



QUESTLINE

MONTHLY

THE CONVERGENCE CONSPIRACY

A Flames of the Drowned Adventure

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5TH EDITION ADVENTURE

CONSPIRACY

The Convergence Conspiracy is intended for 3-5 characters with an average party level (APL) of 9. Characters who complete this adventure will reach 10th level. Tasked with seeking aid from the legendary fire giant smiths, the Eldsmiðir, the adventurers embark on a perilous quest to Mount Infernos. However, gaining an audience with the Eldsmiðir proves to be no easy feat, as these isolationist fire giants reserve their trust for those who have proven their worth. It is Sindel, the apprentice to the esteemed Master Smith of the Frenzied Forge, who approaches the adventurers, sharing his suspicion that planar tears may be causing the recent troubles plaguing the volcano. He offers them a chance to earn an audience with Forgemaster Sotrus if they can provide evidence of these tears and close them before further harm befalls the mountain.

As the adventurers delve into their investigations, they uncover a sinister plot that extends beyond the mere presence of planar tears. They soon realize that Mount Infernos and its inhabitants face an imminent full-scale invasion with the malevolent intention of drowning them all. Upon reporting their findings to Sindel, they unwittingly violate the mountain's laws by communicating with the young fire giant in secrecy. This leads to their apprehension by the forge's protectors, leaving them locked away while their fate hangs in the balance.

However, their dire situation takes an unexpected turn when a colossal rift tears open at the Maw of the Mountain, unleashing a torrent of water elementals led by the ancient primordial Salis, the Drowned Titan. With no other choice but to free the adventurers, they are released to join forces with the Eldsmiðir, fighting side by side to defend the Frenzied Forge and repel the invading forces from the caldera. Now, their skills and bravery will be tested like never before as they stand united against the encroaching threat, forging an alliance between fire and steel in the face of imminent destruction.

BACKGROUND

In a realm where ancient legends hold sway, Mount Infernos stands as a beacon of elemental power and craftsmanship. The Frenzied Forge, manned by the legendary Eldsmiðir fire giants, is a testament to their unparalleled mastery of fire and steel. The Brimstone Bastion, nestled deep beneath the volcano's fiery heart, is home to these reclusive artisans. Unbeknownst to them, a conspiracy brews in the depths of Mount Infernos, orchestrated by otherplanar forces to extinguish the flame of the mountain and take it for their own. The party finds themselves drawn into this unfolding drama as an apprentice to the Eldsmiðir seeks their aid in uncovering the plot and defending their sacred realm. As heroes, they hold the fate of Mount Infernos within their hands, tasked with unmasking the hidden enemy before their elemental powers reshape the world forever.

ADVENTURE HOOKS

The legendary reputation of the Frenzied Forge invites many who wander for a variety of reasons. The following are a few suggestions; however, you're welcome to introduce your own hooks to weave Mount Infernos as a part of your own story!

- **Coveted Forge.** A dwarvish prospector by the name of Thymur Proudforge has set up his wagon outside of Mount Infernos, having been denied access to Brimstone Bastion, let alone the Frenzied Forge. Due to his unpersuasive demeanor, he may have blown his chances with the Eldsmiðir, however, he is willing to pay nearly anything for the party to consult with the Eldsmiðir to allow him access to their forges so that he may melt down his adamantine treasures plundered from Ferus Crater.
- **Planar Disturbance.** A high elvish ranger by the name of Wynrieth Vornol has been pleading with the gatekeepers of the Brimstone Bastion to allow her to pass into the undercity so she may investigate what she believes to be other-planar disruptions. Due to the pride of the Eldsmiðir, they refuse to concede that such a disturbance is possible and have banned her from the city for her insolence. After consulting the party, she explains that she is a Riftwarden capable of sensing tears and rifts and that she is certain that some are lingering below.
- **Crown Seeker.** A brimstone genasi sorceress by the name of Flux has been studying the history of the Eldsmiðir after being given access to the archives within the Brimstone Bastion. During her studies, she comes across a piece of lore that refers to an enchanted crown worn as a ring by an Eldsmiðir king hundreds of years ago, a king with potent sorcery very similar to her own. Flux is desperate to recover such an artifact for the Eldsmiðir so that she may earn their grace and hopefully study it to master her own magics. If anyone knows where this ring was buried, it's the Forgemaster.

CLIMATE OF THE MOUNTAIN

As the party traverses the many locations within Mount Infernos, they will begin to gradually feel the intense heat weigh heavy on their shoulders the longer they meander. As a reminder for the rules of Extreme Heat: When the temperature is at or above 100 degrees Fahrenheit, a creature exposed to the heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

PART 1 - WHISPERS IN THE MINES

APPROACHING THE BASTION

The first step for the party to begin their journey towards the Frenzied Forge is to first pass through the titanic gates of the Brimstone Bastion. As the party approaches the city, read the following passage:

The rancid smell of brimstone lingers heavily in the air as you carry yourselves along the road. At the end, you behold the massive and imposing citadel of jet before you. Its titanic silhouette is distorted by the ever-present waves of intense heat, though that does little to miscommunicate the scale of this mega-structure. The heavy sound of metal rings through this volcanic cavern as you spy the gates of the city close after permitting entry to an obscured party.

