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FOR THE FAR AWAY LAND
ROLE-PLAYING GAME

Far Away Land RPG Adventure Module **FIRE DUNGEON**

by Dirk Stanley



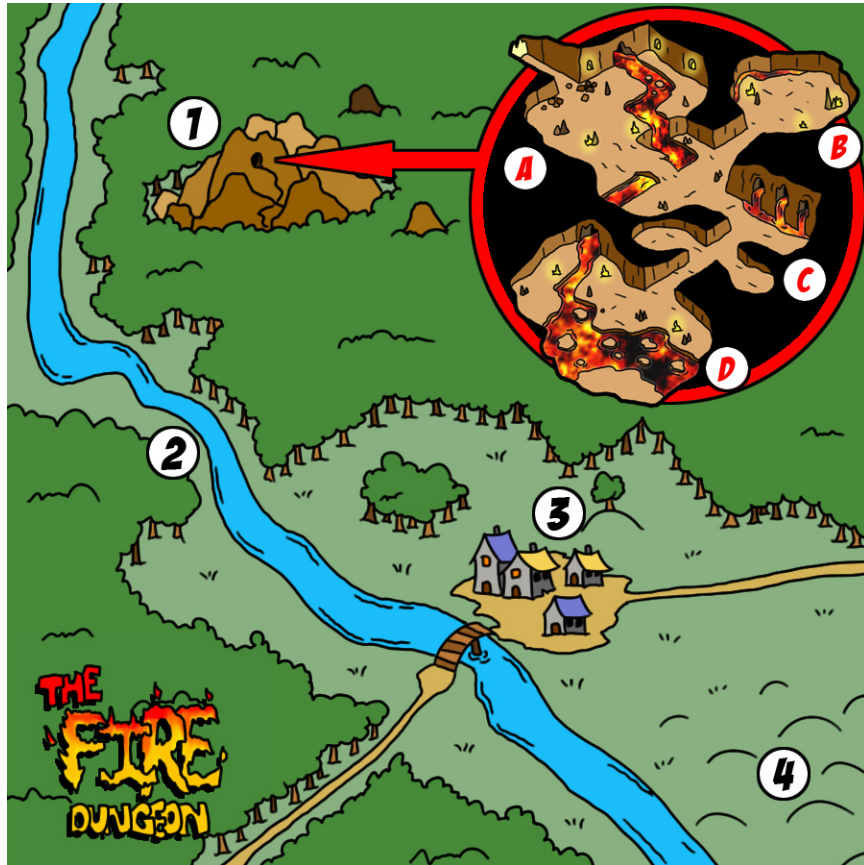
Fire. Lava. Molomoxors. Flametaurs. Fire Elemental. More lava. More fire. Journey into the Fire Dungeon as you seek a magical blade of awesome power. But beware, skin and fire do not mix and you might just find you are ash before you know it. Fire is not your friend in this Far Away Land adventure.

This adventure module is part of an ongoing series of introductory adventures for the Far Away Land Role-Playing Game.

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FIRE DUNGEON



Backstory

During the Boom War, a great many fissures were opened which led beings from other worlds and planes to Far Away Land. Among these places was the Elementalsphere and from that strange place were brought its creatures. Many of these creatures were abandoned in Far Away Land once the fissures closed. These displaced beings sought to make a new life in their new world. Many were killed. Others went into hiding.

One particular fissure opened within Mount Payon. The power of the fissure shattered the mountain leaving a massive heap of rubble which came to be known as the Slide. Some of the creatures that came through remained within the Slide after the fissure had dissipated. These creatures hoped that another doorway would lead them home. Among these creatures were flametaurs, molomoxors, and a fire elemental.

FIRE DUNGEON

Adventure Hook Ideas

1. The PCs come upon a map that leads to the Fire Dungeon. The map has strange writing that tells of a sword created only from a creature's fiery death.
2. The PCs are travelling when they take refuge in a cave. During the night they smell smoke. The walls of the cave are warm. With a little force, the PCs can break through the cave walls and discover the Fire Dungeon.
3. The PCs are in a tavern where they meet a terribly scarred man. He tells them the story of his scars, that he was burned by a fire elemental in a dungeon some miles from town. Maybe he still wants revenge?

The Overworld

- 1: **The Slide:** Once a mountain, the Slide is all that remains thanks to boom fissures which tore the mountain apart. Huge boulders, loose rock, and crumbling paths make the Slide. Hidden within these rocks is the cave that leads to the Fire Dungeon. The PCs might experience some encounters while they make their way to the cave entrance.
- 2: **Forest/River:** Dark and largely unexplored. The forest is home to various wandering monsters. The river is good for travel by small or large boat. The waters are mostly calm. There might be something big in the depths?
- 3: **The Village of Redrise:** A small village of little regard. It is made up of farmers and some merchants who sell local goods. There is an inn. A road passes through the village.
- 4: **The South Hills:** This small range of hills are home to goab brigands who sometimes travel north and raid farms or road travelers.

The Fire Dungeon

- A: The Main Chamber:** This is the entrance to the Fire Dungeon, a large room of stone carved out by a river of molten lava that flows through it. A small, natural bridge provides a safe way across the lava flow. Fires burn up from the floor. The temperature is hot and uncomfortable. The charred remains of previous adventurers litter the place. Molomoxor inhabit this room.
- B: The Fire Room:** Several small fires burn in this room. Toward the edge of the room is a crevice in which lava pools and flows in some unknown direction. A flametaur calls this room home.
- C: The Fire Falls:** Three lava falls have eaten their way through the cliff face within this part of the dungeon. The air is hot and thick here. Around the corner are two cutaways which serve as crude rooms where molomoxor live.
- D: The Elemental Chamber:** This huge room is the home of the Fire Dungeon's fire elemental. A lava flow cuts the room in half. Exposed pieces of stone rise up from the lava allowing for a treacherous jump and skip walkway (DEX check versus TN 4). Fires burn through this room. Rock piles and ash are everywhere. The fire elemental bathes in the lava flow.

FIRE DUNGEON

Overland Weather Chart (d6)					
1	2	3	4	5	6
Rainy	Sunny	Windy	Stormy	Foggy	Hot

Overland Encounters (d6)	
1-2	Goab
3-4	Tri-Head Flora
5-6	Violet Hare

Dungeon Encounters (d6)	
1-3	1d2 Molomoxor
4-5	1d3 Molomoxor
6	Flametaur

NPCs

Fire Elemental (12)

Average (0), Elemental
 HP: 35, AC: 1, ACT: 7
 BRT: 1, DEX: 3, WIT: 1

Pyrokinesis (4): The fire elemental will use an assortment of fire based attacks to crush his foes. **Magic (3):** LVL 5. **Immune to Heat. Immune to Poison/Toxin.**

The fire elemental is composed of living fire. It has dwelt within the Fire Dungeon since the Boom War. It hates living creatures of non-flame composition. In combat it uses a plethora of fire and magic attacks. It cannot be reasoned with. When the fire elemental is killed, it will turn into a sword (see Items and Treasure for more details).

Flametaur (4)

Average (0), Elemental
 HP: 24, AC: 1, ACT: 5
 BRT: 2, DEX: 2, WIT: 2

Flaming Axe (2): 1d6+3 fire dmg.
Magic (1): LVL 3. **Immune to Heat.**

A denizen of the Elementalsphere, the flametaur is a conjured being of fiery hate used to hunt or guard elementals. It wields a flaming halberd. It can de-

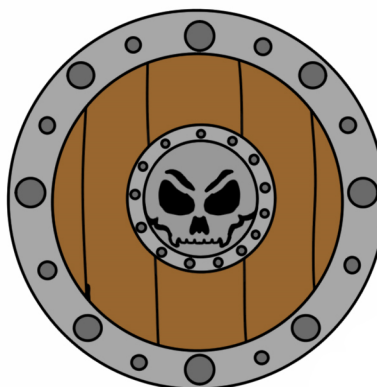
fect non-elementals up to 100 ft. away. This particular flametaur has become weakened over the years due to its separation from the Elementalsphere.

