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The Chaosfire Incursion

Level 11 Adventure

by Joel Flank

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



The Chaosfire Incursion

An 11th-Level Adventure



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Book References

B(1-4)	Pathfinder Roleplaying Game Bestiary (1-4)	APG	Pathfinder Roleplaying Game: Advanced Player's Guide
MC	Pathfinder Roleplaying Game: Monster Codex	UM	Pathfinder Roleplaying Game: Ultimate Magic Guide
ACG	Pathfinder Roleplaying Game: Advanced Class		

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Adventure Background

The Queen of Elemental Fire is generally focused on wars of conquest on the Elemental Planes, and is content to ignore the material world. However, to ensure that mortals don't forget the destructive power of fire, she created an extraplanar engine of destruction, Mount Ymawaah. Roughly every one hundred years, this massive volcano would appear on an unsuspecting mortal world, bursting from the earth, always near a city. After three days of smoking, shaking the earth, and spurring minor eruptions of lava, it would unleash a wave of furious destruction as lava exploded from the mountain, obliterating the city and vaporizing any inhabitants, burying all under magma, flame, and ash. This continued for untold millennia, destroying cities with little warning across existence, until eventually mighty heroes managed to quell the volcano's fires, and the tales of Mount Ymawaah faded into mere legend.

The imentesh protean Ecarnameish has long studied how to splice elemental energies and refined his control so he could splice not only the raw chaos of Limbo, but individual constituent energies as well. Needing a delivery agent to inject his refined chaos into the multiverse, he recalled the legends of Mount Ymawaah, and spent centuries searching for hints of its fate. Eventually, Ecarnameish found its resting place and mastered the *molten mantle*, gaining control of a plane-hopping incarnation of violent entropy. While Ecarnameish began experimenting with splicing raw chaos in the core of the volcano, servants of the Queen of Elemental Fire sensed the reawakening of her artifact. Siad Barkan,

one of her most resourceful inquisitors, tracked down Mount Ymawaah and confronted the protean, only to be defeated and imprisoned.

Having fully mastered the volcano and twisted it to his needs, Ecarnameish selected the mortal city of Carnassat as his first target. His perversion of the purity of its fires should allow him to override the century normally needed to recharge its energies and use the negative energy of the deaths caused by the immolation of thousands of mortals to quickly move Mount Ymawaah from site to site, until an entire world is converted into primal chaos and rejoins Limbo. Then Ecarnameish can repeat the process on world after world, until the entire Material Plane is returned to the embrace of pure chaos, swelling Limbo to become the dominant plane in the multiverse.

Adventure Summary

After their evening in Carnassat is interrupted by a violent earth tremor, the adventurers need to deal with the destruction around them, as well as rogue elementals released by the arrival of Mount Ymawaah, which bursts violently through the ground in the surrounding plains. A summons from the Lord Mayor implores them to investigate this obvious threat to the city. Research determines that there are likely only days before the volcano erupts, burying the city in lava. As time goes on, more tremors shake the city, globs of lava spatter into the streets, and a cloud of ash blocks out the sky above.

As they investigate the new mountain, they quickly determine it is not uninhabited and must

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fight their way through a variety of fire creatures which have made Mount Ymawaah their home. After penetrating the upper tunnels, they find that further progress is blocked by a molten sea of lava. Even magic that protects against fire cannot help them navigate through this hazard. Fortunately, they discover a rare *thoqqua apparatus*, which can transport them through the lava channels of the volcano unharmed.

Exploring deeper, they must pass the long-term guardians of the lower reaches of the volcano, including many which are not the expected fire-based foes. They also have the opportunity to discover some of the history of Mount Ymawaah, as well as meet the efreeti prisoner Siad Barkan. If they free him, they can learn about their true foe and even gain an ally—if they can trust him. They also have the opportunity to gain a boon from the Queen of Elemental Fire, another potentially mixed blessing.

The deepest core of the volcano contains experimental plane-spliced lava, as well as the imentesh Ecarnameish, preparing the volcano to rain fiery chaos-infused destruction upon Carnassat. Defeating him grants control over the *molten mantle* and a plane-travelling volcano, assuming that the Queen of Elemental Fire allows her newly-rediscovered treasure to remain in mortal hands.

The adventurers should be 11th level at the start of the adventure, and reach 12th level before a final confrontation with Ecarnameish.

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The adventurers have business which brings them to Carnassat, whether trade, gambling, or as a stop in travels elsewhere. As a cosmopolitan city, it is reasonable for any contact the adventurers may be seeking to live in Carnassat, for a rare text to be available for sale, or to place any number of other things here that might bring the adventurers to the city. If they don't have a specific reason for being in Carnassat, assume they are staying at the Pot Called The Kettle Inn & Tavern for the night while in transit to another location.

Part 1: A Rough Night in Carnassat

A volcano violently emerging from the ground adjacent to a city causes immeasurable damage. The adventurers will need to contend with the earthquake this causes, fend off an influx of fire elementals, and save as many citizens as possible.

In the aftermath, they receive a summons from Trademaster Mantressi, imploring them to save the city. Encounters in Part 1 are time-based events. No specific maps are provided, but any generic urban maps will serve.

A1. Bringing Down The House (CR 8)

As you're enjoying your evening at the Pot Called The Kettle, the common room is packed with travelers partaking of food and drink. Servers move attentively from table to table, and the gnome bartender mixes multi-colored drinks. In the back room, several tables host card games, and patrons bet on games of darts.

The Pot Called The Kettle is a 50-foot square building, with the first floor evenly divided between a common room and bar, a gambling hall, and kitchens and storerooms. The adventurers can be anywhere within, and dozens of patrons and employees are distributed throughout the establishment.

Development: Spend as much time as your players will enjoy interacting with patrons, employees, or other travelers or gamblers. Once they've had their fill, Mount Ymawaah violently bursts from the ground, less than half a mile from the city. This causes an earthquake throughout Carnassat. Adventurers who make a **DC 30 Perception** check notice faint tremors under their feet, hanging glasses over the bar swaying, or other signs that something is amiss. Give them a surprise round to take action before the earthquake destroys the Pot Called The Kettle.

After any adventurers take action, the earthquake rips through the inn, causing the entire building to collapse, dealing 8d6 damage, or half that amount to anyone who makes a **DC 15 Reflex** save, to everyone within. Furthermore, everyone is buried in the rubble of the building and takes 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, they instead must make a **DC 15 Constitution** check or take 1d6 points of lethal damage each minute until freed or dead. If a character is at the door to the establishment, an additional **DC 20 Reflex** save allows them to leap outside and avoid being buried.

Characters who aren't buried can dig out their allies or other victims of the collapse. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a **DC 25 Strength** check. Casting a spell while buried requires a **DC 15 + spell level Concentration** check, and the buried spellcaster cannot access material components.

Carnassat

LN Large City

Corruption +4; **Crime** +3; **Economy** +5; **Law** +3; **Lore** +4; **Society** +2

Qualities gambling obsessed, prosperous, rumor-mongering citizens, strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government Autocracy

Population 22,000 (11,000 humans, 3,000 halflings, 2,000 dwarves, 1,000 half-elves, 1,000 gnomes, 1,000 tengus, 500 elves, 500 samsarans, 2,000 other)

NOTABLE NPCs

Trademaster Devon Mantressi (LN male human aristocrat 2/expert 10)

Aaracka Goldbeak, owner of Quickling Racetrack and Casino (CN female tengu rogue 9)

Entressa Vilquon (N female half-elf abjurer 13)

MARKETPLACE

Base Value 12,800 gp; **Purchase Limit** 75,000 gp; **Spellcasting** 7th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Special Qualities

Gambling Obsessed Carnassi citizens regularly gamble on horse races, games of chance, and even minor daily events, such as how many people enter a tavern in the next 10 minutes. (Corruption +2; Crime +1; Society +1)

Carnassat is a major trade city located at the crossroads of two major highways and a navigable river. As an independent city-state, Carnassat has become the major trade center in the region, not only moving goods from one kingdom to the next, but also serving as the only convenient market for the superior horses of local steppe riders. In addition to mercantile concerns, Carnassat is a gambler's haven, famed for its many casinos, racetracks, and arenas.

Most of the patrons and employees of the Pot Called The Kettle die in the collapse, but ten people still survive, although they are trapped in the rubble. Assume the survivors are scattered evenly throughout the 50-foot square footprint of the building, no closer than 10 feet to another survivor. Half are still conscious but cannot free themselves, and the other half are knocked out from the initial damage. After 1 minute, the conscious survivors fall unconscious from further crushing damage, and four of them succumb to their wounds. After

2 minutes, four more are crushed to death. After 3 minutes, the remaining survivors perish. Conscious survivors can automatically be seen by adventurers, while a **DC 25 Perception** check is needed to spot an unconscious survivor. Alternatively, an adventurer can use a move action and make a **DC 10 Heal** check in any square in the rubble to determine if a body buried in the rubble is alive or dead. Other methods such as *deathwatch*, *lifesense*, etc. can pinpoint the location of unconscious survivors. Award an additional 400 XP for each survivor rescued before they die.

Two minutes after the earthquake, proceed with event A2.

A2. Dinner By Candlelight (CR 11)

The ground has stopped shaking, and in the eerie quiet that follows, screams of pain and terror pierce the silence. Some sound relatively close, while others are faint, but they come from all directions throughout the city. The clatter of falling stones occasionally interrupts the cries for help and yells of agony. The flickering glow of flames is visible in the distance amid the rubble around you. Strangely, some of the fires seem to move ominously towards your location.

As Mount Ymawaah arrives from the Plane of Fire, many elementals are pulled through to the Material Plane as unwilling passengers. Crevasses opened by the earthquake disgorge these confused and angry elementals throughout the city. Finding rubble and damaged buildings around them, they proceed to burn everything nearby, attempting to raise the frigid summer temperatures of the Material Plane. Most of these elementals are Small or Medium and eventually are destroyed by guards and other citizens. The fires they start are contained by the city's bucket brigades. However, four of the elementals are significantly more dangerous and happen to be heading towards the remains of the Pot Called The Kettle. Some survivors of the collapse may still be trapped in the rubble when the elementals arrive.

Monsters: These fire elementals are looking to burn anything in their path, including the adventurers. They fight to the death. They approach in a staggered formation, spread out 20 feet from each other to widen the area they can burn, and between them cover both sides of the 30-foot-wide street passing by the Pot Called The Kettle. They begin with hostile attitudes and attack any creature they see at the remains of the Pot Called The Kettle, but if their attitude can be improved to friendly, they can be questioned in exchange for a promise to send them home. Unfortunately, they don't know what brought them to Carnassat—only that they were home on the Plane of Fire and then found themselves in this strange cold place.

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Huge Fire Elementals (4)

CR 7

XP 3,200 each

See *Pathfinder Roleplaying Game Bestiary*
hp 85 (10d10+30)

Development: After defeating the fire elementals, the adventurers witness an example of the obsessive gambling nature of Carnassat. A bedraggled tengu and a dust-covered halfling emerge from beneath some rubble in a nearby building. The tengu has a look of shock on his face as he begrudgingly hands over a heavy pouch of coins to the halfling, who says, “I told you monsters would attack this week!” The tengu replies, “Yes, but you make that bet every week!” The halfling grins and starts counting his gold.

A3. What’s That On The Horizon?

The ground no longer shakes, the cries of pain throughout the city have faded to muted whimpers and moans, and the fires have been extinguished or contained. Through a pall of smoke blackening the evening skies, a massive shape looms to the east, inexplicably blocking an entire quadrant of the night sky. It rises from what had previously been flat steppes surrounding Carnassat. At the crown of the mountain, a baleful orange glow reflects off low-hanging clouds.

Development: While the light of day is fading, adventurers can see that a mountain has appeared where there was none before. The devastation caused in Carnassat is widespread, with every district suffering collapsed buildings, large numbers of casualties, and fires. As the players try to assess what has happened, a squad of city guards approaches them, asking if they’re the heroes who killed the largest of the fire elementals. They politely thank the adventurers and ask if they will attend Trademaster Mantressi’s emergency briefing on the situation. Assuming they comply, the guards escort them to the city center, making several detours around streets blocked by rubble.

They see that even the Golden Guildhall didn’t escape damage, with one wing partially collapsed, as the guards lead them into a meeting room, where they are greeted by the Trademaster. A robed half-elven woman sits next to him.

“Thank you for your part in defending Carnassat and saving those you could,” says the Trademaster. “As a reward, I’m paying you 10,000 gp. You’ll find it waiting for you when you leave. Hopefully this will encourage others to act for the city’s benefit in the future.

“While the immediate danger seems to have passed, you may have noticed the newest geographic feature outside Carnassat.” He gestures towards the woman. “Entressa assures me that somehow this volcano is quite real...and also very active. While she



can’t be sure, she’s afraid it could be the legendary volcano of the Queen of Elemental Fire, Mount Ymawaah. If this volcano continues to release fire elementals into the city—or, worse, erupts— I’m afraid I won’t have a city left to run. You’ve already proven yourselves capable. Will you venture to this unwelcome landmark and see if you can somehow stop it from doing even more damage?”

