

Fading Scars

A Living Tal'Dorei module for 3rd and 4th Level Characters

Optimized for 5 4th Level Characters

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Adventure Background

Flamereach Grove is a small, ever-burning forest south of the Emon that signals the end point of the ancient dragon's influence upon the region. An outpost has been constructed there to help combat the waves of burning skeletons that occasionally emerge from the rift, keeping them from harming the local farms.

Thanks to the work of Lorkathar of the Fire Ashari, Magus Seanor Wiles, and Dyson Brant a brand new ritual has been created that holds the potential to heal part of Thordak's Scar that runs through Flamereach Grove, improving the safety of the city.

If the party is not entirely full of level 4 characters they are automatically considered one category less difficult at a minimum. Under level three is strongly not recommended for this module. The AOE and constant damage will be more than they can keep up with.

Adventure Overview

The adventure has three parts:

Assume 15 minutes for time both before and after the session for players to make use of Gilmore's. A player can use those services either before or after the module but not both.

- **Part 1: Getting the Low Down** (*45 minutes*)—The characters find out the basics of the ritual Dyson is planning to undertake and spend the most of the day journeying to the Fort where it will take place.
- **Part 2: Meet and Greet** (*60 minutes*)—The party interacts with the other ritual participants and their guards at the Outpost.
- **Part 3: The Deep Breath before the Plunge** (*120 minutes*)—Things begin to get serious, as the party assists in defending the participants during the ritual, fending off the beasts that emerge through the Scar to try and thwart the healing process.

Adventure Hook

Dyson Brant is looking to hire the party to guard him as he travels to the fort and also to play a role in keeping him—and the attendant Fire Ashari Druids—safe while they play their parts in the performing the upcoming ritual. There is a lot of excitement surrounding the attempt, but also unknown danger. No one knows how the rift will seek to protect itself, should the beings within sense the magic that will lock them back in their realm permanently...

Gilmore's Glorious Goods: A Friend in Need

Give the players time to access Gilmore's: *15 Minutes*—This gives Players a window both before and after the game to use his services at the table. They can only choose to use this once—before *or* after; not both. If the players have the Story Award: A Friend in Need, they are able to purchase the following items at Gilmore's Glorious Goods before setting off on their adventure:

- First Level Spell Scroll (non-healing) 100gp
 - If a character has the **Acolyte Background** they may acquire 1 free first level non-healing spell scroll.
- Second Level Spell Scroll* – 250gp (**No Healing Spell Scrolls currently in stock*)
- Potion of Healing – 50gp *Limit one per Player*
- Potion of Greater Healing – 500gp *Limit one per Player*
- Potion of Climbing – 250gp
- Potion of Hill Giant Strength – 500gp *Limit one per Player*
- Potion of Water Breathing – 500gp *Limit one per Player*

Part One

Getting the Low Down

If any of the players have participated in 1-3 *Stillben Bound* or 1-5 *Getting a Head*, they are specifically requested by Dyson Brant for this upcoming mission. Anyone else who has not played those modules can have their character referred to Dyson via Gilmore, or by a faction contact if they have a Season One faction membership. (Their faction contact will be Rosie if they are members of the Clasp, Seeker Assum if they are members of the Council of Tal'Dorei, or Magus Seanor Wiles if they are members of the Arcana Pansophical.)

This adventure begins at the office of Brant Shipping.

When the players arrive, they see Claire, Dyson's receptionist, is wearing a surprisingly fancy dress and has her hair done up in honor of the occasion. She is wearing her nicest jewelry and is practically floating around the small office as she tidies up.

“This is a major event. I'm so glad you can be involved in making history. If Mr. Brant pulls this off he'll be known forever and world famous to boot. I'll never have to worry about providing for my daughter again!”

Claire is more than happy to share her jubilant mood with the players, and will chat away with them while they wait for Dyson to emerge from his office.

RP Talking Points for Claire

- I lost family in the Conclave attacks and our old house was destroyed by the scar. Maybe if it's healed I can return home and rebuild.
- Living space in the city limits has been expensive. Mr. Brant has done so much to keep us off the streets—but long term? We need a home of our own again.
- A lot of people were displaced because of the destroyed land. While it may not seem like the biggest deal to fancy folk, a lot of people's hopes and futures are hinged on this whole thing succeeding.
- Seems like lately Mr. Brant has been doing as much business with Gilmore, the Council, and the Arcana Pansophical as he has in actual shipping!
- I can see how driven he is to complete this project and it makes me so proud.

