCs go to the hall of weapons **GO TO Encounter 27 (page 36)**.

## **ENCOUNTER 26**

This is the hall of weapons, where the relic is stored. Most of the weapons have rotted or rusted away over time, but the relic remains safely in the behind it's magical barrier.

**Walking up a short flight of stairs, you emerge in a cavernous chamber filled with countless weapons of war. Siege engines, colossal constructs, stuffed monsters, armor, and weapons sit upon pillars around the room. Every weapon is protected by a glowing barrier of magic, but time has taken its toll upon the weapons stored within each display. Wood has rotted, metal has rusted, and enchantment shattered on every tool stored in the display cases. Somewhere in this room is the relic that the PCs have been sent to retrieve.**

When the PCs begin searching the room, continue with the box text.

**It takes you about fifteen minutes to discover the relic that you have been searching for, the Fang of the Three-eyed God. The weapon sits on display behind a magical field emerging from the pillar.**

This specialized *Wall of Force* is being fueled by the Pyroclastic Converter. It continually refreshes itself to

maximum hit points every round (Hardness 30, 400 HP). The *Wall of Force* is immune to *Dispel Magic*. A PC with *Trapfinding* ability can attempt to disarm the barrier with a successful **Disable Device DC 30** check.

- If the PCs go right into the flooded stairwell **GO TO Encounter 25 (page 35)**.
- If the PCs get through the magical barrier and get the relic **GO TO Encounter 28 (page 38)**.

## **ENCOUNTER 27**

When the PCs disable the pyroclastic converter, the lights and magical barriers protecting the displays (including the undead dinosaurs) disappear. If the PCs haven't destroyed them, the guardian constructs activate to investigate but are ambushed by the rampaging undead dinosaurs and are destroyed. This has a game effect when it comes to that combat.

If the PCs don't have their own light or have **darkvision**, they are considered to be in dim lighting. Creatures within this area have concealment (20% miss chance in combat). Lowlight vision does not help in this situation, the emergency lighting is considered candle light and is always considered dim illumination. Not who is carry the magical sources of light, the skeletons will focus on those PCs.

Continue with the box text.

**Emerging from the chamber containing the pyroclastic converter, the aquarium has been plunged into darkness. A slight red glow, like candlelight illuminates the walls of the chamber and throws strange shadows around.**

If the PCs want to get light sources, allow them to and note how far the light extends. This will become important when the PCs are ambushed by the skeletons.

When the PCs head towards the hall of weaponry, continue with the box text.

**The light barely keeps the shadows at bay as you continue exploring. Entering a hallway, you climb a handful of steps before emerging in another cavernous chamber. The same crimson candlelight illuminates the countless weapons of war on display here. Shadows make the objects seem alive, but they are all ruined by time and combat damage. Colossal**

**constructs loom over your group as you search the chamber for the relic. After thirty minutes of searching in the dark, you discover the Fang of the Three-eyed God sitting on a waist high pillar.**

When the PCs take the relic and decide to leave the museum, continue with the box text.

**Holding the relic in your hand, you can see it is the size of a short sword and it is made of a chipped and mangled fang that looks as if it could crumble to dust if wielded in combat. Taking your prize, you leave the hall of weaponry, transverse the now dry aquarium, and up a set of stairs into the room containing the giant skeletons.**

If the PCs defeated the guardian constructs earlier in the dungeon, the undead in this next encounter will be at 100% health. Read the box text labeled **Ambush** before the combat. If the PCs avoided combat with the constructs throughout the dungeon, the undead and guardians will have attacked each other. The guardians are destroyed and the undead only have 50% health. Read the box text **Previous Battle** before the combat.

PCs are allowed a **Perception DC 10+ATL** check to see if the PC can act in the surprise round. The dinosaurs will use a partial charge to attack the nearest PC carrying a light. Use **GM Handout 2** for the positions of the undead and the PCs.

Two of the aquariums are filled with normal fish and plants, but the third is filled with a swarm of skeletal piranha. This tank is marked on the map with a P. The glass walls of the tank have 15 hp, and if broken, thousands of gallons of water explode outward. PCs within 15 feet of the tank who don't make a **DC 20 Acrobatics** check are subjected to a **Bull Rush attack** with a +15 modifier.

The undead piranha swarm, if freed, will become a hazard to any PC within 10 feet of this tank. The swarm will automatically damage any PC in their squares, dealing 1d6 damage plus 1 point of bleed. The swarm has 20 hp, take only 1 point of damage from weapon attacks, and 50% more damage from all area of effect attacks. The swarm automatically fails any saving throw as they flop around on the floor.

### **Ambush**

**The light illuminates the tank full of water weirdly as you turn the corner around the aquarium.**



**Charging out of the darkness are the skeletal dinosaurs!**

### Previous Battle

**The light illuminates the tank full of water weirdly as you walk around the aquarium. The floor is scorched with ash and the scattered remains of guardian constructs. The carnage around you is interrupted as battle-scarred skeletal dinosaurs charge at you from the shadows!**

Use these statistics for the undead, modifying the number and stats based on ATL. Remember the undead have only 50% HP if they fought the constructs.

