



Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 9 characters.

The Valley of Molwert was riddled with history and lore. The stories of the land go back to say that before the valley was fertile, bountiful and safe it was a volcanic battleground. A war had waged for aeons between the fires from the earth's crust and the rain from the heavens. However with the help and prayers from the people who dared to live amongst the forces of nature the heavens rain was deemed triumphant. Rain pelted down and extinguished the fires in the volcano driving the fire deep down beneath the rocky surface.

The battle left a scar through the earth but with the aid from the heavens water life blossomed and it became a bountiful and fertile valley.

This is what the stories said. Now as Charlta stared out across the sodden crops she wondered how much longer they could weather this constant rain. The crops were dying as they slowly drowned. The water logged soil was unable to take any more rain and the river bank threatened to burst its banks and flood the land.

First signs of trouble

Molwert Village



High in the Molwert mountain in the crater of an ancient volcano the lake that had formed here was slowly coming to its critical levels. Trickle of water tipped over the edge of the crater and ran down the valley. Winding its way across the stone, soil and around the trees these trickles joined with the river and slowly, day by day it rose the river height.

The only thing that was dry on the mountain was a forgotten temple that was erected many lifespans ago to try and appease the deities of fire and water. The heat from the temple stone caused the water to retreat back from its steps, however, the water was encroaching even upon this dry place.

NPC's:

- Various Village people
- Charlta Harthbrez
- Samuel Heatheredge

Encounter: Highlighting the problem

Creature: N/A

Map - N/A

While the party entered and looked at the sodden village of Molwert they noticed two things. Most of the houses were built on stilts and there was a vast majority of people on the streets in this village were Genasi. Almost everyone they encountered had either water Genasi heritage with a few Air Genasi and a single fire Genasi who was walking into a shop.

Their houses had symbols of the elements carved into the eaves and door frames and there was a strong connection and style that could be seen amongst the housing.

A young water Genasi man stormed from a particularly ornate building, one would assume a temple and as he turned to shout back at a man who stood watching him leave he stepped right into the party.

"They need to listen! The river is filling up way too fast. If we don't do..." he managed to get before stepping into the party.

"Sorry, sorry, I was just..." he paused to sigh. "They won't listen even when it's the fate of the village on their hands."

Sam, if the party talks to him, then explains what's going on. He notes that he can sense that something is wrong with the river, and he has grown up on its

waters. He believes that the rain isn't normal either as it's been a very long time since he can remember rain that has lasted weeks. He mentions that the elders don't listen to him despite also being water Genasi and that they only listen to a fire Genasi, Charlta who has been acting strange of late. He explains that she helps manage the shop that her parents own. The shop does a good trade and a lot of its business goes back into the community so he has nothing against Charlta but she has become quite aggressive and has even lashed out once or twice at Sam himself. But despite this he believes that she is also connected to the elements of this land and asks the party if they could talk to the elders. If they won't listen to them then maybe then they could speak to Charlta.

Signs of ruin

If the party goes to see the elders then they welcome the party. The elders see the party as their group has become well known. They explain that there are a few concerns that the rain has not stopped for a few weeks now but it's nothing to worry about. But just as they finish talking a scream comes from outside.

If the party doesn't go to see the elders then the scream interrupts what they were doing.

A young Fire Genasi woman stands in the middle of the street and stares towards the volcano.

"Worshippers of the false idol see your ruin. The time for this land to be cleaned by the fires of rebirth is upon us. He rises. He rises. He rises. The effort of your devout and faithful is in vain for He rises once again."

As she finishes saying this a rumbling happens and an audible crack resonates from the mountain. A large jet of water erupts from the lake at the top of the crater with a great plume of steam.

Moments later a boiling hot rain begins to rain down as creatures fly down from the sky.

Meanwhile the elders rush past the people gathered on the streets and head towards the mountain past those transfixed by the fire Genasi woman.

NPC's:

- Charlta Harthbrez
- Village Elders

Encounter: Attack at the Village

Creature: 10 smoke, 10 steam mephits

Map - N/A

The Mephits begin to attack the village after 10 minutes after the eruption. Those caught outside are attacked instantly.

While combating the mephits outside any non-elemental creature must make a dc 12 constitution saving throw or take 1d4 fire damage.

Towards the mountain

Mount Molwert

The climb to the temple at the crater's edge is a long one, a few hours in fact. However despite being a well made flight of stairs and landings the party is constantly beset by flying elemental creatures and worse.

