

ENCOUNTERS IN THE INFINITE PLANES

VOLUME I: PLANE OF FIRE

ENCOUNTERS FOR ALL TIERS ACROSS THE PLANES



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VOLUME I: PLANE OF FIRE

INTRODUCTION

No plane in the multiverse contains more raw, concentrated heat than the Plane of Fire. Volcanoes erupt without warning in the mountains and the merciless bloated crimson sun that hangs in the air bakes the black desert of the Cinder Wastes day and night. Liquid magma fills the Sea of Fire and the sky is choked with great clouds of black soot and smoke.

And yet, despite all of these threats to life and limb, adventure opportunities abound in the Plane of Fire. The City of Brass is arguably the greatest planar metropolis in the multiverse and certainly one of the most visited, making it an ideal stomping ground for adventurers of all experience. Efreeti, salamanders, elementals, azer, and all manner of other monsters live, work, and die in the Plane of Fire, and many push schemes and plots that can involve the most innocent of travelers.

The encounters presented here are a sampling of the adventure opportunities that can come up as characters explore the Plane of Fire. The burning heat of the day cooks flesh and bone alike but it is only truly threatening at the dazzling sun's zenith, so even low tier characters can venture out and explore for a short distance.

ENCOUNTER DESCRIPTIONS

You can find a brief description of the encounters below along with their appropriate tier (tier 1 is for levels 1 to 4, tier 2 is for levels 5 to 10, tier 3 is for levels 11 to 15, and tier 4 is for levels 16 to 20).

Brass Collar Blues (Tier 1). An escaped slave in the City of Brass needs some help breaking its collar to escape a cruel master.

Claim of Margravha (Tier 2). In the Cinder Wastes, a whispering voice draws the characters into a burnt forest of feuding fire elementals.

Eye of the Infernado (Tier 4). Out in the Cinder Wastes spins a cyclonic firestorm of massive proportion, propelled by the blasted wings of savage fire rocs.

The Firesilver Curse (Tier 2). A broken caravan sits in the wasteland, watched over by a lonesome azer ghost who needs the characters' help to lay at rest.

Hounds on the Loose (Tier 1). A pack of fire hounds get out of hand in the City of Brass and the characters are in a position to help rein them back in.

House of the Molten Blade (Tier 4). A house of scheming fire giant princes and princesses all vying for the Throne of the Molten Blade makes for a volatile situation.

Nest of the Fire Flies (Tier 1). Safe havens are rare out in the Cinder Wastes, so when one conveniently shows up for the characters they should immediately be suspicious.

Outpost of Ashen Scale (Tier 3). In the Fountains of Creation, an ancient salamander outpost now controlled by the efreet holds a valuable secret in its hidden vault.

Red Rage of Revenge (Tier 2). A quarrel between a dao and an efreeti in the City of Brass explodes into violence on the street.

Wheel of Imix (Tier 3). Step right up and spin the Wheel of Imix! How many people are going to get sacrificed to the Elemental Lord of Fire today?

ENCOUNTER LAYOUT

Each encounter is presented with a name followed by its tier (1 through 4) and its ideal location on the plane. The details of the encounter follow, with only as much background as is needed to run the encounter at the table – other details are left to the DM decide.

Most encounters are broken up into one or more scenes, and the information on those scenes include suggestions on how to focus on the three core pillars of play (Combat, Exploration, Social). The suggestions are there to help bring the scene alive for the players that may want to focus on other options to complete the encounter and to offer the DM tips to make the encounter unique.

The encounters are based on tier and not specific level to accommodate as many variations of character abilities as possible and to help highlight the fact that they do not have to be solved with combat (though sometimes it is unavoidable with monsters!).

MONSTER STATISTICS

The appendix includes the monster statistics for the unique creatures found in this volume, which are noted in **bold**[^]. Otherwise, monsters in **bold** can be found in the *Monster Manual*, monsters listed as **bold**^{*} can be found in *Volo's Guide to Monsters*, and monsters listed as **bold**⁺ can be found in *Mordenkainen's Tome of Foes*.

MONSTERS OF THE PLANE OF FIRE

The below lists the distinct monsters native to the Plane of Fire by challenge rating. You can use the list to help build additional encounters or to add to an existing one as you see fit. Other monsters exist in the Plane of Fire as reskinned elemental versions of their Material Plane counterparts (fire scorpions, fire rocs, fire griffons, etc.).

MONSTERS	CHALLENGE (XP)
Firenewt, magma mephit, magmin, smoke mephit	1/2 (100 XP)
Fire fly, firenewt warlock of Imix, fire snake, giant strider, lava zombie	1 (200 XP)
Azer, cinderbones, fire hound, magma ooze	2 (450 XP)
Nightmare, swarm of ash rats	3 (700 XP)
Ash elemental, fire elemental, lava shark, magma elemental, salamander	5 (1,180 XP)
Greater fire elemental	8 (3,900 XP)
Fire giant	9 (5,000 XP)
Young red dragon	10 (5,900 XP)
Efreeti	11 (7,200 XP)
Noble efreeti	13 (10,000 XP)
Fire giant dreadnought	14 (11,500 XP)
Phoenix	16 (15,000 XP)
Adult red dragon	17 (18,000 XP)
Ancient red dragon	24 (36,500 XP)

BRASS COLLAR BLUES

Tier 1, City of Brass

Slavery is an accepted practice in the City of Brass. The efreet view other creatures as naturally inferior, and their magical powers and might give them command over many of the “lesser” beings. Rarely, one escapes from their master, but the escaped slave must get out of the city quickly if they hope to avoid the wrath of their former master.

Breaking the brass collar that marks them as property is the best way to get free, but that process can be dangerous too. It's all acts of desperation but for many the dream of freedom outweighs any risk.

USING THE ENCOUNTER

If the characters are trying to access a secure or restricted area in the City of Brass, the half-orc Rone can possess the information needed to get in. Alternately, the gate Rone plans on using to escape the Plane of Fire can be the same one needed for the characters for some reason.

The ice devil smith Vakees can also serve as a source of information for the party. He extracts a promise of a favor from the characters in exchange for his help, leading to future adventures when the ice devil needs some deed completed, foe removed, or evidence destroyed.

SETUP

Rone, a half-orc, has just escaped from the den of Riyaazan ibn Irraal Kazzaa, a cruel but slovenly efreeti master while attending to the stable of nightmares. Running through the alleys of the City of Brass, Rone runs into the characters just as a squad of azer slave keepers arrive. Rone still wears the brass collar around his neck marking him as property and the azer soldiers, charged with keeping slaves in line across the city, immediately suspected the half-orc of being a runaway.

A CALL FOR HELP

As the characters travel through the City of Brass, the heat of the Plane of Fire making everything hot uncomfortable, they pass by a darkened alley. Shrouded in crimson shadows between two plain basalt buildings with brass domed roofs, the alley is nondescript except for the sound of scuffling and a tortured voice calling for help. No one else on the street hears the voice.

Read or paraphrase the following if the characters investigate.

The shadows cast by the basalt buildings in the alley do not muffle the grunting of a plainly dressed half-orc, doubled over in pain. A trio of dwarves with flames in place of beard and hair, their eyes and skin like molten copper, stand over the crumpled figure. The half-orc staggers towards you, tears welling in his eyes, the brass collar around his neck glinting as it catches a bit of light.

The half-orc is Rone, an escaped slave. Characters that have been in the City of Brass for a time recognize the collar around his neck as a mark of ownership. The three **azer** are slave keepers, specialized soldiers that deal exclusively with slaves. They snarl at the characters to stay out of their business and then move forward to bludgeon Rone.

The half-orc is clearly outmatched and bears no weapons. Unless the characters intervene, Rone is beaten unconscious by the azer and then hauled away to a nearby slave keeper tower for processing. If the party engages with the azer they attack without mercy. If one is reduced to 0 hp, one of the remaining azer flee back down the alley as quickly as possible to fetch assistance.

Unless stopped, the azer returns after 1d4 minutes with a squad of ten azer from the closest slave keeper tower.

HIGHLIGHTING THE PILLARS: A CALL FOR HELP

Combat. The azer are eager to recapture an escaped slave, and if the characters step up to assist Rone or ask too many questions they turn on them as accomplices. In the City of Brass, no one mourns the death of a slave or those helping one escape.

Exploration. While the alley sits in shadow, the bright glare from the oppressive sun overhead can be used to blind the azer temporarily. Using a large metal object, such as a shield, a character can make a DC 12 Intelligence (Investigation) check as an action to angle the sun into the eyes of one of the azer. The azer is blinded until the end of its next turn, but the trick only works once.

Social. Engaging with the militaristic azer in conversation doesn't get very far unless the characters claim to be representatives of an efreeti noble in the City of Brass. Convincing the eager azer to backdown and leave requires a group DC 15 Charisma (Persuasion) check with a verifiable name of an efreeti.

BREAKING THE BRASS COLLAR

Once the azer are defeated, Rone begs for the characters to help him. He is wounded, down to only 4 hp, and unarmed (use the statistics of a CN **bandit**). If he has any chance of escaping he needs help getting the brass collar removed from his neck – if he tries to use a portal while wearing it, the magic of the item will consume his life.

There is someone in the City of Brass that can remove the item but Rone needs help to get to them. He can't offer the characters much in terms of payment but he has been in the city most of his life; the half-orc knows some secret ways into many buildings around the City of Brass. He also knows his master's house, the efreeti Riyaaзан ibn Irraal Kazzaa, if they needed to get in there for some reason.

The one person Rone knows that can remove a brass collar is an ice devil smith named Vakees. Rone doesn't know why the ice devil does it but the creature is rumored to hate the efreet more than anything. The half-orc knows Vakees operates out of the Burning Icicle, a shop not too far.

Traveling to the Burning Icicle without attracting attention with Rone requires a group DC 12 Wisdom check, modified by their Stealth proficiency modifier (if any). If the characters disguise Rone, either with magic or a disguise kit, they all gain advantage on the roll. If they fail, they run into a patrol of three **azer** slave soldiers but they can be persuaded to leave with a DC 13 Charisma (Persuasion or Intimidation) check.

THE BURNING ICICLE

Vakees' workshop, the Burning Icicle, is tucked away in an alley off the main streets of the City of Brass, in a quarter known as Devil's Claw. Many other devils and their servants can be seen in this region.

Vakees, an **ice devil**, accompanied by his two **imp** assistants, Flirrp and Gruup, stand in front of their shop at the end of the alley. They are working on forging a piece of armor when the runes misfire suddenly, creating an explosion and plumes of smoke. With their immunity to fire the devils were inconvenienced by the delay but are otherwise unharmed.

Vakees is a cold, calculating devil and does an admirable job of hiding his utter disgust for every other living creature. He hates efreet most of all but is imprisoned in the City of Brass for reasons he does not divulge. He speaks via telepathy, his words coming through like staccato notes. He does know how to remove a brass collar, but if the subject comes up the ice devil glances around nervously and ushers them inside the Burning Icicle.

