

SANDS OF DAWN

5TH LEVEL 5E ADVENTURE BY

KELFECIL'S
TALES

SANDS OF DAWN

BY



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WITH

KEV’S LOUNGE

BRAVE ADVENTURES

RPGPAPERCRAFTS

TEARABLE MONSTERS

PAPIERSCHNITZEL

TRASH MOB MINIS

OKUMARTS

GARNETH’S EMPORIUM

PAPER MAGE

CHIBBIN GROVE

VENATUS MAPS

IVAN DUCH

THE EVERSHINING DAWN

The deserts hide many secrets. Some buried, some not. The people that dare live in the lands of endless sand know a lot about their land's history but dare not try to chase after any leads.

The unrest between the nomad clans of the western dunes though has forced many of the nomad leaders to make decisions that will bring them quick and easy solutions to their problems.

Kamal Taheri, leader of the Dunespeaker clan, happened to come across something that would potentially help put his clan in a more favorable position among other clans. Kamal found an Azerite obelisk.

He now seeks to recruit an archaeologist and some adventurers to help him investigate the obelisk and in turn, the secrets that it may lead them to.



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INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

QUICK ADVENTURE INFO

Some quick information on the adventure:

- **Recommended Average Party Level (APL):** 5
- **Experience from Completion:** ~5,500
- **General Theme:** Escort, Exploration
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x1 session (4-hours)

ADVENTURE SUMMARY

The players will have to assist Tahal and his nomad clan as they go out into the desert to investigate one of the legendary Azerite obelisks.

RUNNING THE ADVENTURE

This adventure is easily adaptable and can easily be run as a One-Shot, as an added adventure in your campaign or as part of the Starlight Chronicles setting created by Kelfecil's Tales.

This adventure takes place during the "Rise of Astromancy" era in the Astral Chronicles timeline and setting.



More information on the custom Kelfecil's Tales campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

BACKGROUND AUDIO

The amazing Ivan Duch made unique music tracks to go with this adventure. Using these tracks as an audio background will help make your adventure even more dramatic, interactive, and engaging.

Ivan Duch is creating epic fantasy music for tabletop RPGs. You can find their work [over on their Patreon page](#) where he has a wide selection of amazing tracks that can help you make your RPG sessions much more epic!

SPECIAL THANKS

Kelfeci's Tales would like to extend their gratitude to a few people that really helped this module come to life.

- **My good friend and co-writer, Philip**, who is always there to give feedback and help me out with anything.
- **All of our Patreon supporters** who continue to give us feedback and all their love and support.
- **All of the collaborators in the Cardboard Creator Support Group**, who have all made fantastic content!

PATREON SUPPORT

If you wish to support Kelfecil's Tales with writing more RPG modules in the future, you are more than welcome to do so through our [Patreon page](#).

