

HEARTH-FIRE HEART

Dungeons & Dragons 5e Compatible, Rec. Lvl 5-7

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 50gp for the gem.

Korrikin's Wake : the Azer Mourners

Korrikin (as **Flameskull**) 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 Fire Resistance 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 13 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 16 History 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 16 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 2d10 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.
- 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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