The interior of the smith is a meticulously organized workshop centered around a large black anvil and a nearby forge. Vakees listens to Rone as he explains his predicament, and the canny ice devil's eyes constantly dart between the half-orc and the characters to gauge their interest in the situation. Once done, Vakees coolly explains that he can remove the brass collar and that he only asks for one thing in return – the characters owe him a favor, to be repaid in the future. This is his one requirement.

If they agree, the ice devil nods and pulls a long rod of white ice from a closet. He sticks the rod in the forge for a few minutes, watching as it heats up to an incredible temperature, and then nods for Rone to come close. Vakees swiftly grabs the half-orc in one clawed hand to steady him and, in one smooth motion, pulls out the white ice rod from the forge and pushes it against the brass collar. White spidery cracks appear on it and after a moment it breaks into two pieces, its magic spent.

AFTERMATH

Rone is incredibly grateful to the characters and promises to pay them back somehow. He knows a gate that he can use to escape the City of Brass, the key to which is a piece of blackened leather. It leads to the Infernal Battlefield of Acheron where he hopes to join up with his kin. He happily shares the details of the gate with the characters in case they need to use at some point.

Vakees has no current need for the characters, but he believes in being prepared – and having a party of adventurers in his debt makes him pretty prepared. How and when the ice devil calls in his favor is up to you.

CLAIM OF MARGRAVHA

Tier 2, Cinder Wastes

Sibling rivalry exists in many forms across the multiverse, sometimes in surprising ways. On the Plane of Fire, a trio of advanced intelligent fire elementals – siblings each though they have no concept of male or female – have laid claim to a broad pit-like region in the Cinder Wastes known as the Charcoal Expanse. It is filled with the remains of a burnt forest, but the blackened dirt is enchanted to continually regrow the twisted charred trees.

This makes it ideal for fire elementals, who live on the burnt remains of the trees, and the Charcoal Expanse was known for breeding the native creatures. But when the three sibling elementals arrived, they could not share the land and fighting quickly broke out between them. Now, the youngest, calling itself the Voice of Margravha, seeks outside help to break its siblings.

SETUP

Three fire elementals have laid claim to the Charcoal Expanse. Each more intelligent than normal elementals, they are siblings and arrived in the rich region at the same time. They are all Margravha, which is also the name of the terrain they lay claim to, though the siblings have each taken a different aspect – the youngest is the Voice of Margravha, the eldest is the Eyes of Margravha, and the middle sibling is the Hands of Margravha.

To end its siblings' claim, the Voice calls out for outsiders passing by the Charcoal Expanse to come and assist. The Eyes and the Hands are fortified themselves on the other ends of the burnt forest. The Hands can be convinced to share the region, but as the eldest, the Eyes see the Charcoal Expanse as its alone to claim.

USING THE ENCOUNTER

This encounter can be introduced to a party of characters traveling through the Cinder Wastes. Alternately, they could be seeking the Charcoal Expanse directly. Perhaps an ambitious efreeti merchant or other powerful interest in the City of Brass is looking for a survey of the terrain to assess its possible worth.

HEARING THE VOICE

Out in the Cinder Wastes as the characters approach the Charcoal Expanse, they hear a voice on the wind beckoning them towards a nearby dune of black sand. The voice is crackly, barely above a whisper, and resembles the sound of burning paper and popping wood. It calls in Common for help against its siblings and promises great treasure in exchange.

Moving over the black sand dune, the characters see the Charcoal Expanse spread out.

A dusty wind blows black sand in a cloud, obscuring vision for a moment, but when it passes the land beyond the dune becomes clear. A valley spreads out filled with the burnt remains of dozens of trees, their limbs twisted and blackened. Burning fires dance between some of the trees, and one of those fires moves closer towards your position.

This is the Voice of Margravha, a **greater fire elemental**[^]. It approaches the characters cautiously and without any obvious destructive intent, and it speaks in a crackling whisper. The Voice relates the following information in Common (or Ignan, if the characters speak that):

- This is the land of Margravha, and it is the Voice of Margravha.
- It came to Margravha with two siblings, the Eyes and Hands, but the three have fought over dominance of the food-rich region.
- The Voice fears its siblings are moving to strike against it directly, and it needs outside help to resolve the situation.
- The Voice is fine with sharing Margravha but the Eyes and Hands do not want to share. They must be destroyed.
- In exchange for help convincing or defeating its siblings, the Voice of Margravha is willing to give the characters inedible magic it has found in the forest. Flesh beings like inedible magic, right?

The Voice is not overly intelligent nor evil – it is simply hungry. The Charcoal Expanse is a fantastic feeding ground, and the Voice believes there is room enough for all three. In exchange for their help, the greater fire elemental promises “inedible magic” though it declines to actually reveal what it is (out of fear of betrayal).

The Voice indicates to the opposite ends of the Charcoal Expanse as the location of the Eyes and Hands, and it doesn't have much more information to offer. Each is located a mile from one another.

SEEING THE EYES

The Eyes of Margravha is the eldest of the fire elemental siblings and the most single-minded. It sees the Charcoal Expanse as its by birthright, since it is the oldest, and because of this it feels it has the strongest claim. It speaks in a deep rasping voice filled with arrogance and confidence.

Approaching the section of the burnt forest held by the Eyes, the characters pass through gnarled blackened trees until they reach a broad clearing. A disc of obsidian sits in the center, twenty feet across and five feet high, upon which rests the Eyes of Margravha, a **greater fire elemental**[^]. It is attended by three loyal **fire elementals** that obey its every command.

The Eyes of Margravha are hostile towards the characters immediately and attack unless the party makes a group DC 15 Charisma (Persuasion) check. Intimidation does not impress the greater fire elemental or its minions and it views the characters as nothing more than intruding pests.

TREASURE

A small pile of charred bones sits at the edge of the clearing behind the obsidian disc. Searching the remains reveals five amethysts each worth 100 gp and a pair of *eyes of the eagle*.

FEELING THE HANDS

The Hands of Margravha is the middle sibling between the three elementals. Its portion of the Charcoal Expanse is a knotted stand of blackened trees growing together in one large clump. The Hands moves about the mass of charred bark and twisted limbs, hiding from the characters as they approach.

The Hands of Margravha, a **greater fire elemental**[^] like its siblings, speaks in a low timid whisper. The Hands fights to defend itself but it wants peace between its siblings.

Convincing the Hands to share the Charcoal Expanse requires a group DC 12 Charisma (Persuasion) check and the promise that the Voice and the Eyes agree as well. The Hands promises to meet with its siblings at a time and place of the party's choosing to discuss the terms of sharing the food-rich land.

RETURNING TO THE VOICE

While the Voice sought the characters out to help eradicate its siblings, it did so only because its own negotiation tactics had failed. If the party is able to get the Hands or the Eyes to agree to share the Charcoal Expanse, the Voice is grateful for the

HIGHLIGHTING THE PILLARS: SEEING THE EYES

Combat. The obsidian disc resting in the center of the clearing sits on an unstable patch of ground. The fire elementals do not actually weigh very much, but if 100 pounds or more is put on the slab the ground collapses and the disc slides into the hole! Creatures on the disc when this happens can make DC 15 Dexterity saving throws. With a success they leap off, but on a failure they suffer 14 (4d6) bludgeoning damage and land prone in the hole.

Exploration. Characters examining the burnt trees surrounding the clearing discover with a DC 14 Intelligence (Nature) check that they are new growth. The bark is blackened but the trees still grow, though leafless and appearing very dead.

Social. The Eyes and its loyal elemental followers can be convinced to listen to the characters if the party takes no hostile action and the lead character makes a DC 20 Charisma (Persuasion) check. The Eyes demands that the Voice and Hands leave Margravha at once and it sends along one of its fire elementals to make sure the deed is done.

opportunity.

In such a case, the Voice asks for the characters to watch over the meeting, but the speaking occurs in the Ignan language shared by the elementals. They argue over the exact boundaries, and if the Eyes still lives it makes assertive claims over the most valuable portions of the burnt forest. In the end, the elementals come to terms.

If the characters defeated the Hands and the Eyes, the Voice is delighted and immediately seeks out the tastiest wood to devour. In this case, however, the Voice is quickly overcome by more powerful forces in the Plane of Fire that desire the Charcoal Expanse.

TREASURE

The Voice makes good on its promise of “inedible magic” to the party. It delivers a brown leather bag containing ten jasper gemstones each worth 50 gp, a *periapt of health*, and a *ring of mind shielding*.

AFTERMATH

If the Voice settles its dispute with at least one of its siblings left alive, the Charcoal Expanse is left well-guarded. The greater fire elementals draw more elemental creatures to the area seeking the food and safety of the siblings. If the Voice is left alone, it enjoys solitude for a few weeks before a larger band of creatures appear and force it out.

EYE OF THE INFERNADO

Tier 4, Cinder Wastes

The Plane of Fire is filled with weather anomalies that are both beautiful and deadly, but few compare to the legendary infernado. The roaring, swirling vortex of howling wind and shrieking flames tears across the Cinder Wastes, destroying everything in its path.

Skilled elementalists in the City of Brass have tried to track its movements and learn its secrets, but such efforts have so far been unfruitful – it's been too chaotic to predict and no one has dared enter its scorching reach.

SETUP

An infernado spawns on the slopes of the Fountains of Creation and moves across the Cinder Wastes at a ponderously slow pace. The sky is filled with churning black clouds pierced by jagged white and red lightning and the wind whips ash and dust in a flesh-rending field around the storm. It can be seen for miles away.

Inside this particular infernado fly a trio of fire rocs bound as guardians to the creature in the storm's eye – a phoenix, an elder elemental being of pure elemental fiery chaos. Infernados are caused by phoenixes at the end of their natural lives on the Plane of Fire and they usually only last a few days. This phoenix has been driven insane, the result of torturous experiments performed on it by secret efreeti sorcerers serving the Grand Sultan.

USING THE ENCOUNTER

Infernados are always events that draw the attention of many creatures across the Plane of Fire, but this one seems particularly dangerous. The characters can get drawn into this encounter accidentally while traveling through the Cinder Wastes, or they may be asked to investigate and possibly stop the infernado by a member of a powerful faction in the City of Brass or elsewhere in the multiverse.

Some wizards have suspected a phoenix to be the center of an infernado, so the characters may be sent to retrieve a feather or some other rare object from the powerful elder elemental creature.

THE INFERNADO

The massive infernado can be seen for miles in day or night on the Plane of Fire. It stretches from the ground to the thick bank of clouds that serve as the ceiling, or at least it seems to. The truth is that the infernado is nearly infinite in size as the phoenix's rage pulls in the fire of the plane around it in a massive funnel.

