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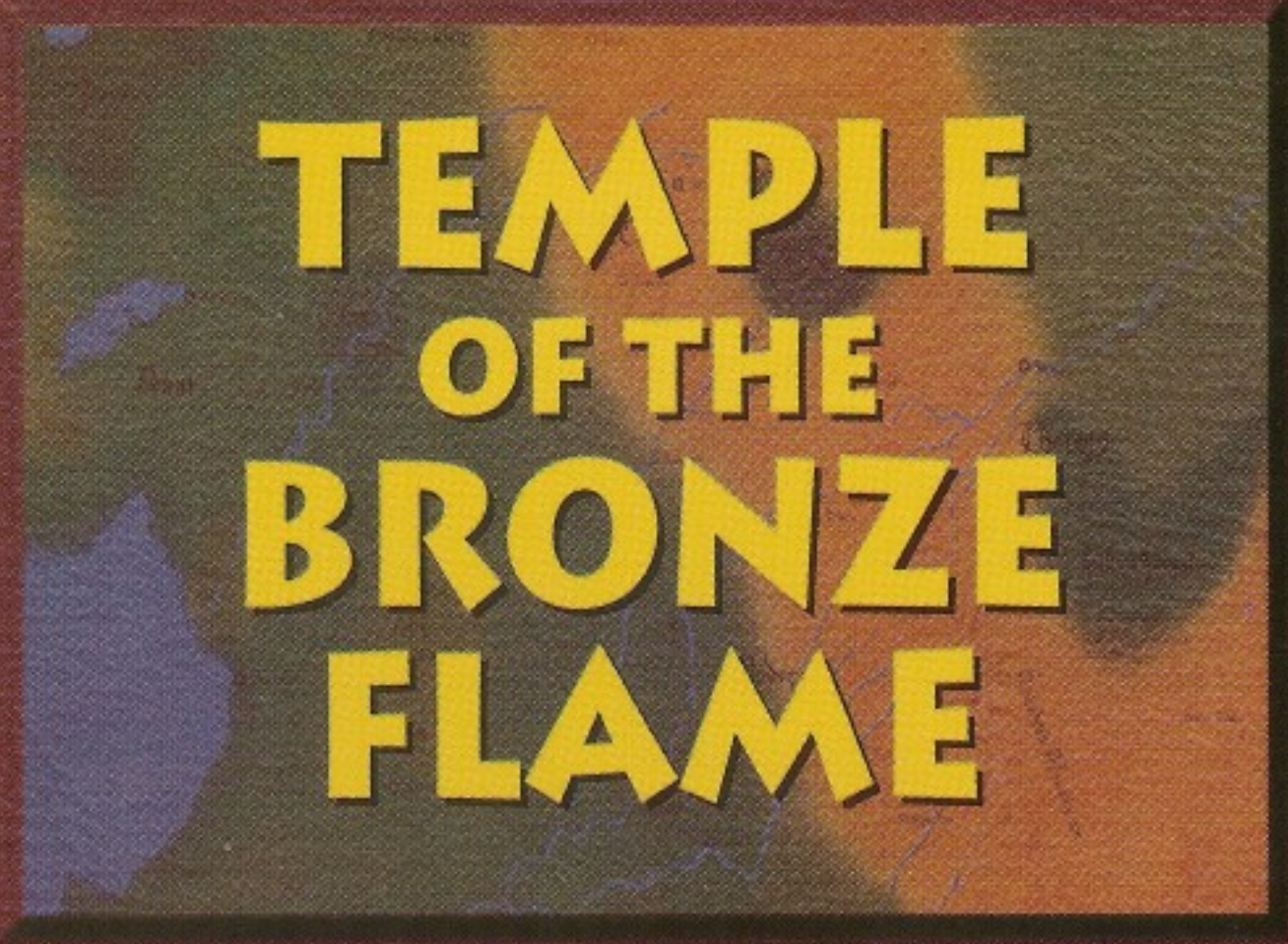
ADVENTURE