NPC's:

- N/A

Encounter: The Elements Rise

Creature: 1x Fire Elemental, 1x Water Elemental, 3 Ice Mephits, 3 Magma Mephits

Map - N/A

The first part of this encounter is the Ice mephits flying down to attack the party, one round later the magma ones also join in but they attack the ice mephits if they are closer to them than the party.

After this encounter after another hour of climbing they reach a small landing platform where they hear primal roaring. It is a water and fire elemental fighting, the water elemental has the upperhand however if they detect the party then they will both attack the party with priority(not caring if they damage each other)

The Temple to the Crater

Upon reaching the top they find a group of water Genasi brutally killing two fire genasi who were standing guard near a boat. As they see the party they advise them to leave the mountain before their deity is invoked as they won't survive on this mountain top once it's awake. Only the faithful will survive.

Across the crater lake (that bubbles and steams) there is an ancient temple that appears to be slowly being swallowed by the crater's lake. The party can see fighting happening over there as well.

NPC's:

- Cultists

Encounter: The Cultists of Water

Creature: 8 cultists of water.

Map - N/A

The cultists won't let the party get any closer and will attack if the party doesn't leave quickly enough. They are on guard so unless there is a hidden party member then there can't be a surprise round.

The water is near boiling, the distance across the lake is only 120 feet but for every 10 feet you swim in this lake you must make a DC14 constitution saving throw or take 1d4 fire damage.

Once the party reaches the temple they have a few moments to breathe before another group of cultists appear. They instantly run at the party and attack.

Encounter: The Cultists of Fire

Creature: 6 (5) cultists of Fire, 4 magmin

Map - 330ThMoMoTe

In the first round one of the cultists summons the 4 magmin but in doing so he bursts into flames. The magmin then attacks the party ferociously. The cultists also attack but give the magmin some distance.

Once the party is finished with the Magmin and cultists they feel a pulse of energy from the temple. Rushing up the stairs they see a small ziggurat that has two large statues of warriors, once with an overflowing dish of water in front of it and the other with a burning brazier of fire.

Once the party gets within 60 feet of the statues they notice the scattered dead bodies around the temple floor, water and fire Genasi are littered everywhere (the latter is rarer but present still).

The two statues suddenly begin to crack as the thrum of energy felt earlier builds. Slowly the water from the statue on the right begins to flow upwards to weave into the broken stone of the statue as it begins to crumble and take a watery shape. Pulling itself out from its base the statue manifests a trident of solidified water and plate mail of dark shining

ice forms on its chest as it stands in front of the now broken prison it had once.

A moment later the stone on the left statue explodes outwards and a vortex of flame manifests into a similar shaped humanoid figure. Flames condense and turn the remaining parts of the statue into molten rock as it forms armour and two scimitars that the fire water immediately put to use as it charges and attacks the water being.

Encounter: The Cultists of Fire

Creature: 1 water Myrmidon and 1 fire Myrmidon

Map - 330ThMoMoTe

The two myrmidons will attack each other but they do very little damage. It seems like they are evenly matched. However they either don't pay attention to or don't care as they start to damage the temple or throw each other towards the party. These creatures are about the size of an ogre (Large sized) but their strength and power makes them feel and appear like giants.

If the party raises their weapons or becomes too obviously in their presence of the myrmidons then they will be attacked by both. But the two myrmidons will attack each other if they are the closest target (dealing half damage).

Lore & NPCs

Charlta Hartbrez



Born from one of the long-standing fire Genasi families, Charlta never had to work much. Her family owned businesses and handled export and import into the village of Molwert and were quite wealthy. However despite being the newest generation of her family she had a strong connection to her heritage and could feel that there was something wrong.

A disturbance was brewing in the village and in the valley. There was a presence that thrummed through the streets and as Charlta was so in tune with the village's heritage it affected her deeply. She was prone to sporadic bursts of rage and during these fits her hair would appear to be on fire. A lot of this rage was targeted towards the other Genasi people in the village

who were predominantly water Genasi. This caused Charlta to start discussions with the elders of the village who took her connection and sudden manifestation of power as signs of impending doom.

Randal Baker



Sam was born into one of the village's families that spent most of their time out on the water of the river. Being a water Genasi, watered down (excuse the pun) they have a natural affinity with the water but limited ways to actually influence it.