The infernado is large enough to have no visible tapering at its bottom. The column of fire, ash, and wind is 1,000 feet in diameter, a never-ending churn of smoke and elemental fury. Characters that approach to within 500 feet of the infernado must succeed on a DC 20 Constitution saving throw. On a failure they gain a level of exhaustion from the grit and smoke.

This infernado is divided into two layers that must be passed through or otherwise bypassed before reaching the eye at the center. Each layer is about 200 feet wide, with the center eye about 200 feet in diameter.

Visibility. Except for the eye, each layer of the infernado is filled with thick billowing smoke and ash that creates a heavily obscured area. The eye is clear and filled with dim light.

Choking Smoke. Each time a character passes into a layer they must succeed on a DC 22 Constitution saving throw. On a failure they gain a level of exhaustion from the choking smoke and ash.

Howling Winds. The wind that churns the infernado is deafeningly loud. Creatures without magical assistance or other natural abilities are deafened inside the layers. This does not apply to the eye.

Buffeting Force. The infernado is sustained by powerful forces drawn from the elemental nature of the plane. The ground and air of the first and second layers is considered difficult terrain.

THE FIRST LAYER: FIERY RUBBLE

Passing into the infernado lands the characters into the first layer filled with fiery ash and chunks of flaming debris. There are two **fire rocs** that fly through this layer that move to stop any intruder. They use the same statistics for rocs except they are immune to fire damage and their link to the phoenix at the infernado's center makes them immune to the effects of the infernado (they can see, hear, and act normally).

On initiative count 20, losing ties, two flaming rocks strike at different random characters (the fire rocs are not affected). The targets must succeed on a DC 20 Dexterity saving throw, suffering 28 (8d6) bludgeoning damage and 14 (4d6) fire damage on a failure, or half as much on a success.

THE SECOND LAYER: SMOKE AND LIGHTNING

The second layer is lanced with jagged lines of crimson and white lightning. There is one **fire roc** and two **greater fire elementals**[^] (each with a fly speed equal to their walking speed) that guard this layer from intruders.

On initiative count 20, losing ties, two arcs of lightning, one red and one white, strike different random characters (the fire roc and elementals are not affected). The targets must succeed on a DC 20 Dexterity saving throw. The white lightning bolt inflicts 28 (8d6) lightning damage and 14 (4d6) fire damage on a failed save, or half as much on a success, while the red lightning bolt inflicts 28 (8d6) fire damage and 14 (4d6) lightning damage, or half as much on a success.

EYE OF THE PHOENIX

Passing through the final layer, the characters enter the eye of the infernado. Read or paraphrase the following.

The choking black smoke gives away to a brilliant crimson radiance and lighter winds. The raging, whirling vortex of fire and fury forms a definite wall around this calm area, the interior eye of the infernado itself. Suspended in the air is a magnificently massive bird made of living flame, its feathers orange and white and red, raw power radiating out from its outstretched wings. Its eyes blaze and focus on you.

This is the **phoenix**⁺ at the center of the infernado. The poor creature is suffering from an ailment that reduces its Wisdom to 5, which can be noted by characters succeeding at a DC 22 Wisdom (Insight) checks. Its animalistic intelligence sees the characters as intruders that must be destroyed, but if its Wisdom damage can be healed the phoenix stops fighting and calms down.

AFTERMATH

The infernado dies down one minute after the phoenix has been destroyed or its Wisdom damage healed. If it lives, the magnificent creature cries out in triumph and then flies back to the Fountains of Creation. The creature's egg drops to the ground unharmed if it's defeated.

The question of what drove the phoenix insane is left to the party to discover they choose to investigate, but it should involve the Grand Sultan and his highest viziers experimenting for some sinister purpose.

HIGHLIGHTING THE PILLARS: EYE OF THE PHOENIX

Combat. The suffering phoenix attacks the party with its beak and talons, and it does not stop even if its attacks inflict no damage (because of fire immunities). It lashes out recklessly, and when engaged in combat it can summon two bolts of lightning from the second layer (see that section for details).

Exploration. There is little in the eye beyond the phoenix and its pain.

Social. The phoenix is not normally intelligent enough to converse and until its Wisdom damage is healed it only shrieks in primal pain.

THE FIRESILVER CURSE

Tier 2, Cinder Wastes/City of Brass

Traveling through the Cinder Wastes of the Plane of Fire can be very dangerous. Caravans usually travel in large numbers, including the wagons of the efreet moving goods and slaves to and from the City of Brass. A single caravan wagon becomes an easy target for raiders, thieves, and the dangerous elements of the plane itself.

Out in the wastes, one such lone caravan has recently paid the price for not knowing this information.

SETUP

Five years ago, the skilled azer blacksmith Torg was traveling in a lone caravan wagon from the Fountains of Creation, carrying a cache of firesilver items bound for the City of Brass when he was savagely ambushed by rampaging fireelementals. Torg was killed and the elementals left after consuming what they could.

One day ago, a band of firenewts stumbled upon Torg's ruined caravan. They searched it and found a chest full of firesilver items, which they removed except for one bracelet left accidentally behind. By taking his items, Torg returned to the Plane of Fire as a ghost bound to the firesilver bracelet and the rest of the jewelry, cursed to exist as the undead until the items rested with a worthy possessor.

The firenewts stole away with the firesilver goods and retreated to the Obelisk of Imix in the City of Brass. They await further instructions from their evil elemental lord.

The characters are drawn into this when they come upon Torg's burnt caravan, fight off fire scorpions, and meet the ghostly remains of the azer himself.

USING THE ENCOUNTER

Torg can be used as a guide for characters who have not yet been to the City of Brass. He is familiar with the city's layout and structure, having traveled there many times in the past. Perhaps the azer ghost's duty switches to assisting the characters after they recover his firesilver items, or perhaps that was his purpose all along!

The firenewts in the Obelisk of Imix are greedy servants of the elemental lord of fire, always seeking their distant master's approval. If their operation in the City of Brass is disrupted they become potent foes for the characters across the plane.

The firesilver items are not weapons or magical gear but they are valuable and rare. Many parties in the City of Brass would happily trade coin or information for them, but even more would simply kill the characters to have them. Seeking to sell them in the Plane of Fire is a dangerous prospect that can lead to future adventures against powerful foes.

THE CARAVAN REMAINS

The characters come across the remains of an emberwood caravan in the Cinder Wastes. It was pulled at one point by large beasts of burden but they fled long ago. Unfortunately, a pack of vermin are picking through the remains as well and must be dealt with before the characters can approach.

Read or paraphrase the following to begin.

The blackened sands of the Cinder Wastes stretch out without end in great rolling dunes blown about by harsh dry winds. That same wind pushes a cloud of ash from view, revealing a broken covered wagon laying on its side some distance away. It rests at the bottom of a black sand dune.

It's impossible to tell from the distance anything more about the caravan except that it is broken and looks weather-beaten, with shattered wheels and a wind-scarred emberwood frame. Hiding in the black sand around the wagon are five **fire scorpions** (detectable with DC 20 Wisdom (Perception) checks). Approaching within 60 feet on foot of the

HIGHLIGHTING THE PILLARS: THE CARAVAN REMAINS

Combat. The fire scorpions have developed an improved grapple attack. They can grapple a single target with both claws, and if this happens the target is restrained in addition being grappled. The escape DC raises to 14 for this improved grapple, but the target only needs to succeed once to escape.

Exploration. A large patch of sinking black sand can be discovered with a DC 16 Wisdom (Survival) check. Creatures entering the 10-foot square of sinking black sand immediately end their movement, and creatures starting in the patch have their walking speed reduced by half.

Social. The fire scorpions are scavengers and have simply picked this territory to hunt because of the shifting dunes. They can be lured away with the idea of fresher or easier meat elsewhere, especially if combat is going poorly for them.

caravan attract their attention and they leap up from the sands.

Fire scorpions use **giant scorpion** statistics with the addition of immunity to fire damage.

TORG'S CURSE

After the fire scorpions are defeated or driven off, the characters can examine the caravan wagon. It was well crafted, but it's been subject to the harsh effects of the Cinder Wastes for some time – a DC 14 Intelligence (Investigation) or Wisdom (Survival) check puts it around five years old. The painted symbol of a black anvil and silver flame can barely be seen on the outside.

The wagon's interior appears empty and ruined, hacked by sword and claw slashes that are very recent (within a day or so). A bracelet sits beneath some debris inside. It is made of silver but catches and reflects any light as brilliant red like fire. Characters with a background in forging, blacksmithing, or metalworking recognize it as a rare metal called firesilver.

Picking up the bracelet summons a chill wind from out of nowhere as Torg materializes. He is an azer **ghost** with piercing silver eyes. He introduces himself and relates the following information in a slow, measured voice.

- Torg was a famous azer smith known for working with a rare type of metal found in the Fountains of Creation. Known as firesilver, it is rare and beautiful, though unsuited for weapons and armor.
- He was traveling to the City of Brass when his caravan wagon was beset by rampaging fire elementals. He fought the beasts but ultimately was killed and his caravan covered by the black sands.
- A day ago a band of firenewts found his wagon and stole his chest of firesilver goods. Now Torg is cursed to remain a ghost until his items are "claimed by a worthy possessor."
- He doesn't know what a worthy possessor is, maybe the characters, but it's definitely not the firenewts who worship Imix, elemental lord of evil fire.

Torg does not attack and proclaims that the characters must now take up his curse as long as they hold the bracelet. The azer ghost knows the firenewts took his firesilver items to the City of Brass and can help guide the party to their location. If they accept their curse Torg disappears but offers advice and guidance via telepathy.

If the characters leave the bracelet in the caravan Torg haunts them as much as he can until they help remove his cursed existence.

OBELISK OF IMIX

The firenewts took the chest full of firesilver items into the Obelisk of Imix, their lair below the City of Brass. The Obelisk of Imix rests in a basalt cave below a rubble-filled junkyard in the city's poorest neighborhood, the Rookery. Torg can guide the party to the location with little difficulty.

The entrance to the underground cave can be found with a DC 14 Intelligence (Investigation) check - a pile of broken stones marked with firenewt scratches hide a spiraling tunnel leading down. It continues for about 100 feet before opening into a basalt cave with a single dominant feature, a squat black obelisk 40-foot square and 40 feet high. The symbol of Imix is carved into the obelisk's exterior with a single opening leading inside.

Gathered around the exterior of the obelisk are ten **firenewts**+ and three **firenewt warlocks of Imix**+. They chatter amongst themselves eagerly. Inside is a plain room with an altar dedicated to Imix in the center, with the chest of firesilver jewelry resting atop it. Two **fire elementals** guard the chest.

TREASURE

The chest on the altar contains firesilver jewelry worth a total of 5,000 gp. Torg is content with the characters taking possession of the items from the firenewts and his soul can rest at peace with the monsters' defeat.

AFTERMATH

Firesilver is rare and word of the firenewts' recovery reaches Imix eventually. The elemental lord is petty and vengeful and it may seek to reclaim the items from the characters through other means, or perhaps it simply charges the tribe of firenewts with its recovery at all costs.

