



# The Temple of Scorchnight



## Setting

In the Hellplane, the Guardians of Scorchnight protect the sacred portal. They worship in His temple, chanting His name. They watch and they wait. Here is the way to the Light Realm, where beings such as them scorch and burn in the pure, sweet sunlight. The Guardians can never use the portal, but they guard it for He who can walk between worlds. Others try to make the journey and it is true some have succeeded, using the portal to travel to the Light Realm for good or for evil. This hope draws the damned, who wait near, crowding the Scorchstair that leads to the temple, hoping for a chance to find a way back to their world. That hope can exist in such a hellish place has created a strange paradox, one that is destabilising the portal and causing it to collapse.

## Story Ideas

### 1. The Great Sacrifice

The Demon Army is gathering. Their attack on the Realm of Light is imminent. You didn't expect to see this when you travelled to the Hellplane, but you cannot ignore it. Willingly or not, it seems you're the last line of defence. The portal they've opened is unstable and the demons must launch their attack now. If you can battle your way to the Temple of Scorchnight, you can defend the portal until it has collapsed. You're sure to die, but your sacrifice will save the world.

### 2. Dogs of Hell

Pikwin the Wizard has paid you for a hellhound and you had better get him one. It was a silly promise maybe, but you've got a plan. Just go to Hell somehow, catch a hellhound and bring it back. Yep, easy. Yes, you've got to find some sort of portal. And yes, little do you know that the demons will do everything to prevent you going back the way you came. But it's a good plan, right?

### 3. To Hell and Back

Oh no! One of your allies has fallen. Your bond was strong and you all grieve deeply. They weren't a perfect person, but they were your friend. Sadly, their faults seem to have damned them to Hell. It would have been hard enough to go on without them, but this is too much. You're determined to go to Hell and bring back your friend and you've heard of a possible route in and out.

## Some of the Guardians of the Portal

- 1 **The Legion of Fury:** a Hellforged champion and her band of barbed devils
- 2 **Spawn of the Thousand:** dozens of Blood Imps and their armoured champion
- 3 **Children of the Gibber:** corrupted chaos spawn, lead by a huge gibbering moulder
- 4 **DemonSisters of the Deathblade:** a group of Anti-Paladins, each a powerful devil
- 5 **The Thrice Cursed:** a snake demon and the cultists that worship it
- 6 **Shades of the Damned:** the shades of a dozen adventurers, damned and cursed to hell, desperate to use the portal themselves,

*This Heroic Maps Patreon Adventure Supplement uses the maps Temple of Scorchnight and the long format interior The Collapsing Portal (left).*

## Damned characters, crawling about on the Scorchstair

- 1 Bishop Mingle who allowed his followers to starve during a famine whilst he had full granaries on his farms.
- 2 Old Mother Fishell who sold her soul to save the life of her gravely sick father when she was a just little girl.
- 3 Andersi Vuix who betrayed her liege lord at the Battle of Bet-Jullmin
- 4 Dink Gable the Baker who lost his soul to a demon after a foolish boast and silly bet about the strength and stretch of his dough
- 5 Eric Swiftblade, a highwayman who began life as a well-intentioned vigilante and ended life as a murderous thief.
- 6 Princess Shin who poisoned her mother in the mistaken belief she was next in line for the throne.
- 7 Ninsy String, a cartographer who succeeded in mapping all Nine Levels of Hell, but then was unable to find a way out.
- 8 Fay-Lin the Wizard, who traded his soul for ancient knowledge and power, but choked on a peach stone before he could use it.

## Price of retrieving the damned from Hell

- 1 Solve a riddle that has been tormenting the Archdevil for millenia.
- 2 Choose a loved one whose soul you must trade for that of the damned person you wish to retrieve.
- 3 Sacrifice an ability or skill forever.
- 4 Agree to give your soul to the devils upon your death.
- 5 Swear to return within the year to aid the devil in a war against its nemesis.
- 6 Allow your main weapon to be possessed by a demon and carried into the material realm.
- 7 Deliver an infernal artefact to the sanctity of a paladin enclave.
- 8 Spend a year and a day trying to corrupt and damn those in power.

## Last minute interventions that stop the party dying defending the portal

- 1 Moments before the portal closes, a sorcerer appears through it, casting a protective shield that allows the party to use the portal before it snaps shut.
- 2 A blinding white light bursts forth from the portal, driving the devils back, and giving a moment to escape.
- 3 The devils inexplicably stop fighting and back away. Despite being moments from overwhelming you, the devils allow you to exit through the portal before it closes.
- 4 An earthquake strikes just moments before the portal closes. In the ensuing confusion, the devils lessen their attack, giving you a chance to escape.
- 5 The portal has closed and the end seems near! Suddenly, a different portal opens at your feet. Who knows where it leads, but it's got to be better than here!
- 6 A band of Holy Warriors in shining golden armour suddenly pour through the portal, ushering you to safety behind them and pushing you backwards towards the portal.