KA3

SERIES

Kalamar Quests

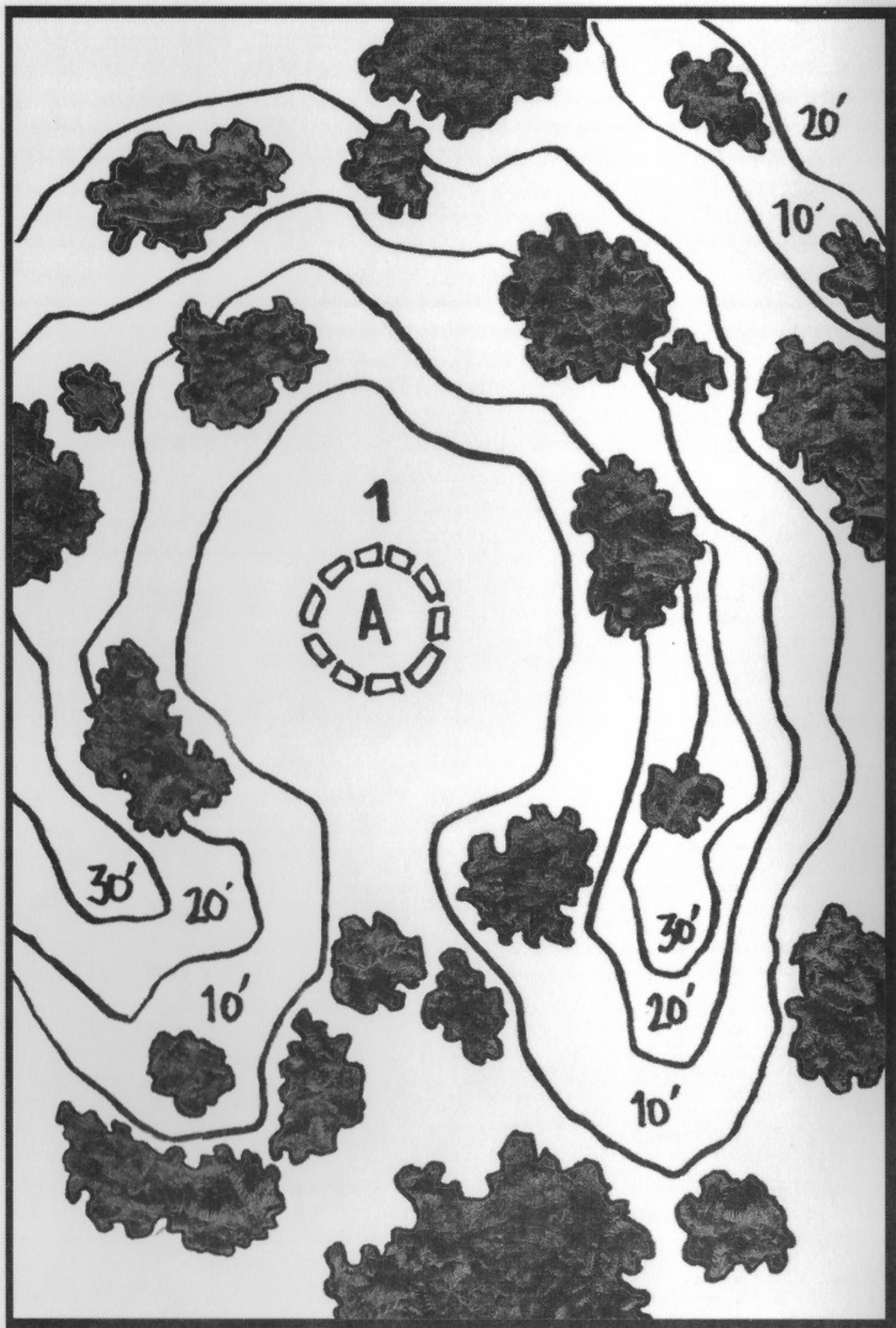
A Summons to Adventure



TEMPLE
OF THE
BRONZE
FLAME

BY

CHRISTOPHER HEATH



Terrain map depicting entrance to the Temple of the Bronze Flame

The Temple of the Bronze Flame

By Christopher Heath with additional material by Barbara Blackburn

The Temple of the Bronze Flame is an adventure for 3-5 characters of any class, each having 5-7 levels of experience. Alternatively, the Game Master may use this adventure to integrate beginning or low level newcomer characters into an existing mid or higher level campaign. In the latter case, the GM may wish to allow up to 3-5 beginning or low level characters (1st to 3rd level) that successfully accomplish the goal of this adventure multiple-level advancement. Thus, **The Temple of the Bronze Flame** may be used to allow such beginning or lower-level characters and/or newcomers to attain hero status by performing a single, extremely challenging quest.

ADVENTURE BACKGROUND

This adventure begins in Dirasipidu, a small village in the Duchy of O'Par, near the Kakapela Hills. Dirasipidu, a village founded by members of the Cathedral of Light, is known for always being brightly illuminated.

Typically a peaceful town, Dirasipidu rarely sees troubles from a source other than from the Keepers of the Fire Corner, a local sect of the Assembly of the Four Corners, based in the Kakapela Hills. A long-standing feud exists between the two priesthoods in this area. Also present in the village is a small temple, with but a few followers, of the Parish of the Prolific Coin. Rumors have it that there are even a few Impostors dwelling among the citizens of this area.

Dirasipidu is a mecca for worshippers

of the Cathedral of Light. A library of ancient texts describing many famous battles with dark and chaotic forces as well as various rituals of The Cathedral of Light is located within the village.

Priests and followers of the Cathedral of Light come from all over the Duchy of O'Par and the Duchy of Doderia to study in the halls of this library and visit this holy town where the sacred phoenix of Dirasip is kept in a special garden known as the Sunlight Grotto. The bird is said to grant wisdom to those who hear his voice. Unfortunately, recent events have made the trip a disappointment for many pilgrims. Members of the Order of Light, however, have not given in to despair. They have a plan.

*Note: As an aid for those GMs who do not currently own the **Kingdoms of Kalamar**, a description of each of these religious sects is included in the appendix.*

SETUP

The Cathedral of Light is hosting a festival in the village to honor one of its priests who has been promoted to the rank of Lantern. Adventurers who wander into the city will be unable to ignore the celebration because it is large, loud and fragrant. The aroma of tantalizing delicacies has drawn many revelers who have been welcomed with plenty of food and drink.

The Order of Light is using the celebration not only to honor its priest but also to recruit adventurers to help them

recover a holy treasure which was stolen by Impostors [priests of the Confuser of the Ways] posing as Profiteers [priests of the Parish of the Prolific Coin]. The Impostors were hired by members of the Assembly of the Four Corners, whose Fire Corner cult has constructed a magical cage known as the *Cage of Lisar* in which the bird can be imprisoned. They hope to use the bird in arcane ceremonies from which they may learn the deepest secrets of the element of fire. Loyal followers of the Cathedral of Light who were guarding the bird when it was taken said they saw no one enter the sacred grove. One moment the bird was living happily in the trees and the next, it was gone. The only clues found were a silver button and a torn piece of fine silk - incriminating the Parish of the Prolific coin or a rich merchant of some type. The followers of The Shining One are beside themselves with grief.

Knowing that powerful magic must be at work for the bird to have disappeared from their view so completely, the Order has decided to look for outside help in the matter. The Fire Corner temple, where the bird is being held, is high in the Kakapela Hills.

Read to the players if they choose to explore the festival:

The delicious aroma of freshly-baked bread and other treats arouses your senses. The streets of the city are crammed with revelers, making it very difficult to get around, but no one seems to mind. It is a festival day.

A tall human woman smiles at you and beckons you to join in the festivities, "All are welcome to join in the light of our Golden Celebration."

Rows of vendors line the streets which converge into a circular courtyard where a juggler is tossing lit torches into the air. Nearby, a crowd has gathered around a troupe of performers from the Theatre of the Arts whose temple is found in nearby Bet Bireli. These entertainers are enacting

a comedy at the moment, as witnessed by the crowd's laughter. Amongst the food and drink stands offering refreshments is a small booth where people are playing a dice game and having a drinking contest. Next to this booth is a fortune teller. In a nearby field, a spear throwing contest is under way.

If the players choose, they can participate in one of the contests or have their fortunes read. It will cost them a small fee for each activity - a copper piece.

DICE GAME: The game is simple. The patrons each have two six-sided dice. Anyone who rolls doubles wins something. Double ones win a free drink, double twos win a leg of lamb, double threes win a copper coin, double fours win a night's stay at the inn, double fives win a silver piece and double sixes wins two silver coins.

Those who fail to roll doubles, however, must pay a penalty of their choice. They can give up one item which they have already won or a silver coin if they haven't won. They may also choose instead to let the jester presiding over the game to pour a drink over their head.

FORTUNE TELLER: Players who choose to patronize the Fortune Teller's booth should roll a 20-sided die. Read the appropriate fortune to the player as determined by his or her dice roll:

1-2: *A great light will lead you along a new path.*

3-4) *A great treasure is within your grasp.*

5-6) *Your foot will slip, and your fall will be great.*

7-8) *Great honor is yours, along with great sorrow.*

9-10) *Grasping hands reach to take something precious from you.*

11-12) *You will be given a golden opportunity. Do not pass it up.*

13-14) *Death is stalking you.*

15-16) *You are standing on the brink of*

greatness.

17-18) *Look for the thorns in the roses that line your path.*

19-20) *You will be faced with the greatest challenge of your life, very soon.*

However the PCs choose to pass their time, Reven "The Committed," will eventually find them, introduce himself and offer them an opportunity. When you introduce the party to Reven, read the following:

You are approached by a Kalamaran gentleman wearing a bright yellow cloak. He greets you with a cheerful "Hello," and asks if you are enjoying the festivities. He then introduces himself as "Reven the Committed, a Flame of the Eternal Lantern."

If the characters inquire about his title, "the Committed," he relates that it is due to his persistent religious servitude. Reven will chat cordially with the party for some time before his demeanor changes and he becomes much more serious.

"I'm sure you have journeyed to the festival simply to enjoy yourselves, but there are more pressing matters at hand. If you seek adventure, crave riches, but most importantly, serve good, then meet our ranger friend, Gasif, at the temple at midnight. Enjoy the festival."

