

Lair of the Flame Revenant

Introduction: A dangerous flame revenant has created its lair in Firestorm volcano, and has been cooking up some evil schemes. Can the adventurers figure out what the revenant's plans are and stop it before it's too late?

A 3-6-hour dungeon for 7th - 9th level characters

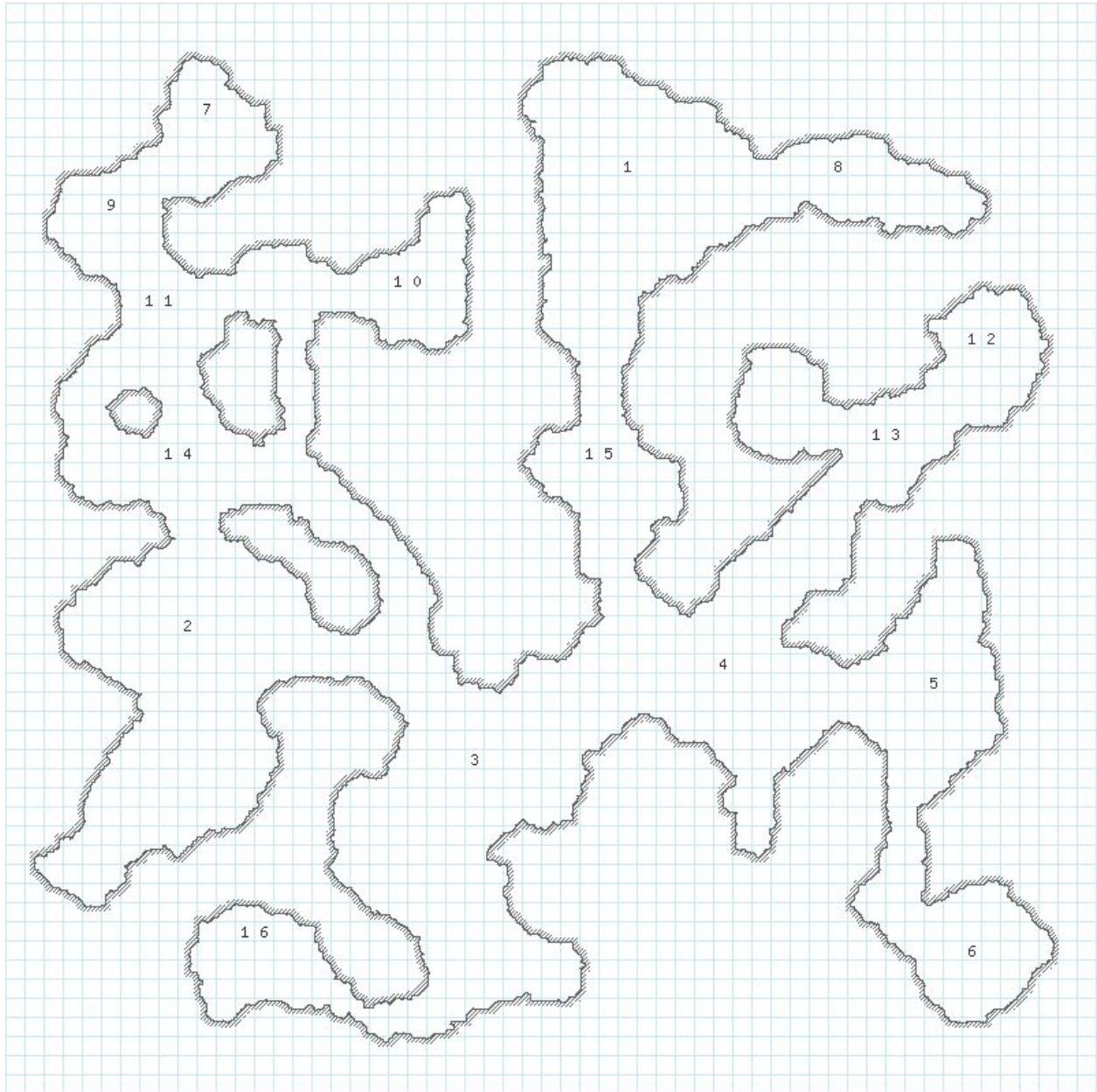
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Background. In the Firestorm volcano, a flame revenant has set up a lair. The dungeon contains no plot hooks or connections to the outside world, so that it can be inserted into any campaign with only a little bit of work or ran as a one-shot.

The Revenant's Lair



Dungeon Features

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History. The flame revenant made his lair in the natural system of caverns under the Firestorm Volcano.

Walls. The walls are made of rough stone, and require a DC 15 check to climb.

Temperature. The dungeon is very hot. Every hour, succeed on a DC 12 constitution save, or suffer one level of Exhaustion.

Light. The dungeon is dimly lit by light from the volcano.

Dungeon Floor. Rough Stone. DC10 to charge or run.

