

CODEX OF THE INFINITE PLANES

VOLUME I: PLANE OF FIRE

THE ESSENTIAL GUIDE TO THE PLANES OF EXISTENCE



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VOLUME I:

PLANE OF FIRE

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VOLUME I: PLANE OF FIRE

"Imagine a realm of fire. Now imagine it is filled with even more fire, because it's hard for someone who hasn't been to the Plane of Fire to even conceive of it. It is a landscape of crimson consumed largely by a great sea of heaving conflagration, dotted by islands and continents of scorched rock burnt black. Ash and smoke fill the air, and though some semblence of a sun hangs in the sky, shadows and darkness permeate the landscape. It is a realm hostile to life, yet life thrives here. It's just all on fire and wants to kill you."

-Astromarchus the Sage

The Inner Planes are comprised of the universal building blocks of existence - earth, air, water, and fire. But these planes of existence are much more than just their dominant trait, and hold a wealth of treasure, danger, and excitement just waiting to be discovered. For the unwary, the Plane of Fire holds death around every corner.

But it's not all danger. For travelers who can find their way to this place great treasures and mysteries abound. The fabled City of Brass, home to the greedy efreet, offers shelter within its bazaars and marketplaces from the constant dangers of the air. However, foolish travelers are just as likely to end up with a knife in their back from some scheming merchant in the city's streets as they are to burn to death in the scorching heat of the wilderness.

Though ever present, the threats are still not enough to stop the curious and brave from seeking the Eye of Murzak, the Crimson Shield of the Ashen Palm, or plundering the storied depths of the Obsidian Tower, the Everburning Forest, or the Treasure Vaults of the Fire Giant God.

LAY OF THE LAND

As the name suggests, the Plane of Fire is hot – very hot. The air is suffused with fire, so creatures and objects that are not protected against the extreme temperatures are going to suffer. The suffering should be enough to force visitors to take precautions without burning them to a crisp upon arrival – characters still need to visit the plane in order to partake in its treasures, after all.

The nature of the plane has created a realm where the landscape is dominated by several distinct geographic features. The Sea of Fire is a molten ocean of burning lava. The fiery waves crash against rocky islands and eventually wear those down to lava as well, and as some waves crest high enough they cool quickly enough to form new islands. This pattern of cooling and melting is common, and wise travelers know not to rely on any given island of burnt rock for too long.

Beyond the Sea of Fire lays the bulk of the plane known as the Cinder Wastes. This vast plain of baked and arid dust is dangerous to traverse, with titanic cracks in the earth appearing with a moment's notice to spew lava from the plane's depths onto the surface. This effect is known as a lava geyser, as the result is often spectacular and dangerous for anyone nearby. Upon this wasteland rests

hills, mountains, and valleys upon the crimson horizon.

The largest chain of volcanoes on the Plane of Fire are known as the Fountains of Creation, which is the realm's closest point to the Plane of Earth. The azer are known to dwell here, working titanic forges in the hearts of the most violent volcanoes to create wondrous items sought after across the multiverse. Many red dragons are known to make their lairs among these volcanoes as well, and

Ash is another problem, and in some areas great billowing clouds – some as large as a city - spread across the burnt landscape. Choking is a real danger for anyone caught in one of these ash clouds, and the sky is filled with slowly moving black masses of them. They can obscure light just like a regular cloud and can reduce visibility from hazy to nearly black.

CYCLE OF TIME

The Plane of Fire has what passes as a sun in its sky and it cycles around in a 24-hour cycle, similar to the Material Plane. At noon, the sun blazes a brilliant orange and the heat becomes nearly unbearable, while at midnight a spectral deep red twilight descends across the land.

SURVIVING

Nonmagical and unprotected paper of any sort catches fire immediately on the Plane of Fire. At the hottest hour of the day (noon), nonmagical and unprotected metal (including armor and weapons) melt in 1d4 rounds, and those unfortunate enough to be caught holding such items suffer 10 (3d6) points of fire damage. During this time, liquids that are nonmagical and unprotected also evaporate in 1d4 rounds. Magical varieties of paper, metal, and liquid are immune to these effects.

Characters and creatures on the Plane of Fire suffer 22 (4d10) points of fire damage each round unless they are protected from nonmagical fire.

GETTING THERE

Portals to the Plane of Fire can exist spontaneously in the hottest areas of the Material Plane, with volcanoes being the primary source. Characters wishing to transport themselves to this elemental realm must either possess the appropriate magic (which is usually reserved for more powerful or advanced characters) or risk themselves finding one of these open portals. Occasionally a portal will spontaneously appear in the heart of a raging forest fire, though these instances are rare.

There are more stable portals that lead to the few civilized areas in the Plane of Fire. These are usually policed and guarded by the efreet as the portals are how powerful efreeti merchants and lords come to the Material Plane for treasures, trade, or slaves. These portals are nearly always marked with brass of some sort, which would include a brass knocker on a secret door, a brass arch over a gateway, or a brass lining around a window or door. Woe be to the uninvited traveler who stumbles by accident upon one of these efreeti portals unprepared!

TRAVELING AROUND

Much of the Plane of Fire is hardened, black earth covered with a fine layer of ash, so creatures capable of walking are not impeded much by the land itself. Wheeled slave caravans driven by cruel efreeti masters travel from outpost to outpost, selling their “goods” to buyers willing to pay their high prices. Mountain ranges are tall and rife with volcanoes of all sizes, and in the valleys between the peaks fierce salamanders – half-snake, half-humanoid intelligent denizens of the plane – have formed tribes.

One of the most dominant features of the plane is the Sea of Fire, which is not filled with water but molten magma. The temperatures of the plane are so extreme that the lava that fills this sea is as liquid as water, roiling and boiling, creating huge waves that crash down upon the islands that form the solid ground. Specially designed ships have been developed by travelers that can withstand the extreme heat of this sea – distilled essence of wood from the mythical Everburning Forest is required to make these boats float, which is a rare ingredient indeed. The efreeti sail the Sea of Fire on brass ships that are immune to the heat.

The air is ash and dust filled, so breathing is a problem for any creature wishing to take to the skies. Clouds of ash pose serious problems to everyone and can be created in the blink of an eye. Great fire rocs are known to hide in these ash clouds, waiting for the right moment to strike at easy prey.

THE POWERFUL AND MIGHTY

Though much of the Plane of Fire is uninhabited or uncontrolled, a few powerful creatures hold sway over some parts of the realm. Crossing these monstrously powerful leaders, including gods of fire and their ilk, can have dire consequences for a band of adventurers.

However, though most of these powerful beings are evil, a few have more pragmatic views of their land, and some have keen interests in the Material Plane. A group of adventurers may find themselves unwittingly working for one or more of these entities as patrons, either inadvertently or as means to a greater good.

AMAIMON, KING OF THE AZER

Though he holds no true castle or home, Amaimon is regarded as the highest authority among the azers of the Plane of Fire and beyond. He is immeasurably old, and for an azer quite immense, standing just shy of fire giant size. He holds a handful of castles in the Fountains of Creation as his own personal lands, but rarely can he be found there. Instead, he travels the length and breadth of the volcanic mountain chain, staying with azer lords for weeks at a time.

Amaimon is strong and wise, and always gives fair counsel to his azer lords as long as they welcome him into their homes. He travels in a huge iron carriage drawn by an entourage of finned-back fire beasts, similar to oxen but much larger and much more powerful. He is attended by only a small number of azer, all of whom are his children

by the forge. Amaimon is known to build a son or daughter once every ten years and send it out into the Plane of Fire for no less than fifty years, and any that survive he welcomes back into his traveling troupe.

To a non-azer, Amaimon can be confusing. He is unusually friendly in the company of other azer, boasting about great deeds and laughing about tall tales. He shows much more emotion than a typical azer, but when dealing with an outsider he grows quiet and contemplative. His travels throughout the Plane of Fire and beyond have given him great insight, and he counts many wondrous treasures in his personal storehouse. The iron coach he travels in is said to be enchanted similar to a *bag of holding*, though he allows only his children inside.