REVEN: 7th level Cleric, AL LG, S 9, I 13, W 16, D 10, C 11, CH 14, AR10, HTK 32, MV12, THAC0 15, AT 1, DMG 1d8+1, Size M. SA: turn undead with +1 bonus, immune to undead energy drain attacks. Spells: *Command, Detect Evil, Cure Light Wounds (x2), Purify Food & Drink, Find Traps, Hold Person, Silence 15' radius, Speak with Animals, Continual Light, Cure Disease, Protection from Fire, Detect Lie.* Possessions: *Mace +1.*

The temple is next to the field where the spear throwing tournament was held. It is an open-air temple with a half sun

emblazoned on each of its columns.

If the players choose to come back at midnight, they will find their contact, Gasif the Ranger. At that point, the Game Master should read:

Between two columns of this open-air temple, you spot a cloaked human figure sitting upon a gray mare. He introduces himself as Gasif. He bids you to follow him into the woodline, where you can talk, away from prying eyes.

GASIF: 5th level Ranger, AL LG, S 11, I 12, W 11, D 18, C 15, CH 13, AR 1, HTK 35, MV 9, THAC0 16, AT 1 or 2, DMG 1d8 or 1d6, Size M. Possessions: chainmail, long sword, longbow, twenty arrows, 5gc, 10sc.

If the party agrees to follow him into the woods, read the following:

Warily, you follow Gasif into a small clearing where several horses are tied. Gasif halts abruptly and begins addressing you.

(If the party refuses to follow, Gasif will eventually talk out in the open, but continually darts his eyes about suspiciously. His words remain the same as below.)

"You have spoken to Reven, a Flame of The Eternal Lantern, who has begged for assistance, and obviously, by your presence here, you are interested in helping. I was sent as an escort, as well as to inform you of your task.

A short while ago, the beloved phoenix of The Eternal Lantern was captured by Profiteers working for followers of the Mother of the Elements. Our agents have confirmed that they are now holding the phoenix in a hidden temple nestled in the Kakapela Hills. For the moment, the entrance is lightly guarded. They apparently must believe their best defense is secrecy. Fortunately, our scouts have discovered the exact location of the temple and the time is right to strike. I am afraid

we do not know what horrors lie within the shrine. It is said that the temple uses traps and tests to deter those who intrude while allowing easy passage for those favored. I pray that you have your wits about you.

Our scouts tell us there will be four guards on watch outside. Once we have dealt with them, I will keep watch outside for any further reinforcements. Your company should enter the temple and rescue the phoenix. At any rate, we must be gone by nightfall or risk being captured by the Assembly's masses. We call upon your sense of good, justice, and honor to accept this perilous task. Mounts have been provided for you.

If the party inquires about a reward, Gasif will respond as follows:

"You will choose your own reward. You may either receive 200 gold coins and one healing draught for each of you or instead, you may call on the spellcasting abilities of the Priests of the Order of Light three times at your discretion. You are allotted anything you can recover from the Temple to add to your payment."

If the party attempts to bargain with Gasif, he will increase the reward to one *Potion of Healing* per party member and either 200 gc per party member or three spellcasting favors from the Order. Any further haggling will result in Gasif becoming stressed with these "petty trifles." He will state that he has no further authority to negotiate. At any rate, he will offer the *Potions of Healing* as payment up front, but the rest will have to wait until the mission is completed.

As you begin traveling toward the Temple, Gasif rides several hundred feet ahead of the party. He stops or changes routes occasionally, presumably to avoid potential dangers. A light drizzle begins as your company nears its destination. Gasif motions with his palm for you to stop and presses his index finger to his lips in a

signal for silence.

In a hushed tone he speaks and points ahead, "We are approaching the guard posts. The guards should be just over this crest." He then dismounts and disappears into the woods toward the rolling hills beyond.

If the party follows, continue:

As you follow, you see Gasif stop and nestle himself behind a large fallen tree trunk. He then draws his bow.

If the PCs choose to engage in the conflict, they may. If not, Gasif will continue firing arrows at the guards until they are all incapacitated or slain (or until he has fired all of his arrows). The players have the advantage of surprise.

FOUR GUARDS: 1st level Fighters, AR 5, MV 9, HTK 5 each, THAC0 20, AT 1, DMG 1d6 or 1d4. Possessions: each guard wears chainmail and wields a spear or light crossbow, they have but one silver coin apiece.

TACTICS: Gasif will carefully select a firing position which offers him the greatest benefit of cover and concealment (-6 to opponent's "to hit"). [PCs attempting to settle into concealed positions of their own may only subtract 2 from their opponent's "to hit".] Only then will he commence shooting. The guards will be at a severe disadvantage returning fire despite there being four of them. They will not charge into the woodline for fear of being ambushed nor will they desert their posts and retreat into the Temple for at least three rounds. They will coordinate their shots at a single target (preferably one more exposed such as a player character) and not relent until it drops. If the PCs choose not to engage in the firefight, Gasif may not be able to slay all four guards before they retreat into the Temple and raise the alarm. Should this occur, his attitude toward the PCs will be very cool, albeit still professional, thereafter.

THE TEMPLE

The temple is located entirely below ground. The passages and rooms are commonly 15 feet high. Unless otherwise noted, the walls and ceilings are covered in a white wax and red candles evenly spaced along the wall every five feet light the way.

The secret doors may be found on a roll of 1-2 (3-4 for demi-humans), and may be checked for any number of times (requiring one full turn for each check per ten foot section). There are no random encounters within the temple.

1. TEMPLE ENTRANCE.

Gasif points to a hole in the ground surrounded by a circle of stones, and tells you, "This is the entrance, may the Eternal Lantern guide your way."

Billowing from the pit is a cloud of red vapor with a pungent odor. Gasif, who is standing nearby to keep watch, tells you that what you are smelling is brimstone. The cloud makes it hard for you to see and you are not sure how deep the pit is or how to get in. Gasif has no idea either.

The brimstone cloud obscures vision into the 30 foot deep shaft descending from the entrance. A rope hangs down the lip of the pit. Characters climbing down soon find themselves weakened by the intense stench of brimstone and must make a constitution check at +2 bonus (+4 bonus if the player states the character is holding his breath) to avoid falling and sustaining 2d6 points of damage. Thieves climbing walls must make the same check.

2. ENTRANCE LANDING

Entering this room from the shaft, you quickly move to the side to escape the brimstone fumes and catch a breath of

fresh air. In doing so, you notice that the the smoke rises from floor vents directly beneath the shaft. Due to the illumination of red candles, spaced at five foot intervals along the walls, you have no trouble discerning the 50 foot long by 30 foot wide, wax covered chamber you find yourselves in. To the north, steps lead up some 10 feet to another similar chamber where two towering 12-foot iron figures loom in the warm glow of the candles.

2A. SECRET CRAWL SPACE

In order for the characters to locate the secret crawlspace which bypasses the iron golems, they must specifically state that the stairs are being searched for hidden doors (success is then automatic). A latch lies concealed under the ridge of the second step and pulling it will allow a section of the stair to lift upward revealing the passage behind. The Keepers usually latch this passage but it is currently unlocked so that the guards can enter and alert the Bronze Flame to trouble beyond their capacity to handle.

3. GUARDROOM.

Two 12 foot tall iron statues stand motionless before you, the flickering light of red candles reflecting eerily upon the armored harbingers of death.