HOUNDS ON THE LOOSE

Tier 1, City of Brass

The current Grand Sultan in the City of Brass enjoys gambling, specifically betting on the outcomes of races. This renewed interest in the racing sport has brought a surge of animal handlers into the city, each showing off their animals for the betting crowds, ranging from nightmares to flame falcons.

By far the most popular racing animal is the fire hound. Makeshift kennels have sprung up all across the City of Brass as their owners seek the attention and approval of the Grand Sultan and his court of efreeti nobles. With this sudden surge in fire hound housing, however, comes the risk of inadequate control measures, and a pack of angry fire hounds can wreak extreme havoc.

SETUP

A new pack of fire hounds have just been brought into the City of Brass and are being moved to a kennel owned by the salamander Hishuull. The short notice of the pack's arrival meant Hishuull had to move quickly to arrange transportation, and he ended up hiring an outside team of tiefling hunters called the Six Fingers.

The salamander knew the tieflings served Graz'zt the Dark Prince, a demon lord of the Abyss, but given the bind he was in he didn't feel he had any choice. Hishuull sent his own kennel master to watch over the transportation as well. Unfortunately, the red-bearded gnome kennel master Marven is overmatched, and when the Six Fingers intentionally let loose the fire hounds in the streets of the City of Brass the poor gnome is overwhelmed.

The encounter can be used anywhere in the City of Brass while the characters are traveling or resting.

USING THE ENCOUNTER

Marven was hired by Hishuull to train the fire hounds for racing, but the gnome is more comfortable outside the city than inside. If the characters help him out by recovering the loose hounds they can count the gnome as an ally for future references – Marven knows the Cinder Wastes and other regions of the Plane of Fire.

The Six Fingers can become a recurring villain or troublesome annoyance for the party if the characters thwart their minor scheme in this encounter. They are a gang of tiefling rangers and hunters that work to spread Graz'zt's seeds of chaos across the City of Brass, but thus far they haven't

done anything major to attract the wrong kind of attention. How much backing they have from the Dark Prince when things go badly for them is up to you to determine.

DOG DAY AFTERNOON

The encounter begins as the characters are traveling or resting in the City of Brass. The crowd in the street is suddenly dispersed by a pack of feral fire hounds leaping and destroying everything in their path, with a frantic gnome (Marven) trying to capture them.

Read or paraphrase the following to begin.

A burst of ferocious barking and a scream scatters the crowd moving along the street of the City of Brass. As they thin out you can see four massive hounds causing the panic, their shaggy fur crimson and their eyes gleaming like obsidian, while a red-skinned merchant lays bleeding on the brass-lined cobbles. Behind them stands a stunned red-bearded male gnome holding broken black leather leashes.

There are four **fire hounds**^ on the street, and Marven the gnome kennel master is overmatched to deal with them. The beasts leap to attack the party but they can move to attack other bystanders as well to help engage the party with the threat. Marven is in a state of shock and stands feebly before the chaos.

HIGHLIGHTING THE PILLARS: DOG DAY AFTERNOON

Combat. One of the fire hounds corners a group of human slaves carrying equipment as they travel to their master. Unless the characters intervene and get the attention of the fire hound, the slaves are attacked by the beast.

Exploration. Characters looking around for something to distract the fire hounds with can make a DC 13 Wisdom (Perception) check to find a stand of meat jerky strips toppled over nearby. Tossing the meat to the fire hounds with a successful DC 13 Wisdom (Animal Handling) check causes one to spend its next action attacking the meat and not a character or bystander.

Social. Marven, the gnome with the leashes, is in a state of shock over the release of his charge. He can be coerced to action with a DC 13 Charisma (Persuasion or Intimidation) check. If so roused, Marven blows on his whistle each round, causing one fire hound to become distracted and suffer disadvantage on attacks.

CATCHING HOUNDS

Once the hounds are defeated, Marven snaps out of his shock (if he hasn't already) and rushes towards the characters. He stammers out a thank you in Common and explains the situation. Marven doesn't enjoy cities much and begs for the characters to help in retrieving the remaining hounds for the salamander merchant Hishuull.

Marven explains that there are three fire hounds on the loose, and they should be subdued if possible so that they can be recaptured. Tracking each fire hound in the City of Brass requires no check but the three hounds went in separate directions. The characters must either split up or take them one at a time. Marven suggests sticking together just in case.

Two of the three fire hounds are found after 5 minutes of tracking each. The first is sniffing around an obsidian building that houses an efreeti butcher while the second has cornered a **magma mephit** in an alley and about to move in to attack. Both of these fire hounds can be calmed and recaptured with successful DC 14 Wisdom (Animal Handling) checks, or they can be attacked with subdual damage.

THE SIX FINGERS AND THE HOUND

The third fire hound on the loose is the leader of the pack. It is being coaxed into more destruction by five CE tiefling **scouts**, members of the Six Fingers. Two of them approach the last **fire hound**^ (with maximum hit points) in the shadow of a large stone building, waving their swords and prompting the beast to charge through a nearby merchant shop, two of them keep an eye on the scene with their bows. The final blows on a whistle inaudible to normal hearing range that is causing the fire hound to become agitated.

The tieflings attack the characters as soon as they spot them. If the one with the whistle can be stopped, the fire hound turns and attacks the nearest creature. This pack leader, driven past the point of reason by the whistling, does not stop until reduced to 0 hit points. Marven hangs back and offers moral support to the party.

TREASURE

As a way of saying thank you, Marven gives the characters each a 50 gp gemstone.

AFTERMATH

With the fire hounds either defeated or reclaimed, Marven breathes a sigh of relief and thanks the party for their assistance. If they were able to keep at least one of the hounds alive the gnome passes on his regards to Hishuull, the salamander that runs the kennel. Impressed, Hishuull might have further work for the characters especially if they stay in the City of Brass.

The Six Fingers are a minor group sowing chaos in the city, but Graz'zt has eyes and ears in many places across the planes. For now, the tieflings retreat to lick their wounds but they never forget a face or a slight.

HOUSE OF THE MOLTEN BLADE

Tier 4, City of Brass

The City of Brass is a haven for all manner of creatures that enjoy fire and flame in a civilized setting. Efreets run things, as much as they do, but the city is filled with all sorts of other beings. Fire giants are not an uncommon sight in the streets as well, and few realize that the City of Brass has become a staging ground for greater fire giant politics.

SETUP

The House of the Molten Blade is a grand estate in the City of Brass occupied by fire giants. They are split into two political groups, one led by Lord Rastko and the other by his cousin Lady Zorica. Each sees themselves as the true heir to the Molten Blade, a powerful fire giant relic and the key to unlocking the Molten Fortress in the Fountains of Creation, but the death of the powerful elder duke (Lady Zorica's father) without an heir split the family.

Recently, the tense situation in the massive manor house escalated dramatically. Zorica was expelled from the house by Rastko when the fire giant lord was able to turn the other giants against his sister through an elaborate plan. Rastko now works to consolidate the giants in the house under his rule so that can have the support to claim the Molten Blade.

Tossed out of her home into the streets of the City of Brass, Zorica seeks aid to overthrow Rastko and install herself as the heir of the Molten Blade.

USING THE ENCOUNTER

Zorica needs outside help to get into the House of the Molten Blade. Her primary goal is thwarting her brother's efforts to reclaim the ancestral artifact of the fire giant clan, and she feels her best course of action is to get outsiders to sneak in and steal a pivotal fragment. As powerful adventurers in the City of Brass, Zorica comes to the characters.

Alternately, the fire giantess could be looking to overthrow her brother completely. In this case, the mission she asks the party to complete is to defeat the fire giant guards of the house to make way for Zorica to challenge Rastko directly.

FIRE GIANT POLITICS

Lady Zorica, a **fire giant**, seeks out the party while they are in the City of Brass. She has many contacts among the efreets of the city so it's possible she seeks the characters out because of past deeds. She sends a **magmin** servant to deliver a message to the party asking to meet her at the Steaming Stones Bathhouse to discuss a "favor of mutual concern."

The Steaming Stones Bathhouse is one of many in the City of Brass, though this one caters to giants and other larger occupants better than others. The party is asked to disrobe and enter the steam chamber with just a ceremonial towel, and by strict protocol no violence is permitted inside.

Lady Zorica sits within. The steam has plastered her mane of wild fiery hair against her coal-black skin and she tenses visibly when the party arrives. She is all business and gets straight to her offer, working through the following bullet points.

- Zorica is the only daughter of a powerful duke of fire giants who dwelled in a massive fortress in the Fountains of Creation. Her father died several months ago but didn't name a direct heir as per fire giant custom.
- Rulership of her family's castle and power is governed by whomever holds the Molten Blade, but Zorica's cousin Lord Rastko has stepped forward to dispute her claim. Surtur, god of fire giants, has sealed their fortress until one of them holds the Molten Blade.
- The fire giants moved into a splendid manor house in the City of Brass to consolidate their power and figure out who would hold the Molten Blade. The months have been long and the schemes great, but just a week ago Rastko pulled a coup and forced Zorica out.
- Zorica is the true heir of the Molten Blade, but she has no influence with her kin in the house now. She needs to usurp Rastko and she needs outside help to do it.

At this point Zorica cuts into her offer. She wants the party to get into the manor house and steal the fragment of the Molten Blade from Rastko's chamber and get away. If they have to kill Rastko to do it, so be it, and she believes that with the fragment she can claim her family ancestral home in the Fountains of Creation.

Zorica is willing to part with treasure she believes the party wants based on her contacts and various spellcasting services she has hired. The treasure should be something the party is interested in – perhaps it is the keys to the manor house after

Zorica has left even! It's sized for fire giants but that's something that could be remedied with magic and construction.

If they agree, Zorica gives the party a map of the manor compound and basic information about the layout.

HOUSE OF THE MOLTEN BLADE

Located on a quiet street in the City of Brass' wealthy district, the House of the Molten Blade has been in the fire giant family's possessions for many generations. Zorica and Rastko moved in recently, replacing an aging aunt who now dwells alone in the upper level of the house itself.

Exterior Walls. The manor house and grounds are surrounded by tall obsidian walls, 10 feet thick at the base and tapering to only 1 foot wide at its 50-foot top. They are adorned with massive spikes along the top. Climbing the wall requires two DC 18 Strength (Athletics) check.

Construction. The manor house, stable, and servant quarters are constructed of heavy basalt with dark red striations marbling the rock. The buildings are grim and simple.

Entrances. There are three entrances into the grounds of the House of the Molten Blade. The first is the iron entrance, guarded at all times by two fire giants (**area A**). The second is the stable, which is

where the greater fire elementals dwell (**area E**). The third is the servant quarters, which are

A. IRON ENTRANCE

The main entrance to the grounds of the house is a stupendous wrought iron gate, 40 feet wide and 50 feet tall. The gate is guarded by two **fire giants** inside on either side of the gate itself at all hours, which is also locked (DC 18 Dexterity check with thieves' tools to unlock). The giants have orders to not allow any non-fire giants inside, and one of them rushes to retrieve the manor keeper (**fire giant dreadnought***) if there are any questions or issues.

B. HOUSE LOWER LEVEL

The doors to the house itself are not locked and lead into a grand foyer. There are a total of eight **fire giants** in the house – six on guard duty stationed around the lower level and two resting in chambers on the second floor. The rooms on the lower level are sparsely furnished owing to these fire giants' lack of appreciation for art.

The manor keeper, a **fire giant dreadnought***, moves about the house during the day, making sure everything is running smoothly.

A grand staircase leads to a landing before ascending to the upper level. An **iron golem** is stationed on the landing of the stairs.

C. HOUSE UPPER LEVEL

The house's upper level is devoted to the personal chambers of the giants living on premises. Lord Rastko is found here frequently. Use the statistics for a **storm giant** for Rastko with the following changes:

- Alignment is lawful evil.
- Remove cold damage resistance and add fire damage immunity.

Rastko's room contains the fragment of the Molten Blade – a shard of forged black metal like the blade of a sword sprinkled with flecks of red and orange. He keeps it in a locked iron chest at the foot of his massive bed (DC 18 Dexterity check with thieves' tools to unlock), with the key around his neck at all times.

D. COURTYARD

A massive obsidian courtyard stretches out between the manor house and the walls, its surfaced polished smooth and kept that way by the elementals in the stable. Under normal circumstances, the lord or lady of the house would conduct military drills here, but the recent turmoil has curtailed those activities for now.

HIGHLIGHTING THE PILLARS: HOUSE OF THE MOLTEN BLADE

Combat. Parties that go looking for a fight can quickly be overwhelmed by the giant forces, but attacking the fire elementals in the stable or the iron golem in the servant quarters attracts no attention from the giants in the house itself, especially if approached at night. If confronted in battle, Rastko calls for aid from his soldiers as quickly as possible.

Exploration. If the characters can get inside they can explore the manor house by avoiding the fire giants, who are all on edge but not expecting any trouble from the outside. Notes and diaries among the personal effects of the giants in the upper level of the manor house confirm Zorica's information and indicate Rastko would be a cruel merciless master if he claimed the Molten Fortress.

Social. The fire giants are not stupid and do not fall for common tricks, but if the characters can disguise themselves as fire giants they could possibly make their way inside. Rastko is suspicious of such unexpected guests but he makes sure the manor keeper treats them well while he investigates any claims himself.

E. STABLE

The stable of the House of the Molten Blade is occupied not by animals but by four **greater fire elementals**[^]. These primal creatures are bound to serve the fire giants forever and have orders to attack any non-fire giant unless otherwise instructed.

F. SERVANT QUARTERS

Long ago, the fire giants in the house kept servants that dwelled in the smaller keep in the corner of the courtyard, who were typically smaller than the fire giants and thus needed different accommodations. Unlike the massive manor house, the servant quarters is sized for Medium or Large creatures.

Rastko and Zorica have not felt servants are needed to run the household so they've locked the doors, but there is an **iron golem** stationed inside to keep out intruders. The door to the outside of the quarters is 10 feet tall, made of iron, locked, and trapped.

Crimson Worm Poison Trap. The handle has an insidious needle trap hidden inside its casing. Finding the trap requires a DC 20 Intelligence (Investigation) check, and then a DC 22 Dexterity check with thieves' tools to remove the trap. Failing by 5 or more, or trying to unlock the door without disabling it, triggers the trap, which pierces the hand and injects a rare poison culled from the fangs of a crimson worm. The victim must make a DC 22 Constitution saving throw, suffering 36 (8d8) acid damage on a failure, or half as much on a success, as the poison burns away flesh and blood.

AFTERMATH

The course of the encounter is directed very much by the actions and decisions of the party. Lady Zorica is still an evil fire giant, but she has more interest in consolidating her family's base and re-establishing the Molten Fortress in the Fountains of Creation than any other petty concern. She doesn't lie to the characters, though Rastko would if it served his purposes.

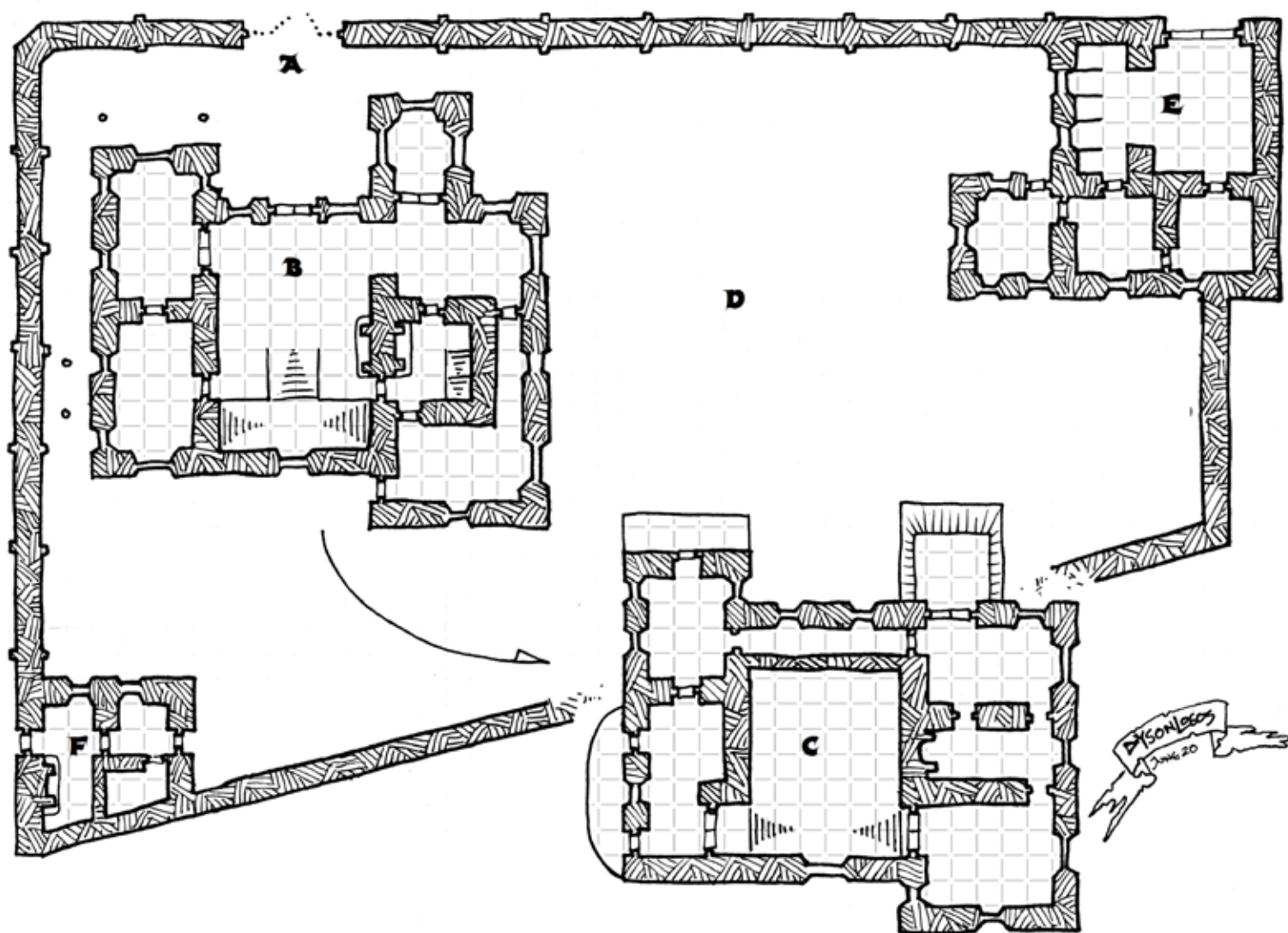
Stealing the blade fragment and returning it to Zorica sends the manor house into turmoil. Armed with the historic relic, the fire giantess demands the fealty of the fire giants at the house the next day in a bold move. Rastko fumes and may violently attack his cousin, and if the characters are present they have an opportunity to further cement their alliance with Zorica if they move to defend her. Rastko is a physically more powerful combatant than Zorica, and if it comes to blows she quickly loses ground and is defeated.

TREASURE

Lady Zorica makes good on whatever promise she made to the party to obtain their help. She has quite a fortune in gems at her disposal and access to some powerful items, along with friendships among the other denizens of the City of Brass and beyond.

HOUSE OF THE MOLTEN BLADE MAP

1 SQUARE = 10 FEET



NEST OF THE FIRE FLIES

Tier 1, Cinder Wastes

Outside the confines of the City of Brass, the Plane of Fire becomes dangerous quickly. The sun that rises in the ash-filled sky reaches a blazing zenith capable of melting flesh and igniting objects, and always the threat of lava geysers and rains of fire loom over the terrain.

Characters traveling through the Cinder Wastes can get caught in these or any other natural hazard capable of destroying them completely. In such an instance, getting to a safe area becomes paramount, but not all shelters share the same definition of “safe.” Some hold surprises, like a nest of angry fire flies guarding the secret treasure of a dead pyromancer beneath the shifting baking black sands.

SETUP

While traveling the Cinder Wastes, the characters come across a natural cave uncovered by the dry dusty wind. The fire flies that dwell inside are non-intelligent creatures, but their lair holds a small treasure along with the skeletal remains of a fallen traveler. The fire flies care only for the sheltering aspects of the lair but they resent anything coming in and trying to disrupt their activities.

USING THE ENCOUNTER

The convenient cave entrance can provide shelter for the characters during a rain of fire, lava geyser, or the hottest hour of the fiery day, or it could be a convenient hiding place from other predators of the Cinder Wastes. For lower tier parties, such events can quickly become life threatening and having a place to hide can offer a chance to survive and get a sense of the surroundings.

Alternately, the characters may have been hired by someone seeking the remains of the dead pyromancer in the fire fly lair. The pyromancer may have been buried with a book of magical secrets or formulae necessary to unlock another mystery, and the interested party – another pyromancer, an efreeti lord, or other patron – has tracked the traveler down to a general area of the Cinder Wastes.

SUSPICIOUSLY CONVENIENT ENTRANCE

While traveling the Cinder Wastes, the characters see the blowing wind reveal a dark cave entrance into the baked ground. Do they go in? Do they have a choice based on their environment?

Read or paraphrase the following to begin.

A gust of dry wind blows black sand across the baking landscape, momentarily obscuring vision. When it passes a moment later a cave entrance stands against one of the nearby dunes of the Cinder Wastes, below the layers of soot and ash. A faint reddish glow emanates from inside.

