



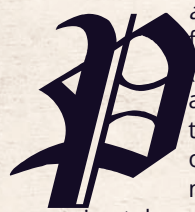
PALACE OF THE FIRE ORACLE

3RD LEVEL



Purge a temple of cultists and elemental monsters in this 3rd-level adventure for the world's greatest roleplaying game!

Palace of the Fire Oracle



Palace of the Fire Oracle is intended for four characters with an average party level (APL) of 3. Characters who complete this adventure should earn enough experience to reach 4th-level. A local temple has been overrun with elementals and someone must retrieve the holy relic within. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

Background

For many years, artisans and craftsmen have paid tribute to Vulkarr, the elemental god of creation. Recently, his temple has been overtaken by a cult of elemental worshipping zealots. Seeking the primordial power the elementals wield, they've summoned forth a great number of the creatures which have now overrun the entire temple complex. The few clergy who were able to flee have sought the help of brave adventurers to clear out the temple and retrieve the holy relic, Vulkarr's Hammer, from its depths.

Adventure Hooks

An Urgent Plea. The characters are approached on the road by a haggard looking man in red robes. He claims to be a priest of Vulkarr, and he tells them that cultists have taken over his temple and unleashed elemental monsters. He begs them to travel there, clear out the cultists and monsters, and retrieve the holy relic, Vulkarr's Hammer.

Festival Time. It's nearly time for the Festival of Creation, a celebration of craftsmen and artisans and the wares they make. Unfortunately, the centerpiece of the festival, a holy relic called Vulkarr's Hammer has yet to arrive from the nearby temple. The characters are tasked with going to the temple and retrieving the hammer in time for the big celebration.

Gems and Gold. The local temple to Vulkarr, god of creation, was abandoned when cultists forced the clergy out so they could practice summoning elementals for the purpose of enslaving them. Now, the treasures that once belonged to the temple lie open for the taking. Surely such things would make for a suitable reward for the heroes who deal with the cultists?

The Palace of the Fire Oracle

The temple grounds are eerily quiet and the altars stand barren. In the back of the temple, a staircase leads down into the depths of the temple proper where only the clergy are allowed to go. The passage is dark and a damp smell wafts up from it. The temple has the following features unless specified otherwise.

Ceilings. The ceilings are made of stone and rise 10 ft. above the floor.

Floors and Walls. The floors are made of neatly cut stone while the walls are made of a cobbled granite.

Doors. The doors are made of solid oak with metal reinforcements. They're all unlocked unless otherwise stated.

Lighting. Small sconces line the walls each with a *continual flame* spell cast upon them

Water. Parts of the temple are flooded. Water is knee deep in any of the flooded squares.

Unusual Features. The elemental forces at work here amplify such magics. Any spell that deals cold, fire, thunder, or acid damage allows the caster to roll the damage dice twice and use the better result.

1. Entrance Hall

This chamber is mostly flooded, the water coming up to knee level. Doors can be seen to the north and south.

Hazard: Slippery. The floor here is uneven and very slippery. Anyone moving at more than half their maximum speed must succeed on a DC 12 Dexterity (Acrobatics) check or fall prone.

2. South Hall

This long T-shaped hallway contains various doors in all directions.

Obstacle: Cave-in. The ceiling has caved in between the entrance of room 1 and room 3. It takes eight hours of digging to get through the rubble.

3. Empty Room

This room appears to have once been used as sleeping quarters, though it has fallen into disrepair.

There is nothing of value in this room.

4. Empty Room

It appears as though this room was once a mess hall of sorts, though the tables now lie broken and burned in the center of the room.



There is nothing of value in this room.

5. Study

This room contains various bookshelves and a small desk covered in scrolls.

The scrolls detail the history of the temple, the major acts of Vulkarr in the Elemental War, and lists of tributes presented to the temple. If the characters read the scrolls, they also learn that the bulk of the tributes are kept in room 7 while the hammer is kept in room 17.

Encounter: Cultists. There is a **cult fanatic** and a **cultist** in this room. They're pouring over the documents on the desk against the southern wall. If the characters enter the room quietly, they might be able to surprise them.

6. Outer Library

Bookshelves line the walls of this large room. Broken tables lie in the center covered in scorch marks. Doors are located on all four walls.

Trick: Confusion Runes. There are arcane runes written on the floor. If anyone takes the time to read them, everyone in the room must succeed on a DC 13 Wisdom saving throw or else be affected by the *confusion* spell.

7. Inner Library

This room is lined with floor to ceiling bookshelves.

Encounter: Giant Fire Scorpion. There is a **giant fire scorpion** in this room. The cultists summoned it, but they couldn't control it, so they locked it in the back of the library. It can move through the narrow hallway, albeit at half speed. It will pursue anyone who approaches it but it cannot open the door if it's closed. It uses the stat block for a **giant scorpion** except its sting does fire damage instead of poison damage.

Treasure: Tributes. There is a small chest in the back of the room. It contains 800 sp and 100 gp.

8. Foyer

This room contains a statue in the middle of it flanked by two large armchairs with a small table in between them.

This was once a sitting room for the clergymen.

Encounter: Gargoyle. The statue is a **gargoyle**. It waits for the characters to pass by it before attacking whoever is in the rear.

9. Storage Room

This room contains various crates and barrels along with bags of refuse.

This is where the clergymen stored their food and day to day supplies.

Trap: Pit. The door threshold is covering a pit trap. Anyone who steps on it must make a DC 14 Dexterity saving throw or else they fall 10 ft. into a hastily dug pit.