**Undead Traits (Ex)** Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

### ⚔ T-Rex Skeleton

NE Gargantuan Undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

**AC** 14, touch 8, flat-footed 12 (+2 dex, +6 natural, -4 size)

**hp** 108 (18d8)

**Fort** +6, **Ref** +8, **Will** +10

**Special Defenses** Undead Traits; **Immune** Cold; DR 5/Bludgeoning

**Spd** 40 ft.

**Melee** +20 bite (2d6+16)

**Space** 20 ft.; **Reach** 20 ft.

**Str** 32, **Dex** 15, **Con** –, **Int** –, **Wis** 10, **Cha** 10

**Base Atk** +13; **CMB** +28; **CMD** 38

**Feats** Improved Initiative

### ⚔ Velociraptor Skeleton

NE Small Undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +0

**AC** 16, touch 15, flat-footed 12 (+4 dex, +1 natural, +1 size)

**hp** 18 (3d8)

**Fort** +1, **Ref** +5, **Will** +3

**Special Defenses** Undead Traits; **Immune** Cold; DR 5/Bludgeoning

**Spd** 60 ft.

**Melee** +2 bite (1d4+1), 2 talons +2 (1d6+1)

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

**Str** 13, **Dex** 19, **Con** –, **Int** –, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +2; **CMD** 16

**Feats** Improved Initiative

### ATL 5

1 undead T-rex

2 undead velociraptors

### ATL 7

1 undead T-rex

3 undead velociraptors

All creatures get +18 HP, +1 to all saves, +2 to all attacks.

### ATL 9

1 undead T-rex

4 undead velociraptors

All creatures get +36 HP, +2 to all saves, +4 to all attacks.

### ATL 11

1 undead T-rex

4 undead velociraptors

All creatures get +54 HP, +3 to all saves, +6 to all attacks.

When the combat ends, continue with the box text.

**As the last of the skeletons shatters into dust, the museum grows deathly quiet. There should be no other dangers as you make your way to the exit.**

If the PCs have discovered the books, then there is nothing left for them to discover in the museum. Push forward if you are running out of time.

➤ When the PCs leave the museum **GO TO Encounter 29 (page 39).**

## ENCOUNTER 28

Disabling the magical barrier holding the relic, the PCs can escape the Museum with no further incident.

**Disabling the magical barrier, you can collect the relic. It is the size of a short sword and it is made of a chipped and mangled fang that looks as if it could crumble to dust if wielded in combat.**

When the PCs take up the relic, they can leave the museum without incident.

**Packing away the relic, you escape the museum with no further incident.**

➤ When the PCs leave the museum **GO TO Encounter 29 (page 39).**

## ENCOUNTER 29

If the PCs use the word “courtyard” at the teleportation platform, they will return to the entrance. Allow them a **Wisdom DC 5** check to remember the command word. If they say any other number, use **Appendix A** to determine their fate.

**Using the teleportation platform, you find yourselves outside of the museum. The guards come to attention as they see you, and floating next to them on his chair is Felix. The Peacekeepers relax once they realize you aren’t a danger. Floating to you, the crippled wizard smiles as he says, “So, did you find any books?”**

If they didn’t find any books, read the box text labeled **No**. If the PCs found some books, read the box text labeled **Yes**.

**No**

**The wizard shrugs his shoulders sadly, “Well thanks for looking; I’m disappointed that you didn’t find anything but it happens. Well I hope you found what you were looking for, I will be hiring a research party in a few months to examine what you discovered. Thank you and have a nice day.” With that the wizard floats away.**

➤ **GO TO Conclusion A (page 39).**

**Yes**

**The wizard smiles broadly as you show him the books, “Excellent, my friends, just excellent...I’ll pay you 25 platinum trade coin for each of these! That’s my final offer, so don’t try any of that funny business about asking for ‘more’ cause I’m already paying ten times the going rate.”**

**Appraise DC 20:** “Feliz is telling you the truth that he’s paying you ten times what they’re worth.”

**Taking the books off of your hands, Feliz pays you what they are worth. The man is vibrating from excitement as he flies away with his prize.**

➤ **GO TO Conclusion A (page 39).**

## CONCLUSION A

**A fierce firestorm outside of the crystal dome surrounding the Burning Bazaar forces the trade city indoors until you are ready to go –the brilliance of the storm is like staring at the sun at noon. After more than a few cases of blindness resulting from the light, the Peacekeepers shut down the city unless in a pressing emergency. With Feliz’s aid, a Peacekeeper squad of golems arrive to escort you to your portal. Blindfolded, the constructs pull you through the streets in governess carts for nearly half an hour before they stop. Feliz’s familiar voice calls out to you, you can take your blindfolds off now, it’s safe.”**

Wait for the PCs to do so before continuing from the box text.

**Taking off your blindfolds, you are at the portal which you arrived more than a week earlier. Although still bright, some magical effect has lessened the intensity of the stormlight. Floating on his chair, Feliz smiles at your group as he says, “Don’t mind the light, I cast *Deeper Darkness* and it’s still this bright outside. I’m glad to see you off, you’re help has been invaluable in opening another floor of the museum.” As the old wizard finishes speaking, the portal begins to glow with an azure light. “Good luck in your travels!” Light fills your eyes as you are ripped from the Plane of Fire and return to Raia. Whispering a word**

of power, Captain Razorwind dispels an invisibility spell hiding him from view. Smiling, the half-orc asks, "Did you get it?"

When the PCs say yes, continue with the box text.

"Excellent," the half-breed replies, "lets get out of here."

Joining hands, the half-orc wizard teleports your group out of the cavern. You find yourselves outside a camp where Mr. Jackson and the other crew members of the Siren's Song are caring for your mounts.