After the party has had a chance to make small talk with Claire for a little while, the door opens to Dyson's office and he beckons the party to step inside. He's wearing a black velvet doublet, brown billowing pants and a gray traveling cloak. His boots look heavy but pristine and well laced up. He appears ready for travel, and is more excited than the characters can ever remember seeing him before.

After taking a second to scan the party for people he knows, and those who were referred, he sits behind his desk and motions for the party to take the seats available for them.

“Some of you may know have an idea of why I have were called you here. If not, I shall illuminate the situation.

Thordak’s Scar has been a constant source of problems in the reconstruction of Emon. I have been working with Magus Seanor Wiles and Lorkathar of the Fire Ashari to create a ritual that we believe may draw the magic infecting the land into a magical focus.”

With that, he pulls out the Ruby that was recovered in 1-5 *Getting a Head*.

“The plan is to draw the infected magic of the Scar into this gem. This ritual should take no more than an hour to complete but, make no mistake—we expect it to be a tough time. We expect the Scar will try to defend itself—and that is where you come in.

The ritual itself is broken down into three parts. Lorkathar will begin the ritual with her fellow Druids and force the magic deeper into the Grove. The idea is to concentrate the Scar’s magic in a central location so that I can then draw it into the gem. Her Druidic allies should be able to handle what comes at them, but don’t be afraid to jump in and lend them a hand if they get overwhelmed—they too are integral for the success of this ritual.

Once the infected magic has been forced back, Magus Seanor Wiles will take over for the second part of the ritual and move in with his Cleric allies. Their job is to keep us all alive as more powerful monsters emerge to try and thwart our efforts

In the third and final part, I myself will move close to the center of the Grove and draw the magic of the Scar into my Ruby. Your job then is to keep me alive so I can complete the Ritual and trap Thordak’s latent magic inside the gem.

Dyson is resolute in his dedication to seeing this ritual through. RP with the players and let them ask their questions about the mission.

RP Talking Points for Dyson Brant

- Normally, when an ancient dragon dies its effects on the land fade over time. Something is different this time. More than a year has passed, yet we have not seen any decline in the disturbance he left behind.
- We expect the Scar to defend itself, as it has happened before. Whenever someone moves deeper into a part of the Scar anywhere in the region, stronger elementals begin to form. It’s safe to assume this will be magnified by our Ritual.
- I will not lie to you; this undertaking may be quite dangerous. We do not know how powerful the monsters will be but nevertheless we cannot fail.

- The Scar has endangered Emon for too long. Too many peoples' livelihood—and lives—are at stake to turn away from this plan now.

Dyson offers the party 500gp each for traveling with him to the Grove and assisting in the Ritual.

If the party tries to negotiate for more money a SINGLE PLAYER may roll **Persuasion**, DC15, with no assistance or Guidance. On a success Dyson is willing to increase the pay to 600gp each because of the deadly nature of this mission.

“The location we have chosen to perform this ritual isn’t far from here; less than a day’s travel all told. We will spend the night at the outpost and begin the ritual at dawn the following morning.

If we are successful, Magus Seanor Wiles has mentioned an offer of membership in the Arcana Pansophical may be extended to those who show their worth during the ritual. Through them you could gain access to potions, scrolls, and their accumulated lore. Personally, I am after information that would allow us to use this Ritual but on a larger scale, possibly healing the Scar completely.

You have about three hours before we must set out. If there’s any equipment you need to buy or stops you need to make, now is a good time to do so. Return here afterward and we will be on our way.”

Let the party buy basic gear or restock on whatever they may want to bring along on this mission. Examples include: Letting someone use a tool proficiency, use a profession, or shop for items from the PHB. You are not limited to these options but keep the rewards equivalent to 15gp per player and within reasonable explanation for what they could accomplish in Emon during that three hour period.

Part Two

Meet and Greet

After the players have gotten their affairs in order, they head back to Brant Shipping. They set out with Dyson Brant, following his directions to the Outpost. The trip goes without incident.

Flamereach Outpost was never intended to be a permanent structure, but it was built to withstand attack. It is a collection of dead and petrified trees and some well-placed stones. Standing thirty feet tall and seventy feet wide on all sides it can safely house about two dozen people for a short time with some provisions. It has twenty foot tall wooden gates reinforced with bands of metal. Scorch marks and dark shadows line the walls across the entire perimeter. Acrid smoke hangs on the air within two hundred feet of the ever burning forest. Anyone looking in the direction of the forest can see burnt husks of trees, a lot of smoke and the occasional faint trace of movement.