Goab (3)

Small (0), Humanoid
 HP: 11, AC: 0, ACT: 5
 BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1). Bite (1): 1d6 dmg. Chance of infection. **Better Smell. Resistance to Poison/Toxin.**

Goabs in these parts are for the most part loosely organized brigands, thieves, and highway robbers. They have little or no leadership. Most live in the hills south of Redrise village.



FIRE DUNGEON

Molomoxor (1)

Small (0), Monster

HP: 6, AC: 0, ACT: 5

BRT: 1, DEX: 1, WIT: 1

Fire Breath (1): Close range. 1d6 dmg. **Heat Emanation (1):** Close range. 1d6 dmg. Touching a molomoxor for a prolonged period will cause damage due to the fiery nature of the creature. **Flame Pyre (1):** Tiny radius. 3d6 dmg. Flame pyre occurs when a molomoxor explodes. Molomoxors can explode at will, usually before dying. **Immune to Heat.**

The molomoxors within the Fire Dungeon are filled with anger at not being able to return to their home Elementalsphere. In turn, they take great delight in incinerating travelers who wander into their domain. They are commanded by their master flametaur.

Tri-Head Flora (2)

Small (0), Plant

HP: 12, AC: 0, ACT: 5

BRT: 1, DEX: 1, WIT: 1

Bite (1): 1d6 dmg. **Camouflage:** The tri-head flora can change both its

color and texture to blend in with its surroundings. It often uses this technique to ambush foes.

The tri-head flora is a voracious plant creature that uses camouflage to ambush and devour its prey. They feed primarily on meat. If overwhelmed or severely injured in battle, they will try to escape. They live in the forest.

Violet Hare (1)

Small (0), Animal

HP: 4, AC: 0, ACT: 5

BRT: 1, DEX: 2, WIT: 1

Bite (0): 1 dmg. **Emotive Call:** Huge radius. Violet hares can emit a high-pitched call that only they can hear. They use this call for help or to warn other hares nearby.

Violet hares are voracious little beasts that attack in numbers (2d6). They are known to overwhelm their victims with numbers and their constant biting. More than one adventurer has been taken down by these buck-toothed no goods.



FIRE DUNGEON

Items and Treasure

Dead Folk's Stuff

A lot of adventurers have made their way into the Fire Dungeon. Few have made it out. What remains of these slain adventurers consist mostly of ash and burn spots. However, some metal items such as coins, armor, and certain weapons may have survived the inferno. The GM may see fit to award gold or items to PCs in the Fire Dungeon.

Flame Sword of the Fire Elemental

When the fire elemental is slain, it will manifest a blade of flame with its final breath. The blade appears to be only a grip and guard of a sword. In the grip are the words "Zyxos Axikar." When these words are spoken aloud, the fire elemental is reawakened as the fiery blade of the sword springs to life. This sword does 2d6 fire damage. If it is ever submerged in water while the blade is alive, the sword will be destroyed. The grip and guard are immune to heat.

Adventure Opportunities and Ideas

Base of Operations

Although the village of Redrise is small and quaint, it will provide the PCs with a base of operations while they set out to conquer the Fire Dungeon. Redrise might also provide some NPC cannon fodder.

Burn 'Em All

Burn 'em up and make the PCs feel the wrath of the Fire Dungeon. NPCs are expendable, or they should be. Make an example of them. Fire and skin don't go well together. The PCs might think twice before running headlong into the fire elemental's chamber if they see a comrade immolated. This is a good way to get the PCs to think about other ways of conquering the dungeon besides using brute force alone.

Take This on Your Journey

Depending on how experienced the PCs are (or how powerful they are), the GM may wish to provide a contact that has an item that could benefit the PCs in their quest. This item could be something specific for the Fire Dungeon (or not). It could be a magical weapon that provides one of the party members with fire resistance. Perhaps it is a weapon that allows for extra damage to be dealt to fire creatures?

You Can't Swim in Lava

Yeah. If a PC falls into lava, they are probably dead. Not only that, all of their loot is probably dead as well. This is a perfect way for the GM to reiterate the dangers of the Fire Dungeon, especially if the GM has an NPC cast into the fiery river that moves through the place.