Tal emerges from a large pavilion tent and approaches your party. "Did you find it?"

When the PCs say yes, continue with the box text.

Smiling, the eryx diviner takes the relic from you, "Follow me."

Following your ally into the tent, you discover a magical laboratory has been set up around a central table. Placing the relic on the table, Tal begins to chant over the item. Out of a nearby cauldron, a tendril of viscous liquid emerges and begins to take the shape of the Fang of the Three-eyed God. Completing his spell, the smell of brimstone fills the room as the wizard grabs the exact copy of the relic from midair.

Examining the copy critically for a moment, the wizard turns to your group and says, "That will do it, our trap is now set for the Cult. All we need to do is wait for the ceremony to strike."

Turning back to the foul relic sitting on the table, the diviner frowns as he says, "Now to get rid of this abomination." Barking a few words of power, a sickly green ray shoots from an outstretched finger and strikes the Fang of the Three-eyed God, disintegrating the relic.

After a warm meal prepared by the crew of the Siren's Song, you set off towards Amthydor with the knowledge that your destiny will be ultimately realized.

## THUS ENDS THE RIDDLE OF FIRE

TIME UNIT COST: 12 TU

## CONCLUSION B

A sense of dread fills your mind several days after the letter from the cult was delivered to your doorstep. Unable to move, you realize that you're paralyzed as you stare up at a smiling face. The scarred rogue who delivered the message stares down at your prone form and whispers, "My superiors were surprised when you didn't arrive at your predestined meeting, so we began to investigate. We were surprised to discover that you weren't who we thought you were...but we can take care of that."

A grey-skinned humanoid emerges from the darkness, smiling down at you before its face begins to morph until you're staring at a mirror image of yourself. The doppelganger nods once before stepping back into the shadows.

The assassin grins down at you, "Well it seems that you're role in the destiny is complete and I guess it's time to say goodbye."

The last thing you see is your pillow being pushed down over your face. You are dead.

## THUS ENDS THE RIDDLE OF FIRE

The PC has been replaced by a doppelganger and is out of play permanently. Record this on the player's log sheet and report this to the campaign staff.

## CONCLUSION C

Attacking the messenger, he disappears into the shadows before you can finish him off. A passing Diamond Legion patrol sees the confrontation and questions what had happened. Taking your report, the Legionaries begin hunting for the scoundrel, but they can't seem to find him.

Days pass by as the storm ravaging Amthydor continues. No work seems to be coming your way as the city slowly shuts down from the storm.

You awaken one evening with a sense of dread.

Looking upward, you see the scarred rogue looking down on you, "Good evening, I'm glad to see the paralytic that I've been feeding you finally did its job. My superiors were surprised when you attacked me, so we began to investigate. We were surprised to discover that you weren't who we thought you were...but we'll take care of that now."

A grey-skinned humanoid emerges from the darkness, smiling down at you before its face begins to morph until you're staring at a mirror image of

**yourself. The doppelganger nods once before stepping back into the shadows.  
The assassin grins down at you, “Well it seems that you’re role in the destiny is complete and I guess it’s time to say goodbye.”  
The last thing you see is your pillow being pushed down over your face. You are dead.**

### **THUS ENDS THE RIDDLE OF FIRE**

The PC has been replaced by a doppelganger and is out of play permanently. Record this on the player’s log sheet and report this to the campaign staff.

### **CONCLUSION D**

Use this ending for any PC who doesn’t make it back to the portal in time.

**You have missed your portal back to Raia! There is no way to return except to wait until the planes align correctly again...a wait which might take a long time. Luckily the Burning Bazaar offers you a plethora of ways to make a living until that time arrives.**

### **THUS ENDS THE RIDDLE OF FIRE**

#### **TIME UNIT COST: 900 TU**

PCs who get this ending cannot play this character again until their time debt is paid (just over three years from now).



## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 5	ATL 7	ATL 9	ATL 11
<b>Module Experience</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>	<b>4500</b>
Roleplaying XP Bonus	100	100	100	200
<b>Maximum Possible XP</b>	<b>1300</b>	<b>1900</b>	<b>3000</b>	<b>4700</b>

Experience earned is based on the Average Table Level (ATL), and no PC received experience greater than the ATL at which the adventure was run. However, the maximum experience a specific PC can earn is also limited to the next higher ATL above his “personal ATL” level (his character level rounded up to the nearest odd number). For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, but a 6th level PC (personal ATL 7) would earn XP based on ATL 9. With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

## TREASURE SUMMARY

Treasure earned (other than gold) is based on the PCs Average Table Level that experience was earned at, not the Average Table Level (ATL) at which the PC played. See example under experience for further explanation.

### **Encounter 11**

If PCs purchase a masterwork Living Steel weapon or armor, they get these certs. Print as many as you need.

- Living Steel Armor (Value: varies, Size: varies, Tradable: Yes, Rarity: Common, Legality: legal)
- Living Steel Weapon (Value: varies, Size: varies, Tradable: Yes, Rarity: Common, Legality: legal)

### **Encounter 13**

If the PCs are Reincarnated in the Pavilion of Ash, they also get this cert.

- Flameborn, The flames of the Plane of Fire have caressed your soul as you were reborn into a new form. You gain the following racial trait. Flameborn: You take 50% less damage from fire and gain a +4 racial bonus on Fortitude saves against nonlethal damage in hot environments; but you take 50% more damage from cold and receive a -4 penalty on Fortitude saves

against nonlethal damage in cold environments. (Value: none, Size: none, Tradable: no, Rarity: Common, Legality: legal).

### **Encounter 29**

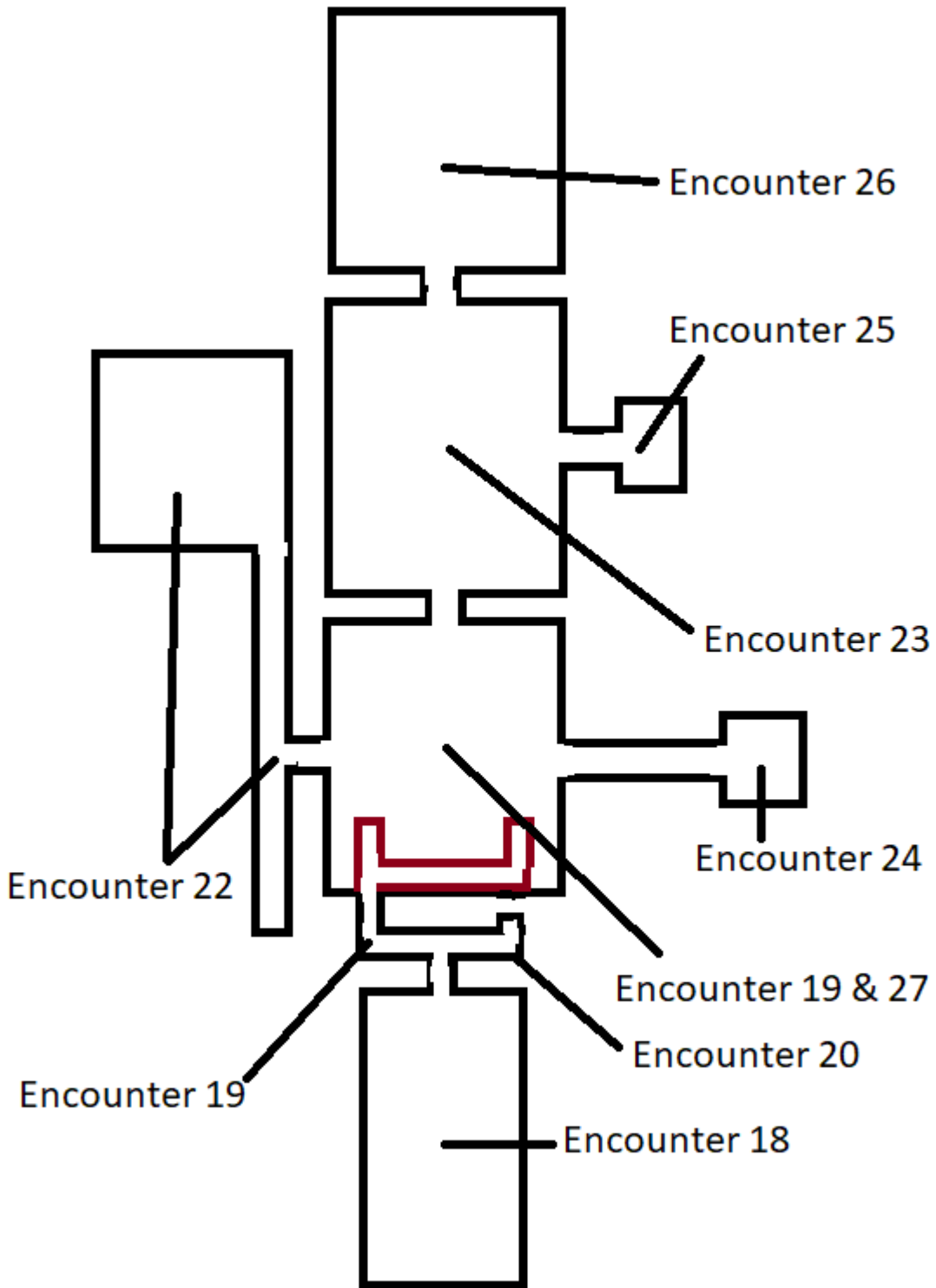
The group gains 250 gp for each book they return to Feliz (max 6).

### **Conclusion A**









The card of fate upgrade matches the card they have already received.

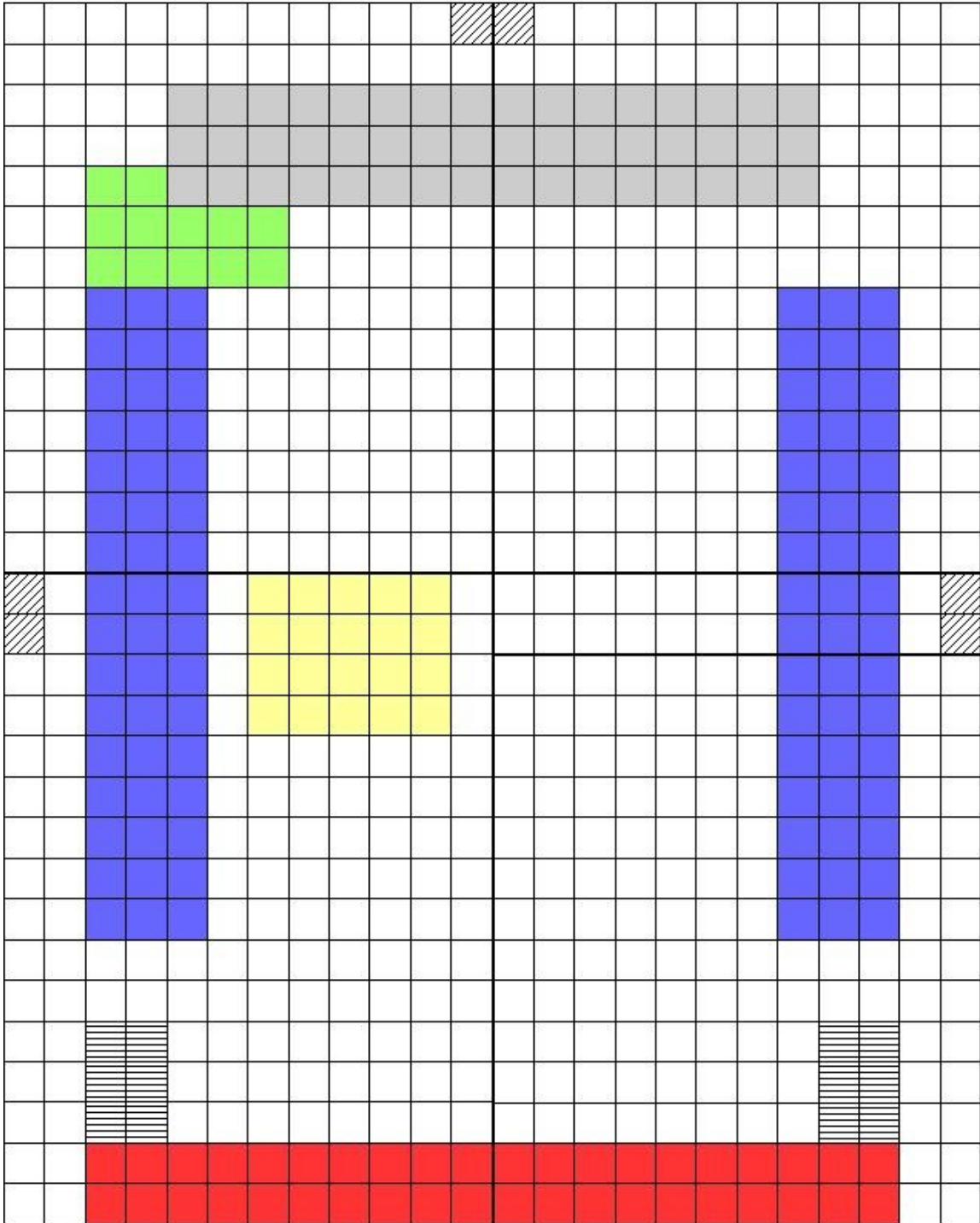
- Card of Fate (Upgrade II) (Value: none, Size: tiny, Tradable: no, Rarity: Common, Caster Level: PC level, Legality: legal)

GM AIDE 1



# GM Aid 2

-  Aquarium
-  Balcony
-  Stairs
-  Exits
-  Undead
-  PCs
-  5 foot
-  Undead fish



## APPENDIX A

If the PCs say any other number than the one given to them by Felix, they will end up on a floor that is potentially lethal and where their bodies potentially cannot be retrieved. Roll 1d100 and consult the chart below. Numbers marked with an \* means that the Peacekeepers, realizing what number the PC has said, will send a golem to retrieve the body(s). If the players agree, they can be reincarnated at the Pavilion of Ash for 1700 gp in magical items.

