

DDAL00-07



THE EMBERS OF HATE

A Travis Woodall Joint

ELEMENTAL EVIL™

Hatred burns with a fire unlikely any other; and the hotter the flame, the more difficult it is to stamp it out. Beneath the rubble of Mulmaster, and a group of angry men and women seek to stoke smoldering embers of hate anew into a raging conflagration. Can you stop them before it is too late, or will evil rise once more from the ashes—free to burn all it touches?

A Four-Hour Adventure for Tier 1 or 2 Characters. Optimized for APL 3 and 8.

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Adventure Primer

When you've had hatred on your tongue for such a long time, you don't know how to spit it out.

--Terry Pratchett, *Raising Steam*

This adventure is designed for a group of either **three to seven 1st-4th level** or **three to seven 5th – 10th level characters**. It's optimized for **five characters with an average party level (APL) of 3 or 8**. Characters outside this level range cannot participate in this adventure.

Background

In an event what the locals have to come to call the **UNDOING**—all four of the **CULTS OF ELEMENTAL EVIL** unleashed a coordinated attack upon the city. With dozens of **ORBS OF DEVASTATION** at their disposal, the cults would have been successful were it not for adventurers and the **FIVE FACTIONS**.

While **CRANNAK SMOLDERBURN**, the insane derro **MASTERSMITH** and leader of the **CULT OF THE ETERNAL FLAME** in **MULMASTER**, was defeated in the conflict, his fire wasn't completely extinguished, and he's risen once more to finish what he started. Crannak's forges have once more been stoked and in the crumbled ruins of the **HATEFORGE** beneath the city, Crannak plans and plots.

Parts

The adventure's story is spread over three **story parts** that take approximately **four hours** to play. These parts are introduced by a Call to Action. The adventure also includes **two 1-hour bonus objectives** that can be played if time permits, that are introduced anywhere in the adventure.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Part 1: Where There's Smoke, There's Probably Fire.** Zora Rosealine Culkin charges

the characters with assisting the Brotherhood of the Cloak in investigating a potential cache of artifacts—likely associated with the Cults of Elemental Evil. This is the **Call to Action**.

- **Part 2: The House that Hate Built.** The characters discover something much more insidious is at work when the Zhent Ghettos are beset upon by fire elementals. Investigation of a ruined home reveals an entrance to a mysterious subterranean complex. The characters soon learn the truth—it is actually an underground complex dedicated to the Imix. Within, they face cultists of Imix, the Prince of Evil Elemental Fire. This is **Story Objective A**.
- **Part 3: You See Me Hatin'.** In the adventure's conclusion, they learn that Crannak Smolderburn has been reborn and must battle him and his fearless burn-punchers. This is **Story Objective B**.

Part 1: Where There's Smoke, There's Likely Fire

Estimated Duration: 30 minutes

Setting. Mulmaster: The City of Danger

The characters—for whatever their reason—find themselves once more in the City of Danger. Perhaps in search of work, glory, or simply visiting friends and family. Regardless of why, they are approached by a familiar face; Zora Rosealine Culkin calls upon them and asks that they grant her an audience.

- **An Old Debt.** Characters that have worked with Zora Culkin before, or have family or trade connections (such as those with the Noble or Guild Artisan background) are instructed to meet with Zora Culkin at the Traveler's Cloak in Mulmaster.
- **Local Boy Done Good.** Zora Culkin personally meets with characters that own a residence or place of business in the city and invites them to dinner at the Traveler's Cloak.
- **Orders are Orders.** Mulmasterite characters with the Soldier background or those belonging to the Brotherhood of the Cloak are ordered by their superiors to meet with Zora Culkin at the Traveler's Cloak the following morning. She's in need of adventurers for a mission sanctioned by the Cloaks.

A Pale Shadow of What It Once Was

Mulmaster is a pale reminder of its former glory. While it is still a sprawling city, reminders of the Undoing (DDEP2 *Mulmaster Undone*) are everywhere. Large portions of the city are being rebuilt, the famous harbor and her docks are smaller in scale, and the Zhent Ghettos—once housing a small sliver of the city's populace—have swollen with those displaced by the acts of the cults of Elemental Evil.

Area Information

Although it has been a couple years since the Undoing, large portions of the city are still in ruin, though with the city's food supply and

trade once more beginning to stabilize, rebuilding efforts have begun in earnest:

Terrain. Mulmaster is nestled among rocky mountains that precludes farming. The city's streets are narrow and well-planned; so much so that the awnings and eaves of the surrounding buildings often form a roof over the avenues below. Most of the buildings are narrow and multi-storied to capitalize on space.

Weather. The air coming down from the Earthspur Mountains is cold and dry, and clashes with the warm, wet air from the Moonsea. Because of this, rain and snow are common—brought in on cold, whipping winds. Today is no different; snow lies on the ground, and wind tears through the city's narrow streets. The sky is a single grey cloud overhead.

Smells and Sounds. Those typical of such a huge city. Talking, shouting, and the sounds of hooves and wheels on cobblestone streets. The roads are narrow and amplify nearby sound. The reek of unwashed bodies, rotting garbage, and nightsoil is everywhere.

Creature Information

The people of Mulmaster are pessimistic dynamos. "Take what you can, when you can, because who knows if you'll see tomorrow," would be their motto. The harsh landscape and living conditions as well as the history of the city have made Mulmasterites hardnosed, stubborn folk. They are constantly alert for any weaknesses in others, and their minds are always scheming to further their own positions. Mulmasterites are not foolish or reckless, mind you; they are (as a rule) single-minded, driven, ambitious, and amoral folk. Mulmasterites wear thick coats lined with fur to stave off the city's fierce winds and cold. Colors of orange, red, green, or gold are common in their clothes.

Scene A. The Traveler's Cloak

Having been summoned by Zora Culkin, the characters are in the Traveler's Cloak Inn.

Area Information

The inn is a popular respite among adventurers, or simply those seeking refuge from the wind.

Dimensions & Terrain. The common area is large and cozy. A number of tables are crowded around the immense open fireplace in the center of the room.

Light. The room is dimly lit; thick curtains hang in front of the windows and lamps and candles provide gentle warmth.

Sounds & Smells. Wood and lamp smoke, cooking food, spilt ale, pipe smoke. Clink and clatter of glass, metal, and stoneware, laughter.

Development

As the characters tuck into their meals:

A sudden blast of wind upsets the hearth fire and even snuffs out a candle or two as the door to the inn opens. An older woman in heavy, fur-trimmed clothing enters, stomps the snow from her boots, and draws the hood of her cloak back.

Enter Zora Culkin—older, with short, jet-black hair struck with silver. She wears fine clothing of Mulmasterite fashion (thick wool, trimmed in fur) in the red and cream of her house.

Creature Information

Zora Culkin (a human **mage**) scans the room and sees the characters. She approaches their table, sits without waiting for an invitation, and quickly orders a bowl of piping hot fish stew while drawing a leather-bound journal from an interior coat pocket. She opens it to a page marked by a broad crimson silk ribbon.

Objectives & Goals. Zora Culkin is here on the behalf of the Brotherhood of the Cloak to petition the characters to investigate strange goings-on in the Zhent Ghettoes, and to provide whatever information she has in order to ensure that they do it right.

