

5E

ELEMENTAL FURY: FIRE & BRIMSTONE



FIFTH EDITION COMPATIBLE

Travel to the elemental plane of fire and slay a demi-god in this 15th-level adventure for the world's greatest roleplaying game

Elemental Fury: Fire & Brimstone



Elemental Fury: Fire & Brimstone is intended for four characters with an average party level (APL) of 15. Characters who complete this adventure should earn enough experience to reach 16th-level. A portal to the elemental plane of fire opens in Denmark. It must be closed or else elementals will invade the city.. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

Background

For eons, Vosphor, Lord of Flames, has ruled over a small corner of the elemental plane of fire, his lust for conquest constantly putting him at odds with the other powers at be in the land of fire. Thus, they waged a great war against him, forcing him back to his keep on the Planes of Sulphur and ridding him of most of his army. Unwilling to be beaten, Vosphor made plans to take his remaining forces beyond his realm and into our own. With fire elementals, salamanders, and fire giants at his beck and call, he prepares to invade Arden and turn the peaceful city of Denmark into a hellscape set ablaze!

Adventure Hooks

An Explosion. The characters are going about their day in Denmark when they see a massive explosion up ahead. Fearing what could of caused it, they race towards ground zero.

Screams and Horror. The characters are shopping one day in Denmark when they hear a massive boom followed by screams of horror. Worried about the safety of the city folk, they race to the scene.

A Vortex of Magic. The characters are making their way through Denmark when they hear a crack of lightning. Suddenly, a massive vortex of magical energy can be seen rising up from far ahead. Not knowing what could be causing it, they make their way to the epicenter.

An Invasion

As you arrive at the source of the disturbance, you find yourselves face to face to a horrific sight: a swirling vortex of fire has erupted beneath a building, tearing open a portal to another realm. People run about screaming, terrible burns covering their bodies. Suddenly, from the flames and smoke come six towering figures of living fire.

Encounter: Fire Elementals. Six **fire elementals** have come through the portal and begun assaulting the common folk present. They attack anything that moves, setting it alight with their touch and flowing through people incinerating their bodies. The elementals lack a sense of self-preservation and fight to the death.

As the last of the fire elementals are destroyed you find yourselves face to face with a burning rift into another plane of existence. Staring into the flaming abyss before you, you almost don't notice the dozen or so town guards arrive on the scene.

"By the gods, what in the hells is this!?" One shouts from behind you. You hear the sound of another vomiting from the sight of the charred corpses spread about.

Suddenly, a man in a long sweeping violet robe shuffles past you. As he turns to face the guards, you recognize his face: Vaxilos the local archmage.

"That," he begins "is a portal to the elemental plane of fire. Now, if you don't mind, I'm going to work on closing it before more unwelcome guests come through."

Vaxilos reaches into his robe and pulls out assorted components. He tosses them into the rift and begins a chant in a long lost tongue. Slowly, the portal begins to shift, sway, and shrink until it seemingly vanishes in a final puff of smoke.

"Now dear adventurers" he turns to face you "I believe we have much to discuss."

Vaxilos the **archmage**, or Vax as he's known about town, is a lawful good human male of considerable age. He wears a flowing violet robe and a matching hat that hides his wild hair. After closing the rift he ushers the adventurers closer. He can explain the following.

- Portals like that one are used to invade other realms.
- The creatures that came through were likely a reconnaissance party of sorts.
- Vax can determine exactly which of the elemental lords is to blame, but it will take time.
- On behalf of the city's nobility, he can offer them a sizable reward if they're willing to hunt down the culprit.

If the characters agree, then read the following.



"Ah very good. While I figure out who the culprit is, I'll need you to go see an old acquaintance of mine, a Rakshasa named Vajna. He has a set of medallions that will allow you to survive the intense heat and toxic air that permeates the elemental plane of fire. Vajna moves about quite a bit. Your best bet will be to ask around the market district for him. If he hears you're looking for him, he'll reach out."

And with that, Vax heads back to his workshop to begin work on tracking down the culprit of the attack.

