



BURNING HATRED



5TH EDITION ADVENTURE

PREVENT EVERYTHING YOU LOVE FROM BEING ENGULFED IN FLAMES AND DEATH

BURNING HATRED

BURNING HATRED IS AN ADVENTURE DESIGNED FOR 4-6 LEVEL 12 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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PLOT HOOK

Not long after your latest adventurers, as you were resting in a tavern, you received a letter by way of raven. The letter is noted as being from one Waylon Dothy. He asks you to urgently meet him in the Crow's Nest Apothecary, within the city of Stonestep, as he has troubling news and is in need of help. You've never heard of Dothy.

1. IT'S HEATING UP

In this chapter, players will arrive in Stonestep, interact briefly with the populace, meet up with Waylon Dothy, discover his past and find out about the goings on within Stonestep.

1.1. ARRIVAL IN STONESTEP

STONESTEP

Information: Stonestep is a large city, partway dug inside of a large mountain. Its population is mainly dwarven, who use an elaborate network of tunnels to travel from one side of the mountain to the other, thus speeding up transport of produce to other regions and gaining trade route dominance.

As the players arrive near the city, read this:

'Even to the least perceptive, Stonestep is quite easily noticed. The city has a grandure of sorts, brought about by the simplicity of its craft. Large and broad towers of stone, bastion-like in make, line the outside portion of it, while a majestic gate of silver, with old dwarvish writing on it, makes for a great entrance into the inside portion of town.'

The player with the highest passive Perception must make a **DC 14 Wisdom (Perception) check**. If they succeed, they notice a large number of the civilians they see throughout town all seem to have bright red hair, ranging from ginger to blood red.

1.2. CITY-STYLE CON.

After a brief while, read this:

'It does not take long before you realise your arrival has been noticed. The many dwarves and humans take glancing looks at you with a certain air of confusion.'

A player with a passive perception of 15 or higher must make a **DC 18 Wisdom (Perception) check**. If he succeeds, they notice they've been followed by a figure for a good bit. They seem to be trailing at a good distance and they are keeping a close eye on you.

They can choose to wait for the figure or even call it out. At any sign he is caught, Thorlun The Half-Breed will approach. He will ask if he can guide them anywhere. If the party mentions they are heading for Dothy, he'll say he can guide them for 5 gold pieces, trying to extort them. He can be persuaded to do so for less with a **DC 15 Charisma (Persuasion) or Charisma (Intimidation) check**.

THORLUN THE HALF-BREED

Information: Although taller than the average dwarf, Thorlun boasts the same brawny nature, with thick arms and the start of quite a majestic chin-beard and mutton chops. Aside from that, his clothing looks quite filthy. Hiss voice is on the verge of breaking, but not there quite yet, so he sounds a tidbit child-like.

If the party agrees to be guided by him, he will take them to Dothy and mention the forges have been getting hotter and hotter, almost unworkable. He doesn't know exactly why, but he knows that Stonestep used to be the Forge of Fire Giants. If the party doesn't go with him, they will still arrive at Dothy's, but won't get this information.

1.3. THE CROW'S NEST

Read this:

'The Crow's Nest Apothecary rests within the Underground District of Stonestep and it is quite the odd building. Within a plethora of stone structures, the small dug-out hole into the granite wall is patched together with planks of wood and bits of thatch, giving it a salem-witch aesthetic to it. There's a small sign, in old gothic font, which reads "The Crow's Nest", and you make your way inside. There, the smells are overbearing and all around you see all manner of salves and the like. At the counter, you see a middle-aged female figure, frail and fragile by its look, who seems to be making another potion of sorts. Her hair is dark like a crow's feather.'

ABIGAIL FLOWERS

Information: Abigail is the owner of the apothecary and a good ol' healer. She eyes the party up and down suspiciously at first, but quickly realises they have come for Waylon. She will then lead them into a back room.

In the back room of the apothecary, the players will finally meet Waylon Dothy.

WAYLON DOTHY

Information: What you see in front of you seems to be the husk of what once was quite the beautiful man. The body is still strong, the muscles tense and built, with an attire similar to that of Thorlun. Instead, the face seems to have strong, singed burns on it, covered by some salves of sorts.