These lesser iron golems remain still until the room is actually entered. At such time they will move to attack, first breathing poisonous gas, then engaging.

TWO LESSER IRON GOLEMS: AR 4, MV 6, HTK 40, THAC0 14, AT 1, D 2d10, SD: hit only by +1 or better weapons, SA: breathe poisonous gas every fourth round - save vs. breath weapon or die, XP 7,250

If the players are successful in this room, and they take time to look carefully around the area, they may notice a loose panel along the left wall, about 10 feet down. This panel, if opened, will reveal a suit of red dragon armor which

protects wearers against flame. Keepers of Fire Corner are known for their expertise in creating such armor. *See appendix for details of this item.*

4. ALTAR ROOM.

Candlelight illuminates a bloodstone altar on the far side of this 40 foot square wax-covered chamber. Wax coated candlelit corridors can be seen to both your right and left.

The only unusual feature in this room is the bloodstone altar.

If it is searched, a small drawer will be found midway up the right side of the slab. The *Codex of Flame* is within, the bible of the cult, and is written in flowing golden amber script.

A loose piece of parchment has obviously been inserted within the book. Written on it is a mantra which states (in Kalamaran):

"Blessed is the flame

Entwine me

Blessed is the flesh

Consume me

I welcome the flames

I welcome the flames"

The scroll pertains to the sculpture in area 12 but the characters will have to surmise this for themselves, as no additional clues are given.

The *Codex of Flame* is of great importance to the cult and if stolen the thieves will be relentlessly hunted by cult members until the volume is recovered.

The altar is on rollers and thus can be moved around quite easily. One wheel, however, rests on a small pressure plate. Movement will alert the Bronze Flame, the High Priest of the Fire Corner, in area 11. He will await the party's arrival in area 7. The altar must be moved to open and enter the secret door behind.

5. THE WAX MUSEUM.

As you descend the steps, you notice the passage beyond contains many wax statuettes of adventurers, varying in class. Warriors, thieves, clerics, and magic users all strike poses in the dim candlelight.

This is more of a trophy room than a museum. All the adventurers slain within the temple have had their likeness sculpted in wax and now stand as testament to the demise awaiting desecraters. The wax sculptings themselves are not of particularly good quality and will fetch a mere silver coin each if sold, but they must be carefully transported to avoid damage and therefore each has an encumbrance value of 150 coins in weight. The actual weight of each sculpture is a mere 2 coins.

6. THE COLD DOOR.

The secret panel gives way to reveal a dark, unlit, cold stone passage 20 feet wide by 50 feet long. A set of finely-crafted double doors stands majestically at the far end of the hall.

When viewed through infravision, the doors are a cool blue hue. However, if a light source is used and the doors are examined, they will appear to be made of a strange blue metal. If touched, they feel cold and a small red heat spot will temporarily appear on the surface. The doors will also make a low humming sound as if they are trying to open themselves. The only way to open these doors is to set them aflame with oil or a similar heat source. Once heated, a peculiar humming sound will be heard (alerting the temple's caretaker if he hasn't already been warned by the pressure plate in area 4) and a short while later the doors swing slowly inward.

7. THE BRONZE FLAME.

The double doors slowly swing open to reveal a large stone chamber 40 feet wide by 80 feet long, brightly lit by torches.

Some 20 feet away, attached to a raised platform by means of a swivel, rests a loaded crossbow. Stone steps lead to the next 40 feet of the chamber, a round platform, raised several feet. The northern wall is actually a semi-circle of mirrors, twenty or so images of a red cloaked figure are reflected therein. The cloaked figure stands grinning with hands held high above his head, a golden ring gleaming brightly. His face turns sour as he begins to speak (in the Kalamaran Tongue) through his thick, red beard.

“You have come to the temple without invitation, O desecraters of the Bronze Flame. Now you must play with fire, and pray that your own flame is not snuffed out. I will graciously allow you one chance to kill me, afterward you shall all die. You have one candlestick’s time to fire a shot from my crossbow. Perform any other actions and I shall slay you outright.”

The cloaked figure is known only as the **Bronze Flame**. He is the current caretaker of the temple (and the only permanent resident), as well as the sculptor of the wax statues in area 5. He is also quite mad. He invented this test of fire after receiving, what he calls, “divine inspiration”, and considers it a religious rite to test his faith and to pass judgement on others. He is quite secure with the test as it has never failed him.

BRONZE FLAME: 6th level Priest, AL N, S 7, I 14, W 17, D 13, C 11, CH 5, AR 10, HTK 20, MV 12, THAC0 18, AT 1, DMG spells only, XP 1500, SD: natural mirror images, SA: *Ring of Spell Storing* containing *Fireball* (x2), *Flame Strike* (x2), and *Wall of Fire*. The Bronze Flame’s mental disturbance prevents him from memorizing any spells. However, he has been specially favored by his deity and She has deigned to recharge his ring as needed in lieu of granting him spells.

After reading the room description to the players, give them one minute to state which character (if any) is firing the crossbow. That character has only a 1 in 20 chance to determine which is the real Bronze Flame, and which are the reflections. Thus any character firing the crossbow must roll a natural 20 on the “to hit” die in order to slay the Bronze Flame. If the player states that his character searches out the one figure with the ring on the opposite hand, then the character may automatically slay the Bronze Flame [the crossbow is loaded with a *Bolt of Slaying Priests*], provided he does not roll a 1 on the “to hit” die. If the characters perform any other actions, such as attempting to douse all the lights to use infravision, the Bronze Flame will attack.

If the Bronze Flame is still alive after the crossbow shot, he calls upon the powers of his *Ring of Spell Storing* and traps the party within a *Wall of Fire*. For the next four rounds (or until the intruders are slain) he will bombard the party first with two six hit die *Fireballs*, then with two *Flame Strikes*. His *Ring of Spell Storing* was magicked with the command word AKIROR [“torch” in Ancient Kalamaran], a command word that will likely die with him.

