

Cavern Crawls

#018



7th Level Dungeon

Igneous Visitant

GrimPress

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Igneous Visitant

7th Level Dungeon

Preamble

Igneous Visitant is a 7th level adventure for a party of 5 players. In this *Cavern Crawl*, the party must confront an efreeti baron.

Background

In a small village, a devoted mother works as a cleaner for a frumpy old wizard. One day, the cleaner's children stole something dangerous from the wizard's tower and brought it home. While tinkering with the object, the children unwittingly opened a gate to a fiery plane. An efreeti baron came through the gate, and hoodwinked the children into giving him the magic item in exchange for play. To the baron, "playing" meant setting the house on fire, trapping the family inside.

The wizard made a desperate attempt to rescue the family from the flames, and was able to cast a protective circle around the frightened family, but had to retreat after getting badly burned. He pleads for help from a gathering throng of gapers.

Quest Hook

As the adventurers explore the village, news spreads of a devastating fire consuming a nearby home. The smoke can be seen from anywhere. After arriving on the scene the party, a badly burned wizard approaches the party and pleads for them to enter the house to save the family trapped inside. He warns that the family is in the clutches of a malevolent efreeti that has an open gate to its plane of origin.

Big Bad Evil Guy

In this *Cavern Crawl*, the characters will meet an **efreeti baron**, a CR 11 elemental.

ROLEPLAYING THE EFREETI BARON

The efreeti baron is a malignant elemental. He revels in his control over fire and those vulnerable to the element. He speaks with a voice that crackles like roaring flames, infused with an air of superiority and manipulation. The baron is a master of deception, lacing his words with false promises and veiled threats. He will use his abilities to the fullest to fell those that would thwart his machinations.

Magic Items

In this *Cavern Crawl*, the characters may find the following magic items:

- a *wand of fireball*
- a *cubic gate*
- a *hearthsear*

HEARTHSEAR

Weapon (Battle Axe), Rare (Requires Attunement)

Carved from solid obsidian, this battle axe has veins of fire dancing along its head. This weapon does an extra 1d6 fire damage. In addition, when you hit a creature with this weapon, the target must succeed on a **DC 12 Constitution saving throw** or suffer a level of *exhaustion*.

Once per day, the wielder can cast *wall of fire* by swinging *hearthsear* in an arc towards the ground.



Hearthsear

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Cavern Crawl Introduction



Cavern Crawl Map

A1: Family Room

The adventurers are immediately assaulted by the sights and sounds of a playful inferno. The air crackles with the scent of burning wood, and the room flickers with dancing flames. Toys and furniture are scattered haphazardly, some already mostly consumed by the fire that engulfs the area. In the center of the room, you spot 5 **magmin**. Read or paraphrase the following:

Flames dance and flicker, casting eerie shadows upon the walls. The air grows hotter, and the scent of singed wood fills your nostrils. Amidst the chaos, you spot five small fiery creatures. Their eyes glint mischievously as they playfully toss a wand pulsing with fiery energy. The room feels alive with their joyous chaos, but the danger that surrounds you is unmistakable.

These mischievous elementals are gleefully playing with a *wand of fireball*. Sparks and embers fly as they send fireballs shooting across the room, seemingly unaware of the danger they pose to the house and those in it. **Roll Initiative!**

A2: Dining Room

As the party enters the dining room, they are met with a scene of utter chaos and intense heat. The air is thick with smoke, making it difficult to see. In the center of the room, standing amidst the inferno, looms a towering figure – a **fire elemental**. Its form is a writhing mass of pure flame, its intense heat warping the air around it. Read or paraphrase the following:

You step into the dining room, and the scorching heat instantly assaults your senses. As your eyes adjust, you behold a colossal figure at the room's center. Its form flickers with an intensity that almost defies comprehension.