How the players pass the night is up to them. Magus Wiles and Lorkathar each have groups of people with them, on top of the Outpost defenders currently stationed there. It is slightly cramped, considering the Wizards, Druids, Clerics, the party and the three running the ritual. Allow the players to speak to whoever they wish, getting to know the people they will be working with—and defending—during the ritual at dawn.

The various Clerics, Druids, and Wizards who will be involved in the ritual are all making preparations for the next morning and do not have time to converse with the party. Should players attempt to speak with them, Magus Wiles, Dyson, or Lorkathar steer them away and attempt to answer the party's questions instead.

Magus Seanor Wiles will explain the Arcana Pansophical's tenants, especially if players show interest in the possibility of helping in the cause down the road.

RP Talking Points for Magus Seanor Wiles

- In the past our ranks have grown a lot more slowly and with care. Dark days call for special measures.
- If you are interested in gauging your skills before heading out into the world contact me when this is over. There's a spot I know of. Its run by a man I know named Merrick. It would be very interesting for your group. Maybe even bring Dyson along.
- I've never seen so many people take up adventuring. It's nice to see regular people willing to defend each other in times of trouble. Makes me proud to live in Tal'Dorei.
- The Arcana Pansophical believes in what we call "The Truth of Magic." It has three basic edicts:
 - Though the study of Necromancy shall be restricted to none in the interest of magical understanding, the animation of the dead is a violation of the Truth. The Arcane is a tool to be wielded for the good of the people.
 - To use its power in the pursuit of wanton destruction or murder is a violation of the Truth.
 - Though the jurisdiction of the Pansophical supersedes the power of local laws, a mage who willfully breaks the laws of the land is in violation of the Truth.
- During the Age of Arcanum magic was misused horribly and all the people of Exandria suffered for it. When we find people abusing the Truths we deal with them, regardless of

local laws and custom. That being said someone using magic to break local laws would also be violating the Truths.

- Lorkathar has been here almost since the outpost began. She has led the fight to heal this land in every way possible up until now.

Lorkathar stands a little over six feet tall. She is a well-muscled Half Orc wearing studded leather armor and is visibly weary. The preparation and stress is showing in her clipped responses to her own entourage.

RP Talking Points Lorkathar of the Fire Ashari

- I will be glad when this is over. There is still rebuilding to be done back at the Sunderpeak Mountains.
- Thordak entered the Material Plane through our home the Cindergrove and destroyed it in the process.
- Our leader Headmaster Cerkonos lost an arm during the fight but thankfully survived.
- As you can tell by looking at me the Ashari are a bit of a melting pot of races. We are all united in defending the world from incursions from the elemental planes.
- With the help of Vox Machina some necromancer named Gern and a contingent of Air Ashari the portal was resealed and our land made safe again.

RP Talking Points Dyson Brant of Emon

- This is only the beginning of our great work. A proof of concept if you will.
- I was talking to Gilmore and he believes he can get an item crafted for me. I'm going to need some help though. It will be a larger scale of this ritual we are trying tomorrow.
- I'm looking for a core of wood that can withstand extreme fire. How you'd keep it from burning up I have no idea.
- This staff of fire would be a powerful focus. I'm hoping to use it on the magic of the Scar, hopefully draining it. We would need a significant Ruby to pull that one off though.
- If this goes well I'll see what leads I can pick up from anyone that sticks around. Who knows what got turned up with all the action lately?
- Should this ritual proceed the way we planned I have a warning. Keep your distance. The Scar's magic will be drawn directly into the Ruby. Being anywhere near me may become unsafe quickly. When I enter the center of the grove I will be the most dangerous.

Should the players engage any of the defenders stationed at the Flamereach Outpost, they appear to be hard-working, dedicated citizens of Emon who have given up much to protect their city.

After the players have talked to whoever of the three above they wanted to speak with, they can either roll **Perception** or take the highest **Passive Perception**. On a 15 or better someone picks up snippets of a conversation. There's been a shift change and a few people are thinking about drinking.