In the presence of an efreeti, Amaimon shows his boisterous nature can turn to a raging cauldron of fury. He has never forgiven the efreet for trying to enslave the azer after the construction of the City of Brass, and he views the genies as squabbling, petty insects not fit for life.

ELEMENTAL LORDS OF FIRE

The Plane of Fire is dominated by the Elemental Lords of Fire. These are near-deity level entities that possess great power, though their exact nature and history are mysterious. Some planar scholars say that they are simply the most advanced form of the native elementals, simply



having survived longer than others of their kind and thus attained greater power and sentience. Others sages persist that these Elemental Lords are guardians of the plane's true nature and maintain stewardship over the fabric of fire and flame across the multiverse. The truth may even be unknown to the lords themselves.

There are at least four Elemental Lords of Fire – Imix, Luzzur, Zaraan, and Kra. These are the most active in the affairs of the plane, each with a large “kingdom” carved out for their own personal territory. Imix and Zaraan are the two most powerful and each see itself as the rightful ruler of Elemental Fire. Their castles are formidable structures of black and crimson where they hold court over hundreds of lesser creatures. They are each an embodiment of evil's destructive nature and care very little for the lives of anyone but themselves.

Dealing with one of the Elemental Lords of Fire is a risky business but few would argue that they are the most knowledgeable and oldest beings on the plane. But they each have their own unique agendas towards reaching their goals; mortals should be very cautious when dealing with them.

GRAND SULTAN OF THE EFREET

In his Charcoal Palace within the bustling City of Brass, the lord and master of all efreet sits. His titles are long, and include Grand Sultan of All the Efreet, Lord of Flame, the Potentate Incandescent, the Tempering and Eternal Flame of Truth, the Most Puissant of Hunters, Marshall of the Order of the Fiery Heart, the Smoldering Dictator, and the Crimson Firebrand. Currently the efreeti Marrake al-Sidan al-Hariq ben Lazan stands as the Grand Sultan, though there are challengers among his court that would see him deposed.

The current Grand Sultan does not spend much time in his harem consisting of one hundred and one courtesans. Instead, he is a lover of gambling, especially on nightmare races. His stable of nightmares is a source of great pride, and he has gone to great lengths to procure the strongest, fastest, and most noble beasts to race in the great games. Under his rule, organized gaming in the City of Brass has dramatically increased, and rarely does the tenday go by without a fantastic nightmare race across the Obsidian Fields outside the city itself.

As far as the day to day ruling of the City of Brass, Grand Sultan Marrake leaves that to his viziers, opening him to treachery down the road. And some of those viziers have wildly different ideas for what's good for the City of Brass, creating opportunities within the Charcoal Palace for a group of enterprising adventurers.

SHAHBANU SHADHAA

If ever there was a power to threaten the Grand Sultan of the Efreet himself, it was his most favoured consort Shadhaa. A powerful efreeti with mastery over deep elemental magic, Shadhaa rose to prominence hundreds of years ago and found favor in the court of the Charcoal Palace. There, she curried favor with the Grand Sultan, who almost fell prey to her cunning trap meant to replace the Grand Sultan with a new Grand Sultana, but the wily

old efreeti lord was able to escape. Mustering his most loyal guards, the Grand Sultan moved against Shadhaa and found that she had amassed quite a following of her own within the palace walls.

The fighting was intense and took a heavy toll on the palatial forces, but in the end Shadhaa and her followers were expelled from the City of Brass. She took a small fleet of brass ships out onto the Sea of Fire and vowed revenge. Eventually she settled on Ember Island and built her Lava Palace out of magic and sheer will. Taking the title of Shahbanu, Shadhaa has schemed and plotted against the Grand Sultan for many centuries.

The Lava Palace on Ember Island is protected by powerful sorcery, and some say it can only be found by those who have been there before. Shahbanu Shadhaa is a powerful sorceress and has expanded her magical repertoire since her exile from the City of Brass. Rumors of the books and knowledge held within her library have driven the most powerful wizards of the multiverse to seek her out, but few have had any luck. Shahbanu Shadhaa counts many spies among her allies across the Plane of Fire and beyond, and some whisper that her time of reckoning against the Grand Sultan is at hand.

SURTUR, GOD OF FIRE GIANTS

The Plane of Fire is home to a few deities, and chief among them is Surtur, god of the fire giants. This fiery-tempered god has numerous castles around the planar landscape, though his favorite is Castle Ironfire on the slopes of a lone volcano in the Cinder Wastes. Surtur holds court in his surprisingly under furnished great hall, attended by powerful fire giant dukes and duchesses from across the planar realms. He likes to stay up to date on the progress of his people, specifically in their quest to conquer as much land as possible.

Surtur is powerful and counts among his brethren deities, but some greater command keeps him from meddling directly in the affairs of the Plane of Fire and beyond. He works through his subordinates and the clergy that offer him prayers. Military might and the rigid structure of law are the watchwords of Surtur and his followers, and if he could he would send a massive army of fire giants to lay claim to the lands of the efreet, azer, elemental lords, and everything else that wasn't his already.

CREATURES & DENIZENS

Even on a plane where the very environment is hostile dangerous creatures lurk. The Plane of Fire plays host to a great many denizens, some intelligent, and some not.

AZER

Though they are often mistaken for dwarves because of their beards and squat bodies, the azer are creatures born of the Plane of Fire. They are creatures of fire and rock, and dwell in great kingdoms within the Fountains of Creation that border the Plane of Fire and Plane of Magma. Azers have a long-standing hatred against efreet of all kinds, as the two races have clashed on numerous occasions. The azer, like the efreet, have no natural lifespan and many still remember being deceived by the genies after constructing the City of Brass.

Unyielding Taskmasters. To the azer, dedication to their task is paramount to all. Whatever task they set out to perform they complete it with perfection, skill, and speed, whether it's crafting a suit of armor, building an outpost, or repairing a damaged lamp. In the larger settlements, teams of azer taskmasters are charged with ensuring every action that is taken is done so according to the master plan. To an outsider, this might seem cruel, but to a creation born of fire and earth, hammering order out of chaos is simply a way of life.

CINDERBONES

Travelers and creatures who die on the Plane of Fire sometimes can return to stalk the land as undead abominations known as cinderbones. Suffused with hatred for the living and given strength from the plane itself, these monsters crave the souls of those who have not fallen to the fiery realm's embrace. They are easily identified by their blackened bones, though some more intelligent variants have taken to luring living beings away under disguises, their true nature becoming evident only when it's too late.

Hunger for Life. Cinderbones are consumed with a hunger for the life force of a living creature, and are drawn to non-elementals like a moth to a flame. Living creatures that are killed by a cinderbones ignite in white-hot flames, which the undead monster feeds upon. Little is left after a cinderbones has fed upon a fallen foe.

The Fiery Faithless. There are rumors of a huge pack of cinderbones that travel the burning landscape of the Plane of Fire, consuming all life they find. If the rumors are to be believed, this pack was once a contingent of monks and priests dedicated to Imix, Prince of Evil Elemental Fire, serving their fiery master on the Prime Material Plane at the base of a volcano. Somehow, they angered Imix, and the entire group was pulled into the Plane of Fire. Cast aside by Imix, the followers burned and their blackened skeletons returned as cinderbones. Cursed now to wander the plane, the Fiery Faithless are obsessed only with destroying life wherever they find it.

CINDERBONES

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 37 (5d8+15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning, cold

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Ignan

Challenge 2 (450 XP)

Fiery Aura. Any creature that starts its turn within 5 feet of a cinderbones must make a DC 11 Dexterity saving throw, suffering 3 (1d6) fire damage on a failure.

ACTIONS

Ash Breath (Recharge 5-6). The cinderbones exhales a cloud of burning ash in a 20-foot cube. Each living creature in that area must make a DC 11 Constitution saving throw. On a failure the creature gains a level of exhaustion. The ash cloud remains until the start of the cinderbones' next turn. Any creature that starts its turn in the ash cloud must make a DC 11 Constitution saving throw, gaining a level of exhaustion on a failure.