The Dungeon

1. **Antechamber** - The antechamber is a large room, with a high arched ceiling and a floor with square tiles. There are 3 Azer guards at attention who ask the players what their business is when they enter. If the players tell them and do not come across as hostile, the guards escort them to the audience room, where they meet the flame revenant.
2. **Caldera** - The Caldera is a natural pool of lava, formed by the volcano. If a creature comes into contact with it, the creature takes 4d10 fire damage.
3. **Feast Hall** - The feast hall boasts two impressive long tables, both perpendicular to a head table at the end of the room. There are 8 *magma mephits* in the hall, clearing the tables and cleaning floors. They will attack anyone who is not a servant on sight, happy for a reprieve from their duties.
4. **Overseer** - 2 *ogre chain brutes* stand here, preventing the escape of any slaves from area 5. They will not allow the players to pass, and will guard the entrance with their life, fearful of their master's wrath.
5. **Slave Pit** - Slaves lie in here, suffering from 5 levels of exhaustion after their work. They are all humanoid races, but they are unable to communicate with the players.
6. **Work Area** - Slaves are working on a wheel that pumps fresh water to the kitchen. If the wheel stops, then a member of the kitchen staff alerts the ogre overseers in area 4.
7. **Inner Chambers** - There is a 70% chance that the flame revenant (*fire elemental myrmidion*) is here (wearing a *cloak of displacement*) if he has not been met by the characters yet. If he is, he will question the characters as to what they are doing, and order them to leave. If the characters engage, he will aim to subdue the players for later questioning. If the flame revenant is not there, he is in the audience room (area 10) and will return in one hour. **Treasure:** 2300 sp and 1500 gp in a large chest next to the desk. You may also want to add any magic items specific to the characters in the adventuring party for your adventure. There is also a *giant slayer greataxe* leaning against the wall.
8. **Acid River** - A river of acid water runs to the exterior of the volcano from a natural spring. The water was poisoned by harmful minerals in the volcanic rock, and deals 3d6 acid damage per round when touched

9. **Pet Salamander** - The flame revenant keeps a **salamander** here to guard his private chambers. The **salamander** is chained to the wall, and will attack anyone who is not the revenant on sight. If released from the chain, the **salamander** will try to dive into the caldera, going through room 14.
10. **Audience Room** - There is a giant slab of obsidian serving as a desk, and a carved throne behind it. The desk is covered in scattered papers that could contain plot hooks to other parts of a campaign you are running. There is a 30% chance that the flame revenant (**fire elemental myrmidion**) is there (wearing *gloves of missile snaring* and a *cloak of displacement*), and if he is, he will inquire as to where his guards are, attacking to capture the second he realizes that the players are hostile. He aims to subdue the characters for later questioning. There is a tripwire stretched along the floor that will activate two fire-breathing dragon statues on either side of the room.
Statues - Each of the revenant's statues are on either side of the 30 foot wide room. When activated by tripwire, they expel flames in a 15 foot cone. All characters in the affected area make a DC 18 Dexterity check, taking 3d8 fire damage on a failure and half as much on a success. Spotting the trip wire requires a DC15 perception check.
11. **Spike Pit** - This pit functions as a pit trap, and effectively prevents most servants from entering the revenant's private quarters.
12. **Servants Quarters** - There is an **azer** and 4 **magma mephits** having a drinking contest. They will rise to greet the players, and invite them to join. If a character doesn't join, that character only is attacked. For every drink that a character consumes, they must make a constitution saving throw. The DC starts at 10, and increases by one for every drink consumed. If the save is failed, the drink is vomited out, and the magma mephits attack the losers after the game. If a player wins, the Mephits and the Azer owe them a favor.
13. **Barracks** - There are 16 **goblin** soldiers, resting in bunks. At the sign of intruders, the howl violently and attack, aiming to kill.
14. **Kitchen** - The kitchen is populated by 8 **magma mephits** and 8 **goblins** bustling about various tasks. They are hostile to any who intrude in the kitchen, but will try to get them to leave instead of fighting.
15. **Passageway** - The passageway to the great hall is empty, but there is a toggleable poison dart trap that will be activated by players.
16. **Amphitheatre** - There are 4 mischievous **magmins** on the stage, playing with pyrotechnics. Three of them attack those who enter, while the fourth uses its turn each round to ignite a rocket and aim it at a random player. Any creature within a 5 ft. radius of the target including the target must make a DC 14 dexterity save, taking 4d6 fire damage on a failed save, or half as much on a successful save. In addition, if the target fails the save, it takes an additional 1d12 piercing damage.

Appendix A: Magic Items

Gloves of Missile Snaring

Adventuring Gear (Hands), Uncommon

These gloves seem to almost meld into your hands when you don them. When a ranged weapon attack hits you while you're wearing them, you can use your Reaction to reduce the damage by 1d10 + your dexterity modifier provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

Cloak of Displacement

Adventuring Gear (Shoulders), Rare

Requires Attunement

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Giant Slayer Greataxe

Weapon (Axe), Rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a giant with the weapon, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 Strength saving throw or fall prone. For the purpose of this weapon, "giant" refers to any creature with the giant type, including ettins and trolls.