Flanking each side of the bastion's steel doors are fire giants bedecked in layers of impressive armor, each hoisting shields taller than most houses. They stand stalwartly at attention as you approach, scrutinizing the lot of you before one calls out. "Small-folk. What is your business in the Brimstone Bastion?"

Two **Eldsmiðir Cinderwalls** by the names of Embrek and Throng flank each side of the entry and act as gatekeepers for the city. Unfortunately for the party, the Eldsmiðir do not just let anyone in. The party can convince the giants to let them pass with a DC 15 Charisma (Deception or Persuasion) ability check.

If the party is unable to convince the gatekeepers to permit their entry, they may have to resort to sneaking in. While the Brimstone Bastion is a mighty fortress, it is not without its small cracks and holes that the party may be able to pass through. Alternatively, they might pay a smuggler who is already permitted within the city to ferry them in.

USING THE ADVENTURE HOOKS

Depending on which adventure hook you've selected from the previous page, the players can use previously provided information to enter the Brimstone Bastion without an ability check.

Crown Seeker. If you are using this hook, the players can invoke Flux's name as a means to enter.

Coveted Forge. If you are using this hook, the players can say that they seek a forge strong enough to smelt their adamantine ore.

Once the party enters the Brimstone Bastion, there should not be any issue getting out. The interior gatekeepers are more than eager to see the outsiders out, and as long as they are not acting obviously suspicious, they will see no reason to interrogate them for a reason for departure.

FEATURES OF THE BASTION

While the Brimstone Bastion is obviously home to such a legendary locale as the Frenzied Forge, it also houses a handful of other reputable establishments throughout its incredibly well-engineered cityscape, though very few of these places were created with the accommodations of small races in mind.

Deep Mines. The Deep Mines, or Djúpar Námur in the native giant tongue, are a vast and well-supported network of tunnels and lava tubes that run miles underground. Industrial machines and arcane devices have been established that assist the fire giants of the bastion in excavating huge deposits of aluminum, diamonds, gold, nickel, lead, zinc, and copper. Here, the party might be able to purchase a few sticks of *flashfire powder* from the mine's foreman, Ugrit Thogsson.

Flamebelly Bar. Located not far from the Deep Mines, this massive establishment was meant to accommodate the waves of miners after a day's work and has little-to-no services or items for the small folk. Despite this, the barkeep does have a standing policy that any small folk that can hold down a shot (which to a giant is approximately 6 fluid ounces) of giant liquor will earn themselves top-notch service from the bar staff, along with free meal and drink for whatever they can offer. Here, the party might be able to purchase beverages that provide the effects of a *potion of fire breath*, *potion of slagspitting*, *potion of resistance (fire)*, or *potion of heroism* from the barkeep, Ygrette Jarndottir. Regardless of what effects the beverage provides, it also poisons the creature that consumes it for an hour.

Emberstone Jewelers. Opulent and precious are the contents of this praised storefront. Its owners are Eldsmiðir who possess a masterful dexterity for finely worked bangles, rings, necklaces, and other extravagantly expensive crafts. Here, the party might be able to purchase mundane gems (including diamonds worth up to 25,000 gp) or magical jewelry, such as an *elemental gem (red)*, *necklace of fireballs*, *ring of protection*, or a *ring of resistance (fire)* from the shop's proprietors, Brand and Nora Emberstone.

Untarnished Archives. This large library, known as Eldvarið Bókasafn in the native giant tongue, hosts millennia of highly sought-after lore, including a detailed history of the Eldsmiðir, Mount Infernos the Frenzied, the primordial titans, and archaic religious scriptures detailing a more enigmatic and occult perspective on an entity referred to as the "Frenzied Flame." Here, the party might be able to purchase *spell scrolls* of spells that deal fire damage from the head librarian, Archivist Rokilda Ogon.

Obsidian Crucible. The fire giants of the Brimstone Bastion have long preferred one recreational style of entertainment for as long as anyone can remember: gladiatorial combat. Within the confines of this massive black-glass bowl, skilled fighters will face off against the many great beasts of the mountain or even mighty creatures imported from other corners of the world. It is also in the crucible where grudges between the giants are settled, either through submission or death.

