

YK2

FOURTH EDITION

HACKMASTER®



Dungeon Module YK2 Temple of the Bronze Flame

by Christopher Heath

This electronic document forms a complete module for use with HackMaster®. It contains background information, a color referee's overland map, a dungeon map, referee's notes, encounter and map matrix keys as well as illustrations for the players. For 3rd to 6th level characters.

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Kenzer and Company
511 W. Greenwood Avenue
Waukegan, IL 60087





DUNGEON MODULE YK2 TEMPLE OF THE BRONZE FLAME by Christopher Heath

HackMaster conversion and additional material by Steve Johansson

Temple of the Bronze Flame is an adventure for 3-5 characters of any class, each having 3-6 levels of experience. It is a thinking PC's dungeon in which clever players can achieve their objective with little need for hacking. Aside from the initial encounter with some relatively ineffectual guards, every creature can be bypassed or slain through astute play. The EP award granted by the Phoenix upon its rescue serves to overcome the "EP deficit" that normally occurs in a dungeon of this sort.

As such, a relatively weak and low level party has a good chance of success if the PCs are good, quick-witted players. However, if they are of the blundering sort, it is suggested that they be of higher level as several of the creatures and situations can deal out quite a bit of damage and may result in a TPK (total party kill).

Adventure Background: This adventure begins in Dirosipido, a small independent village in the Kalakopeli Forest near the Kingdom of Ek'Kasel. Dirosipido, a village founded by members of the Assembly of Light, is known for always being brightly illuminated.

Typically a peaceful town due to its small size and location within the Kalokopeli Forest, Dirosipido 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 near the borders of Norgra-Krangrel. A long-standing feud exists between the two priesthoods in this area. Also present in the village is a small temple, with few followers, of the Parish of the Prolific Coin. Rumors have it that there are even a few Impostors dwelling among the people of this area.

In spite of its size, Dirosipido is a regional mecca for worshippers of the Assembly of Light. A small library of ancient texts describing many famous battles with dark and chaotic forces as well as various rituals of the Assembly of Light is located within the village.

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Publisher's Note: This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Clerics and followers of the Assembly of Light come from all over the Young Kingdoms to study in the halls of this library and visit this holy town where the sacred phoenix of Dirasip is housed 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.

The phoenix was stolen by Impostors (clerics of the Confuser of Ways) posing as Profiteers (clerics 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 a phoenix 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 Assembly 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 Eternal Lantern 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 they believe the bird is being held, is dangerously close to the border of Norgra Krangrel, an aggressive nation of Hobgoblins to the west.

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 clerics 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 their holy treasure.

As the PCs explore the festival, read:

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.

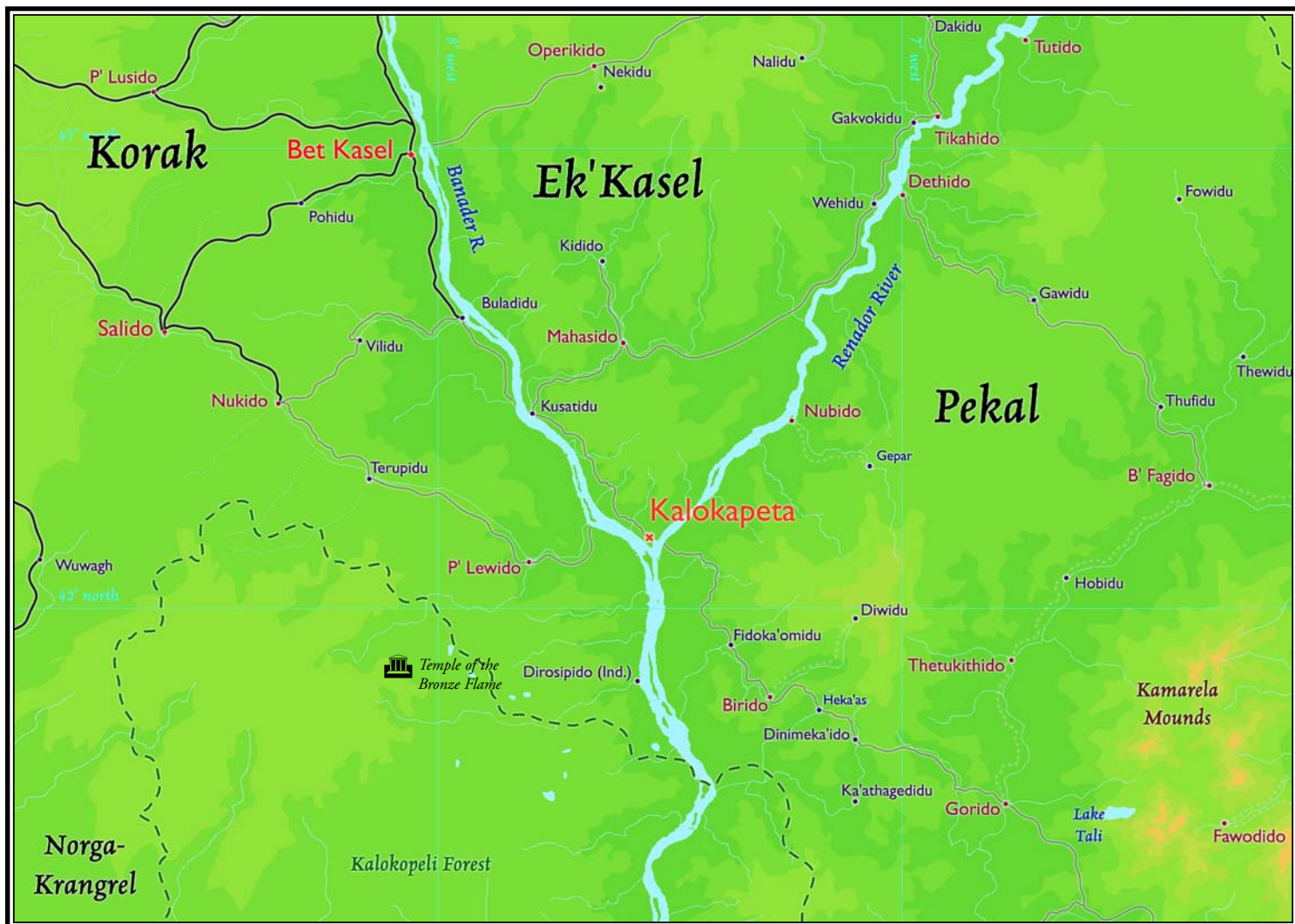
Those who fail to roll doubles, however, must pay a penalty of their choice. They can give up one item which they have already won or a silver coin if they haven't won. They may also choose instead to let the jester presiding over the game to pour a drink over their head.

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, display illustration 1 on page 18 and read:

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 stems from his devoted 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, wish to serve the good, then meet our ranger friend, Gasif, at the temple at midnight. Enjoy the festival."

Reven Tolivar "The Committed"

Male 7th level Cleric of Dirasip
LG Human

Attack and Movement

Melee 1 attack/rnd; footman's **Mace +1** (d6+2)
MV 12"

Defense

hp 46
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AC 10 (light clerical robes)

Spells

1st level: Command, Detect Evil, Cure Light Wounds (x2), Purify Food/Drink, Sanctuary, Summon Divine Lackey
2nd level: Enthrall, Hold Person, Know Alignment, Resist Fire/Cold, Speak with Animals
3rd level: Cure Disease, Magical Vestment
4th level: Detect Lie

Traits

Abilities Str 10/12, Int 13/41, Wis 16/84, Dex 10/31, Con 11/08, Cha 14/68, Com 15/22
Honor 50 (average)
Skills Religion, specific (Dirasip) (78), Mingling (55), Parley (45), Rousing Speech (49), Social Etiquette (66)
Talents Follow-through Healing, Reduced Facing
Languages common, kalamaran

Equipment

Silver holy symbol, Footman's **Mace +1**

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 woodland, where you can talk, away from prying eyes.

Gasif Faseri

Male 5th level Ranger
LG Human

Attack and Movement

Melee 2 attacks/rnd; longsword (1-8) and dagger (1-4)
Atk Bonuses Melee +1 to-hit, +3 damage
Missile 2 attacks/rnd; longbow with sheaf arrows (1-8)
Atk Bonuses Missile +4 to-hit
SA fight with 2 melee weapons without penalty; species enemy (goblinoids) +4 to-hit
MV 9"

Defense

hp 66
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AC 2 (Ring mail, Dex, Acrobatic Skill Suite)
Ring mail AC 7 □□□□□□ AC 8 □□ AC 9 □

Traits

Abilities Str 15/22, Int 12/88, Wis 14/41, Dex 18/04, Con 15/56, Cha 13/64, Com 15/22
Honor 40 (average)
Skills Hide in Shadows 26% (outdoors 36%), Move Silently 35%, Identify Animal by Tracks (22), Tracking (39), Swimming - Dog Paddle (25), Survival Skill Suite (29)
Talents Acrobatic Skill Suite
Quirks Temper Tantrum
Languages common, elven, kalamaran
Deity Worshipped Dirasip

Equipment

Ring mail, woodland suit, green cloak, long sword, dagger, longbow, 20 sheaf arrows, 3 gp, 6 elp, 10 sp, 23 cp

Gray Mare (medium horse): HF 0, EP 65, Int Animal, AL N, AC 7, MV 18", HD 2+2, HP 32, SZ L, #AT 3, D 1-3/1-6/1-6, TOP 16, Crit BSL: Def AC, FF: 7, References HoB 1 p. 57

HPs: □□□□ □□□□ □□□□ □□□□
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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.)



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, you should display illustration 2 on page 18 and read:

"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 may either receive 200 gold coins and one healing draught for each of you or instead, you may thrice call on the spellcasting abilities of the Priests of the Order of Light. In addition, you are allotted anything you can recover from the Temple to add to your payment."



If the party attempts to haggle the terms with Gasif, he may increase the reward up to one **Potion of Healing** per party member *and* either 200 gp per party member or three spellcasting favors from the Order. Any further haggling will result in Gasif becoming visibly 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. Pushing him further will invoke a temper tantrum and get the PCs fired from the job.

Provided Mounts (riding horses): HF 0, EP 65, Int Animal, AL N, AC 7, MV 24", HD 3, HP 34 each, SZ L, #AT 2, D 1-2/1-2, TOP 17, Crit BSL: Def AC +1, FF: 5, References HoB 1 p. 58

TO THE TEMPLE

As you travel 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, slain or – most likely – flee into the temple. The players' first volley has the advantage of surprise.

Guards (Men, Mercenary) (4): HF 1, EP 35, Int Average, AL N, AC 6, MV 9", HD 1+1, HP 28, 27, 26, 25, SZ M, #AT 1 or 1/2, D 1-8 (scimitar) or 3-12 (heavy crossbow bolt), TOP 14, 13 x2, 12, Crit BSL: Def AC -1, FF: 5, References HoB 5 p. 11

Equipment: Each guard wears red laquered scalemail and is armed with scimitar and a 12 gauge crossbow with 10 bolts. They are only carrying 1d6 sp each

1. HPs:

Scalemail AC: 6 7 8 9

2. HPs:

Scalemail AC: 6 7 8 9

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. (The guards have acclimated to the stench - though they still don't like it.)

If the guards successfully escape, they will retreat to Area 4 (using the secret crawl space described in 2a). One of them will jostle the altar, thereby triggering the pressure plate and alerting the Bronze Flame (see area 7). They will then take up a position on the stairs leading down from area 3 (and standing on the secret door to block it). Once they spot the PCs on the stairs that lead from area 2 to area 3, they will rouse the golems to attack. (The golems recognize the guards as allies and do not attack them.) They will stay out of melee as long as possible, preferring instead to fire their crossbows into battle knowing that they cannot damage the golems by accident (Should any PCs become paralyzed by the Golems' poisonous gas they will definitely attract missile fire!)

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 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 bronze figures loom in the warm glow of the candles.

2a. Secret Crawl Space


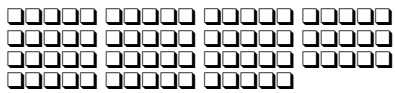
In order for the characters to locate the secret crawlspace which bypasses the bronze golems, they must specifically state that the stairs are being searched for secret doors (success is then automatic). A latch lies concealed under the ridge of the second step and pulling it will allow a section of 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 10 foot tall bronze statues stand motionless before you, the flickering light of red candles reflecting eerily upon the armored harbingers of death.

These bronze golems remain still until the room is actually entered. At such time they will move to attack, first breathing poisonous gas (once within range), then engaging.

Bronze Golems (2): HF 30, EP 6,500, Int non, AL N, AC 4, MV 7", HD 13, HP 75, SZ L, #AT 1, D 3-30, SA: paralytic poison gas SD: +1 weapon to hit, repaired by fire, TOP n/a, Crit BSL: Def AC +11, FF: n/a, References: Appendix

1. HPs: 
 2. HPs: 

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 (this requires a PC to succeed on a average Looting, Basic check or easy Looting, Advanced check or easy Observation check to detect.) This panel, if opened, will reveal a human-sized suit of **Armor of the Flaming Wyrm** (see appendix). Keepers of Fire Corner are known for their expertise in creating such armor.

3a. Guard Barracks.

Unlike the remainder of the temple, this room is shrouded in darkness.

The room is dark because this mercenaries' quarters and they found the red candlelight annoying. A lantern hangs from the ceiling and is customarily lit when the soldiers are off-duty but not asleep.

The room is extremely spartan with only 4 beds and no other furniture. The mercenary soldiers were broke when hired owning only the clothes on their backs (where they still remain).

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 holy text 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 (illustration 7 on page 22 - common version is illustration 8) 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.

Display illustration 4 on page 20 and read:

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 15 pounds. The actual weight of each sculpture is a mere 4 ounces.

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, 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.

The Bronze Flame (HF 6, EP 720)

Male 6th level Cleric of Lisar

N Human

Attack and Movement

Melee 1 attack/rnd; punching (1-2)

Atk Penalties Melee -1 to-hit, -2 damage

MV 12"

Defense

hp 40

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AC 8 (tough hide talent)

Traits

Abilities Str 7/12, Int 14/22, Wis 17/02, Dex 13/26,

Con 11/54, Cha 5/87, Com 3/18

Honor 26 (average)

Skills Religion, specific (Lisar) (70), Fire-building (91),

First Aid: Cauterize Wound (56), Feign Toughness (61),

Taunting, Minor (44), Artistic Ability (sculpture) 27

Talents Elemental Resistance (Fire), Resistance, Tough Hide

Flaws Anosmia, Maimed (severe facial burn)

Quirks Pyromaniac, Superstitious, Hallucinatory Insanity

Languages common, kalamaran

Equipment

Ring of Spell Storing containing Fireball (MU 3) x2, Flame Strike (CL 5) x2, and Wall of Fire (MU 4) (all spell effects as a 12th level caster)

The Bronze Flame's mental disturbances prevent 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. (*Well... She hasn't personally recharged the ring. Rather, it's on one of her minions' "to do" list.*)

After reading the room description to the players, display illustration 3 on page 19 and give them one minute to state which character (if any) is firing the crossbow. Characters choosing randomly have only a 1 in 20 chance of identifying which is the real Bronze Flame, and which are the reflections.

If the player states that his character searches out the one figure with the ring on the opposite hand (visible in the illustration), then the character identifies the true Bronze Flame. (The crossbow is loaded with a **Bolt of Slaying Clerics** and the Bronze Flame will not dodge the bolt so give anyone firing the crossbow +4 to-hit. It's a pretty easy shot (with a bonus of +7 (standing still plus the bolt is +3) but critical misses do occur...)

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 or if the PCs refuse to play his little game, 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 twelve 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 cp, a **Potion of Fire Resistance**, a **Potion of Fire Breath**, a **Potion of Healing** and **Longsword +1, Flame Tounge**.

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 bronze sculpture of a column of flame rests along the center of the eastern wall.

The bronze sculpture *actually* rests against a secret door to the north. It is hollow and may easily be moved thus revealing 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, display illustration 5 on page 20 and read:

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 Tongue (a clue that he is really an illusion - a diety would communicate telepathically). Characters attempting to disbelieve must make a saving throw versus spells (wisdom adjustments apply). Characters who flee without looking back will 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 that incinerates you.

Any characters within visual range of The Grand Incinerator who have not successfully disbelieved are now dead from system 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 gp. 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 scribble 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 (illustration 9 on page 23) 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 (illustration 10 on page 23) 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 Eye 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 charred skull whose eye sockets are alight with blazing flames. The skeletal figure laughs wickedly as a fireball shoots forth from its eyes and engulfs the party.

The Fireball, shot by the Eye of Fearsome Flame, is very potent (12d4) and may kill some characters (at the very least it will inflict some pretty costly armor damage). If faced with multiple – *now pissed* – opponents, 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 attempt to escape by turning ethereal.

Eye of Fearsome Flame: HF 22, EP 3576, Int Exceptional, AL CE, AC 2, MV 12", HD 12, HP 67, SZ M, #AT 1, D 1, SA: shoot Fireballs 1/3 rnds, Fear SD: immune to poison, paralyzation, Sleep, Charm and Hold spells, +1 weapon to hit, resistance to fire and cold, TOP n/a, Crit BSL: Def AC +7, FF: 4, References Appendix

HPs:

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□□□□	□□		

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, under standably, swelteringly hot. A small passage leads to

the east and a steaming bed of coals stretches from the center of the room to an arch way 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 crawling into the tunnel loses all agility bonuses to AC (Dexterity, Acrobatic Skill Suite, etc) and cannot effectively employ a shield. After traveling 40' a Magic Mouth will activate. It speaks no discernible language but rather emits a high frequency pitch. This calls to dinner a tunnel centipede 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 tunnel centipede to arrive they have a 10% chance of crawling out in time. Any character still within the "path of the 'pede" when the tunnel centipede arrives, will be attacked. The worm will not enter the Gate Room due to its agoraphobia quirk.

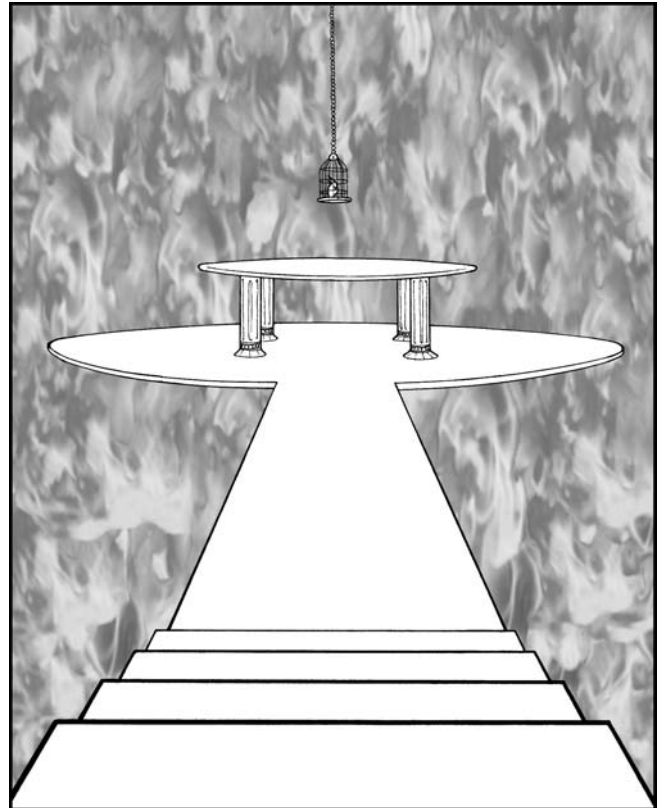
Centipede, Tunnel (fire variant - total immunity): HF 14, EP 1852, Int non, AL N, AC 4, MV 6", HD 9+3, HP 77, SZ G, #AT 1, D special/2-16, SA: chew through armor, SD: immune to fire, TOP n/a, Crit BSL: Def AC +8, FF: 9, References HoB 2 p. 17, Monster Matrix

Quirk: Agoraphobia

Note: Details on a tunnel centipede chewing through armor is not satisfactorily detailed in *Hacklopedia of Beasts Volume II*. Use the following method instead.

A tunnel centipede rolls a normal to-hit die. If it succeeds, it inflicts 2-16 points of damage. However, if it fails to hit but still manages to hit AC 10 (minus any agility or magical bonus of the target (Dexterity, Acrobatic Skill Suite, Rings or Cloaks of Protection, et al), its mantibles have latched onto the characters shield or armor (in that order) and inflicts 2-16 points of damage to the shield or armor. If this exceeds the damage capacity of the shield or armor, any additional points first spill to the next protective device (armor) and then to the character as hp damage if no armor remains intact.

For example, a Tunnel Centipede attacks Jackboy Brickhouse - a dwarf fighter wearing banded mail and a medium metal shield. Jackboy has no DEX bonus so his AC is 1. The Tunnel Centipede needs a 6 to hit Jackboy. On a 2-5, it misses but grabs ahold of Jackboy's armor or shield (a 1 automatically misses). The centipede rolls a 2 thereby grabbing the shield in its crushing pincers (a medium shield provides a +3 AC bonus so the lowest 3 possibly hitting rolls (2,3,4) go first to the shield). It rolls 14 points of damage - ouch. A medium shield has only 12 hp so the remaining 2 hp spill up and are applied to Jackboy's banded mail.



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.

Display illustration 5 on page x+5 and read:

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 1d3 points of damage.
- Each torch carried bursts into flame doing 1d4 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 silken cord (the far end disappearing into flames), which cannot be broken (see **Nidavellir Cord in the Appendix**). The Cage of Lisar has no keyhole, is immune to physical and magical attacks, hinders all magicks from entering or exiting its con-

finer 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 immediately gain 1000 experience points (*and since the issue will undoubtedly be raised - EP bonuses don't apply to this gawd-granted award*).

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

Phoenix: HF 223, EP 19,000, Int Genius, AL NG, AC -3, MV 6", 39" Fly (D), HD 20, HP 119, SZ L, #AT 1 or 2, D 2-12 or 1-8/1-8, SA: shriek, extensive spell-like powers, self-immolation SD: +3 weapon to-hit, 50% magic resistance, TOP n/a, Crit BSL: Def AC +18, FF: n/a, References HoB 6 p. 68

Spell-like Powers (at will unless noted otherwise - 20th caster level of effect): Affect Normal Fires, Audible Glamer, Blindness, Blink, Blur Call Woodland Beings (once per day) Color Spray (3 times per day), Continual Light, Control Temperature 10' Radius, Dancing Lights, Detect Charm (always active), Detect Evil (always active), Detect Magic (always active), Duo-Dimension (once per day), Find Traps, Find the Path (once per day), Fire Charm, Fire Seeds (once per day), Incendiary Cloud (once per week), Invisibility,

Misdirection, Neutralize Poison (once per day), Polymorph Self (3 times per day), Produce Fire, Protection from Evil, 10' Radius (always active), Pyrotechnics, Reincarnate (once per day), Remove Fear 10' radius, Remove Curse, Snake Charm, Veil (once per day), Wall of Fire (once per day) – **By performing a ritual dance it can perform the following spells at 40th caster level:** Dismissal, Dispel Evil, Dispel Magic

The touch of the Phoenix is equal to a Cure Light Wounds spell and a single PC can benefit twice per day from the touch. The touch of its comb is equal to a Cure Disease spell, but can only affect one PC once per day. Drops of the Phoenix's blood can be transformed into the Holly Berry type berries, as per the Fire Seeds spell.

HPs: □□□□ □□□□ □□□□ □□□□
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CONCLUDING THE ADVENTURE

The characters should have no problem escaping the temple and returning to town with Gasif. 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 1000 gp 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 Dirosipido'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 Dirosipido 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 it was secured with a **Nidavellir Cord**). 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.

RECLAIMING THE CODEx

As mentioned in area 4, the *Codex of Flame* is a holy item for the Keepers of the Fire Corner. If the PCs take the *Codex*, they will eventually be approached by a group of Keepers seeking to regain the text. Since the book has little resale

value, the wise move would be to simply surrender the *Codex* and allow the Keepers to go on their way. The Keepers aren't interested in revenge for the character's actions against their temple. (These particular Keepers consider the theft of the Phoenix to have been a rash and provocative action instigated by a madman.)

However, if the PCs decide on intransigence, the Keepers will fight them to regain their holy text. The following characters will form the party of Keepers sent to retrieve the *Codex*.

Balan Mokira (HF 12, EP 1385)
 Male 7th level Cleric of Lisar
 N Human

Attack and Movement

Melee 1 attack/rnd; **footman's flail +1** (d6+2)
Atk Penalties Melee +2 to-hit, +2 damage
MV 8"

Defense

hp 66
 □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □

AC -1 (bronze plate mail, body shield, DEX)

Bronze Platemail	AC:	4	5	6	7	8	9
		□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□
		□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□

Body	AC:	+4	+3	+2	+1	0
Shield		□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□

Spells

1st level: Befriend, Command (x2), Cure Light Wounds (x2), Summon Divine Lackey
2nd level: Aid, Find Traps, Hold Person, Rigor Mortis, Speak with Animals
3rd level: Dispel Magic, Locate Object (*already cast*), White Hot Metal
4th level: Sticks to Snakes

Traits

Abilities Str 14/21, Int 13/22, Wis 17/81, Dex 14/55, Con 15/22, Cha 13/67, Com 14/17
Honor 75 (great)
Skills Religion, specific (Lisar) (73), Current Affairs (83), Glean Information (65)
Talents Elemental Resistance (Fire), Paralyzation Bonus
Quirks Death Wish
Languages common, kalamaran

Equipment

Bronze Plate Mail, **Footman's Flail +1**, **2 Potions of Healing**, **Potion of Fire Breath**, **Oil of Fiery Burning**

Feranis Legoru (HF 5, EP 821)
 Male 6th level Magic-User (Fire Elementalist)
 N Human

Attack and Movement

Melee 1 attack/rnd; staff (d6)
Atk Penalties Melee +0 to-hit, +0 damage
MV 12"

Defense

hp 37
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AC 8 (DEX)

Spells

1st level: Affect Normal Fires, Burning Hands, Detect Illusion, Fireball (Sidewinder Factor 1), Magic Missile, Sleep
2nd level: Chain of Fire, White Hot Metal

3rd level: Fireball (Scatter-Blast), Zargosa's Flaming Spheres of Torment

Traits

Abilities Str 10/18, Int 17/66, Wis 14/71, Dex 15/88, Con 11/18, Cha 12/84, Com 12/27

Honor 30 (average)

Skills Appraising (53), Haggle (71), Mimic Dialect (44), Religion, specific (Lisar) (42)

Talents Fast Cast, Opportunist, Quick Thinking

Flaws Male Pattern Baldness

Languages common, kalamaran

Equipment

Wand of Fire (23 charges)

Legionnaires (Men, Soldier) (12): HF 1, EP 15, Int Average, AL N, AC 5, MV 9", HD 1, HP 26 each, SZ M, #AT 1 or 1/2, D 1-10 (halberd) or 3-12 (heavy crossbow bolt), TOP 13 each, Crit BSL: Def AC -2, FF: 5, References HoB 5 p. 13

Equipment: Each soldier wears chainmail and is armed with halberd and a 12 gauge crossbow with 15 bolts.

1. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
Chainmail AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

2. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
Chainmail AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

3. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
Chainmail AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

4. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
Chainmail AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

5. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
Chainmail AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

6. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
Chainmail AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

7. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
Chainmail AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

8. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
Chainmail AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

9. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
Chainmail AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

10. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
Chainmail AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

11. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
Chainmail AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

12. HPs: ██████████ ██████████ ██████████ ██████████ ██████████
Chainmail AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

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 Dirosipido 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 such as Korem or Bet Kasel, since he is unable to fulfill their request.

KALAMARAN RELIGIOUS SECTS

The Eternal Lantern: Also known as The Shining One, Lord of Luminosity, Radiance. (See **Dirasip** on p. 153 of *Gawds & Demi-Gawds*.)

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 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. (See **Lisar** on p. 157 of *Gawds & Demi-Gawds*.)

This god appears in various forms, depending on which cult is worshipping 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.

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. (See **The Confuser of Ways** on p. 152 of *Gawds & Demi-Gawds*.)

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. (See **Golidrin** on p. 155 of *Gawds & Demi-Gawds*.)

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.

New Monsters

Golem, Bronze

DESCRIPTION: In olden days before our current HackEra, mighty Wizards initiated research that would allow them to animate statues as magical constructs with formidable powers to rend their foes. (It must be noted that in this past age Barbarians were far more plentiful than they are at present and your average spell lobber faced a very precarious existence.) This research diverged into two lines – one persuing the more expeditious route of utilizing the already well established stonemasonry skills of their neolithic thralls while a small radical cabal instead chose to push the frontiers of magical craftsmanship and make use of the cutting edge dicipline of metalworking.

Avant-garde metalworkers had recently discovered that by adding small amounts of tin to copper, a new alloy could be forged whose structural properties were adequate to the task envisioned by these Wizards. After many years of daunting and costly experimentation, an animated statue (or "Golem" as these types of creatures became known as after a patent application was filed by the Circle of Sequestered Magicks) made of bronze was perfected. True to its creators' vision, it proved superior to the

Golem, Bronze

AKA: Golem, Metal Mark I

HACKFACTOR: 30

EP VALUE: 6,500

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (10' tall)

MOVEMENT: 7"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-30

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

HIT DICE: 75 hit points (13 Hit Dice)

Golem, Stone animated statue which had now been in common use for years.

Unlike the Golem, Stone variety, the Golem, Metal was an innovative open design with possibilities for refinement. The Golem, Metal Mark I would attract a community of Wizard tinkers whose collaborative effort would eventually lead to the superior Golem, Metal Mark II – colloquially known as the Iron Golem. Research continues though the fragmentation of the development community has had a retarding effect on subsequent design improvements. Known lines of inquiry include the Mark III project (Steel Golem), a splinter Mark IIIa team (Stainless Steel Golem), an all-elven team working on the Mark IIIe “Elven Steel Golem”, a secretive group known only as “Team Lotus” purportedly working on a “Dwarven Iron Golem” as well as the perpetually broke M-Theorists who claim, at least theoretically, to have discovered the secret of the Mark IV Mithril Golem.

Bronze Golems have been largely supplanted by the Mark II Iron Golem (it being possible through a major retrofit to bring Mark I units up to current Mark II standards) and are thus a rarity to encounter these days. Nonetheless, a few are still in active service. A principal reason may be that the Mark Is do not possess an unforeseen design flaw that crept into the Mark IIs – namely the vulnerability to rust. As such, there are some applications for which the venerable design still merits consideration. (Other reasons for the continued service of Mark Is may be sentimentality, sloth or poverty of the part of the controlling Wizard or the sheer age of the dungeon in which they are encountered.)

COMBAT/TACTICS: Bronze Golems can only be hit by weapons of at least +1 enchantment. Once per seven melee rounds the Bronze Golem can breathe a 10’ x 10’ x 10’ cloud of Type R poisonous gas, against which victims must save vs. poison or become paralyzed for 3-30 rounds. An Bronze Golem can inflict one point of structural damage every other round.

Electrical attacks striking the golem do no damage but act as a Slow spell. The duration is one melee round per 6 points of damage that the attack delivers (i.e. a 34 hp Lightning Bolt Slows the creature for 5 meelee rounds while a 4 hp Shocking Grasp does nothing). Multiple electrical discharges do not ‘stack’ their effect but rather prolong it.

High temperature (fire) attacks serve to temper the golem’s surface and thus actually repair the Bronze Golem by one hit point for every 2 hp the flames deliver.

CONSTRUCTION: With a magic tome as a guide, the builder of a Bronze Golem must be a magic user of at least 15th level. Creating the Golem requires the following spells: Limited Wish, Polymorph Other, Geas, Paralyzation and Fog Cloud. Obviously a masterfully cast 10 foot tall statue must be constructed from bronze upon which to place the enchantment. The base cost of materials and labor to create a Brass Golem is 20 talents of gold (60,000 gp in current currency). A magic user solely devoted to the task can construct a Bronze Golem in just three month’s time.

ORDERS: Bronze Golems can only obey simple commands, such as “Attack anyone who disturbs my magical cuneiform tablets”. However, Bronze Golems never disobey an order from their masters. Bronze Golems usually guard long forgot-

ten places of great wealth or particularly damp environments.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Eye of Fearsome Flame

DESCRIPTION: An Eye of Fearsome Flame’s countenance is similar to many other undead - that of a gaunt skeletal figure in the *de rigueur* dark cloak. Until provoked to anger, only inky blackness is discernable from within the hood.

TACTICS: An Eye of Fearsome Flame, having only a feeble material existence and unable to create spawn like many of its undead kindred, is particularly interested in obtaining mortal thralls to perform its evil bidding (as well as sundry chores). All possess the following skills – Evil Speak (90), Feign Toughness (70), Intimidation (90), Liar, Skilled (95) and Parley (80) – which it will use to coax intelligent living beings into service and eventual bondage.

Should it encounter a particularly belligerent foe, it will make a final attempt at intimidation and draw back its hood to reveal a charred skull whose eye sockets are alight with blazing flames. Field reports confirm that this is actually quite spooky (and has an effect comparable to the 4th level MU spell Fear.)

Should this fail to terrorize its foe(s) into flight or submission, it writes off the potential thralls and brings on the smack.

COMBAT: Once angered, its wellspring of firey hatred allows the Eye of Fearsome Flame to dispatch a Fireball (12d4) from its menacing sockets every 3 rounds. Such is the vehemence of its irate stare that any spell directed at its ‘eyes’ intending to incapacitate them (Blindness, Cause Blindness or Deafness, Color Spray, Light, Power Word: Blind, etc) will be reflected back upon the caster much as a Volley spell.

Despite its bristle and anger, the Eye of Fearsome Flame is a decidedly weak combatant and a Wuss-of-Heart. It has a Strength of only 3 so any melee attacks are made at -3 to-hit (reduced damage is already incorporated into damage/attack). If unable to destroy its

Eye of Fearsome Flame

AKA: Great Eyeballs of Fire

HACKFACTOR: 22

EP VALUE: 3,576

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M

MOVEMENT: 12”

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Coward (4)

ARMOR CLASS: 2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: See description

MAGIC RESISTANCE: See description

HIT DICE: 12

foes with a Fireball or two, it will slink away into the ethereal plane. This action requires 2d12 segments to complete.

A +1 or better weapon is required to strike an Eye of Fearsome Flame. Like all undead, they are immune to Sleep, Charm and Hold spells as well as poison and paralysis. They are not, however, *immune* to cold. They resist cold (and fire as well) as if protected by the 2nd level Cleric spell Resist Fire/Resist Cold. They can be turned as Spectres.

YIELD:

Medicinal: Nil

Spell Components: Using an Eye of Fearsome Flame's skull as an additional material component in any type of Fear spell imparts a -1 penalty to the target's saving throw. The skull is not consumed in the casting so may be repeatedly used in this application.

Hide/Trophy Items: Nil

Treasure: Nil (D if possessing a thrall posse)

Other: Nil



New Magic Items

Cage of Lisar: What appears as a finely wrought gilded bird-cage some spoiled princess might keep her annoying song-bird penned up in is actually a very powerful prison designed to capture and detain extra-planar beings.

Opening the cute little door and speaking the command word forces a target being (within 30 feet) to attempt a save versus magic at -4 or be drawn into the cage. Treat the cage as 18th level for purposes of magic resistance.

Once detained, the prisoner is powerless to escape as the cage resists any and all attempts to Gate, Plane Shift or make off to the Astral or Ethereal plane. The cage is also hermetically sealed and immune to any force or magic the captive might employ against it.

Speaking the command word again releases the bound creature. Woe to the possessor of a Cage of Lisar who has the sleep chatter flaw!

The cage is wholly ineffective against creatures native to the Prime Material plane.

EP: 4,000 GP: 40,000

Nidavellir Cord: Initially commissioned by the Gawds of Valhalla as a leash for Fenris the wolf, the Nidavellir Dwarves have in subsequent years commercialized the product.

Though its exact composition is a trade secret, it is rumored to be fabricated from materials such as the sound of a cat's footsteps, a woman's beard, the roots of a mountain, the longings of the bear, the voice of fishes, and the spittle of birds. No strength - mortal or divine - is able to break it (or double your money back!) and the more it is strained the stronger it becomes.

Cords sold to mortals are available in a variety of lengths. Upon issuance of a command word, the ends of the cord will tie themselves either to a fastening point (such as a ring or turnbuckle) or to itself if binding a free-standing object. The cord defies all attempts at severing so the only way to free a bound object is to destroy it.

EP: 800 GP: 4995

Armor of the Flaming Wyrm

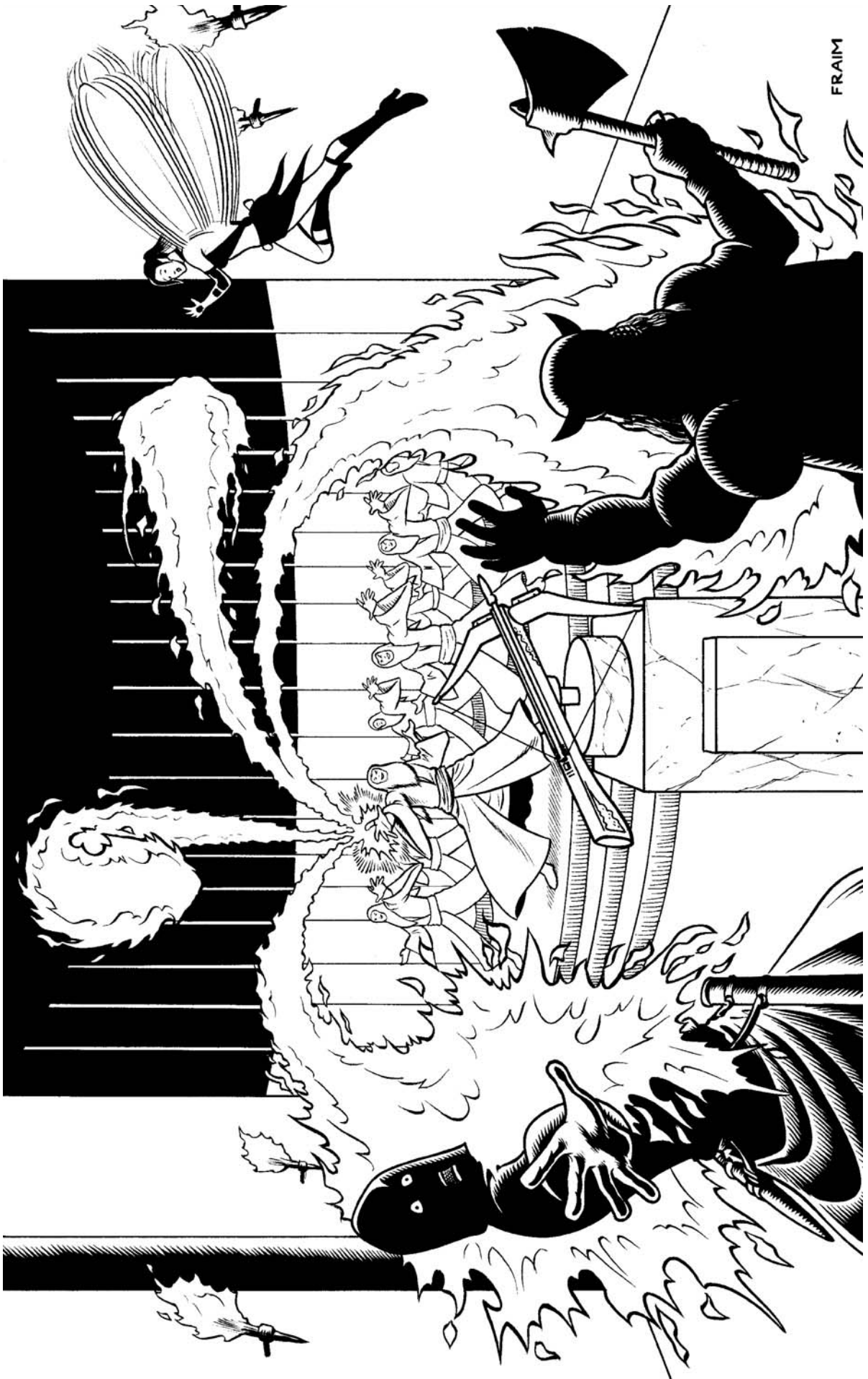
The Keepers of the Fire Corner are adept in creating beautiful magical items well suited to their elemental worship. One such item is the *armor of the flaming wyrm*.

A cursory glance gives the impression that this is a suit of red dragonskin armor for the metal plates are crafted so as to simulate the scales of the terrible wyrm and the whole suit is carefully painted in shades of deepest crimson. Alas, this is merely decorative as any armorer will immediately recognize.

The fact that the armor is simply an homage does not, however, render it a mere curiosity. The armor is enchanted with a +2 bonus and in addition protects its wearer from flames identically to the 2nd level Clerical Resist Fire spell.

EP: 875 GP: 5,000

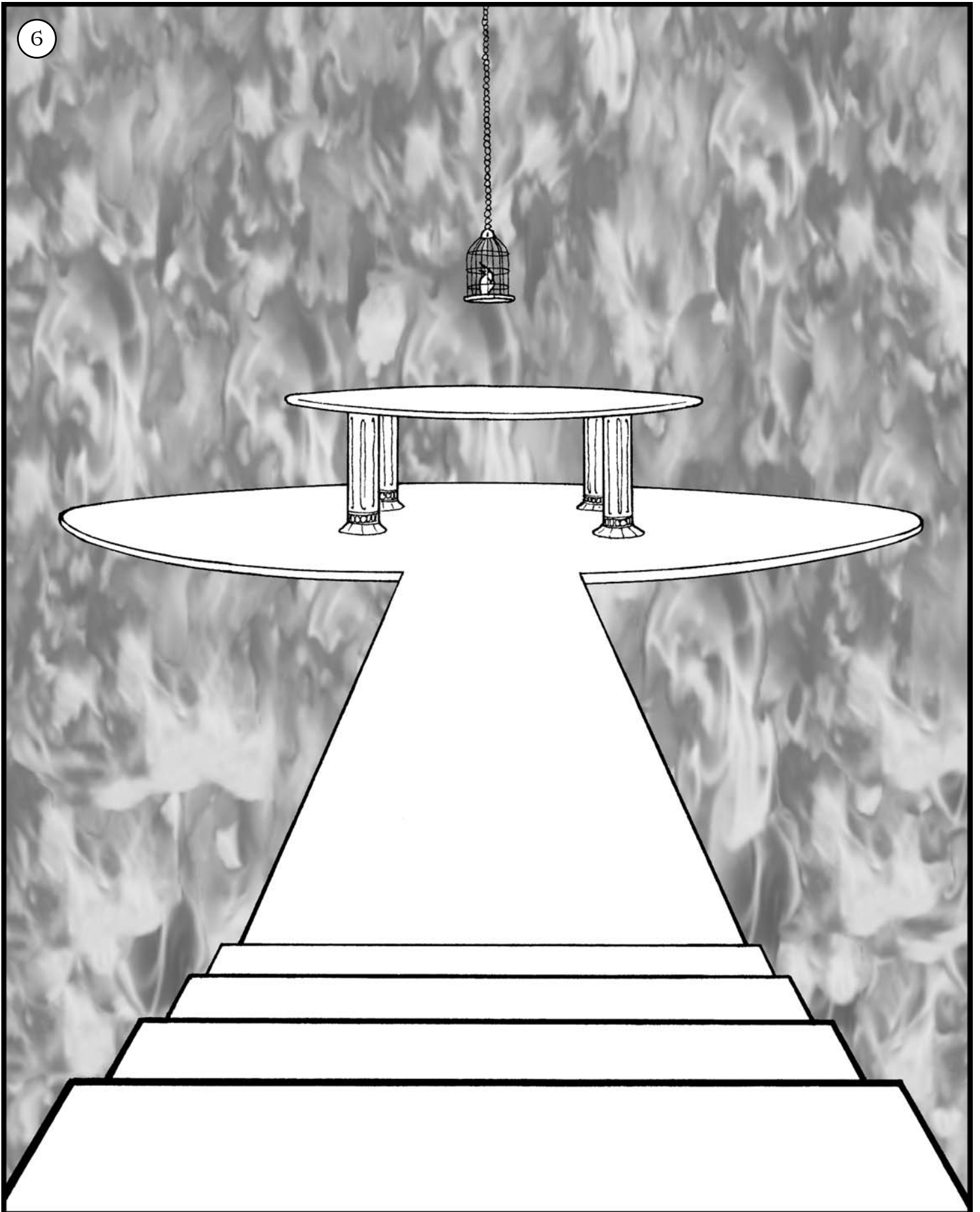




FRAM



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8

Blessed is the flame

Entwine me

Blessed is the flesh

Consume me

I welcome the flames

I welcome the flames

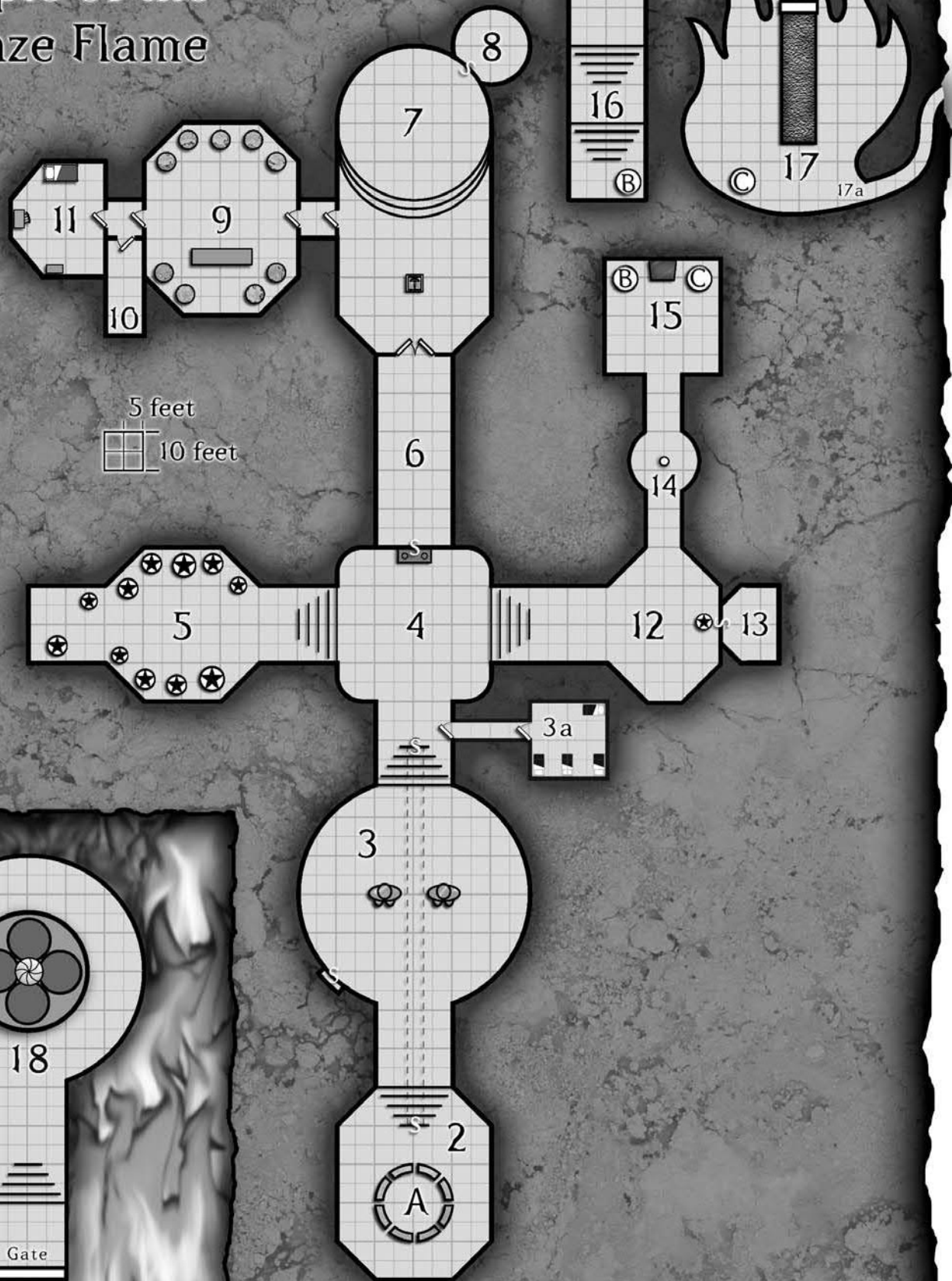
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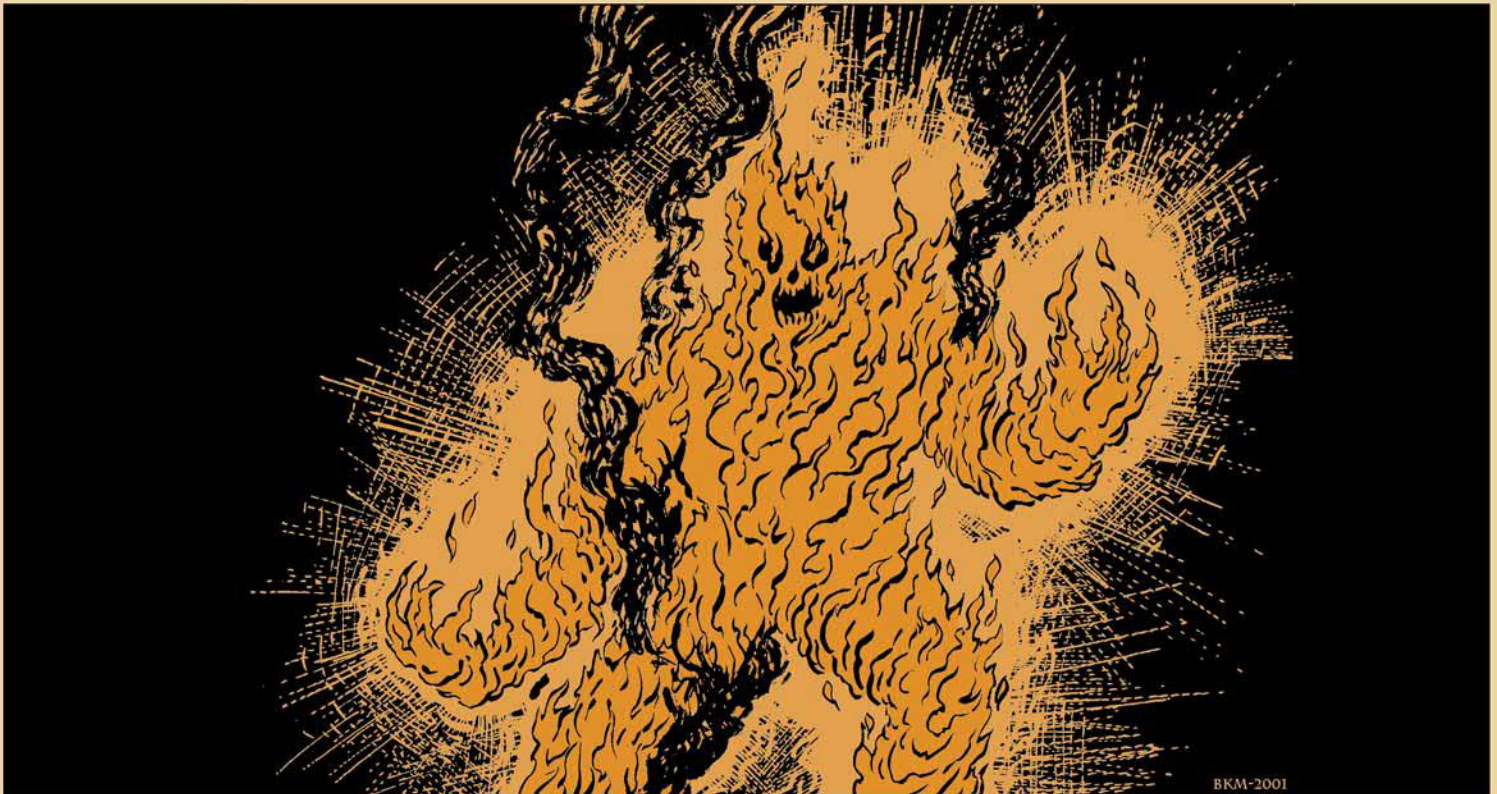
Seek not the Cat's Eye, nor
the Path of the Worm

10

Seek ye the False
Name or Perish
10, 12, 16, 17, 18.

Temple of the Bronze Flame





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