What Do They Know? Zora Culkin is here on behalf of Rastol Shan, who has detected the

presence of magic beneath the Zhent Ghettoes. Due to the unrest and the unpopularity of city officials within the Ghettoes, he needs outside assistance. She doesn't know what might be found beneath the Ghettoes and won't even speculate. She does know that if Rastol Shan is concerned, then everyone should be. Like other Mulmasterites, Zora Culkin has her own prejudices about the Ghettoes occupants, but worrying about the well-being of her home is enough to compel her to set them aside.

Proceeding to the Next Scene

Should they agree to the task, Zora Culkin's carriage awaits just outside. Their trip to the Zhent Ghettoes takes them through the city proper—allowing them to see the destruction caused by the Undoing. Such as:

- **The Scar.** This wide swathe of charred land was carved by Crannak Smolderburn's Hateforged Hellion as it moved through the city, set on the destruction of the Hawks.
- **The Docks.** The dock quarter of the city is a ramshackle memory of the bustling trade hub it once was—only a few of ships can be seen tethered to the temporary docks.
- **A Crashed Airship.** The identity indiscernible, but it is obviously the remnants of an airship. It is covered with scaffolding and appears to be in the process of being dismantled. A row of block houses lay in ruins beneath it.
- **The Murk.** A number of sinkholes opened up in this area near the docks and swallowed many of its buildings. The upper floors of the taller buildings are inhabited; rope bridges are used to pass between them and the city.

Call to Action

The carriage eventually rocks to a halt on the outskirts of the Zhent Ghettoes. Zora instructs the characters to receive a briefing from the City Watchmen—pointing to a chain of uniformed men and women moving rubble from a ruined building. Proceed to Part 2.

Part 2. The House That Hate Built

Estimated Duration: 2 hours and 30 minutes

Scene A1. Flashpoint

The characters learn that the view of the city doesn't get much better once in the ghettos.

The Zhent Ghetto

For the most part, the deposed residents of Zhentil Keep reside in the southern-most part of the city in sprawling ghettos that hug Mulmaster's outer walls. They are heavily taxed, denied the rights of citizenship, and persecuted by the city's government and its populace. The Zhent Ghetto are a dangerous place and were instrumental in allowing the cults of Elemental Evil to gain their foothold in Mulmaster.

Story Objective A

After discovering and entering the Hateforge, exploring its depths and uncovering its secrets is **Story Objective A**.

Area Information

The ghetto has the following general features:

Buildings. The buildings here are of poor design and worse construction—many little more than dismantled shipping crates and pallets that have been nailed together and insulated with rags and blankets.

Creature Information

A line of a dozen uniformed city watchmen (**guards**) pass chunks of excavated stone to the end of the line where a wand-wielding Cloak (a **mage**) pulverizes them over a reinforced wagon with a casual flick of his wand.

Objectives & Goals. The City Watch are tired, sweaty, and grimy—eager to be done. They flee for cover and hide when the elementals appear.

What do They Know? Very little. They've been told what to do; but not why. Unknown to them, they are about to unearth something—but not what they're looking for.

Development

Once the characters have had the opportunity to engage with the watchmen, disaster strikes!

Cries of alarm and the crashing of stone as a cloud of dust erupts from the wreckage of a nearby building. The dust is replaced by jets of fire and a woman runs into the street—engulfed in flames. The City Watch point into the ruins and run for cover as fiery creatures spill into the area!

The watchmen have triggered a trap that conjures a number of elemental creatures:

- **Tier 1.** A **firenewt warlock of Imix** and four **firenewt warriors** emerge from clouds of smoke.

Adjusting the Encounter (Tier 1)

Here are the adjustments for the scene.

- **Very Weak:** Remove three **warriors**
- **Weak:** Replace **warriors** with a **warlock of Imix**
- **Strong:** Add a **warlock of Imix**.
- **Very Strong:** Replace **warriors** with three **warlocks of Imix**

- **Tier 2.** A **fire elemental myrmidon** and a **fire elemental** burst forth amidst gouts of flame.

Adjusting the Encounter (Tier 2)

Here are the adjustments for the encounter. They are not cumulative.

- **Very Weak:** Replace the **myrmidon** with two **azers**
- **Weak:** Replace the **myrmidon** with a **fire elemental**
- **Strong:** Replace the **elemental** with a **myrmidon**
- **Very Strong:** Replace the **myrmidon** with two **elementals**

Treasure

One of the destroyed elementals leaves behind a fist-sized chunk of obsidian. When crushed the stone acts as a *potion of fire resistance*.

Scene A2. I Need a Favor!

The City Watch emerges from cover when the chaos ensued. Moments later, a plain-clothed man wearing the badge of a Hawk arrives. The Hawk introduces himself as Stabbing Master Ar'soon and wastes no time in assessing the situation and singling out the characters.

Creature Information

Stabbing Master Ar'soon arrives with no-less-than a dozen Soldiery guards (**veterans**).

Objectives & Goals. The Hawks have long suspected that remnants of the elemental cults still survived in the city. Fortunately, the City Watch has stumbled onto something rather disconcerting. He's got reason to suspect it to be a surviving remnant of one of the cults of Elemental Evil—the Eternal Flame specifically.

What do They Know? Any remnants of the cults must be vanquished before they have the opportunity to respond to the discovery of their hideout. Ar'soon commands the characters to venture into the ruins, and root out and destroy any cult activities that the characters might come across. If the characters appear reluctant to accept, he tells them that he promises to arrange a handsome payment of gold from the city's coffers. If petitioned for an advance, however, he raises an eyebrow and asks the characters incredulously if they think him the sort of person to carry around substantive quantities of gold around the Zhent Ghettos.

"Look at the rabble here (waves hand around dismissively); if they thought that I gold on me, they'd carve out my eyes and eat them...or whatever it is that poor people do."

Stabbing Master Ar'soon insists that the characters report whatever they find to him before they go and tell "Nosey Zora Fool-kin"—elbowing the nearest character with a grin and giggling like a child at his own cleverness.

Scene A3. An Oddly-Appointed Home

This home was owned by a secret member of the Cult of the Eternal Flame; an order of worshippers of Imix, the Prince of Evil Elemental Fire.

Area Information

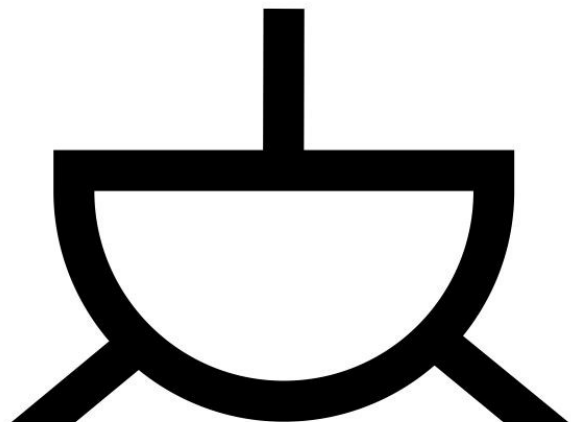
The home has the following general features:

Terrain. The home is in ruin, but it's easy to see that it was once appointed with fine furnishings, though most were soddened following the undoing and have gone to rot and mold. What was once a kitchen has completely collapsed. A slightly ajar door in the living area leads to a basement below. The floor by the door is marked in a strange pattern.