The entrance is ten feet high and half that across, leading down into the solid black earth at a steep angle. It appears natural, perhaps the result of a flaming rock punching into the ground long ago.

The cave entrance leads a short distance to a cavernous landing roughly thirty feet across, with an exit leading further down on the opposite side that quickly splits into two tunnels. Clinging to the ceiling here are four **fire flies**[^], their bodies exuding the light that can be seen from the entrance.

They are sleeping and can be bypassed without problem, but any loud noise is enough to disturb them. Their droning echoes through the nest, alerting the rest of the creatures to the presence of intruders.

INTO THE NEST

The fire fly nest consists of three areas connected to another through a series of rough tunnels cut into the black rock. No map is provided but the layout can generally be described as diamond shaped, with the entrance cave serving as the top and then each other area sitting at an intersection, with tunnels crossing the center.

The Burning Bones Cave is located past the Lava Drips, and the characters must pass through the Feeding Chamber or the Egg Cave before arriving at the Lava Drips.

FEEDING CHAMBER

A low droning sound can be heard from this cave. Inside are six **fire flies**[^] crawling over the charred skeletal remains of a dozen travelers. The insect elementals consume the bones and convert it to food for themselves and their young.

Picking through the bones reveals a leather pouch beneath one of the skeletons. Inside are 15 pp and a small ruby worth 75 gp.

HIGHLIGHTING THE PILLARS: INTO THE NEST

Combat. Combat in the Feeding Chamber can draw the monster in the Egg Cave, and vice versa, if things are going too easily for the party.

Exploration. A secret passage leading into the Lava Drips can be found in the tunnel connecting the Feeding Chamber to the Egg Cave. The passage is discoverable by a character with a passive Wisdom (Perception) of 13 or higher. A thin section of the wall collapses easily away under the slightest pressure revealing the passage.

Social. Characters able to communicate with the fire flies through magical means can learn that the creatures are more interested in protecting their eggs than anything else. Through magical communication, the fire flies can be appeased to leave the party alone with a successful DC 14 Charisma (Animal Handling) check.

EGG CAVE

Thick ash fills this cave from floor to ceiling. Clinging to the ceiling are dozens of blood-red fist-sized pods, the eggs of the fire flies. They are protected by a **swarm of ash rats**^ that have a mutually beneficial relationship with the fire flies – the eggs feed on the smoke and ash produced by the vermin while the fire flies provide scraps for the rats.

If combat breaks out, an egg pod drops from the ceiling on initiative count 20, losing ties. Choose a character at random, who must succeed on a DC 12 Dexterity saving throw. On a failure the burning egg lands on them, inflicting 5 (2d4) fire damage.

Fire fly eggs are valued for spell components by certain spellcasters. Each egg is worth 3 gp to such a buyer. Extracting them from the ceiling requires a Dexterity (Sleight of Hand) check – subtract 10 from the ability check to get the total number of eggs safely procured. Two attempts can be made by the party.

LAVA DRIPS

The steady dripping of thick liquid can be heard before entering this cave. The heat is more intense here because of the small pool of magma sitting in the center, bisecting the area. While only five feet wide, the drip of lava from the ceiling into the pool makes timing a jump across somewhat tricky.

Characters can leap across after timing the drips and making a DC 12 Intelligence (Investigation) check. If they fail, they mistime their jump and suffer 5 (1d10) fire damage from a glob of lava dropping from the ceiling. A tunnel continues further down

on the other side of the area leading to the Burning Bones Cave.

BURNING BONES CAVE

Several years ago, an unnamed pyromancer went exploring this region of the Cinder Wastes and fell into a sinkhole. The sinkhole led directly into a large cave occupied by a magma ooze, which quickly devoured the pyromancer before slithering off to find food elsewhere. After she was killed in this way, the pyromancer's spirit lingered on as a **poltergeist** (a variant of the specter), keeping away the fire flies that dwelled in the tunnels above it.

Read or paraphrase the following as the characters enter.

Ambient crimson light fills this large black rock cavern. The source of the light is a skeleton with bones glowing orange in the darkness resting against the wall on the opposite side. A mournful wail rises up from the remains.

The pyromancer hates all life and wants nothing except to keep the characters from looting its treasures. The poltergeist can hurl its bones at opponents, which are hot to the touch – they inflict 5 (2d4) bludgeoning damage plus 4 (1d8) fire damage on a hit. The undead monster stays near its physical remains, but it can be hurt by inflicting cold damage to its bones (though it still has cold resistance).

TREASURE

Once the poltergeist is defeated, the heat of the bones dies down after a minute and the characters can search the cave. Beneath the bones sits a black heat-proof sack, inside of which can be found a book of pyromancy research, a scroll of *burning hands*, and a small brass idol of a flaming demon worth 50 gp. The book is worth 100 gp to a pyromancer or other researcher interested in elemental magic.

AFTERMATH

If defeated and the eggs stolen, any remaining fire flies leave the cave complex for better protected nests. The book held by the dead pyromancer can lead to further adventures as the characters uncover its secrets. Perhaps more powerful creatures seek its contents? Or a cabal of elemental wizards wish to have it returned?

OUTPOST OF ASHEN SCALE

Tier 3, Fountains of Creation

The Fountains of Creation are a dangerous range of mountains and volcanoes that sit at the edge of the Plane of Fire. They are a valuable natural resource to the efreeti of the City of Brass who constantly send teams of slaves to mine precious ore and minerals from the range. But the efreeti are no the masters of the Fountains of Creation as the volcanoes obey no one.

In order to keep their interests in the region secure, the efreeti have established a number of outposts in the mountains. Most of these serve as waypoints for the mining teams and were constructed by salamander slaves, but some were takeovers from existing sites with mysteries and dangers as of yet unexplored.

SETUP

Ashen Scale Outpost is a small efreeti station in the Fountains of Creation. It was built by ancient salamanders to honor their fallen leader, Ashen Scale, but the secret of its vault has been lost. The efreeti Jaadiz al Afzalas ibn Imamalik has been given command of the outpost along with a retinue of salamanders and other servants, but the efreeti sees it as punishment for some past wrong he has not yet figured out.

Jaadiz occasionally captures azer prisoners or dao spies in his territory, but for the most part it is a boring and uneventful outpost. He has no idea that a secret vault lies in its lower levels, and the salamanders that know about its existence never bring it up. It would be worthless anyway – the vault of Ashen Scale has been sealed for generations and can only be opened with a special key.

USING THE ENCOUNTER

The encounter can be used as the location for an object or person sought by the party. The outpost's location in the Fountains of Creation can also serve as a refuge in an elemental storm should such an event occur, but in this case the vault's secret may go undiscovered by the party. Or perhaps they carry the key to unlocking the vault and they don't even know it!

The efreeti outpost commander is bored and relishes combat against a worthy foe, but if the tide of battle turns he is not above fleeing to fight another day. In this case, Jaadiz al Afzalas ibn Imamalik can prove a dangerous foe as he is well connected (if slightly out of favor) in the court of the Grand Sultan.

ASHEN SCALE OUTPOST

The outpost is positioned on the side of a black rock mountain. Several volcanoes spew forth molten magma at regular intervals within a mile of the site, but the terrain the outpost sits on is stable.

Two entrances exist. The first and most used are a set of stairs amid a ruined tower on a small plateau (area A). The second is further down the slope in a concealed cave, discoverable only with a DC 18 Intelligence (Investigation) check as a choking yellow cloud of sulfur cloaks the mountain's base (area D, see that area for details on the sulfur cloud).

Doors. Doors in the outpost are obsidian and incredibly heavy. They are not locked but opening one requires a DC 14 Strength check; on a failure the door scrapes on the floor loud enough to be heard throughout the outpost.

Secret Door. There are two secret chambers in the outpost. The first, in area B, serves as the private chambers of the efreeti lord. The doors into that are unusual crimson stone that otherwise blend into the dark stone surroundings and can only be opened by applying 10 points of fire damage in a single strike. The other secret chamber is the vault of Ashen Scale (area C).

Walls. The walls of the outpost are constructed of worked stone carved from the mountain itself.

Smell. The wretched smell of sulfur suffuses the entire outpost, the direct result of the sulfur pits in the lowest level and the cloud of sulfur gas that hangs around the mountain's base.

A. OUTPOST EXTERIOR

The broken remnants of an obsidian tower sit on the plateau on the side of the black rock mountain that holds Ashen Scale Outpost. A **salamander** guard is always posted here, hiding between the broken walls and the mountain face. The ruins range in height from 10 to 20 feet. An open staircase descends into the outpost itself.

B. HALL OF THE MASTER

The bulk of the outpost is located on this level. The entrance chamber from area A contains one **salamander** waiting its turn on exterior watch. Two doors lead out of the chamber.

One of them leads to the sleeping quarters of the outpost's salamander occupants. There are two **salamanders** resting here at all hours of the day, awaiting orders and their turn at watch. A small antechamber contains food stores for the creatures (dried meat of a questionable source).

The second door leads into the Hall of the Grand Sultan, with four niches built into the walls. Three of the niches hold tapestries depicting the Grand Sultan of the Efreeti at various points in his life – conquering the previous Grand Sultan, riding a nightmare across a field of smoking pits, and sitting on an obsidian throne amidst a great pile of glittering treasure. The fourth niche's tapestry shows a different efreeti holding a flaming scimitar over his head in a ridiculously stylized portrait.

This is Jaadiz al Afzalas ibn Imamalik, and his private quarter is in a secret chamber between the hall and the salamander sleeping quarters. Jaadiz is an **efreeti** lounging in his personal room alone most of the time, writing in a journal, studying maps or messages, or simply relaxing. A simple bed and chest sit in the room as well.

Beyond the Hall of the Grand Sultan sits a pit where the fire snakes dwell. There are eight **fire snakes** in here at all times, squirming and fighting each other constantly. A staircase leads further down into the audience chamber of the outpost guarded by two **fire elementals** that attack anyone not accompanied by an efreeti. Behind a set of heavy double doors rests Jaadiz's document storage room, and the side room contains an ancient altar carved of red stone.

Jaadiz has left the altar alone, believing it to be an ancient relic of salamander design (besides the fact that he couldn't do anything to it). To open the vault in area C, the altar must be dealt 20 or more fire damage, after which the vault door and the altar glow white hot for one round. The key must be brought to the door of the vault during this window to open. The altar behaves similarly to the secret door to Jaadiz's personal chamber.

C. VAULT OF ASHEN SCALE

Jaadiz has no knowledge of the secret vault in this chamber, nor does he even know about the secret door. The chamber behind the door is used to keep prisoners, during which one of the salamanders is posted guard, while the other room is left alone.

Opening the vault door requires dealing 20 or more damage to the altar in area B, after which the wall hiding the secret entrance glows white for one round. The key to opening the vault can be almost anything – perhaps the characters picked up something in the City of Brass by happenstance!