Knowledge (history, nature, religion, or planes) checks can tell the adventurers more about Mount Ymawaah as detailed on page 6.

The adventurers may have questions for the Trademaster. Below are the most likely questions they might ask; use them as guides for other questions the adventurers pose.

Q: How did a volcano just appear at the edge of the city?

A: We don’t know how, but legends say Mount Ymawaah used to appear next to cities throughout the planes, raining destruction on them at the whim of the Queen of Elemental Fire. We can only assume that the legends are true and Carnassat is about to suffer the same fate as these ancient ruins.

Q: How long until the volcano erupts?

A: According to legend, three days—but many myths and fables use three as a common number. We don’t know if that’s an accurate account or just a storytelling conceit.

Q: Why don’t you just evacuate the city?

A: We simply don't have the time or resources. The wealthy could likely escape, but the rest of the city won't be able to afford transport or take enough supplies to survive a trek across the steppes. Even if I wanted to, I don't have enough soldiers to force everyone to leave, and we both know most wouldn't go under those circumstances anyway.

Q: What do you want us to do?

A: You've proven you can keep your cool and handle things as dangerous as an earthquake and giant fire elementals. I'm hoping you can apply those skills and wits to delving into the volcano itself. You're the adventurers; I'll leave the specifics up to you. Travel to the mountain, find a way inside, and stop whatever caused it come here. Make sure it doesn't erupt and turn Carnassat into another historical ruin. Ideally, find a way to make the volcano go away—I don't relish having even a dormant volcano on the edge of the city.

Q: Do you have any advice?

A: As you'll be exploring an active volcano, protection against fire would certainly be useful. I have taken the liberty of gathering magic to assist with this, so you won't need to scour the markets. You can pay my treasurer on the way out for anything you wish, and she will ensure the proper merchants receive their funds, minus a small finder's fee. Other than this, I would think that someone or something has caused Mount Ymawaah to appear right out of the ancient legend. Find whoever or whatever caused this, and kill or stop them.

Note: Assume that Trademaster Mantressi has gathered any reasonable magic items which can protect against fire. This includes potions, scrolls, or wands of *endure elements*, *resist energy*, and

protection from energy, as well as *minor rings of energy resistance (fire)*, etc. Don't require availability checks for items below Carnassat's base value. Assume that any reasonable quantity the adventurers wish to purchase are on hand.

Q: What's in it for us?

A: I had hoped you would help Carnassat out of the goodness of your heart...but, since we're a mercantile city, I expect you want to make a profit like everyone else. The city will reward you with 40,000 gp if you can stop the volcano from erupting and prove it no longer poses any danger to us.

When they are done with any questions, Trademaster Mantressi tells them to hurry, since they can't know when the volcano will really erupt.

Part 2: Outer Caverns

The outer caverns are the only entrance into the depths of Mount Ymawaah, with the exception of the main crater, which is filled with lava, bubbling and splattering, obviously threatening to erupt soon. The mountain itself is 10,000 feet tall, and above 1,000 feet, the entire surface of the volcano is very hot (see heat dangers, in the *Pathfinder Core Rulebook*). Above 5,000 feet, and inside all caverns, the heat is more intense, and presents severe heat dangers. If the adventurers approach the crater, getting within 200 feet or attempting to explore inside the crater presents extreme heat dangers. The volcano has a diameter of 5 miles, but a path leads up the side of the mountain which is easily discovered as it's approached from Carnassat.

The outer caverns themselves are unworked stone created by volcanic activity over the years, except where noted. Passages in this section have

DC	Result
15 (planes or religion)	The Queen of Elemental Fire is unpredictable and generally doesn't care about mortals, but does desire their fear and respect.
15 (nature)	A full eruption from a volcano this close to the city would kill everyone instantly, and likely bury the ruins under a hardened layer of rock after the lava cools.
20 (history, planes, religion)	There are stories in the distant past of a volcano which would appear without warning, erupt, and destroy everything nearby, then disappear. It was said to be the wrath of the Queen of Elemental Fire.
25 (history, religion)	The volcano was known as Mount Ymawaah, and was sent once a century to remind mortals to fear the raw power of fire. Whenever the volcano appeared, it always erupted three days later. Mysteriously, no reports of Mount Ymawaah have occurred in the past five thousand years.
30 (planes, religion)	The volcano was powered by a rift to the Plane of Fire located deep within it, and guarded by powerful elemental creatures.
40 (planes, religion)	The champion of the Queen of Elemental Fire controlled Mount Ymawaah with a cloak of rippling lava, known as the <i>Molten Mantle</i> .

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a ceiling 20 feet high. Chambers have a ceiling 30 feet high, unless otherwise noted. The inhabitants are all creatures which have gravitated to the fiery conditions of the active volcano, and typically have explored the surrounding environment to hunt. When Ecarnameish activated Mount Ymawaah, they were brought along, and have a new, rich hunting ground in the area. If they don't eliminate them, they will begin to attack the city, hunting for food, treasure or entertainment. There are lava dangers throughout the caverns. Familiarize yourself with the rules for lava and heat dangers in the *Pathfinder Core Rulebook* chapter on environmental dangers. Assume that any lava pools mapped are only a few feet deep and fed by narrow lava tubes too small for a creature to explore unless it is Fine-sized. Exceptions will be called out in individual room descriptions. Lava provides dim illumination to a range of 20 feet, making most parts of the caverns well lit.

B1. Mountain Climbing

The volcano stretches up in front of you, presenting a craggy exterior and rising out of the flat plains visible for miles in all directions. An orange glow can be seen at the summit, providing a reminder of the danger the mountain presents. A path winds up the side of the mountain, roughly 10 feet wide.

Following the path with a speed of 30 feet takes 8 hours of travel (see Random Encounter Table, page 25). The path ends after ascending 5,000 feet. From the end of the path, each hour exploring the surface of the volcano allows a character to make a **Perception or Survival** check to look for an entrance. A **DC 20** check is enough to find the entrance tunnel to area B2. It takes about an hour to fly to the entrance using *overland flight*. Teleporting can get a person halfway up the path; attempting to teleport any closer pushes the characters to a point only halfway up the mountain.

Monster: After exploring for an hour, the characters are spotted by some of the magma drakes which live on the upper surface of the volcano. The drakes dive to attack the adventurers, starting combat with their pyroclastic vomit. They use their speed burst to engage characters and make full attacks when possible, targeting flying targets first. If a drake kills or knocks out an adventurer, it grabs them in its mouth and flies off to eat its prey uninterrupted. If two drakes are killed or have retreated with a meal, the remaining drake flees to the safety of the caldera, fully submerging under the lava to evade any pursuers.

Lava Drake (3) CR 9

XP 6,400 each
See *Pathfinder Roleplaying Game Bestiary 4*
hp 115 (11d12+44)

Adventuring with a Time Limit

By 11th level, adventurers should have a wide range of abilities and can handle powerful threats. This is especially true in adventures with the resources of a major city nearby. They can delve into the volcano, then return to the city and pay for healing, potions, and other resources as needed, and have safe places to rest each night. A three-day time limit will keep the pressure on the players to push to explore the volcano quickly rather than retreat to rest after every challenging encounter. However, as Gamemaster, you know your group best, and if they need extra help, feel free to change the time limit to 5 days, a week, or more. Although Mount Ymawaah historically erupts 3 days after threatening a city, Ecarnameish may need more time for his preparations.

B2. Entryway (CR 10)

After following the winding passage ever downward into the bowels of the mountain, the passageway levels off and branches into several ways forward. Each of them further splits within 20 feet, presenting a maze of options. The heat is oppressive this deep within the volcano, and the smell of brimstone lingers in the air.

Inside Mount Ymawaah, the characters take 1 point of fire damage every round due to the heat. Additionally, the ground inside the volcano would be considered difficult terrain for any characters taking environmental fire damage.

Monster: A single fire giant is here, preparing to explore Mount Ymawaah's new environs and scout targets to raid for treasure and slaves. If the adventurers don't make an attempt at stealth, the giant automatically hears them as they approach, ready to attack the first intruder to reach the branch in the entry passageway. If they approach without being detected, the giant is in the fork, and can easily be seen as the adventurers approach. If the giant is reduced below 50 hp, it makes a fighting retreat towards his allies in areas B3 and B4.

Fire Giant CR 10

XP 9,600

See *Pathfinder Roleplaying Game Bestiary*

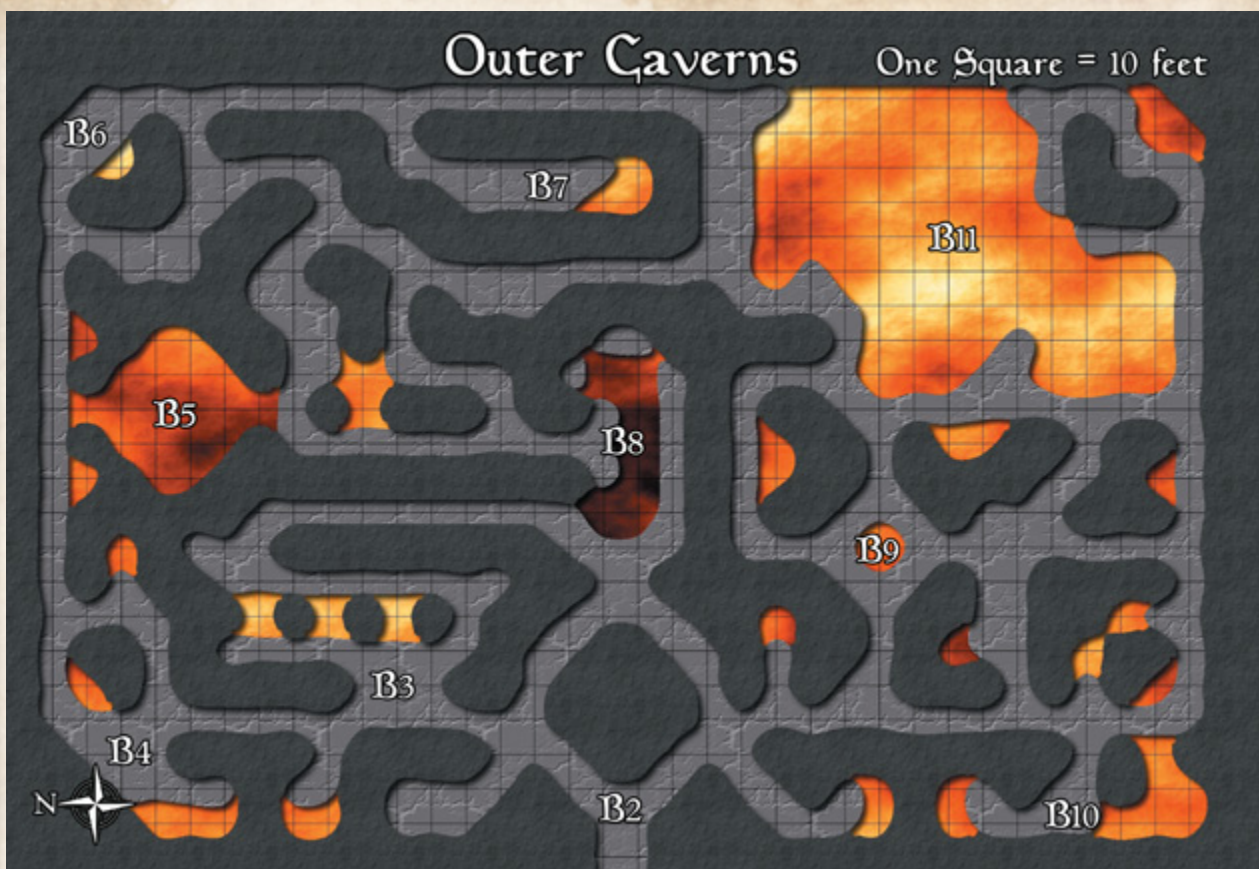
hp 142 (15d8+75)

Melee masterwork greatsword +22/+17/+12
(3d6+15) or 2 slams +20 (1d8+10)

Feats replace Improved Overrun with Improved Bull Rush

Combat Gear *potion of cure serious wounds* (2);
Other Gear masterwork greatsword, half-plate

Treasure The giant carries a sack containing two 1,000 gp sapphires, six boulders, 600 gp, and a half-eaten roasted fire lizard.



B3. Giant Living Area (CR 12)

The passageway widens into an obviously inhabited cavern. In the center of the room is a large table and chairs carved from obsidian. Nearby are three lava pools with giant hammocks strung above them.

The small clan of fire giants living in the volcano caverns resides here, with their leader claiming area B4 as her own. They are curious about where their home has moved to, as their legends have told them that Mount Ymawaah used to travel to new worlds, leading them to new raiding territories. For as many generations as the giants remember, however, their home was near a vibrant jungle. One of them is about to explore to see what raiding opportunities are nearby, while two other giants eagerly await a full raid upon his return.

