

Trial of Fire

By,
Cameron Wright

Party Level: Level 3

Duration: 1-2 hours

The information in *italics* is meant to be read aloud to the players. It is recommended that you familiarize yourself with the adventure before playing. The DC of the checks needed have been left out on purpose for you, the DM, to decide what level of check is needed for each circumstance.

For this adventure, it is recommended that the party members have at least one healing potion each for emergencies if no other healing options are available.

Quick Overview

This adventure will involve a combat scenario atop a volcano called The Crimson Peak. The party will fight a fire elemental and his minions, servants of the Lord of Flames Kossuth, that have been harassing the locals. They will need to defeat this threat, while also avoiding falling into the throat of the volcano, which will rise higher as it fills with magma, and escape down the volcano before the lava surrounds encapsulates them.

Chapter 1 - Climbing the Mountain

The trail of fire and destruction left by a fire elemental blazing a path through the Golden Wood, like a tornado of flames, has led you to the base of a volcano. This elemental was forged with magic and the volcanic fire of The Crimson Peak by Kossuth, Lord of Flame. Sitting atop this peak, over the vent of the volcano, is a large obsidian platform with black spires that tower 100 feet tall. You've made a vow to the locals that you would defeat this menace, but first you must make it to the top. Kossuth and his "Champion" will not make it easy for you. Even as you approach, large chunks of obsidian, the size of large boulders and covered in fire, are hurling towards your party are hurling out from the

throat of the volcano trying to halt your progress but you aren't so easily intimidated. Fissures spew from the surface and faults ripple across the side of the peak. Make it to the top. Fulfill your vow to the people of this land.

This section will involve running up the mountain side and dodging a series of encounters. If players succeed on the various saving throws here, they will take no damage. The mountain itself is covered in streams of lava flowing down the side, some of it mixing with the fresh flowing water that also runs down the side. There are large paths of hardened black volcanic

rock that the players can use to find their way to the top. The players will not have time to perceive the following dangerous events happening so perception checks will not help them, however if they have a creative means by which to dodge the environmental threats then they will gain **advantage** on their saving throws.

Fissures. As the players begin running up the mountain, they are sprayed with steaming hot water from where running lava meets pools of water. Players must succeed on a **Constitution** saving throw or take 1d6 fire damage as hot water sprays on them.

Lava Rocks. Halfway up the mountain, large chunks of fiery obsidian shoot right at

them. Players must succeed on a **Dexterity** saving throw or take 1d6 bludgeoning damage.

Fault. Almost to the top, a 10 foot deep fault opens up beneath them and attempts to swallow them. Players must succeed on a **Dexterity** saving throw or take 1d6 falling damage as they fall into the fault. Players trapped in the fault can try to climb out and will have **advantage** if someone helps them with a rope.

After these series of challenges, the players will make it to the top. Once this happens, proceed to **chapter 2**.

Chapter 2 - Activating the Spires

Your party has finally made it to the fire temple of Kossuth, Lord of Flames. Sitting atop The Crimson Peak, the black obsidian spires of the fire temple surround the smoky vent of this dangerously unstable volcano. The ground rumbles, like a monster trying to escape beneath you, sending tremors across the ground and down your spine, but that quickly shakes off because you are heroes. You've braved far worse than this! What's a little fire? The time has come to defeat the champion of Kossuth and his minions. He's burnt enough forest and harassed enough families. Finish this "champion" once and for all. Glory and honor is yours for the taking.

At this point, the party will need to discover how to summon the Champion of Kossuth. This is done by activating the four spires. To activate a spire, one must touch

magical fire to each of the four spires in the north and south. If nobody has access to magical fire, holding a lit torch to the spire will work too. Each of the spires has a large red gem embedded at the top, about 50 feet in the air. When magical flames touch one of the spires, the red gem will glow bright red and stay lit. When all four spires are activated, the trial will begin. There is a large spire on the west side, but this spire cannot be activated by the players. Once the spires are activated, proceed to **chapter 2**.

Chapter 3 – The Trial of Fire

Once the spires are activated, the ground starts shaking violently. You hear a loud hissing and bubbling noise from the vent of the volcano followed by a burst of lava that shoots into the air and starts to fall on top of you.