Beyond, the remains of Ashen Scale stir when the vault door is opened. The undead general is a **flamekeeper salamander**^ with the following changes:

- Change monster type from elemental to undead
- Remove cold damage vulnerability

Ashen Scale fights until defeated in combat.

TREASURE

Defeating Ashen Scale unlocks the treasure chamber off of the main vault. Inside are art objects worth 5,000 gp total, a *+1 breastplate*, a *flame tongue greatsword*, and a *helm of brilliance*.

D. SULFUR CAVERN

The reeking smell of sulfur gets stronger in this level. Characters that enter it must succeed on a DC 14 Constitution saving throw or gain a level of exhaustion from the dangerous odor. Jaadiz uses the chambers here for mundane equipment storage.

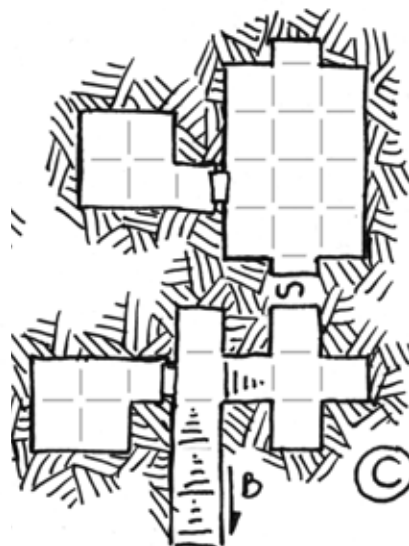
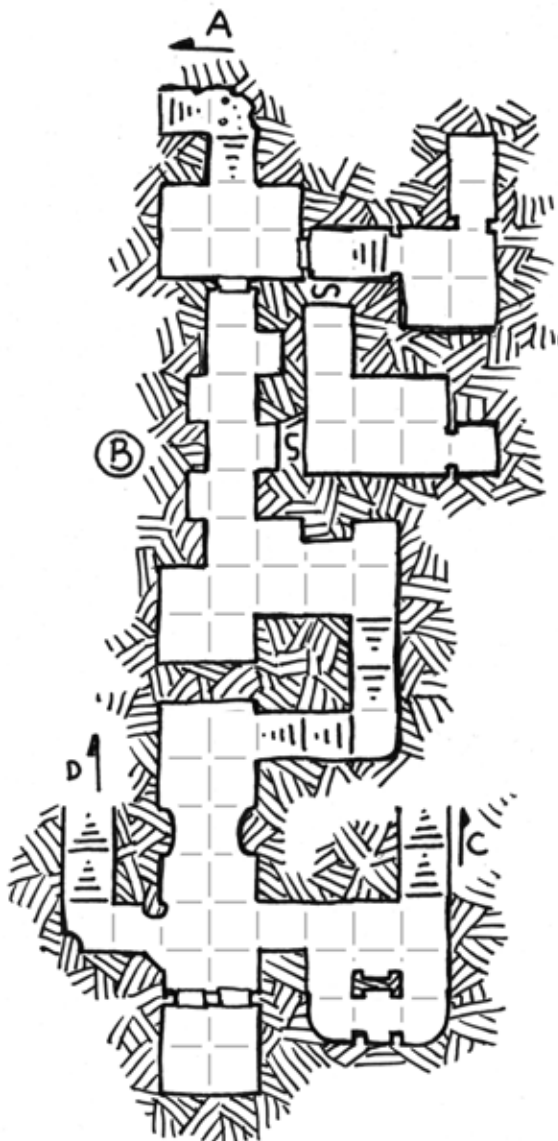
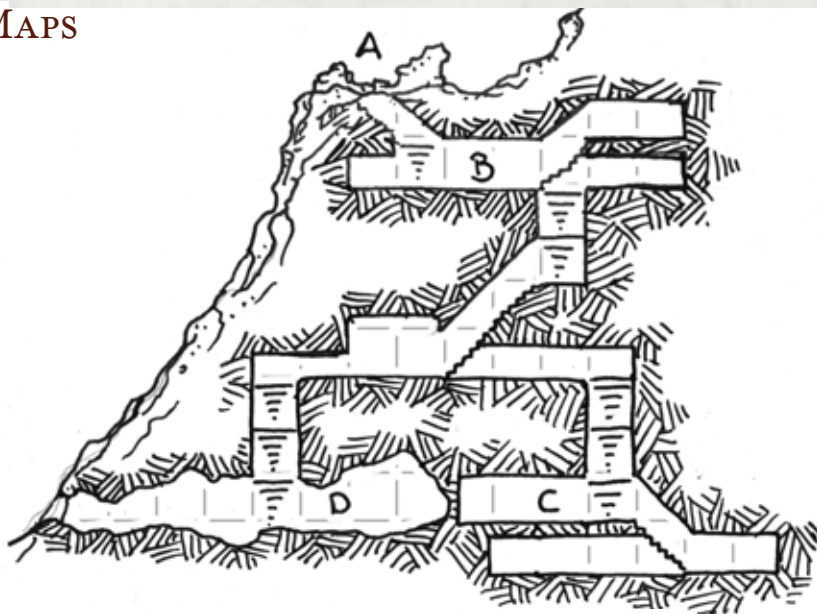
AFTERMATH

Unless the characters are quick, Jaadiz uses his natural powers to escape when the battle goes against him. He retreats to the City of Brass to lick his wounds and plan his vengeance on the party.

If the vault is open and Ashen Scale is defeated, the treasure from the salamander marks its possessors as desecrators of salamander culture. Salamanders of all types view such affronts as blasphemy and work to bring about the downfall of any they catch with such items.

ASHEN SCALE OUTPOST MAPS

1 SQUARE = 10 FEET



RED RAGE OF REVENGE

Tier 2, City of Brass

The efreet of the City of Brass pride themselves on the quality of their slaves pulled from all manner of creatures across the multiverse. They are second only to the greedy dao of the Plane of Earth, who utilize more slaves to help build out their grand mazes. Ambitious slave-takers bring their captives to the markets in both planes, but the efreet are more relaxed in their laws so many favor the City of Brass over the City of Jewels.

This despicable practice is widely regarded as evil and demeaning by most across the multiverse, but the genies are powerful and steadfast in their beliefs. That doesn't mean the slave trade can't have negative consequences for everyone involved however, especially when a dao and an efreeti clash.

SETUP

A week ago, the slave market in the City of Brass saw a whole tribe of minotaurs come up for auction. This immediately caught the attention of Master Kaarth Basaan Urgamal, a dao looking for strong workers, and he bid high for the entire tribe. He was up against Aarifa al-Lussa Sassikh, an efreeti noble woman looking to increase her own stock. The bidding was fierce but in the end Aarifa won and Kaarth lost.

Furious over the loss, Kaarth sulked in the Plane of Earth and planned his vengeance. He decided that if he could not have the minotaurs, nobody would, and he commissioned an arcane minister to build a device that would drive the minotaurs insane with rage. In the end he was delivered a sphere that held the powder of a ruby that would send mortal creatures into a blood frenzy.

Kaarth gave the sphere to a sandman associate with instructions to track down the enslaved minotaurs and release the powder. The sandman finds them while they proceed through the streets near the characters.

USING THE ENCOUNTER

Through circumstances, the characters have a chance to save Aarifa al-Lussa Sassikh a great deal of trouble, and in doing so they can make a surprising ally. By contrast, by taking a stand against the rage-filled minotaurs, the characters mark themselves as enemies of Master Kaarth.

Depending on how the final scene plays out with Kindaran, the characters can also find themselves

allied with a tribe of minotaurs. How and when this can affect future adventures is up to you.

RED MIST DESCENDS

While the characters travel through the City of Brass in nearly any district, they pass by a processional of chained minotaurs. They are led by a litter bearing a female efreeti noble, and as they pass by the party the sandman releases his sphere with the red dust before retreating into the shadows.

Read or paraphrase the following to begin.

The crowd meandering along the metallic street of the City of Brass parts in front of a strange processional. An ornate litter carried by five red-skinned giants bears a regal efreeti woman resplendent in jewels and fine clothing. Behind her marches a dozen minotaurs dressed in tattered rags, each bound together by heavy chains connected to the brass collars fitted at their necks, their heads bowed in shame.

This is Aarifa al-Lussa Sassikh, parading her newly acquired and highly prized slaves through the streets of the city before taking them to her palace for reconditioning. Aarifa pays no attention to the masses around her, which recognize her status and part accordingly.

As the characters watch, have them all make DC 16 Wisdom (Perception) checks. Anyone that succeeds spots a gaunt, hairless man in thin brown robes duck suspiciously into the shadows behind the minotaurs. Moments later one of the minotaurs steps on a metallic sphere and a cloud of ruby mist fills the area.

HIGHLIGHTING THE PILLARS: RED MIST DESCENDS

Combat. The minotaurs use their charge ability to move into melee as quickly as possible.

Exploration. The street the characters fight on holds a bathhouse at full steam, sealed to keep it in. Breaking the seal on the bronze doors requires a DC 16 Strength check, and doing so releases a cloud of steam onto the street in a rush. For one round the area in front of the bathhouse is heavily obscured.

Social. The minotaurs focus their attacks on anything that moves but the characters can attract their attention to keep them from attacking innocents in the crowd. The rage that courses through their bodies forces them to attack the nearest target they see but characters can make DC 15 Charisma (Intimidation) checks to get them to see only the party.

The minotaurs cough and sputter, forcing Aarifa to turn around, and at that moment the rage takes over. With a hoarse bellow the chained minotaurs' eyes burn fierce red and they snap their brass collars with ease. They roar and charge forward into the crowd, attacking savagely. The characters are attacked by six **minotaurs** while the rest surge forward around them.

Though the minotaurs are unarmed, the rage from the ruby mist gives them two attacks with their gore instead of one and they always use their reckless attack.

THE MINOTAUR PRINCE'S PLEA

After the initial group of minotaurs are defeated or subdued, the minotaur leader steps up to confront Aarifa. Unaffected by the raging mist, Kindaran, Prince of the Brave Horns (use the statistics for a **fire giant**), moves towards the litter bearing the efreeti noble. A brass collar still hangs around his neck but he holds the broken chains that connected him to his brethren in his massive hands.

Kindaran pleads with Aarifa to release him so that he can return to his tribe. If the characters do not intervene, Aarifa is unsympathetic and uses her magic and her command of the brass collar to bring the minotaur prince to his knees in a show of force.

INTERJECTING WITH PURPOSE

Characters observing the interaction can make DC 16 Intelligence checks. Nobles and other characters of high birth gain advantage on the check. With a success they see that Aarifa is an impossible situation and she must bring Kindaran to his knees in order to save face after the public disrespect of the minotaurs.

Characters that intervene on Kindaran's behalf can help salvage the situation for everyone involved, whether they realize it or not. If the party helped keep the minotaurs from causing too much damage and destruction, they can make a group DC 14 Charisma (Persuasion) check. On a failure, Aarifa is not moved and forces the minotaur prince to kneel anyway, but she makes a note of the characters and their actions for future reference.