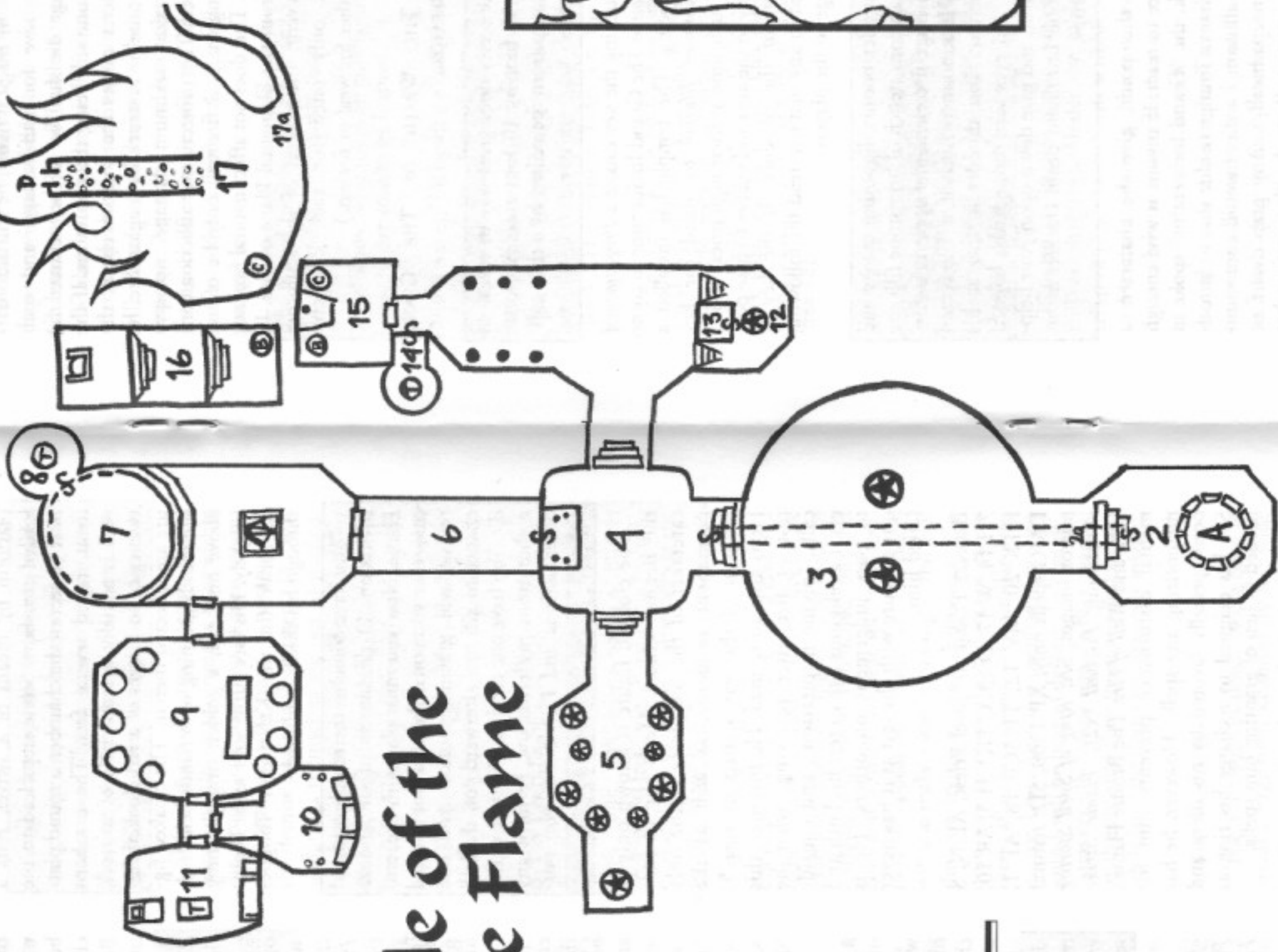
8. TREASURE VAULT.

A secret door leads to this room - a door which may only be found if the mirror hiding it is broken. Only then do the characters have a chance of finding the secret door that leads to this treasure room.

The secret panel slides to one side to reveal a small, unlit circular room. A wooden table stands alone, its top laden with treasure.

The table contains: 1,000 cc, a *Potion of Fire Resistance*, a *Potion of Fire Breath*, a *Potion of Healing* and *Longsword +1: Flame Tounge*.

Temple of the Bronze Flame



THE CAGE

9. THE WORKSHOP

Nine vats filled with a viscous substance are spread across the room. Upon a 15 foot long table rests wicks, dyes, and instruments for sculpting.

This room appears to be where the wax is stored that makes up many of the temple's features.

10. STORAGE ROOM

Brooms, torches, feather dusters, mops, wicks, wax, dyes, oil, rope, a tinder box, flasks of water, rations, candles, and sacks are all stored here.

This room contains many mundane items for temple upkeep.

11. THE CHAMBER OF THE BRONZE FLAME

This normal bedchamber appears to be nothing more than the room of the temple's caretaker. There is a single bed against the north wall, a modest dining table, and a wardrobe (which has been left open) containing four red robes.

12. THE SCULPTURE.

This chamber is hewn from natural rock, and the floor is tiled with bloodstone. It is dimly lit only by the illumination of the candles from the area to the north. A sculpture of a column of flame is cast in bronze.

The bronze sculpture rests against a secret door to the north, but it is hollow and may be moved easily to reveal the door to the characters.

If detected for, the sculpture radiates a faint dweomer. If one touches the statue while chanting the mantra found in the Codex of Flame in room 4, a powerful magic will be invoked. An individual performing this ceremony must make a wisdom check at -2 penalty. If the check is

successful, the next time the character is struck by magical flame, he will automatically save for half-damage, and each damage die shall be further reduced by two, one still being the minimum. If the character misses the wisdom check, the next time he is struck by magical fire, he will take maximum damage, no save allowed. This protection or affliction concerning magical fire will only be of use once. This does not affect natural fire, nor fire from the Elemental Plane of Fire. In any event, the powers of the sculpture work only once for each character (whether for weal or for woe).

13. THE WRATH OF THE GRAND INCINERATOR.

The secret door gives way to reveal an unlit 10 foot by 10 foot area. A bronze key hangs from the ceiling by a thin copper wire.

Touching the key causes a *Programmed Illusion* of The Grand Incinerator to come into being. The temple has installed a *Programmed Illusion* to guard the key until such time as their high priest makes his way to the area and wishes to take possession of the phoenix. If the key is moved in any manner, read the following passage to the players:

Thunder booms, lightning cracks and the nauseous stench of brimstone fills the air. A huge fire elemental appears before you. He announces himself as The Grand Incinerator. You shudder in fear as his blood red eyes sear through the haze of his form, and gaze down upon your helpless soul. Imminent death crackles at his fingertips.

At this point, give the characters a chance to react. If anyone is wise enough to ask, the "Grand Incinerator" spoke in Merchant's Tounge (a clue that he is really an illusion - a diety would communicate telepathically). Any gray dwarf or deep gnome will see the illusion for what

it is, and may warn others to disbelieve. Characters attempting to disbelieve must make a wisdom check at a +4 bonus. Characters who flee without looking back will also be immune to the illusionary effects. Speaking or striking at the illusion will cause it to return a believable response. After one round has passed and if any characters are still in the visual range of the illusion, read the following passage:

The Grand Incinerator calmly announces the method of your destruction:

“Those who toy with the flame
are sure to be burned.”

With a wave of his hand, the god sends forth a shower of flame which incinerates you.

Any characters within visual range of The Grand Incinerator who have not successfully disbelieved are now dead from shock. The illusion fades on the next round.

The bronze key is both a false key and a real key. It is not a key in the physical sense. However, if examined closely, a tiny inscription written in Kalamaran [MODEREF] will be found. This the command word to open the *Cage of Lisar* (see area 18).

14. SCROLL OF PATHS.

In the center of this round stone chamber stands a circular pedestal made of polished wood. Upon it lies a ceremonial chalice of bronze.

The bronze chalice is not magical but still worth 50 gc. Under the table is a scrap of paper with words scribbled on it in Merchant's Tongue. The note was left by an adventurer who tried unsuccessfully to save the phoenix. He was clever enough to use *Gaseous Form* to pass this far, but was blasted by the Eye of Flame in area 16. Before he died however, he managed to crawl back to this room and scrib-

ble out a note to aid others whom, he hoped, would follow in his footsteps. This note has yet to be discovered by the temple's caretaker.