THE FRENZIED FORGE

After navigating the even, geometric streets of the Brimstone Bastion, the party makes their way towards the legendary Frenzied Forge to consult with the Eldsmiðir over any number of peculiar matters, whether it be asking after their expertise in the smelting and refinement of magical ore, the potential looming disaster of an unattended rift, or the historical whereabouts of the *crown of the raging inferno*. As the party approaches the Frenzied Forge, read the following passage:

As you tread upon gilded slabs of cobbled basalt towards your destination, you notice that the busy skyscape above you gradually opens up into the natural roof of the volcano cavern. Dripping conduits of lava pour through a network of inclined stone, being funneled into these large containers beside a massive industrial lot before you. Cylindrical cauldrons of molten ore are pulled along suspended chains, each being poured into various casts of weapons, armor, statues, and other various instruments. Working diligently around these massive forge-pits are incredibly well-built fire giants, the fabled Eldsmiðir of Mount Infernos.

Their chiseled bodies are wrapped in treated leathers and covered in soot, each donning some sort of protective eyewear to ward them against the blinding flairs of their machines and tools. Simply observing them work is akin to watching a master chef prepare an elegant dish; there is a constant hustle behind each and every process, none taking as much as a moment to rest between their many tedious tasks. Every strike of their tempering hammers is precise and deliberate, and they seldom miss their marks.

You all stand spectating on the threshold of this busy facility, searching for an apparent forgemaster. Standing hunched over a massive rune-scribed anvil, across a chasm of magma over a runic bridge, is Sotrus Eldsmiðir, Master of the Forge.

Aside from the almost sacrosanct presentation of the Frenzied Forge, there are no written rules about conduct within it, nor is there a warning of entry for those who are unsanctioned. As almost an unwritten rule of respect, the fire giants do not interact with the working smiths of the Frenzied Forge unless absolutely necessary. This lack of information might be misleadingly inviting for the party, tempting them to enter the domain.

If the party attempts to communicate with any of the working smiths, they will glare at the characters before returing back to their work, refusing to interact with them. As long as the player characters keep their hands to themselves and don't interfere with the flow of industry surrounding them, they will be ignored by the Eldsmiðir.

Crossing the runic bridge is the only way towards the Forgemaster who is currently enraptured in the shaping of this slab of steel. Calling out for Sotrus' attention will yield no reply, but annoying or physically interacting with him will result in a potentially painful retort. If Sotrus is addressed respectfully and clearly, only then will he grace the party with a reply:

Sotrus: "Who believes they are worthy of an audience with me?"

He will not turn his head away from his work as he continues to temper the metal. Consider the following replies to the party's answers:

- **We seek your knowledge in the refinement of adamantine.** "As do many, yet that does not make you worthy of this knowledge."
- **We seek to alert you to the rifts opening around the mountain.** "Unlikely. One of our many patrolmen would have noticed such an anomaly by now. Even if that were true, the Eldsmiðir will hold their own against any meager threat."
- **We seek the location of the Crown of the Raging Inferno.** "The crown and its wielder are a shameful portion of our great history. Why would I reveal to you such location?"

Once the party has a moment to plead their cases, they will eventually be silenced as Sotrus finally rests his hammer and turns to face them, now visibly irritated by their presence. He will interrupt and disrupt further attempts to converse and threaten to throw them into the fiery depths unless they leave of their own accord, formally banning them from the Frenzied Forge. Future attempts to enter the forge will be met with hostility from the other smiths, who will forcefully eject them by one means or another.

As the party exits the threshold of the Frenzied Forge, a character with a passive Perception of 16 or higher will notice one of the Smiths, a younger male fire giant, has been diligently watching them since they first approached the Master of the Forge. If they make it apparent that they can see him staring, he will fumbled his tools before ducking away and out of sight, still within the confines of the forge.

After some time has passed, this giant will eventually make his way to meet up with the party out of view of the Frenzied Forge or any Eldsmiðir. Read the following passage:

Peering from around a corner, you all hear a young giant approach you. His face is dirtied with soot, save for a clean outline where goggles were previous resting. His face barely sports the earliest development of facial hair, and he seems to carry a nervous disposition.

"Hello there. My name is Sindel. Pardon my eavesdropping, but I heard you speaking with Sotrus. I think I may be able to help in 'earning' an audience with him."

USING THE ADVENTURE HOOKS

Depending on which adventure hook you've selected previously, Sindel might have more to say the conversation he'd overheard.

Planar Disturbance. If you are using this hook, Sindel will eagerly reinforce their suspicions, insisting he has been noticing symptoms of other-planar exposure throughout the mountain.

PART 2 - MENDING TEARS

SINDEL'S THEORY

If the area is not ideal for such a suspicious conversation, Sindel will gladly invite the party to his apprentice quarters, where he has a room all to himself. Once sufficiently sequestered, Sindel will talk about things he's been noticing around the mountain that have been causing confusion for a handful of the local populace. The local freshwater has become more gradually salty and is bordering on undrinkable; the forges have been burning less hot; and there have even been sightings of some volcanically mutated fish dweeling within the lava lakes. Curious about these recent happenings, Sindel visited the Untarnished Archives to research what could possibly be happening. He eventually happened upon a precious tome detailing the leylines between worlds and has made the hypothesis that a hidden tear to another elemental plane is responsible for the local problems. After presenting this information to Sotrus, he was berated and told to abandon this silly conspiracy and return to the forges, lest he risk his apprenticeship and be cast out of the Frenzied Forge. Now, Sindel is eager to utilize the party's need to prove themselves to Sotrus by seeking out solid evidence of planar interference.