The lava pools in this room are only 2 feet deep, connected by small fissures to the larger network of lava tubes throughout the volcano, small enough that only a Fine creature could navigate them. Any creature stepping into or knocked into the lava pools is exposed to the lava, but not immersed in lava, therefore only taking 2d6 fire damage per round.

Monsters: The giants work well together, attempting to flank enemies. If they can maneuver a foe near one of the lava pools, they attempt to bull rush their opponent into the lava. In addition to damage from the lava, a character pushed into one

of the lava pits must make a **DC 15 Reflex** save or become entangled in one of the giant hammocks. Treat the hammocks as a net. If either giant is slain, the other attempts to retreat to area B4 to alert their leader.

Fire Giant (2)

CR 10

XP 9,600 each

See *Pathfinder Roleplaying Game Bestiary*

hp 142 (15d8+75)

Melee masterwork greatsword +22/+17/+12 (3d6+15) or 2 slams +20 (1d8+10)

Feats replace Improved Overrun with Improved Bull Rush

Combat Gear *potion of cure serious wounds* (2);
Other Gear masterwork greatsword, half-plate

Treasure The giants each carry a sack containing two 1,000 gp sapphires, six boulders, and 600 gp.

B4. Giant Leader's Room (CR 13)

This cavern boasts an obsidian throne against the far wall, with lava pools on either side of the cavern. A giant hammock is strung above the eastern pool, while the western pool bubbles more vigorously than its counterpart.

The fire giant leader, Lady Hannat, lives here. She sees the throne as a sign that in generations past, the fire giants living in Mount Ymawaah were

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more dominant and numerous, travelling from world to world, sending forth legions of fire giant warriors to strike terror into their victims. The recent activation of the volcano is clearly a sign that she can lead her diminished clan to regain the glory of their past.

Monster: Lady Hannat uses tactics similar to those of her warriors, attempting to flank with any survivors joining her and bull rushing enemies into the lava pools in her home. While the eastern pool is similar to the pools in area B3, the western pool is fully 10 feet deep. Any creature pushed into this pool sinks into the lava, becoming fully immersed.

Fire Giant Strongarm CR 13

XP 25,600

See *Pathfinder Roleplaying Game Monster Codex*
hp 158 (15d8+3d10+75)

Feats replace Improved Overrun and Target of Opportunity with Improved Bull Rush and Greater Bull Rush

B5. Living Flame (CR 11)

This diamond-shaped chamber is filled with lava. A haze of heat shimmer distorts the view of the cavern, making it difficult to see what else is within.

The heat distortion prevents seeing or sensing anything within the room from outside, including blindsense, blindsight, or even a flame oracle's gaze of flames revelation. This is a magical effect placed long ago by the Queen of Elemental Fire. Attempts to *detect magic* reveal an overwhelming aura of illusion and evocation. The room is additionally warded with a *nondetection* effect at caster level 20th. Finally, any attack, whether a ranged attack, spell, or special ability, fails to reach the interior of the room if made from outside. Instead, the attack emerges from the other exit of the room, without having travelled the distance within the room. This could prove dangerous for any adventurer at the other entrance of the room. This effect cannot be dispelled by mortal magic.

The lava in this room is only 2 feet deep, and wading through it counts only as exposure to lava, not immersion. Small creatures are partially immersed and take 10d6 fire damage per round, followed by 5d6 fire damage on the round after leaving the lava.

Monster: This room is guarded by two greater fire elementals, set to guard their queen's relic for all eternity. They appear as giant snakes formed entirely of fire. They fight to the death but don't leave the room unless a creature leaves with the treasure they guard. They pursue such thieves to the best of their ability.



Greater Fire Elementals (2) CR 9

XP 6,400 each

See *Pathfinder Roleplaying Game Bestiary*
hp 123 (13d10+52)

Treasure: Submerged in the lava in the center of the room is a sculpture made of living flame. This can be detected with a **DC 30 Perception** check or by wading through the lava in the center of the room and succeeding on a **DC 20 Perception** check. The living flame sculpture is weightless, being made of flames which don't consume any fuel. Despite this, any creature can carry the sculpture as if it were solid. Anyone holding the sculpture or carrying it in their belongings takes 1d6 fire damage per round. If stored in a container, any objects stored with it also take 1d6 fire damage, which deals full damage to objects and ignores hardness.

The sculpture is used as a key to the temple to the Queen of Elemental Fire in room C7. Using the sculpture to open this room causes it to reappear in the heart of Mount Ymawaah's central lava chamber, thousands of feet below the caverns. Whenever Mount Ymawaah transports to another location, the temple restores the *wall of fire* barring entrance, and the sculpture reappears here. If sold,

the sculpture has a value of 2,000 gp as a curiosity. Once word reaches the faithful of the Queen of Elemental Fire, however, they will stop at nothing to recover the sculpture and kill whoever kept it as a mere curio.

B6. A Face In The Flames

This passageway is larger than most in the caverns. Halfway down the passage is a 20 foot wide font midway up the southwest wall.

The font is a shrine to the Queen of Elemental Fire. A **DC 15 Knowledge (dungeoneering or engineering)** check determines that the font is not a natural feature and has been purposefully carved to serve as a font. Whenever a creature approaches within 5 feet of the font, a face made of fire appears in the air, rising out of the lava below. One round after forming, the face speaks in Ignan: “Which element reigns supreme over all others?” Answering “fire” in any language results in the face chanting the litany of fire:

“Fire consumes all with the power to burn and destroy.

Fire melts earth and rock, creating blessed magma.

Fire turns water into scalding steam.

Fire burns the very air, obscuring its clarity.

But this cannot hide the power of fire over all others.”

This provides a clue to the heat distortion in area B5 being significant. A **DC 20 Knowledge (religion)** check identifies the face in the flames as the Queen of Elemental Fire. After all creatures are more than 5 feet away, it sinks back into the magma. It can re-form an infinite number of times whenever a creature approaches within 5 feet.

B7. Obsidian Lure (CR 10)

This passageway ends at a pool of lava, where the upper torso of a humanoid made of obsidian reaches out of the lava with an arm outstretched towards you, a look of horror on its face. The entire hallway is made of razor-edged obsidian shards sticking out of the floor, ceiling, and walls.

Long ago, an adventurer was killed by a former master of Mount Ymawaah. The body was dipped in lava and removed, over and over, letting each layer cool into obsidian, effectively making an obsidian statue with the charred remains of the explorer inside. This grotesque sculpture was placed here, half-submerged, and turned into a lure to catch other invaders. While the hallway looks dangerous to cross, it is safe, but see the trap below.

Trap: When a creature approaches within 10 feet of the edge of the lava pool, the statue emits

a scream that acts as a combined *shatter* and heightened *sound burst* affecting the entire hallway. In addition to suffering the effects of the heightened *sound burst*, the *shatter* effect causes a storm of razor sharp obsidian spikes to fly through the air, slashing all creatures in the hallway and littering the floor with dangerous shards. The obsidian statue is unaffected by the *shatter* effect. If the adventurers determine that an actual corpse is within the statue, it is far too damaged to use *speak with dead*, and dead far too long to return to life, short of a *miracle* or *wish* spell.

Obsidian Scream

CR 10

XP 9,600

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic (1 day)

Effect spell effect (heightened *sound burst*, 1d8 damage and stun, Fortitude DC 19 partial), hail of obsidian shards (10d6 slashing damage, Reflex DC 19 half), obsidian spikes (as non-magical *spike stones*, Reflex DC 19 partial); multiple targets (all targets within 50-ft. hallway).

B8. Magma Forge (CR 12)

The floor of this chamber is covered by a steaming hot crust of cooled magma. Small patches of lava can be seen through cracks and inch-wide holes. In the southeast corner of the room is a forge using an opening in the floor to provide raw lava used to work metals to extreme temperatures. A pair of anvils and an assortment of metalworking tools are near the forge.

Hazard: The floor of this room can support a Medium creature without danger. However, a Large or larger creature walking on the floor will break through, falling into the lava below. If any 10-foot section has more than two Medium creatures on it, their combined weight will also cause the crust to break, sending them into the lava. A Small creature combined with two Medium creatures is just enough weight to cause a section of floor to break.

Anytime someone breaks through the crust, an entire 10-foot-by-10-foot section of floor collapses, sending all creatures into the lava below. A **DC 20 Reflex** save allows a creature to move to the closest safe square. The salamanders know about this and purposefully cause the floor to break, since they are immune to the fire damage from the lava. The lava under the floor is only 2 feet deep, causing mere lava exposure rather than full immersion to any creature who falls through the floor. Any creature standing in the lava who is knocked prone suffers the effects of full immersion in lava.

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Monsters: Two salamander smiths live in this room. They have an alliance with the fire giants, forging their armor, weapons, and other equipment. In exchange, the giants provide the salamanders with food and raw materials, as well as treasure, as payment for their services. The salamanders accept this arrangement but aren't especially fond of the giants' superior and condescending attitudes. They won't lift a finger to help a giant in trouble. One of the salamanders specialises in armorsmithing and the other in weaponsmithing.

Salamander Smiths (2) CR 10

XP 9,600 each

Salamander ^{B1} fighter 4

CE Medium outsider (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +21

DEFENSES

AC 28, touch 13, flat-footed 25 (+8 armor, +3 Dex, +7 natural)

hp 146 (12d10+76)

Fort +16, **Ref** +10, **Will** +8

DR 10/magic; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft.

Melee +1 *longsword* +19/+14/+9 (1d8+8/17–20 plus 1d6 fire), tail slap +12 (2d6+2 plus 1d6 fire and grab)

Reach 5 ft. (10 ft. with tail)

Special Attacks constrict (2d6+7 plus 1d6 fire), heat

TACTICS

During Combat The salamanders hope to take advantage of the thin floor, and both move adjacent to multiple foes to cause the floor to break. If any of their opponents are standing in lava, the salamanders attempt to trip them to cause full immersion. Any foe pinned by a salamander's tail is also immersed in the lava if in a square where the floor has broken.

Morale If one salamander is killed, the other will surrender if below 20 hit points and offer to tell the adventurers about other creatures that live in the outer caverns in exchange for its life.

STATISTICS

Str 20, **Dex** 16, **Con** 22, **Int** 14, **Wis** 17, **Cha** 11

Base Atk +12; **CMB** +17 (+21 grapple, +19 trip); **CMD** 30 (can't be tripped)

Feats Cleave, Combat Expertise, Critical Focus, Improved Critical (longsword), Improved Trip, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (longsword)

Skills Acrobatics +11, Bluff +13, Craft (armorsmithing or weaponsmithing) +21, Intimidate +13, Knowledge (planes) +15,

Perception +22, Sense Motive +16, Stealth +14; **Racial Modifiers** +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)

Languages Common, Ignan, Terran

SQ armor training, bravery +1

Combat Gear *potion of cure serious wounds* (2); **Other Gear** +2 *breastplate*, +1 *spear*, masterwork artisan's tools, two 500 gp rubies

B9. Poisonous Magma (CR 10)

The passageway ahead slopes downward and branches off into multiple small chambers and side tunnels. The familiar orange glow of magma pools lights the paths before you, and the stench of brimstone assaults your noses as you approach.

The entire network of tunnels between B10 and B11 on the map are saturated in low levels of poisonous gases vented through narrow cracks in the floor from deeper within the volcano. Several larger cracks in the ground allow a considerable amount of the gas to leech into the area around B9, making it particularly hazardous.

Hazard: Poisonous gas (CR 6). Within a 50-foot radius of B9 on the map, the poisonous volcanic gases cause 1d6 points of Constitution damage per round if inhaled. A **DC 20 Fortitude** save negates the damage but leaves the character sickened; a **DC 25 Fortitude** save negates the sickened effect. A *gust of wind* or other source of severe wind can clear the hazard for 1 round after the effect ends, after which time the gas returns to its previous



concentration. Using the sulfuric smell and slightly visible eddies in the air, a **DC 30 Knowledge (dungeoneering or nature)** check can identify these areas as dangerous poison gas before entering them.

Monster: Two poisonous magma oozes make this area their home, enjoying the multiple pools of lava and the poisonous atmosphere. They typically patrol the tunnels in area B9 separately but will come to the sound of combat to investigate a potential meal. The adventurers should encounter one of the oozes 2 rounds after leaving the first poisonous gas hazard. After four rounds of combat with the first ooze, the second ooze arrives to investigate the disturbance. The oozes fight to the death.

Poisonous Magma Oozes (2) CR 8

XP 4,800 each

See *Pathfinder Roleplaying Game Bestiary 2*

hp 85 (9d8+45)

Poison (Ex) Slam—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves.

B10. Living Magma (CR 11)

This area seems even hotter than the nearby caverns, and the two pools of lava on either end sputter and bubble, occasionally flinging globules of lava through the air. They visibly cool into round pieces of volcanic stone. Strange twisting structures of these cooled lava spheres grow out of the floor in several spaces with an eerie, almost organic beauty.

The lava pools in this room are far deeper than most in the outer caverns. They eventually connect to a lava tube which leads into the central lava chamber of the volcano, far below the mountain. A creature entering these pools suffers the effects of full immersion in lava.