Flaming Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage and 3 (1d6) fire damage.

GENIE, EFREETI

Few beings that live on the Plane of Fire command as much respect across the multiverse as the powerful efreet. They are native creatures of the plane, most towering above twelve feet tall, with black, purple, or crimson skin. They are skilled swordsmen and accomplished arcane magic-users, though priests are virtually unheard of. The primary worship of an efreeti is power and the things that bring power, including treasure and dominion over other creatures. Slavery is not only accepted within efreet society it is highly valued – an efreeti lord's social status is partially derived from how many slaves they possess. It is also derived from how far removed the efreeti is from the Grand Sultan, an immensely powerful and rich creature that dwells in the most magnificent Charcoal Palace within the City of Brass.

Efreet are often regarded as the most dangerous of the true geniekind (the others being the dao of the Plane of Earth, marid of the Plane of Water, and djinn of the Plane of Air). Male and female efreet exist, though all are muscular, and they typically dress in loose fitting, specially-treated silk clothing. They have an innate sense of superiority to all other creatures, though the djinn of Elemental Air are especially despised.

Title is Power. As a race, efreet have a rigid lawful society and most are evil. They delight in bureaucracy and are skilled at negotiating contracts that are notorious for

EFREETI KHEDIVE

Large elemental, lawful evil

Armor Class 19 (natural armor)

Hit Points 250 (20d10+140)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Int +7, Wis +6, Cha +9

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 13 (10,000 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect magic*, *enlarge/reduce*, *tongues*
3/day each: *conjure elemental* (fire elemental only), *gaseous form*, *invisibility*, *major image*, *plane shift*, *wall of fire*
1/day each: *disintegrate*, *fireball* (as a 5th-level spell), *hold monster*, *modify memory*, *true seeing*

ACTIONS

Multiattack. The efreeti khedive makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 24 (7d6) fire damage.

being one-sided (weighted towards their side). In efreeti society titles are a form of power that they use over one another to gain prominence in the court of the Grand Sultan. In descending order the following are the notable ranks of the efreet: Grand Sultan (of which there is only one), sultan, grand vizier, vizier, nazir, bey, and khedive. Outside of the City of Brass, the title of shah is given to a leader instead of sultan. The higher ranking the efreeti is the more influence and power he wields. This power manifests as greater command over innate magic, which some planar scholars say is a manifestation of the plane's natural energy.

Planar Astrology. A sect of efreet within the City of Brass have dedicated themselves to the mapping and charting of climatological activities within the Plane of Fire and beyond. They call this practice al-buraj, and the efreeti who divine its meanings are known as sahaars, and within the court of the Grand Sultan they command great respect. The movement of the sun on the Plane of Fire, its activity

EFREETI BEY

Large elemental, lawful evil

Armor Class 20 (natural armor)

Hit Points 274 (22d10+154)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	22 (+6)

Saving Throws Int +7, Wis +6, Cha +10

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 14 (11,500 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect magic*, *enlarge/reduce*, *gaseous form*, *invisibility*, *plane shift*, *tongues*, *wall of fire*
3/day each: *conjure elemental* (fire elemental only), *disintegrate*, *fireball* (as a 5th-level spell), *hold monster*, *major image*, *true seeing*
1/day each: *delayed blast fireball*, *power word stun*, *reverse gravity*

ACTIONS

Multiattack. The efreeti bey makes three scimitar attacks or uses its Hurl Flame three times.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 24 (7d6) fire damage.

or lack thereof, and many other factors are all considered in this esoteric and ritual-based practice, but their results are credible. Across the plane, sahaars have established remote observatories that communicate back to the City of Brass, reporting on the events that happen across the realm, and there have even been reports of secret observatories established elsewhere in the planes. Are the sahaars using al-buraj to predict some great event?

FIRE FLY

Small elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 13 (3d6+3)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-2)	18 (+4)	12 (+1)	5 (-3)	10 (+0)	10 (+0)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Ignan

Challenge 1 (200 XP)

Burst. When a fire fly is reduced to 0 hit points, the fiery energy inside of it bursts out. Every non-elemental creature within 5 feet of the burst fire fly must make a DC 12 Dexterity saving throw, suffering 5 (2d4) points of fire damage on a failure.

Glow. A fire fly sheds dim light in a 30 foot radius around itself at all times.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d4+4) piercing damage.

FIRE ELEMENTAL

The most common inhabitant is the very manifestation of the plane itself. Fire elementals of all shapes and sizes live all over the plane, usually appearing in herds. They are animalistic as a rule, though a few understand (or can be taught) the language of the efreet.

FIRE FLY

Not all of the bright lights in the air on the Plane of Fire are burning remnants falling to the scorched ground. Some of them are large beetle-like creatures called fire flies, barely identifiable by the sound of their wings beating together which resembles the sound of burning paper. They are each about a foot long, with six legs tucked in close for flight, dark red carapace that protects them, two large mandibles for grasping food, and a thorax that glows with the same black and orange light as flaming debris.

Voracious Swarms. Fire flies are voracious hunters and are drawn instinctively to burnt carcasses. After large battles on the Plane of Fire where the dead and wounded litter the ground, clouds of fire flies descend to pick clean the bodies of the fallen. It is common to see a swarm of fire flies near packs of wandering cinderbones.

Cycle of Life. A fire fly has an expected life span of one year. They emerge as large larva from white hot eggs buried in ash and within a week transform into their normal winged forms. Fire fly egg shells are thought to possess magical qualities when used as material components for some fire-based spells.

FIRE HOUND

Large elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10+14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +4, Stealth +5

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Passive Perception 14

Languages -

Challenge 2 (450 XP)

Keen Hearing and Smell. The fire hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The fire hound has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 3 (1d6) fire damage. If the target is a creature, the fire hound locks its jaws onto the victim.

Flaming Jaws. If the fire hound has its jaws locked onto a victim, it automatically deals 7 (1d6+4) piercing damage and 7 (2d6) fire damage each round on its turn instead of a bite. The fire damage increases by 1d6 for each additional round the fire hound keeps its jaws locked. A locked fire hound can be removed with a DC 14 Strength check.

FIRE HOUND

Great packs of fire hounds roam the blasted landscape, posing a constant danger to the unprepared (or slow). These creatures resemble crimson mastiffs of larger than normal size with flames licking at their fur and tails and burning embers for eyes. Their teeth are capable of tearing flesh from bone, and once they've clamped down on a victim death is usually their only release.

Hunting Hounds. Fire hounds are often trained from birth to be hunting animals by both the efreet and azer. Many efreet lords keep kennels of the great beasts with the sole purpose of torturing slaves, and they delight in sending them out to track down escaped slaves. The Grand Sultan of the City of Brass is known to bet on fire hound races which have become a lucrative gambling sport in the city. Azer are known to train fire hounds as guardians of their underground lairs and generally treat them much better than the efreet.

Cinderjaws the Untamed. Rumors in the City of Brass have recently spread about a very large fire hound that has been stalking the wastes outside the city walls. Known as Cinderjaws, this great beast commands an independent pack of his kin and has been seen hunting down efreet that travel in small numbers from the City of Brass. Whispers

LAVA ZOMBIE

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 30 (4d8+12)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Ignan (cannot speak)

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the lava zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is cold or from a critical hit. On a success, the lava zombie drops to 1 hit point instead.

ACTIONS

Lava Vomit (Recharge 5-6). The lava zombie belches forth lava in a 20-foot line. Each creature in the line must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.

in the halls of the Charcoal Palace say Cinderjaws was once a favored pet of the Grand Sultan that grew too violent for racing and was set free rather than destroyed.