The note states (in Merchant's Tongue): *Seek not the Cat's Eye, nor the Path of the Worm.*

The “Cat's Eye” refers to the portal emitting green light in area 15. The “Path of the Worm” speaks of the tunnel leading east from area 17. Characters would do well to heed these warnings as they will likely die entering either of said areas.

15. CHAMBER OF CHOICES

This 30 foot square stone chamber is lit by a single torch in the middle of the far wall, and by two circular portals on the floor. The western portal sheds a green light, and the eastern portal sheds a red light. Directly across the chamber, a single torch lights the room. Below the torch is a stone shelf extending from the wall, inscribed with a message. Upon the shelf, just under the torch sits a red rose.

The message reads in Kalamaran: *Ada e Hisorisi Geful an Is e Tabididip ki Gibulidikal* [Palm the Red Flower or Suffer the Fate of Ashes]. If the portals are examined, the western one will be seen to lead down 20 feet into a stone chamber illuminated by a softly glowing green light (area 16). The eastern portal is similar, although the color of the light is red (area 17). If the stone shelf is examined, a catch will be found on its underside, and if pulled, a scroll will fall out.

The scroll states (in Merchant's Tongue): *Seek ye the False Name or Perish*, and is followed by the numbers 10, 12, 16, 17, 18.

If interpreted correctly by the players, the numbers written on the scroll correspond to the 10th, 12th, 16th, 17th and 18th letters of the message on that scroll. These letters spell out F L A M E, which is the false name of the red flower. The

inscription on the stone shelf tells those to pick (or choose) the red flower (which is another name for flame), or suffer the fate of ashes. Those who solve the riddle will choose the torch on the wall over the red rose. In any event, if the rose is moved it will emit a poisonous fragrance. All creatures within 30 feet must save vs. poison or die in 1d10 rounds. The torch appears normal but will emit an uncertain dweomer if magic detection is employed.

Game Masters who wish to make this test a little less complicated can change the scroll to state: *Seek ye the Child of Flame not the Child of Earth.*

16. THE EYES OF THE TEMPLE.

This 20 foot by 60 foot stone chamber glows eerily with a soft green light. It is sectioned off into three levels, each connected by a set of wooden steps. To the north, almost at the end of the chamber is a great wooden throne, its intricately carved back is facing you.

This is the cat's eye that the characters should have been warned against if they found the message in area 14. As the first set of steps are crossed, read the following to the players:

The steps creak violently and the noise carries throughout the chamber. The throne spins to face you and sitting upon it is a hooded figure robed in black. He throws back his hood to reveal a decayed skull with a red gem gleaming from his left eye socket. The skeletal figure laughs wickedly as a fireball shoots forth from the gem and engulfs the party.

The *Fireball*, shot by the Eye of Flame, is very potent (12d6) and should destroy most low-level characters. If others are still alive, the Eye of Flame will not seek to engage in melee, but will hide behind his throne and attack with *Fireballs*. If forced into a melee situation, the Eye of Flame will escape by turning ethereal.

EYE OF FLAME: AR 2, MV 9, HTK 88, THACO 10, AT 1/2, DMG 12d6, SD: assume ethereal form, SA: may shoot a 12 hit die *Fireball* every other round, XP 3,000.

17. THE GATE ROOM.

This area, seemingly cut from igneous rock, was shaped to resemble a flaming torch. The northern walls are dripping with lava and the room is, understandably, swelteringly hot. A small passage leads to the east and a steaming bed of coals stretches from the center of the room to an archway on the northern wall. The archway swirls in a blaze of magnificently bright colors. These hues of red, orange, blue, white, and green, dance across the chamber in a kaleidoscope of patterns. The beauty of this chamber is almost hypnotic.

The lava walls within the torch shape (outlined on the map), will inflict 4d10 points of damage per round to an unprotected creature coming into contact with them. Walking the bed of coals requires a dexterity check, those failing suffer 1-4 points of damage (1-2 if hard boots are worn). The archway of spiraling colors is actually a *Gate* to the Elemental Plane of Fire (area 18).

17A. THE PATH OF THE WORM

The earthen path to the east quickly diminishes to a mere crawl space, just large enough for an armored character to slither along on his belly.

The characters should have been forewarned not to enter this tunnel. Any creature traveling 40' into the tunnel will activate a *Magic Mouth*. It speaks no discernible language but rather emits a high frequency pitch. This calls to dinner a crimson worm which will arrive in 1-10 rounds. If the characters begin moving out of the tunnel at the sound of the

pitch, each round it takes for the crimson worm to arrive they have a 10% chance of crawling out in time. Any character still within the "path of the worm" when the crimson worm arrives, will automatically be swallowed whole and die. The worm will not enter the Gate Room as the unpleasant heat dissuades its advance.

18. THE CAGE.

If the party has passed beyond the archway without the torch from area 15, read the following passage. Otherwise, read the second passage.

You enter the archway to find yourself in the midst of a fiery world, standing amid multi-colored flames on a platform of brass. Some 20' away, down a flight of steps, is a large metallic dais. Upon it sits four smaller platforms and upon each, in the center, sits yet another. Above the center dais, suspended by a heavy chain, hangs a small cage containing a miniature 6" phoenix. Even as you take in these sights, the flames engulf your body, the infernal atmosphere sucks the very breath from your lungs. Your possessions ignite around you, adding to the pain. Dropping to the ground in horror, you watch the flesh begin to melt from your body. You attempt to scream in agony, but in this final moment of your life, all that can be mustered is a single whisper of misery. Your corpse is soon scorched to a pile of cinders and blown away. You have suffered the Fate of Ashes.

If the players demand damage rolls, the game master may amuse himself as follows:

- All characters suffer 4d10 points of fire damage.
- All characters must save vs. breath weapons or die immediately.
- Any items carried of paper, clothing, wood, etc. bursts into flame doing 1d6 points of damage.
- Each torch carried bursts into flame doing 1d6 points of damage.

- Each flask of oil carried bursts into flame doing 2d6 points of damage.
- All characters suffer 1d4 points of damage from breathing scaldingly hot air.
- All characters carrying metal or wearing metal suffer 2d4 points of damage and disability of body parts in contact with the metal.

Any character still alive after the first round, may, if not clad in metal armor, leave this plane through the archway they entered (though they still face possible damage from the bed of coals in area 17). Also, if they were carrying any oil, they will burn for 1d6 points of damage per flask on the second round.

If the party has passed beyond the archway with the torch from area 15, read the following passage:

You enter the archway to find yourself in the midst of a fiery world, standing amid multi-colored flames on a platform of brass. Some 20' away, down a flight of steps, is a large metallic dais. Upon it is set four smaller platforms, and upon them, in the center, sits yet another platform. Above the center dais, suspended by a heavy chain, hangs a small cage containing a miniature 6" tall phoenix. The torch you have taken from the temple flares brightly, creating a 60' diameter globe of deep blue light. Within this area the temperature is kept at a mild climate and the air is healthy to breathe. The hostile world swirls around the globe, but for now, you are safe.

The magic torch completely protects the characters from the harsh climate of the elemental plane of fire, even providing suitable air. It has no duration, but does not protect against normal fire on the prime material plane, nor magic fire on any plane.