Monster: An elder magma elemental has explored the lava tube and found this area to its liking. It has spent the past several decades throwing small bits of lava to watch them cool into otherworldly artwork which pleases its sense of aesthetic. It has no particular interest in fighting but will rise out of the lava pool in the form of a huge panther made of magma if the adventurers touch either of the sculptures or prod the lava in the pool in any way. It roars in Ignan for the characters to leave its art alone. If they start combat or continue to interfere with its art, it attacks. If brought below 30 hp, it retreats down the lava tube deeper into the volcano. It may return to attack the adventurers at a later point as they explore the volcano, using its earth glide to appear almost anywhere they might be.

If the adventurers talk to it and praise its artwork, it will happily converse about lava sculptures, the beauty of magma and volcanic stone, and other similar topics. It has an initial attitude of unfriendly, but any character with 5 or more ranks in a visually artistic Craft skill who speaks with it and displays appreciation automatically changes its attitude to indifferent. It generally doesn't pay much attention to other creatures or events in the volcano, being far too self-absorbed to care. If its attitude is improved to friendly, it will mention that a non-elemental creature has taken up residence deeper in the volcano, but it doesn't pay enough attention to know more than this. If its attitude is improved to helpful, it will offer to sell one of its sculptures to them for only 1,000 gp worth of art which could survive the environment (generally gemstones or stone sculptures) or of exotic items it could burn, savoring the unique properties they have as they are destroyed by its internal heat.

Elder Magma Elemental CR 11

XP 12,800

See *Pathfinder Roleplaying Game Bestiary 2*
hp 152 (16d10+64)

Treasure: There are two sculptures here complex enough to obviously be art created by a talented yet alien mind. These intertwined tendrils of cooled lava globes vaguely resemble both a roaring fire and a squid-like creature. Each is worth 4,000 gp to an interested buyer, but weighs 1,000 pounds and is 8 cubic feet (2 feet across in each dimension) in size.

B11. Sea of Fire (CR 14)

This enormous chamber is dominated by a sea of lava, more than 80 feet across. There is a slow but noticeable current in the lava leading away and gradually sloping downward, while the ceiling of this cavern lowers to only inches above the river of lava heading east. The ceiling above the rest of the chamber is 40 feet high.

The lava in this room is 40 feet deep, more than enough to immerse any creature entering. The lava river leaving the room eventually leads to area C1. Travelling the river of lava is complicated by the fact that without complete immunity to fire, adventurers will likely burn to death long before they can reach that room. Furthermore, as the flow of lava leaves area B11, the ceiling is low enough that anyone travelling in the river of lava must stay fully submerged, making breathing a challenge. Magical water breathing does not allow the breathing of lava, so only methods which provide a source of air or remove the need to breathe entirely will work. Finally, swimming through the lava blocks sight, so even fire-immune creatures able to survive without

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breathing need non-sight-based senses to navigate to area C1.

Monster: An advanced pyrohydra lives in this sea of lava. It's extremely territorial and immediately attacks any intruders. Once the adventurers enter the room, the following round it rises out of the lava, 30 feet from shore. It pounces towards the largest concentration of targets, preferring to split its attacks to no more than 3 foes per round. Any round it cannot reach a target in melee, it attempts breathing fire from as many heads as needed to hit the most targets. It is too dumb to recognize when it's in danger and fights to the death.

13-Headed Pyrohydra CR 14

XP 38,400

N Gargantuan magical beast (fire)

Init +1; **Senses** darkvision 60 ft.; Perception +18

DEFENSES

AC 26, touch 8, flat-footed 24 (+1 Dex, +1 dodge, +18 natural, -4 size)

hp 149 (13d10+78); fast healing 13

Fort +14, **Ref** +11, **Will** +6

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft.; swim 20 ft.

Melee 13 bites +18 (2d6+8)

Space 20 ft.; **Reach** 15 ft.

Special Attacks breath weapon (30-foot cone, 7d6 fire, Reflex DC 25 for half, usable every 1d4 rounds), pounce

STATISTICS

Str 26, **Dex** 12, **Con** 23, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +13; **CMB** +25; **CMD** 37

Feats Ability Focus (breath weapon), Combat Reflexes, Dodge, Hammer the Gap ^{UC}, Iron Will, Lightning Reflexes, Weapon Focus (bite)

Skills Perception +18, Swim +16; **Racial**

Modifiers +2 Perception

SQ hydra traits, regenerate head

Treasure: In the side passageway of this room is a method of travel which the adventurers can use to safely explore deeper into Mount Ymawaah. In the southeastern corner of the map, there is a crude, rocky, serpentine form. This is a *thoqqua apparatus*, and if placed in the sea of lava, it transforms into a vehicle they can use to traverse the environment.

Thoqqua Apparatus

Aura strong transmutation; **CL** 19th

Slot none; **Price** 120,000 gp; **Weight** 1,000 lbs.

DESCRIPTION

An inactive *thoqqua apparatus* looks like a 5-foot-long snake made of rock. Upon immersion in lava, it transforms into a metallic 20-foot-long snake-like contraption. The last creature to touch it prior to its transformation becomes the pilot of the apparatus and is the only one able to operate the device. As a standard action, she can cause a section of the device to slide open, allowing access to the interior of this exotic vehicle. The enchantments on the apparatus prevent lava or magma from entering the hatch while open. There is seating for up to six Medium or Small creatures, as well as a pilot's chair.

Inside are six levers, which allow those inside to control the apparatus' actions and movement.

Lever	Function
1	Uncover/cover portholes
2	Open/close eyes (while open, allow vision through lava and magma as if it were translucent)
3	Move forward/backwards
4	Turn left/right
5	Rise/sink in lava or magma
6	Open/close hatch

Operating a lever is a full-round action. If the apparatus is moved into a space occupied by a creature, it instead attacks the creature with a slam attack. It holds enough air for 7 Medium creatures to survive for 4 hours or proportionally longer with fewer/smaller creatures. If the apparatus is moved out of contact with lava, it ceases movement,



and the hatch opens. 1 round later, it reverts to its smaller form. Any creatures remaining inside take 4d10 damage and are forcibly ejected to the nearest free adjacent location.

When active, the *thoqqua apparatus* has the following characteristics: **hp** 300; **hardness** 15; **immune** fire; **Spd** 20 ft., burrow 20 ft., earth glide (lava and magma only); **AC** 20 (-2 size, +12 natural); **Attack** 1 slam +16 melee (3d6+10+1d6 fire); **CMB** +16; **CMD** 26.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*, *elemental body IV*, creator must have 10 ranks in Knowledge (engineering); **Cost** 60,000 gp

Part 3: Sanctum of Pure Fire

The Sanctum of Pure Fire is a section of lava caves which guards the heart of Mount Ymawaah from intruders and also served as an unholy temple to the Queen of Elemental Fire. For millennia, it has been abandoned, aside from the guardians bound here long ago, who guard the passages into the deeper parts of the volcano. All lava on this level is deep enough that creatures entering it quickly become fully immersed in lava. Passages in this

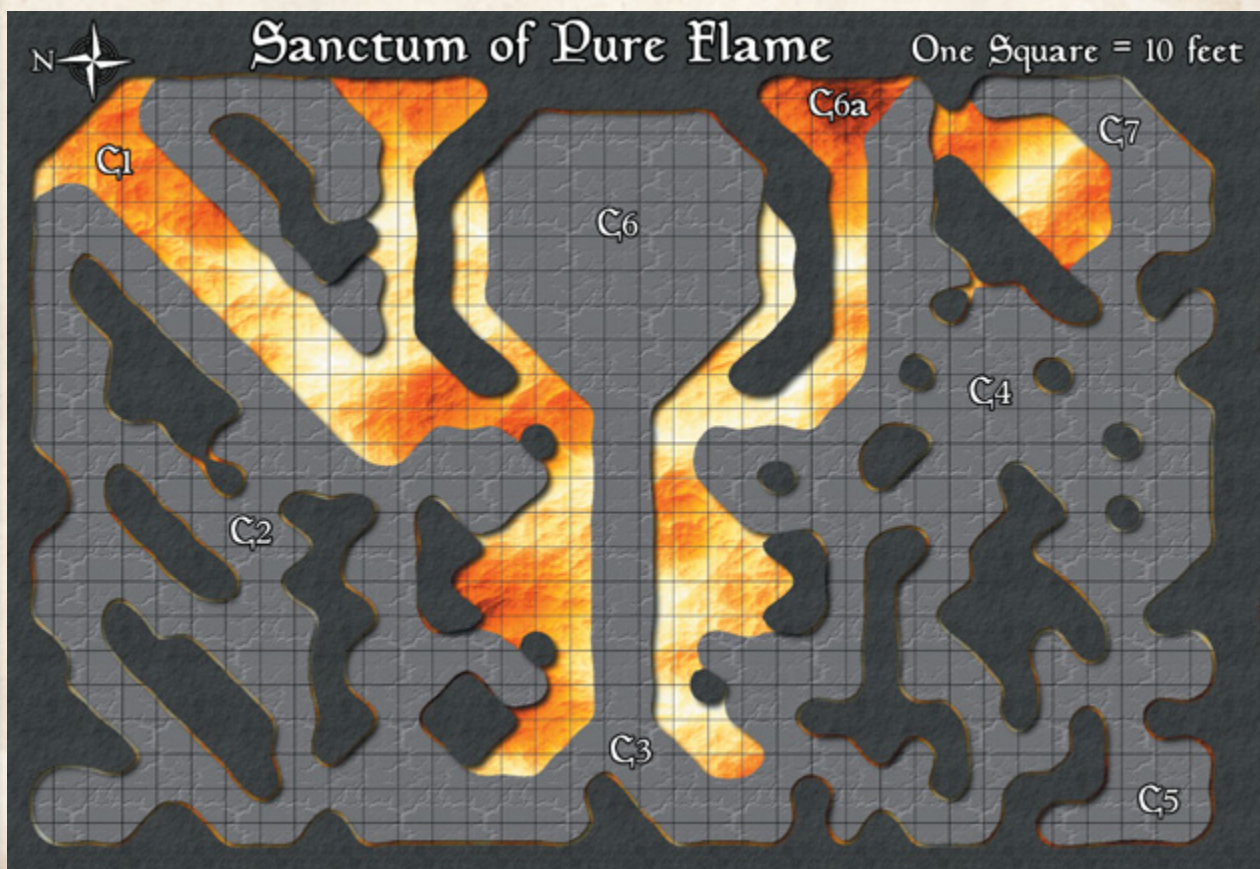
section have a ceiling 10 feet high. Chambers have a ceiling 20 feet high, unless otherwise noted.

Despite the shrine being dedicated to the Queen of Elemental Fire, her priests used non-elemental guardians, knowing that most intruders were likely to be rival fire elemental creatures. They instead bound several powerful devils and denizens of hell to protect this level, knowing their immunity to fire would protect them from the environmental dangers, and that they would be unexpected threats for intruders to overcome.

C1. Molten Guardian (CR 14)

After swimming through thousands of feet of lava, descending deeper into the bowels of the mountain, the lava tube levels off, and you detect a ceiling rising above the lava. The chamber ahead has several branches filled with lava, and you note a basalt beach leading into caverns to the west and an island to the east.

The lava flow the adventurers have followed ends here, forcing them to return to the caverns to find a way further into the heart of the volcano. The beach leading to area C2 as well as the landing on the island to the east are at the same level as the lava. The causeway connecting areas C3 and C6 is 40 feet higher than the lava. The adventurers will not be able to bring the *thoqqua apparatus* there without portaging it through the caverns.



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Monster: A variant iron golem is here, submerged under the lava. Unless they approach the southern part of this room, they will not have line of sight to it, even peering through the lava while inside the *thoqqua apparatus*. The instant a creature steps onto the beach of area C2 or approaches through the lava to within its line of sight, the molten golem rises out of the lava and attacks all intruders.

Molten Golem

CR 14

XP 38,400

Variant iron golem ^{B1}

hp 129 (18d10+30)

Melee 2 slams +28 (2d10+16/19-20 + 2d6 fire)

Immunity to Magic (Ex) A molten golem is healed 1 point of damage for every 2 points of fire damage it would be dealt, instead of per 3 fire damage.

In addition, a magical attack that deals cold damage removes the heat special ability from the golem and reverts its healing from fire damage to a standard iron golem's of 1 point healed per 3 points of fire damage. In addition, the golem's damage reduction is removed. These effects last 3 rounds, with no save.

Heat (Ex) A molten golem generates enough heat that its attacks deal an additional 2d6 fire damage.

Lava Walk (Su) A molten golem can walk on lava without sinking, as if under the continuous effect of *air walk* which affects lava rather than air.

CONSTRUCTION

As iron golem, except as follows: **Price** 160,000 gp

Requirements add *heat metal* **Cost** 85,000 gp

C2. Release the Hounds of Hell (CR 11)

This warren of tunnels reeks of a strong musky smell, a mix of bestial wild animal and burnt hair. The tunnels twist and turn back on themselves, rising slightly as they move west.

