

HEARTH-FIRE HEART

Pathfinder 2e Compatible, Rec. Lvl 4(+/- 1)

Terrain

Southern stairs to the tunnel entrance rise 15ft, side stairs raise 45ft. Shrine walkways 25ft up, shrine stairs rise 5ft.

Setup

The **Hearth-Fire Gem** has been forcefully seized by a group of black-clad Azer Mourners. One died in the attack, the others have absconded into the deep. Gadagan Iron-Hand offers unlimited room and board plus 5gp for the gem.

Korrikin's Wake : the Azer Mourners

Korrikin (as **Combusted**, can speak) has died—but those gathered to mourn have not decided to take that lying down. **Korrikin's Wake** consists of himself and 4 **Azer** (as he was in life). They've stolen the **Hearth-Fire Gem** from a dwarven inn and intend to shatter it to resurrect **Korrikin**. While present, **Korrikin** has largely lost his sense of permanence and he treats everything like a half-serious delusion or mirage. **Korrikin** would not approve of this normally, but has done so in a post-death stupor. He can't personally hold the gem in his current form but is following along and a willing, if not fully witting, participant.

The Hearth-Fire Gem

Whoever holds the **Hearth-Fire Gem** in hands gains Resistance Fire 3 and, once per day on first picking it up, 5 temp HP Roll 1d4 (clockwise) to see which Azer currently has the gem (and the additional temporary hit points).

The Mournful Dirge

While the Azer Mourners are chanting the Mournful Dirge, any of them can Free Action flick their wrist and teleport the gem to another chanter's possession.

Pursuit of the Assailants

The Azer Mourners left less than a day ago.

- Patrons relate that the inn's attacks were focused on only the gem, accompanied by a flaming undead, all chanting. One miner demurs.
- DC 18 Persuasion convinces the holdout to say he recently stumbled on a strange shrine he assumed to be of Azer make. Was planning to sell the info.
- DC 19 Society recalls tales of an abandoned shrine where rituals involving "Hearth-Fire" are tied to a

cautionary tale of the price of miracles, and where it is.

- DC 19 Arcana recalls the **Hearth-Fire Gem** is part of a local legend and has both an aspect of elemental fire and restorative properties—you reason it could be used to help kickstart an Azer's resurrection.
- Dead Azer has small chiseled stone map to shrine in boot.

The Battle of Korrikin's Wake

A mournful dirge rings the halls.

- Party enters the chamber via the southern tunnel.
- The shrine's entrance is a wall of pure flame, dealing 2d6+10 fire to any who touch it.
- Two **Azer** are near the entrance, one is on lookout over the party's entrance, and one is on the shrine's walkway. All chant the Mournful Dirge. They are trying to get and keep the **Hearth-Fire Gem** to the shrine's flaming doorway.
- **Korrikin** laughs discordantly, flying between all of them. He is in an easily impressed state, and will fall for any ruse and confoundment (-2 to Will Save DC).
- Upon detecting the party one **Azer** breaks from the dirge to give a simple ultimatum: "leave, or die." They'll attack in one round.
- After 5 rounds of combat or 5 minutes otherwise, the ritual comes to a head. If 50% of the **Azer** are alive and chanting, **Korrikin** is still "alive," and 5 combat rounds or 5 minutes (whichever comes first) have elapsed, the Azer holding the gem tries to plunge it into the flaming door; if they do so, see **Ritual Success**. Otherwise, the Azer Mourners abandon their plan and flee, leaving **Korrikin** floating despondently.

Ritual Success

Korrikin's Azer body ethereally bursts into flaming reality. However, any who chanted the Mournful Dirge explodes into flame (3d10 Cold damage endothermic flux to all within 10ft). **Korrikin**, witnessing the death of his friends, collapses in sorrow.

This encounter is created for **Dwarven Cave Battle Map**, it can be downloaded here:

patreon.com/posts/dwarven-cave-map-88570568

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