

# DUNGEONS & LAIRS #52: FIRE GIANT MINE

*Fire Giant Mine* is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 14, 17, or 20**. This document offers a general guideline on scaling the adventure for each level. The characters must enter the site of a treacherous mine overseen by cruel fire giants. There's only one catch—it's in the heart of an active volcano.

## CREDITS

The following creators made this adventure possible:

**Writing and Design.** DMDave

**Cartography.** DMDave, Forgotten Adventures

**Artwork.** Fat Goblin Games, Matias Lazaro, Nacho Lazaro





## ADVENTURE HOOKS

The table below offers some ideas if you don't have a reason for the characters to investigate the fire giant mine. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

## RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

*Spells* and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

## LEVEL SELECTION

Before play, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 14th, 17th, or 20th, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for a given party. It's not recommended that you run this adventure for characters with an average party level of 12 or lower, as it may be too deadly for the party.

### *Scaling the Adventure*

Average Party Level	Recommended Adventure Version	Relative Difficulty
13	14th-level	Deadly
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy
17	17th-level	Hard
18	17th-level	Medium
19	17th-level	Easy
20	20th-level	Hard

## Fire Giant Mine Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	Recently, the fire giants in the realm have started to wield deadly weapons streaked with red obsidian. These weapons administer incredible poison damage. The academy wants the characters to break into the mine and steal the rare obsidian so the academy can examine it. The fire giants keep this obsidian in <b>area 6b</b> .
2	Ancient Being	The ancient being arranges a meeting between the fire giant Xomir and the characters. Xomir knows the secret of red obsidian, and the ancient being is willing to pay a handsome price for the knowledge. Xomir agrees to meet the characters while he bathes in <b>area 4</b> . During this meeting, the characters will witness the atrocities of the mine.
3	Aristocrat	The fire giants stormed the village surrounding the aristocrat's keep and captured every able-bodied man and woman there. The aristocrat wants the characters to break into the mine and free the villagers.
4	Criminal Syndicate	The criminal syndicate believes Xomir and his fellow giants will make valuable allies. The syndicate sends the characters to meet with Xomir and negotiate their services.
5	Adventurer's Guild	The adventurers' guild recognizes that the fire giants are a growing threat. A month ago, they sent an azer spy into the mine to learn what she could about the fire giants. Unfortunately, the guild lost contact with her a few weeks ago. The characters must enter the mine and learn her fate. They will find the azer in <b>area 5</b> . Her name is Priscilla.
6	Military Force	Xomir's reign of terror ends now; slay the fire giant so justice may prevail!
7	Religious Order	Xomir's reign of terror ends now; slay the fire giant in the name of the gods!
8	Sovereign	Terrified of the fire giants, the characters' patron asks them to meet with Xomir and discuss peace. Xomir agrees to the meeting, offering to hold it while he bathes in <b>area 4</b> .

## FIRE GIANT MINE

Mount Oblivion is a terrible place. Jagged black rock decorates the walls of its angry, fire-spewing crater. Poison gas belches from myriad tunnels dotting the landscape encompassing it. Still, none of these hazards are as diabolical as the fire giants that manage an obsidian-collecting operation in the mine. The fire giants use forced labor captured from the surrounding villages. These poor souls are made to carry heavy rocks in steel buckets along the edges of the violent lava pools found within the mountain. The average life expectancy for a worker is seven days. Those who don't tumble into the lava, burn to death from a burst of flame, suffocate from the fumes, or perish from sheer exhaustion.

### GENERAL FEATURES

Unless stated otherwise, all areas of the fire giant mine have the following features in common.

**Natural Caverns.** The subterranean portion of the hideout consists of natural stone floors, walls, and ceilings, all carved from the dark rock and obsidian of the volcano. These chambers and passages are large enough to accommodate the fire giants that rule the mine, ranging from 20 to 30 feet high.

**Fortress.** The fortress at the northeastern edge of the map also features chambers and corridors large

enough to accommodate the fire giants. Ceilings in these areas are 25 feet high.