The elemental writhes and crackles with flames, radiating an intense heat that warps the surrounding air. The elemental's eyes glow with a menacing red hue, and fixate on the intruders who dare to challenge its fiery domain. Sparks and embers fill the air as the elemental moves with a sense of purpose, poised to defend its territory against any threat. **Roll Initiative!**

A3: Kitchen

As the party cautiously steps into the kitchen, their senses are met by scorching heat and billowing steam. The room is occupied by 5 **steam mephits**. Read or paraphrase the following:

Amidst the fiery chaos, small, mischievous creatures flit around, their forms wreathed in steam. Their high-pitched laughter fills the air as they playfully spray jets of scalding steam in all directions.

The air is thick with scalding steam, making it difficult to breathe, and hissing sounds fill the room as steam mephits flit around, reveling in the chaos. **Roll Initiative!**

A4: Master Bedroom

The room is a raging inferno, with flames devouring everything in sight. The once-luxurious furnishings are reduced to smoldering wreckage, and the air is thick with the acrid smell of smoke. Trails of molten lava snake across the floor, left behind by the presence of 4 **magma mephits**. They hide in the inferno, detectable by a successful **DC 17 Wisdom (Perception) check**. Read or paraphrase the following:

You step into the master bedroom, and the searing heat threatens to overwhelm you. Flames engulf the room, reducing the opulent surroundings to charred remnants. The air is heavy with the acrid scent of smoke, making it difficult to see through the haze. As you cautiously move forward, you notice trails of what appears to be molten lava smoldering on the floor, evidence of some fiery presence that passed through here.

The crackling of burning wood fills the room, adding a foreboding soundtrack to this blazing scene. The magma mephits await, ready to defend their fiery domain. **Roll Initiative!** There is a 1 in 6 chance the fight will cause the roof to collapse. If it falls, everyone in the room must succeed on a **DC 16 Dexterity saving throw** or take 5 (1d10) fire damage.

Cubic Gate



A5: Playroom

The air within the chamber crackles with intense heat. The centerpiece of the room is a grand fireplace, now transformed into a gateway to the plane of fire. A swirling vortex of flames within the hearth reveals the fiery landscape beyond. The heat radiating from the gateway is suffocating, making it challenging to approach. The players can try a **DC 25 Charisma (Intimidation) or Charisma (Persuasion)** to get the efreeti baron to leave. **Roll Initiative!**

As you step into the room, your gaze is drawn to the fireplace on the opposite wall. Within its depths, a roaring inferno rages, casting a haunting glow that illuminates the room. In the room's center, an imposing figure looms. He is wreathed in flames, and his burning gaze is fixated upon you. Nearby, the mother and children huddle together, their eyes filled with fear – and a glimmer of hope.

The family, once freed from the clutches of the malevolent creature, embraces each other tightly with tears of relief streaming down their sooty faces. The burned wizard, still recovering from his injuries, watches with a mix of gratitude and admiration. The adventurers are celebrated as heroes, their names whispered in awe throughout the village. The wizard urges the adventurers take the *cubic gate* and the efreeti baron's axe away from the village, and offers his magical services in the future.

Efreeti Baron

Large Elemental, Lawful Evil

Armor Class 17 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	18 (+4)	16 (+3)	18 (+4)

Skills Deception +8, Insight +7

Saving Throws Int +8, Wis +7, Cha +8

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 13

Languages Ignan, Common

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Elemental Demise. If the efreeti baron dies, its body disintegrates in a flash of fire and a puff of smoke, leaving behind only the equipment the efreeti was wearing or carrying.

ACTIONS

Multiattack. The efreeti baron makes two *Hearthsear* attacks or uses its *Hurl Flame* twice.

Hearthsear. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 10 (3d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. Hit: 17 (5d6) fire damage.

Spellcasting. The efreeti baron casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 18, +8 to hit with spell attacks):

At Will: *detect magic*

3/Day each: *enlarge/reduce, tongues*

1/Day each: *conjure elemental* (fire elemental only), *gaseous form, invisibility, plane shift, wall of fire*

REACTIONS

Flare-up. When struck with a melee attack, the efreeti baron responds by unleashing a gout of flame towards the attacker that deals 7 (2d6) fire damage.



Efreeti Baron