Players must succeed on a **Constitution** saving throw or take (1d6) fire damage as lava covers them from the explosion.

After the explosion, bright red light shines like a beam from the towers into the sky. Then, the beams of light move and simultaneously point inwards meeting in the middle over the vent of the volcano. The light starts to shift and mould itself until it forms a humanoid man in black and red plated armor. His eyes, made of flame, shine brightly with a piercing yellow. His arms and legs are made of fierce flickering red flames. Floating 20 feet in the air, he looks down at each of you while waves of bright red and yellow flames dance around him.

Kossuth: *Who dare disturb me on this day? Who takes me away from The Crimson Pillar? Who takes me away from the Sea of Fire? For interrupting me, you'll face the trial of fire.*

As he finishes talking, he holds his hands out in different directions around the temple platform. Balls of flame shoot out from his hands and land in different spots that form into humanoid shapes of fire. They start floating towards each of you.

At this point have each person roll initiative and prepare for combat.

The Trial of Fire Combat Mechanics

The **trial of fire** will begin with fighting **fire element shards**. See the **Appendix** below for stats on the different creatures. It's recommended that there is one fire element shard per two players. After defeating the fire shards, read the following.

After defeating the fire shards, Kossuth lets out a deep roaring laugh. He then swirls his hands in the air as flames pour out of them and land on the platform over the vent of the volcano. This mass of flame forms the fire elemental, Champion of Kossuth. He has no obvious shape, as his body is a mass of swirling flames but he has two large pitch black eyes that stare at all of you. He yells an unknown language and starts floating towards you.

Roll a new **initiative** here. For those that understand the Igni language, he says that he has summoned the spirit of the volcano to surround the party in lava.

While fighting the champion, magma will start to rise from the throat of the volcano. At this time you will need to **roll initiative for the magma**. The magma is 20 feet down and will rise 5 feet on its turn. It will breach the surface in four turns and begin to spread and flood the temple grounds. For every turn the lava starts on the surface, it will spread 5 feet in all directions. For each turn a player or character starts their turn in the lava, they must succeed on a **Constitution** saving throw. A target takes 1d6 fire damage on a failed save, or half as much on a successful one.

You must also **roll initiative for violent shaking**. Every two rounds, the ground will violently shake. When this happens, players must make a **Dexterity** saving throw or be knocked prone.

If the encounter looks like its too easy for the players, have lava spurt out and try to cover the players every two turns. If

you implement this, have each player within a 30 foot radius of the volcano vent make a **Constitution** saving throw. Each player or character in the radius takes 1d6 fire damage on a failed save, or half as much on a successful one.

After the Champion of Kossuth is defeated, read the following.