LAVA ZOMBIE

Unfortunate souls who perish in the great flaming sea can occasionally find themselves transformed into undead monsters known as lava zombies. These creatures float and swim through the burning sea, seeking to consume the living to whet their appetite for vengeance. The skin of a lava zombie is black and cracked, oozing with flaming blood, and they can spew forth a vomit that burns even the most protected opponent.

Surprise! The Sea of Fire ebbs and flows against the many islands, and a large lava wave can deposit the corpses of victims far further into the Cinder Wastes than anticipated. Because of this, some lava zombies become animated underground, buried beneath layers of volcanic ash and dirt. Unfortunately for travelers, it's not unheard of to have lava zombies burst up in a sudden lava geyser, creating a deadly situation.

Island of Corpses. Somewhere floating out in the Sea of Fire is said to be a ragged island unlike any other. It is known as the Island of Corpses and it is composed of hundreds of lava zombies, floating on the magma waves in a grotesque moving landmass. Entire ships have been lost to the grasping hands of this moving island, though many seasoned Sea of Fire don't believe it exists at all.

MAGMA OOZE

Large ooze, unaligned

Armor Class 10

Hit Points 45 (6d10+12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances piercing

Damage Immunities fire, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 2 (450 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Amphibious. The ooze can breathe air, water, and lava.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 9 (2d6+2) bludgeoning damage plus 7 (2d6) fire damage.

Engulf. The magma ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. On a failed save, the magma ooze enters the creature's space, and the creature takes 10 (3d6) fire damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) fire damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

MAGMA OOZE

Dwelling within the molten sea, magma oozes are not intelligent in the strictest sense. Much like the fire elementals they are more animalistic in nature, though few scholars of planar lore claim to understand what sustenance they draw. They can travel swiftly in the lava sea but slowly on land where they slither and burn all that they touch.

Well of Fiery Doom. One of the efreeti viziers that serves the Grand Sultan in the City of Brass has a favored torture technique. The vizier keeps a large well below his estate, at the bottom of which sits several hungry magma oozes. Even creatures immune to fire fear choking and dying, so the vizier is often able to extract the answers he seeks. Though sometimes the magma oozes are a bit more eager and don't let the victims go willingly.

FLAMELICKER SALAMANDER

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	9 (-1)	10 (+0)	10 (+0)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 3 (700 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The flamelicker salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage plus 3 (1d6) fire damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, the flamelicker salamander can automatically hit the target with its tail, and the flamelicker salamander can't make tail attacks against other targets.

FLAMESPITTER SALAMANDER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 127 (15d10+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	13 (+1)	10 (+0)	14 (+2)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages Ignan

Challenge 7 (2,900 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 7 (2d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The flamespitter salamander makes three attacks: two with its spear and one with its tail.

Fire Spit. Ranged Weapon Attack: +6 to hit (range 60/120 ft.), one target. *Hit:* 21 (6d6) fire damage and every adjacent creature must make a DC 15 Dexterity saving throw, suffering 14 (4d6) fire damage on a failure or half as much on a success.

Spear. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 12 (2d6+5) piercing damage, or 14 (2d8+5) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage plus 10 (3d6) fire damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, the flamespitter salamander can automatically hit the target with its tail, and the flamespitter salamander can't make tail attacks against other targets.

NATIVE CREATURES

There are a great many native creatures of the Plane of Fire that behave and function very similarly to their Material Plane counterparts, including fire tigers, fire squid, and fire lizards. These creatures are immune to fire but otherwise have the same monster statistics as their Material Plane counterparts (including the same challenge level).

SALAMANDER

Salamanders are an evil and cruel race native to the Plane of Fire. They are humanoid from the waist up, with arms, a torso, and a head, but from the waist down they are all snake. They are covered in red and black scales and can move quite quickly by slithering their lower bodies forward. Salamanders are intelligent and asexual, with size indicating greater intelligence and strength. Cities and villages dot the landscape and they abhor efreets, though they often find themselves enslaved by their more powerful foes. Salamanders are skilled metal smiths and know intricate ways to work steel and iron into incredibly strong weapons and armor.

FLAMEKEEPER SALAMANDER

Huge elemental, neutral evil

Armor Class 16 (natural armor)

Hit Points 207 (18d12+90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	15 (+2)	10 (+0)	16 (+3)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 12

Languages Ignan

Challenge 10 (5,900 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 10 (3d6) fire damage on a hit (included in the attack).

Innate Spellcasting. The flamekeeper salamander's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect magic*, *tongues*

3/day each: *dispel magic*, *fear*, *hold monster*, *wall of fire*

ACTIONS

Multiattack. The flamekeeper salamander makes three attacks: two with its spear and one with its tail.

Fire Spit. Ranged Weapon Attack: +7 to hit (range 60/120 ft.), one target. **Hit:** 28 (8d6) fire damage and every adjacent creature must make a DC 17 Dexterity saving throw, suffering 17 (5d6) fire damage on a failure or half as much on a success.

Spear. Melee or Ranged Weapon Attack: +12 to hit, reach 5 ft. or range 20 ft./60 ft., one target. **Hit:** 21 (4d6+7) piercing damage, or 25 (4d8+7) piercing damage if used with two hands to make a melee attack, plus 10 (3d6) fire damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. **Hit:** 21 (4d6+7) bludgeoning damage plus 14 (4d6) fire damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, the flamekeeper salamander can automatically hit the target with its tail, and the flamekeeper salamander can't make tail attacks against other targets.

Size Matters. The older a salamander gets the larger and more intelligent it becomes. The smallest and most common type (above a fire snake) is called a flamelicker, and these creatures range from 5 to 7 feet long. Salamanders that survive past adulthood grow into flamespitters and they can get up to 15 feet long.

The largest and leaders of salamander colonies are the flamekeepers. Their impressive size can reach up to 40 feet long.

Fiery Foes. The enmity between salamanders and azer is well documented, and stretches back to when the efreet failed to dominate the azer as slaves after the construction of the City of Brass. The genies instead turned to the salamanders and took over entire communities, binding them using magical slave collars and forcing them to work in the City of Brass. Because of this, salamanders loathe every azer they find, and they do everything they can to destroy their most hated foe. The azer, in return, despise the salamanders for the many atrocities committed by the fire serpent people. The cycle of vengeance has no end in sight.

The Coiled Flame. The City of Brass is a massive place with many ways for criminals and other nefarious creatures to operate outside the structure of law. Of late, the Grand Sultan's honor guards have been vexed by the machinations of a new criminal boss in the city known as the Coiled Flame. It is believed that the Coiled Flame is a salamander of great size and strength, perhaps older and more powerful than a flamekeeper, and its age has given it cunning and wisdom. Smuggling, assassination, thievery, and blackmail have been the tools of the Coiled Flame and its associates, who always seem one step ahead of the honor guards. What the Coiled Flame is after has yet to be revealed, however.

HAZARDS & PHENOMENA

Traveling on the Plane of Fire is a harrowing experience in and of itself. The realm is full of dangers that can cook unprepared visitors with barely a moment's notice.

ASH CLOUD

Great billowing black clouds of ash dot the ember-lit sky and they can suddenly bear down on a location without a moment's notice, threatening everyone in a large area. Those caught inside an ash cloud must survive choking in near-blackout conditions that lasts 3d10 minutes. Magically produced wind can move an ash cloud out of (or into) an area.

LAVA GEYSER

This can either be an eruption from the cracked ground or a sudden uprising in the ocean of fire, but in either situation it can be deadly. Those caught in the blast suffer extreme fire damage (20d6) and are hurled away 1d6 x 10 feet from the blast. A lava geyser can last up to an hour, reaching heights of one hundred feet into the air. Rumors persist of some lava geysers reaching hundreds of feet across and thousands of feet into the air, though thankfully these are rare occurrences.

INFERNO WAVE

The great flaming sea hosts its own share of natural phenomena, and one of the most dangerous is an inferno

wave. These rolling waves of lava can rise hundreds of feet in the air, cresting and falling with tremendous force and power onto unsuspecting vessels. Damage to anyone caught in an inferno wave is 10d6, which can encompass an area 1d10 x 100 feet wide.