10. Southern Shrine

This small chamber has shrines to the resident god embedded in the western wall.

Encounter: Cultists. There are two **cult fanatics** investigating the shrine on the western wall. If the characters are quiet, they can slip past or ambush them.

11. Center Shrine

This small chamber is blisteringly hot. It has shrines to the resident god embedded in the western wall.

This room is unbearably hot. Anyone in heavy armor must succeed on a DC 13 Constitution saving throw or else they gain a level of exhaustion.

Encounter: Magma Mephits. There are three **magma mephits** in this room. They attack anyone who tries to cross it. They dislike the cold hallway to the north and won't pursue the characters if they head that way.

12. Northern Hallway

This long T-shaped hallway contains various doors in all directions. The air here is frigid and a thin coating of broken ice covers the knee deep water that has flooded the hallway.

The ground here is very slippery. Anyone who moves at more than half their maximum speed must succeed on a DC 13 Dexterity (Acrobatics) check or fall prone.

Encounter: Ice Mephits. There are three **ice mephits** under the water here. They attack anyone who enters the water. They abhor the hot air in rooms 11 and 20 and won't pursue the characters if they head to either location.



13. Northern Shrine

This small chamber contains a small pool of water in the center of it. Coins can be seen at the bottom.

Trap: Acid Pool. The pool was once a place where worshippers could toss coins in for good luck. Now, the elemental forces have warped it and it's turned to acid. Anyone who touches the liquid must succeed on a DC 13 Constitution saving throw taking 2d10 acid damage on a failure or half as much on a success.

Treasure: Coins. There is 32 cp, 21 sp, and 15 gp in the pool.

14. Worship Chamber

This room is partially flooded. The remains of benches float in the water.

This was where the clergymen prayed to Vulkarr on a daily basis.

Trap: Unstable Roof. The stones above the door have come loose. When the door is opened, whoever opens it must succeed on a DC 13 Dexterity saving throw taking 2d10 bludgeoning damage on a failure or half as much on a success.

15. Hall of History

This room is dominated by a large tapestry on the western wall. A cloudy haze fills the room and condensation beads against the walls.

This room is lightly obscured by steam.

Encounter: Steam Mephits. Three **steam mephits** occupy this room. They're hiding behind the tapestry. If someone disturbs it, they attack before trying to flee to room 16.

16. Outer Sanctum

This long T-shaped room is filled with a thick haze of steam. It blisters the skin.

This room is heavily obscured. Anyone who enters the room must succeed on a DC 13 Constitution saving throw or else they gain a level of exhaustion and suffer 1d4 fire damage. Anyone in heavy armor makes the save at disadvantage. If they succeed on the check, they're immune to the effects of this room for 24 hours.

17. Inner Sanctum

This large chamber has 40 ft. vaulted ceilings and is dominated by a dais on the western wall. Set atop it is a small stone coffer.

Vulkarr's Hammer is kept inside the coffer along with some of the tributes to the temple.

Encounter: Fire Pudding. There is a **fire pudding** on the ceiling. It can be noticed with a DC 14 Wisdom (Perception) check. It drops down on the first creature to walk under it. It uses the stat block for a **black pudding** with the following changes.

- Its type is elemental.
- It's immune to fire, cold, lightning, and slashing damage.
- Its corrosive form and pseudopod attack deal fire damage instead of acid damage.

It slipped through one of the cult's summoning portals and took up residence in this chamber. The cult have avoided it ever since.

Treasure: Tributes. There are five gems each worth 10gp in the coffer along with Vulkarr's Hammer.

18. Flooded Chamber

This chamber is completely flooded. It's impossible to determine what it was previously used for. A thin layer of frost coats the walls and the water's surface is partially frozen.

The ground here is very slippery. Anyone who moves at more than half their maximum speed must succeed on a DC 13 Dexterity (Acrobatics) check or fall prone.

Encounter: Ice Mephits. There are three **ice mephits** hiding under the ice in this room. They do not attack unless provoked.

19. Summoning Chamber

This small room contains a fountain in the center covered in arcane runes.

This is where the cultists perform their summoning rituals. The arcane glyphs can be read with a DC 14 Intelligence (Arcana) check. They contain the names of the various elemental planes along with the names of specific types of elemental creatures.

Encounter: Cultists. Two **cultists** and a **cult fanatic** are currently in this room preparing to summon another elemental. They attack as soon as the characters open the door.



20. Temple Forge

This room is incredibly hot and a thick smoky haze fills it. A small creature with flaming hair can be seen hammering metal on an anvil in the corner. He periodically dips the red hot metal into a vat of water by his side.

The creature is an **azer**. He was summoned by the cultists and immediately went about making the temple forge his new home. He's non-hostile and will greet the characters in Ignan if they approach him. He will ask them if they have any gems to trade. If they do, he offers a soot covered *bag of holding* in exchange for them. He requires at least 30gp worth of gems to make the trade. If attacked, he fights to defend his forge.

Aftermath

With the cultists dead, the elementals dealt with, and Vulkarr's Hammer recovered, the temple is once again safe for the clergymen to return to. The festival in town will proceed without a hitch and the characters are allowed to keep the treasure they pilfered as payment for their hard work.

If the characters let the Azer live, the clergymen allow it to stay and work the forge. They develop a symbiotic relationship and the temple comes to be known for the creature's incredible craftsmanship.

If the characters killed the Azer, the clergymen are saddened as they would have loved a chance to interact with a being of pure creation such as he.



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