

# THE FIRE NODE

## ENTERING THE FIRE NODE

---

The players have been teleported against their will to the Fire Node. This is a plane of elemental fire created by the Cult of Tharizdun using the power of the Orb of Oblivion. It is here that Imix, the Prince of Evil Elemental Fire is being summoned to help carry out the plan to free Tharizdun from his imprisonment. It is also from here that portals to the other Elemental Nodes will be opened to call forth the Princes of the other elements.

### When the players first arrive in the node:

*Description of the entry room of the Fire Node. It should include the fact that they are all standing on what appears to be some sort of portal, although it has deactivated. There is only one exit from this room: a huge double-door set in the south wall.*

The players are unable to activate the portal in any way, although investigation (Arcana or Religion DC 21) reveals that it could be reactivated if they had some sort of object with a strong tie to elemental fire. This is in fact the Gem of Elemental Fire.

## FEATURES OF THE AREA

- ◆ **Heat:** This entire Fire Node is dangerously hot for any creatures without the fire keyword. Without some sort of protection, every player suffers 1d10+5 points of fire damage every minute spent in this place. An Endure Elements ritual will provide protection from this.
- ◆ **Illumination:** The entire Fire Node is illuminated in bright light, as if the walls themselves were made of fire.

- ◆ **Walls, Floors, and Ceiling:** All of the surfaces in the Fire Node appear to be a stone-like material, but it glows and flickers as if it were made of fire. Despite its appearance, none of the surfaces are unbearably hot to the touch.
- ◆ **Obscuring Heat:** Due to the heat of the place, any target 6 or more squares away is considered to have concealment, unless the attacker has the fire keyword.

## REUNOUX WARNING

---

Through the double-doors from the entry room is a hall that leads to another set of double doors. Reunoux, the Azer the PCs met in the Outer Fane, is currently attempting to contact the PCs through a ritual being cast in his home plane. With all the help of his people, he can only just barely appear in the Fire Node, and is difficult to understand.

### When the players enter this room, read:

*Description of the hall. As part of the description, the player in the lead (skipping Brandis and Deomin) should hear their name being spoken, as if called for from very far away. It's barely audible.*

### Perception Check

**DC 21:** *Description of the PC managing to find Reunoux, appearing as if a very weak illusion, calling out to the party. As he talks, it is mostly indecipherable, but the PC manages to make out a few words: "Orb," "Great Danger," "Only hope," "Gems," and "Champion."*

## PARTY SKILLS

Arora: *Diplomacy, Dungeoneer++*, Insight, Religion-  
Brandis: Athletics, Endurance, *Intimidate+*, Nature  
Deomin: *Acrobatics*, Nature, Perception, Stealth, *Streetwise*  
Hugh: Athletics, Heal, Nature, Perception++, Stealth, Thievery+  
Wrenn: *Arcana+*, Endurance, Heal-, Insight, Religion  
Missing Skills: History, Bluff

A PC can use Arcana to attempt to assist the ritual Reunoux is using to appear here.

### Arcana Check

**DC 21:** *Description of the Azer becoming clearer and more understandable. He explains that his people are helping him appear here, but that the Node is a detached plane and very difficult to enter. He quickly explains what he and his people have discovered: The Champion of Elemental Evil has been found, and he wields the Orb of Oblivion. He explains that with this artifact, the Champion will be nigh invulnerable, and their only hope is to wield the Orb of Silvery Death against him, although doing so will risk the wielder losing a part of his soul. He explains that the gems of elemental power must not be allowed to come together in the Orb of Oblivion, or all is lost. The ritual then begins to falter and his image disappears.*

# THE FINAL ENCOUNTER

Encounter Level ??

## SETUP

Imix

Champion of Elemental Evil (Lareth)

5 Fire Sparks

5 Lightning Sparks

5 Cold Sparks

5 Acid Sparks

The one and only major room in the Fire Node is the Summoning Chamber. It is here that Imix, Prince of Elemental Fire is in the process of being summoned by the Champion of Elemental Evil. This is the PCs one and only chance to put an end to the Cult of Tharizdun.