If a character tries to ascertain any ulterior motives that Sindel may possess, a DC 15 Wisdom (Insight) check will reveal that Sindel maintains a desperate need for approval from his peers and seems to lack the base amount of confidence expected of him.

If the party agrees to follow this lead, they will need to figure out where they might look for these planar tears. You can use any of the following ability checks and set the relevant DC to help determine what information will be discerned:

- **Arcana.** If a planeswalker is attempting to deliberately open a tear to another plane, they can typically control the vague whereabouts of the tear from the other side. The location is likely a naturally occurring formation to avoid suspicion, and a mage would channel into the rift in order to keep it open and help fester it.
- **History / Religion.** In previous recollection of tomes referring to water-related cults, they would often hide their initial tears long enough to open large and obvious rifts in the open. Such a tactic was used to summon a kraken over the Hytherian city of Neolanta.
- **Nature.** Geologically, the most sensible place for a covert rift to appear would be a lava tube, which can stretch for thousands of feet beneath the surface.

Regardless of which check is made, the end conclusion should be that the place to investigate is the lava tubes beneath the city. If the characters took time to explore the Brimstone Bastion a bit before seeing the Frenzied Forge, they might figure that the best place to start this search would be the depths of the Deep Mines. If no characters are aware of the mines, then Sindel will excitedly suggest them, eager to add to the players' revelation.

Before the party departs, Sindel firmly requests that they keep their discussions a secret until they have solid evidence; otherwise, he could lose his apprenticeship at the Frenzied Forge, which he has dedicated his life to obtaining.

INTO THE MINES

The wisest course of action in order to enter the mines would be to do so after the workers have retired for the evening. During the late hours, the entrance to the mines is guarded by a lazy **Eldsmiðir Blazeguard** named Ogdred and his pet **hellhound**, Ozzy Pawsborne, the Prince of Barkness. When they arrive, Ogdred is entirely asleep in a large chair beside the entrance and is, luckily, a heavy sleeper. The party can use a multitude of options to pass through the mines, including but not limited to:

- **Stealth.** The most obvious and sensible approach, the party can sneak by the guard, careful not to alert the hellhound.
- **Animal Handling.** By providing the hellhound with affection, scratches, and play, someone can bribe their way past the hound without alerting it.
- **Persuasion.** Offering a cut of meat or using energetic language can pacify the dog and bypass it. A more skilled silvertongue may even be able to address Ogdred directly and be forthcoming with their intentions in the mines; however, Ogdred, like most of the Eldsmiðir, is incredibly stubborn.
- **Deception.** Mimicking a thrown object can fool the hound, but its barking might wake Ogdred. However, Ogdred is both stubborn and gullible, making him susceptible to elaborate lies.

If any of their checks fail and the duo is alerted, they will deny access to the mines and stand guard until the next morning. Pushing past them initiates combat with the fire giant and hellhound. The giant uses nonlethal damage unless Ozzy Pawsborne is killed, in which case he prioritizes revenge. Killing Ogdred and his hellhound leads to the tribe arresting the party and throwing them in prison. Refer to the **Imprisoned** section to continue the story.

While descending into the Deep Mines, the party navigates through labyrinthine tunnels for hours. Use the encounter table for events during their journey until they find the rift. If a result repeats, reroll.

DEEP MINES RANDOM ENCOUNTERS

d6 Encounters

- 1 3d6 + 3 **piercers** waiting to ambush prey.
- 2 1 **roper** beside a pool of lava who likes to cook living prey before eating it.
- 3 2d4 + 2 **darkmantles** wait to ambush prey.
- 4 2 sleeping **earth elementals** block the path forward.
- 5 1d10 + 3 **kobolds** are scavenging the gear left behind from the Eldsmiðir miners.
- 6 The party locates the elemental tear.

THE FLOODING CHAMBER

After a long and challenging trek through the vast mines, they notice the gentle sounds of splashing water under the feet in a vaguely steamy chamber. Treading forward towards a potential source, the party notices a cloaked humanoid their size standing with their back to them, overlooking a waterlogged hole in the ground. The figure turns to face them and pulls back the hood, revealing the beautiful features of the high elf, **Wynrieth Vornol**.

Unless you are using the **Planar Disturbance** adventure hook, Wynrieth introduces herself as a Riftwarden who is there for the same reason they are; to investigate the mutative effects of a potential rift, and she believes that the other side of this flooded tunnel holds the tear she seeks. If you are using the **Planar Disturbance** adventure hook, she pleasantly greets the party once again and thanks them for helping her follow in their footsteps to sneak into the mines. Thanks to her *Planar Awareness* feature, she was able to beat the party to the portal by a few hours and was waiting to rendezvous with them here.