Light. The upper floor is dimly lit from the light that reaches in from the outside. Anyone looking downstairs sees a faint orange glow.

Environment. The upper floor is cool and humid, but the basement is quite hot.

Strange Pattern. The floor at the base of the door is scorched in a strange, geometric pattern (see below). A character that succeeds on a DC 15 Intelligence (Arcana or Religion) check identifies it as a symbol of the Cult of the Eternal Flame. Detect magic reveals a powerful—though quickly fading—aura of conjuration magic. The symbol was a glyph; it conjured the elemental creatures when it was revealed and triggered by the watchmen.



The Basement

The characters's descent into the basement is ominous and creepy—but largely uneventful.

The Altar. The iron slab is blisteringly hot; any creature touching either with exposed skin takes 3 (1d6) fire damage (this damage is tripled at tier 2). Gloves or gauntlets smolder and smoke, but otherwise prevent the damage. Save for the brazier, the altar is featureless.

The Brazier. This 2-foot wide brass brazier is engraved with the same geometric symbol, and full of smoldering coals. Just like the iron slab, the brazier is painfully hot to the touch.

The Secret Door. Beside the altar is an easy-to-find secret door. It was once well-made and difficult to find, but the collapse of the building above ruined that. Though it takes a little muscle (not enough to justify an ability check), it opens by sliding into the wall.

Development

A short hallway beyond the door leads down into darkness. Proceed to Part 2, below.

Scene B. The Hateforge

Unbeknownst to the characters, they find themselves in the Hateforge, the temple of Imix founded by the Cult of the Eternal Flame. It's a place of industry, hate, and sweet, sweet fire. This complex is where the Hateforged Hellion was created (DDEP2 *Mulmaster Undone*).

Area Information

The area has the following general features:

Terrain. The hallways are 10-feet wide with equally tall ceilings so as to facilitate movement of large equipment through the complex.

Despite Crannak's impetuous nature, he runs a tight ship. The interior is orderly and well-maintained. The floors and walls consist of 5-foot-square plates of black iron. The ground is free of debris and there are plenty of storage closets with brooms, hammers, and other general maintenance equipment—including extra iron plates used to replace damaged ones.

Runnels run alongside the walls and across the hallways in areas, within which thick magma flows towards or away from a distant

forge. These are typically covered with removable grates because hey—safety first.

Temperature. Calling this place hot is an understatement—it's **hella hot**. After spending an hour in the temple, the characters find their clothes saturated with sweat—even breathing is uncomfortable here; the characters must succeed on a DC 13 Constitution saving throw at the end of each hour in the temple or gain a level of exhaustion. Those that are resistant or immune to fire damage automatically succeed.

Light. Lava and spheres of iron enchanted by continual flame provide bright, orange light throughout the complex.

Sounds and Smells. Banging, bubbling magma, distant screams of pain, crackling flame. Burning hair, skin, wood, oil, meat, etc.

Creature Information

While some races are pre-disposed to be angry; Imix takes in all sorts. All of Crannak's subordinates here are angry, flighty, and most of all—completely and terrifyingly devoid of fear (except of Crannak). Nearly every cultist found here is heavily scarred from ritual and recreational exposure to fire. While the cultists have access to healing magic, their spells leave behind twisted scars—manifestations of their dedication to the Prince of Evil Elemental Fire.

Objectives & Goals. The cultists live to serve Imix (or at least Crannak's vision of what Imix). They do so without question—they've learned first-hand what disobedience earns.

What Do They Know? They know that Crannak was recently returned to life and that he's really pissed off. He spends most of his time working in his office—emerging only to discipline wrong-doers or to send underlings away with requisition requests. Soon, the plans for his next project will be complete (insert maniacal laughing)!

Random Encounters (Optional)

The Hateforge is a functioning facility, and the potential for running into wandering cultists may be an issue for the characters. If you aren't running under any specific time constraints, consider random encounters. At the end of each hour within the complex, roll 1d4 at and add

the total numbers of hours the characters have spent in the Hateforge.

If the result is 4 or greater, they encounter a group of cultists about 10 minutes later; roll on the table below. These encounters don't pose a significant threat; they're just a reminder that danger lurks in the complex. However, the complex is a functioning factory. If time isn't an issue, these patrols may be encountered in greater frequency and may call out for help—summoning even more patrols! These patrols aren't the true threat here, so don't let them overwhelm the characters.

Random Hateforge Encounters (Tier 1)

Roll	Encounter
1	1d3+1 gnolls
2	A acolyte and 1d3 thugs
3	A cult fanatic and a guard
4	Two burn-punchers

Random Hateforge Encounters (Tier 2)

Roll	Encounter
1	Two fire elementals
2	A cult fanatic and 1d3 hellhounds
3	Two master thieves
4	Two burn-punchers

Scene B1. Foyer

This is the entrance to the complex.

Area Information

The foyer has the following features:

Dimension & Terrain. The walls of this 25-by-45-foot room are lined with regularly spaced iron pegs, upon which hang a variety of garments. The center of the floor features a 10-by-10-foot slab of iron in the middle of which is an illusory symbol of the Cult of the Eternal Flame lined in heatless orange flames. An archway on each of the four walls leads from the room. **Placards** are bolted into the walls above the archways to the north, west, and east. These three archways are **trapped**.

Placard. These placards of beaten brass read:

Offer Praise and Enter!
"Imix Cleanses Our Bodies and Blesses Our Tools!"

Trapped Archway. Each of these archways bears a complex magical and mechanical trap. Detecting the trap isn't particularly difficult; any creature that spends an action inspecting the archway notices tiny soot-stained nozzles with iris-like mechanisms. A creature that succeeds on a DC 11 Intelligence check notices the faint smell of alchemist's fire (a creature that is proficient with alchemist's supplies add their Proficiency bonus to this check). Fully disabling the trap takes time; each of the two-dozen nozzles must be disabled with a set of thieves' tools and a successful DC 13 Dexterity check (DC 15 at tier 2). Any creature that passes through the archway **after reciting the prayer** on the placard above triggers the trap. Similarly, the trap is also triggered if the check made to disable it fails by 5 or more.

When triggered, the nozzles open and fill the arch with jets of alchemist's fire. The triggering creature must succeed on a DC 11 (DC 13 at tier 2) Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much on a successful one. If at least half of the nozzles have been disabled, the trap deals only half damage. In either case, the trap automatically resets after it's been triggered.

Treasure

Various types of clothing from nearly every walk of life hang from the iron pegs—peasant's rags, noble finery, and everything in between. A character searching the clothing finds a *potion of heroism* in a finely made blue velvet coat.

Scene B2. Sleeping Cells

These ten, regularly spaced sleeping cells were used by ranking cultists who were too badly scarred to blend into society or whose identity has been compromised—forcing them to hide.

1d4 of the doors are barred from the inside and contain the desiccated corpse of a cultist that died following the Undoing. They can only be opened with a successful DC 18 Strength (Athletics) check—there's no mechanism to be bypassed with the use of thieves' tools.

Treasure

One of the bodies' head rests on a pillow. A *potion of healing* is tucked under the pillow.