**When the PCs first enter the room, read:**

*The gargantuan steel doors swing open easily, revealing a foreboding staircase at least 40 feet long and climbing 50. The area above is not visible from the bottom of these steep steps. Flames leap from between the stairs, climbing upwards as if gesturing you forth.*

**When the players climb the stairs, read:**

*The stairs open up to a grand hall with four large red runes carved in to the ground. 5 feet above each of them is a red and orange ball of flame 10 feet in diameter, the heat of which is almost unbearable even from the stairs.*

*The hall opens up to an extremely large room, perhaps 100 feet wide, with a ceiling 80 feet above.*

*At the center of the room sits a massive throne. It is constructed of glass filled with roaring flames, giving the impression that it is made only of fire. Flanking the throne are four giant statues, each of them depicting a man, burning to death, their faces contorted in expressions of searing pain.*

*Sitting atop the throne is a colossal red, flaming mass. Its shape resembles a humanoid, but it is featureless. Its eyes appear as black sockets. It is motionless.*

*Standing 10 feet in front of the throne are several men standing in a partial circle, facing the throne. 4 of them are wearing deep red cloaks, chanting in some tongue completely foreign to you. Leading the ritual is a taller man, wearing a brighter red scale mail. His arm is raised forward above his head, and in his cupped hand is the Orb of Oblivion.*

**If the players step further in to the room, or address the Champion, read:**

*A loud booming voice fills the entire room, and while the sound comes from every direction, you are sure that it is the Champion speaking. “Turn back now, heroes! The Prince does not like visitors.” As he utters the words, you see a fiery explosion erupt from the eyes of Prince of Evil Elemental Fire. His head turns downwards to face the intruders, his burning eyes threatening you as they flicker wildly. “You see,” says the Champion, lowering his arm holding the Orb, “you have failed.” The Champion then turns around, drawing his sword. As he faces you, you can make out the familiar face, even through the distortion of the heat of this evil place: It is Lareth the Beautiful. He then charges forward, his mighty sword raised high with one hand, gripping the Orb of Oblivion with the other.*

## SCATTERING OF THE GEMS

The very first clashing of swords against the Champion by the wielder of the Orb of Silvery Death will cause all of the elemental power gems to dislodge from the Orb of Oblivion and scatter to different areas of the room.

**When this happens, read:**

<b>Imix, Prince of Elemental Fire</b>	<b>Level 14 Solo Artillery</b>
Gargantuan elemental humanoid	XP 5,000
<b>Initiative</b> +13	<b>Senses</b> Perception +10
<b>Flaming Aura</b> aura 2; Any creature that enters or starts its turn in the aura takes 10 fire damage.	
<b>HP</b> 712; <b>Bloodied</b> 356	
<b>AC</b> 29; <b>Fortitude</b> 29; <b>Reflex</b> 27; <b>Will</b> 26	
<b>Saving Throws</b> +5	
<b>Speed</b> 6	
<b>Action Points</b> 2	
⬇ <b>Claw</b> (standard; at-will) • <b>Fire</b>	
Reach 4; +21 vs AC; 1d8 + 7 fire damage, and ongoing 5 fire damage (save ends)	
🌀 <b>Flame Missile</b> (standard; at-will) • <b>Fire, Implement</b>	
Ranged 20; +19 vs Reflex; 3d4 + 7 fire damage	
⬇ <b>Fiery Grab</b> (standard; recharge 2/3) • <b>Fire</b>	
Imix makes a claw attack (see above) against a Large or smaller target. On a hit, the target slides into a square adjacent to Imix and is grabbed (until escape). While grabbed, the target loses any resistance it has to fire. Imix can hold only one grabbed creature using this power	
🌸 <b>Wall of Fiery Breath</b> (standard; at-will) • <b>Conjuration, Fire, Zone</b>	
Wall 3 within 20; Imix conjures a 3 square zone, 6 squares high. Any creature that starts its turn in or enters the zone takes 3d6+6 fire damage, and any creature that starts its turn adjacent to the wall takes 1d10+6 fire damage. Sustain Standard: The wall persists, and Imix adds three more squares to the wall.	
<b>Alignment</b> Unaligned	<b>Languages</b> —
<b>Str</b> 17 (+10)	<b>Dex</b> 23 (+13) <b>Wis</b> 17 (+10)
<b>Con</b> 17 (+10)	<b>Int</b> 17 (+10) <b>Cha</b> 17 (+10)