**Doors.** Humongous iron doors bar entry into many of the mine's locations. The fire giants may open these doors without any issue. However, Medium or smaller creatures must make DC 15 Strength checks to push the doors open. When these doors are locked, they require a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock or a successful DC 30 Strength (Athletics) check to break open. Only the fire giants have the keys to these doors. The iron doors have AC 19, 75 hit points (damage threshold 10), immunity to poison and psychic damage, and resistance to fire damage.

**Illumination.** Bright braziers and torches burn throughout the whole complex.

**Coal Beds and Furnaces.** Multiple coal beds and furnaces serve a variety of functions throughout the volcano. A creature that enters for the first time on a turn or ends its turn touching an area that contains one of these hazards takes 10 (3d6) fire damage.

**Extreme Heat.** Temperatures inside the volcano range from 100 to 150 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.

**Random Hazards.** Mount Oblivion is nearly as terrible as the fire giants that live within it. Random hazards happen frequently. Every 15 minutes the characters explore the mines, roll a d20. On a result of 18 to 20, a random hazard occurs. Roll for a hazard or choose an appropriate one from the table below.

## REACHING THE MINE

While the mine itself is easy to find—it's in the heart of an active volcano named Mount Oblivion—getting to it and inside is another matter. The terrain surrounding the volcano is nearly as deadly as the volcano itself. Poison gas clouds, random fireballs, and streams of hot lava are just a few of the hazards the characters must face.

Have the characters perform a skill challenge. A skill challenge simulates a task requiring more time and effort than a single ability check. In its simplest form, the characters make a series of ability checks to earn a required number of successes before accumulating a maximum number of failed checks—similar to how death saving throws work. This skill challenge consists of the following elements:

- ▶ **Goal and Context.** Reach the main entrance of the fire giant mine.
- ▶ **Difficulty.** Primary skill checks related to this skill challenge are made against DC 13. Secondary and repeat checks are made against DC 17.

- ▶ **Complexity.** Complexity is the total number of successes needed versus the number of failures to succeed on the check. To succeed in this skill challenge, the characters must gain four successes before they suffer three failures.
- ▶ **Primary Checks.** When the characters partake in a skill challenge, they may commit any ability check they like to the skill challenge. Certain ability checks, however, lend themselves better to a successful outcome than others. These ability checks are primary checks and usually have a lower DC than their secondary checks. The primary checks for this skill challenge are: Strength (Athletics), Intelligence (Arcana), Intelligence (Nature), and Wisdom (Survival).
- ▶ **Secondary Checks.** Secondary checks represent all the skills the characters may use to participate in a skill challenge that aren't considered primary checks. The main reason for the disparity between primary and secondary is that primary checks are a little more "obvious" in their function.
- ▶ **Other Conditions.** If the characters make a successful Intelligence (History) or Charisma (Persuasion) check related to this skill challenge, they learn that there is a second entrance to the volcano, one through which the fire giants enter (see **area 9b**). They may choose to enter the volcano through this entrance.
- ▶ **Consequences.** If the characters suffer three failures before achieving four successes, they fail the skill challenge and must spend another week looking for the caverns. Otherwise, they find the entrance to the caverns (**area 1**)

### Random Hazards

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#### d6 Hazard

- 1 Rocks tumble from the ceiling. Each creature in a 10-foot square must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much on a successful one.
  - 2 Poison fumes shoot out of the wall, ceiling, or floor in a 15-foot cone. Each creature in the cone must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. Creatures immune or resistant to fire damage automatically pass their saving throw.
  - 3 Fire erupts from the ground in a 10-foot-radius cylinder that's 30 feet high. Each creature in the area must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed saving throw, or half as much damage on a successful one.
  - 4 A 20-foot-radius sphere of black smoke enters the chamber through the nearest exit. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. A creature that starts its turn within the cloud must make a DC 15 Constitution saving throw. On a failed saving throw, the creature begins to cough violently and becomes incapacitated until the start of its next turn. Creatures immune or resistant to fire damage automatically pass their saving throw.
  - 5 An earthquake rocks the area. Each creature in the area must succeed on a DC 15 Strength saving throw or fall prone.
  - 6 The ground breaks away below a random character's feet. The character must make a DC 15 Strength or Dexterity saving throw. On a failed saving throw, the character falls into a 20-foot-deep pit and takes 7 (2d6) bludgeoning damage from the fall.
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# FIRE GIANT MINE

1 SQUARE = 5 FEET



## KEYED LOCATIONS

The map on page 5 shows the position of the following detailed locations.