HOT ZONE

Pockets of hotter than normal temperature frequently appear all across the Plane of Fire. These hot zones produce more heat and damage than the normal air and can spread across miles of terrain. They are often the harbingers of a future lava geyser, but occasionally they can be the result of some titanic battle between native forces.

RAIN OF FIRE

Ash clouds are not the only threat from the sky. Sometimes the sky rains fiery debris onto the ground, the result of a particularly large lava geyser or other natural occurrence. This rain of fire hurls flaming boulders and rocks which can crush the strongest of opponents, which have the effect of a 10d6 *fireball*. Victims gain saves for half damage (DC 14).

BLACKOUT

Periods of deep black can stretch across the Plane of Fire, miles across, the result of the natural light dying out as would an ember in a fire pit. These blackouts normally do not last more than several hours, during which superstitious salamanders and other intelligent natives know to stay inside lest they risk the wrath of some



unknown being. Legends say blackouts are caused by the elemental lords gathering power, sucking the energy out of the air.

MYSTERIOUS SITES & TREASURES

Why would non-natives visit the Plane of Fire? To plunder its treasures and secrets of course! Countless millennia of inhabitants and civilizations have created many legends of lost magic to lure the greedy or foolish to an early grave.

CITY OF BRASS

Perhaps the most hospitable location on the plane, the City of Brass is the greatest of the efreet outposts and one of the oldest cities in all the planes. It is home to the Grand Sultan in the Charcoal Palace (see below) who is attended by numerous squabbling noble efreet of decreasing importance and power. The city itself sits on a great disc of molten brass roughly forty miles in diameter, on top of which squats towers and citadels to house the numerous efreet and their slaves. Great markets welcome merchants and travelers from numerous planes, with the exception of the djinn of the plane of elemental air – they are never welcome except bound by a brass slave collar, the traditional mark of an efreeti-owned slave.

The City of Brass is also protected from the extreme temperatures of the plane by ancient efreet magic so even those without elemental protection can visit and mingle with the residents. While ostensibly in charge, the Grand Sultan does little to actually control the city – there are no city guards, though only the foolish would be without bodyguard protection. Intrigue and murder go hand-in-hand in the back alleys of the City of Brass.

There are dozens upon dozens of ministers in the City of Brass, all efreet, who use bureaucracy, lies, and subterfuge to manipulate everyone they can. It's a great game for most of them, with the ultimate prize being the position of Grand Sultan on the Charcoal Throne. Powerful grand viziers trade favors with nazirs who command beys to perform duties that are then contracted out with a third party. No one takes responsibility for anything, for the City of Brass is a city of lies and deceit within a complicated legal system.

The City of Brass has numerous neighborhoods, ranging from the opulent obsidian manor houses around the Charcoal Palace to the poorest slums and alleys where beggars and thieves ply their trade. All buildings are made of rock, such as granite or basalt, as nothing lesser could withstand the intense heat of the Plane of Fire, and the streets are unkempt stone cobblestones in the lowest sections and paved brass, copper, and iron in the wealthier districts. Canals of molten lava cut through some areas, flowing from the raging Sea of Fire through and around the mounds and spires that make up the city's tallest structures.

CHARCOAL PALACE

The home of the most powerful efreeti on the Plane of Fire is the fabled Charcoal Palace. It sits at the center of

the City of Brass, an imposing edifice of gray and black marble. The Grand Sultan rules here, though rarely does he have to engage in any sort of day-to-day activity. He spends his time languishing with a harem of exotic slaves or attending to his spymasters. Below the Charcoal Palace it is rumored the Grand Sultan keeps his treasure chamber, which is said to contain the greatest wealth of any of the geniekind across the elemental planes. Golems, giants, and other magical creatures guard the palace and the life of the Grand Sultan.

CRIMSON SHIELD OF THE ASHEN PALM

The Knights of the Ashen Palm were a large group of genie-descended humans dedicated to the faith of the Elemental Lords. Generations of living on the Plane of Fire had given these men and women red-tinged skin and a tolerance for heat along with a fanatic devotion to what they saw as the rightful rulers. They rarely if ever had any direct contact with the Elemental Lords who likely never noticed their adoration, but these knights were at one point a military power in certain regions of the plane.

Citadels and strongholds were built to house the knights as they went on crusades against those who would defy the will of the Elemental Lords, or at least the will as interpreted by the holy members of the order. They used an ash palm as their symbol and wielded shields made of a curious crimson metal forged somewhere in secret. These crimson shields became noteworthy for their defensive and offensive properties – scholars say that ordained Knights of the Ashen Palm could summon forth blasts of fire from the shields and create large domes of protection.

The knights eventually faded into obscurity, though few could say exactly why. Perhaps they got too devoted to the Elemental Lords and overstepped their boundaries, or perhaps they simply provoked a more powerful opponent. In markets across the plane, a Crimson Shield of the Ashen Palm still fetches a high price and is a sought-after item for warriors willing to carry a symbol of a dead order in exchange for great protection and power.

EVERBURNING FOREST

Trees and wood are not native to the Plane of Fire, and yet the Everburning Forest exists. It is a forest hundreds of miles across where the trees crackle and burn constantly and yet never become fully consumed. Upon closer examination travelers discover that the blaze produces no ash or waste and further investigation shows that the flames function as leaves on a normal tree. The bark of these trees is blackened and hard, and it is prized for its toughness in shields and other wooden materials.

Strange creatures dwell in the Everburning Forest, including dryads who are immune to the plane's normal heat levels. The flames on the trees give off no heat but otherwise seem to function as regular fire, including reacting to water – the only way to fell one of the trees is to completely douse it in water of sufficient volume to not evaporate immediately on the plane. Only a handful of trees have been cut down so the bark is highly sought after.

EYE OF MURZAK

Murzak is a legendary figure among the native salamanders of the Plane of Fire. He was a great military leader who was originally enslaved by a powerful efreeti in the City of Brass. Forced to fight in the slave arenas, Murzak grew strong as he won battle after battle using his innate cunning and ferocity. His successes bought him a greater range of freedom though still he was bound by the brass collar of his master. Over the years this powerful salamander amassed a ring of informants and spies, and when the time was right he and his forces struck at the City of Brass. It was a fevered fight but it bought Murzak his freedom when he killed his efreeti master in single combat.

He fled with less than a tenth of his force from the city and into the burning wastelands. There he gathered the tribes of salamanders, proclaiming himself Murzak the Flameserpent, and promised to end the tyranny of the efreet over the Plane of Fire. Thousands upon thousands of salamanders converged on the City of Brass, but the Grand Sultan of the Charcoal Throne was not caught unprepared. The battle that was fought in the streets of the city is still remembered as the Flameserpent's Uprising.

Murzak was defeated, however, and as punishment the Grand Sultan had the salamander beheaded and his two eyes cut from his head. Arcane magic was used to transform the eyes into shining yellow crystals, each the size of a large man's fist, and with one or both of them the possessor could control nearly any creature on the Plane of Fire. One of these gems was known to be destroyed by the Grand Sultan, but the whereabouts of the other are currently unknown.

FIREHEART'S LEGION

While not actually a site or treasure, the mercenary company known as Fireheart's Legion still deserves a special mention. They are known across many planes as an effective and ruthless military organization that sells its services to the highest bidder, though they never break contract first. They are led by an enigmatic and powerful efreeti named Fireheart. Evil to the core and ruthless as any of his kind, Fireheart is also a skilled negotiator and can be flamboyant at times – he's known to dress in outlandish yet expensive clothing and has a fine appetite for splendid hats and rare cigars. The mercenary legion is made up of warriors from across the planes, though a fair number of efreet also count among their numbers. Utter devotion to Fireheart is all that is required to join, and this utter devotion comes with an iron contract that none so far have been able to get out of with their lives – and some have even had to stay in undeath!

