

Taming The Flames

An Adventure for Four 2nd-Level Player Characters

Hook

The adventurers are approached on the road by a man claiming his brother was captured by an evil demon and needs their help rescuing him.

What's Really Going On

The 2 brothers (Ferbius and Finn) are actually students of the Archmage Elias and while he was away accidentally opened a portal to the elemental plane of fire. The portal released some creatures that drove the brothers out. The other brother Finn went back in and hasn't been seen since.

Monsters/NPCs/Traps

- **Pherbius:** Human, Mage, Level: 2, STR: 13 (+1), DEX: 16 (+3), MIND: 14 (+2), phys 3, sub 4, know 7, comm 3, HP: 18, AC: 13, atk: 3, msl: 5, magic: 4, magic DC: 14
- **Perry:** Constrictor Snake (animal) (1): hp 23. AC 15, Bite +5 (1d3+4), constrict (1d3+4) CR: 2
- **Fusillade of Darts:** CR:1; location trigger; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable DC 20
- **Magmin** (elemental) (2): hp 15,7, AC 17, Burning touch +4 (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion) CR:3
- **Elemental Fire Portal:** AC 17, hp 50 Save vs Reflex (Phys + Dex) or take 1d4 fire damage while attacking
- **Fire Elemental (small)** (1): hp 10, AC 16, Slam +3 (1d4 plus 1d4 fire) CR: 1
- **Fire Mephit (elemental)** (1): hp 13, AC 17, Claw +4 (1d3 plus 1d4 fire) CR: 2
- **Bugbears** (4): hp 22,18,11,21, AC 17, Morningstar +5 (1d8+2) CR: 2



Scale: 1 square = 10'

Rooms/Encounters

1. This room appears to be a library or study of a scholar. Bookshelves stand against the walls. Several piles of books rest on a reading table in the middle of the room, and the room smells of old paper and tobacco. **Door** West: Wood, strong, locked. [2 in. thick; hardness 5; hp 20; break DC 25]
2. This room looked like it was a common room of some sort. There is a fireplace surrounded by couches on the east wall and what looks to be a small kitchen and dining area to the west. **DM Note:** There has been a large fiery explosion in this room and a badly burned body lies in the middle of the floor. The body is Pherbius's brother Finn. If the characters have not deduced the true story by now Pherbius will tell them
3. In the center of this room is the statue of a male figure with elven features but the broad, muscular body of a male human. It kneels on the floor as though fallen to that posture. Both its arms reach upward in supplication, and its face is a mask of grief. Two great feathered wings droop from its back, both sculpted to look broken. A large snake is coiled around the statue. **DM Note:** Pherbius will let the party know the snake is harmless. **Trap:** Fusillade of Darts; Trigger is at door.
4. This large chamber is filled with worktables, shelves, and the floor is covered with bits and pieces of various spell components. There is a strong smell of sulfur and smoke emanating from the door. **Monsters:** In both east corners of the room are two Magmin. They will react when the party enters the room. **Door:** East Wood, strong, locked. [2 in. thick; hardness 5; hp 20; break DC 25]
5. A tremendous roaring pillar of fire burns in the center of this room. The fire almost reaches the ceiling, some 40 feet high here. A mosaic pattern of abstract design is tiled on the ceiling, though the tiles are so burnt that the pattern is eradicated in places. The floor is covered in ash to a depth of 1 foot, but drifts and mounds of ash rise higher here and there. The stink of sulfur is strong. **Special:** The portal can be attacked by the party or closed by Pherbius. If Pherbius closes the portal it will take him 2d4 rounds to do so. **DM Note:** The party destroying the portal or Pherbius beginning the incantation will trigger encounter #10
6. This room contains two beds, two tables, and two dressers, and the floor is strewn with furs. **Monsters:** There is a small Fire Elemental wandering the room, his presence causing the furs to smolder and burn.
7. This is a very nicely apportioned bedroom, with a large bed against the west wall and other hand crafted furniture throughout. It seems to be relatively untouched by what else is going on in the house. **Door:** Secret: South [2 in. thick; hardness 5; hp 20; break DC 23 Search Check DC 30, Well-hidden]
8. You open the door, and the reek of garbage assaults your nose. Looking inside, you see a pile of refuse that nearly reaches the ceiling. In the ceiling above and in each wall are small holes that are roughly as wide as a human hand. There is also a sigil on the wall next to the door on the outside. **DM Note:** Pherbius will explain that this is a garbage incinerator created by Elias to basically incinerate their trash. The sigil on the outside is how it operates. With the right phrase it can be turned on and off. Elias has never told him what the phrase was.
9. This is essentially a large coatroom. There is a shelf against the east wall with various cloaks and jackets hanging from it. **Monsters:** There is a fire mephit stuck in a cloak in the back of the closet, it will fly out if the coats are touched or moved at all.
10. A loud crash and the sounds of heavy footsteps are heard from somewhere else in the house. It is followed by shouts in a language that seems to be goblinoid. It seems that whatever is making the noise, there is more than one. **Monsters:** A scout party of bugbears was sent to investigate the home after rumors reached them that Elias was called away. The initial noise heard by the adventurers will be the bugbears entering Room #1. Because they are unsure whether Elias is there or not they will be wary.

Outcomes

The adventure concludes after the portal is closed and the bugbear patrol is defeated. Any fire based creatures not destroyed will vanish. If Pherbius is still alive at the end of the adventure he will be inconsolable with grief. The adventurers can stick around to help him bury his brother if they want. There is not a lot of treasure to be had in this adventure. However it is recommended that when the adventurers hit the next town an agent of Elias or Elias himself will find them to thank them and pay each 50-100gp for their assistance. Although Elias was not fleshed out in this adventure, his character could be used in later adventures as either a benefactor or knowledgeable sage.