*A flash bright light fills the room as Lareth's sword clashes against the magical steel of {someone's weapon}. {Character} feels the Orb of Silvery Death grow white hot but {he/she} holds on tight through the pain. When the light clears, only the blink of an eye later, you see four beams of energy emanate from Lareth's Orb. A moment later you realize that they are not beams of energy, but rather trails left behind as each elemental*

power gem is dislodged by the power of the Orb of Silvery Death.

The fire gem leaves a trail of fire through the air as it smashes in to a wall, causing an explosion of such heat you can feel it from where you stand. Out from the explosion float several motes of fire, which dance around the still flaming impact site of the gem.

The air gem shoots upwards in a bolt of lightning, and when it impacts the wall 30 feet above the floor, you feel the air shake as a thunderous roar fills the room. Left at the impact site is a dark cloud with short bolts of lightning striking continuously within.

In the earth gem's wake is a trail of acidic gas. The gem flies in to the air and then falls to the ground with such force that you almost lose balance from the short quake it causes. At its impact site is a large crater with a several tiny green clouds pouring out of it.

Finally, the water gem, identified by a trail of ice in its flight path, impacts the ground with surprisingly little force, disappearing from sight. But a second later, you feel the earth vibrate and then the sound of stone cracking, as bits of the stone floor chip off, and then an entire large segment of the floor shatters as a geyser of water blasts upwards. When the geyser calms a few seconds later, you see a pool of water left behind, with several strange animated icicles surrounding the pool.

Lareth, the fury in his face visible from a mile away, shouts "Nooo!!! IMIX! STOP THEM!" As he shouts the command, Imix stands up from his throne, giving you for the first time a glimpse at his immense size. Standing 60 feet tall, his head almost touches the ceiling. As he reaches his hand forward, jets of flame shoot out of his closed fist in either direction, forming a colossal sword made entirely of flame.

Fire Gem Spark		Level 10 Minion	
Medium elemental magical beast		XP 125	
<b>Initiative</b> +10		<b>Senses</b> Perception +5	
<b>HP</b> 1; a missed attack never damages a minion.			
<b>AC</b> 24; <b>Fortitude</b> 22; <b>Reflex</b> 23; <b>Will</b> 21			
<b>Immune</b> disease; poison; fire			
<b>Speed</b> 7			
⊕ <b>Fire Claw</b> (standard; at-will) • <b>Fire</b>			
The fire elemental spark shifts 1 square and attacks; +15 vs AC; 6 fire damage (crit 9 fire damage)			
⬅ <b>Fire Burst</b> (immediate reaction, when reduced to 0 hit points; at-will) • <b>Fire</b>			
The fire elemental spark shifts 1 square and explodes. Close burst 1; +13 vs Reflex; 6 fire damage. Fire elementals in the burst gain a +2 bonus to defenses until the end of their next turn			
<b>Alignment</b> Unaligned		<b>Languages</b> Primordial	
<b>Str</b> 14 (+7)	<b>Dex</b> 20 (+10)	<b>Wis</b> 11 (+5)	
<b>Con</b> 15 (+7)	<b>Int</b> 2 (+1)	<b>Cha</b> 7 (+3)	