When the waters started to rise Sam felt a strong connection to the river and spoke to the elders about the potential risk it would have to the village. But the elders ignored Sam.

Maps

330ThMoMoTe



Monsters

Adventure Encounters

Smoke Mephit

SMOKE MEPHIT

Small Elemental, neutral evil

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2, Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting (1/Day). The mephit can innately cast *dancing lights*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) slashing damage.

Smoke Breath (Recharge 6). The mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

Steam Mephit

STEAM MEPHIT

Small Elemental, neutral evil

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 ft. of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Variant: Summon Mephits (1/Day). The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Ice Mephit

ICE MEPHIT

*Small Elemental, neutral evil***Armor Class** 11**Hit Points** 21 (6d6)**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3**Damage Vulnerabilities** bludgeoning, fire**Damage Immunities** cold, poison**Condition Immunities** poisoned**Senses** darkvision 60 ft., passive Perception 12**Languages** Aquan, Auran**Challenge** 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 ft. of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Variant: Summon Mephits (1/Day). The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Magma Mephit

MAGMA MEPHIT

*Small Elemental, neutral evil***Armor Class** 11**Hit Points** 22 (5d6 + 5)**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3**Damage Vulnerabilities** cold**Damage Immunities** fire, poison**Condition Immunities** poisoned**Senses** darkvision 60 ft., passive Perception 10**Languages** Ignan, Terran**Challenge** 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 ft. of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Variant: Summon Mephits (1/Day). The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Water elemental

WATER ELEMENTAL

Large Elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Fire Elemental

FIRE ELEMENTAL

Large Elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Cultist of Water

CULTIST OF WATER

Medium Humanoid (Water Genasi), any non-good alignment

Armor Class 12 (leather armor)**Hit Points** 11 (2d8 + 2)**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Deception +2, Religion +2**Damage Resistances** acid**Senses** darkvision 60 ft., passive Perception 11**Languages** Additionally any one language (other than Common), Common**Challenge** 1/8 (25 XP)**Dark Devotion.** This cultist has advantage on saving throws against being charmed or frightened.**Amphibious.** This cultist can breathe air and water.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.**Call to the Wave.** This cultist knows the Acid Splash cantrip and can cast it using Wisdom (DC: 11)

Cultist of Fire

CULTIST OF FIRE

Medium Humanoid (Fire Genasi), any non-good alignment

Armor Class 12 (leather armor)**Hit Points** 11 (2d8 + 2)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Deception +2, Religion +2**Damage Resistances** fire**Senses** darkvision 60 ft., passive Perception 11**Languages** Additionally any one language (other than Common), Common**Challenge** 1/8 (25 XP)**Dark Devotion.** This cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.**Reach to the Blaze.** This cultist knows the Produce Flame cantrip and can cast it using ranged spell attack using Wisdom (+3 bonus to hit)

Magmin

MAGMIN

Small Elemental, chaotic neutral

Armor Class 14 (natural armor)**Hit Points** 9 (2d6 + 2)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** fire**Senses** darkvision 60 ft., passive Perception 10**Languages** Ignan**Challenge** 1/2 (100 XP)**Death Burst.** When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 ft. of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.**Ignited Illumination.** As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 ft.

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a target takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

Fire Elemental Myrmidon

FIRE ELEMENTAL MYRMIDON

Large Elemental, Neutral

Armor Class 18 (plate)
Hit Points 127 (17d10 + 34)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 7 (2,900 XP)

Illumination. The myrmidon sheds bright light in a 20-foot radius and dim light in a 40-foot radius

Magic Weapon. The myrmidon's weapon attacks are magical

Water Susceptibility. For every 5 feet the myrmidon moves in foot or more of water, it takes 2 (1d4) cold damage.

ACTIONS

Multiattack. The myrmidon makes three scimitar attacks

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) slashing damage.

Fire strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) fire damage

Fire Elemental Myrmidon

WATER ELEMENTAL MYRMIDON

Large Elemental, Neutral

Armor Class 18 (plate)
Hit Points 127 (17d10 + 34)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 7 (2,900 XP)

Magic Weapon. The myrmidon's weapon attacks are magical

ACTIONS

Multiattack. The myrmidon makes three trident attacks

Trident. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60ft, one target. Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8+4) piercing damage if used with two hands to make a melee attack.

Freezing strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.