Any player may walk up to the off-duty guards and start talking. If they have alcohol to contribute they may make a roll at advantage to persuade the group into inviting the Players along. The Player makes a **Persuasion** roll, DC14. On a success the party is invited along and they make their way to a

smaller building. It's partway between a shack and a barracks. There are chairs and a table or two outside that can accommodate the group.

RP Talking Points for the Various Outpost Defenders

Harv, a Human man: A young man still in his early twenties, he took this position thinking he was doing his part for the city. After having been stationed here for a few months he's now looking for this whole thing to end and move on to greener pastures.

Chaka Dell, Half Elven woman: After living the adventuring life for a few years she decided to settle down and put some roots in Emon. That's when the fire dragon attacked. Now she's trying to put the pieces of her life back together and hopefully bank a little coin in the process. The hazard pay for this outpost was significantly larger than anywhere else and she hadn't really thought too deeply on why.

Mizzod, Silver Dragonborn man: One of the rarer Dragonborn and still possessing his tail, Mizzod is from Draconia and saddened by its current state. While he did not personally oppress the Ravenites, his family benefited off the social structure. As a sort of penance Mizzod signed up for the most dangerous mission he could find which led him to Flamereach Grove. If pressed he sadly avoids speaking of the events in Draconia calling them "too painful to go into with outsiders."

Any of these talking points can be shared by the guards.

- I took this job because of the room and board. Living within the city limits is getting too damn expensive.
- Everything here smells and tastes like ash all day every day. I haven't tasted my food in weeks.
- This place can get real creepy at night, what with those undead rising in the grove all the time. Still we're the only line of defense the area's farmers have. The Arms would never make it out here in time to fight the elementals. We're all they have.
- One of the burlier guards asks the party if they want to arm wrestle?
 - Any player may bet up to 1 gold. Decide between the group who's betting on who.
 - The other 2 guards split their betting between the player and their compatriot. You can assume a 1gp bet on each participant aside from anything the players put forth. The guards do not have an infinite amount of money to put in and keep to their initial bet. If players bet among themselves the guards will attempt to enforce the bet.
 - Roll an opposed **Athletics** and feel free to describe some back and forth struggle.
- The guards ask if the players have any adventuring stories they want to share, while passing a wineskin around.

Part Three

The Deep Breath before the Plunge

It is a hazy morning with the scent of smoke and death on the air. Breakfast is solemn, though you sense a tinge of excitement in many of the people around you. You can almost feel the tension building in the air.

The nervous excitement grows as everyone begins their preparations. The Druids circle the grove and begin the process of containing the mephits and magmin that appear sporadically. Lorkathar takes her position at the edge of the grove and begins chanting.

Magus Seanor Wiles begins directing his entourage of Clerics into position to back up the Pyrah.

It does not take long for the Scar to pulse angrily...

Any player proficient in **Arcana** or **Nature** may roll it, DC15. On a success, they know the infected land itself is beginning to fight back against the ritual.

The ritual is broken down into three steps containing two separate waves each. Each wave counts for 10 of the 60 minutes of in-game time. The time between waves you give the players to use for healing and actions is also part of that time. At the end of each step, count that amount of time off the 1 hour of ritual time. At the end of Step Three, the ritual concludes and takes full effect. Trigger the saving throw for blindness and read the RP that follows.

When drawing out the grove make the inside circle 20 square feet. Make a second ring 20 ft outside the center and another third section 30 feet beyond the second. That represents the outermost circle of the grove, where step one will take place. There are 6 Druids spaced evenly around the outside circle at the beginning and Lorkathar steps into the grove. You can assign 2 Druids to each Ritual participant and their entourage. Druids are chanting and focusing on the Ritual and do not take actions to defend themselves, even to put themselves out. There should be a lot of fire.

In step two a Cleric and a Wizard will step into the second area of the grove and join the party. The Wizard begins chanting and is focused on keeping the ritual continuing. The Cleric is watching the Wizard and Druids first and foremost. You can assume the Cleric is keeping them stable unless monsters are attacking them specifically which we recommend not doing.

It is up to the Players to keep everyone in their area safe. The basic NPC stats are listed below. The spells they are assigned later in the steps are based on their stat blocks and what we want them to still have available.

In step three the amount of help the players have depends on their actions up to that point. All the NPC's will shift towards areas where they are more likely to receive aid. A murder-hobo group will quickly find themselves very much alone.

The only groups that needs to be followed are ones that have players. The rest are moving through the ritual successfully.

