

FLAME JETS

The characters must navigate a scorched wasteland to get to their destination. For each of the three miles of the journey, the characters must succeed on either a DC 15 Intelligence (Nature) check or a Wisdom (Survival) group check.

A successful check represents the characters avoiding dangerous hot spots, steam vents, and fiery geysers. Consult the table below for outcomes. Regardless of the results, the characters reach the opposite end of the wastelands after Outcomes are resolved.

NAVIGATING THE FLAME JETS

Successes Outcomes

0-1	Not alone. The characters make several wrong moves and each suffers one level of exhaustion. Additionally, they stumble upon a giant scorpion that gets a surprise round on the characters.
2	Misstep. The characters avoid major tragedy but one inadvertently steps onto a jet just as it activates. Have all characters make a Dexterity saving throw. The one with the lowest result suffers 3d6 fire damage. If the saving throw was 15 higher, reduce the damage by half.
3	Magical flame. The characters expertly navigate the wastelands and stumble across a jet of beneficial flame. Each character can bathe one melee weapon or up to three pieces of ammunition in the magical fire. Items treated this way deal an extra 1d4 fire damage for the rest of the day.

ABOUT THIS TRAP

Depending on the level of your group and the threat level of your adventure, you may adjust the damage the jets do if someone inadvertently triggers one. Likewise, you can replace the **giant scorpion** with another suitable foe. For lower levels, a few **giant fire beetles** or **magma mephits** will do. For a higher level group, a **fire elemental** or **fire giant** may be more appropriate.

This trap can serve as a leadup to an ancient stronghold, giant fortress, dragon's lair, you name it. The goal is to weaken the party just a bit before they face what the destination has in store. This hazard is also a great chance to introduce a skill challenge and potentially reward your party for succeeding fully. For parties with an even number of characters, you as the DM can make the tie-breaking roll to decide a leg of the challenge if necessary.

Be sure to describe the landscape as barren, dusty, parched, and blazing hot. The characters should feel like they are slogging through physical waves of heat with sweat dripping from their noses. The desire to put this forsaken landscape behind them should be motivation to keep pushing onward.

Populate the scene with bleached bones from long dead animals. Perhaps vultures circle high over head waiting to feast on new prey? You may also consider using the rules for "Extreme Heat" as found in Chapter 5 of the *Dungeon Master's Guide*.