SEA OF FIRE

Much of the Plane of Fire is a rolling sea of molten rock and magma, constantly moving and crashing against the islands of rock that are created when a large enough wave slams down and cools. Foolish travelers can charter or purchase boats capable of sailing the Sea of Fire to travel to remote islands, though the journey is far more perilous

than a typical sea voyage. Inferno waves are a constant threat as are a myriad of dangerous denizens – fire whales are mean-tempered and prone to striking out at anything they deem as food (i.e., anything smaller than they are!).

Because of their rare nature, if a vessel is lost at sea it becomes a valuable prize for any willing to take the risk of finding it. What lies at the bottom of the Sea of Fire is anyone's guess. Perhaps simply nothing, or perhaps the molten core of the plane itself hides itself beneath the flowing lava.

OBSIDIAN TOWER

Somewhere in the lonely blasted landscape stands a tall tower made of reflective black obsidian. Legends of this Obsidian Tower say that it has no doors or windows but that its insides hold the magical secrets of a sorcerer-king from some prime material world. Greedy treasure hunters and zealous explorers have searched for the site across the plane but few claim to have actually seen it. The mystery of its contents continues to drive fantastic stories. Does a phylactery of a powerful lich sit inside? Perhaps the arcane formulae to unlocking the Plane of Fire's deepest and most powerful energies? Or maybe gold and jewels to make the Grand Sultan blush? No one knows for sure.

TREASURE VAULTS OF THE FIRE GIANT GOD

Fire giants roam the plane and often settle in the craggy peaks that dot the blackened landscape. Their chief god is an imposing and powerful creature called Surtur, but he does not dwell on the Plane of Fire – few deities do as the true powers are the Elemental Lords of Fire. He did at one point, however, and his castle was an impregnable stronghold of fire-hardened basalt high in the peaks of some unknown mountain range. Long ago, rumors say, Surtur waged war with the Elemental Lords, sending wave upon wave of fire giant legions to beat back the forces of Imix. Titanic battles were fought on the crimson plains, but in the end Surtur's fire giants were defeated.

Harried by Imix, Surtur was forced to flee so quickly that he could not take the bulk of his accumulated wealth with him. The fire giant god had his castle demolished and his treasure buried beneath it in the mountains. Gold and magic of the highest caliber were said to rest in Surtur's treasure vaults now lost to the ages. This fabled site has brought many adventurers into the Plane of Fire but so far none have returned with any of the treasure.

VOLCANO OF THE DESTROYER

The impressively gigantic Volcano of the Destroyer is an imposing sight on the horizon for hundreds of miles in any direction. It sits in the center of a rugged mountain range where the lava flowing from its wide opening creates rivers and lakes in the surrounding valleys. Long ago this was the home of Imix, one of the most powerful of the Elemental Lords of Fire, and some scholars say it was where the great being was born (or created, depending on the



philosophical viewpoint). The details of why Imix departed the site are unknown.

Titanic forces of a planar nature continually spew lava from the volcano's top, making this a dangerous site for visitors. The heart of the Volcano of the Destroyer may be the hottest point on the Plane of Fire – the heat is capable of harming creatures who are normally immune to fire. It is rumored that only an Elemental Lord can withstand the dangerous temperatures, though special high-level magic may be of use for characters wishing to get to the center.

FOUNTAINS OF CREATION

The greatest range of volcanoes and mountains on the Plane of Fire are the Fountains of Creation. These tall, craggy peaks are marked by constant eruptions and lava flows, with lakes of molten rock cooling and reheating constantly. Red dragons and fire giants dwell here in caves and labyrinths, but the greatest achievements belong to the azers. These fire-bearded dwarves are as industrious as their Material Plane-dwelling cousins, and work constantly at massive forges and bellows to produce the most exquisite works of art, architecture, weapons, and magic.

Traveling in the Fountains of Creation is deadly for anyone, however. Traversing the region by foot requires navigating the paths that wind around volatile volcanoes capable of spewing magma with a moment's notice and avoiding the beasts and monsters that call the peaks their home. Flying is little better, as the lava geysers from the

volcanoes can reach hundreds of feet into the soot-filled sky. Many a traveler on a winged beast or airship has been lost to a sudden blast of magma from what appeared to be a quiet volcano.

On the edge of the Fountains of Creation, the Plane of Fire is said to give way to the Plane of Magma, one of the paraelemental planes that border the Plane of Earth on the other side. Great azer outposts dot this region as many clans claim as much earth heritage as fire.

THE TITANFORGE

Among the azer, the tale of the Titanforge is one of sorrow, regret, and a keen lesson in not delving too deep. According to legends told by azer merchants and blacksmiths, a city was built beneath the Titan's Kiss, one of the most violent volcanoes in the Fountains of Creation. In those tunnels dug into the volcano's deepest roots, the azer built a forge capable of producing works of great strength and magic.

The heat provided by the Titan's Kiss was said to come from a slumbering primordial god of ancient elemental fire, dormant in the rocks, and the rhythmic rise and fall of its breath is what gave the forge its great potential. The azer called this the Titanforge, and with it they built some of their most powerful relics. Many were specially commissioned by influential patrons, including the Grand Sultan of the Efreeti, who is said to possess today some colossal weapon created from the heart of the Titanforge.

And though the azer clan that ran the Titanforge were successful, they let their pride become their downfall. In order to create a suit of armor for Surtur, god of the fire giants, the azer worked the bellows of the Titanforge with such a fury that the volcano woke up. Some say that it was that ancient primordial who stirred, while others say they simply tapped into an unstable vein of magma beneath the volcano that created a powerful chain reaction. Truth and myth may never be separated, for whatever stirred there collapsed the Titan's Kiss in a massive explosion that rocked the Fountains of Creation.

Many azer bands have gone in search of the Titanforge, while others believe it is a myth. Who knows what secrets might still be buried in the crushed remnants of the ancient volcano?

LAVA PALACE OF EMBER ISLAND

Shahbanu Shabhaa is one of the most accomplished efreeti sorcerers in all the Plane of Fire, and when she was exiled from the City of Brass for a failed coup attempt against the Grand Sultan she took her followers and a small fleet of brass ships out into the Sea of Fire. But they did not go aimlessly - Shabhaa had planned for this contingency, and sought out Ember Island far across the molten sea. There, on that blasted island, she conjured up her Lava Palace using powerful sorcery unknown to any efreeti before her.

Shahbanu Shabhaa receives few visitors, and part of the enchantment on her home hides Ember Island from visitors who have not set foot in the Lava Palace previously. For those privileged enough to dock there, though, a marvelous sight awaits. The Lava Palace is a colossal palatial structure that takes up nearly the entire blackened island, with white- and red-hot glowing walls made from magma. Towers and chambers hold the shahbanu's servants, slaves, and military powers along with a host of magical treasures and a library that some say rivals the one possessed by the Grand Sultan himself.

ADVENTURE HOOKS

The Plane of Fire is rife with adventure opportunities for all types of characters of all levels. Below are some examples that can be expanded upon by an enterprising Dungeon Master.

TIER 1 (LEVELS 1-4)

Because of the inherent danger in traveling to the Plane of Fire, low-level characters may have to stay bound to their Material Plane for a while. But that doesn't mean influence and dangers from the fiery plane can't come spilling out, pulling characters into adventures that have their root in an outerplanar source.

... On their Material Plane a group of low-level characters can chase a mysterious thief through a gateway that leads to the City of Brass. Thrust into a city with vastly more powerful foes, the characters must tread carefully to find the stolen object. Returning then from the City of Brass

can become an adventure in and of itself!

... Flamelicker salamanders can make tough opponents for inexperienced characters. A single one, transported from the Plane of Fire to the characters' Material Plane, can still cause quite a few problems if it can rally humanoid behind its cause. What cause would drive a salamander from its home plane?

... A cult dedicated to one of the Elemental Lords of Fire can prove a dangerous foe in an urban setting. Characters investigating a series of arson fires may discover the culprits to be followers of Imix intent on bringing glory to their elemental master from the Material Plane.

TIER 2 (LEVELS 5-10)

By the time characters get a little experience under their belts the possibility of outerplanar travel becomes more of a reality. Preparing for a journey into the wilds of the Plane of Fire offers trials and tribulations all on its own, not to mention the schemes of greedy efreet and other nefarious creatures.

... A magic-user associate of the characters requires some exotic items from the Plane of Fire in order to complete a new powerful potion. The objects can send the characters all across the plane searching for such rare objects as wood from the Everburning Forest, a few dozen fire fly carapaces intact, burnberries from the slopes of the Volcano of the Destroyer, and other exotic elements.

... Efreeti slave caravans pass into the Material Plane on a regular basis, and on their last trip an up and coming efreeti managed to kidnap someone of importance to the characters. Bound by a slave collar and hauled off to the City of Brass the characters must follow and negotiate for their friend's safety, likely without violence - the efreeti is well positioned in the city's society but needs a favor or two completed before it can be willing to release one of its new slaves.

... The characters are approached by a stranger who has managed to get a map showing a secret island in the Sea of Fire that holds the wreck of a treasure-bearing vessel of the Grand Sultan. The stranger needs brave heroes to accompany him to the Plane of Fire to find a boat, and then to assist him in sailing the sea to recover the treasure. Such an adventure would be filled with all manner of dangerous encounters and creatures, including the rightful owner of the wreckage.

TIERS 3 AND 4 (LEVELS 11+)

The resources and options available to high level characters can raise the stakes on any adventure. No longer are they dealing with the plots and machinations of small-time villains and organizations. More dangerous and intractable foes present themselves here with grand designs of how things should work.

... The Grand Sultan of the efreet may seem ignorant

and lazy, but this is just a façade to hide his multiplanar schemes. Currently he has his eye set on a fabulous prize – achieving Elemental Lord of Fire status. Towards that end he has been seeking out citadels of the defunct Ashen Palm knighthood through proxies, and the characters find themselves answering a distress call from the Plane of Fire. One of the citadels is still occupied by a handful of Ashen Palm knights and they are besieged by mercenary forces. The characters must break the siege and then rescue the good-aligned knights, but this is but the first step into a widespread move of the Grand Sultan.

... Artifacts are dangerous business, and sometimes they need to be destroyed for good. The characters have put their hands on a particularly dangerous item sought by many parties, and the only way to get rid of it is to hurl it into the Volcano of the Destroyer. Finding the legendary site is difficult enough without agents of the Grand Sultan and other powerful foes trying to get the artifact first.

... On the Material Plane a mysterious forest fire rages out of control despite rain and magical attempts to stop it. The source at the heart of the blaze is a fire elemental of immense proportions driven to consume the entire Material Plane at the behest of one of the Elemental Lords of Fire. Stopping the titanic fire elemental takes an intervention from the Elemental Lord whose alien intelligence is difficult to comprehend and work with. What does such a being want?

RANDOM ENCOUNTER TABLES

The below table can be used by the Dungeon Master as a source for inspiration when a party of characters is traveling around the Plane of Fire. Three separate tables are provided – one for urban encounters, one for wilderness encounters, and one for the Sea of Fire. Creatures marked with an asterisk (*) are modified versions of the regular variety adapted to elemental fire.

URBAN (CITY OF BRASS OR ANY REASONABLY-SIZED EFREETI OUTPOST)

<i>d100</i>	<i>Encounter</i>
01-05	Efreeti and entourage
06-10	Drow matron and house guards
11-15	Lich and skeleton warriors
16-20	High-level adventurer (level 10+1d10)
21-25	Group of mid-level adventurer (1d4+1, each level 5+1d6)
26-30	Skilled pickpocket
31-35	Group of beggars and former slaves
36-40	Efreeti slave driver with slaves
41-45	Dao noble with earth elemental escort
46-50	Cultists of an Elemental Lord of Fire
51-55	Fire giant prince or princess
56-60	Red dragon polymorphed into a wealthy human
61-65	Ogre mercenaries
66-70	Salamander flamekeeper
71-75	Evil Material Plane noble
76-80	Group of demons (choose randomly)
81-85	Group of devils (choose randomly)
86-90	Pair of efreeti khedives
91-95	Fire elemental minions of the Grand Sultan
96-00	Roll again twice

WILDERNESS

d100	Encounter
01-05	Efreet slave caravan
06-10	Salamander raiding party
11-15	Pack of cinderbones
16-20	Ash cloud
21-25	Fire roc*
26-30	Rain of fire
31-35	Magma ooze
36-40	Lava geyser
41-45	Cloud of fire flies (4d10)
46-50	Hot zone
51-55	Fire hounds on the hunt (2d8)
56-60	Blackout
61-65	Wild fire elementals (2d8)
66-70	Salamander village
71-75	Fire griffons* (2d6)
76-80	River of lava (1d100x10 feet wide)
81-85	Fire giant pilgrims (2d4)
86-90	Efreet outpost
91-95	Double-sized lava geyser
96-00	Roll again twice

SEA OF FIRE

d100	Encounter
01-10	Inferno wave
11-20	Fire roc*
21-30	Fire griffons* (1d8)
31-40	Lava geyser
41-50	Fire whale*
51-60	Lava zombies (2d10)
61-70	Rain of fire
71-80	Hot zone
81-90	Ash cloud
91-99	Magma oozes (2d4)
00	The wreckage of a seaworthy vessel

PLAYER OPTIONS

The Plane of Fire has many hidden secrets, and there are those on the Material Plane and beyond that have sought to master those secrets. This section includes three class options available to players who want to draw upon the power of the Plane of Fire, along with a new background (Brass Slave).

The new class options include the Fire domain for clerics, the roguish archetype Firedancer, and the arcane tradition School of Pyromancy for wizards.

CLERIC DOMAIN: FIRE

Fire is a powerful force, and the gods that hold dominion over it (such as Kossuth, Apep, Surtur, Sirrion, and Belenus) are a mixed group. Some revere fire's cleansing property and the life that flourishes after a forest fire, while others revel in the unmatched chaos and destruction. Fire is also associated with strong emotions, specifically rage and passion, so clerics that take the domain of Fire usually feel just as strongly. Followers of fire gods are often found in the front lines of conflicts, causing or diffusing them as the case may be, and few would argue that they lack conviction or zeal.

FIRE DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>burning hands, purity food & drink</i>
3rd	<i>heat metal, pyrotechnics</i>
5th	<i>clairvoyance, fireball</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>conjure elemental</i> (fire elemental only), <i>flame strike</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *create bonfire* cantrip if you don't already know it.

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with martial weapons.

INNER FIRE

At 1st level, you can draw upon your god to ignite an inner fire inside of you. As an action, you speak a prayer and immediately your skin glows with radiance that sheds bright light in a 30-foot radius. The Inner Fire lasts for a number of rounds equal to 3 + your Wisdom modifier.

While you have the Inner Fire active, you are immune to fire damage and you have access to the following features.

Scorching Defense. As a reaction after you are hit with a melee attack, you can lash out with your energy to inflict fire damage equal to your Wisdom modifier to the attacker.

Create Fire. You can cast the *create bonfire* cantrip as a bonus action.

Control Flames. As an action, you choose a flame that you can see within 60 feet and that fits within a 5-foot cube. You can affect it in one of the following ways:

- You instantaneously move the flame up to 5 feet to an unoccupied space.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour or until the fire is extinguished.
- You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour or until the fire is extinguished.

You must complete a long rest before you can use your Inner Fire again.

CHANNEL DIVINITY: KISS OF FIRE

Starting at 2nd level, you can use your Channel Divinity to increase the potency of any fire-based attack that you make.

When you roll fire damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

FRIEND OF FLAME

At 6th level, you gain resistance to fire damage. In addition, any fire damage you inflict adds +1 damage per die.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

LIVING FLAME

Starting at 17th level, your inner fire becomes more potent. You are able to use the inner fire feature three times, and you regain any expended uses after a long rest. While you have your inner fire active, you gain access to the following additional features.