Wynrieth is the key component for closing any rifts or tears the party may come across this adventure. In order to close a tear, Wynrieth needs to maintain concentration on channeling material energy into the tear for 1 minute before it sews shut. In order to close a rift, Wynrieth needs to maintain concentration on channeling material energy into the rift for 1 hour after the creature that created it (a **wave of elementals** as detailed in the next section) has been slain or returned to its native plane.

PATH TO THE TEAR

The newest obstacle before the party would be navigating through this flooded tunnel. A *water breathing* spell would make this section trivial; however, a group without this spell prepared might find traversing the sunken tunnel challenging.

The flooded lava tube is 25 feet in diameter and extends downward at an angle that is 300 feet long. A creature without a swimming speed would need to hold its breath for 20 rounds (2 minutes) in order to emerge on the other side unharmed. This feat might test your players' creativity if they have a character or two with Constitution scores less than 2, but there are many different means of getting to the end of the tube, such as storing an ally within an extradimensional space, using something explosive (mundane or magical) to blow an air pocket in the tunnel, or other clever means.

Once your first player emerges from the water on the other side, they find a hollow chamber with a tear in space that is pouring hundreds of gallons of water every second, flooding every cavity in the earth. Standing in front of this tear with their back to the player characters is a **steam elemental** who is currently channeling magic into the tear, festering it and dwindling the fabric between planes.

In order to avoid the elemental's attention, anyone who emerges from the pool towards the back of the chamber must succeed on a DC 10 Dexterity (Stealth) ability check. On a failure, the steam elemental is alerted to their presence and will immediately become hostile. If this happens, read the following passage:



RIFTWARDEN WYNRIETH

This vaguely humanoid form of boiling vapor lets out a hissing scream, like pressure escaping a teapot, that echoes off of the walls of this resonate cave. Its limbs rip away from the planar tear, and the torrential flood of water begins to slow, almost coagulating in the portal.

The water undulates in the tear, almost breathing with a life of its own, expanding like an inflating lung before bursting from the rift in this invasive mass of writhing, living water. A hundred tendrils and featured forms emerge as this tidal presence washes towards you all, parting around the being of steam. Roll initiative.

Immediately emerging from the tear is a **wave of elementals** that fight alongside the **steam elemental**. Due to the rise of water caused by the tear and presence of the elemental wave, the chamber quickly begins to flood. The water level starts at 1 foot deep during the first round of combat. Then, at initiative count 20 (losing ties), the water level rises by 1 foot for each 50 hit points split between the two elementals to a maximum of 20 feet (which entirely floods the chamber).

As the water level rises, the chamber becomes an environmental hazard for the characters. At the top of each round, consult the Flooding Chamber table to determine this round's effects.

FLOODING CHAMBER

Water Level	Save DC	Cold Damage
3 feet	–	–
6 feet	8	1d6
10 feet	12	3d6
15 feet	15	5d6
20 feet	18	8d6

Exhaustion DC. Each round that a creature other than the **steam elemental** or **wave of elementals** ends its turn steeped in the freezing water, it must make a Constitution saving throw. The DC of the saving throw depends on the water level, as shown on the Flooding Chamber table. On a failed saving throw, a character suffers one level of exhaustion. Creatures that are resistant or immune to cold damage automatically pass their saving throws. When the wave of elementals die, the water no longer exhausts the creatures within it.

Cold Damage. A creature other than the **steam elemental** or the **wave of elementals** automatically takes the amount of cold damage listed on the Flooding Chamber table. The wave of elementals instead regains this many hit points. When the wave of elementals die, the water no longer deals cold damage.

Difficult Terrain Once the water reaches at least 1/3rd of any given player character's height, it is considered difficult terrain unless that creature has a swimming speed.

Underwater Combat. Once the water reaches at least 2/3rds of any given player character's height, they are considered underwater for the purposes of combat. As a reminder of the rule, creatures without swimming speeds that make melee weapon attacks have disadvantage on the attack roll unless the weapon is a dagger, javelin, short sword, spear, or trident. Ranged weapon attacks automatically miss targets beyond the weapon's normal range, and all attack rolls have disadvantage unless the weapon is a crossbow, net, or a thrown weapon. A creature fully immersed in water has resistance to fire damage.

Closing the Tear. While the **wave of elementals** live, the portal is not able to be closed, even by Wynrieth's planar abilities. Once the wave has been slain, she will immediately begin concentrating on an incantation to close the tear, which will require 1 uninterrupted minute of time. Once the rite is complete, a vacuum current inverses on the other side of the tear, pumping out all of the water in the chamber before sewing itself shut, effectively mending the dimensional tear.

The Tear The tear itself is an approximate 10-foot by 5-foot oval portal suspended in the air. Due to the sheer weight of water pouring from the tear, a creature cannot enter the portal to the Elemental Plane of Water.