Bringing up the gaunt man that disappeared right before the event happened gives the characters advantage on their Charisma (Persuasion) checks.

If they succeed, Aarifa moves to take advantage of the situation. She had no real plans for the minotaur slaves anyway, and she relinquishes control of Kindaran and his fellows (none survive unless the characters took special action) into the hands of the party. The brass collar drops from the minotaur prince's neck, Aarifa nods her thanks to the characters, and her litter bears her quickly from the scene before more onlookers arrive.

Kindaran is a noble if evil creature, but he does not want to fight the party unless he has no other choice. He asks for his freedom, and assuming they grant it he bows and retreats through the City of Brass.

AFTERMATH

Kindaran gets out of the City of Brass as soon as possible, but he never forgets what the characters did for him. How he figures into their future story is up to you, but having a minotaur prince as an ally can be of some use.

Aarifa too does not forget about the actions of the party, and she may even seek them out when she discovers Master Kaarth is behind the attack. She may have need of a useful group of pawns to extract her own revenge on the dao.

WHEEL OF IMIX

Tier 3, City of Brass

Imix, elemental lord of evil fire, sees itself as the rightful ruler of all the Plane of Fire. Every creature from the lowly fire flies to the mighty efreet are nothing but insects to Imix but his plans to conquer the plane have not yet come to pass. But that doesn't mean his followers are not constantly striving towards this goal.

The City of Brass welcomes all merchants and travelers, including followers of Imix, as the Grand Sultan believes open trade strengthens the influence of the efreet across the multiverse. For the most part, the Imix cult has kept a low profile, but that is about to change with the unveiling of their new tool – the Wheel of Imix.

SETUP

The Wheel of Imix is a massive copper disc designed by a mad azer in the service of the elemental lord. It is built to hold up to eight victims, each strapped in, and when the wheel is spun a magical flame dances in the center, changing color and brightness in concert with the spinning. When it comes to a stop, the flame spreads out across one or more of the victims, consuming them from within.

The wheel would have sat unused in the archive of the Imix cultists had it not been found by Baeltar Scorchbeard, a flamboyant dwarf sorcerer devoted to Imix. Baeltar saw a chance to make some coin for the cult in the City of Brass and spread the glory of Imix, so he used his contacts to setup the wheel as great spectacle.

After a few weeks, the dwarf sorcerer has turned the Wheel of Imix into a game of chance where the citizens of the City of Brass can bet on which victims fall to the tongue of fire. It spins once a tenday and gathers quite a crowd – rumor says the Grand Sultan is interested in seeing it in action as well. Baeltar and the other cultists of Imix stoke the fears and prejudices of the city and try to channel it all towards the worship (or hunger) of their elemental lord.

USING THE ENCOUNTER

The Wheel of Imix can be used in one of several ways. It can be used to highlight the chaotic and deadly nature of the City of Brass itself, where onlookers bet on which of the eight people are going to be consumed. It's cruel and savage and seems only to further the cause of Imix, but for characters on a mission in the city it is a backdrop.

HIGHLIGHTING THE PILLARS: SPIN THE WHEEL!

Combat. If the characters try to interfere with the spinning of the wheel, Baeltar and the fire cultists move to stop them by force. The highfire stokers lead with their *blight* spells while the fire elemental myrmidons wade into melee. Baeltar hangs out of melee range as long as possible and supports his allies with spells.

Exploration. The Wheel of Imix is powered by magic, but a character within 10 feet of it can make a DC 18 Wisdom (Perception) check to notice two **fire mephits** hanging around behind the wheel. These mischievous monsters serve Baeltar and have figured out a way to guide the tongue of flame when the wheel stops.

Social. If the rigging of the wheel can be exposed, the crowd can be turned against Baeltar and the Imix cultists. The claim must be backed by revealing one or both living fire mephits from behind the wheel. The crowd can be swayed to push against Baeltar in this case with a DC 16 Charisma (Persuasion) check. On a success two of the fire elemental myrmidons are overrun by the crowd, taking them out of the fight.

Alternately, the characters can have a direct interest in the spinning of the wheel. Perhaps a person they know to be innocent (or just someone they need to speak with) has been captured and now sits strapped to the wheel awaiting the spin. In this situation, confronting the charismatic Baeltar and the fire cultists can be the primary motivator.

SPIN THE WHEEL!

The characters are traveling through the City of Brass just as the Wheel of Imix is being spun up. A crowd of onlookers gather around to gawk and watch as Baeltar Scorchbeard begins to warm them up with invocations of Imix.

Read or paraphrase the following to begin.

The bloated red sun overhead shines upon a growing crowd of onlookers gathering around a strange object. It's a copper disc, at least one hundred feet in diameter, raised up and resting on a steel axle that allows it to spin. The disc's face is divided into eight red and orange slices, and at the end of each a humanoid is strapped down, struggling against their bonds. A red-bearded dwarf with pale skin, dressed in flamboyant clothes shaded orange and white, stands upon a stone platform.

The dwarf is **Baeltar Scorchbeard^**, a dwarf sorcerer dedicated to Imix, and he is warming up the crowd with a dramatic speech. Four heavily armored **fire elemental myrmidons+** stand guard at the base of the platform while two **highfire stokers^** collect bets from the crowd.

Baeltar works the crowd into a frenzy and he sweats profusely, not from the heat but from his fervent devotion to Imix. He whips them up with chants in the elemental lord's name, calling out people in the crowd and claiming to bear witness to Imix's cleansing power.

The eight humanoids strapped to the wheel can be of any Medium or Small size. You can roll on the table below to help determine each.

1D20	WHEEL OF IMIX VICTIM
1	Human
2	Half-elf
3	Elf
4	Kobold
5	Earth genasi
6	Fire genasi
7	Water genasi
8	Air genasi
9	Gnome
10	Gnoll
11	Dwarf
12	Half-orc
13	Halfling
14	Hobgoblin
15	Dragonborn
16	Imp
17	Tiefling
18	Bugbear
19	Goblin
20	Exotic or rare creature

ROUND AND ROUND IT GOES

If Baeltar is given the chance to spin, he does via mental command to the object as an action. The wheel spins, propelled by magic, and the victims wail and cry as dizziness and nausea wash over them.

The Wheel of Imix spins for 2d4 rounds. Assign each victim on the wheel a number, one through eight, and when the wheel stops roll 1d4 to determine how many victims are consumed by the wheel. Roll 1d8 for each victim, re-rolling any duplicates, and on initiative count 20 – losing ties – the Wheel of Imix sends out the tongue of flame to each chosen victim.

Baeltar uses a pair of **fire mephits** behind the wheel to guide the flame to where he desires, so one of the four victims can be chosen by the dwarf sorcerer. Defeating the fire mephits puts an end to this practice and lets fate decide.

The fire enters the victim's body and consumes them entirely in one round, killing them and sending their life force to Imix's domain. The fire can be held off temporarily by granting the victim resistance or immunity to cold damage, but that doesn't stop the consuming fire – once the effect wears off they are killed instantly. The only way to stop the fire is to get the victim out of the Plane of Fire.

Removing a victim from the Wheel of Imix while it is spinning causes the tongue of flame to spring to life immediately and attack the victim trying to escape the chaotic power of Imix.

AFTERMATH

Baeltar Scorchbeard flees if the battle is obviously going against his forces. He has a permanent dwelling in the City of Brass and has managed to earn the favor of several high-ranking efreeti close to the Grand Sultan; the characters may find themselves quickly facing genie justice if they let the cunning and charismatic dwarf escape.

Imix is not altogether pleased with the loss of the wheel if this happens, but the elemental lord never saw it as a viable path to its ultimate goal of total planar conquest. Nonetheless, Imix marks interlopers and keeps an eye on their movements through the Plane of Fire.

APPENDIX: NEW MONSTER STATISTICS

BAELTAR SCORCHBEARD

Medium humanoid (dwarf), neutral evil

Armor Class 15 (studded leather)

Hit Points 136 (16d8+45)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	12 (+1)	13 (+1)	20 (+5)

Skills Arcana +5, Deception +8, Performance +8

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages Common, Ignan, Infernal

Challenge 10 (5,000 XP)

Combat Casting (3/Day). When Baeltar attacks with Ray of Fire, he can cast a spell of 3rd level or lower as a bonus action.

Legendary Resistance (2/Day). If Baeltar fails a saving throw, he can choose to succeed instead.

Spellcasting. Baeltar is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Baeltar knows the following sorcerer spells:

Cantrips (at will): *chill touch*, *friends*, *mage hand*, *message*, *produce flame*, *thaumaturgy*
1st level (4 slots): *burning hands*, *charm person*, *chromatic orb*, *shield*
2nd level (3 slots): *darkness*, *detect thoughts*, *misty step*, *scorching ray*
3rd level (3 slots): *counterspell*, *fireball*, *hypnotic pattern*
4th level (3 slots): *wall of fire*
5th level (2 slots): *immolation*
6th level (1 slot): *disintegrate*

ACTIONS

Multiattack. Baeltar makes two Ray of Fire attacks.

Ray of Fire. Ranged Weapon Attack: +9 to hit, range 60 ft./180 ft., one target. *Hit:* 21 (3d10+5) fire damage.

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 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.

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.

GREATER FIRE ELEMENTAL

Huge elemental, neutral

Armor Class 15 (natural armor)

Hit Points 136 (13d12+52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	19 (+4)	8 (-1)	12 (+1)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Ignan

Challenge 8 (3,900 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 11 (2d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 11 (2d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+5) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 11 (2d10) fire damage at the start of each of its turns.

HIGHFIRE STOKER

Medium humanoid (human), neutral evil

Armor Class 14 (hide)

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	11 (+0)	18 (+4)	10 (+0)

Skills Arcana +3, Deception +3

Damage Immunities fire

Senses passive Perception 14

Languages Common, Ignan, Druidic

Challenge 5 (1,800 XP)

Spellcasting. The highfire stoker is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *poison spray*, *produce flame*

1st level (4 slots): *animal friendship*, *faerie fire*, *healing word*, *jump*, *thunderwave*

2nd level (3 slots): *flame blade*, *spike growth*

3rd level (3 slots): *dispel magic*, *stinking cloud*

4th level (2 slots): *blight*, *wall of fire*

ACTIONS

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

SWARM OF ASH RATS

Medium swarm of Tiny elementals, unaligned

Armor Class 13

Hit Points 52 (8d8+16)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire, lightning, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

Thick Cloud. The swarm of ash rats is surrounded by a thick cloud of ash and debris in a 20-foot radius. The area is considered lightly obscured, and ranged attacks against targets inside the cloud suffer disadvantage.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny elemental rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage and 14 (4d6) fire damage, or 3 (1d6) piercing damage and 7 (2d6) fire damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, gaining a level of exhaustion on a failure.