Scene B3. Barracks

This is where the rank-and-file members of the cult resided during the Hellion's construction.

Area Information

The barracks has the following features:

Dimension & Terrain. The room is fairly large and divided into two sections. The western section has an altar identical to that in the basement of the home, above, that the cultists appear to use as a stove (a cabinet nearby has pots and pans, etc.), a large table, and a few chairs. The eastern section has beds consisting of beds made of glossy black stone. Each bed has a footlocker at its foot. All of the furnishings in this area is scorched.

- **Tier 1.** Five **razerblast initiates** are here with an **eternal flame guardian**.

Adjusting the Scene (Tier 1)

Here are the adjustments for the scene.

- **Very Weak:** Remove three **initiates** and the **guardian**. The **initiates** deal an additional 3 (1d6) fire damage with their Spear attacks.
 - **Weak:** Remove an **initiate** and the **guardian**
 - **Strong:** Replace three **initiates** with a **guardian**
 - **Very Strong:** Replace two **initiates** with two **guardians**
- **Tier 2.** Two **razerblasts** are here with an **eternal flame priest**.

Adjusting the Scene (Tier 2)

Here are the adjustments for the scene.

- **Very Weak:** Remove the **priest**
- **Weak:** The **priest** has no 3rd-level spell slots left
- **Strong:** Add a **priest**
- **Very Strong:** Add a **razerblast**

Creature Information

The **cultists** (see above) here are resting between tasks elsewhere in the complex.

Objectives & Goals. The cultists live to serve Imix (or at least Crannak's vision of what Imix). They do so without question—they've learned first-hand about what happens to those that don't obey—they're **far** more scared of Crannak than anything that the characters could do.

What Do They Know? They know that Crannak was recently returned to life and that he's really pissed off. He spends most of his time working in his office—emerging only to discipline wrong-doers or to send underlings away with requisition requests. Soon, the plans for his next project will be complete (insert maniacal laughing)!

Treasure

Most of the footlockers contain various knick-knacks and trinkets (all worthless), except one which contains a *spell scroll of burning hands*. This footlocker is locked and requires a set of thieves' tools and a successful DC 15 Dexterity check. Alternatively, the footlocker can be forced open with a successful DC 15 Strength (Athletics) check or destroyed (AC 15; 25 hit points; immune to poison and psychic damage), though doing so attracts the attention of **two** patrols (see above) who arrive 3 rounds later—one from the east and the other from the west.

Scene B4. Control Room

This room serves as the nerve center of the complex. The door leading in is **trapped**.

The door leading to the control room (scene B4) is trapped. The trap can be detected with a successful DC 17 (DC 19 at tier 2) Intelligence (Investigation) check. At tier 1 it can be disabled with a set of thieves' tools and a DC 15 Intelligence check, though at tier 2, however, it can only be disabled by dispel magic (DC 15) or similar effects. Any creature that opens the door without first giving the official Smolderburn hand-gesture (a thumbs-down while making a frowny face) triggers the trap.

When triggered, each creature within 20 feet of the door facing the characters must succeed on a DC 11 (DC 13 at tier 2) Constitution saving throw, taking 9 (2d8) cold damage on failed save, or half as much on a successful one. Creatures that are resistant or immune to fire

damage make this saving throw with disadvantage. Further, spells that grant resistance or immunity to fire damage may be *dispelled* by the *glyph* (+4 bonus at tier 1; +6 at tier 2). Creatures that are normally resistant to fire damage that fail their save lose their resistance for one hour, while those that are normally immune to fire damage lose their immunity and are instead resistant to fire damage for one hour.

Area Information

The control room has the following features:

Dimension & Terrain. The control room is a 25-by-15-foot chamber with walls lined with complex instrument panels. The far wall to the east is concave with narrow, grime-stained windows over-looking the foundry floor below. A door is set into the western wall to the left of the main door; this door leads down to the foundry floor (**Part 3**).

Instrument Panels. These gadgets, dials, and meters provide readings as to the functioning of the machinery and forges down below.

Creature Information

A half-dozen cultists (all **commoners**) are here, milling around the room—monitoring a dial, absent-mindedly pushing a button every time it lights up. One of them, after tapping on a meter, thoughtfully jots down a note on his clipboard before moving to the next one.

As you enter, a half-dozen white-robed people in the room all look up from their work and smile. One of them, a man holding a clipboard, sets down the pastry he was enjoying and sighs. “*Oh, thank Imix, you’re finally here.*”

Objectives & Goals. These cultists here keep an eye on the foundry’s workings to ensure that no safety protocols are being violated. They’re also running on fumes; they’re at the end of a 12-hour shift and are eagerly awaiting the arrival of the shift coming to relieve them.

What do They Know? They don’t know what the members of the next shift look like, so are none the wiser when the characters arrive. They’re so glad to see them they immediately

start handing off pencils, clipboards, ledgers, and the like—all while hurriedly (and poorly) explaining the intricacies of the delicate monitoring equipment and stripping off their white coats and passing them to the characters. They’ve no desire to fight; they plead, beg, grovel, and lie if they think it may levy their escape—they aren’t proud. The pastry-owning cultist (see **Treasure**, below) knows where they can be bought but refuses to tell anyone for fear that they’ll be harder to get in the future. Even magic can’t compel him; he wouldn’t divulge his jealously guarded secret to even his most trusted friend—they’re that good.

Treasure

The cultist holding the clipboard owns a *wand of pyrotechnics* with the additional property of being used like an ink pen, that traces scorched lines on paper instead of ink. The pastry that the technician placed on the console is still there. It’s gone a bit stale, but it’s got a **divine** apple filling—like crazy good; the apples have just the right amount of crunch in them while still melting in your mouth. Yum.

Proceeding to the Next Part

The other door on the western wall leads the characters down a flight of stairs and down into the foundry below. Proceed to **Part 3**.

Part 3. They See Me Hatin’

Estimated Duration: 1 hour

Scene A. Crannak Smolderburn

The characters enter the foundry floor and discover who the brains (and brawn) behind this operation is.

Story Objective B

After entering the foundry floor, defeating Crannak Smolderburn is **Story Objective B**.

Area Information

The ghetto has the following general features:

Dimensions & Terrain. The foundry floor is absolutely huge—a full 100 feet long, and 80-feet wide with an 80-foot-tall ceiling. A number of immense iron plates lean against the walls and barrels full of chair-sized iron rivets are stacked all over the place. The room is very, very hot thanks to the number of forges in the room (which happens to be four). The chamber continues to the north, but the tunnel (which presumably leads to the surface) ends in a wall of impenetrable rubble. This is where Crannak’s Hateforged Hellion burst forth from the ground.

Smoke. A 10-foot thick layer of soot and smoke clings to the ceiling here. The smoke provides heavy obscurement, but any creature that enters the smoke for the first time or begins their turn in the smoke must succeed on a DC 11 (DC 13 at tier 2) Constitution saving throw or be poisoned.

Creature Information

A derro with an immense iron fist (**Crannak Smolderburn**) emerges from his office on the other side of the chamber after the characters explored for a little bit.

