

The dangers of travelling through woods are normally thought of in terms of the creatures that call the woods home. The fire is spreading at an unnatural pace and it moves quicker than the party can keep up with. As the party tries to navigate through the forest as the fire spreads through the trees, bushes and grass a dark voice calls through the woods. The fire moves through the woods as if alive as it attempts to surround and close in on the adventurers while a sound like laughter crackles from the burning leaves.

Can the party find a way out of the inferno or will they have to fight their way out as a dark menace appears to urge the fires onwards and towards the adventurers.

**DM:** (This adventure assumes that the party has either a spell caster or has magical items on them. The arch-wizard, Tolkar Embermane has bound a powerful elemental, Cortlarlen, who due to the nature of the binding requires to feed upon magical energy. If not sated by spell casters or magical artefacts the being will turn on its master. Tolkar has seen the party and believes that their magical energy will be enough to sustain the elemental and prevent the consumption of his own form to fuel the being he controls.)

The party had not exactly chosen the path through Shemet forest as their first path however the roads that they had intended to travel across had become inoperable with a bridge collapsing that linked the two parts of the road together.

The more direct path to their destination was over the mountains, and despite not being recommended for commoners and merchants for an adventuring party it was more than suitable.

By the end of the first day into their travel they had made good progress and had found a place to set up camp.

The party had just started to eat their evening meal after hiking through the Shemet forest. The woods provided ample food, shelter and materials for building a camp and it was largely free from overly-hostile monsters. As they settled into their camp which overlooked a valley and basked in the warmth their camp fire provided them a light flickered faintly from across the valley. 'Another campfire' is what it appeared to be in the direction that they intended to cross after resting.

But as they watched the light, several other fires slowly came to life across the mountains side and as the wind changed direction towards them the smell of smoke gave hint to what came towards them. Suddenly the air was filled with embers as they raced and scattered through the valley and towards them at an unnatural pace. A dark voice carried across the wind, an arcane taint stung like acrid smoke as spot fires spawned everywhere

**DM:** (The party is being targeted by the mage Tolkar. If they don't move soon they will be burnt alive as the fires seem to swarm and rush around them. There are dozens of small fire elementals that are herding the party towards the mage, and more importantly towards the Elemental that the mage has caged. The Elemental has control over the others of his kind and wants the mage to use too much magical force to become weakened so the creature can break free, through the mage.)



Tolkar Embermane

As the party dashed across the wooded path as fires roared through the trees around them. As fire chewed through the wood the cacophony of sounds from burning leaves, sizzling bark and the fire as it created a wind system for itself sounded like the chittering laughter of foul, dark creatures. The embers raced through the trees carried upon these winds as if alive and wherever they landed new fires were born. The fire was born from dark magic and it acted as voracious as was the nature of

such things.

As they raced through the woods with the possessions they were able to grab in their haste to leave their camp they watched as a fire sprung up in front of them as a tree fell down upon the path they raced down. Scanning the area their only way forward was a quickly closing gap down hill towards the bottom of the valley in the direction that the fire first started.

Movement out of the corner of their eye drew their attention to a tree they had passed as a small creature made of fire crawled along the darkening bark, laughing maniacally as the tree quickly burst into flame. The source of dark magic was uncovered – elementals. But their dark master was somewhere across the valley and their purpose was unknown. It was clear that whatever they attempted to do to escape would only save them for a moment if they were the target of the magician who had summoned these creatures.

Their best bet of survival was to find whoever was controlling the elementals and to silence them.

**DM:** (The elementals are weak and trivial in nature but innumerable. None of them attack the parties but they spread fire to carol the party towards the mage and the superior elemental that is controlling them).

The adventurers raced towards the mountain peak as their efforts to prevent the elementals in hindering their advancement to their dark master were rewarded with a clear path towards the peak. The thunderous dark voice resonated down the mountain. A roar of rage or excitement came down from the

mountain peak which immediately caused several of the small elementals that had been harassing the party ceased feebly attacking them and starting to create more fires in the trees, bushes and fallen vegetation. As they scrambled up the rocky path a surge of air raced towards the peak as a maelstrom of fire gathered at the peak. A cry of pain and despair rang out as the heat got intense. After a few moments of hugging the cold stone of a rocky overhang the torrent of fire simply ceased. A dark voice boomed out once more "It is no use hiding. I will find you and burn you to a crisp like the dogs you are!" It took a few moments for the party to realise that the elementals in the forest had

disappeared, Fires still raged and the smoke that was billowing into the sky was causing gusts of hot wind and ash to rain upon the party. The sound of crashing timber came from above them as a tree thundered down the slope. They would have to make it to the top to stop the mage from burning the forest down around them and so the last dash up to the peak was all that was between them and the source of the elemental fire.

**DM:**(Refer to map on next page (424ThShFoPe, see also 424FrEmCi for creature suggestions, the wizard should be **challenging** in itself but there is little chance that it will allow the party to get within range to strike at it. Using the elemental with it to keep them engaged, summoning walls of fire, becoming invisible or simply flying outside of the party's ranges it will harass them and use all its magical abilities to ensure it comes out on top.)

As the final blow was dealt to the mage the wound that it sustained burst with fire, dropping its magical focus it tried to stop the fire from busting outwards but it was too late. Consumed with the elemental fire the body crumbled into ash. Only a handful of possessions indicated that the great wizard Tolkar Embermane, master of the element of fire, had ever existed.



Fallen Tolkar  
and Cortlarlen.



# Shemet Forest Ablaze - 424SuShFoAb

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