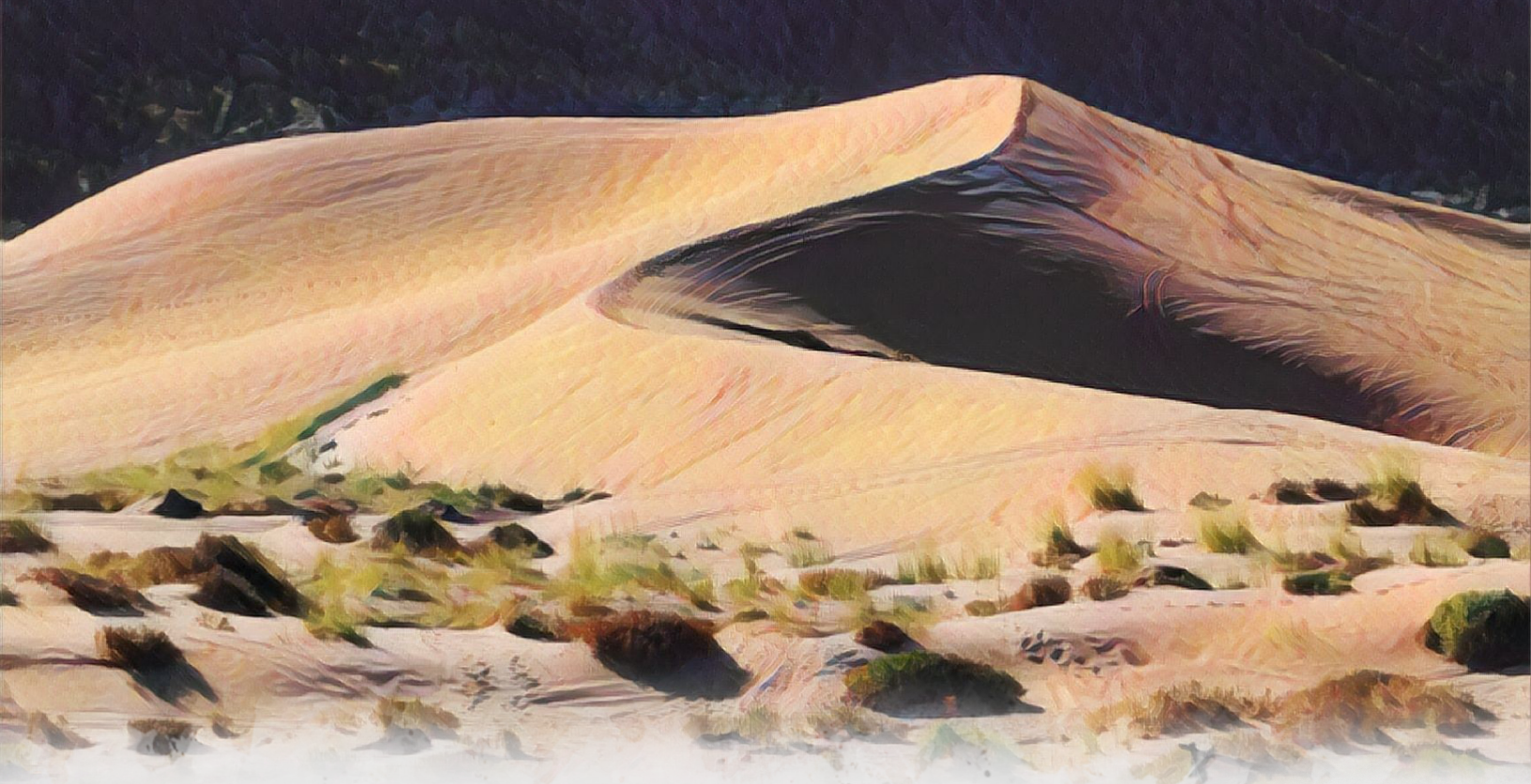
Patreon supporters get **TONS of weekly exclusives**, such as adventures, side quests, dungeon tales, gamebooks, mini-setting supplements and so much more!.

MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

- Map 1: [Azerite Obelisk](#)
- Map 2: [Kobold Lair](#)
- Map 3: [Azerite Shelter](#)

For more variants and gridless versions of the maps go to [Venatus Maps' Patreon](#).



BACKGROUND

The sands of the west have for years covered many secrets. Hidden temples, forgotten libraries, and even entire cities in some cases. Many believe that the glorious legends of the past are gone, as the sands slowly hid their presence.

Explorers and archaeologists search the deserts non-stop with long expeditions that in many cases end up with them returning empty-handed and with no knowledge obtained whatsoever.

The Azers once built obelisks in the desert, to help guide adventurers to shelter and to places of knowledge. These obelisks, however, all fell one by one when the Efreeti decided to go to war against the Azers and bring their once glorious desert kingdom to ruin.

Kamal Taheri, the leader of one of the nomadic clans that roam the desert, recently stumbled upon what seems to be an azerite obelisk. He understood its significance and decided to gather his forces and any mercenaries he could find so that he may go back and have it more closely inspected. He knows that this obelisk could be the key to unimaginable riches and knowledge.

KAMAL TAHERI

Kamal has for years traveled the deserts, leading his clan from one place to another, in search of shelter and food.

His people trust him but they are also lately starting to believe he has gone mad as his wish to make a great discovery is sometimes a bit too zealous for his clan's and his own good.

Kamal will put the people of his clan before anyone else but is still very keen on finally discovering the secrets of the desert that he has roamed ever since he was a child.

- **Unique Phrase:** "The sand never stops moving."
- **Desire:** To protect his people.
- **Fear:** That he may not be the leader his people need.
- **Misbelief:** Kamal believes a miracle can help calm the fury of the nomad clans that are not at war.

AMARILLE STRONGSUN

An aspiring high elf archaeologist who has been searching for the obelisks for at least a decade now. She has traveled the deserts with various clans, hoping that even rumors would eventually lead her to find one of the obelisks and then to uncovering the secrets they can lead her to.

She trusts Kamal because of the good things she has heard about him but she is also very careful with how she deals with the desert nomads.

- **Unique Phrase:** "I need to find it..."
- **Desire:** To find one of the Azerite obelisks.
- **Fear:** That she will never make a significant archaeological find.
- **Misbelief:** Amarille believes that the nomads do not understand the significance of these archaeological finds.

PROGRESSION MAP

BY

CHIBBIN GROVE



ADVENTURE HOOKS

These are a few ways to introduce the adventure into your campaign or to get a one-shot started:

- **Adventurers for Hire.** The players happen to be traveling in the desert when they come across the Dunespeaker clan's camp. They will find Kamal and be offered a monetary reward for aiding him and his people in his expedition.
- **The dangers of the desert.** The players hear of the Azerite obelisks by other archaeologists and how Amarille has gone out to find them. They are asked to go out and find her.
- **The Obelisk.** The player comes across the Azerite obelisk just moments before Kamal finds it as well.

PROLOGUE

The adventurers join Kamal at the camp that his clan has made, where he is preparing for the expedition. After a bit of roleplay, the players will be hired to join Kamal in getting closer to the obelisk. Kamal has also recruited Amarille Strongsun, a high elven archaeologist who knows a lot about the obelisks and will hopefully be able to help with understanding it and eventually activating it.

Read the following when the players meet Kamal:
You can play out the adventure hook you've chosen, or start by reading the following text:

"ADVENTURERS! GOOD! WE NEED MORE OF YOU. WE ARE HEADING OUT INTO THE DESERT TO INVESTIGATE WHAT SEEMS TO BE A LEGENDARY AZERITE OBELISK. THE DESERTS ARE FULL OF DANGERS, SO YOU CAN NEVER BE TOO CAREFUL."

ANTICIPATION. AS YOU APPROACH THE LAVA, YOU HEAR CHANTING.

ACT I: THE JOURNEY

The party will travel all together to the obelisk. Kamal's expedition will consist of himself, Amarille, the players and x6 **Nomad Warriors**. The Nomad Warriors are just for the fights that will happen in the background but you can also use them to help your players in some of the adventure's fights.

The players arrive at the obelisk from the top right (**arrow on the map**) and will immediately notice a lot of kobolds around the obelisk. One of them will be doing something to the base of the obelisk while the rest stand guard around it.

This is where [Papierschnitzel's](#) beautiful Obelisk structure comes into play!

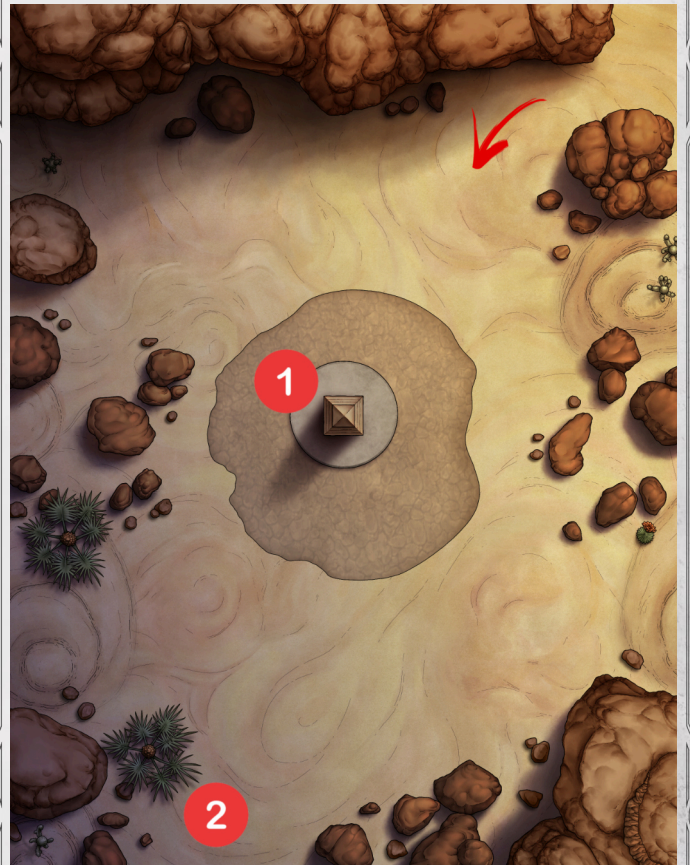
Read the following:

"KOBOLDS!" YELLS KAMAL. "THESE FOOLISH CREATURES HAVE HAD TOO MUCH SUN AND DO NOT KNOW WHAT THEY ARE DOING! WE NEED TO DRIVE THEM AWAY FROM THE OBELISK BEFORE THEY BREAK ANYTHING!"

AS SOON AS KAMAL'S VOICE REACHES THE FIRST LINE OF KOBOLDS, YOU NOTICE AS THEY START TO STARE AT YOU WHILE BECOMING SLIGHTLY ANGRIER. WHAT IS SCARIER IS THAT THEY HAVE NOW ALL PULLED OUT SOME SORT OF BONE AXE WEAPONS.

These kobolds are of the Bonemaw clan and they have also discovered the obelisk. They have come to claim the site and use the obelisk for themselves. The players can try to negotiate with the kobolds, but they will only get angry responses due to the fact that the kobolds have had hostilities with other nomadic clans before.

➤ **"Encounter!"** At around **1. on the map** will be x6 **Kobolds** and x2 **Kobold Berserkers**. You can tell the players which two kobolds seem a bit more dangerous than the rest or simply surprise them in combat. In the meantime, **Kamal** and his **Nomad Warriors** will be fighting more kobolds in the background so feel free to fill the battlefield around the players for effect.



The kobold that is tinkering with the obelisk will still remain there for another full turn. Once a full turn of combat has passed, then the tinkering kobold will move away from the obelisk as the tall structure will start to make an intense bassy sound (think of it as a drone effect) while emitting a bright blue light from its peak. This will continue for another few seconds and then stop.

The kobold that was next to it will be holding a small square object and will run away towards 2. on the map in an effort to escape. If the players manage to kill it, then have it throw what it was holding to another kobold. Keep repeating that effect until a kobold is able to escape from the scene.

It might look ridiculous while trying to make it happen, especially if the players are constantly trying to prevent them from escaping, but try to figure out some kind of situation that will allow the kobolds to have one of their own escape, just for the sake of the linear narrative.

Or, if you do not want to force the narrative, then have your players be victorious on the spot and move to Act 3.

Once the rest of the kobolds are defeated, Kamal will say the following:

"ONE OF THE KOBOLDS ESCAPED WITH A DEVICE!" WE NEED TO CHASE IT DOWN!

Amarille will take a moment to inspect the obelisk and will immediately notice that there is an opening at its base with something missing from it. This is probably the compartment from where the kobolds retrieved the object they were holding. gold pieces each.

ACT 2: THE BONEMAW

Kamal and his warriors will track the kobolds' steps in the sand and after only a few minutes of running after it, they will arrive at the Bonemaw clan's main camp. Read the following:

YOU ARRIVE AT WHAT SEEMS TO BE A PLACE FILLED BOTH WITH KOBOLDS AND BONES. THE SKULL OF A LARGE BEAST IS BURIED IN THE GROUND AND THE KOBOLDS SEEM TO BE MAKING WEAPONS OUT OF ITS BONES.