“You’re too late,” Crannak screams as he slams his great, iron fist into a large red button on the wall beside his office door. In response, a number of brass poles slide from the ceiling at the end of the chamber, slamming to the ground with a clang as a number of soot-stained, fire-scarred, and iron-fisted humanoids follow and land with a thud.

Four **burn-punchers** slide down the poles (marked “P” on the map found in **Appendix 4**) once Crannak has activated the alarm.

Adjusting the Scene (Tier 1)

Here are the adjustments for the scene.

- **Very Weak:** Remove the **burn-punchers**; **Crannak Smolderburn** has no lair or legendary actions
- **Weak:** Remove three **burn-punchers**
- **Strong:** **Crannak** makes two attacks as an action.
- **Very Strong:** As Strong; add a **burn-puncher**

Adjusting the Scene (Tier 2)

Here are the adjustments for the scene.

- **Very Weak:** Remove two **burn-punchers**; **Crannak Smolderburn** has no lair actions
- **Weak:** Remove two **burn-punchers**
- **Strong:** Add a **burn-puncher**
- **Very Strong:** As Strong; **Crannak** makes three attacks with his Multiattack action.

Objectives & Goals. Crannak is really annoyed that he’s been discovered just when he’s ready to start work again. He’s eager to pound the distraction (the characters) into paste so he can begin work on his next project. The burn-punchers are just excited at the prospects of getting to turn people into paste—the *why*...ehhh, doesn’t really matter.

What do They Know? Crannak’s been separated from news of the outside world since the Undoing, and hasn’t a clue about who’s running the show upstairs. But frankly, he doesn’t really give a wet slap about it—he’s ready to burn it all down.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. Crannak loves wades into melee with shocking zeal and throws his mechanical hand around with glee, while the burn-punchers prefer to spread out and use hit and run tactics to isolate spell-casters

and ranged opponents. The derro prefers not to catch his underlings in friendly fire but does so without hesitation if it's necessary. Crannak takes special pleasure in shooting familiars and other flying combatants out of the sky with his Fireblast—making sure to pull a mock-crying face at whichever character he thinks was controlling the beast after doing so. Crannak prefers to use his One-Two Slam against targets he believes are easy to hit.

If you really want to lay the hurting on them, when a burn-puncher dies, Crannak may, as a reaction, cause his underling's body to explode in a spray of bone and metal shrapnel. Each creature within 5 feet of the body must succeed on a DC 11 (DC 13 at tier 2) Dexterity saving throw, taking 3 (1d6) piercing damage (doubled at tier 2) or half as much on a successful save.

Exploration. The machinery, forges, and carts full of spare parts provide varying degrees of cover—from half to total. The carts also contain no end of things for creatures to grab and throws at their foes.

Social. Meh—Crannak and his burn punchers aren't concerned in the slightest with what the characters have to say. They may, however, feign interest if they think that they can use any hesitation on the characters' part to gain an advantage.

Treasure

In one of the loops of his apron, Crannak sports a short, squat rod of black iron—a *weapon of warning*, the form of which is determined when purchased using treasure checkpoints. Though the characters might not have time to fully investigate it, they find plans for various new machines—all of which have nasty-sounding names, like the Spite-Spitter, the Vengeance Engine, and the Eye-For-An-Eye-Cycle, etc.

Wrap-Up. Hate Extinguished

Upon defeating Crannak, the complex begins to collapse. Allow the characters to describe how they're fleeing while the ceiling falls down upon them—making ability checks and saving throws as needed. This should be a narrative event, don't worry about damaging or killing the characters—though characters that insist on dilly-dallying might eventually find themselves buried under a city's worth of dirt, I tell you.

Zora Culkin (or Ar'soon if the characters report to him), are deeply concerned about the news), and tell the characters they may be needed in the future. If the characters go to Zora Culkin instead of him, Ar'soon approaches them later—no matter where they're at—quite disappointed in them. He doesn't necessarily threaten them, but he definitely gives the impression that choosing her over him wasn't conducive to living a long and happy life.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Checkpoints Rewards

The characters receive **2** advancement checkpoint(s) and **2** treasure checkpoint(s) for each **story objective** that they complete, as follows:

- **Story Objective A:** Fully explore the Hateforge.
- **Story Objective B:** Defeat Crannak Smolderburn.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:

Wand of Pyrotechnics. This long, slender rod of black iron is tipped with a chunk of smoldering coal. It can be used like an ink pen, but traces scorched lines on paper instead of ink. This item can be found in **Appendix 5**.

Weapon of Warning (Tier 1). This length of black iron is wrapped in supple, black leather and gilt in mithral. When found, it takes the form of any weapon its owner desires. Once its form has been determined, however, it can never again take another. While wielding this weapon, profane runes of pain and hate appear on the arm that the weapon is wielded in. This item can be found in **Appendix 6**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Zora Rosealine Culkin (*ROSE uh leen KULL kin*)**. Zora Culkin is pretty much what you would expect a Mulmaster noble to be. She is polite albeit a bit impersonal, and of course, striking to look at. She is also quite insightful, able to paint a surprisingly detailed picture of a person after only a brief conversation. One does not live to a ripe old age in Mulmaster without a healthy dose of suspicion, and Culkin intends to live a long, long time. That said, she feels a true responsibility to the people who populate her holdings, and she is horrified at the deaths that have occurred.

What They Want. Zora Culkin is looking for someone to investigate the source of the magical energy beneath the Zhent Ghettoes.

Noble and Just. Zora Culkin is as tenacious and just in her political aspirations as she was in her career as an adventuring wizard.

- **Stabbing Master Ar'soon (*AHR soon*)**. Ar'soon is of Calishite descent, but has lived in Mulmaster for nearly two decades, having arrived in his early teens with his parents. Recently, however, he fell out of sorts with the establishment—largely for his views on the Thayans and their creeping influence—and fled the city. He has since been taken in by the Lords' Alliance and proven himself to be an invaluable source of intelligence on Mulmaster's workings. He's a handsome man with dusky, brown skin, jet black hair, and piercing green eyes. Though he dresses in the local style, he wears a *keffiyeh*—a Calishite headdress. He strokes the thin mustache.

What They Want. Ar'soon desperately wants to know what Zora Culkin is trying to find and for what reason. He suspects Rastol Shan is up to no-good and knows that the Zora is loyal to him. He doesn't like that either.

A Right Bastard. Ar'soon is friendly and personable, but by no means a friend; he'll turn on anyone in a heartbeat if it suits his

needs. He's a fast talker and quick with a joke, but he earned his title, and isn't afraid to show people precisely how.

- **Crannak Smolderburn (*CRAN uk SMOLE der burn*)**. The insane derro Mastersmith and former leader of the Cult of the Eternal Flame within Mulmaster. Crannak lost his right arm in an accident and had it fitted with a mechanical replacement of his own manufacture (though it took him a while to make it because he was a righty). His closest confidants, the burn-punchers, have ceremoniously plunged their non-dominate hands into vats of molten iron as a symbol of their allegiance. That's crazy-pants.

What They Want. Crannak, having been freshly returned from the dead, is excited to begin work on his next project—which happens to be another great big iron machine with which he plans to destroy Mulmaster. He's nothing if not predictable.

All the Hate. Crannak is chock full of piss and vinegar and hates damn near everything; each day is worse than the day before—something that he constantly tells his underlings.