Hurl Fire. As an action, you can hurl bolts of fire up to 120 feet away. The effect is the same as the *scorching ray* spell (attack modifier is equal to your spell attack modifier).

Magma Armor. As a bonus action, you can cause your inner fire to harden around your body, creating a protective ward. Until the start of your next turn, you have resistance to bludgeoning, piercing, and slashing damage.

Ignite. As an action, you gather your inner fire and then release it in a torrent of destructive energy. Creatures within 20 feet of you must make a successful Dexterity save (DC equal to your spellcasting save DC). On a failure, they suffer 8d8 fire damage and if they are size large or smaller they are knocked prone. On a successful save they suffer half damage and are not knocked prone. Using this feature ends the Inner Fire immediately.

ROGUE ARCHETYPE: FIREDANCER

Fire has an almost seductive dance to its form as the flames leap and writhe, but to most people the movement is chaotic and without purpose. To you, the flames are a blueprint for how to move, and by following that blueprint you are able to harness and control that seductive power as a firedancer. Many firedancers hide their art behind entertainment, dancing for kings and sultans across the land, but when faced with a threat they are able to blend movement and fire into a dangerous storm.

FIREDANCING

Starting at 3rd level, you are able to start a routine that mimics and summons fire. You can use your bonus action to begin firedancing. While firedancing, your movement becomes unpredictable and opponents suffer disadvantage on melee attacks against you. In addition, if you hit with a melee attack you deal extra fire damage equal to your Dexterity modifier (minimum of 1). The firedance lasts until the start of your next turn.

You can use this feature a number of times equal to your Dexterity modifier (minimum of once). You regain all expended uses when you finish a long rest.

TOUCHED BY FIRE

At 9th level, you have exposed your body to so much fire that you have built up a resistance to it. You are immune to non-magical fire and you have resistance against magical fire.

ADVANCED FIREDANCING

At 13th level, you hone your firedance into a delicate routine of deadly attacks. During a firedance that you start, you have advantage on the first melee attack you make on your turn. If you hit on this attack, you deal extra fire damage equal to half your character level (in addition to the bonus fire damage from your Dexterity modifier).

WHIRLWIND OF FIRE

Beginning at 17th level, you have mastered the difficult art of the whirlwind of fire. As an action on your turn, you can spin furiously, summoning fire from the very air and sending it out in a vortex of flames. Every creature within a 30-foot sphere centered on you must make a Dexterity saving throw (DC 8 + your Dexterity modifier + your proficiency modifier). Creatures that fail suffer fire damage equal to your sneak attack damage and are pushed back 10 feet if possible, or half as much on a successful save and no pushback. You must complete a long rest before you can use this ability again.

ARCANE TRADITION: SCHOOL OF PYROMANCY

The Inner Planes are composed of the building blocks of existence, and to those that study them the secrets of the multiverse can be unlocked with enough force and understanding. As a pyromancer, you focus your energy on the element of fire. This versatile element is more than just a source of damage – it can be used to confuse, illuminate, and defend. You are often mistaken for a simple evoker who harnesses fire energy for purely destructive purposes, but there is so much more to the element of fire that people don't understand.

CREATE FIRE

Beginning when you select this school at 2nd level, you learn the *produce flame* cantrip if you didn't have it already. It is now a wizard spell for you.

PYROTECHNICS

At 2nd level, you can utilize your knowledge of elemental fire to manipulate an existing flame. You can use a bonus action to create an effect that mimics the *pyrotechnics* spell. This does not count as casting a spell. The spell save DC for the effect is the same as your spellcasting spell save DC. You must finish a short or long rest before you can use this feature again.

IGNITE EMBERS

Starting at 6th level, you can cause embers from a previous fire to flare to life, damaging an opponent. You can use your reaction to target a creature within 60 feet that has suffered fire damage since the start of your last turn. The remnants of that fire ignite, dealing fire damage equal to your Intelligence modifier.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

POTENT FLAMES

At 10th level, you learn to tap into the primal power of the Plane of Fire with your spells. When you cast a spell that deals fire damage, targets who are immune to fire are instead resistant to fire. If a target was resistant to fire originally, they now suffer full damage from your fire spells.

SHIELD OF FIRE

Beginning at 14th level, you are able to quickly summon fire to protect you. You can use your reaction to cast the warm version of the *fire shield* spell. This does not use up a spell slot but otherwise functions as the spell. You must finish a long rest before you can use this feature again.

NEW BACKGROUND

BRASS SLAVE

You were once a slave serving a master in the City of Brass on the Plane of Fire. You wore a magical brass collar inscribed with the symbol of your owner, a normally permanent mark branding you as property in the city of the efreet. Freedom was yours to only dream about, until something happened. Slaves can change hands easily in the City of Brass, and in the midst of some chaos you managed to gain your freedom and flee the Plane of Fire through one of the many portals leading out. Finally free, your brass collar broken, you keep it as a reminder of your past and the hardship you had to endure to make it where you are today - and where you're going in the future.

Skill Proficiencies: Perception, Stealth

Languages: Ignan

Equipment: A broken brass collar inscribed with the personal sigil of an efreeti lord, a set of common clothes, and a belt pouch containing 20 gp

FREEDOM

You are no longer a slave, and you achieved this freedom by some means. Think about the ways you may have earned, purchased, or stolen your freedom from your former master, and whether your master might still be out looking for you. You can roll on the following table to determine the means of your freedom, or choose one that best fits your character.

d8	Freedom	d8	Freedom
1	Owner killed	5	Released
2	Escaped	6	Presumed dead
3	Won in a contest	7	Slave revolt
4	Purchased	8	Captured

FEATURE: PLANAR KNOWLEDGE

You spent a great deal of time in the City of Brass, one of the major hubs of planar portals and travel in the multiverse. You have a basic understanding of the planes of existence, including traits and common dangers associated with traveling in them. As part of your escape from the Plane of Fire, you know at least one working portal back into that inner plane.

SUGGESTED CHARACTERISTICS

Living your life under the yoke of another can break lesser people, but for the brass slaves that servitude only serves as inspiration for future deeds. Some vow to never again feel the heel of another's boot on their throat, while others see only the potential for power and the price for not having enough.

d8 PERSONALITY TRAIT

- 1 I have seen the wonders of the multiverse and I will never settle down.
- 2 I have an escape plan for every situation.
- 3 I hate to see others being treated poorly.
- 4 I refuse to take orders from anyone in a position of authority.
- 5 I shy away from conflicts.
- 6 I agree with the loudest voice in a room.
- 7 I'm nervous around new people and I'm always looking over my shoulder for a bounty hunter.
- 8 I don't like fire. At all.

d6 IDEAL

- 1 **Freedom.** Every person has a right to be free and make their own choices. (Chaotic)
- 2 **Structure.** I believe that a pattern in life is important to finding your true self. (Lawful)
- 3 **Family.** The people you work with are the only family members that matter. (Any)
- 4 **Wonder.** The multiverse has a multitude of strange sights that are worth seeing. (Any)
- 5 **Wealth.** I didn't have anything to my name before, so now I need to get as much as I can to make up for it. (Neutral)
- 6 **Power.** I've seen what true power can be used for - and I want it for myself now. (Evil)

d6 BOND

- 1 I gained my freedom with an accomplice.
- 2 I did terrible things in the City of Brass. I hope I can do right to try and balance the scales.
- 3 My family is out there somewhere, and I'm going to find them if it's the last thing I do.
- 4 I am planning my revenge on my former efreeti master.
- 5 I escaped but the other slaves were not so lucky. I will find them and free them someday.
- 6 I stole something from my former master that has become very precious to me.

d6 FLAW

- 1 I am haunted by the slaves I left behind.
- 2 I cut every corner and try to do the least amount of work possible.
- 3 I cower at loud voices.
- 4 I constantly exaggerate about my past.
- 5 I am angry all the time.
- 6 I keep my secrets to myself. You don't know who you can trust.