### 1 - Main Entrance

A hole in the west side of Mount Oblivion offers access into the volcano's heart. The passage winds and curves for 100 feet before finally reaching a pair of locked gates. The northernmost gate leads into the volcano proper (**area 4**), while the southern gate leads down to the lodes. The characters should immediately feel the intense heat radiating from the lava pools in **area 4**.

**Encounter: Guardians.** The fire giants use deadly guardians to protect the main entrance to the mine and prevent the miners from escaping. The nature of this encounter depends on the level of the adventure, as shown in the table below.

#### Area 1 Encounters

Version	Encounter
14th	1 iron golem
17th	1 iron golem and 1 gorgon
20th	1 iron golem and 2 gorgons



### 2 - Lodes

Obsidian is the primary resource mined in the volcano. Throughout the inferno, multiple lodes offer the mine's downtrodden miners an opportunity to pull its bounty from the surrounding crater.

**Encounter: Miners and Masters.** There are seven lodes spread throughout the mine, all active. Each lode has 2d4 miners (**commoners**) toiling in the harsh black stone. Cruel overseers stand nearby, eager to find a reason to oppress these workers. Generate a new group of overseers for each chamber marked as **area 2**, referencing the correct adventure level on the table below.

#### Area 2 Encounters

Version	Encounter
14th	1d3 salamanders
17th	1 fire giant and 1d3 hell hounds
20th	1 fire giant and 1d3 salamanders

**Treasure: Obsidian.** While the best obsidian eventually makes its way to the forge (**area 5**) or to storage (**area 6**), there is a chance that the characters come across some in each of these active lodes. If a character wants to search for valuable ore, they must make an Intelligence (Investigation) check. Characters with the Stonecunning feature make this check with double their proficiency modifier. Reference the table below to determine what the character finds. The characters may only make one check per lode in a 24-hour period.

#### Area 2 Treasure

Search Result	Treasure Found
9 or less	None
10–14	Uncut obsidian worth 100 gp per level of the adventure
15–19	Uncut obsidian worth 200 gp per level of the adventure
20 or better	Uncut obsidian worth 500 gp per level of the adventure

### 3 - Miner Pens

The fire giants keep their humanoid workers in this dark, uncomfortable room, stuffing them into iron pens. These poor souls are given meager scraps of food and water. Each cage contains 1d4 miners (**commoners**).

**Encounter: Guards.** While the heavy iron gates do an excellent job of keeping the miners from escaping, the fire giant station a guard here just in case. The nature of this guard depends on the level of the adventure, as shown in the table below.

### Area 3 Encounters

Version	Encounter
14th	2 salamanders
17th	1 salamander and 3 hell hounds
20th	1 fire giant and 3 hell hounds

#### 4 - Caldera

Here lies the heart of the volcano. A treacherous pool of lava gathers at the center of the room, a narrow stone bridge spanning it. Iron walkways offer narrow passages for the fire giants' laborers to deliver buckets of obsidian ore to the forge and storage areas to the north.

**Hazard: Lava.** The lava at the center of this room is a deadly obstacle, serving as difficult terrain. A target that enters the lava for the first time on its turn or starts its turn in the lava takes 45 (10d8) fire damage.

**Encounter: Bath Time.** Unless encountered elsewhere, the mine's foreman, Xomir, uses the lava pool to relax. Xomir uses the **fire giant** stat block, except with the following changes:

- ▶ Xomir has 238 hit points.
- ▶ While bathing, Xomir isn't wearing armor. His AC is 9.

- ▶ Xomir does not have his greatsword. Instead, replace his greatsword with a fist attack, which he may use as part of his multiattack. His fist attack is a melee weapon attack with a +11 to hit and 5-foot reach. On a hit, he deals 17 (3d6 + 7) bludgeoning damage.
- ▶ Xomir may use his action to splash lava. Each creature in a 15-foot square originating from Xomir must make a DC 19 Dexterity saving throw. A target takes 45 (10d8) fire damage on a failed saving throw, or half as much damage on a successful one.

If Xomir's hit points drop to 50% or fewer, he flees through the gates back to his keep. If he survives, he spends the next 10 minutes donning his armor; see **area 9** for his altered stat block.

Xomir isn't alone in the caldera. The nature of the guardians here depends on the level of the adventure, as shown in the table below.

### Area 4 Encounters

Version	Encounter
14th	Xomir and 1 <b>fire giant</b>
17th	Xomir, 1 <b>fire giant</b> , and 2 <b>salamanders</b>
20th	Xomir, 2 <b>fire giants</b> , and 3 <b>salamanders</b>



## 5 - Forge

The fire giants' miners transport top-quality obsidian ore here to the forges, where the mine's azer smiths convert the ore into new weapons and armor for the fire giants.

**Encounter: Azer Smiths.** Six azer smiths work tirelessly to convert the obsidian into fire-giant-sized greatswords, shields, and plate mail. The azers are loyal to the fire giants, but will not fight unless they feel threatened.

## 6 - Storage

The fire giants keep the door to this chamber locked.

**Trap: Tricky Bars.** Iron bars divide this chamber into two parts. The bars are wide enough apart for a Medium or smaller creature to step through—however, they're trapped. When a non-elemental creature steps through the bars, the bars come alive and attack, acting like constrictor snakes. The bars attack any non-elemental creature within 5 feet of them with a +10 to hit. On a hit, the target is restrained. So long as a target remains restrained by the bars, it is suffocating and takes 21 (6d6) bludgeoning damage at the start of each of its turns. The bars can restrain up to three targets at a time. A creature, including the target, can use its action to remove a target from the bars' grasp, doing so with a successful DC 18 Strength check. A 5-foot square section of bars can be attacked; the square has AC 19, 100 hit points, immunity to poison and psychic damage, and resistance to piercing and fire damage.

**Treasure: Obsidian Ore.** Huge, flame-retardant crates contain excess ore the fire giants sell to other fire giant clans. There are 8,200 gp worth of ore stored in the fourteen crates at the south end of this area (6a). Each crate weighs 500 lbs. A separate chamber at the north end (6b) keeps the absolute best ore in ten locked iron chests. The locks on the chests are mechanically similar to those protecting the doors throughout the complex. Each one of these chests contains 10,000 gp worth of high-quality obsidian ore. Each chest weighs 500 lbs.

## 7 - Fortress Entrance

Both doors to the fortress proper are kept locked at all times by the fire giants. Colossal statues depicting fire giant heroes of yore flank these doors.

**Encounter: Fortress Guardian.** When any creature other than a fire giant sets foot in this area, the two deadly spirits stored within the statues emerge. Once fire giants themselves, these spirits first question the purpose of those who hope to enter the fire giant's fortress. If the characters can't devise a good reason for their presence, the creatures attack. The two spirits use the **fire giant wraith** stat blocks detailed in the appendix.



## 8 - Fire Giant Barracks

This large chamber boasts four huge coal beds upon which the fire giants rest. There is a massive stone chest at the foot of each bed. A table made from a solid piece of black stone dominates the northeastern corner of the room. The charred and shredded remains of a war horse (and its unfortunate rider) lie sprawled across the table. Barrel-sized cups filled with strong red wine surround the dead beast. The giants use the 15-foot-wide fireplace against the eastern wall for cooking and additional warmth.

**Treasure: Chests.** All four chests are locked, using the same mechanics as the iron doors throughout the complex. Each chest holds a fire giant's personal belongings—trinkets made of durable iron or stone, water canteens filled with briny, toxic liquid, and a gem pouch containing rare gems. The total value of the gems in a single pouch equals 100 gp times the level of the adventure.

**Secret Passage.** There is a secret passageway within the fireplace built to accommodate Medium or smaller creatures. The fire giants aren't aware of this secret door—years ago, a group of miners built



it with the fireplace, hoping to escape through the fortress. Although their plan failed (they met their fate in the pit trap in **area 9**), the door remains. Finding the door from either side of the wall here requires a successful DC 16 Wisdom (Perception) check.

## 9 - Rear Entrance

Both doors in this area are kept locked.

The fire giants use the rear entrance to access the fortress. The stairs (9b) that lead into the antechamber were built for the fire giants. Each step is 5 feet high.

**Trap: Crushing Pit Trap.** There is a 15-foot-wide by 10-foot-long concealed trap door hidden in the floor of the door that leads to the staircase. Spotting this trap door requires a successful DC 15 Wisdom (Perception) check. When a target weighing 50 pounds or more steps onto the trapdoor, it breaks open, depositing the target into a 30-foot-deep pit. The target takes 10 (3d6) bludgeoning damage from the fall. Then, the door snaps back into place and the pit's walls start to move towards each other. On initiative count 5 of the next round, the walls touch, crushing anything in the chamber. When this happens, a creature caught between the walls becomes restrained. While restrained this way, a target takes 55 (10d10) bludgeoning damage at the start of each of its turns. A creature in the pit can use its action to pry the walls apart or stop them from moving with a successful DC 25 Strength check. Opening the trap door from inside the pit requires a successful DC 20 Strength check; from outside of the pit, the DC becomes 15.

There is a button hidden among the stones in the wall to the left of the door that operates the trap. Finding the button requires a successful DC 20 Intelligence (Investigation) check. A target has advantage on this check if they think to look 15 feet up on the wall (where a giant would see it).



## 10 - Xomir's Quarters

Xomir keeps this chamber locked.

This huge, cylindrical room boasts a massive hot coal bed, a stone desk, and a 30-foot-high statue depicting a fire giant warlord. Unless Xomir retreated here to fetch his belongings, the statue holds a fire-giant-sized greatsword streaked with red obsidian.

**Encounter: Xomir's Pet.** Xomir keeps a red drake named Gryrkreth here as his pet. The drake uses the **young red dragon** stat block, except her Intelligence score is 2 (-4) and she can't speak any languages. The beast despises any creature that isn't Xomir, and attacks without provocation.

If Xomir fled here after the encounter at the baths, both he and Gryrkreth are prepared for battle. Xomir will use the **fire giant's** stat block, except he has 238 hit points and wields his greatsword, *Tyrannus* (see below).

**Treasure: Tyrannus and a Gem Pouch.** The chest at the foot of Xomir's bed is similar to the ones found in **area 8**, except the gem pouch also contains three diamonds among the gems. Each of these diamonds is worth 2,500 gp.

The statue's greatsword is Xomir's personal weapon, *Tyrannus*. The magic sword functions like a Huge +3 *greatsword*. In addition to the damage dealt by the sword, a target must make a DC 15 Constitution saving throw. A creature takes 36 (8d8) poison damage on a failed saving throw, or half as much damage on a successful one. This poison is magical in nature. Ω





## APPENDIX

### Fire Giant Wraith

*Huge undead, lawful evil*

**Armor Class** 12

**Hit Points** 218 (19d12 + 95)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	20 (+5)	10 (+0)	14 (+2)	13 (+1)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing not made with silvered weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Giant

**Challenge** 10 (5,900 XP)

***Incorporeal Movement.*** The wraith can move through other creatures and objects as if they were difficult terrain. It takes 16 (3d10) force damage if it ends its turn inside an object.

***Sunlight Sensitivity.*** While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

#### ACTIONS

***Multiattack.*** The fire giant wraith makes two Life Drain attacks.

***Life Drain. Melee Weapon Attack:*** +6 to hit, reach 5 ft., one creature. **Hit:** 23 (6d6 + 2) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



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