Appendix 2: Creature Statistics

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Azer

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Burn-Puncher (Tier 1)

Medium humanoid (human), neutral evil

Armor Class 15

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills Acrobatics +4, Athletics +3, Perception +4

Damage Resistance fire

Senses passive Perception 14

Languages Common, Ignan

Challenge 1/2 (100 XP)

Unarmored Defense. While the burn-puncher is wearing no armor and wielding no shield, its AC includes its Wisdom modifier (included in its AC).

Unarmored Movement. While the burn-puncher is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

Actions

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 1 fire damage.

Reactions

Parry. The burn-puncher adds 2 to its AC against one melee attack that would hit it. To do so, the burn-puncher must see the attacker.

Roll with the Blow. If the burn-puncher is hit by a creature within 5 feet, it moves half its speed without provoking opportunity attacks.

Burn-Puncher (Tier 2)

Medium humanoid (human), neutral evil

Armor Class 17

Hit Points 82 (15d8 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+1)

Skills Acrobatics +5, Athletics +3, Perception +5

Damage Resistance fire

Senses passive Perception 15

Languages Common, Ignan

Challenge 3 (700 XP)

Unarmored Defense. While the burn-puncher is wearing no armor and wielding no shield, its AC includes its Wisdom modifier (included in its AC).

Unarmored Movement. While the burn-puncher is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

Actions

Multiattack. The burn-puncher makes attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 3 (1d6) fire damage. This is a magical weapon attack. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (burn-puncher's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Reactions

Parry. The burn-puncher adds 2 to its AC against one melee attack that would hit it. To do so, the burn-puncher must see the attacker.

Roll with the Blow. If the burn-puncher is hit by a creature within 5 feet, it moves half its speed without provoking opportunity attacks.

Crannak Smolderburn (Tier 1)

Small humanoid (derro), chaotic evil

Armor Class 16 (natural armor)

Hit Points 55 (10d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	12 (+1)	8 (-1)	16 (+3)

Saving Throws Con, +4, Wis +1, Cha +5

Skills Athletics +5, Deception +5, Perception +1

Damage Immunities fire

Condition Immunities charmed, frightened

Senses darkvision 120 ft., devil's sight, passive Perception 11

Languages Common, Undercommon, Ignan

Challenge 3 (700 XP)

Dark One's Own Luck (1/Rest). When Crannak makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Devil's Sight. Magical darkness doesn't impede Crannak's darkvision.

Fire Absorption. Whenever Crannak is subjected to fire damage, he takes no damage and instead regains a number of hit points equal to half of the damage dealt.

Legendary Resistance (3/day). If Crannak fails a saving throw, it succeeds instead.

Spellcasting. Crannak is a 2nd-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *eldritch blast*, *green flame blade**
light, *mending*

1st-2nd level (2 1st-level slots): *charm person*, *hex*,
sleep

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) fire damage. This counts as a melee weapon.

Fireblast. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (2d6) fire damage.

Legendary Actions

Crannak can take 3 legendary actions, choosing from the options below. Only one legendary action option

can be used at a time, and only at the end of another creature's turn. Crannak regains spent legendary actions at the start of its turn.

- **Imix's Baleful Eye.** One creature that Crannak can see must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn. While frightened, the creature's speed is 0.
- **One-Two Slam (Costs 2 Actions).** Crannak makes two slam attacks against one creature. If both attacks hit, the target is pushed 30 feet and falls prone. If the target is pushed into another creature, the second creature takes 6 (1d6 + 3) bludgeoning damage and must succeed on a DC 13 Strength saving throw or be knocked prone as well.
- **Apocalypse Kapow! (Costs 3 Actions).** Crannak sends a flaming shockwave from his fist. Any creature in a 30-foot cone must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) thunder damage and fall prone, or half as much damage if successful.

Lair Actions

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

- **Collapsing Ceiling.** Part of the ceiling collapses above one creature that the guardian can see within 120 feet of him. The creature must succeed on a DC 13 Dexterity saving throw or be knocked prone and buried. The buried target is restrained and unable to breathe or stand up (escape DC 10).
- **Darkness.** Smoky, magical darkness spreads from a point Crannak chooses within 60 feet of him, filling a 5-foot-radius sphere until Crannak dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effects are overlaps with an area of light created by a spell of 2nd level or lower, the light is dispelled.
- **Volcanic Gases.** A 10-foot-radius sphere of toxic fumes spread from a point Crannak can see within 120 feet of him. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that enters the cloud for the first time, or starts its turn in the cloud must succeed on a DC 11 Constitution saving throw or be poisoned until the end of its turn.

Crannak Smolderburn (Tier 2)

Small humanoid (derro), chaotic evil

Armor Class 18 (natural armor)

Hit Points 121 (22d6 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	15 (+2)	12 (+1)	8 (-1)	20 (+5)

Saving Throws Con, +5, Wis +2, Cha +8

Skills Athletics +8, Deception +8, Perception +2

Damage Immunities fire

Condition Immunities charmed, frightened, stunned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Undercommon, Ignan

Challenge 8 (3,900 XP)

Dark One's Own Luck (1/Rest). When Crannak makes an ability check or saving throw, he can add a d10 to the roll. He can do this after the roll is made but before any of the roll's effects occur.

Devil's Sight. Magical darkness doesn't impede Crannak's darkvision.

Elemental Adept. Crannak ignores fire resistance.

Fire Absorption. Whenever Crannak is subjected to fire damage, he takes no damage and instead regains a number of hit points equal to the damage dealt.

Legendary Resistance (3/day). If Crannak fails a saving throw, it succeeds instead.

Spellcasting. Crannak is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *booming blade*, *eldritch blast*, *green flame blade*, *light*, *mending*

1st-4th level (3 5th-level slots): *charm person*, *counterspell*, *fear*, *fireball*, *fire shield*, *flamestrike*, *hex*, *invisibility*, *mirror image*, *sleep*, *wall of fire*

Actions

Multiattack. Crannak makes two slam attacks or two Fireblast attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) fire damage. This counts as a melee weapon.

Fireblast. *Ranged Spell Attack:* +8 to hit, range 30 ft., one target. *Hit:* 14 (4d6) fire damage.

Legendary Actions

Crannak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Crannak regains spent legendary actions at the start of its turn.

- **Imix's Baleful Eye.** One creature that Crannak can see must succeed on a DC 16 Wisdom saving throw or be frightened until the end of its next turn. While frightened, the creature's speed is 0.
- **One-Two Slam (Costs 2 Actions).** Crannak makes two slam attacks against one creature. If both attacks hit, the target is pushed 30 feet and falls prone. If the target is pushed into another creature, the second creature takes 12 (2d6 + 5) bludgeoning damage and must succeed on a DC 16 Strength saving throw or be knocked prone as well.
- **Apocalypse Kapow! (Costs 3 Actions).** Crannak sends a flaming shockwave from his fist. Any creature in a 30-foot cone must succeed on a DC 16 Dexterity saving throw or take 14 (4d6) thunder damage and fall prone, or half as much damage if successful.