1d100	Effect
1-15	You find yourself engulfed in a raging firestorm caused by the Plane of Fire. You take 20d6 fire damage every round, and need to make a Fortitude DC 15 check to activate the portal.
17-20	You begin to teleport into the Museum when you suddenly experience resistance and see a collapsed room. You take 5d10 damage as you teleport into the street next to the platform.
21-25	A magical trap is set off, sending lethal feedback through the teleportation pad. This acts like a <i>Finger of Death</i> spell dealing 200 damage, or 3d6+20 on a successful Fortitude DC 25 save.
26*	A bull-like gorgon looks up as you arrive before breathing a cone of gas at you. Fortitude DC 21 save or turn to stone. The gorgon will continue using its breath weapon until you turn to stone.
27*	You find yourself in a massive swarm of fire ants. You take 1d6 damage +1 bleed damage (this stacks) automatically every round and must make a Fortitude DC 14 save or be unable to act each round. The swarm encompasses this entire floor and is impossible to kill.
28	You find yourself immersed in acid. You immediately take 20d6 acid damage every round in the acid. Use the rules in the Swim skill to determine how long you can hold your breath. You must make a Fortitude DC 20 check to activate the portal.
29	You arrive in a 10' x 10' chamber, the room has seemed to collapse in upon itself around you. A single skeleton lies on the floor, an adventurer who became trapped here. The man, before he died, scratched a final message into the floor, "Tell my family I am sorry." The portal was damaged in the collapse and doesn't work.
30-34*	You find yourself in a long hallway surrounded by massive statues, but a glowing portal blocks the only exit out of this room. No matter what you do to the portal, you cannot damage it.
35*	As you arrive you are surrounded by thousands of cuddly kittens. You can't help yourself but to play with them! You must make a Will DC 25 check or be trapped in an illusion in your mind. Every round you must make a second Will DC 25 check or remain trapped in the illusion and take 1d4 Wisdom damage, dying when your Wisdom reaches 0.
36*	You find yourself in a room filled with a foul green fog ( <i>Cloudkill</i> ). PCs with less than 4 HD are slain immediately. PCs with 4-6 HD must make a Fortitude DC 23 check each round or die (PC takes 1d4 Constitution damage on a successful save). 7+ HD the PC takes 1d4 Constitution damage, Fortitude DC 23 for half.
37	You materialize underwater. Make a Fortitude DC 15 check to see if you breath in water upon materializing. If you breath in water you immediately begin to drown as per the rules in the Swim skill. You must make a Fortitude DC 20 check to activate the portal.
38*	You materialize in the midst of thousands of spider webs. Make a Reflex DC 15 check or become stuck. Black widow spiders swarm everyone in the room, dealing 1d6 damage. PCs damaged must make two Fortitude saves; Fortitude DC 14 save or be unable to act that round, and a Fortitude DC 14 save or become poisoned (1d2 Constitution damage, 1/round for 6 rounds, 1 save). The spiders have taken over the entire floor.
39*	You are surrounded by a room full of yellow mushrooms the size of a male human (Yellow Musk Creepers). Sensing your presence, 3d4 mushrooms spray a cloud of spores at you (+4 touch attack). For each strike you must make a Fortitude DC 14 check or be entranced for 1d6 rounds. The mushrooms bore hundreds of tendrils into your brain, dealing 6d4 Intelligence damage a round. At 0 Intelligence you become a Yellow Musk Zombie and die.
40	You materialize in a mass of quivering slime (a Gelatinous Cube). Make a Fortitude DC 20 save or become Paralyzed for 3d6 rounds. You automatically take 1d6 acid damage, are automatically pinned (CMB +4, CMD 9), must make a Fortitude DC 20 save each round or extend the paralysis, and are in danger of suffocation (see Suffocation in the core rule book).
41	You teleport onto the ceiling of a circular room, and immediately fall 100 feet (10d6 damage). At the bottom of the pit are dozens of skeletons of adventurers who had fallen to their doom, and a strange construct with an overly large head. The construct introduces himself as Merve, and he is clinically depressed that the only people who show up here die of starvation or the sudden stop. The Climb DC is 30 to reach the portal and the Peacekeepers refuse to be depressed by Merve just to save you.
42*	You find yourself in a hall filled with your worst nightmares! Make a Will DC 22 to realize that you are trapped in an illusion. If you fail, make a Fortitude DC 22 check, fail and die, succeed and take 3d6 damage. PCs must make this save every minute they are on this floor due to an evil artifact sealed within the floor.



43	You materialize before a skeletal figure wearing a robe. "Ah, the master has sent me a new test subject, excellent, I needed another hand." A colossal hand reaches out from behind you to grab your arm (CMB grapple +38). If it hits, the colossal iron golem holds you in place while the skeletal mage removes your left hand. The insane undead then banishes you back to Raia and you appear in Amthydor in the Temple District. Your adventure is over and you need a <i>Regeneration</i> spell.
44	Emerging in a darkened chamber, a spectral figure screams, "At last!" Make a Will DC 23 save, failure and you have been possessed by a ghost. If you save, the ghost will use its Corrupting Gaze ability (2d10 damage, Fort DC 23 or take 1d4 Charisma damage) every round until you leave. If possessed, the ghost will use your body to travel deeper into the museum until you are slain by traps.
45*	Hideous laughter floods your mind as you arrive in this chamber. You must make a Will DC 26 save every round or be affected by the <i>Insanity</i> spell. A <i>Heal</i> spell is required to end this condition. Your adventure is over until you return to Amthydor for high level restoration magics.
46*	You arrive in a dark room with a single glowing rune floating before your face. You must make a Fortitude DC 26 save or take 150 damage from the <i>Symbol of Death</i> . Once the symbol has dealt 150 damage, it deactivates. The room was once a library that suffered a catastrophic fire.
47*	As you materialize, 10 scythe blades swing at you from multiple directions (+20 attack vs flatfooted AC, 2d4+10 damage, x4 crit). The scythes emerge from the floor and attack every round that you are on the platform.
48*	You arrive in a dark room with a single glowing rune floating before your face. You must make a Fortitude DC 25 save or take 3d6 points of Strength damage from the <i>Symbol of Weakness</i> . A village of kobolds roasting what appears to be an orc over an open fire, turns towards you and starts licking their lips. If you are at 0 Strength, the kobolds add you to their BBQ.
49*	You arrive in a small chamber surrounded by 3 foot tall sarcophagi. A moment after you arrive, the lids fall off of the tombs and six halfling mummies emerge. You must make a Will DC 21 save, or be paralyzed for 1d4 rounds. The 6 mummies will automatically strike you for damage each round, dealing 6d6+30 damage each round. You must make 6 Fortitude DC 16 saves per round to resist contracting <i>Mummy Rot</i> . If the PC survives, they can teleport to freedom.
50*	Entering the room, you find that the gravity has been reversed as you "fall" 100 feet (10d6 damage) into spikes set into the ceiling (1d6 spikes, +10 to hit flatfooted, 1d8 damage). A ladder on the walls leads back down to the teleportation pad.
51	Entering the chamber, you feel a hand touch your shoulder as you appear. Make a Fortitude DC 26 check, if you fail you are trapped by a <i>Temporal Stasis</i> spell ( <i>Dispel Magic</i> DC 31, dispel check = 1d20 + caster level). The entire floor has been emptied of all wealth.
52	Something goes wrong during the teleportation and you feel yourself being wrenched through all of creation. You emerge at the end of a long tunnel is an endless void devoid of all oxygen, with no teleportation platform in sight. You feel your life channeled away from your body by the nothingness of the negative energy plane. You are dead.
53-57	You find yourself on a floor already cleared by adventurers, but the teleportation platform doesn't have any power. You can make an Intelligence DC 15 check each day to figure out how to reactivate the power and escape this floor.
58	You find yourself within a large chamber in the middle of a violent storm! Hailstones rain down on you, dealing 5d6 bludgeoning damage every round and pounding rain obscures your vision. The hairs on your body stand on end as a lightning bolt slams into the platform, dealing 10d6 points of electrical damage (Reflex DC 20 for half damage) and you must make a Fortitude DC 20 check or be deafened permanently.
59*	You materialize in the center of a gigantic nest filled with tiny greenish eggs. Out from nowhere the terror of the adventuring world attacks, a swarm of foot tall rust monsters! The baby monsters deals 1d6 rounds of damage every round and you must make 2 saves: Fortitude DC 14 or be unable to act for the round, and a Reflex DC 15 save or one item of metal gains the Broken condition (armor first, followed by weapons, and then randomly for other gear the PC has). If the PCs attack the swarm with metal weapons, they must make a Reflex save or it takes damage above. If two reflex saves are failed, that item is destroyed and they target another item on the PC. This floor is overrun with Rust Monsters.
60	You emerge in the center of a diabolical machine powered by thousands of spinning gears. The gears make a grapple attack as soon as you arrive (CMB +20). After the first round the PC must escape the gears (CMD 30) or take 1d8 damage as the machine slowly crushes you in the gears.
61*	You teleport into a room filled with blinding white light and deafening noise. You must make two Fortitude DC 20 saves or be blinded or deafened permanently. You must make this save every round that you are in this room.
62	You arrive in a chamber filled with hundreds of crystalline statues that look like they are screaming in agony. As the teleportation platform goes dark, you begin to feel strange. No matter what you do, the platform refuses to work. Over the next hour you are turned slowly to salt, creating another crystalline statue in the middle of the room (modified <i>Flesh to Stone</i> spell, no save).

63	You find yourself in a 10x10 foot room, the walls covered in crimson and black stains. A wall of force appearing over the teleportation platform knocks you down. The walls rumble and begin to close in on the PC, crushing them if they can't disarm the trap. A Disable Device DC 30 check disables the trap (it takes 1d4 rounds for each attempt). If successful the wall of force disappears and the PCs can teleport away. The walls of the room kill anyone still in the room two minutes later.
64	You find yourself in a dark chamber lit by a dim red glow. The teleportation pad doesn't seem to be working beneath your feet. Along every wall on this floor are shelves covered in thousands, if not millions, of severed doll heads. As you explore the floor, spiderlike legs emerge from the necks of the dolls, and the doll-spiders leap towards you. With no escape, you are eventually overwhelmed by the demonic swarm. You are dead.
65*	You find yourself in the center of a forest, surrounded by singing birds and chattering squirrels. A nymph with glowing red eyes steps out of the tree, cooing, "Ah, another friend for our garden!" Make a Fortitude DC 23 save, if you fail you turn into a bird/squirrel (50%). Make a Will DC 23 save or your mind turns into that of a tiny animal. If you fail either save, you are attacked by a pack of hellhounds that come out of the forest and die.
66	As soon as you land in this chamber, a seven spectral forms throw themselves through your body, dealing 7d6 points of negative energy damage. You must make seven Fortitude DC 17 saves, if you fail you take 1d6 Constitution drain from each wraith attack. If you reach 0 Constitution you are dead and rise as a wraith several rounds later. If you survive this initial attack, the wraiths will attack every round until you escape.
67	You materialize in a pure white blindness that you could never imagine possible –before your body is consumed by the flames of a miniature star. You are dead.
68*	You emerge in middle of a raging blizzard. Breathing wracks you with intense pain from the extreme cold you discover yourself in, and the platform beneath your feet is covered in thick ice. It takes 200 points of damage to break through the ice. Every round that you are in the chamber you take 1d6 cold damage and must make a Fortitude DC 15 save. If you fail, you are <i>Fatigued</i> and take an additional 1d4 nonlethal damage each round. If the PC fails two saves, they are <i>Exhausted</i> and take an additional 2d4 nonlethal damage each round.
69	Arriving in a chamber covered in yellow mold several feet thick. Spores explode outward from the mold, covering you in toxic spores. Make a Fortitude DC 15 save or take 1d3 Constitution damage. You must make this save every round for 5 rounds or take 1d3 Constitution damage.
70	You find yourself in a chamber filled with hundreds of dead bodies strewn about as if killed by a plague. You are infected with <i>Demon Fever</i> and immediately take 1d6 Concentration damage (1d6 con damage/day, saves two consecutive). The portal does not work and you are trapped on this floor, which seems to have been a laboratory designed to experiment with diseases. The portal doesn't allow you to leave unless you are cured of disease.
71*	Time seems to advance rapidly as you enter this floor, aging you in the blink of an eye. Every round that you are on this floor you must make a Fortitude DC 20 check or immediately take 4d4 Strength damage, 4d4 Dexterity damage, and 4d4 Constitution damage. If you save you take half damage. If your Strength or Dexterity hit 0, you immediately pass out. If your Constitution hits 0, you die.
72	You arrive on the floor with the hairs on the back of your neck standing up on edge. You turn around just in time to see a colossal maw approaching you. The colossal snapping turtle has +35 to attack, and deals 4d6+30 damage and grab (+40 CMB). If it grabs you, you are swallowed whole, taking 3d6 bludgeoning and 4d6 acid damage every round. You can cut yourself free with a light weapon (AC 23, 24 hp).
73*	Standing in front of you is a little girl in a pink dress. She looks up at you smiling, her eyes black pits of despair that takes your breath away. Giggling, she asks, "Will you be my friend?" Your chest hurts, causing you to look down and see a tentacle sticking out of your chest, holding your heart. The last thing you hear is the sound of a little girl laughing. You are dead.
74	You find yourself in the center ring of a circus. A blinding light makes looking at the assembled crowd nearly impossible as a voice calls out, "Gentlemen! Tonight we have a special guest all the way from Raia for your entertainment! Let me present to you...dinner!" With that the lights fade, allowing you to see hundreds of clowns with maws full of sharp teeth. The last thing you hear before you die is "does this taste funny to you?"
75	Arriving in the museum, you are confronted by a mirror. Looking at you, the figure within grins for a moment. Make a Will DC 25 check, if you fail you realize that you've switched places with the figure in the mirror. The mirror image of you shatters the mirror with you trapped inside, killing you instantly. Your double crumbles to dust afterwards.
76	You find yourself in a long hallway with a cloaked figure wielding a wicked scythe. Figure pulls back the hood of their robe, revealing a chattering skull. The figure cocks its head to the side and says, "You've suffered a terrible fate, haven't you," before disappearing. Make a Will DC 25 save, if you fail you are Cursed and take 1d4 Constitution damage. Until the curse is cured, you take 1 point of Constitution damage each day until you have Remove Curse cast upon you.
77-80	You discover a safe floor of the museum filled with strange exhibits from throughout the planes. You spend an entire day searching, but don't find the relic you were looking for.

81	As soon as you arrive on this floor, a lullaby fills your mind. Make a Will DC 25 check, failure means you fall asleep. Nightmares attack your psyche as you dream, dealing 1d4 Charisma damage every hour. If you hit 0 Charisma, you die and become a shadow. Each you you get an additional save to wake up and break the curse. You cannot be awakened by others except through a Remove Curse spell.
82*	As you use the portal you trigger a mystical trap. You take 2d4 negative levels, as per the Enervation spell. The Fortitude DC is 28 to remove a negative level each day.
83	You enter room filled with a raging sandstorm! You take 20d6 damage as all the moisture is drawn out of your body (Fortitude DC 27 for half). If you die, your body turns to dust and you join the sandstorm.
84	You find yourself lost in the Plane of Shadows. It takes you 500 TUs to return to Amthydor unless you can cast Shadow Walk.
85*	Fear fills your mind as soon as you arrive, make a Will DC 25 save or panic, running blindly into this level of the museum and dying.
86	As soon as you land the room around you collapses! You take 10d6 damage and are trapped. The portal beneath your feet is destroyed and you slowly suffocate under tons of rock.
87	You arrive in the center of a kobold village, who begin to worship you as a god. What could go wrong with be worshiped as a god? That is until you discover that the teleportation platform doesn't work and discover the kobolds' faith includes consuming the flesh of their god after dropping a huge rock on your head while you sleep.
88*	The less said about your horrible death the better. All we can print is that it involved a leprechaun, a pirate hat, and thirty-seven copper pieces. No, really, we can't tell you!
89*	You find yourself in a hallway filled with hundreds of racks of weapons. Sensing your arrival, the weapons spring to life in a blizzard of flashing steel. You take 10d6+20 damage (no save) every round you are in the room. You can escape this floor.
90*	A voice whispers in your mind, "one of us...one of us..." Make a Will DC 25 save or become Dominated and wander deeper into the level. You find a tank filled with throbbing brains and are compelled to add yours to the collection. You are dead.
91-95	You find a floor that is blissfully safe...it has to be a trap and you better escape before something horrible happens. If the PC doesn't immediately leave, roll on the chart again.
96	You arrive in a massive chamber filled by a colossal serpentine creature covered in scales like tower-shields and a maw large enough to swallow a cow whole. The dragon looks down on you amused, "It isn't often that a snack is delivered to my plate." With that it breathes a gout of fire dealing 15d6 damage (Reflex DC 20 for half). If the PC survives and doesn't escape, the dragon rips them apart in following rounds.
97*	As soon as you appear you are struck by thousands of needle-like arrows! Make a Fortitude DC 30 save or be paralyzed. If you are paralyzed, hundreds of finger-sized fairies crawl all over your body and begin to discuss the best way to cook you. Unfortunately the paralysis doesn't wear off before they attempt all of the suggested cooking methods. You are dead.
98*	You arrive in a huge room filled with hundreds of thousands of socks of every possible description. Make a Will DC 25 save or you are cursed, you can't leave this room until every sock is matched! That and the sock monster hiding under the socks comes out and eats you. What? Don't judge me! CURSES!!!!
99*	You can't help yourself but laugh at the absurdity of life! Make a Will DC 20 save. If you fail you collapse into a heap, laughing manically. You cannot do anything but laugh manically on the ground until a Remove Curse is cast on you. You take 1 point of Constitution and Wisdom damage every day that you suffer from the curse.
100	Oh, one bad thing isn't good enough for you? Roll twice and make that PC suffer!

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