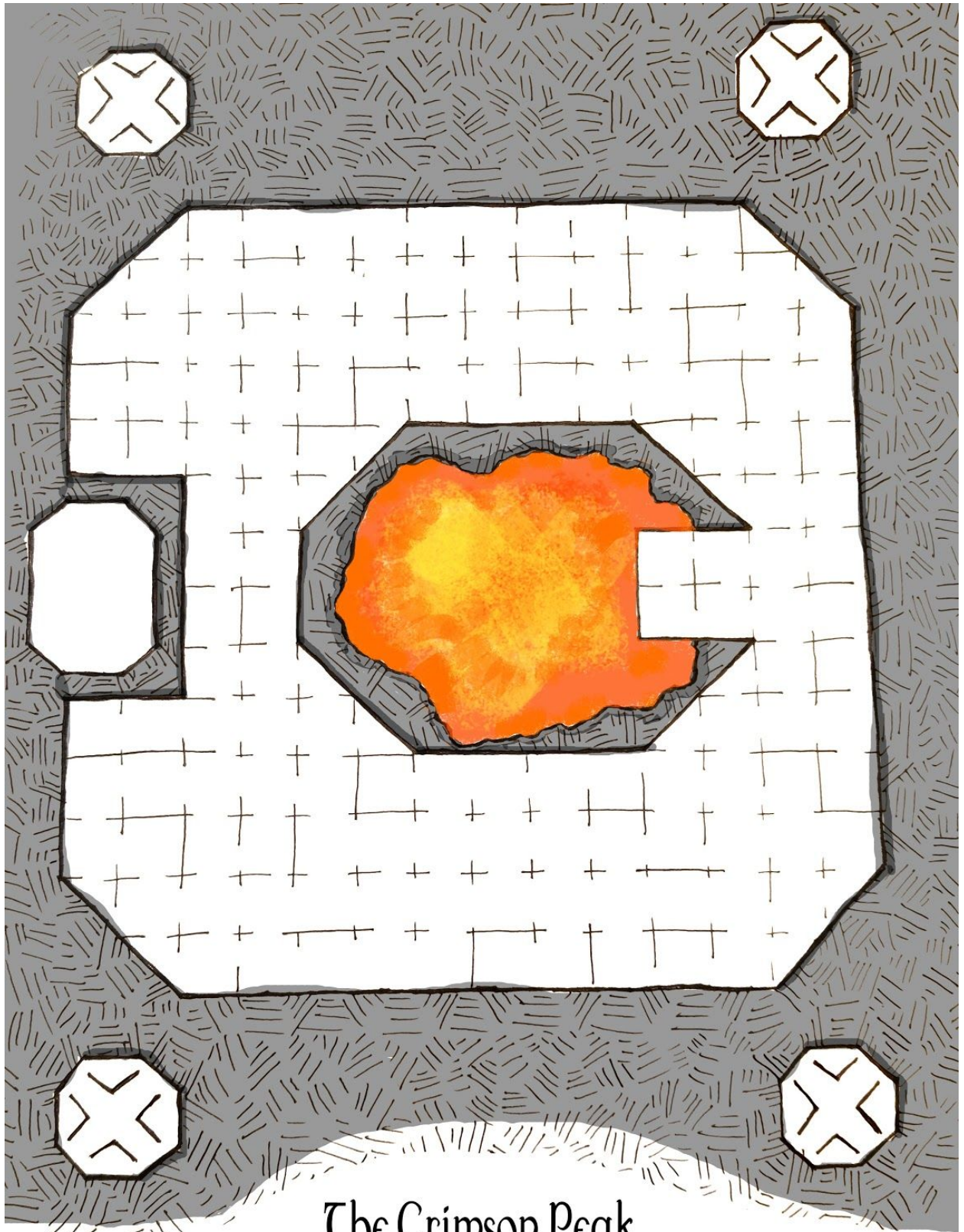
After defeating the Champion of Kossuth, Kossuth raises his hands and whirls them in a circular motion. Fire spreads from his hands and shoots over the surface of the lava. Like hands and arms pulling back a liquid, the lava is pulled back into the vent of the volcano and clears the surface of the temple.

Kossuth: *You have defeated my champion. Watching this battle was worth being taken away from the Plane of Fire for a few*

moments. Very well. It is decided. I name you all my Champions. Champions of Kossuth!

*Kossuth raises his hands and the giant spire on the west side glows bright with swirling orange and red magical energy that shoots towards each of you. The fire surrounds you and seems to sink into your skin, but it causes no pain. It doesn't hurt. It actually feels amazing. It lifts you into the air and gently sets you back down then flows back into the hands of Kossuth. You're suddenly filled with energy. You look down at your hands and notice that each of you are wearing a ring made of pure flame. This is a **ring of fire shield**. From now on, as Champion of Kossuth, while wearing this ring you are able to cast the spell **fire shield** once per long rest.*

The End.



The Crimson Peak

Appendix

CHAMPION OF KOSSUTH

Medium elemental

Armor Class: 12

Hit Points: 39 (6d8+12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15(+2)	14(+2)	6(-2)	10(+0)	7(-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands Ignan but can't speak

Challenge 2 (450 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 15-foot radius and dim light in an additional 15 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: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

stats by JamesHaeck on dndbeyond

FIRE ELEMENT SHARD

Small elemental

Armor Class: 12

Hit Points: 8 (2d6+2)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Ignan

Challenge 1/4 (50 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 3 (1d6) 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 3 (1d6) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 20-foot radius and dim light in an additional 20 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

Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

stats by SkyeWrite on dndbeyond

Ring of Fire Shield

Category: Items

Item Rarity: Rare

Weight: 1

Description: This ring has one charge that refills at the end of a long rest. While wearing this ring, you can use a charge to cast the fire shield spell.

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Thank you!

Best,
Cameron Wright

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