

Revelation of the Three Flames

*Korloth is drawn into a vision, standing not in Ashfall Vale, but in a vast, primeval Allurian landscape. The sky is turbulent with volcanic smoke from colossal, young mountains. He feels an immense, ancient presence – **Khumbaba**, not as a mere spirit, but as a nascent god of fire, earth's fury, and the forge of creation. He sees Khumbaba shaping the land, his laughter like thunder, his tears like lava flows that cool into fertile plains. He witnesses Khumbaba's joy in raw creation, his connection to the deep, molten heart of Alluria. Then, the vision shifts. He sees the Voidfury Incursion, the tearing of cosmic fabric. Khumbaba battles alongside other primal deities against the encroaching void, but is grievously wounded, his divine form unraveling. His power doesn't die but is scattered, a significant fragment seeking refuge, a resonant anchor – and finds it within Korloth's Maero ancestors, fire-touched beings from Wairua, perhaps themselves distant descendants of beings shaped or blessed by Khumbaba in ages past. The Taimana encounter was not an accident, but a catalyst, a faint echo of Khumbaba's power stirring within him, recognized by other primal forces. The spirits of Ashfall Vale, ancient Athasian cousins to Alluria's primal energies, now fully recognize Khumbaba's spark. They are not just allowing the Autrons to mine; they are investing in Korloth as a potential vessel for Khumbaba's reawakening, a conduit to restore a lost aspect of primal power to Alluria, which the Autrons' "Stabilizer" might unknowingly aid or require. The vision ends with the three Athasian volcano spirits and the faint, mighty echo of Khumbaba acknowledging Korloth, not as a supplicant, but as a kin, a carrier of the old fire.*

New Powers for Korloth (Gifts of the Awakened Spark):

These powers reflect a deeper, more controlled connection to Khumbaba's essence, moving beyond just raw bloodrage.

1. Heart of the Volcano (Su):

- Korloth's connection to Khumbaba and the Triad of Ash and Fury grants him innate resilience to heat. He gains Fire Resistance 20. This becomes a complete immunity when he is in a volcanically active area or in the presence of significant elemental fire.
- His skin crackles with glowing veins of magma when channeling his rage or these powers, and his eyes blaze with an inner fire, shedding light as a torch.

2. Khumbaba's Might (Su):

- **Once per day per X character levels (e.g., 1/day at current level, twice at level 10, thrice at 15 etc.), Korloth can channel the primal fury of Khumbaba.** For a number of rounds equal to his Constitution modifier (minimum 1), his melee attacks deal an additional 1d6 points of fire damage and 1d6 points of bludgeoning damage (representing seismic force). This damage is considered to be of divine or primal origin for bypassing resistance/immunity.
- When this is active, the ground around Korloth trembles as if there is a minor localized earthquake in a 20-foot radius. This may knock over small, unattended objects or topple weak structures.

3. Voice of the Furnace (Sp):

- Korloth gains the ability to speak and understand Ignan (the language of fire elementals) and Terran (the language of earth elementals).
- He gains a +4 racial bonus on Diplomacy and Intimidate checks when dealing with creatures of the Fire or Earth subtypes, or spirits intrinsically tied to volcanic or geothermal locations. He doesn't command them, but they are more inclined to listen or react to his words due to the resonant spirit of Khumbaba within him.

4. Smith's Endurance (Ex):

- Khumbaba was also a forger of lands. Korloth gains Endurance as a bonus feat. If he already has it, he gains Great Fortitude. He also gains a +2 circumstance bonus on Craft checks related to smithing, stoneworking, or anything involving intense heat and shaping of raw materials.