Running Multiple Tables

This module could be run with more than one table. Up to 3 separate Adventuring groups could be defending this ritual at the same time. One group would cover Dyson, the second Lorkathar, and the third Magus Wiles. The 6 Druids would be split equally among the tables.

If you are running 2 or three tables:

- Make the center of the grove 40 square feet. The first ring should extend 30 feet from the center and the third ring 40 feet from the second. The time spent running should be part of the minute between waves and the Players need to account for it when they plan their actions.

We are not including stat blocks for the Ritual participants but consider each Druid as having 40HP, each Cleric as having 30HP, and each Wizard as having 25HP for the purposes of area of effect auras and explosions.

Step One: The Edge of the Grove

Magmin begin rising from the Grove and attacking the Pyrah. The players aren't in initiative at first but can choose to be. The Magmin attack in waves of 12 each. The Pyrah take actions to fight the Magmin and are mostly successful, but some breakthrough in each wave. (See the *Adjusting the Encounter* sidebar to determine how many Magmin break through.)

Run this combat twice to represent the two waves occurring. (If the first wave of combat goes more than four rounds, the second wave hits while enemies from the first wave are still alive. Put the second wave in to combat at Initiative count Zero.)

The end of the first wave marks 10 minutes into the ritual. At the end of the second wave the ritual is 20 minutes in and one third over. Let the players know how much time has passed for each milestone to help build tension.

At the end of the second wave the Pyrah look visibly hurt. Give the players one minute (10 Rounds) that they can spend using Health Potions, Healer's Kits (if they have the Healer's Feat), or class abilities/spells to assist the Pyrah and on themselves. Spells that last a minute or less end before the next wave begins. **If the players do nothing to assist the Pyrah**, more enemies will break through during the next set of waves. This represents the strain on the Druids from not getting aid.

Step Two: Intensifying Heat

Adjusting the Encounter

Very Weak:
2 Magmin

Weak:
3 Magmin

Average:
4 Magmin

Strong:
5 Magmin

Very Strong
6 Magmin

The Grove begins to super heat. Everyone takes 4 Fire Damage and hears unearthly cries and angry pops emanating from the center of the Grove. The Pyrah begin moving further into the Grove and Magus Seanor Wiles signals his people to move into position further in. The Wizards begin chanting in unison and the ground pulses angrily.

The ground begins smoking and waves of Mephits begin rising up to attack. They come in 2 waves of 20. The Pyrah help cover for the Wizards and, based on Wave 1, some make it through.

How many enemies get past and engage with the players is based as follows:

If the players **helped** any of the Pyrah in Section One:

- **Very Weak:** 2 Mephits
- **Weak:** 3 Mephit
- **Average:** 3 Flaming Skeleton
- **Strong:** 3 Flaming Skeleton
- **Very Strong:** 2 Mephit and 3 Flaming Skeleton

If the players **did not help** any of the Pyrah in Section One:

- **Very Weak:** 3 Mephit
- **Weak:** 3 Mephit and 1 Burning Skeleton
- **Average:** 2 Mephit and 2 Flaming Skeletons
- **Strong:** 4 Flaming Skeletons
- **Very Strong:** 3 Mephit and 3 Burning Skeletons

Run this combat twice to represent the two waves occurring. (If the first wave of combat goes more than four rounds, the second wave hits while enemies from the first wave are still alive. Put the second wave in to combat at Initiative count Zero.) When the first wave of Step Two is defeated, the Ritual is halfway done (30 mins). Wave two of Step two ends at the 40 minute mark.

At the end of Step Two a Cleric of the Raven Queen goes around using a Healer's Kit to tend to the injured. Any player may spend a round and receive the benefit of this kit (1d6+4+ the Player's Level). They have another minute (10 Rounds) to prepare themselves, as Dyson Brant steps forward with determination. Spells that last a minute end before the next wave hits. When the Players have finished their preparations, move on to the RP section below.

Dyson needs to shout to be heard over the wails and crackles emerging from the Scar. "You've done well to help us get this far and made me proud—but *this* is the real challenge. Prepare yourselves to join the front lines in the heart of danger!"

With that, he pulls a Ruby out from a pouch on his side and begins chanting. He walks into the deepest part of the Grove without fear. The Pyrah begin chanting louder and fall in line behind him.

As he moves forward the Ruby he's carrying begins glowing and you can see tendrils of red energy being slowly drawn into it. The space around him becomes noticeably darker as he himself becomes brighter, almost to the point of being hard to look at.

Step Three: Center of the Maelstrom

By now the heat has risen to a nearly overwhelming level. All players must make a **Dexterity** saving throw, DC14, or take 10 Fire Damage. If a player fails this save they ignite, taking an additional 3 Fire Damage on the start of each of their turns until someone takes an action to put the flames out.

The Clerics and Druids that were on standby outside of the Grove begin moving in behind the party.

If the players **helped** the Pyrah in Sections One or Two, the Clerics and Druids step forward to assist the party.

If the players **did not help** the Pyrah in Section One or Two, they move to assist a different group. Skip the Ritual Actions section and do not give out the corresponding handout. Go to *The Scar Fights Back* on the next page.

Ritual Actions

In addition to their normal actions, a player may also **forgo their entire turn** (this means Action, Bonus, and Move) to do ONE the following:

Player Handout (*See end of Module for Player Handout*)

- **We Need a Heal!** One of the 4 Clerics runs into combat and casts a Cure Wounds at 4th Level. It heals a single Player for 24. *Can be used **twice** per wave*
- **We Need Backup!** One of the Clerics casts Guiding Bolt at 3rd level at a target of the Player's choice.*Can be used **twice** per wave*
- **Druids, Help us Hit!** One of the 2 Druids casts Faerie Fire on a location of the Player's choice. *Can be used **once** per wave*
- **Wall Them Off!** One of the 2 Druids casts Wind Wall at a location of the Player's choice. *Can be used **once total** between the waves*

Adjusting the Encounter

Very Weak:

3 Burning Skeletons

Weak:

4 Burning Skeletons

Average:

6 Burning Skeletons

Strong:

1 Minor Fire Elemental and 5 Burning Skeletons

Very Strong

1 Minor Fire Elemental and 6 Burning Skeletons

The Scar Fights Back

Burning Skeletons begin rising from the ground and heading toward the players. There is no Perception roll for surprise for this Wave and the Players may not take any actions before initiative.

See the *Adjusting the Encounter* sidebar to determine how many enemies emerge and attack in Wave 1.

After the first wave is defeated, there is a one round buffer before the next Wave starts. Players may cast spells or drink potions in this one round. They may not use this round to call for assistance.

At this point the Ritual is 50 minutes in and is nearing its end. The Scar makes a last ditch effort to fight against the assorted casters and Dyson. As they are deciding their actions, the characters feel

the air around them super heat with the Scar's final blast. Every player must make a **Constitution** saving throw, DC11, or take one level of Exhaustion.

This roll should be called for *after* the Players made their decisions and resolved their actions for the one round buffer.

Dyson takes a knee and looks visibly pained as he stops chanting and shouts “This is *IT!* Our last push! I can feel the Scar burning into my gem. Gods, it feels like my entire body is on fire!”

His eyes begin glowing red and tendrils of energy swirl around him in a mini vortex.

If a player comes within 10 feet of Dyson during the final wave, they suffer 15 Fire Damage and an immediate level of Exhaustion. If a player falls unconscious due to this damage, they also suffer a Failed Death saving throw.

As Dyson begins chanting again, the sound of his voice resonates and harmonizes with Lorkathar and Magus Seanor Wiles. The entire Grove pulses with angry red energy and the flames begin to take humanoid forms.

See the *Adjusting the Encounter* sidebar on the next page to determine how many creatures emerge from the rift in this final wave of attack.

When the players bring the last monster down, a blinding light envelops the entire Grove. All Players make a **Constitution** saving throw, DC11, as per the spell Blindness/Deafness. On a failed save they cannot see for one minute. On a success it takes thirty seconds before the light subsides enough for anyone to open their eyes.

When they do, everyone can see Dyson lying on the ground; the gem clutched in his visibly charred hand. He is obviously very hurt and bleeding from multiple places. His skin has cracked and appears almost glassy in appearance. The smell of burnt flesh hits the party at the same time and it's impossible to miss.

Any player proficient in **Medicine** knows he has died. One of the Clerics rushes in and pulls out a small diamond from their pouch. Pressing it to Dyson's chest, they cast Revivify; bringing him back to life. As the Cleric helps him to sit up, he coughs up some blood reals woozily—but despite what has just happened, he looks hopeful and is smiling ear to ear.

