

Temple of the Bronze Flame

Living Kingdoms of Kalamar
Retail Adventure Adaptation

Harvest of Darkness

By Andrew Garbade

The Fair

Merchants

The fair is mostly devoid of merchants, though small domesticated pets may be purchased for loose change. These are intended as role-playing animals and would be quite useless in combat situations.

The merchant begins asking 20 gp for an animal, but may be talked down to 5 gp for good role-playing and/or Diplomacy checks.

Contests

Arm Wrestling:

This contest pits the character(s) against three opponents.

If more than one character wants to participate, the judge may need to create an impromptu tournament at the table. If so, there should be at least one NPC standing between characters and the "final" arm wrestling match.

The winner of the match is decided in the following manner:

A. Before the match begins, the characters may attempt to Intimidate their opponent. This is done by rolling opposed Intimidate and Sense Motive checks. If a character fails to attain a Sense Motive check at least equal to the Intimidate check, they are at -1 for all their rolls during the match.

1. Both contestants roll 1d20 and add their Strength modifier.
2. Each contestant has a DC of 20. If one of them beats the DC, then that character wins the match. If both beat the DC, or if neither beats the DC, then it is a tie for the round, and neither person wins. Continue from step 1.
3. If the match has continued for 5 rounds, then fatigue begins to affect the opponents. Have the characters make Fort saves DC 10. If they fail, they suffer a -2 to their Strength checks. If they

succeed, there is no penalty. Characters with Endurance may use that feat for this Fort save.

Once this point in the match is reached, the winner is the person who either beats 20 or has a result at least 10 higher than their opponent.

4. Each round after, have the characters roll another Fort save, at 2 higher than the last time. If they fail, the penalty is also 2 worse. For example, in round 6, the Fort save DC is 12, and the penalty is -4. In round 7, the Fort save DC is 14, and the penalty is -6. Here are some NPCs the characters may face:

Gort Rottengums

A scrawny old man, Gort enjoys competition as much as the next person, and he thinks that this year he just might have a chance! He knows just what to say to the younger ones to make sure they think twice about beating him!

Intimidate: +14

Strength modifier: +1

Daniella Coopsdotter

Daniella is a muscular woman, and the local cooper. She entered the contest after a long night of drinking, having lost a bet with the cobbler. She's quiet, but might just sneak up on some characters who aren't expecting her strength.

Strength modifier: +3

Larral Konradsson

Larral is the blacksmith's apprentice, used to working long days over a roaring forge. Although he does not quite have his master's strength, he is used to spending long periods of time at manual labor.

Strength modifier: +2

Endurance

Trog the Hefty

This large half-orc wandered into town a few years ago looking to

make some quick money as an adventurer. After passing by the local tavern, the owner quickly ran him down and convinced Trog that working as a bouncer was much more practical than living as an adventurer. Trog eventually agreed, and has remained in the town ever since, breaking up the occasional brawl, and enjoying his “civilized” life. The reigning champion, Trog has won the Arm Wrestling contest six years in a row.

Intimidate: +12

Strength modifier: +5

Endurance

The judge is free to create other NPCs as needed

Spears Throwing

This contest contains three targets, set 20 ft., 40 ft., and 75 ft. away from the contestants. Everyone is issued six spears (range increment: 20 ft.). The contestants get two throws at each target.

There are three rings in each target, blue, yellow, and red for the center. Each ring is associated with a different Armor Class. A natural 20 on a throw hits the red center circle.

20 foot target

Blue ring: AC 10

Yellow ring: AC 14

Red ring: AC 18

40 foot target:

Blue ring: AC 12

Yellow ring: AC 18

Red ring: AC 22

75 foot target:

Blue ring: AC 16

Yellow ring: AC 22

Red ring: AC 27

Blue rings count as 2 points, yellow rings count as 3 points, and red rings count as 5 points.

The winner of the contest is the person with the most points after six throws (two at each target).

The judge can use his own NPCs to compete against the characters, or use the following results.

NPC #1: 21 points

NPC #2: 16 points

NPC #3: 12 points

NPC #4: 8 points

Drinking Contest

The contestants can choose from one of four glasses each round. Their options are: weak ale, normal mead, strong spirits, or mystery mash. Obviously, the weak ale has less alcohol than the normal mead, which has less than the strong spirits. Mystery mash can be any of the three others, as well as very weak, or extra stout.

The characters get points for each drink they finish.

Weak ale – 1 point

Normal mead – 2 points

Strong spirits – 3 points

Mystery mash – 4 points

The judge should roll d10 to determine what the mystery mash contains. The character may only find out what the drink contains after they have consumed it.

d10 roll

1: very weak ale

2-3: weak ale

4-5: normal mead

6-7: strong spirits

8-10: extra stout

The drinks raise the alcohol content in the character’s body until they begin to feel the effects. When the character’s total alcohol content reaches 7 points, they begin to make Fortitude saves.

Weak ale – 1 alcohol content
 Normal mead – 2 alcohol content
 Strong Spirits – 3 alcohol content
 Mystery mash (very weak) – 0 alcohol content
 Mystery mash (extra stout) – 5 alcohol content

The DC of the Fort save is different for each character. They calculate their DC by adding 5 to their total alcohol content.

For example. Jon the Drunken has consumed 3 Strong spirits. His alcohol content is 9; since this is higher than 7, he needs to make a Fort save. His DC is 5 + 9 (his alcohol content). In this case his Fort save DC would be 14.

If a character fails his/her Fort save, they have had too much to drink, and they quietly pass out under the table. If they succeed, they may continue in the contest, with a new Fort save in the following round.

The winner of the Drinking Contest is the last person standing, or if there are at least two contestants still awake after 10 rounds, the character with the most points. Ties are possible.

Neutralize poison spells are available as needed.

And no, characters who are immune to poison may not participate.

Outside the Temple

“Temple Guards”

As listed.

This is an untiered encounter (EL 4). The characters should easily defeat the guards, especially with Gasif helping.

If the characters try to find the guards (to gain a surprise attack), have them make opposed Listen and Spot checks. Portray these

guards as inept, almost ridiculous in how useless they really are at protecting the temple. Talking in loud voices, asking one another for instructions about the proper way “to swing a sword” at an opponent, and sitting around a large fire are all valid suggestions.

Essentially, these idiots have been hired to stand outside the Temple and look tough to scare away curious strangers. They are basically adventurers who do not yet have their act together. If the characters want to subdue rather than kill them, that is an option.

The judge should not let Gasif control this encounter. He may recommend a certain action for the characters while he snipes at the guards from another direction. The goal is to get the characters involved, not the NPC.

The Temple

Room 1: Temple Entrance

Fortitude save DC 14 (DC 10 if holding breath) rather than a Constitution check.

Room 2: Entrance Landing

As written.

Room 2A: Secret Crawl Space

As written.

Room 3: Guardroom

The height of the golems should eight feet tall at ATL 1, 3, 5, and 7. Only one golem animates, the other is a statue.

Red dragon hide armor is replaced by pyrohydra armor (cert).

“Lesser Iron Golem”

ATL 1

Medium Construct (CR 2)

Hit Dice: 2d10+5 (14 hp)

Initiative: –1

Speed: 20 ft. (4 squares)

Armor Class: 17 (–1 Dex, +8 natural) touch 9, flat-footed 18

Base Attack/Grapple: +1/+5

Attack: Slam +5 melee (1d6+4)

Full Attack: 2 slams +5 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: Construct traits, damage reduction 2/adamantine, darkvision 60 ft., SR 17, low-light vision

Saves: Fort +0, Ref +0, Will +1

Abilities: Str 18, Dex 9, Con —, Int —, Wis 12, Cha 1

Skills: —

Feats: —

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1 Str, secondary damage 1 Str, Fortitude DC 15 negates.

ATL 3

Medium Construct (CR 3)

Hit Dice: 3d10+10 (22 hp)

Initiative: –1

Speed: 20 ft. (4 squares)

Armor Class: 19 (–1 Dex, +10 natural) touch 9, flat-footed 20

Base Attack/Grapple: +2/+6

Attack: Slam +6 melee (1d6+4)

Full Attack: 2 slams +6 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: Construct traits, damage reduction 3/adamantine, darkvision 60 ft., SR 17, low-light vision

Saves: Fort +1, Ref +1, Will +2

Abilities: Str 18, Dex 9, Con —, Int —, Wis 12, Cha 1

Skills: —

Feats: —

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d2 Str, secondary damage 1d2 Str, Fortitude DC 16 negates.

ATL 5

Medium Construct (CR 6)

Hit Dice: 8d10+15 (60 hp)

Initiative: –1

Speed: 20 ft. (4 squares)

Armor Class: 21 (–1 Dex, +12 natural) touch 9, flat-footed 22

Base Attack/Grapple: +6/+10

Attack: Slam +10 melee (1d6+4)

Full Attack: 2 slams +10 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., SR 22, low-light vision

Saves: Fort +1, Ref +1, Will +2

Abilities: Str 18, Dex 9, Con —, Int —, Wis 12, Cha 1

Skills: —

Feats: —

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Str, secondary damage 1d4 Str, Fortitude DC 17 negates.

ATL 7

Medium Construct (CR 9)

Hit Dice: 14d10+30 (110 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 24 (+14 natural) touch 10, flat-footed 24

Base Attack/Grapple: +10/+10

Attack: Slam +14 melee (1d8+4)

Full Attack: 2 slams +14 melee (1d8+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +4, Ref +4, Will +5

Abilities: Str 18, Dex 10, Con —, Int —, Wis 12, Cha 1

Skills: —

Feats: —

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 2d4 Str, secondary damage 2d4 Str, Fortitude DC 18 negates.

ATL 9

Large Construct (CR 11)

Hit Dice: 18d10+30 (129 hp)

Initiative: -1

Speed: 20 ft. (4 squares)

Armor Class: 27 (-1 size, +18 natural) touch 9, flat-footed 28

Base Attack/Grapple: +12/+28

Attack: Slam +23 melee (2d10+11)

Full Attack: 2 slams +23 melee (2d10+11)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon

Special Qualities: Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +6, Ref +6, Will +7

Abilities: Str 33, Dex 10, Con —, Int —, Wis 12, Cha 1

Skills: —

Feats: —

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Room 4: Altar Room

As written.

Room 5: The Wax Museum

As written:

Room 6: The Cold Door

As written.

Room 7: The Bronze Flame

The Bronze Flame does not have a *ring of spell storing*. Contrary to the text, his deity grants him the ability to cast spells.

“Bronze Flame”**ATLs 1, 3, 5**

Male human Clr6

Medium Humanoid

Hit Dice: 6d8 (23 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 17 (+2 Dex, +5 chainmail) touch 12, flat-footed 15

Base Attack/Grapple: +4/+4

Attack: Club +4 melee (1d6)

Full Attack: Club +4 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: -

Saves: Fort +5, Ref +6, Will +10

Abilities: Str 10, Dex 14, Con 11, Int 14, Wis 17, Cha 5

Skills: Craft (sculpture) +11, Concentration +9, Knowledge (arcana) +11, Knowledge (religion) +13, Spellcraft +11

Feats: Extra Turning, Iron Will, Lightning Reflexes, Skill focus: Knowledge (religion).

Spells**Domains:** Fire, Destruction (spells noted by *)**Save DC:** 13+spell level**ATL 1****Oth level:** *Detect Magic, Guidance, Light, Resistance, Virtue***1st level:** *Burning Hands*, Bane, Entropic Shield, Cause Fear***2nd level:** *Produce Flame*, Sound Burst, Spiritual Weapon***ATL 3****Oth level:** *Detect Magic, Guidance, Light, Resistance, Virtue***1st level:** *Burning Hands*, Bane, Cause Fear, Entropic Shield, Sanctuary***2nd level:** *Produce Flame*, Sound Burst x2, Spiritual Weapon,***3rd level:** *Contagion*, Dispel Magic, Searing Light***ATL 5****Oth level:** *Detect Magic, Guidance, Light, Resistance, Virtue***1st level:** *Burning Hands*, Bane, Cause Fear, Entropic Shield, Sanctuary***2nd level:** *Produce Flame*, Hold Person, Sound Burst x2, Spiritual Weapon,***3rd level:** *Contagion*, Dispel Magic, Searing Light x2***ATLs 7 and 9**

Male human Clr11

Medium Humanoid

Hit Dice: 11d8+11 (60 hp)**Initiative:** +2**Speed:** 30 ft. (6 squares)**Armor Class:** 17 (+2 Dex, +5 chainmail) touch 12, flat-footed 15**Base Attack/Grapple:** +8/+8**Attack:** Club +8 melee (1d6)**Full Attack:** Club +8 melee (1d6)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** -**Special Qualities:** -**Saves:** Fort +8, Ref +7, Will +12**Abilities:** Str 10, Dex 14, Con 12, Int 14, Wis 17, Cha 5**Skills:** Craft (sculpture) +11, Concentration +18, Knowledge (arcana) +12, Knowledge (religion) +19, Spellcraft +12**Feats:** Extra Turning, Iron Will, Lightning Reflexes, Skill focus: Knowledge (religion), Skill focus: Concentration.**ATL 7****Oth level:** *Detect Magic, Guidance x2, Light, Resistance, Virtue***1st level:** *Burning Hands*, Bane, Divine Favor, Entropic Shield, Magic Weapon, Sanctuary***2nd level:** *Produce Flame*, Bear's Endurance, Hold Person, Sound Burst x2, Spiritual Weapon,***3rd level:** *Contagion*, Blindness/Deafness, Dispel Magic, Searing Light x2***4th level:** *Wall of Fire*, Divine Power, Freedom of Movement***5th level:** *Fire Shield*, Flame Strike***ATL 9****Oth level:** *Detect Magic, Guidance x2, Light, Resistance, Virtue***1st level:** *Burning Hands*, Bane, Divine Favor, Entropic Shield, Magic Weapon, Protection from Law, Sanctuary***2nd level:** *Produce Flame*, Bear's Endurance, Hold Person, Sound Burst x2, Spiritual Weapon,***3rd level:** *Contagion*, Blindness/Deafness, Dispel Magic, Invisibility Purge, Searing Light x2***4th level:** *Wall of Fire*, Divine Power, Freedom of Movement, Poison***5th level:** *Fire Shield*, Flame Strike, Flame Strike***6th level:** *Fire Seeds*, Harm***Room 8: Treasure Vault**

A **Search DC 20** finds the secret door leading to this room. The door is locked. A successful **Open Locks DC 20** is needed to open the door. Sundering the door is an option, however, doing so has a chance of destroying some treasure. If the door takes 30 points of damage from a single blow, each potion has a 50% chance of being struck by flying wood, causing the flask to fall off the shelf and break, render it useless.

The following treasure may be found in the room:

- Potion of *protection from energy (fire)*
- Oil of *flame arrow* x1
- Potion of *cure serious wounds* x2
- “Igniter” +1 *flail*
- Piles of copper and silver coins worth 1,500 gp

Room 9: The Workshop

As written.

Room 10: Storage Room

As written.

Room 11: The Chamber of the Bronze Flame

As written. Items in this room are worthless.

Room 12: The Sculpture

Written on the statue is the following phrase in Kalamaran:

“With body and word
Speak of a pyre
Be blessed for your faith
Speak false and feel fire”

This should be a clue to characters about using the mantra found in Room 4 while touching the statue.

Room 13: The Wrath of the Grand Incinerator

The illusion of the Grand Incinerator speaks with the characters, asking them for the password. There is no password, the high priest knows to ignore the programmed illusion, it is only designed to delay the characters long enough for others in the Temple to find them.

Of course, there are no others in the Temple, but the illusion does not know that.

The illusion should ask questions of the characters (such as who they are, why they are in the Temple, the names of their relatives who “shall burn for a thousand years” and such. This is supposed to

be a scary illusion, full of fire, brimstone, and the promise of horrible death by being burned alive.

After a time, if the characters have not figured out they are speaking with an illusion (remember, they must either: 1) study it carefully or 2) interact with it, defined as trying to touch, attack, or otherwise make physical contact with the image – to get a saving throw for disbelief), the judge may begin repeating questions already asked before. This should provide enough of a clue to the characters that something is amiss.