Market District

When the characters reach the market district they find a mixture of fear and chaos has taken over the area. Word of the elemental incursion has spread across the city and everyone is on edge. If the characters begin asking around for Vajna, have them make a Charisma (Persuasion) check against a DC of 20.

If they're successful, they locate one of Vajna's agents. After a brief conversation, he agrees to take them to see his master.

If they fail, they find their way to a dead end. As they turn to leave, they find themselves cornered by three cloaked figures.

"You should've kept to yourselves. Vajna doesn't take kindly to those who work for the city."

Encounter: Assassins. The three men are **assassins**. They were sent by Vajna to deal with the characters when he heard they were asking around for him. The men won't fight to the death though, and if two of them are reduced to 0 hit points, the third will surrender and offer to take them to see his master.

Vajna's Sanctum

The agent leads you through a series of twisting alleyways before stopping at a nondescript door. He knocks in a peculiar pattern and the door swings open. Stepping inside, you find yourselves in a well furnished extradimensional space. There, on a plush pillow surrounded by treasures and delights, sits Vajna, the rakshasa merchant.

"Greetings. I hear you've been... looking for me? How can I be of... assistance?"

He flashes a feline smile and gestures to pillows laid out in a semi-circle before him.

If the characters mention having been sent by Vax, read the following.

"Ah the archmage. How is the old man? I haven't seen him in quite some time."

If the characters bring up the medallions, read the following.

"Ah, planning a jaunt to another plane are you? Well, I can certainly understand why you came to see me. I have what you want... but it will cost you dearly."

Vajna makes the characters an offer that's outrageous by any standard. As the DM, feel free to price the items well outside the characters' means. When they cannot pay, read the following.

"Well, those are my terms. I will not be swayed by tales of death and destruction or impending invasions. If you want the medallions, you'll pay my price."

If the characters show any measure of hostility towards Vajna or push the subject of price too far, read the following.

"The rakshasa snarls. "I see you can't pay nor will you go... quietly. Here, allow my men to see you out."

With that, he reaches into a bowl next to him grabbing a handful of gems. He then crushes them tossing the dust at your feet. Suddenly, in a flash of light, four large elementals appear before you and begin to move on your position!

Encounter: Elemental Bodyguards. Vajna the **rakshasa** summons one **air elemental**, one **earth elemental**, one **fire elemental**, and one **water elemental**. The four creatures obey his commands and fight to the death. Vajna is a coward above all things, and if the fight begins to go badly for him, he'll surrender, offering the medallions as a truce before using *plane shift* to escape.

Treasure: Amulets of Planeswalking. The medallions are *amulets of planeswalking*. They're very rare magic items that require attunement. While wearing one, a creature gains the following benefits while not on their home plane of existence.

- A creature can breathe normally in any environment, and they have advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons)



- The character can walk on water, lava, snow, and other difficult terrain as if it were normal solid ground (ignoring any damage that would be taken from normally traversing such a surface).
- The character is unaffected by extreme environmental temperatures.
- The character can cast *plane shift* targeting themselves only once per day, but only to travel back to their own home plane of existence.

Once the characters have acquired the medallions, they receive a message from Vax via a *sending* spell instructing them to come to his tower in another part of town.

Vax's Workshop

The massive tower stands out among the ramshackle buildings in this rundown district. A sign on the front says "Vaxilos' Arcane Workshop". A large knocker in the shape of a spellbook hangs on the door.

The workshop is home to Vaxilos the kind human male **archmage**. Despite his status and power, he prefers to live here with the common folk where he can do some genuine good helping others. If the characters try to open the door, they find it sealed shut with an *arcane lock* spell (DC 20 to pick). If they knock, the door swings open revealing a small foyer with spiral steps leading up higher into the building. As they enter, a voice shouts down to them from above.

"Come on up! And mind the stairs!" a voice beckons you from above.