Air Gem Wisp		Level 10 Minion Controller	
Small elemental humanoid		XP 125	
<b>Initiative</b> +11		<b>Senses</b> Perception +7; darkvision	
<b>Buffeting Winds</b> aura 2; each creature within the aura takes a -2 penalty to attack rolls with ranged and area attacks.			
<b>HP</b> 1; a missed attack never damages a minion.			
<b>AC</b> 24; <b>Fortitude</b> 22; <b>Reflex</b> 23; <b>Will</b> 18			
<b>Immune</b> disease; poison; lightning; thunder			
<b>Speed</b> Fly 10 (hover)			
⊕ <b>Wind and Thunder</b> (standard; at-will) • <b>Thunder</b>			
+14 vs Fortitude; 4 damage plus 4 thunder damage, and the wisp slides the target 2 squares. The wisp can then shift 1 square or move 3 squares as a free action			
<b>Alignment</b> Chaotic Evil		<b>Languages</b> Abyssal, Primordial	
<b>Skills</b> Acrobatics +16			
<b>Str</b> 16 (+8)	<b>Dex</b> 22 (+11)	<b>Wis</b> 15 (+7)	
<b>Con</b> 18 (+9)	<b>Int</b> 12 (+6)	<b>Cha</b> 12 (+6)	

Earth Gem Poison Cloud		Level 10 Minion	
Small elemental animate		XP 125	
<b>Initiative</b> +11		<b>Senses</b> Perception +9; darkvision	
<b>Swarm Attack</b> each enemy that starts its turn in the cloud's square takes 4 poison damage plus 2 extra poison damage per cloud adjacent to the enemy.			
<b>HP</b> 1; a missed attack never damages a minion.			
<b>AC</b> 24; <b>Fortitude</b> 27; <b>Reflex</b> 20; <b>Will</b> 19			
<b>Immune</b> disease; poison; <b>Resist</b> half damage from melee and ranged attacks			
<b>Speed</b> 4 , Fly 4 (hover)			
⊕ <b>Poison Cloud</b> (standard; at-will) • <b>Necrotic, Poison</b>			
melee 0; +13 vs Reflex; Target takes ongoing 5 poison damage (save ends). A creature already taking ongoing 5 poison damage instead takes ongoing 10 poison damage (save ends)			
<b>Alignment</b> Unaligned		<b>Languages</b> —	
<b>Str</b> 14 (+7)	<b>Dex</b> 22 (+11)	<b>Wis</b> 18 (+9)	
<b>Con</b> 13 (+6)	<b>Int</b> 6 (+3)	<b>Cha</b> 16 (+8)	

Water Gem Sharding		Level 10 Minion	
Medium elemental animate		XP 125	
<b>Initiative</b> +9		<b>Senses</b> Perception +5	
<b>HP</b> 1; a missed attack never damages a minion.			
<b>AC</b> 24; <b>Fortitude</b> 23; <b>Reflex</b> 22; <b>Will</b> 21			
<b>Immune</b> disease; poison; cold			
<b>Speed</b> 6			
⊕ <b>Ice Shard</b> (standard; at-will) • <b>Cold, Weapon</b>			
+14 vs AC; 6 cold damage			
⊗ <b>Ice Bolt</b> (standard; at-will) • <b>Cold, Weapon</b>			
Ranged 5/10; +13 vs AC; 6 cold damage			
<b>Alignment</b> Chaotic Evil		<b>Languages</b> Primordial	
<b>Str</b> 22 (+11)	<b>Dex</b> 19 (+9)	<b>Wis</b> 11 (+5)	
<b>Con</b> 18 (+9)	<b>Int</b> 13 (+6)	<b>Cha</b> 13 (+6)	

## SKILL CHALLENGES

Acquiring each gem is hazardous. The impact has spawned the minions (see above) as well as created some hazardous terrain. Acquiring the gem itself requires a low complexity skill challenge (4 before 3.)

### FIRE GEM

The fire gem is inside a flaming pocket in the wall. The fire is very damaging to anyone just reaching in and grabbing it, but that is an option to skip the skill challenge. Doing this deals **4d10+5 damage fire damage**.