INTERROGATION OPPORTUNITY

In the event that the party chooses to incapacitate the **steam elemental** with the intention to interrogate it for information, either Wynrieth or a creature who speaks Primordial, Ignan, or Aquan can communicate with the elemental. The being is stubborn, but answers can be extracted from the creature with successful Charisma (Intimidation or Persuasion) ability checks, with DC's dependent on the manner in which each question is presented, as determined by the GM. A general recommended DC for this obdurate creature would be 18. Consider the following replies to the party's questions:

- **Why are you opening rifts around Mount Infernos?** "We following the bidding of the Drowned Titan. They have tasked me with the conjuration of these tears, and so I comply."
- **Who is the Drowned Titan?** "Salis. They are primordial, born at the dawn of time. They covet this mountain for reasons I do not know."
- **Are there other rifts?** "Yes. I am only one of three scattered throughout the mountain. Regardless of your efforts, you will likely be too late. The veil between worlds has been thinned. It will not be long until the Drowned Titan's arrival."
- **Where/When will Salis arrive?** "Where/When they wish to."

EVIDENCE

After concluding this encounter, the party will need something physical to return to Sotrus as solid evidence of the existence of this planar interference. Roll or choose an item from the Evidence table to determine what that item is.

EVIDENCE

d4 Item

- 1 A spherical mote of flowing water (*pearl of power*)
- 2 A *boiling flask* that once contained the **steam elemental** (it may still if the party chose to spare it)
- 3 A *decanter of endless water*
- 4 A *bowl of commanding water elementals*

AFTERMATH

Once the party has retrieved the piece of evidence they seek, Wynrieth speaks about how she still senses other tears within the mountain and how she needs to see them tended to. This adventure does not cover the details of the other two portal locations; however, you are more than welcome to develop these potential branches yourself or simply have Wynrieth decline the party's offer to accompany her, as she insists that the Eldsmiðir need to be informed of this right away.

SHORTCUT?

If you're needing to save some time and don't wish for your party to backtrack through the treacherous mines until they reach the city, you can opt for a few different options to narratively handwave the return transit:

- **Operational Lift.** In the heart of the mines lies a massive, untended shaft with a sketchy elevator. It is a simple pulley machine that might be easy for a giant to operate, but members of the party can operate this lift together and reach the Brimstone Bastion in an hour.
- **Portal Hopping.** As a favor before Wynrieth departs, she might offer to blink them back to the entrance of the mines. If the party accepts, she presents a *spell scroll of teleport*. This spell has been modified so it always arrives on target.

PART 3 – THE ENCROACHING TIDES

RETURNING TO SOTRUS

As the party emerges from the mines, they find themselves facing Ogdred and his loyal **hellhound**, **Ozzy**, once again. The outcome of this encounter will be influenced by their previous interaction. If the party managed to pass the checkpoint without alerting Ogdred initially, waking him now gives him the impression that they are attempting to sneak in. In response, he will try to apprehend them and lead them away from the mines. Fortunately, this likely works in the party's favor, serving more as a favor than a punishment.

The Frenzied Forge is still bustling with activity, regardless of how much time has passed since the party's excursion into the depths of Mount Infernos. Since the party is still banned from the forge, other working smiths will clutch their heavy tools and approach the party, trying to eject them from the facility. The party can make any sort of DC 18 Charisma ability check in order to convince the smiths that they are in urgent need of an audience with Sotrus. If they fail this check, Sindel interjects himself and backs the other Eldsmiðir away, vouching for them. This will pacify the other smiths, as long as the party does not dawdle and heads straight towards Forgemaster Sotrus.

Sotrus Eldsmiðir is still hard at work at his runic anvil, masterfully tempering steel with unmatched skill. As the party approaches, the Master of the Forge will turn to face them with obvious irritation and upset, clutching his enchanted hammer with a deathgrip. When the party presents the evidence to Sotrus, you can read the following passage:

With great reservation, the giant's imposing form leans down to gingerly pluck the item from your grasp. He slowly raises it to his face, scrutinizing its every detail. A pregnant silence befalls the scene before Sotrus drops the object in front of you all carelessly.

A rumble in his throat precedes a furious scowl as he looks down on you all. "You enter our city. You welcome yourselves into my forge. You defy my words and trespass in our mines. You return to me with petty baubles as evidence that a more sinister conspiracy is taking place, all so that I will offer you favor? You are sorely mistaken, and I will not interpret your crimes lightly."

His gaze turns to his colleagues, "Fetch the Blazeguard. Have them imprisoned until we can figure out what to do with them."

If the party reveals Sindel has been helping them, or if Sindel reveals himself as their aid after vouching for their character, Sotrus will reluctantly involve Sindel in their detention before they are escorted off to Limelock Prison, a smaller prison on the outskirts of the Brimstone Bastion. If the party tries to assail or escape the Eldsmiðir, Sindel will plead with them to comply if they want an iota of a chance to get out of this situation. If they proceed to violence, then they will easily be outmatched and knocked unconscious by the many giants of the Frenzied Forge.