As the characters climb the stairs they find themselves passing through sparse living quarters, a small kitchen, and a storeroom containing foodstuffs and assorted items of little value. As they reach the fifth floor, they find themselves in a large and rather spacious laboratory of some kind. Anyone who succeeds on a DC 14 Intelligence (Arcana) check realizes they're in an extra-dimensional space.

Vax will confirm that the characters have the medallions, then he will explain the following.

- The elemental lord to blame is Vosphor, Lord of Flames.
- He's as powerful as a demi-god, but not divine in any sense.
- He lives on the elemental plane of fire on the Planes of Sulphur.
- If killed, he can come back from the dead, but only if his heart is left intact for seven days.

- With the medallions in hand, Vax can safely send the characters close to Vosphor's keep, but they'll need to traverse part of the way on foot.

If the characters are ready, Vax can send them now. Otherwise, he recommends they waste little time and advises that they should leave within the next 24 hours. When the characters are all set, read the following.

Vax leads you up the stairs to an even larger room, this one containing a massive circle of glyphs inscribed upon the floor. He motions for you to put on the medallions and begins casting. Slowly, a tear in the fabric of space appears before you, growing until it's wide enough to fit a large creature through.

"Quickly now! Through the portal! When you're ready to return, use the medallions. They'll bring you back here." The archmage's voice is a muffled shout over the roar of the lava fields that now hover before you.

When the characters step through the portal, they find themselves on the Planes of Sulphur on the elemental plane of fire.

Planes of Sulphur

The elemental plane of fire is a swirling maelstrom of fire, smoke, brimstone, and sulphur. The very ground itself is constantly ablaze and lava flows like rivers across the land. Normally, the following conditions are in effect, although currently they're being suppressed for the characters by the medallions they wear.

- The air is scalding hot mixture of sulphur and smoke. Any creature that isn't immune to fire that attempts to breathe here takes 3d6 fire damage per round. Any creature that isn't immune to poison that attempts to breathe here takes 3d6 poison damage per round.
- The ground is a shifting mass of molten rock. Any creature that isn't immune to fire that touches it takes 10d10 fire damage per round.
- The temperature is unbearably hot. Each hour a creature remains here they must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion.

The constant haze of smoke lightly obscures everything here and the glow of the lava fields bathes everything in a dim light. Far ahead in the distance, the characters can see what appears to be a ruined mountain keep.

Encounter: Salamander Patrol. As the characters make their way across the Planes of Sulphur, they come across one of Vosphor's patrols. a group of five **salamanders** are making their way toward them. The characters can attempt to hide, sneak around them, or engage them directly. If combat ensues, the salamanders will fight until three of them have been reduced to 0 hit points. When that occurs, the other two will attempt to flee back to the ruined keep.



The Ruined Keep

Ahead of you, the ruins of a massive keep can be seen embedded in the mountainside. The upper levels appear to have collapsed and now the lower levels are exposed to the elements.

The entrance to the lower levels of the keep is an exposed cavern in the side of the mountain. The cave-like interior has the following features unless otherwise noted.

Ceilings. The ceilings are made of red stone and rise 40 ft. above the floor.

Floors and Walls. The floors and walls are made of dark red stone.

Doors. The doors are made of a thick brass with bronze banding. They're all unlocked unless otherwise noted.

Lighting. Assorted braziers cast an eerie orange glow throughout the complex.

1. Hall of Pillars

This massive chamber contains assorted 5 ft. thick stone columns all throughout. To the southeast, a tunnel leads deeper into the mountainside. To the northwest, a passage leads into the lower reaches of the complex. Ahead, two massive brass doors bar the way forward.

Encounter: Guards. Two **salamanders** and a **fire elemental** are guarding this area. If any of the salamanders from the patrol outside reached the keep, the guards and the patrol survivors are all hiding behind the pillars waiting to ambush the characters. Knowing Vospor is behind the large doors, and fearful of his wrath, they all fight to the death.

2. Lava River

An underground river of lava flows through this chamber. Assorted metallic containers line its shores.

The containers are empty, but show signs of refuse within them.

3. Statue of the Efreeti

A large brass statue of an efreeti stands here in an alcove. His hands lie outstretched.