Waylon will mention to the party he is a cleric of the forge. He noticed the singing heat that had come upon the and forges below. Noticing it is too much for his workers to use, he went down below, into the heart of the forge, only to find a mysterious figure speaking to the flames, casting something. He tried to attack the figure, but the it used a spell of fire so strong it was too much even for Waylon to suffer. Now the forge is getting hotter and hotter and Waylon scrambled to find adventurers who could help. In return, *he will gift them the best built weapons and armor he has ever made.* He will also mention that right before finally attacking this figure, he heard from the flames a voice that said "I will finally be reborn". He suspects it might be a spirit of the flames.

2. TRACKS GONE WARM

In this chapter, players will investigate the Stonestep Forge in search of clues and discover the truth about the on-goings.

2.1. GETTING IN

Although Waylon must still recover, he will advise the party to make their way towards the Great Forge of Stonestep. The only issue being that people who are not blacksmiths or clergymen of the forge cannot make their way past the front order desk, as it is seen as ritualistic grounds.

The party, can, nevertheless, go towards the great forge.



Once they get in front, read this:

'You arrive at the front of The Great Forge, with rests at the deepest circle of Stonestep. It is flanked by large brass pillars and a great brass door. Once you get past this door, you find the insides to be minimalist, yet majestic. All around, on the walls, masterfully crafted swords, shields and armors adorn stands. At the front counter, a female dwarven figure, with a ornately braided beard and hairdo, eyes you with a reticent, tired glare. In this chamber, the temperature is noticeably a lot higher. There's only one door you can see, which is next to the back of the counter.'

Anyone proficient can make a **DC 18 Intelligence (Arcana) check**, which, if succeeded, will remind them of the Plane of Fire, where the City of Flames resides.

MIRGODA LONGBEARD

Information: Mirgoda is in chare of orders and safe-keeping of the Great Forge. She uses the veteran statblock, and has a sword underneath the counter. She will also deny the party passage unless they have a forge cleric or a player who is proficient in smith's tools.

If the players wish to talk her into letting them in, the **DC for any Charisma check, whether it be Deception, Persuasion or Intimidation is 25**. She is one tough gal. Gold does not aid in their checks, no matter how much. Magic armor or weapons gifted lower the DC by 5 for each permanent gift. The mention of Waylon won't make her budge.

If the players persuade her into letting them in, read this as Mirgoda:

'Alright, but if the other visitor, the inspector, sees you, tell him you're lookin' for a friend and nothing else.'

The door in the back of the room is locked, requiring a **DC 18 Dexterity (Thieves' Tools) check**. Alternatively, the key can be found on Mirgoda.

The players can also try to sneak their way past her, but the only door is to the side of her counter, making it exceptionally hard. A **DC 25 Dexterity (Stealth) check** is required, but it is lowered by 7 if she is mid-conversation.

Once at least one player has made their way past Mirgoda, proceed to 2.2.

2.2. THE GREAT FORGE

Read this:

'The moment you get past the door, you find yourself in what seems to be an anti-chamber of sorts, almost like a dressing room, filled with all manner of cupboards and the like. It is shaped akin to a large corridor and, on the other side, you can easily notice a door. From behind it, you here the sounds of many a pickaxe and a forge working at full capacity.'

Once the players go through said door, they will end up within the great forge, where the sound of coursing lava and forging will overpower their ears. The heat is also hard to bear. All players will take 2d6 fire damage from the heat. Each subsequent 30 minutes they spend within will deal an additional 2d6. A creature with resistance to fire ignores this effect.

Read this:

'The Great Forge is just like you imagined it. A large, underground opening, filled with chains and all manner of forge equipment. With but two exceptions. You'd expect the blacksmiths to be working to match the sound of craft. Instead, it is a sound echoing from nowhere. A good 20 or so workers are in various positions, but none of them working. Some look partly singed, others passed out from the heat, others struggling burnt quite badly. They look as if they were all ambushed. And the second, even more jarring and scary, the fires... seem to be extinguished. Almost as if all the fuel has been trained. The sound you heard from the other chamber, but an illusion.'

The players can attempt to heal workers or explore around. Healing workers without healing spells or potions requires a **DC 18 Wisdom (Medicine) check**. If they happen to heal them, they will just mutter out "inspector" completely stunned. The players can also attempt to look around with a **DC 15 Wisdom (Perception) Check**. If they do so, they'll notice that the largest of the forges, in the back of the room, is burning with an immense, unsafe flame.