Anyone touching the key finds the word.

Room 14: The Scroll of Paths

As written.

Room 15: Chamber of Choices

There is no poison trap in this room.

Note: Portal “C” as indicated on the map inside the front cover leads to room 17, in the shape of a flame. This room is incorrectly labeled on the map.

Room 16: The Eyes of the Temple

There is not an Eye of Fear and Flame in this room. **Search DC 20** reveals random piles of ashes on the floor. **Heal** or **Search DC 25** reveal the piles of ashes seem to be physical remains, their bodies entirely consumed by some great heat.

Instead, the throne faces away from the entry portal. If the characters investigate, they find an extinguished torch in an ornate holder attached to the right armrest of the throne.

This is a trap. If the torch is lit, it begins glowing, faintly at first, then brighter and brighter. As it gets brighter, the temperature in the room gets higher and higher. See below for the mechanics:

Round 1 – The torch is lit, it illuminates only a small space

Round 2 – The torch gets brighter
 Round 3 – The torch continues getting brighter, all characters in the room make Fort DC 12 or take 1 point of heat damage
 Round 4 – Same as last; all characters in the room make Fort DC 14 or suffer 2 points of heat damage
 Round 5 – Same as last; all characters in the room make Fort DC 16 or suffer 4 points of heat damage
 Round 6 – Etc...
 Each round, the DC and damage increase by 2.

If a character stays in the room until Round 10, he/she must begin making an additional Fortitude save (same DC) against permanent blindness (due to the glowing light of the torch).

After 10 minutes, the entire room combusts, and every surface is essentially covered in fire – it essentially becomes a large oven. This lasts for 20 minutes. After that, the torch is extinguished, and the room returns to a comfortable temperature.

There is nothing else of interest in this room.

Room 17: The Gate Room

Note: This room is incorrectly labeled on the map inside the front cover of the adventure. Room 17 is shaped like a flame, and is connected to Room 15 via portal “C.”

Only those characters that actually touch the lava walls suffer the 4d10 damage. Simply standing near them does not incur any damage.

Path of the Worm

Survival DC 15 indicates the small passage seems somehow bored out of the rock.

Survival DC 20 reveals that it seems like a large tunnel made from an underground creature.

Survival DC 25 knows the tunnel could only have been made by a very large worm-like creature.

Characters who venture down this path should have one chance – i.e. a surprise round – to retreat before combat begins. This encounter is untiered, and will likely kill characters if they try to fight it.

Path of Coals

Knowledge (planes) DC 15 reveals the passage as a gate to the Elemental Plane of Fire

Knowledge (planes) DC 20 discloses that an item, generally either from or similar to the plane in question, can be used as a key to access the plane.

Knowledge (arcana), knowledge (religion), spellcraft DC 13 reveals the coals seem to be laid out in a very precise pattern, as if part of a ritual.

Room 18: The Cage

It is not, as written, a good idea to kill the entire table simply because they did not bring the torch with them. A better idea may be to immediately impose penalties on them such as 1d8 damage every round, limited to move actions (due to trouble breathing), limited vision because of the Elemental nature of the plane, etc. Virtually any other penalty that causes the players to re-think entering the plane achieves the goal of them having the torch when they explore.

This environment is very deadly, and it is supposed to be. The platform seems to exist in this world without any supports, the only connection the character have to “other” places are the portal they arrived from, and the chain suspending the *Cage of Lisar*.

If characters fall or jump off the platform, they die as their bodies fall through fire until some denizen decides to use their ashes in some infernal plot, or the end of existence for the Elemental Plane of Fire, whichever comes first. ☺

The chain has the following stats:

Hardness: 10

Damage Reduction: 20/magic and adamantine

Hit Points: 50

The slight chance at sundering the chain should be obvious to any characters that examine it.

As the first character arrives at the circular part of the platform (20 feet from the bottom of the steps), the true Grand Incinerator makes his appearance. He has no knowledge of the characters' identities, but he does know that they should not be on the platform, and he intends to defend his prize.

He appears from under the far end of the platform, and moves toward them between the columns. The Grand Incinerator lives on the Elemental Plane of Fire, and as an elemental himself, he can move at will through the environment. This may give the appearance that he is "flying" at times. The only restrictions on his movement are through the platform, and the characters (obviously).

"The Grand Incinerator"

ATL 1

Fire Elemental, Medium (CR 2)

Medium Elemental (Fire, Extraplanar)

HD: 2d8+2 (18 hp)

Init: +5

Spd: 50 ft. (10 squares)

AC: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

BAB/Grp: +1/+4

Atk: Slam +4 melee (1d6+3 plus 1d6 fire)

Full Atk: Slam +4 melee (1d6+3 plus 1d6 fire)

Spc/Rch: 5 ft./5 ft.

SA: Burn

SQ: Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold

SV: Fort +3, Ref +4, Will +1

Abil: Str 16, Dex 13, Con 12, Int 12, Wis 12, Cha 14

Skills: Listen +3, Spot +4

Feats: Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B

ATL 3

Fire Elemental, Medium (CR 3)

Medium Elemental (Fire, Extraplanar)

HD: 4d8+8 (40 hp)

Init: +8

Spd: 50 ft. (10 squares)

AC: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

BAB/Grp: +3/+4

Atk: Slam +7 melee (1d6+2 plus 1d6 fire)

Full Atk: Slam +7 melee (1d6+2 plus 1d6 fire)

Spc/Rch: 5 ft./5 ft.

SA: Burn

SQ: Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold

SV: Fort +3, Ref +8, Will +2

Abil: Str 14, Dex 18, Con 14, Int 12, Wis 12, Cha 14

Skills: Listen +3, Spot +4

Feats: Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B

ATL 5

Fire Elemental, Large (CR 6)

Large Elemental (Fire, Extraplanar)

HD: 8d8+24 (80 hp)

Init: +9

Spd: 50 ft. (10 squares)

AC: 18 (-1 size, +5 Dex, +4 natural), touch 14, flat-footed 13

BAB/Grp: +6/+12

Atk: Slam +10 melee (2d6+2 plus 2d6 fire)

Full Atk: 2 slams +10 melee (2d6+2 plus 2d6 fire)

Spc/Rch: 10 ft./10 ft.

SA: Burn

SQ: Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold

SV: Fort +5, Ref +11, Will +3

Abil: Str 14, Dex 21, Con 16, Int 12, Wis 12, Cha 14

Skills: Listen +5, Spot +6

Feats: Dodge, Improved Initiative^B, Mobility, Spring Attack, Weapon Finesse^B

ATL 7

Fire Elemental, Large (CR 7)

Large Elemental (Fire, Extraplanar)

HD: 16d8+64 (136 hp)

Init: +11

Spd: 50 ft. (10 squares)

AC: 20 (-1 size, +7 Dex, +4 natural), touch 16, flat-footed 13

BAB/Grp: +9/+12

Atk: Slam +16 melee (2d6+2 plus 2d6 fire)

Full Atk: 2 slams +16 melee (2d6+2 plus 2d6 fire)

Spc/Rch: 10 ft./10 ft.

SA: Burn

SQ: Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold

SV: Fort +9, Ref +17, Will +9

Abil: Str 14, Dex 22, Con 18, Int 12, Wis 14, Cha 14

Skills: Listen +13, Spot +14

Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

ATL 9

Fire Elemental, Large (CR 9)

Large Elemental (Fire, Extraplanar)

HD: 21d8+84 (178 hp)

Init: +12

Spd: 50 ft. (10 squares)

AC: 23 (-1 size, +8 Dex, +6 natural), touch 17, flat-footed 15

BAB/Grp: +15/+23

Atk: Slam +24 melee (2d6+4 plus 2d6 fire)

Full Atk: 2 slams +24 melee (2d6+4 plus 2d6 fire)

Spc/Rch: 10 ft./10 ft.

SA: Burn

SQ: Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold

SV: Fort +11, Ref +20, Will +11

Abil: Str 18, Dex 26, Con 18, Int 12, Wis 14, Cha 14

Skills: Listen +16, Spot +16

Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Weapon Focus (slam)

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see the table below). A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

<i>Fire Elemental Burn Damage</i>		
<i>Size</i>	<i>Height</i>	<i>Burn Save DC</i>
Small	4 ft.	11
Medium	8 ft.	14
Large	16 ft.	17

Assuming the characters defeat The Grand Incinerator, continue with the boxtext on the lower part of Page 19 when they open the cage.

Conclusion:

If the characters have the phoenix feathers, Revan is convinced they have freed the creature, and gives them their reward. He does not offer an additional 100 gp for a character's feather.

The rest of the story contained in the Conclusion is not part this Living Kingdoms of Kalamar adaptable.

Experience Awards

	Character Levels	
	1-4	5-9
Defeating the Temple Guards	10 xp	20 xp
Temple Room		
2a: Finding the secret passage	25 xp	50 xp
3: Defeating the Golem	25 xp	50 xp
7: Defeating The Bronze Flame	25 xp	50 xp
8: Not breaking potions	15 xp	30 xp
15: Solving the riddle (the torch!)	25 xp	50 xp
18: Defeating The Grand Incinerator	50 xp	100 xp
Freeing the phoenix	50 xp	100 xp
Discretionary Role-Playing Experience	175 xp	350 xp
Total Possible:	400 xp	800 xp

“Eating” this adventure:

A judge who runs this event for Living Kingdoms of Kalamar before he/she plays it receives full experience for a character of his/her choice. For example, if the judge wishes to give the experience to a 3rd-level character, he/she receives 400 xp. If the character is 8th-level, then the judge receives 800 xp. This must be the same character that receives the gp award.

Treasure Summary

At the fair:

Certed Pet (cert; 10 gp)
Pillar of Strength (cert; no gp value)
Masterwork Mug (cert; no gp value)
Sunlight Champion (cert; no gp value)

Gasif:

Potion of *cure moderate wounds* x6

Temple Guards:

Chainmail x4 (not certified)
Longspear x4
Light crossbow x4
40 bolts

Room 3:

“Cincture of Fire” Pyrohydra armor (cert; 1,215 gp)
This reddish suit of masterwork armor is made from a pyrohydra hide. It functions as masterwork hide armor. In addition, it also provides limited resistance against fire attacks. Per the rules in Goods and Gear, it reduces fire damage by 1 point per die of fire damage. This is considered a Supernatural ability of the armor, and does not interfere with magical enchantment.

Room 8:

Potion of *protection from energy (fire)* x1
Oil of *flame arrow* x1
Potion of *cure serious wounds* x2

“Igniter” +1 *flail of flame* (cert; 5,000 gp)

Igniter is a flail with two dark fire-blackened heads shaped like flames connected to a weathered stone handle by a rusty chain. Its appearance hides the true nature of this powerful weapon. When grasped, the wielder immediately learns that uttering the command word “ignite” causes both flame heads to emit heat and glow bright red. While lit, any creature or object struck by Igniter takes an additional 2 points of fire damage. If Igniter is brought to rest on an

object, it can set things on fire, though simply striking something is not enough contact to cause combustion. The wielder of the weapon is immune to this damage.

Piles of copper and silver coins worth 1,500 gp.

Room 14:

Bronze Chalice (non-certed; 50 gp)

Room 18:

Phoenix Feather (cert; N/A)

This wonderful gift provides is a large orange and yellow feather from the plumage of a phoenix. The feather may be worn in one of three ways while providing one of the listed benefits. Choose from the options below, then cross through the others. The character may sell or trade the item, but it loses the benefits listed below.

Worn (select one):

- As a necklace/amulet (necklace).
- Woven into a cloak (cloak).
- As a headband or helmet plume (head).

Benefit (select one):

- +2 on turning checks and damage.
- +1 resistance to all saving throws.
- +1 deflection to Armor Class.

Conclusion:

200 gp per character

OR

3 spells from Priests of the Eternal Lantern of 4th-level or below.

Each character at the table may select a different reward.

“Eating” this adventure:

A judge who runs this event for Living Kingdoms of Kalamar before he/she plays it receives 200 gp for a character of his/her choice. This must be the same character that receives the xp award.