A message in Ignan on the statue states "Give me treasure and receive my blessing." If a character places treasure into its hands, the statue bestows an effect based on the value of the treasure. The treasure is then burned to a cinder and destroyed.

Value in GP	Effect
1,000 or Less	The character has disadvantage on all attack rolls and ability checks for 24 hours.
1,001 to 5,000	Nothing Happens
5,001 to 10,000	The character gains advantage on one type of ability check for 24 hours.
10,001 to 25,000	The character gains advantage on attack rolls for 24 hours.
25,001 or More	The character gains advantage on attack rolls for 24 hours and fire resistance for the duration.

4. Collapsed Chamber

This chamber contains half a dozen dead salamanders who were killed when the ceiling collapsed.

Treasure: Lost and Found. One of the dead salamanders has a *+2 trident* on them.

5. Hall of History

A large tapestry woven from threads of colored brass hangs from the southeastern wall. It displays a massive humanoid clad in flaming armor leading an army. It's flanked on either side by statues of the same figure.

Treasure: Historical Value. The tapestry is worth 15,000 gp if the characters can find a way to transport it.

6. Audience Chamber

This massive chamber has a ceiling that rises 80 ft. above the floor at its highest point. An elevated platform dominates the center of the room, and a gigantic throne of brass sits against the far wall. Seated upon it is a giant-sized humanoid, skin red as embers, eyes black as coal. It's clad in flaming armor and wielding a whip and sword. As it stands, huge flaming wings unfold from behind it.

Encounter: Vospor, Lord of Flames. This is **Vospor, Lord of Flames**, ruler of this portion of the elemental plane of fire and the culprit behind the incursion into Denmarsh. Vospor fights hyper intelligently using his whip and longsword in tandem to take down the biggest threat. If he can affect multiple targets with his fire aura, he'll position himself accordingly. If cornered, he'll teleport out of harm's way. He uses his legendary actions either to try to maximize his total damage output across the characters or to focus down on target.



When he dies, after his body explodes during his death throes, all that's left behind is a glowing heart of magma. Unless it is doused in the waters of the elemental plane of water, he will reconstitute himself within seven days.

Aftermath

With Vosphor dead, no further incursions from the elemental plane of fire will occur in Denmark, at least not due to his influence and as long as the characters deal with his still burning heart.

If they return to Denmark with it, Vax will be able to tell them how to destroy it as above.

If they return without it, he will instead chastise them for leaving it behind and state that they've only delayed the inevitable now. If the characters want to return to get it, Vax can send them there. They'll encounter five **salamanders** in the ruins of the keep that they'll have to defeat before they can reclaim the heart.

Once the heart is recovered and the characters are safely back in Denmark, Vax will reward them with 25,000 gp for their efforts and the eternal gratitude of the city. Disposal of the heart will have to begin soon though, so he'll advise them to prepare themselves for another adventure.



Vosphor, Lord of Flames

Huge elemental, chaotic evil

Armor Class 19 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +15, Con +13, Wis +10, Cha +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Ignan, telepathy 120 ft.

Challenge 23 (50,000 XP)

Death Throes. When Vosphor dies, he explodes, and each creature within 30 feet of him must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried.

Fire Aura. At the start of each of Vosphor's turns, each creature within 5 feet of him takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches Vosphor or hits him with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Magic Resistance. Vosphor has advantage on saving throws against spells and other magical effects.

Magic Weapons. Vosphor's weapon attacks are magical.

Actions

Multiattack. Vosphor makes two attacks: one with his longsword and one with his whip.

Longsword. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) fire damage. If Vosphor scores a critical hit, he rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward Vosphor.

Teleport. Vosphor magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

Vosphor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vosphor regains spent legendary actions at the start of his turn.

Attack. Vosphor makes one attack with his longsword or his whip.

Unbridled Flames. Vosphor affects each creature within 15 feet of him with his Fire Aura.

Whip Frenzy (Costs 2 Actions). Vosphor makes a whip attack against every creature within range.



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