The wire prison is a *Cage of Lisar*. It is suspended by a chain (the far end disappearing into flames), which can only be broken by a weapon with a +3 or greater enchantment. The *Cage of Lisar* has no

keyhole, is immune to physical and magical attacks, hinders all magicks from entering or exiting its confines and stifles all magical properties of the creature trapped within. The cage can only be opened if the command word, MODEREF, is spoken aloud within 10'. The phoenix cannot communicate with the characters while imprisoned due to the hindrance of its telepathy. The *Cage of Lisar* and the phoenix within cannot be physically harmed by the characters. If the proper command word is spoken, thus opening the cage, read the following passage.

The cage door swings open, and the phoenix hurriedly darts out. In a blaze of glory it expands to its full size, a wingspan of 12 feet. Its beak, talons, and eyes are rubies set against bright red feathers, creating an exotic beauty - a sight that you will treasure forever. Its thoughts touch your mind as you stand marveling at this wondrous creature.

"I thank each of you for risking your only life for one who has so many. You have made powerful enemies. You have thwarted the plans of the Grand Incinerator, and have deprived the Impostors who were posing as Profiteers, of a victory, and their reward. But know now that you have made powerful allies as well. Step forth, each of you, and take a feather from my plumage. By the light of The Eternal Lantern, and from your own courage and cunning, you will now become the great heroes you wish to be."

After each character takes a feather, the phoenix will begin to glow intensely, now able to call upon the power of The Eternal Lantern. As the flaming bird grows brighter and brighter, each feather begins shimmering with a similar energy. With a flash, the phoenix disappears and the energy will be transferred from the feathers to the characters. Each character will then gain 1000 experience points or one to four levels of experience immediately (at the Game Master's discretion) with no need to train. This should place

beginning characters at the early stages of mid-level. The only drawback is that each character who gained a level will need to earn double the experience points to advance to the next level.

If a character is so foolish as to attack the phoenix, the creature will grab the magic torch in its talons (rolling THAC0), and fly off into the flames. The characters will then be susceptible to the ravaging effects of the Elemental Plane of Fire.

CONCLUDING THE ADVENTURE

The characters should have no problem escaping the temple and returning to town with Gasif (who has been busy fighting a few Keepers of the Fire Corner, who were on their way to view the phoenix). There they will meet with Reven and others of his order. With the phoenix feathers as proof of their accomplishment, the party should have no problem collecting its due reward. Each character will be offered an additional 100gc for his or her phoenix feather.

The Order of Light will begin a holy war against the Parish of the Prolific Coin and drive them from the community (an unintended consequence of this action being a collapse of Dirasipidu's economy) unless the characters intervene with the truth. If the players intervene on behalf of the Parish (simply informing the Order of Light that the phoenix spoke of the Impostor's involvement will suffice) and the Parish learns of this fact, the Parish will reward the party by appraising any items of value the party has retrieved free of charge and giving the party 30% off of anything they purchase in town, as long as the proprietor's shop is controlled by the Parish (75% of all commercial establishments in Dirasipidu are controlled or run directly by the Parish).

If the characters claim to have released the phoenix, but have not, members of the Order of Light will ask for proof. When PCs cannot produce a feather, the clerics will send them on their way without payment. In the case of violence, the Game Master should take steps necessary

for the priests of the Order of Light to easily dispatch troublesome characters. Keep in mind that Gasif will fight to protect his superiors.

The characters should not have had an opportunity to procure the *Cage of Lisar* (since a +3 or better enchanted weapon was necessary to sever the chain to which it was attached). If they decide to return at a later date in an attempt to retrieve other items, they will find the temple abandoned and devoid of magic.

APPENDIX

Calling on the spellcasting abilities of the Priests of the Order of Light

Should the PCs opt for this as their reward for aiding Reven and the Dirasipidu Cathedral of Light, they will be granted three spellcastings at no charge. These may be granted in any Cathedral of Light in Tellene but are limited to non-baneful spells which do not adversely affect the caster (e.g. spells which may age the caster). There is, however, no time limit as to when this option must be exercised. If the PCs request a spell more potent than fourth level (e.g. *Raise Dead*), Reven will suggest they travel to a larger city such as Bet Regor in Paru'Bor since he is unable to fulfill their request.

Red Dragon Scalemail is an elaborate suit of magical armor crafted from the hide of a red dragon. The substrate coat and leggings are made of a leather tanned from the soft underbelly of the wyrm. These are covered by small armored scales taken from the beast's forearms. In addition to protecting the wearer from fire (functionally equivalent to the 3rd level Priest spell *Protection from Fire*), it offers the same resistance to blows as plate mail [AR 2] while only being as encumbering as leather armor.

KALAMARAN RELIGIOUS SECTS

THE ETERNAL LANTERN: Also known as The Shining One, Lord of Luminosity, Radiance.

The Eternal Lantern appears as a beautiful young lady. She has porcelain white skin and gleaming golden hair. Her garb is shining plate mail with a white cloak that radiates bright sunlight. The Shining One wields a golden mace (Daybringer).

The Lantern is the god of day, light and dawn. She is lawful good, and her symbol is half of a shining sun.

Followers of the Eternal Lantern worship in open-air temples. Altars dedicated to Radiance can also be found in towns and villages.

The church is known as the Cathedral of Light. Advancement within the church is based upon service in the form of missions to battle the forces of evil, conversion of followers, and participation in the Dark Watch. This ritual is performed by priests who act as sentries during the darkest hours of the night, walking through cities, towns and villages with lanterns and torches to help the Lord of Luminosity hold back the darkness. Priests of the Eternal Lantern are often found as members of adventuring bands who assist a town watch or city guard in protecting the settlement from evil.

Priests of this cult are addressed by a variety of names, depending upon the rank, with the lowest-ranking priests being known as Sparks and the highest-ranking priests known as High Lantern.

These priests are the sworn enemies of the undead and the minions of darkness. They are dedicated to the banishment of the evil that lurks in the shadows of the night by bringing all creatures into the purifying light of Radiance.

Priests of the Order of Light are proficient at fire building, herbalism, reading and writing, religion, spellcraft and healing.

They have a +1 bonus both to hit and turn undead. They are required to wield maces and may also develop a proficiency in any other blunt weapon.

MOTHER OF THE ELEMENTS: Also known as the Wave Crusher, Madame of the Wind, The Grand Incinerator, Firelord, Earth Mother.

This god appears in various forms, depending on which cult is worshiping her. The appearance and demeanor of Wave Crusher reflects her different spheres of control, earth, air, fire and water.

The Grand Incinerator appears in the form of a huge fire elemental.

The holy days for this cult include the first day of winter, the day on which the Mother of the Elements is said to have split the elemental planes ages ago.

The Church, collectively, is known as the Assembly of the Four Corners. Individually, the cults are referred to as the Earth, Fire, Air and Water Corners, respectively. Priests are known as the Keepers of the Four Corners.

The holy symbol for the Grand Incinerator is an obsidian flame. The sacrifice for this deity is a burning piece of coal or small fire opals.