The party can make their way through the great forge, where rivers of underground magma course to power great forges and produce immense heat. Once they arrive at this unsafe flame, they'll notice a short flight of stairs, leading below, to a fuel chamber of sorts.

2.3. THE HEART OF THE FORGE

Once they walk down the stairs, read this:

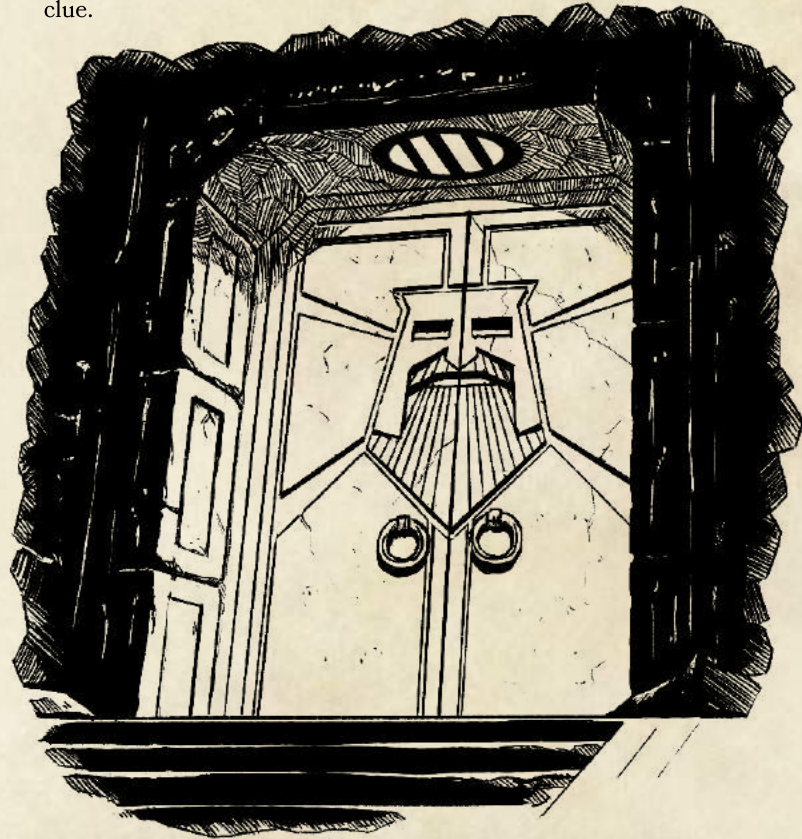
'You approach at the bottom of stairs and you finally end up in a small circular room, no larger than 20 foot in radius. In the middle, where you presume would be right underneath the forge, a large steel cylindrical structure, where there seems to be room for a large gem. No gem can be found however.'

In this room, the heat is too much for even the bravest of adventurers. All players within this room have disadvantage on ability checks and take 6d6 fire damage upon their entry.

Players can make a **DC 18 Intelligence (Investigation) check**, which will point them towards a plaque on the steel cylinder that is now emptied, but where the fire rages. Underneath a thick layer of soot there are the following words:

'Here lies the heart of that which was once fire and brimstone, the heart of that which was king amongst flames. The heart of a fire giant. Heart apart from body. The heart to stoke the fires, and the body to bring about its strength. A steel body, found only where iron can be birthed.'

Plays must solve this riddle, which will guide them to the **cities' mines**. If they seem to be struggling, ask for a **DC 14 Intelligence (Religion) checks**, each success granting a clue.



CLUES

- **Clue 1:** 'From what it reads, it seems the body and heart are in different places, maybe used for different means, but both regarding metal.'
- **Clue 2:** 'The phrase "where iron can be birthed" could maybe point you towards the undergrounds.'
- **Clue 3:** 'It does occur to you that back in the historic times, Fire Giants were known to rule over slavours who they'd ask to mine for them.'

3. THE EMBERHEART

In this part players find out what it is that disappeared, where it could lead and fight a fiery behemoth.

3.1. AND AROUND!

The players will now loop back around and meet up with Mirgoda, telling her about the goings on. She'll mention that a visitor came by in the past few days, calling himself an inspector. Come to think of it, the day he came was the day Waylon got hurt. She hasn't seen him come out.

She'll go tend to the burned, but before that, she'll mention that within the forge was the source of its energy, the Emberheart, the heart of a fire giant whose power could rival lesser gods. If stolen and restored to the bones of the fire giant, it could rebirth it and it would mean destruction. She doesn't know where the bones are. No one does.