Lair Actions

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

- **Collapsing Ceiling.** Part of the ceiling collapses above one creature that the guardian can see within 120 feet of him. The creature must succeed on a DC 16 Dexterity saving throw or take 10 (4d6) bludgeoning damage and be knocked prone and buried. The target is restrained or stand up (escape DC 16).
- **Darkness.** Magical, smoky darkness spreads from a point Crannak chooses within 60 feet of him, filling a 15-foot-radius sphere until Crannak dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effects are overlaps with an area of light created by a spell of 2nd level or lower, the light is dispelled.
- **Volcanic Gases.** A 10-foot-radius sphere of toxic fumes spread from a point Crannak can see within 120 feet of him. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 16 Constitution saving throw or be poisoned until the end of its next turn. While poisoned, the creature is incapacitated.

Cult Fanatic

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

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

Eternal Flame Guardian

Medium humanoid (human), chaotic evil

Armor Class 17 (breastplate, shield; 15 with crossbow)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	8 (-1)	11 (+0)	13 (+1)

Skills Intimidation +3, Perception +2

Damage Resistances fire

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Flaming Weapon (Recharges after a Short or Long Rest). As a bonus action, the guard can wreath one melee weapon it is wielding in flame. The guard is unharmed by this fire, which lasts until the end of the guard's next turn. While wreathed in flame, the weapon deals an extra 3 (1d6) fire damage on a hit.

Actions

Multiattack. The guard makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, ranged 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Eternal Flame Priest

Medium humanoid (any race), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

Skills Deception +5, Intimidation +5, Religion +2

Damage Resistances fire

Senses passive Perception 10

Languages Common, Ignan

Challenge 3 (700 XP)

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The priest has the following sorcerer spells prepared:

Cantrips (at will): *control flames**, *create bonfire**, *fire bolt*, *light*, *minor illusion*

1st level (4 slots): *burning hands*, *shield*, *mage armor*

2nd level (3 slots): *blur*, *scorching ray*

3rd level (2 slots): *fireball*

Actions

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

Fire Elemental

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-1)	10 (+0)	7 (-2)

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 10

Languages Ignan

Challenge 5 (1,800 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 5 (1d10) 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 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) 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:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until the creature takes an action to douse the fire, the target takes 5 (1d10) fire at the start of each of its turns.

Fire Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., Passive Perception 10

Languages Common, Ignan

Challenge 7 (2,900 XP)

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

Magic Weapons. The myrmidon's weapon attacks are magical.

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 myrmidon makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Fiery Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) fire damage.

Firenewt Warlock of Imix

Medium humanoid (firenewt), neutral evil

Armor Class 10 (13 with *mage armor*)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	9 (-1)	11 (+0)	14 (+2)

Damage Immunities fire

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 10

Languages Draconic, Ignan

Challenge 1 (200 XP)

Amphibious. The firenewt can breathe air and water.

Innate Spellcasting. The firenewt's innate spellcasting ability is Charisma. It can innately cast *mage armor* (self only) at will, requiring no material components.

Spellcasting. The firenewt is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

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

1st–2nd level (2 2nd-level slots): *burning hands*, *flaming sphere*, *hellish rebuke*, *scorching ray*

Imix's Blessing. When the firenewt reduces an enemy to 0 hit points, the firenewt gains 5 temporary hit points.

Actions

Morningstar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Firenewt Warrior

Medium humanoid (firenewt), neutral evil

Armor Class 16 (chain shirt, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities fire

Senses passive Perception 10

Languages Draconic, Ignan

Challenge 1/2 (100 XP)

Amphibious. The firenewt can breathe air and water.

Actions

Multiattack. The firenewt makes two attacks with its scimitar.

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Gnoll

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Hell Hound

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (–2)	13 (+1)	6 (–2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Ignan but can't speak it

Challenge 3 (700 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

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

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

2nd level (3 slots): *misty step*, *suggestion*

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

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

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

Magmin

Small elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	12 (+1)	8 (–1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) 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 creature takes 3 (1d6) fire damage at the end of each of its turns.

Master Thief

Medium humanoid, neutral evil

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Damage Resistance fire

Senses passive Perception 13

Languages Common, Ignan

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Razerblast

Medium humanoid (human), chaotic evil

Armor Class 17 (splint)

Hit Points 112 (15d8 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	9 (-1)	10 (+0)	13 (+1)

Skills Intimidation +4, Perception +3

Damage Immunities fire

Senses passive Perception 13

Languages Common, Ignan

Challenge 5 (1,800 XP)

Searing Armor. The razerblast's armor is hot. Any creature grappling the razerblast or grappled by it takes 5 (1d10) fire damage at the end of that creature's turn.

Shrapnel Explosion. When the razerblast drops to 0 hit points, a flaming orb in its chest explodes, destroying the razerblast's body and scattering its armor as shrapnel. Creatures within 10 feet of the razerblast when it explodes must succeed on a DC 12 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much on a successful one.

Actions

Multiattack. The razerblast makes three melee attacks.

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Razerblast Initiate

Medium humanoid (human), chaotic evil

Armor Class 13 (chain shirt)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Damage Resistances fire

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Searing Armor. The razerblast's armor is hot. Any creature grappling the razerblast or grappled by it takes 3 (1d6) fire damage at the end of that creature's turn.

Shrapnel Explosion. When the razerblast drops to 0 hit points, a flaming orb in its chest explodes, destroying the razerblast's body and scattering its armor as shrapnel. Creatures within 10 feet of the razerblast when it explodes must succeed on a DC 10 Dexterity saving throw or take 7 (2d6) piercing damage.

Actions

Multiattack. The razerblast makes two melee attacks.

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

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Worg

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (–2)	11 (+0)	8 (–1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