Advancement within the Assembly of the Four Corners is based on helping to maintain the balance of nature. The Assembly is organized such that all priests must declare an allegiance to a specific cult in order to gain a church title above Priest of the Four Corners. Until this declaration is made, priests are all members of one cult.

Although outsiders misunderstand the Fire Corner as having evil intentions, this cult simply represents an important part of nature. They have been known to destroy by fire both those areas that have become overrun by chaos and evil deeds, as well as those areas bound by the constraints of law and goodness. Blacksmiths who make a living using fire, often call upon this cult for its knowledge of making hot and efficient fires. The Keepers of the Fire Corner are also called upon after large battles to consume the dead in great funeral pyres. Their most holy days are in late summer (fourth quarter of Siege-hold) when a great fire was said to have swept the countryside. They anticipate that their master may cause this to happen again and continually prepare for the day by keeping themselves ready for travel to the elemental plane of fire. As a result of this legend, the Fire Corner keeps an everlasting flame burning in all of its temples. They believe that this will allow the Firelord to enter Tellene.

Keepers of the Fire Corner are skilled in building fire-resistant armor from red dragon scales. They gain spells as druids, and upon joining a specific cult, Keepers of the Four Corners are awarded one additional spell relating to their cult per day and they may take wizard spells relating to their element as priest spells. Upon joining a specific cult, they gain +4 to save versus all spells relating to their element. All High Priests can conjure elementals once per day as wizard of the same level.

Priests of this cult are neutral in alignment. They consider member of the Cathedral of Light as enemies, among others.

IMPOSTORS: These cultists worship the Confuser of the Ways, also known as the Great Deceiver, Master of Mischief, Addler, Father of All Falsehoods, Lord of Illusion, the Great Imposter, the New Creator, Etc., Etc. The Confuser of the Ways is known by many different names in every land.

He is the god of lies, deceit and mischief.

There is no formal priesthood belonging to this cult, but practitioners are often referred to as "Impostors."

The reason for this label is that these "priests" always try to pass themselves off as something that they are not. They travel about the land in disguise, creating mischief wherever they roam and ultimately seeking to destroy or ruin all that is good and orderly.

A favorite strategy is to gain a victim's trust by befriending and helping him and then bringing about his destruction through lies and deception. If the Impostors are successful in their ruse, their prey will never know they were duped. An Imposter could even be a high-ranking member of another church, striving to sow the seeds of discord and create rebellion and infighting through lies and deception.

Clerics of the Great Deceiver will often conduct religious ceremonies and rituals in the temple or on the sacred site of another deity. Their favorite target is a temple dedicated to a good or lawful deity, preferably the Courts of Justice.

The Great Imposter usually appears in the likeness of some other deity. It is said that the Lord of Illusions prefers the image of the Creator above all others. His true appearance is known only to the Creator and perhaps a handful of other gods.

THE PARISH OF THE PROLIFIC COIN: worships the deity known as The Landlord, Profitmaker and The Coinmaster.

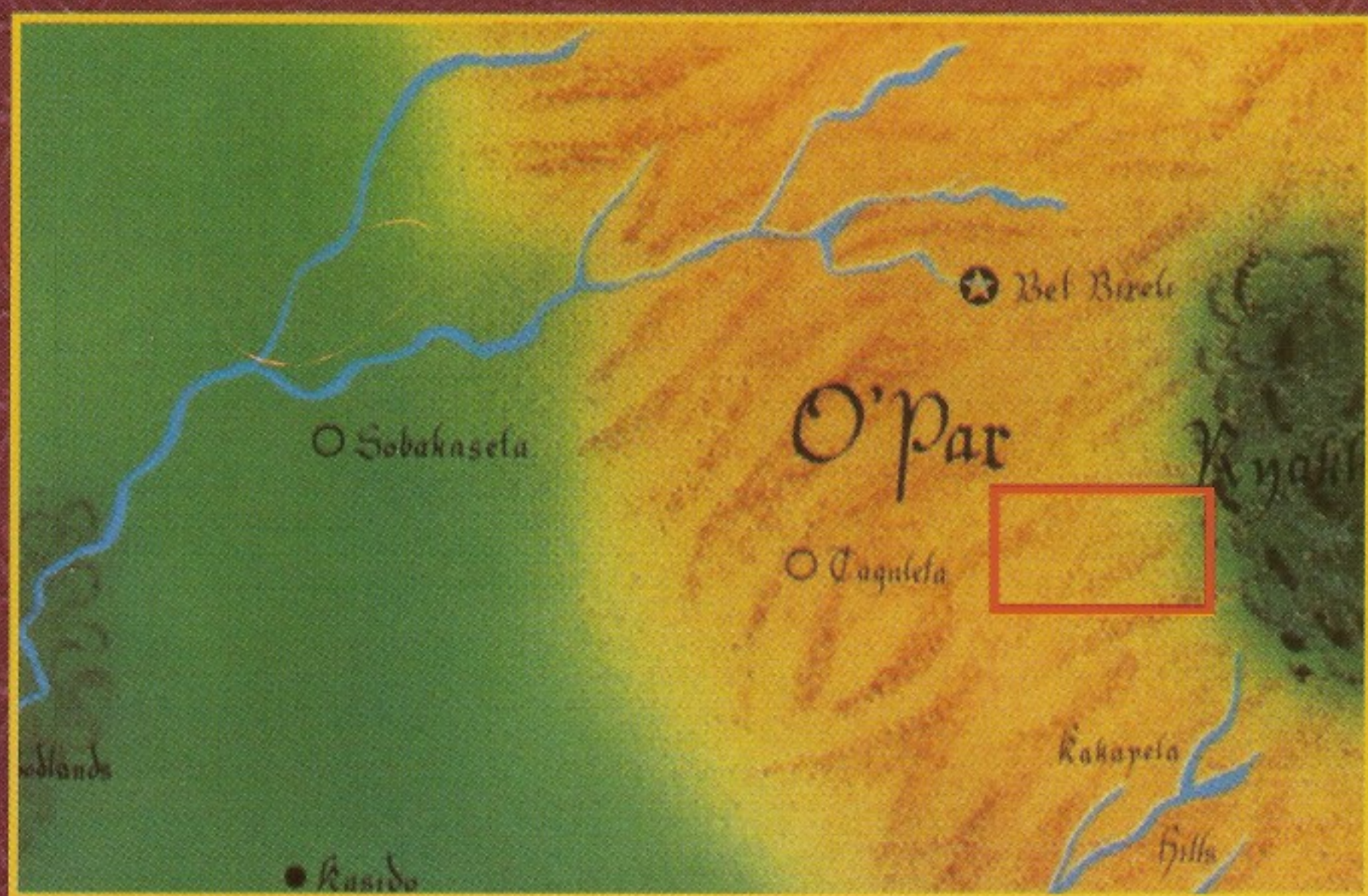
The Parish of the Prolific Coin sells services and spells to the wealthy, regardless of race or alignment. When the Keepers of Fire Corners wanted to hire someone to swipe the fabled phoenix of the Cathedral of Light, they sought to make contact with those they knew would do just about anything for money.

Priests and worshippers of the Landlord are interested in profit, period. Many would call them swindlers, but the Profiteers believe that the pursuit of economic well-being is what motivates civilization to grow and prosper. Advancement within the church is solely a function of making money.

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