Monsters: Two Nessian warhounds inhabit this section of tunnels, bound here along with their devilish allies in areas C3 and C6. They are here mainly to raise howls of alarm to alert the devils that intruders have come and then slow them down. Using their scent ability, they split up and approach the adventurers from different tunnels to flank and trap them. If a hound is slain, the other attempts to retreat towards area C3 once below 50 hit points.

Hell Hound, Nessian (2)

CR 9

XP 6,400 each

See *Pathfinder Roleplaying Game Bestiary*

hp 126 (12d10+60)

Treasure: The hounds have a lair in the northwestern corner of the map. Strewn among the bones of previous intruders are some valuables. Searching the remains takes 10 minutes and a **DC 25 Perception** check. There is a *wand of cure moderate wounds* with 30 charges, a jar of *restorative ointment*, and a golden holy symbol of a sun god worth 250 gp.

C3. Devils in the Crossroads (CR 11)

A constant roaring sound fills the passage ahead, as a massive waterfall pours from above to the east, filling the room with steam as it spills to the lava on either side.

The devils guarding the room have created a detailed illusion of a fantastic waterfall deep in the heart of the volcano. They hope to confuse intruders with the out-of-place sight, gambling that the distraction of such a view will draw them deeper into the room. The illusory steam hampers sight as an *obscuring mist* spell to any who fail their Will save against the *major image*.

Without the illusion, the passage to the east rises steeply upward becoming a causeway leading to area C6 and rising above the lava to the north.

Monsters: Two bone devils are contracted to guard progress deeper into the volcano. They turn invisible if they hear the sounds of combat from area C2, if one of the hellhounds retreats here, or if they hear the adventurers approaching. They further hide by flying 10 feet up and staying within their illusory steam. They follow the terms of their servitude to the letter—if the adventurers continue southward, they do not interfere, only attacking if the adventurers see through their illusions and attempt to head east.



At the beginning of combat, each bone devil places a *wall of ice* to split the party, and then enters melee with one of the isolated groups. Once in combat, they use quickened *invisibility* each round after attacking and attempt to flank targets when possible. Being bound into service, they fight to the death.

Bone Devil (2)

CR 9

XP 6,400 each

See *Pathfinder Roleplaying Game Bestiary*

hp 105 (10d10+50)

C4. Risen from the Ashes (CR 12)

This large cavern is dotted with pillars, casting shadows from the lava's glow which suffuses the area.

Ecarnamish has established this as a guard room for areas C5 and C7. The lava to the north provides dim illumination in the room, while the causeway between areas C3 and C6 rises high above.

Monster: Four pyroclastic wights bar passage through this room, under control of Ecarnamish. They stand guard behind the natural columns of the room, giving them cover and blocking line of sight from the entrances of the room. If they detect any intruders, they move to attack, trying to keep as many as possible within their pyroclastic aura. If attacked from range, they respond with lava bombs and *volcanic storms*, using *ash storm* to block line of sight from creatures with superior ranged attacks, while they close to melee range.

Pyroclastic Wights (4)

CR 8

XP 4,800 each

See page 24

hp 102 (12d8+48)

C5. Chaos Prison (CR 10)

The path ahead abruptly ends in a multi-hued wall of rapidly shifting patterns and composition. It appears to be made of an amalgamation of materials and energies, moving and transforming in a dizzying motion. Various energies and sounds emanate from the barrier, playing about the air five feet away from the wall. Defying expectations, the disparate barrier maintains solidity and is obviously dangerous.

Ecarnamish placed a barrier of raw chaos here, barring the entry into the prison cell beyond. The barrier acts as a *wall of force* (CL 15th), which also seals the room beyond with a *dimensional lock* effect. If the adventurers succeed in a **DC 30 Knowledge (planes)** check, they determine that the wall is made of raw chaos and can be bypassed in several ways:

- A *dispel chaos* treats the barrier as if it's a chaotic spell and can dispel the barrier
- A character can cause the chaos to part with a **DC 35 Disable Device** check, as if it were a magical trap.
- Any attempt to disable or attack the barrier results in taking 2d6 damage of a random energy type (acid, cold, electricity, or fire).
- A *magic circle against chaos* weakens the barrier, reducing its hardness to 20, and reducing the DC for Disable Device to 25.
- The barrier can also be avoided entirely with effects such as *ethereal jaunt*, *passwall*, etc.

Monster: Once Ecarnamish awoke Mount Ymawaah, the Queen of Elemental Fire knew a nonbeliever was defiling her holy site. She sent Siad Barkan, an efreeti inquisitor, to punish the heathen and reclaim the volcano in her name. Following the visions she sent, Siad tracked down Ecarnamish, travelling straight down the crater into the depths of the volcano, completely bypassing the guardians in the upper caverns. Unfortunately, Siad was outmatched by Ecarnamish, who handily defeated him. Instead of killing him outright, he imprisoned him here in case he needed insight into the Queen of Elemental Fire for further experiments. Fortunately for Siad, Ecarnamish missed his *glamered* sword and armor, which appear to be innocuous silks and a non-magical walking stick.

Siad knows that he cannot beat Ecarnamish alone and views the adventurers as possible allies (or, more realistically, cannon fodder and meat shields). He doesn't try to disguise his nature and instead graciously bows and thanks them for freeing him. He offers to help the adventurers if they allow him to accompany them, both with his knowledge and his combat prowess. If they parley with him, he offers to tell them everything he knows about Mount Ymawaah and its current master, and then to help them destroy him. This is an opportunity for the adventurers to learn any missing details about the background of the volcano and its purpose as the Queen of Elemental Fire's engine of fear and destruction. Unfortunately, Siad knows far less about Ecarnamish—only that he is a protean, a strange creature of chaos, who is trying to pervert the holy purpose of the volcano for unknown reasons. As a last resort, Siad will offer to grant them a *wish* after defeating Ecarnamish to ensure they allow him to join them.

If the adventurers accept his offer he takes any reasonable action they require to earn their trust, but he prefers to let them take the brunt of enemy attacks until they encounter Ecarnamish. He then reverts to the tactics detailed below. If they don't accept Siad's offer, or choose to attack, he defends himself to the best of his ability, escaping if possible. Given the opportunity, he will follow the

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adventurers in *gaseous form* or invisibly, revealing himself only when they battle Ecarnameish.

Siad Barkan

CR 10

XP 9,600

Efreeti ^{B1} inquisitor ^{APG} 4

LE Large outsider (extraplanar, fire)

Init +12; **Senses** darkvision 60 ft., *detect magic*;
Perception +17

DEFENSES

AC 29, touch 14, flat-footed 24 (+7 armor, +4 Dex, +1 dodge, +8 natural, -1 size)

hp 150 (10d10+4d8+74)

Fort +12, **Ref** +13, **Will** +15

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 15 ft. (20 ft. without armor), fly 30 ft. (40 ft. without armor, perfect)

Melee +1 *glamered falchion* +23/+18/+13
(2d6+14/15-20) or 2 slams +21 (1d8+9 plus 1d6 fire)

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

Special Attacks change size, destructive smite
(+2, 7/day), heat

Efreeti Spell-Like Abilities (CL 11th;
concentration +12)

Constant—*detect magic*

At will—*plane shift* (willing targets to elemental planes, Astral Plane or Material Plane only), *product flame*, *pyrotechnics* (DC 13), *scorching ray*

3/day—*invisibility*, *quicken scorching ray*, *wall of fire* (DC 15)

1/day—grant up to 3 *wishes* (to nongenies only), *gaseous form*, *persistent image* (DC 17)

Inquisitor Spell-Like Abilities (CL 4th;
concentration +5)

At will—*detect alignment*

Inquisitor Spells Known (CL 4th; concentration +8)

2nd (2/day)—*aid*, *resist energy*

1st (4/day)—*cure light wounds*, *divine favor*, *shield of faith*, *wrath* ^{APG}

0 (at will)—*bleed* (DC 14), *brand* (DC 14), *detect poison*, *guidance*, *read magic*, *resistance*

Domain Destruction

TACTICS

During Combat Against foes who are not his primary target, Siad engages in melee once combat begins, saving his special abilities for Ecarnameish. Against this target, he begins combat by turning invisible and casting *aid*, *divine favor*, and *shield of faith* while the adventurers distract the protean. He then enlarges himself using *change size* and engages in melee. He uses his destructive smite on the

first attack each round. Siad prefers using the Lookout feat for his solo tactics in order to snap off *scorching rays* at threatened enemies, but he sometimes changes it out for Shielded Caster in order to boost his concentration bonus instead.

Morale If fighting Ecarnameish, Siad fights to the death. Otherwise, he seeks to escape if he falls below 50 hp, *using invisibility* and *gaseous form*. He uses *plane shift* only if all other options fail.

STATISTICS

Str 28, **Dex** 19, **Con** 20, **Int** 12, **Wis** 18, **Cha** 13

Base Atk +13; **CMB** +23; **CMD** 38

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Critical (falchion), Improved Initiative ^B, Lookout ^{APG}, Quicken Spell-Like Ability (*scorching ray*), Weapon Focus (falchion)

Skills Bluff +22, Craft (calligraphy) +12, Disguise +7, Fly +11, Intimidate +20, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Knowledge (planes) +15, Knowledge (religion) +6, Perception +17, Sense Motive +20, Spellcraft +14, Stealth +6

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (humanoid or giant, *alter self* or *giant form I*), cunning initiative, judgement 2/day, monster lore +4, solo tactics, stern gaze, teamwork feat (4/day), track +2

Gear +1 *glamered breastplate*, +1 *glamered* ^{UE} *falchion*



C6. Snowball's Chance in Hell (CR 13)

As you crest the rise of the causeway, you see a glittering ice cave—a highly unexpected phenomenon in the middle of the volcanic environs. To the south is a river of lava, continually melting the nearby ice but never seeming to reduce its size. In the center of the cave is a majestic throne carved from ice. The ceiling rises 50 feet above into a dome over the throne room.

The ice vista is a carefully crafted *persistent image* to make the resident of this area feel more at home and confuse intruders. If the adventurers disbelieve the illusion (**Will save DC 20**), they may also not believe their foe is a cold-based threat.

The two eastern branches of the southern lava river are 40 feet above the lava adjacent to area C4. If the adventurers navigate to the easternmost section, they discover a shaft filled with lava which sharply descends at the spot marked C6a. The line on the map indicates where the lavafall splashes 40 feet down to the same level as the rest of Sanctum of Pure Flame.

Monster: As an unexpected guardian most attackers would be unprepared for, an ice devil was bound to this room, guarding the path to the deepest heart of the volcano. Once the devil has defeated 13 groups of intruders, it is free from its binding, but it still has 4 groups to stop. The devil spends its time sitting atop the throne and eagerly attacks once it spots intruders.

It begins combat by flying 30 feet up and casting *wall of ice* to split the party into two groups. It retains its height advantage as long as possible, blasting the adventurers with *cones of cold* and *ice storms*. It switches to melee if engaged by adventurers or if they are protected from cold. Having no choice to do otherwise, it fights to the death.

Ice Devil

CR 13

XP 25,600

See *Pathfinder Roleplaying Game Bestiary*
hp 161 (14d10+84)

C7. Fane of Fire

A roaring wall of fire blocks travel to the east. Through the flames, a chamber is visible.

In addition to acting as a *wall of fire* (CL 20th), this barrier is impassable by any force or magic short of a deity's. In addition, magical attempts to bypass the barrier, such as *dimension door* or *teleport*, simply fail. Attempts to physically break through or tunnel through the surrounding rock reveals that this wall surrounds the cavern in all directions. If the adventurers bear the sculpture of flame from area B5, it starts vibrating. If it is touched to the barrier, the wall parts, allowing entrance into the room beyond.

The air in this cavern seems swelteringly hot, palpably warmer than the surrounding caverns. Flowing out of the lava pool in the north of the room is a creature shaped of pure fire. The head of a beautiful woman rises from the body of an enormous scorpion. Clutched in the scorpion's pincers is a font filled with dancing flames. Runes of fire dance in the air.

This is a shrine to the Queen of Elemental Fire, used by previous masters of Mount Ymawaah to give devotions to her and praise the ascendancy of fire over all elements. Ecarnameish avoids this room, not wanting to draw undue attention from the Queen of Elemental Fire. While this room is hotter than anywhere else in the volcano, it doesn't harm any creature more than normal severe heat would. However, even creatures completely immune to fire feel uncomfortably warm. Staying in the fane longer than a minute gives the sense that prolonged exposure could result in spontaneous combustion, yet there is no danger aside from this feeling of imminent immolation.

The runes of fire standing in the air read in Ignan, "Show the Queen your submission to the flames of her divine being. Take them into yourself, and make her essence one with yours." If Siad accompanies the adventurers, he will happily translate the runes and explain the purpose of the shrine. He urges them to show proper reverence to the Queen and explains how to earn her boon. A **DC 30 Knowledge (religion)** check can also impart this information.

Development: If the adventurers reach into the font of flames, they find that the fire within can be handled as if it were a liquid. Handling this fire within this fane causes no harm, but bringing it out of the room results in the fire burning as normal, automatically setting any creature holding it or bearing it in a container on fire. Drinking this pure elemental flame is the proper way to pay homage to the Queen of Elemental Fire. Doing so inflicts 10d10 fire damage to the drinker, bypassing any fire resistance or immunity. Even creatures made entirely of fire, such as fire elementals, suffer this damage. Adventurers may worry that such an act of reverence to an evil deity is an evil act and could have alignment implications, but unless they actually choose to worship her, there are no long-term effects of partaking in this ritual.

Any creature which survives drinking the holy flames receives a boon from the Queen of Elemental Fire. The boon allows the recipient to activate its effect as a free action. Once activated, the boon is expended. The boon can only be imparted on a creature once per year. For creatures naturally immune to fire, activating the boon removes any vulnerability to cold and grants fast healing 2 for 10 minutes. For creatures not immune to fire, activating the boon negates the next 100 points

The Chaosfire Incursion

of fire damage they suffer (after resistances), and, for every 5 points negated, heals 1 hit point. If, at any time prior to activating the boon, or while it is active, the creature disparages the Queen of Elemental Fire, the boon is immediately lost.

Part 4: Reservoir of Chaos

The deepest levels of caverns in Mount Ymawaah contain the fiery reservoirs which power the volcano to travel between planes. They also allow its master to control and direct the vast destructive forces and reign destruction upon the lands surrounding the mountain. It is here that Ecarnameish has spliced the raw chaos of his home in Limbo into the elemental lava at the heart of the volcano, corrupting its natural fiery essence.

Planespliced lava shares many characteristics of lava but has been spliced with energies of planes other than the Plane of Fire. All planespliced lava follows the standard rules for lava, with the exception of doing damage of a type other than fire damage as noted in the following room descriptions. Unless otherwise noted, passages in this section have ceilings 10 feet in height, and chambers have ceilings 20 feet in height.

D1. Lava Terminus

The lava passage ends here, breaching the surface to an air-filled space surrounded by sloping walls on all sides, enclosing the area in a conical structure. Thirty feet above, an opening ten feet across is the only visible exit.

The enclosed lava river ends here, deep below the surface. There is no way for the *thoqqua apparatus* to continue further, unless carried. Climbing the sloped surface of the interior of this room requires a **DC 30 Climb** check. Once the PCs reach the top, they can see down into area D2 around them.

D2. Electric Blue (CR 13)

This massive chamber stretches almost 100 feet across, and is dimly lit by the bright blue glow emanating from pools of bubbling viscous liquid surrounding the small volcano-like structure in the center of the chamber. The pools look like they're full of lava, with the exception of the bright blue color.

Ecarnameish has altered the lava in the four pools surrounding area D1 with energies from the Plane of Air, creating blue planespliced lava. This lava deals electricity damage instead of fire damage and being within 5 feet of the electric lava pools deals a character 1 point of electricity damage each round.

Monsters: As part of the planesplicing procedure, several lightning elementals were

brought forth into the area. They are confused and disoriented by their environment but have learned that the chambers beyond here are dangerous, so they stay here, hoping that a way home presents itself. They vent their frustration and fear on any intruders and fight to the death. If any character speaks to them in Auran, a **DC 35 Diplomacy** check can halt their attack and open negotiations. If the adventurers offer to send them home, via magic such as *banishment*, *dismissal*, or *plane shift*, the elementals can be persuaded to accept their offer with a **DC 25 Diplomacy** check. Otherwise, they fight to the death. During combat, they attempt to bull rush any creature which damages them into the pools of blue lava. Falling into the pools results in complete immersion.

Greater Lightning Elementals (4) CR 9

XP 6,400 each

See *Pathfinder Roleplaying Game Bestiary 2*
hp 110 (13d10+39)

D3. Acid Rock

Two pools of sickly green lava stretch to either side, with narrow paths partially skirting the crumbling edges of the pools.

The lava in the two pools to the west of area D2 has been planespliced with energies from the Plane of Earth. The lava from these pools causes acid damage to creatures instead of fire damage.

Monsters: As part of the planesplicing process, two acid-infused dire crocodiles were brought to this area. While too stupid to understand what has happened, they quickly learned that leaving this area was a bad idea. One crocodile lays in wait in each pool, mostly submerged in the green lava, waiting for a convenient meal to pass by. Once they detect the adventurers, they sprint to attack. If they grab a foe with their bite attacks, they attempt to move them as part of their grapple check into the green lava pools to let the lava kill them quicker.

Acid-Infused Dire Crocodiles (2) CR 11

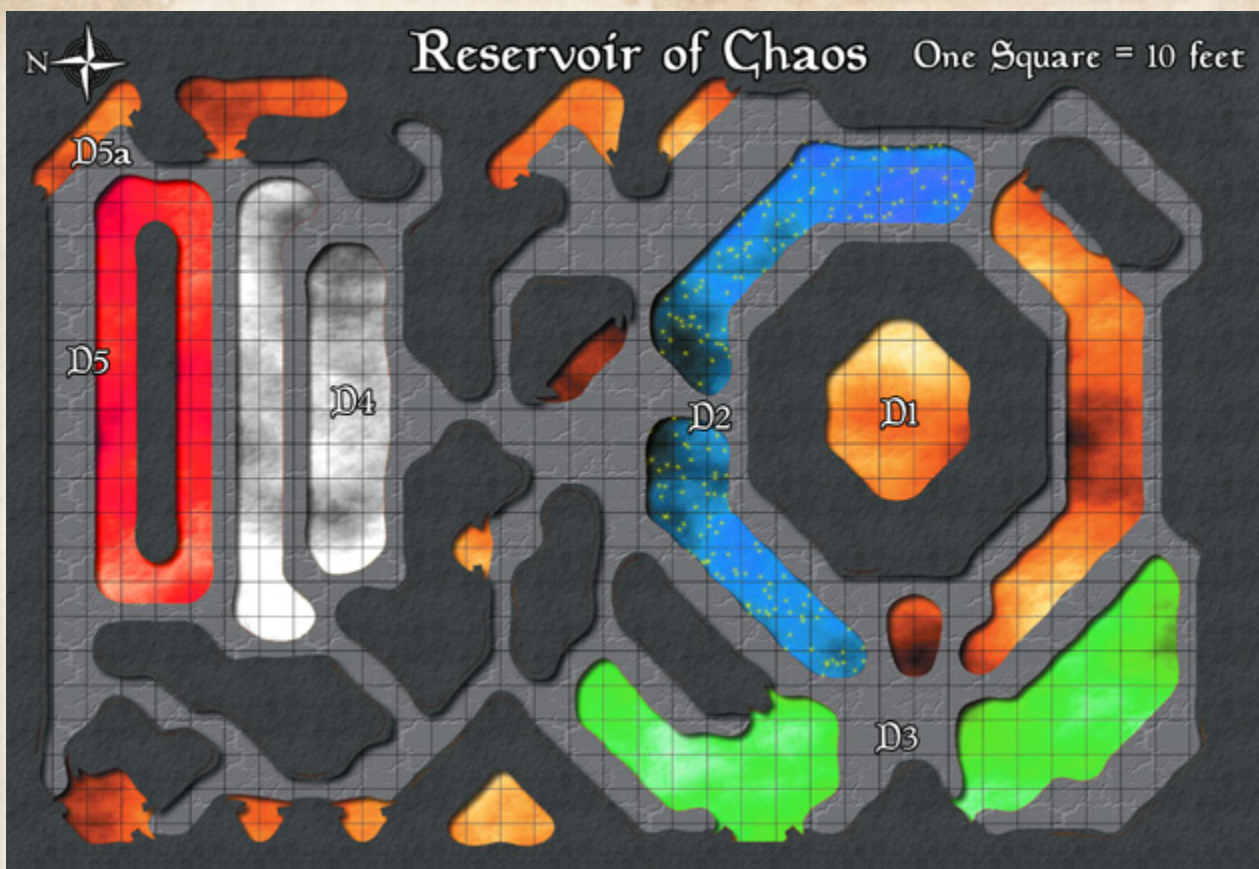
XP 12,800 each

See *Pathfinder Roleplaying Game Bestiary*
hp 138 (12d8+84)

AC 25, touch 6, flat-footed 25 (+19 natural, -4 size)
Immune acid

D4. White Worm

Two pools of stark white lava fill most of this chamber; a third pool lies behind them. This last pool is a flat matte black, almost absorbing the light glowing from the adjacent white pools. The black pool circles to either side, flowing around the far wall and out of sight.



The lava in the southern two pools of this room have been planespliced with the bitter cold of the most remote parts of the Plane of Water. They inflict cold damage rather than fire damage.

Monster: The planesplicing of the white lava brought a frost worm into this room. It rises out of the white lava pools and trills on the first round of combat. It then breathes on the adventurers and fights to the death.

Frost Worm

CR 12

XP 19,200

See *Pathfinder Roleplaying Game Bestiary 2*
hp 168 (16d10+80)

D5. Lava Nexus (CR 15)

A channel of dull black lava curves around the south wall of this area. To the east is a side area dominated by a smaller pool of lava partitioned into five separate colors of lava: orange, blue, green, white, and black. From each section of lava, a tendril of energy rises, conjoining into a pulsing sphere of mixed colors.

Area D5a contains the lava nexus, where the bearer of the *molten mantle* can control Mount Ymawaah. The planespliced lava from other areas of the reservoir of chaos merge here, corrupting the pure fiery lava of the Queen of Elemental Fire. Ecarnamish has successfully infused different aspects of chaos into the lava in the depths of the

volcano and is combining them here. When the volcano erupts, it will do so with a mix of fiery lava as well as planespliced lava from multiple planes, forming a mixture approximating the raw chaos of Limbo.

Monster: Ecarnamish is here, guarding and watching the chaotic energies eddy and surge until they've achieved the perfect magical balance. He has two pyroclastic wights with him, one at either end of the room.

After centuries of research and planning, Ecarnamish is on the verge of seeing his dreams come to fruition. The eternal tyranny of regimented matter throughout the Multiverse has vexed him his entire existence, and he can now begin the process of returning it to its pure slurry of randomly mixing and separating components, and re-making the universe as it was at the beginning of time and was always meant to be. In no way does he view his actions as evil; in fact, he sees himself as a paragon of destiny. Despite his vast intellect, he fails to see the insanity of his plan, for even if one can return a planet at a time to pure chaos matter, it would still take him an infinite amount of time to return the entire multiverse to that state. Being out of touch with reality in no way reduces his dedication to his goals, and while he is happy to discuss philosophy and explain to lesser creatures why chaos is the ultimate state of things, this will not stop him from destroying interlopers attempting to interfere.

The Chaosfire Incursion

Ecarnamish

CR 15

XP 51,200

Imentesh protean ^{B2} arcanist ^{ACG} 10

CN Large outsider (chaotic, extraplanar, protean, shapechanger)

Init +10; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +29

DEFENSES

AC 37, touch 16, flat-footed 30 (+4 armor, +6 Dex, +1 dodge, +13 natural, +4 shield, -1 size)

hp 249 (13d10+10d6+130)

Fort +16, **Ref** +13, **Will** +20

Defensive Abilities amorphous anatomy, freedom of movement; **DR** 10/lawful **Immune** acid, fire, polymorph; **Resist** cold 20, electricity 10, sonic 10; **SR** 21

OFFENSE

Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.

Melee bite +24 (2d6+7), 2 claws +24 (1d8+7), tail +22 (1d8+3 plus grab)

Space 10 ft.; **Reach** 15 ft.

Special Attacks constrict (1d8+7), inflict warpwave (DC 23), sneak attack +4d6

Imentesh Protean Spell-Like Abilities (CL 10th; concentration +18)

Constant—*detect law*, *tongues*

At will—*dimension door* (self plus 50 lbs. of objects only), *make whole*, *major creation*, *shatter* (DC 20), *shrink item*

3/day—*chaos hammer* (DC 22), *dispel magic*, *slow* (DC 21)

1/day—*break enchantment*, *dispel law* (DC 23), *haste*, *polymorph any object* (DC 26)

Arcanist Spells Prepared (CL 10th; concentration +21)

5th (4/day)—*dominate person* (DC 26)

4th (6/day)—*black tentacles*, *solid fog*

3rd (5/day)—*displacement*, *magic circle against law*, *stinking cloud* (DC 26)

2nd (5/day)—*adhesive blood* ^{ACG} (DC 23), *false life*, *glitterdust* (DC 25), *resist energy*

1st (6/day)—*long arm* ^{ACG}, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 22), *shield*

0 (at will)—*acid splash*, *bleed* (DC 21), *dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*, *read magic*, *resistance*

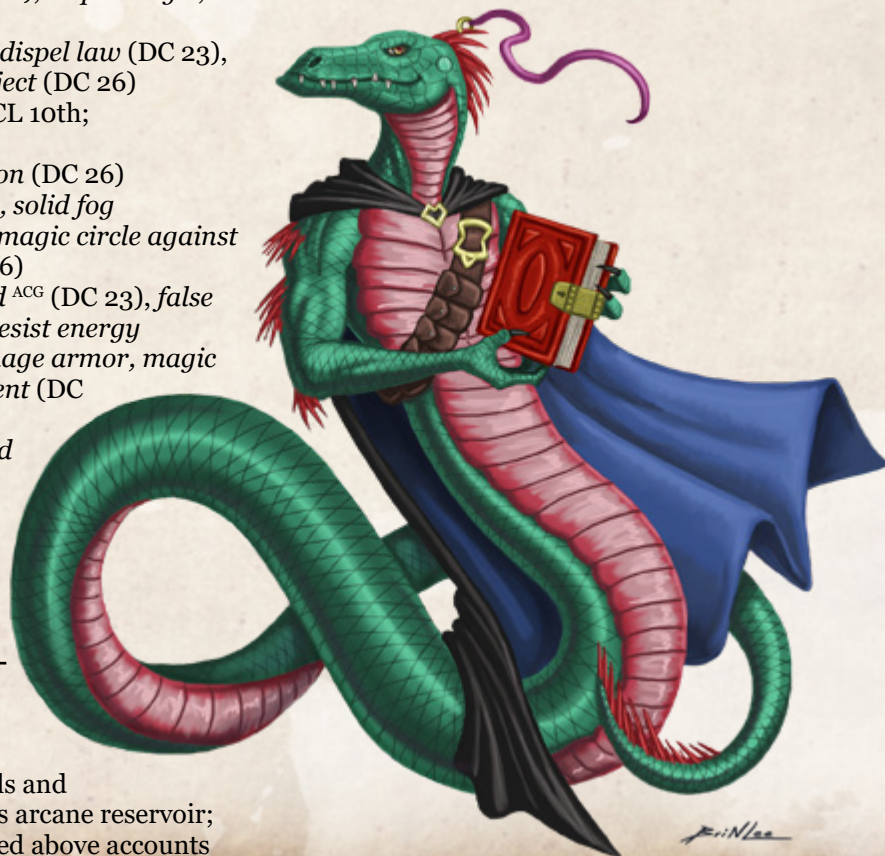
TACTICS

Before Combat Every day, Ecarnamish casts *mage armor* and *false life*, then consumes two 3rd-level spells and one 2nd-level spell, filling his arcane reservoir; the number of spell slots listed above accounts

for the use of these pre-cast or pre-consumed spells. Once he hears the sounds of combat in area D4, he casts *magic circle against law*, *resist energy* (cold), *shield*, *long arm*, *adhesive blood*, and *displacement*; these spell slots are not accounted for above, since the castings are dependant upon in-game events. If there are no sounds of combat when he is done, he flies to D4 and initiates combat with any intruders there.

During Combat As soon as he sees the adventurers, Ecarnamish begins combat by casting *black tentacles*. He follows up with other battlefield control spells, such as *solid fog* and *stinking cloud*, seeking to disable and immobilize his enemies. When casting a spell with a saving throw, he increases the save DC by 2 via his potent magic exploit and arcane reservoir. He orders the wights to close to attack, catching as many foes as possible in their auras, and to lob lava bombs at trapped adventurers. If the wights are destroyed, he will summon an elder magma elemental using the *molten mantle*.

Ecarnamish attempts to keep his distance from his foes until they are severely hampered and weakened by his magic and allies. If engaged in melee, he will use his dimensional slide exploit to move to the other end of the room. He liberally uses the counterspell exploit to stop enemy spells, and the arcane barrier exploit once his *false life* temporary hit points are expended. If necessary, he will consume spells





to recharge his reservoir. Only once he fully has the upper hand will he engage in melee to finish off his enemies.

Morale Ecarnamish is too close to success to give up. He fights to the death to have the chance to return the Multiverse to primal chaos.

Base Stats AC 29, touch 16, flat 22 (+4 armor, +6 Dex, +1 dodge, +13 natural, +4 shield, -1 size), hp 239

STATISTICS

Str 24, **Dex** 23, **Con** 20, **Int** 32, **Wis** 16, **Cha** 26
Base Atk +18; **CMB** +26 (+30 grapple); **CMD** 42 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Craft Wondrous Item, Dodge, Greater Spell Focus (conjuration), Improved Feint, Improved Initiative, Improved Iron Will, Iron Will, Multiattack, Persuasive, Spell Focus (conjuration)

Skills Acrobatics +23, Appraise +27, Bluff +24, Diplomacy +28, Disable Device +23, Fly +31, Heal +26, Intimidate +28, Knowledge (arcana) +37, Knowledge (dungeoneering) +24, Knowledge (engineering) +24, Knowledge (geography) +24, Knowledge (history) +37, Knowledge (nature) +24, Knowledge (planes) +37, Knowledge (religion) +24, Perception +29, Sense Motive +19, Spellcraft +37, Stealth +19, Survival +26, Use Magic Device +34

Languages Common, Abyssal, Aquan, Auran, Celestial, Daemonic, Draconic, Ignan, Infernal, Protean, Sylvan, Terran; *tongues*

SQ arcane reservoir (13 points), arcanist exploits (arcane barrier, counterspell, dimensional slide, potent magic, swift consume), change shape (*greater polymorph*), consume spells (8/day)

Combat Gear *wand of cure serious wounds* (CL 5, 31 charges); **Other Gear** *belt of incredible dexterity* +4, *headband of vast intelligence* +4 (Heal, Survival), spellbook (all spells prepared plus 10 1st-, 8 2nd-, 6 3rd-, 4 4th-, and 2 5th-level additional spells)

Molten Mantle

Aura strong abjuration, conjuration, and necromancy; **CL** 20th

Slot shoulders; **Weight** 10 lbs.

DESCRIPTION

This full-length cloak is made of flowing lava. The wearer becomes immune to fire damage and as a standard action can cast *summon monster VIII* 1/day to summon an elder magma elemental as a spell-like ability.

The primary purpose of the mantle is to allow the wearer to control Mount Ymawaah. If within the

lava nexus in the heart of the volcano, the bearer can cause the volcano to *plane shift* to a major metropolis of their choice on any plane of existence. They can also cause the volcano to erupt three days later, destroying the city and covering all lands within 10 miles in all directions in lava.

Any humanoid killed by the eruption of Mount Ymawaah and turned into a pyroclastic wight can be controlled by the wearer of the mantle as if they created the wight using *animate dead*. The bearer of the mantle can control 6 such wights at any time. Taking control of a new pyroclastic wight releases previously controlled wights if needed to bring the total down to 6.

DESTRUCTION

100 elder ice elementals must throw themselves on the *molten mantle* and be melted by its raging fires within a single day.

Pyroclastic Wights (2)

CR 8

XP 4,800 each

See page 24

hp 102 (12d8+48)

Treasure: At the base of each section of planespliced lava is a flawless gemstone, acting as a focus for the planar energies being mixed—an emerald, diamond, black sapphire, sapphire, and ruby, each worth 5000 gp. Removing any of these gems causes the planar reaction to fall apart. This will prevent an eruption from additional effects, but it will still cause a normal fiery eruption, causing mass destruction. Adventurers, however, may be concerned that this will cause a dangerous self-destruction in the immediate vicinity. A **DC 30 Knowledge (arcana or planes)** check confirms that removing the gems will disrupt the infusion of chaos into the lava, but only a **DC 40** check result will determine that it is safe to do.

Development: If Siad accompanies the PCs, and they defeat Ecarnamish, he uses his next action to take the *molten mantle* from the protean's body and then *plane shift* back to the Plane of Fire. Before leaving, he says, "Thanks for your aid. But I must be off to return this to my mistress." If he had promised the adventurers a *wish*, he adds, "Come find me in the City of Brass, and I will gladly grant your wish."

If the PCs stop him from retrieving the *molten mantle*, he will fight them to regain the holy relic. As soon as he has it, however, he leaves for home if possible. Clever adventurers might try to make a *wish* during combat with him; if so, his honorable and lawful nature compels him to spend his next standard action granting that *wish*.

Concluding the Adventure

If the adventurers succeed in stopping Ecarnamish's plan, they will prevent Mount Ymawaah from destroying Carnassat. If Siad escapes with the *molten mantle*, however, they have no means of sending the volcano away, and the dormant threat still looms over the city. If the adventurers are owed a *wish* by the efreeti, he will gladly grant it to them if they track him down in the City of Brass.

Once they return to the city, Trademaster Mantressi is eager to see them. On their way to the Golden Guildhall, they pass an enterprising bookie taking bets on an improvised slate board on when the volcano will erupt. Only a small portion of bets are that disaster will be averted. Once they tell the Trademaster they've ended the threat of eruption, he thanks them, then smirks and turns to his magical advisor Enteressa, and says, "I told you they could stop the threat. Time to pay your debts." He then thanks the heroes and has their reward brought to them. By the time they leave the Guildhall, word of their success has already gotten out to the city, and a spontaneous celebration has started. As they again pass the bookie, if the volcano hasn't been sent elsewhere already, he's already started taking bets on when the volcano will disappear as suddenly as it arrived.

If the adventurers fail to stop Ecarnamish, Mount Ymawaah erupts at the end of the timeline established by the GM. Once the volcano begins to erupt, the city hears a thunderous boom, and sees a plume of ash and fire shoot into the sky. While some citizens are happy with the bets they placed on when this event happens, their joy will be quite short-lived, as there are only minutes remaining before a massive wall of lava falls on the city, instantly killing everyone not protected with strong magic. As the lava is infused with planespliced energies, it shifts and swirls from one color to the next, then to all the colors combined. The city and all lands within 10 miles are rapidly transformed into a viscous mass of primal chaos. This lake of chaos slowly expands from its initial borders, only covering an additional few hundred feet per year—but unless something stops it, the entire world will eventually turn into raw chaos and be absorbed into Limbo.

Continuing the Adventure

If the sculpture from area B5 is recovered and not used to open area C7, agents of the Queen of Elemental Fire will eventually come seeking it. This can happen before it's sold and will include attacks on the adventurers—or, afterwards, with tales of a series of sages and collectors being burned to death. Their only connection is that they all owned the sculpture, however briefly, after its sale. In this event, these agents can include Siad, as well as other powerful fire creatures or worshippers.

If Mount Ymawaah remains near Carnassat, Trademaster Mantressi will gladly pay the PCs to find a way to remove this sleeping threat, but doing so will require either stealing the *molten mantle* from the City of Brass or bargaining for the priesthood of the Queen of Elemental Fire to allow the adventurers to use it temporarily to send the volcano away. If they are already travelling to claim their *wish* from Siad, it would likely be a convenient detour for them. Any such bargain would require performing a dangerous quest which the priests of the Queen don't want to risk handling themselves—likely fighting against their enemies on one of the Elemental Planes or even aiding them against threats from beyond the Inner Planes which threaten their fiery home.

Finally, if they possess the *molten mantle*, the adventurers have the power of a volcano at their command, and they could try harnessing that might against a target of their choice. Perhaps they consider using it to destroy an enemy nation by threatening its capital. Such a bold action would surely mobilize the most powerful and elite champions of that realm to stop the volcanic assault on their home.

Monster

Pyroclastic Wight

This humanoid is made of a jagged volcanic rock exterior. Multiple cracks cover its form, leaking a glowing orange light. Its eyes are blazing white hot fires—it is almost painful to gaze upon it.

Pyroclastic Wight

CR 8

XP 4,800

NE Medium undead (fire)

Init +4; **Senses** darkvision 60 ft.; Perception +22

Aura pyroclastic aura (20 ft., DC 20)

DEFENSES

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)
hp 102 (12d8+48)
Fort +10, **Ref** +8, **Will** +9
Defensive Abilities undead traits; **Immune** fire
Weaknesses slowed by cold

OFFENSE

Speed 35 ft.
Melee 2 slams +13 (1d6+3 plus 2d6 fire)
Ranged lava bomb +13 (6d6)
Special Attacks lava bomb, tephra
Spell-Like Abilities (CL 12th; concentration +16)
 3/day—*ash storm* ^{UM}, *volcanic storm* ^{UM} (DC 18)

STATISTICS

Str 16, **Dex** 18, **Con** —, **Int** 9, **Wis** 13, **Cha** 19
Base Atk +9; **CMB** +12; **CMD** 26
Feats Blind-Fight, Fleet, Improved Natural Armor,
 Great Fortitude, Skill Focus (Perception),
 Weapon Focus (slam)
Skills Escape Artist +16, Intimidate +19,
 Perception +22
Languages Common

ECOLOGY

Environment any (near volcanic activity)
Organization solitary, pair, or eruption (3-12)
Treasure standard

SPECIAL ABILITIES

Lava Bomb (Su) A pyroclastic wight can reach into its body and hurl a lava ball as a standard action. The attack has a range of 100 feet with no range increment. A lava bomb counts as a grenade-like weapon, splattering all creatures within 20 feet of the target with lava and dealing them half damage. A missed attack lands in a random square within 10 feet of the target, splattering all creatures within the splash range for half damage. Any creature damaged by a lava bomb takes half damage the following round.

Pyroclastic Aura (Su) A pyroclastic wight emits a 20-foot aura of volcanic heat and ash. All creatures in the aura take 2d6 fire damage and must make a **DC 20 Fortitude** save each round or be blinded by red hot ash for 1 round. Furthermore, the aura erodes fire resistance. For every point of damage the pyroclastic aura does to a creature, their fire resistance is reduced by that amount for one hour. Any creature killed by the pyroclastic aura is turned into ash. A round later, the ash crumbles, leaving nothing behind. Creatures immune to fire are not affected by the aura.

Slowed by Cold (Ex) A pyroclastic wight doesn't take damage from cold. Instead, cold damage slows or turns a pyroclastic wight into hardened obsidian. For every 10 cold damage taken, a wight turns into an obsidian statue for one round, gaining 10 hardness and becoming unable to move or take actions. While transformed into

obsidian, further cold damage has no effect. In the round following this transformation, or if the cold damage dealt is less than 10, a pyroclastic wight is slowed.

Tephra (Su) As a move action, a pyroclastic wight can expel molten material from its body in a 30-foot radius. This rapidly cools but covers the surrounding terrain in an uncomfortably hot and jagged rocky layer of tephra. This counts as difficult terrain covered in caltrops. Each 5-foot square has hardness 6 and 20 hit points.

Pyroclastic wights are formed when creatures are killed instantly by the wave of lava and volcanic ash accompanying a volcanic eruption. Their bodies are vaporized instantly, but for those who cannot accept the unexpected snuffing of their life, they return as a pyroclastic wight. Their rage at the unfairness of a death they didn't even have time to mentally reconcile, causes them to form a body out of the cooling lava and ash, then seek to spread their excruciating death to as many others as they can.



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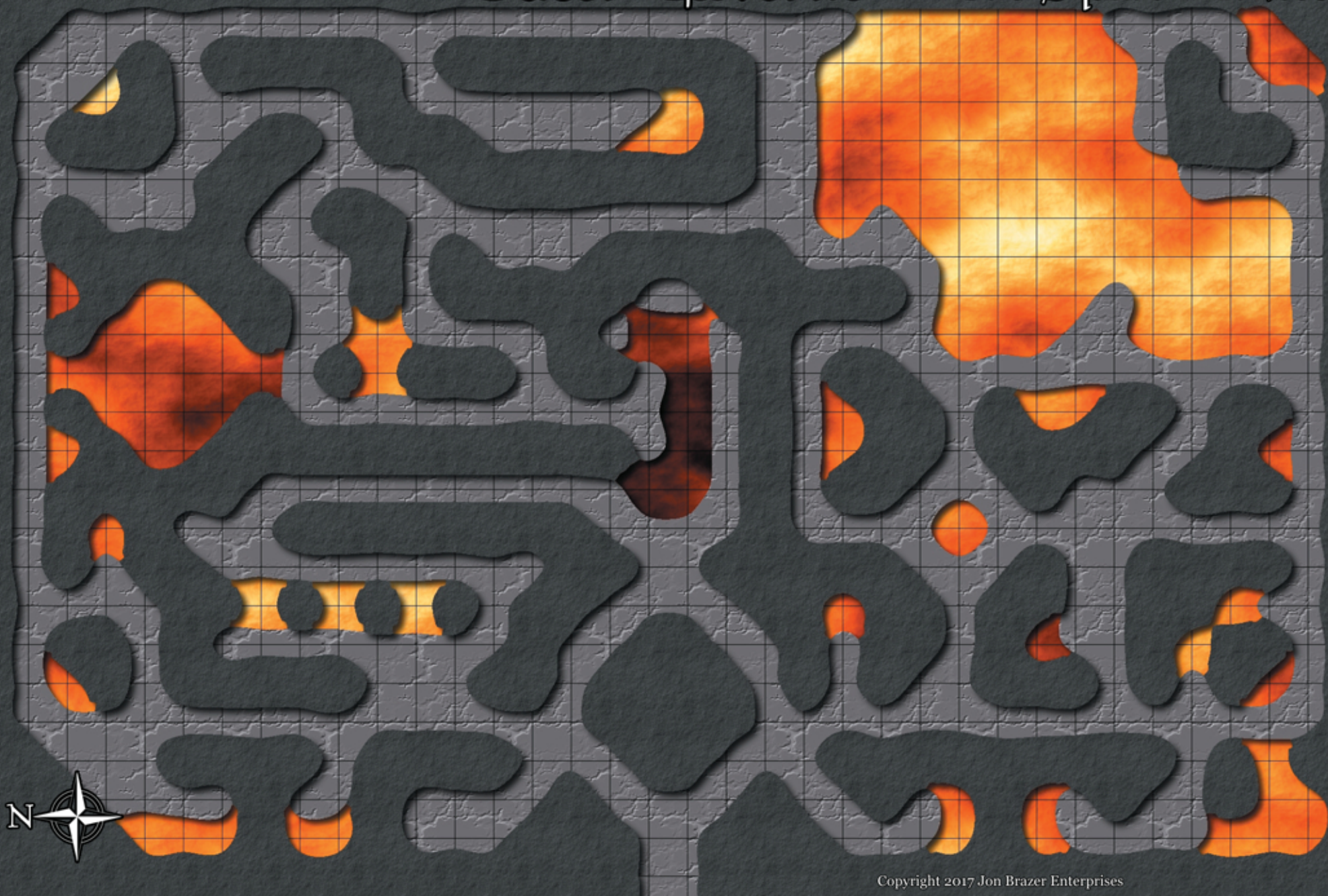
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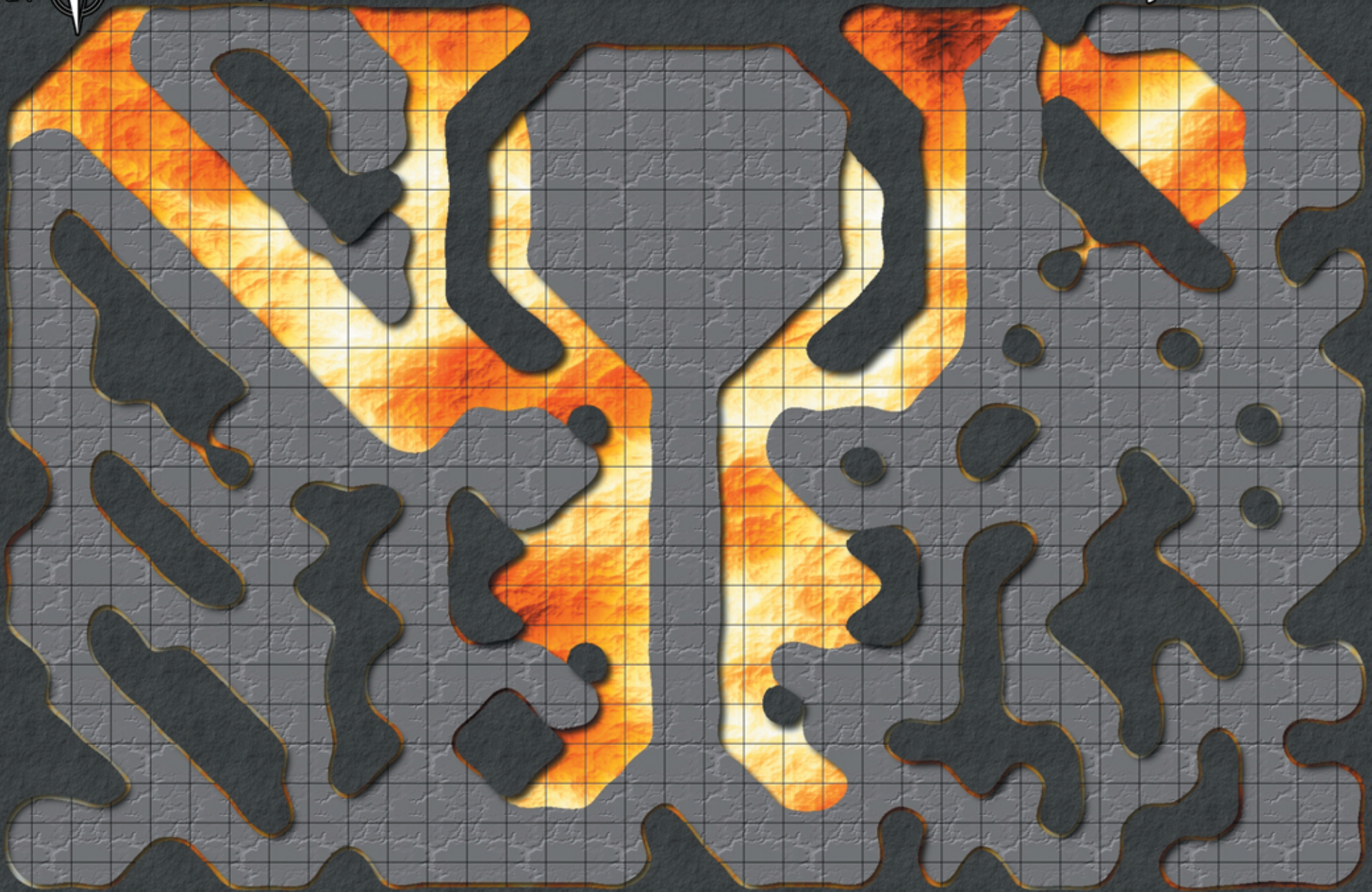
One Square = 10 feet





Sanctum of Pure Flame

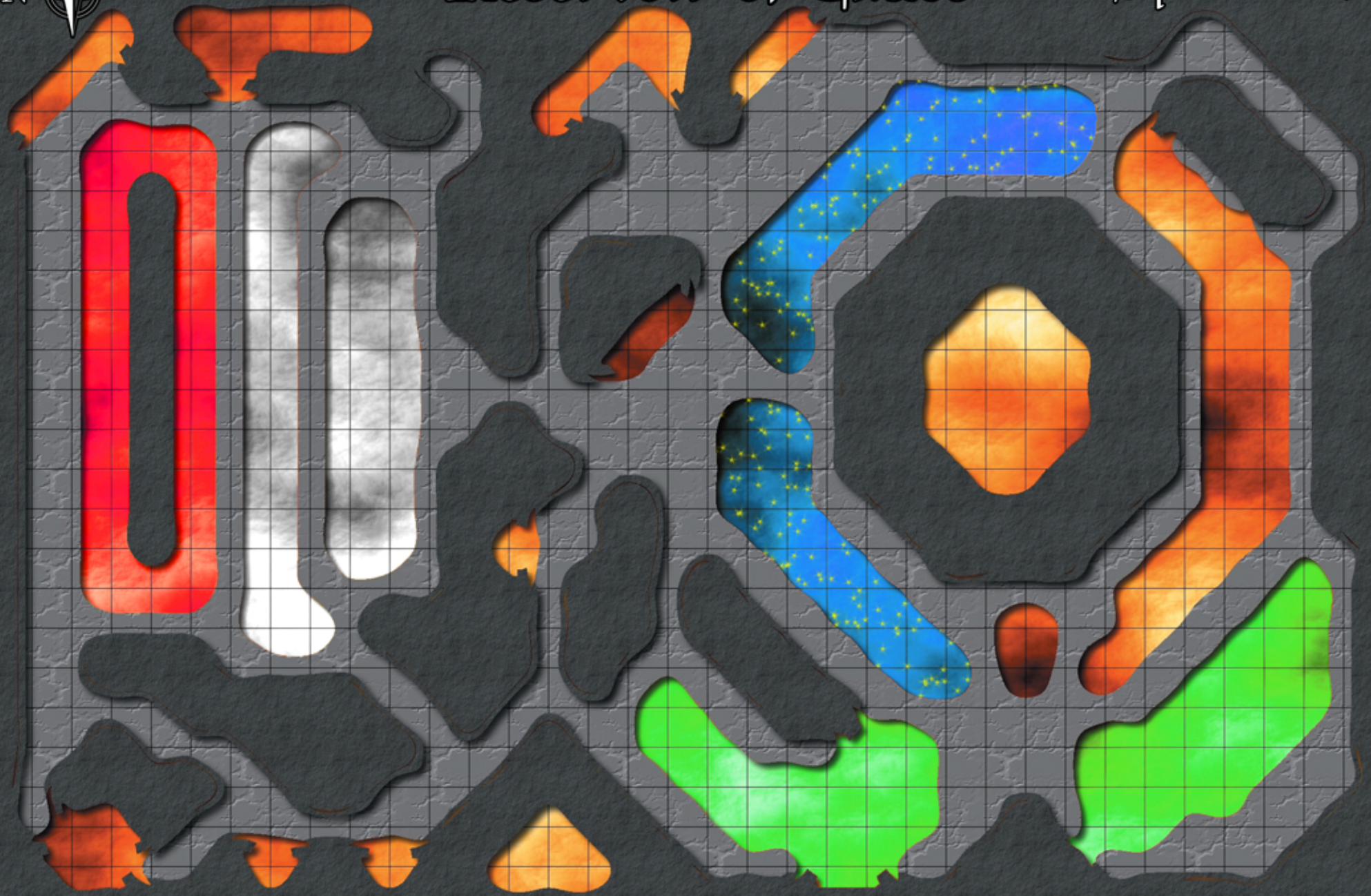
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