LIMELOCK PRISON

While not any sort of grandiose prison, Limelock's brutalist architecture and various cell structures do make it a high-security facility, constantly manned by a staff of 4

Eldsmiðir Blazeguards, 2 **Eldsmiðir Cinderwalls**, and 1 **Eldsmiðir Flamecaller**. The cells of this prison come in varying sizes for any manner of pests that might be locked up there, including creatures as small as the party. Each member is given their own cell, including Sindel if he was also detained.

For the duration of their incarceration, the party is kept under watch 24/7. Any attempts to cast spells or fiddle with the cell locks will be met with aggression from the staff. Here, the party is provided with some heavily charred prison food and uncomfortable hot fresh water for their meals and told to get to sleep by the guards. If they obviously defy the staff's orders, they will be met with hostility, threats, and eventually action. If Sindel is present, he will continue to plead for them to comply, saying that he is sure they will all receive a lenient trial and that they won't all be here for very long.

Once the party has achieved a long rest or until 8 hours have passed, they will all be startled by the shaking of the earth and the gentle flow of a puddle seeping into the prison. Off in the distance, a bell can be heard through the bastion. The staff of Limelock Prison all turn to one another, choosing only one of them to stay behind while the rest rush off towards the sound of conflict.

It is at this point that the party can earn their freedom, as they are left attended only by an **Eldsmiðir Blazeguard** by the name of Oksull. His attention is currently divided between the various inmates and the pandemonium seemingly occurring far off in the distance, averting his gaze away from the cells. Here, the party can attempt any number of methods of escaping Limelock, including but certainly not limited to:

- **Plead with Oksull.** If the party mentions how they were investigating this conspiracy prior to their arrest and their sole interest is to help the Eldsmiðir deter the threat, then they can make a DC 16 Charisma (Persuasion) ability check. If Sindel is present, they make this check with advantage.
- **Escape their cells.** By using any number of means (picking the locks, breaking the cell doors, magically teleporting), the party can exit their respective cells. If they do so quietly, they must succeed on a group DC 16 Dexterity (Stealth) ability check to avoid being detected by the guard. If they are detected, the Blazeguard will attack until they are forced back into their cells. Luckily, Oksull doesn't pose a huge challenge to the party; however, confronting him in combat can whittle down the party's resources before their final encounter.

Regardless of the means used to escape, the party can clearly see the surges of water running down the streets of the Brimstone Bastion, flooding into chambers beneath the city, at least for now. All the water seems to be coming from the direction of the Frenzied Forge, and the giants who are not taking up arms and going to confront the threat are instead readying to evacuate.

THE CONVERGENCE

As the party approaches the Frenzied Forge, they see corpses of fire giants littering the streets, and those that still stand are fighting against waves of water elementals with all of their might. Within the confines of the foundry, smiths have taken up arms and are fighting tooth and nail against the extraplanar invaders, who seem to be slowly turning the literal and metaphorical tide. Sotrus stands heroically above his peers, smiting elemental after elemental with his prized hammer. As your players enter Frenzied Forge, read the following passage:

Another tremor shakes the mountain. Lava bursts from deep within the caldera and nearby tools clatter to the ground. Above Mount Infernos at the Maw of the Mountain, the hanging space cracks and shatters, releasing a rain of ethereal shards and a surge of seawater into the volcano. Tons of water crash into the lava pools, sending massive clouds of scalding steam into the air.

From the planar rift, appendages grip the tear, forcefully widening it. An aquatic form falls through, merging with the colossal column of water. Sotrus, filled with hatred, stands guard, peering through the steam. A face takes shape within the pouring water, surpassing even the mighty Forgemaster in size.

Gripping his hammer, Sotrus turns to you all in surprise. His expression softens as he shouts over the chaos. "I was a fool! You will receive a heartfelt apology later, small-folk. But now, join me in banishing this titan back to its salted plane!"

You all prepare yourselves as you face down against the ancient primordial, Salis the Drowned Titan. It rips its gargantuan form from the torret and hoists its massive figure over the ancient anvil. This is it, the final encounter.

Roll initiative.

As soon as **Salis, Primordial of Water** emerges, the caldera and Frenzied Forge are considered its air. While the party has Sotrus fighting alongside them, Salis' many elementals are currently preoccupied with warring against the Eldsmiðir, making it unlikely that either will join in this fray. Other NPC's that the party has grown fond of along the way, such as Sindel, Wynrieth, Flux, or perhaps a friendly giant, may appear to aid the party in the battle against Salis at your discretion. If you choose to use Sindel as a combatant, he uses the **fire giant** stat block.