The Grove looks obviously different. Unrelenting fire for more than a year has charred and damaged everything in around to a degree that will take years to heal. However, no new monsters rise from the ground and a quiet settles over the participants. If the party chooses to explore the no

longer smoldering Grove, they will discover a **Pearl of Power** in the charred grass closest to the former heart of the Scar. (See *Magic Item Reward* at the end of the module for details.)

The hushed silence is broken quickly by cheers and shouts as everyone realizes that the ritual was a success! Dyson calls out to the party and asks if it's over. When he is told it is, he sighs contentedly and back rests on the ground for a while. One of the Clerics stops cheering and runs over to him and begins casting healing spells.

The party is approached by Magus Seanor Wiles

RP Talking Points for Magus Seanor Wiles

- Well done! Things got really hairy there in the middle and I wish I could have been more help. Be proud of what you accomplished today. People will speak of this as a turning point in the history of Tal'Dorei.
- On behalf of the Arcana Pansophical I have been empowered to offer each of you membership should you desire it.
- As a token of personal thanks let me offer you this; and he pulls out a Pearl of Power.
- Whether you join or not you will always have our thanks. Today is a momentous day for Emon!

Once the players are done talking with Magus Wiles, Lorkathar walks over to them. She is smoking a bit, and pieces of her leather armor are blackened to a crisp. Nonetheless, she is smiling and greets them warmly.

RP Talking Points for Lorkathar

- You represented Emon well today. Should you ever find yourselves in Pyrah look me up.
- Thanks to your assistance my mission here is over. There are many places still affected by Thordak's influence and we have much to atone for letting him slip our grasp.
- A small part of a large mistake was fixed here today, and it gives me hope that one day this Scar can be completely healed.

She gives each player a Greater Healing Potion as a token of her thanks and shakes their hands.

Experience Summary

- **Social:** If the players gained the assistance of the Clerics and Druids award the party 400xp
- **Exploration:** If the players find the Pearl of Power in the ruins of the Grove award the party 300xp

Adjusting the Encounter

Very Weak:

1 Minor Fire Elementals and 2 Burning Skeletons

Weak:

2 Minor Fire Elementals

Average:

2 Minor Fire Elementals and 2 Burning Skeletons

Strong:

2 Minor Fire Elementals and 3 Burning Skeletons

Very Strong

31 Minor Fire Elementals and 3 Burning Skeletons

- **Combat:** If the players successfully defended the Ritual award them 1400xp

Treasure Rewards:

Pay from Dyson Brant 500gp per player (or 600 if they successfully negotiated for more).

Magic Item Reward

Pearl of Power

- Requires attunement by a spell caster. You can use a word to speak this pearl's command word and regain one expended spell slot up to 3rd level. Once you have used the pearl it cannot be used again until the next dawn.

Handing out magic items: If the players can decide between themselves and no one has any objections, this method of handing out items is allowed. If not, the first step is to ask players for their item counts. If multiple people have the same count you may check their logs to confirm. The person with the lowest item count gets the item. If 2 or more people are tied, they roll a d20 and the highest roll gets the item. The person receiving the magic item can determine the type of weapon and it must be logged immediately.

GM Rewards: XP 1100, Off Hours 10, Honor 1, 300gp

Ritual Actions Player Handout

We Need a Heal!

One of the 4 Clerics runs into combat and casts a Cure Wounds at 4th Level. It heals a single Player for 24. *Can be used **twice** per wave*

We Need Backup!

One of the Clerics casts Guiding Bolt at 3rd level at a target of the Player's choice. *Can be used **twice** per wave*

Druids Help us Hit!

One of the 2 Druids casts Faerie Fire on a location of the Player's choice. *Can be used **once** per wave*

Wall Them Off!

One of the 2 Druids casts Wind Wall at a location of the Player's choice. *Can be used **once total** between the waves.*

Enemy Stat Blocks

Magmin

Small Elemental, Chaotic Neutral

AC 14, HP 9, Speed 30ft

Str 7(-2), Dex 15(+2), Con 12(+1), Int 8(-1), Wis 11(+0), Cha 10(+0)

Damage Resistances: bludgeoning, piercing, slashing from non magical weapons

Damage Immunities: Fire

Senses: **Darkvision** 60ft, **Passive Perception** 10

Death Burst: When the Magmin dies, it explodes in a burst of fire and magma. Each creature within 10ft of it must make a DC 11 Dexterity saving throw taking 7 Fire Damage on a failed save, or half as much on a success. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination: As a bonus action the Magmin can set itself ablaze or extinguish its flames. While ablaze the Magmin sheds bright light in a 10ft radius and dim for an additional 10ft.

Actions:

Touch: Melee Weapon Attack +4 to hit, reach 5ft, 7 Fire Damage. If the target is a creature or a flammable object it ignites. Until any creature takes an action to douse the fire the affected creature takes an additional 3 fire damage at the start of its turn.

Mephit, Magma

Small Elemental, Neutral Evil

AC 11, HP 22, Speed 30ft, Fly 30ft

Str 8 (-1), Dex 12 (+1), Con 12(+1), Int 7(-2), Wis 10(+0), Cha 10(+0)

Skills: Stealth +3

Damage Vulnerability: Cold

Damage Immunities: Fire, Poison

Condition Immunity: Poisoned

Senses: **Darkvision** 60ft, **Passive Perception** 10

Death Burst: When the Mephit dies, it explodes in a burst of fire and magma. Each creature within 10ft of it must make a DC 11 Dexterity saving throw taking 7 Fire Damage on a failed save, or half as much on a success. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination: As a bonus action the Mephit can set itself ablaze or extinguish its flames. While ablaze the Mephit sheds bright light in a 10ft radius and dim for an additional 10ft.

False Appearance: While the Mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/day) The Mephit can innately cast Heat Metal (spell save DC 10) requiring no material components. It's innate spell casting stat is Charisma.

Actions:

Claws: Melee Weapon Attack +3 to hit, reach 5ft, 3 Fire Damage (Critical 5)

Fire Breath (Recharge 6): The Mephit exhales a 15 foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 Fire Damage on a failed save, or half as much on a success rounded down.

Burning Skeleton

Medium Undead, Lawful Evil

AC 13, HP 13, Speed 30ft

Str 10(+0), Dex 14(+2), Con 15(+2), Int 6(-2), Wis 8(-1), Cha 5(-3)

Damage Immunity: Fire, Poison

Damage Vulnerability: Bludgeoning

Condition Immunities: Exhaustion, Poisoned

Senses: **Darkvision** 60ft, **Passive Perception** 9

Flame Aura: Whenever a Player begins, ends their turn or strikes it with a melee attack within 5 feet of a Burning Skeleton they must make a Dexterity Saving Throw DC 13 or take 4 Fire Damage. An unconscious Player takes a failed death save.

Actions:

Shortsword: Melee Weapon Attack +4 to hit, reach 5ft, 5 piercing Damage (Critical 7)

Shortbow: Ranged Weapon Attack +4 to hit, range 80/320ft 5 piercing Damage (Critical 7)

Minor Fire Elemental

Medium Elemental Neutral

AC 13, HP 54, Speed 50ft

Str 10(+0), Dex 16(+3), Con 16(+3), Int 6(-2), Wis 10(+0), Cha 7(-2)

Damage Resistances: Bludgeoning, Slashing and Piercing from non-magical weapons

Damage Immunities: Fire, Poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: **Darkvision** 60ft, **Passive Perception** 10

Fire Form: The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 ft of it takes 5 Fire Damage. In addition the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on that turn, that creature takes 5 fire damage and catches fire; until someone takes an action to douse the fire the creature takes 5 Fire damage at the start of each of its turns.

Illumination: The elemental sheds bright light in a 30ft radius and dim light in an additional 30ft.

Water Susceptibility: For every 5 feet the elemental moves in water or for every gallon of water splashed on it, it takes 1 Cold damage.

Actions:

Touch: Melee Weapon Attack: +5 to hit, reach 5 ft, Damage 6 (Critical 8) If the target is a creature or a flammable object it ignites. Until a creature takes an action to douse the fire the target takes 5 Fire damage at the start each of its turns.

We value the feedback of our players and GM's. Your input is intended to have an impact on the story moving forward. While this part is not required we do encourage it. Send responses to contact@livingtaldorei.com

Questionnaire

1. Did the players interact favorably with Dyson, Magus Wiles, and Lorkathar yes/no?
2. Did the players interact favorably with the Outpost Guards yes/no?
3. Did the players assist the Pyrah in Step one yes/no?
4. Did the players successfully defend Dyson Brant yes/no?
5. Did any cool stories happen? This is your chance to tell us something awesome your group did. Please keep it to less than 500 words.