3.2. THEY ARE HERE!

The players can now make their way towards the mines, not far away from town.

Read this:

'As you get closer and closer to Stonestep's mines, the rising temperature does become gravely apparent. Not just that, but you see what used to be the large wooden doors that lead to the courtyard, broken and battered, partly burned away. In the courtyard, guarding the entrance further into the mines, you can just about make out what seem to be a 6 odd dwarves, looking to be either knocked out or asleep.'

Although it cannot be seen from that far, the dwarves are actually **Azers**. If the players don't approach and try to get in stealthily, they'll start a combat against **6 azers and 3 fire elementals**. Roll for initiative.

After the combat is over, the players move within the mine.

3.3. THE FLAMING BEHEMOTH

Read this:

'Even though you feel the heat impale your bones, you are driven to head further and further into the mines. At this point, the temperature makes it so fumes are rising and air is difficult to breath. It is quite clear that this mine, by way of the person that caused all of this, is turning more and more into the elemental plane. Nevertheless, you rush forward deeper into the cave, until you come across a large chamber, rectangular. It is there you see it. The large, lifeless skull of what you reckon could be nothing else but a giant, that is how large it is. Next to it, uttering incantations the full meaning of which you cannot fully comprehend. For a second, you think you have arrived in time, but that illusion quickly fades, as the bones that once rested on the ground form into a skeletal figure, whose structure rattles and quickly turns ablaze. The skeleton of this fire giant seems to have been awoken. The mage next to it turns his head towards you with a bright smile. "I'm afraid you've come too late,"

The players now fight an archmage called the **Herald of Flames** and the **Soul of the Forge**.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Soul of the Forge takes a lair action to cause one of the following effects; the Soul of the Forge can't use the same effect two rounds in a row:

- The Soul beckons forth his servants, summoning 1d8 magma mephits that target spell casters.
- The Soul creates an eruption of flame and magma at a point it can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 12 (3d6) fire damage on a failed save, or half as much damage on a successful one.
- The Soul heightens the temperature in the chamber, making it unbearable for adventurers. Each creature except it and the archmage must make a DC 15 Constitution saving throw or take 1 point of exhaustion. Creatures with resistance to fire damage may ignore this effect.

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MAP 1: THEY ARE HERE !



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ARCHMAGE, HERALD OF FLAMES

Medium humanoid (human), Lawful Evil

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; non magical bludgeoning, piercing, and slashing (from stonewood)

Senses passive Perception 12

Languages Common, Draconic, Giant, Ignan, Infernal, Primordial

Challenge 12 (8,400 XP)

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*

1st level (4 slots): *detect magic, identify, mage armor*, magic missile*

2nd level (3 slots): *flaming sphere, heat metal, mirror image, misty step*

3rd level (3 slots): *counterspell, fly, fireball*

4th level (3 slots): *banishment, fire shield, wall of fire**

5th level (3 slots): *scrying, telekinesis, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *incendiary cloud*

9th level (1 slot): *time stop*

- The archmage casts these spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

In addition, the archmage has already cast his seventh spell and his ninth level, so he is missing both. He used teleport to get out with the heart and resurrection to try and resurrect the soul of the forge, which he only partly succeeded in.

THE SOUL OF THE FORGE

Huge undead (previously giant), lawful evil

Armor Class 15 (Armor Scraps)

Hit Points 270 (20d12 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	25 (+7)	8 (-1)	14 (+2)	13 (+1)

Saving Throws Dex +4, Con +12, Cha +6

Skills Athletics +12, Perception +7

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Giant

Challenge 16 (15,000 XP)

Fiery Body. A creature that touches the soul of the forge or hits it with a melee attack while within 5 feet of it takes 10 (2d10) fire damage.

Magic Resistance. The The Soul of the Forge has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Fire Breath (Recharge 5-6). The soul of the forge exhales fire in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 40 (10d6) fire damage on a failed save, or half as much damage on a successful one.

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4. CONCLUSION

After defeating the giant and the archmage, the temperature drops and all is well again. Its heart is brought once more as the source of the forge and the players are handsomely rewarded. Waylon mentions that he now loathes fire, but desires to never let necromancy of such scale to persist. He will now change his ways and become a grave cleric, always at the party's aid as a councilor. + Armor and weapon rewards (3 Rare and 1 very rare).

THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !