



FLAMES OF HATRED

It was written in the old folk songs of the frontier; “Beware the scorned, those folk filled with despair and grief. Help your neighbor, comfort the widow and do not leave a trail of grudges in your wake, friend.” For there are things in the darkness that will come knocking at the doors of those with nothing left to lose. And a poor lonely soul, left in despair and howling towards the heavens, robbed of all that it holds dear; Bereft of all it had in this cruel world, only has one thing to hold onto: hate. Burning bright, like a flame in the darkness, fire born from hate beckons a profane flame, a curse manifest that seeks kindling: the Flames of Hatred.

An eye for an eye makes the world blind, and a man will set himself aflame to burn those who have wronged him. This is the nature of the Flames of Hatred, an enigmatic entity that preys on the spite-filled. It serves all who are willing to become kindling for its profane flame, and will stop at nothing to fulfill its fuels last desire.

The Flames only appear to those who think of nothing but revenge in their most desperate hour. Or it shall heed the call of those with genuine malice in their heart, who seek to summon flame not from desperation, but from pure potent spite. But the reasons matter not, like moths to the flame they are drawn in one by one, and once it appears, it offers the soul beckoning it its heart’s desire: retaliation at any cost. In return the individual is consumed by the flame and becomes part of it.

Its nature is that of a curse brought on by an incarnate manifestation. Curses of misfortunes, unexplainable events, freak accidents. Depending on the kindling given, the manifestation of the Flames of Hatred can become devastating. The forms themselves are often horrifying, giving insight into the flame’s history, if not its origin.

There is no method to this vengeance, the flame cares not who will be the recipient of its hate. Once it is born into the physical world it will seek only the demise of the chosen victims. Even if the kindling only wished to snuff out one life, the fires will consume all and any who stand in its path, for it knows neither allegiance nor loyalty. It only covets to be fed, as all flames do.

PROFANE FIRE

The flames of hatred’s fire are a manifestation of malice and scorn. They are not bound by the limitations of mere flame, burning material thought impervious to heat and fiercely resist attempts to extinguish it.

The profane fire seeks the target of the kindling’s scorn, almost predatory in nature, making an escape from the flames an unlikely outcome. In the rare case of survival, the wounds inflicted by the accursed flame blister and deliver long term agonizing pain. The scars that remain form twisting patterns that never truly heal, as the flames corrupt all they touch.

Not even the soil remains spared. Fields reduced to ashes by the flames of hatred become barren and ruined for generations. Buildings claimed by the fire leave behind cursed sites. Attempts to rebuild what has been lost are struck with ill fortune to make any effort of rebuilding a fool’s errand. The remaining ashes are foul, causing plants to wither and the air to irritate skin and lungs.

Nothing can be salvaged from what these profane flames touch, they are fueled by pure hatred and meant for destruction.

PROFANE ASHES

Rare Wonderous Item (Consumable, Material Component)

The charred remains of those who offered themselves as kindling to the flames of hatred. Now these ashes are infused with the untamed wrath the victim felt in the moment of their fiery death. When you cast a spell that deals fire damage, you can use these ashes as additional material component to cause the following effects:

- Any fire damage dealt by the spell ignores resistance to fire and still deals half damage to a creature immune to fire damage.
- You can reroll any damage dice of the spell that shows a 1 or 2, but have to take the second result.
- The flames created by this spell are a profane flame whose roaring sound echos the tortured screams.



ASCHELINE

Ascheline the Gray Sage, or rather known as Ascheline the Gray, was a hedge mage of old. She knew no loyalty towards any lord, nor showed interest in their conflicts. The local hamlets and townships knew very little of her, believing the Gray Sage to be nothing more than a legend, a circumstance Ascheline was content with.

Things changed when the fringe folk found themselves abandoned by their lords, becoming targets for marauders and creatures of the wild. It was then that Ascheline ended her solitude and chose to protect these abandoned folk. She taught them occult secrets and alchemical knowledge, enough to ensure the fringe folk's safety and independence. But the war in the region raged on, and Ascheline's presence was needed for more years than she had intended.

King Trovalia observed this development and grew discontent, sending chaplains and heralds with a mission: rally the peasants back into his admiration. At first the fringe folk were unmoved, but his missionaries had silver-tongues and were experienced wordsmiths and schemers. Slowly they planted seeds of distrust against Ascheline. The Sage herself was no woman of words, and it was her inaction against these accusations that allowed the seeds to bloom into betrayal.

The misled fringe folk were turned against their savior; now declared a horrendous witch by the missionaries and burnt at the stake. Betrayed by the people she vowed to protect, Ascheline's blazing soul beckoned the Flames of Hatred. In the moment of the flame's embrace, an inferno consumed the township and missionaries alike.

Ascheline The Scorned is a commonly sighted manifestation of the Flame of Hatred, if not its avatar. A face through which it approaches souls it deems to make fitting kindling. Where lesser manifestations fail, Ascheline will appear and see that fiery destruction will be delivered

ASCHELINE THE SCORNED

Medium Undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 187 (22d8+88)

Speed 30 ft., fly (hover) 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	18 (+4)	13 (+1)	12 (+1)	19 (+4)

Proficiency +4

Saving Throws Dex +6, Wis +4, Cha +8

Skills Arcana +5, History +5, Intimidation +8, Perception +5

Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhausted, grappled, petrified, poisoned, restrained

Senses passive Perception 15

Languages Common, Draconic, Elven, Sylvan

Challenge 12 (8,400 XP)

Blazing Hatred. Ascheline is always surrounded by a roaring blaze. She sheds bright light in 60 ft. and dim light in an additional 60 ft., and whenever a creature starts its turn within 10 ft. of Ascheline it takes 7 (2d6) fire damage.

Magic Weapons. Ascheline's attacks are magical.

Legendary Resistance (3/Day). If Ascheline fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. Ascheline makes 2 flame lash attacks or makes 3 hurl flame attacks.

Flame Lash. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d8) fire damage.

Hurl Flame. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 14 (4d6) fire damage and if the target is a flammable object or structure, it ignites.

Blazing Pyre (Recharges 5-6). A creature under the effect of Ascheline's Kindling Curse within 60 ft. of herself must make a DC 16 Constitution saving throw. On a failed save the creature takes 28 (8d6) fire damage and is restrained until Ascheline's concentration ends (as if concentrating on a spell). On a successful save a creature takes half as much fire damage and is not restrained.

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As long as the creature is restrained it continues to be afflicted by Ascheline's Kindling Curse, takes 7 (2d6) fire damage at the end of its turns, and a creature that starts its turn within 10 ft. of the restrained creature or enters the area for the first time in a turn takes the same damage. The restrained creature can use an action to attempt a DC 16 Strength saving throw, freeing itself on a success. Another creature within 5 ft. of the restrained creature can use an action to free the creature with a successful DC 16 Strength check.

Spellcasting. Ascheline casts one of the following spells, using her Charisma as the spellcasting ability (Spell save DC 16) requiring no material components:

At Will: *Continual Flame, Produce Flame*

BONUS ACTIONS

Kindling Curse. A creature within 60 ft. of Ascheline must succeed a DC 16 Constitution saving throw or is afflicted with the Kindling Curse until the end of Ascheline's next turn (a creature can only be afflicted by one Kindling Curse at a time). A creature afflicted with the Kindling Curse loses its resistance to fire damage and the first time in a turn the cursed creature takes fire damage, the creature ignites, taking an additional 7 (2d6) fire damage and until a creature takes an action to douse the flame, the target takes 7 (2d6) fire damage at the end of each of its turns (a creature can be afflicted by only one instance of ignition at a time).

LEGENDARY ACTIONS

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

Kindling Spark. A creature within 30 ft. of Ascheline must succeed a DC 16 Dexterity saving throw or take 4 (1d8) fire damage.

Move. Ascheline moves up to half of her speed without provoking opportunity attacks.

Hurling Flame (2 Actions). Ascheline makes a Hurl Flame attack.

Rekindling (2 Actions). An ignited creature within 60 ft. of Ascheline must succeed a DC 16 Constitution saving throw or erupts into a roaring flame and takes 7 (2d6) fire damage and each creature within 10 ft. of the target creature must make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save and half as much on a successful one.

Rebutting Flame (2 Actions). Ascheline makes a Flame Lash attack against a creature that dealt damage to her since the end of her last turn.

Forgotten Foes: Flames of Hatred

PROFANE CAULDRON

Having previously met members of the apostate alchemists of the south, Ascheline was knowledgeable in all forms of alchemy. When she became one with the flame of hatred, Ascheline's knowledge became a manifestation of the flame, a profane cauldron.

This cauldron that carries the Flame of Hatred's profaned fire; a cruel grimace is depicted along its soot colored iron body, laughing and eager for destruction to be dispensed. Some say one will hear the thing coming before laying eyes on its ghastly form. It seeks wanton destruction of wide areas, spewing its malice in the form of flame of molten lava bubbling and overflowing from its infernal maw. It will often first cut off any form of escape by leaving a trail of accursed fire around the perimeter of the chosen environment. Anything it burns is left corrupted and accursed.

Born from the grudge of its creator, the cauldron continuously emanates a flammable dark smoke, torturous and irritating to the eyes and lungs that can leave its victims blinded and scared. Anything enveloped by the smoke will become more vulnerable to the profane fire as soot and cinders cling to bare skin. Prolonged exposure to the skin will leave painful dry cracks along the body and complete aridity. Those lucky enough to clean the cursed grime from their bodies before the fire could take them are said to be in a constant state of thirst.

As the manifestation continues its rampage, giant black smoke clouds will cover the sky in darkness until the entire area is consumed by choking smoke. Even if the environment survives the blaze, the toxic fumes from the Cauldrons maw will poison all natural resources with its spiteful curse. Even years later, it is said water will blacken and food will instantly spoil on the scorched land.



PROFANE CAULDRON

Medium Construct

Armor Class 18 (natural armor)

Hit Points 51 (6d8+24)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	19 (+4)	6 (-2)	12 (+1)	4 (-3)

Proficiency +2

Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but doesn't speak

Challenge 4 (1,100 XP)

Magical Resistance. The profane cauldron has advantage on saving throws against magic.

Magical Weapons. The profane cauldron's attacks are magical.

Profane Smoke. Another creature that starts its turn within 10 ft. of the profane cauldron loses its resistance to fire damage until the beginning of its next turn.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage.

Fiery Brew. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 16 (3d10) fire damage.

Fiery Barrage. The profane cauldron makes one fiery brew attack against each creature in a 5 ft. radius centered on a point within 60 ft. of the profane cauldron.

Screaming Smoke. The profane cauldron releases screaming smoke in a 20 ft. radius centered on a point within 20 ft. of itself. The smoke heavily obscures the area for every creature that is not a profane cauldron or Ascheline and remains until the end of the profane cauldron's next turn. Each creature that starts its turn within the smoke loses its resistance to fire damage until the beginning of its next turn.

FLAMING FAMILIAR

As it is common for magic users to possess familiars, Ascheline was no exception. Having learned the ritual by conversing with fey, she mastered the art and became capable of conjuring several familiars at once. They became her eyes and ears within the many communities she provided for.

For the fringe folk, the sight of an ashen colored cat used to be a soothing thing - a sign of Ascheline's protection. Now, they are extensions of the flames of hatred. Burned down to all but their bones, these manifestations appear in unseen places through a sudden flickering flame. Despite their burning appearance; they are stealthy and nimble beings, and worse yet, even better fire starters.

Each of these beings leaves behind a flaming trail of paw prints, capable of growing into a roaring flame. With quick steps this creature can roam undetected throughout a location, and cause a blazing inferno within minutes. Entire towns can be burnt to ashes by this feline before it is detected. Then true challenge is to dispatch this tiny and nimble being before the flames can truly take hold. Often by the time this creature is contained or killed, one will find an already unstoppable fiery catastrophe has unfolded.



FLAMING FAMILIAR

Tiny Monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	11 (0)	4 (-4)	7 (-2)	6 (-3)

Proficiency +2

Skills Acrobatics

Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Senses darkvision 60 ft., passive Perception 10

Challenge 1/2 (100 XP)

Death Throe. When the flaming familiar is reduced to 0 hit points, it explodes into a smoldering 10-foot-radius smoke cloud. The cloud heavily obscures the area and a creature that ends its turn in it takes 5 (2d4) fire damage. The cloud remains until the end of the next round.

Igniting Body. The flaming familiar's body sheds bright light in a 10 ft. radius and dim light in an additional 10 feet. When the flaming familiar ends its turn on a flammable object, or flammable surface or liquid, it can choose to ignite it.

ACTIONS

Multiattack. The familiar makes two attacks with its claws.

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

THE DANCING HUT

Ascheline's domicile was a secluded hut within the depths of the fringeland's murkwoods, kept safe and secure with wards of her own creation. As Ascheline donned the responsibility for the surrounding fringe folk settlements, she found herself traveling from place to place a lot. Not wanting to deal with all these vexing trips, and to have all her supplies on hand wherever she went, Ascheline made use of an arcane ritual to create living beings from non-living things. Using her very own hut, she created a simple homunculus of tremendous proportions. Now her home could conveniently walk wherever she was needed.

To create her walking hut, Ascheline used her blood to imbue it with life. This link extended when she became kindling of the flame of hatred. The hut is more creature than object now, covered in an eternal flame as it moves at the will of its creator, its movements like following a rhythm or beat. Some say it is dancing to the beat of Ascheline's broken heart, a vessel for her rage that celebrates the wanton cathartic destruction of everything around it.

Wherever the hut appears, it will dance through towns, destroying buildings and setting everything ablaze, leaving the ruins still smoldering from its presence.

THE DANCING HUT

Gargantuan Construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 116 (8d20+32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	18 (+4)	3 (-4)	9 (-1)	5 (-3)

Proficiency +3

Skills Perception +1, Performance (only dancing) +6

Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Common but doesn't speak

Challenge 8 (3,900 XP)

Flaming Path. Creatures that end their turn within 5 ft. of the dancing hut take 7 (2d6) fire damage.

Magical Resistance. The dancing hut has advantage on saving throws against magic.

Magical Weapons. The dancing hut's attacks are magical.

Siege Monster. The dancing hut's deals double damage against objects and structures.

Stilt Legs. When the dancing hut falls prone, it takes 22 (4d10) bludgeoning damage and it costs it all of its speed to stand up.

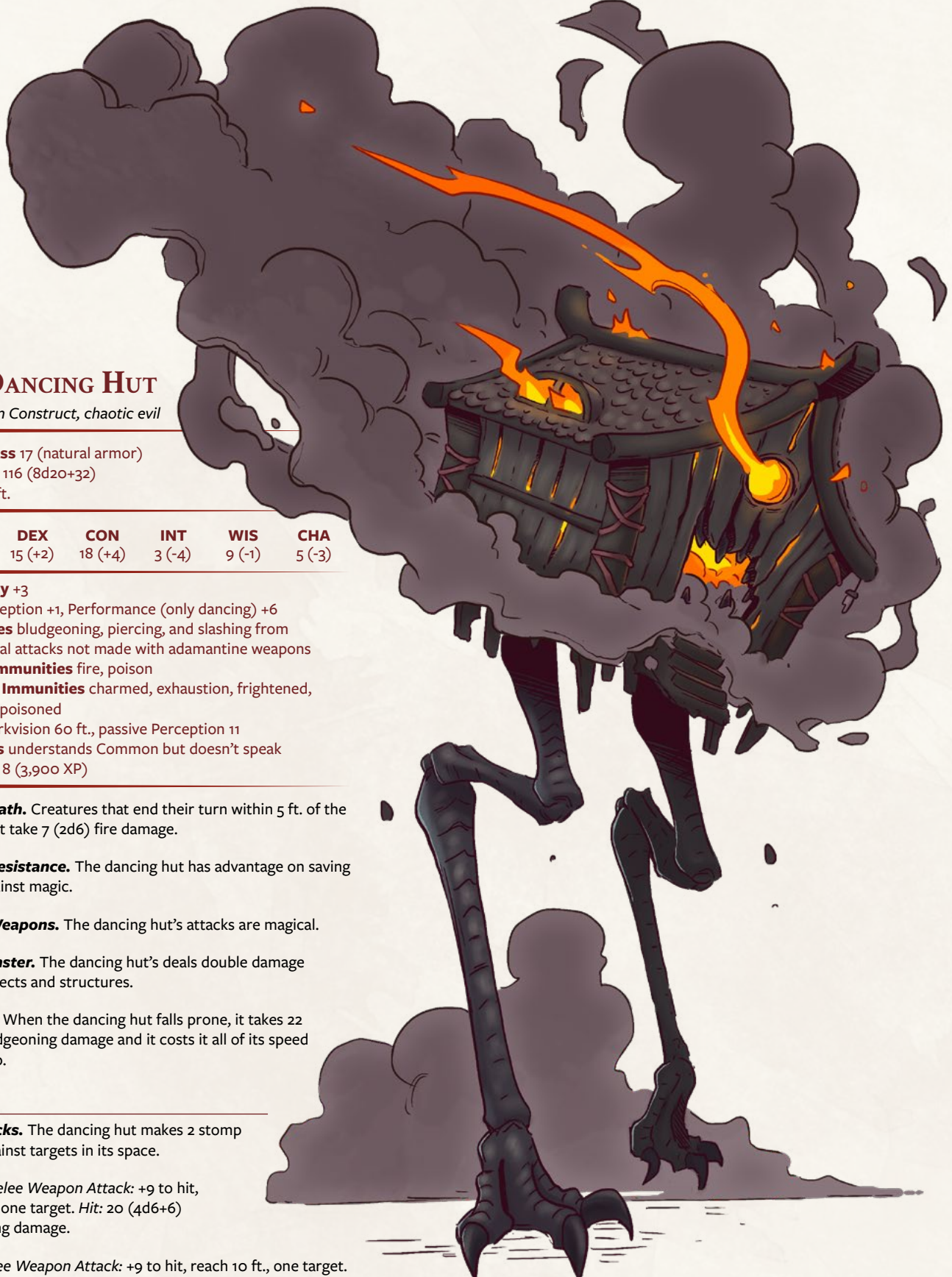
ACTIONS

Multiattacks. The dancing hut makes 2 stomp attacks against targets in its space.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6+6) bludgeoning damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage plus 10 (3d6) fire damage.

Flaming Dance (Recharge 5-6). The dancing hut breaks out into a devastating flaming dance. Each creature and object within 10 ft. of the dancing hut must make a DC 15 Dexterity saving throw. On a failed save a target takes 18 (4d8) bludgeoning and 18 (4d8) fire damage and half as much on a successful one. Every flammable object that is not held or flammable structure in the same area ignites in a roaring blaze. Before or after beginning its dance, the dancing hut can move up to half of its speed without provoking opportunity attacks.



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