SALIS' TACTICS

While Salis is ancient and powerful, they aren't particularly cunning in any special way. With their first lair action, Salis will use Aquatic Resurgence to conjure some quick allies and will focus Sotrus Eldsmiðir with all of his power until the giant is unconscious, or better yet, dead. Afterwards, Salis will prioritize melee combatants, attempting to throw them off the bridge into the steaming pits of lava below before moving onto characters apart of the backlines. Salis fights without fear of death, knowing that even if they are felled, they will simply regenerate on their native plane in due time.

CINEMATIC DEATHBLOW

Killing Salis should not be a mediocre maneuver, nor should an NPC be one to score it. When a player deals damage that reduces Salis to 0 hit points, go down the table and ask each player what their characters are doing in this final moment of combat, each working as a clockwork piece to set up the final player for an epic deathblow. Allow insane flourishes, defy the fantasy laws of physics, and let the players have this final celebratory moment to cement their victory as one of the most hard-fought victories of their lives.

IN CONCLUSION

With Salis defeated, the remaining elementals weaken, no longer bolstered by their master's presence. They rapidly dwindle as the Eldsmiðir turn the tide. Wynrieth, if not already present, emerges in the midst of the battle and requests to be guided to the rift. There, she promptly initiates her ritual to seal it. As the rift closes, the remaining water elementals dissipate. The Eldsmiðir rejoice, celebrating the allies who came to their aid.

If Sotrus survives... he will offer the heroes and Sindel praise and a humbling apology, eagerly agreeing to their requests when they first entered his forge. He may even offer additional boons, such as a tutorship, magic items, or tempering their gear.

If Sotrus dies... the other Eldsmiðir will mourn their mighty forgemaster, passing the *forgemaster's hammer* to his nephew, Sindel, and attempting to fulfill a single favor as an apology to the party on behalf of Sotrus and the rest of the Eldsmiðir.



WATER ELEMENTALS ASSAILING THE FRENZIED FORGE



APPRENTICE SINDEL ELDSMIÐIR

USING SINDEL ELDSMIÐIR

Sindel is a new NPC introduced to the Flames of the Drowned supplement as part of this adventure. In the adventure, Sindel is used as a local informant and knowledge resource of Eldsmiðir lore. He also acts as a catalyst to kick off the crux of the adventure by suggesting the party delve into the Deep Mines to search for tears he suspects are present. Sindel is sheepish and soft spoken, but he is almost *too* eager to help the party by any means necessary; however, even his means are limited.

SINDEL AS A COMBATANT

The only instance during the adventure where Sindel may be part of a fight would be during Part 3, where he may come in as a clutch ally to assist the party and his uncle repel the primordial Salis. If this occurs, be sure to use the standard **fire giant** stat block for Sindel, as he doesn't yet have the typical features of an older Eldsmiðir giant.

APPRENTICE SINDEL

Sindel Eldsmiðir, Male Fire Giant (Chaotic Neutral)

Personality. Sindel is a desperate and conflicted young adult fire giant. He constantly seeks validation and struggles with the expectations placed upon him by his Eldsmiðir tribe. While he yearns to challenge the teachings, he fears the potential retribution, rational or not, and often feels frustrated by his own lack of courage.

Appearance. Sindel possesses typical fire giant features, with fiery hair and coal-colored skin. Despite his heritage, he is not built like a typical giant and has a scrawny frame, narrower than his peers. He sports a distinctive red bowl cut hairstyle, with hints of facial hair starting to grow on his chin and upper lip. He is 19 years old and weighs 6,220 lbs (2,820 kg).

Characteristics

Ideal. Freedom. Sindel longs to break free from the expectations and traditions of his tribe, yearning for the freedom to forge his own path. (Chaotic)

Bond. Sindel is deeply connected to his Eldsmiðir tribe and carries the weight of their expectations on his shoulders. He is driven to prove his worth and find his own path within their society.

Flaw. Sindel's desperate desire for validation often leads him to make impulsive decisions without considering the consequences, which can sometimes lead to chaos and trouble.

Background

Born and raised among the Eldsmiðir tribe, a young Sindel's head was always plied with stories of greatness from his lineage. Countless epics detailing the many labors of his ancestors set him upon the path to greatness, but long is the road this young fire giant seeks.

As a nephew to the current Forgemaster of the Frenzied Forge, he is constantly doubtful of his own abilities, always shy about his crafts, and self-conscious that his labors will never compare to those of his forebears. Still, Sindel works tirelessly day and night at the forge, always in an attempt to hone his very own unique techniques. He is constantly experimenting with different metal treatments and methods of tempering his steel. While his peers might actually perceive him as a bright young man defining the parameters of what does and doesn't work, the gullible Sindel sees his continued failures as nothing more than proof that he isn't cut out to be a smith.

To this day, Sindel remains within the Frenzied Forge, continuing to learn and craft until inspiration strikes him, and he finds his motivation to craft a magnum opus legendary enough to insert his tale alongside the fables of his forebears.