Possible skills to be used to get the gem:

- ◆ **Arcana:** Control the fire; make it less harmful.
- ◆ **Acrobatics or Thievery:** Try to use speed to grab the gem without getting hurt.
- ◆ **Heal:** Fashion a quick “glove” to protect the hand from heat, and administer immediate aid to the burn after.

### WATER GEM

The water gem is at the bottom of a 30 foot well, 10 feet in diameter. The water is murky, making it hard to see and hot, making it hazardous to swim in.

Possible skills:

- ◆ **Endurance:** To withstand the heat of the water.
- ◆ **Perception:** To locate the gem through the murky water.
- ◆ **Athletics:** To swim extra skillfully to find it quickly.

### EARTH GEM

The earth gem is lodged deeply in to a crevice in a crater. Getting it out requires great strength or some ingenuity.

Possible skills:

- ◆ **Athletics:** To pry it out with sheer strength.
- ◆ **Dungeoneering:** To recognize the breaking pattern in the rock, allowing a PC to easily dig or smash a part of the stone loose.

- ◆ **Thievery:** To find a way to pry out the gem with finesse rather than brute strength.

### AIR GEM

The air gem is suspended in a lightning cloud in midair. Acquiring the gem will require a particularly nimble person to climb up 30 feet and snatch it out of the cloud, wherein it is floating around quickly with the wind.

Possible skills:

- ◆ **Athletics:** To climb the wall.
- ◆ **Thievery:** Once 30 feet up, to snatch it out of mid air.
- ◆ **Arcana:** To calm the winds in the cloud, making it easier to grab.

## SUCCESS

Once all four gems have been attached to the Orb of Silvery Death, the next successful attack (all defenses 24) causes the Orb of Oblivion to shatter, killing Lareth.

However, if Arath is the one fighting Lareth, he is struck down just before being able to do this, so as to give an actual player the satisfaction of getting the killing blow.

**If Arath is wielding the Orb of Silvery Death when the last gem is inserted, read:**

*As the final gem snaps in to its socket, the Orb of Silvery Death emanates a deep purple glow. “Your end has come, Lareth!” Arath shouts, as he raises his sword for the killing blow. But Lareth, anticipating his confidence, was ready for the maneuver. His sword thrust straight forward with all his strength, piercing the defenses of the Orb of Silvery Death. Blood sputters from Arath’s mouth as he struggles to breathe when Lareth rips the sword from its wound. Arath falls limp to the ground, and with one last surge of effort, he throws his hand in the direction of {whoever is closest}, causing the Orb of Silvery Death to roll to {his/her} feet.*

**When a PC lands the first attack wielding the fully charged Orb of Silvery Death:**

*{Character} lunges forward with {his/her} {weapon}, the power of the Orb fueling {his/her} resolve. The attack comes with such confidence, such determination, that Lareth had no time to react. The weapon cleaves in to his shoulder and he lets out a roar of pain. Lareth seems unable to move, paralyzed by the attack. {He/She} strikes again, taking advantage of his guard dropping. Arcs of flame, lightning, acid, and ice burst forth from the Orb of Silvery Death again and again with each strike. Lareth falls to his knees, succumbing to the weakness in his whole body, and in one final act of desperation, holds the Orb of Oblivion forward to block the next blow. {Character’s} weapon cuts through it like it were paper. And as it does so, rays of purple energy shoot out in every direction, and as they impact the walls and ceiling, you see the surfaces begin to crack and fall apart. Through the holes created a darkness flows in to the room. The very space separating the planes themselves is threatening to collapse this place in to nothingness.*

Now the characters should RUN THE FUCK AWAY to the portal, and use the Orb of Silvery Death to use it and escape to the material plane, at the site of the old Temple of Elemental Evil.

There they will be greeted with much surprise by a couple guards. No one else is in sight. On the ride back to town they are told that it has been 5 days since they destroyed the Temple of Elemental Evil. Everyone thought they were dead.

And in Hommler, there is a statue depicting all of them, at the last battle in the Return to the Temple of Elemental Evil.