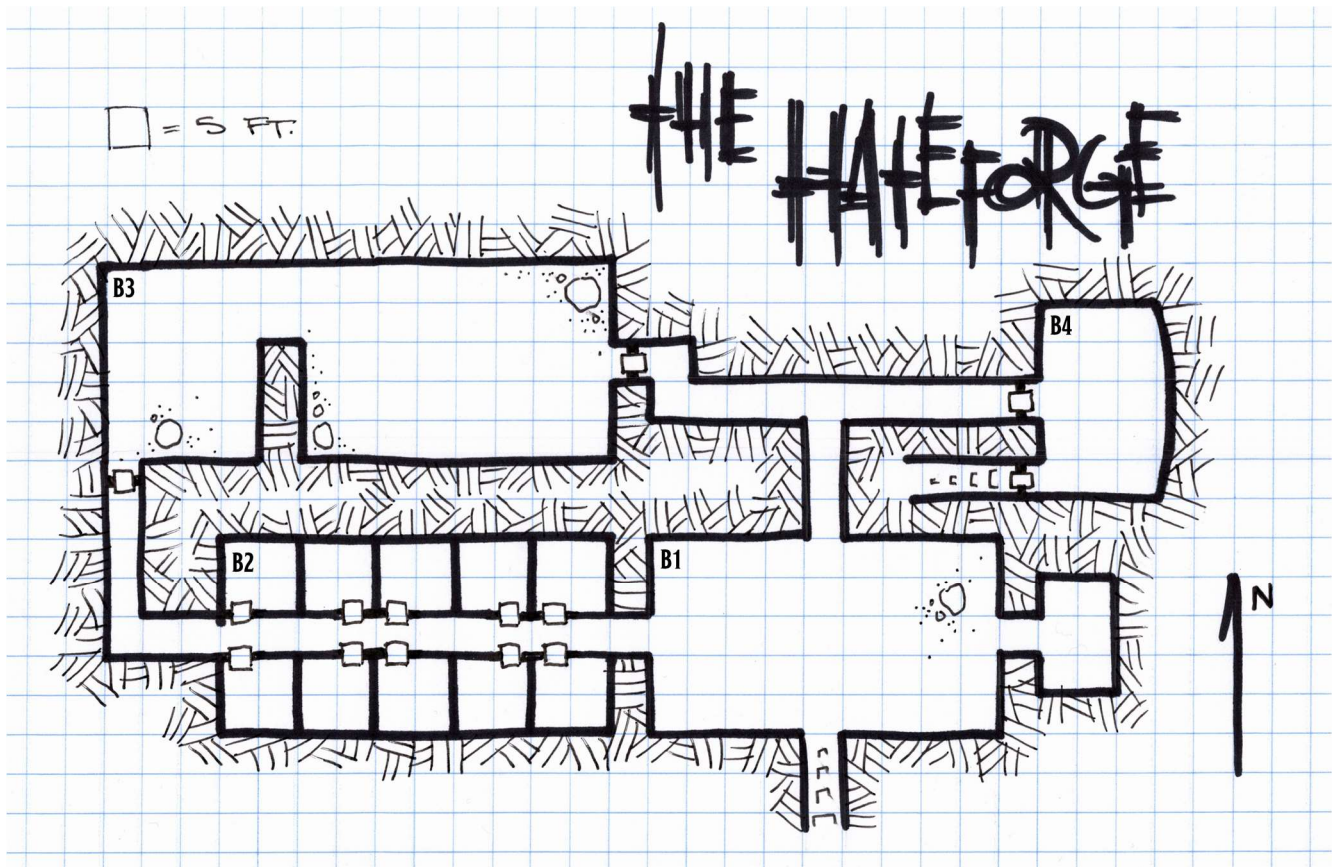
Challenge 1/2 (100 XP)

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

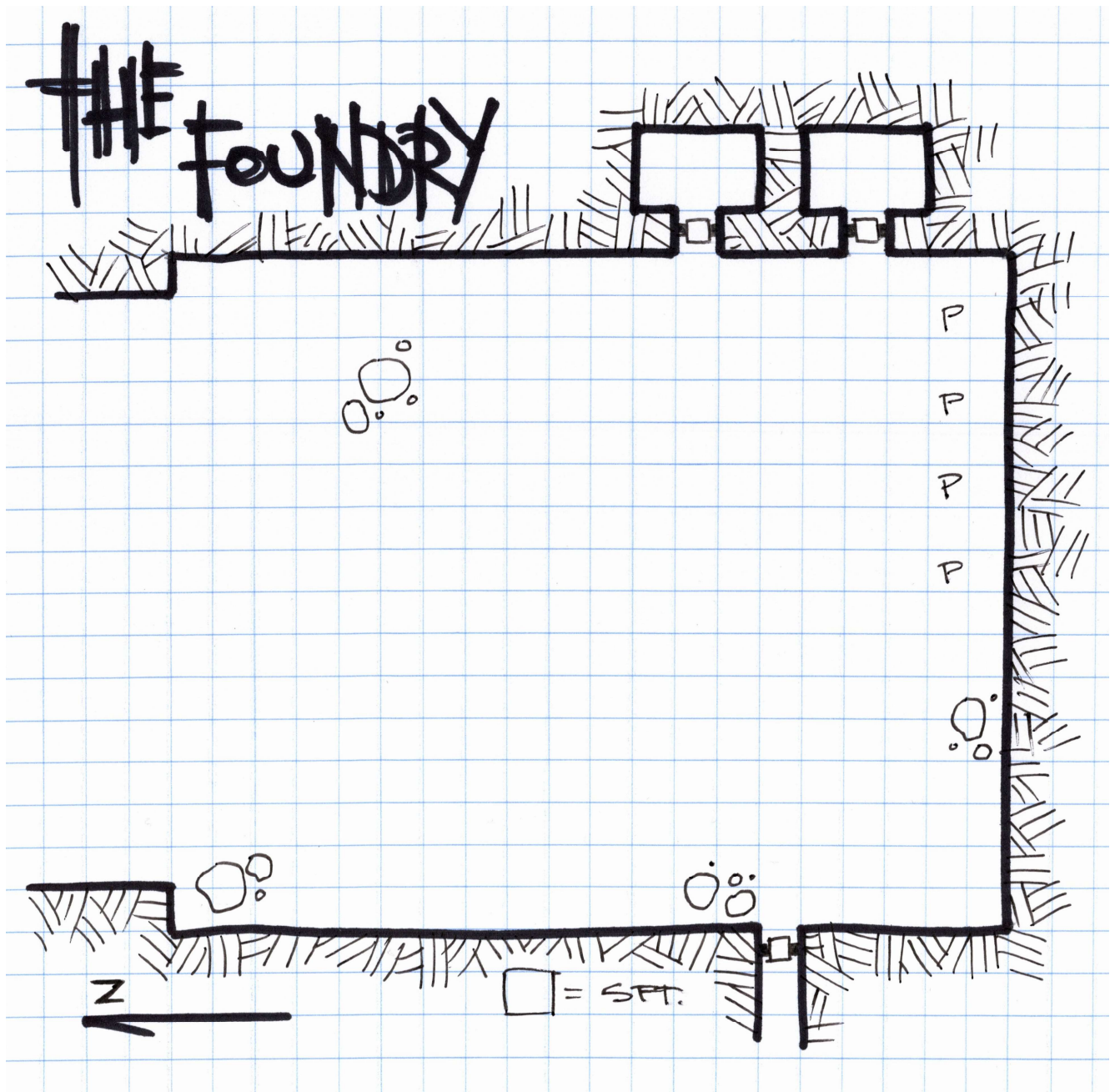
Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Appendix 3: Hateforge Map



Appendix 4: Foundry Floor Map



Appendix 5: Wand of Pyrotechnics

Wand of Pyrotechnics

Wand, common

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and create a harmless burst of multicolored light at a point you can see up to 60 feet away. The burst of light is accompanied by a crackling noise that can be heard up to 300 feet away. The light is as bright as a torch flame but lasts only a second.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand erupts in a harmless pyrotechnic display and is destroyed. This item can be found in *Xanathar's Guide to Everything*.

This long, slender rod of black iron is tipped with a chunk of smoldering coal. It can be used like an ink pen, but traces scorched lines on paper instead of ink,

Appendix 6: Weapon of Warning

Weapon of Warning

Weapon, uncommon (requires attunement)

This magic weapon warns you of danger. While the weapon is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins. This item can be found on **Magic Item Table F** in the *Dungeon Master's Guide*.

This length of black iron is wrapped in supple, black leather and gilt in mithral. When found, it takes the form of any weapon its owner desires. Once its form has been determined, however, it can never again take another. While wielding this weapon, fiery and profane runes of pain and hate appear on the arm that the weapon is wielded in.

Appendix 7: Dungeon Master Tips

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer) with their starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and your information is added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to

spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong