

# THE HEART OF FIRE

The Heart of Fire is an artifact born of the volcano, assembled by powerful magic users centuries ago. As the heart grew in power it became a threat to everyone around it, so the mages separated it in to two separate parts. They believed that one day someone would come and be able to control the power over elemental fire that the heart possessed.

## ASSEMBLY OF THE HEART OF FIRE

In order to protect the Heart, its component parts were separated. One part - the circlet - was \* INFORMATION REDACTED \*, but the primary component - the sphere - was \* INFORMATION REDACTED \*.

### COMPONENT PARTS

The Heart of Fire has two components:

**The Sphere of Fire:** A sphere made of darkened glass that is approximately three inches in diameter which has a small ridge around the sphere's equator. The sphere has a strong aura of evocation magic (Arcana DC 14), and using the sphere alone allows the wielder to create nonmagical fires and illuminate a small area.

The Sphere of Fire	Heroic Level
<i>This sphere is made of dark glass and approximately three inches in diameter.</i>	
<b>Artifact (Unique Item)</b>	
<b>Properties</b>	
<ul style="list-style-type: none"> <li>You gain resist 5 fire. If you already have fire resistance, the resistance increases by 5.</li> <li>You can speak and understand Draconic.</li> </ul>	
<b>Illuminate • At-Will</b>	
<i>Effect (Minor Action):</i> the sphere begins to shed bright light in a 2 square radius. With another minor action the light could be turned off.	

This item was located... \* INFORMATION REDACTED \*

**The Circlet of Fire:** This is a solid gold band a little over three inches in diameter that has runes from an unknown language written all around it. The circlet has a strong aura of abjuration magic (Arcana DC 14), and any creature in possession of the circlet alone gains a little fire resistance.

The Circlet of Fire	Heroic Level
<i>This circlet made of solid gold has strange runes around its outer rim.</i>	
<b>Artifact (Unique Item)</b>	
<b>Properties</b>	
<ul style="list-style-type: none"> <li>You gain resist 5 fire. If you already have fire resistance, the resistance increases by 5.</li> <li>You can speak and understand Draconic.</li> </ul>	

This item was located... \* INFORMATION REDACTED \*

## ASSEMBLY

Each of the component parts cannot be used as an actual implement, but do provide a modest amount of powers (see above).

When both objects are a few feet apart they will begin to pull against each other as if they were magnets, trying desperately to join themselves. It is a simple act to put one inside the other, and when that is done the two items will lock in to place, binding together and the orb will reveal its sentience.

The Heart of Fire	Heroic Level
<i>This fist-sized orb glows brightly and appears to have flames swirling inside of it.</i>	
<b>Artifact (Unique Item)</b>	
<b>Implement:</b> Orb	
<b>Enhancement Bonus:</b> +2 to attack rolls and damage rolls	
<b>Critical:</b> Ongoing 10 fire damage (save ends).	
<b>Properties</b>	
<ul style="list-style-type: none"> <li>The orb provides bright light in a 5 square radius.</li> <li>You gain resist 10 fire. If you already have fire resistance, the resistance is increased by 10.</li> <li>Any attacks made through the orb ignore the first 10 points of fire resistance.</li> <li>You can speak and understand Draconic.</li> </ul>	
<b>Illuminate • At-Will</b>	
<i>Effect (Minor Action):</i> the sphere begins to shed bright light in a 5 square radius. With another minor action the light could be turned off.	

## GOALS OF THE HEART OF FIRE

- To burn everything in sight.
- To take great pleasure in being used by its wielder to call forth elemental fire and burn enemies.

## ROLEPLAYING THE HEART OF FIRE

The heart would take great pleasure in immolating the world, consuming everything around it in a never-ending fire. When in combat, until it is satisfied that its owner knows how to use elemental fire to immolate his enemies, it will demand of its owner that it attack with fire, repeating phrases like “burn it!” and “light it up!” over and over again as it cheers its owner on.

The heart speaks telepathically to its owner in Draconic, and its owner is able to fully comprehend the language while in possession of any part of the heart.

# CONCORDANCE

Starting Score	5
Gaining a level	+1d10
Owner rolls a critical hit with a fire-based attack using the orb (maximum 1/encounter)	+1
Owner defeats an elemental creature without the "fire" keyword (maximum 1/day)	+2
Owner defeats an elemental creature with the "fire" keyword (maximum 1/encounter)	+1
Owner flees from an elemental creature (maximum 1/day)	-2
Owner fails to destroy an elemental creature (maximum 1/encounter)	-1
Owner rolls a critical miss (natural 1) with a fire-based attack using the orb (maximum 1/encounter)	-1
Owner uses an attack with the "cold" keyword (maximum 1/encounter)	-1

## TRANSCENDENT (21 OR HIGHER)

The orb is extremely satisfied with its owner's control over elemental energies, and allows the wielder to call forth a column of fire to incinerate a large area.

### ☼ **Flame Strike** (fire) • **Encounter**

**Attack** (Standard Action): Area Burst 2 within 20 (all creatures in burst); Player level +3 vs Reflex  
**Hit:** 3d8 +9 fire damage, ongoing 10 fire damage (save ends)  
**Miss:** Half damage, no ongoing.

## PLEASED (16-20)

The heart begins to function like a +3 magic orb, and the fire resistance, amount of enemy fire resistance ignored and the critical damage increase accordingly.

**Enhancement Bonus:** +3 to attack rolls and damage rolls  
**Critical:** Ongoing 15 fire damage (save ends).

### Properties

- You gain resist 15 fire. If you already have fire resistance, the resistance is increased by 15.
- Any attacks made through the orb ignore the first 15 points of fire resistance.
- You can speak and understand Draconic.

### Illuminate • At-Will

**Effect** (Minor Action): the sphere begins to shed bright light in a 10 square radius. With another minor action the light could be turned off.

## SATISFIED (12-15)

The heart is content with the wielder's power over elemental fire, and grants its user the ability to fire forth a cone of burning flames on command.

### ◀ **Fire Burst** (fire) • **Encounter**

**Attack** (Standard Action): Close Burst 3 (all enemies in burst); Player level +3 vs Reflex  
**Hit:** 2d6 +6 fire damage, ongoing 5 fire damage (save ends)  
**Miss:** Half damage, no ongoing.

## NORMAL (5-11)

The heart is indifferent about the user, hoping that it will not be disappointed once the wielder lets fire run free. The orb functions as normal.

**Enhancement Bonus:** +2 to attack rolls and damage rolls  
**Critical:** Ongoing 10 fire damage (save ends).

### Properties

- You gain resist 10 fire. If you already have fire resistance, the resistance is increased by 10.
- Any attacks made through the orb ignore the first 10 points of fire resistance.
- You can speak and understand Draconic.

### Illuminate • At-Will

**Effect** (Minor Action): the sphere begins to shed bright light in a 5 square radius. With another minor action the light could be turned off.

## UNSATISFIED (1-4)

The orb is not happy with how its wielder is not letting fire rain down on all their enemies. It begins to grant penalties to its user.

**Enhancement Bonus:** +1 to attack rolls and damage rolls  
**Critical:** Ongoing 5 fire damage (save ends).

### Properties

- The orb offers no fire resistance and does not allow use of the *Illuminate* power.
- Attacks made through the orb no longer ignore fire resistance.
- You can speak and understand Draconic.
- When you make attack that does not have the "fire" keyword, you take a -2 penalty to the attack roll.

## ANGERED (0 OR LOWER)

The orb is extremely disappointed in the user, almost to the point of anger. It nags and repeatedly mocks the wielder, occasionally blasting it in elemental fire just because it can.

**Enhancement Bonus:** None. The orb functions as a mundane orb implement.

### Properties

- The orb offers no fire resistance and does not allow use of the *Illuminate* power.
- You gain vulnerable 5 fire.
- Attacks made through the orb no longer ignore fire resistance.
- You can speak and understand Draconic.
- When you make attack that does not have the "fire" keyword, you take a -5 penalty to the attack roll.
- Once per day at any time, the orb can burst in to a ball of elemental fire. Roll 1d20 + your level vs. Reflex; on a hit, you take ongoing 15 fire damage (save ends).

## MOVING ON

When the orb becomes angered or dissatisfied with its wielder, there will come a time when the orb will return to the volcano that conceived it, where it will wait for someone more worthy of its power will come to claim it.