YOU NOTICE A KOBOLD THAT IS OUT OF BREATH LOOKING AT A COUPLE OF OTHER CREATURES OF ITS KIND THAT ARE INSPECTING A CUBE.

KAMAL TURNS TO YOU AND SAYS "THEY HAVEN'T NOTICED US YET, WE WILL GO AROUND AND SURROUND THEM..."

The area will be filled with kobolds and it is up to you how many you would like to add here in order to make things even more difficult. However, the suggested amount of kobolds would be x6 **Kobolds** and x4 **Kobold**

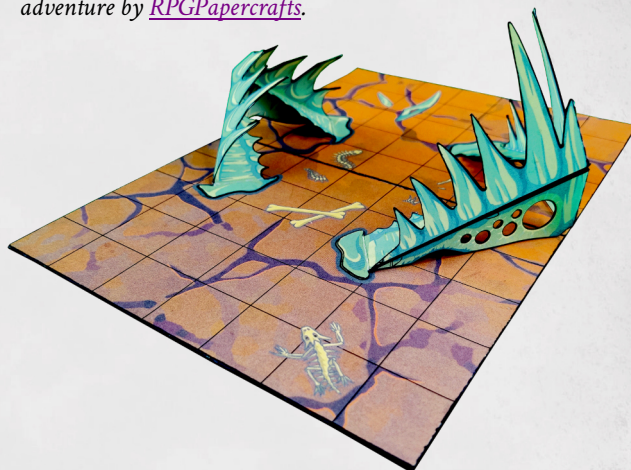
Berserkers.

The players can approach this situation however they want. Kamal will suggest that they surround the kobolds and attack them once they have them surrounded. This will help Kamal and his warriors take out a few before going for the item.

○ **"Stealth."** It will take Kamal and his warriors a few minutes before they can go all the way around to surround the Bonemaw kobolds. If the players start talking to one another while waiting, or if they decide to go around with Kamal, they will have to roll Stealth checks in order to try and not alert any patrolling kobolds. This check starts at **DC 14** and can increase depending on how loud or visible the action being made is.

➤ **"Encounter!"** If the players have managed to surround the kobolds, then Kamal and his warriors will be able to take out half of the kobold forces with their surprise attack. Then the rest are for the players to deal with.

If you are playing this on Foundry, then the map is a bit different from the one that was originally made for the adventure by [RPGPapercrafts](#).



Once the cube is retrieved, Kamal will pass it to Amarille and she will inspect it. Read the following:

AMARILLE HOLDS THE CUBE WITH BOTH OF HER HANDS AND STARTS SPINNING IT IN VARIOUS DIRECTIONS IN AN EFFORT TO UNDERSTAND WHAT IT IS AND WHAT IT DOES.

"THIS... THIS IS IT!" AMARILLE YELLS WITH A WIDE SMILE ON HER FACE. "THIS IS AN AZERITE TRACKER! I HAVE READ STORIES ABOUT THESE AND HAVE FOR YEARS WANTED TO FIND ONE. THESE TRACKERS ARE WHAT THE AZER PEOPLE USED TO GUIDE OTHERS TO SAFETY. THIS WILL LEAD US TO ONE OF THEIR SHELTERS!"

KAMAL WALKS CLOSE TO AMARILLE AND ASKS HER "YOU KNOW HOW TO USE IT THOUGH?"

AMARILLE LOOKS AT KAMAL AND THEN DOWN AT THE CUBE AGAIN AND SAYS "A LITTLE TWIST HERE AND A LITTLE PRESS THERE AND..."

SUDDENLY, A BEAM OF LIGHT COMES OUT OF THE CUBE AND FALLS DOWN TO THE GROUND AS IF THE LIGHT HAD WEIGHT AND IT WAS MADE OUT OF LIQUID. THE LIGHT THEN MADE A LINE GOING ALL THE WAY TO THE NORTHWEST OF THEIR POSITION. IT LOOKS AS IF IT IS A LONG SNAKE IN THE SAND, ONLY MADE OUT OF LIGHT.

Amarille will tell the party that they need to follow the light and so Kamal and whatever Nomad Warriors are left, will do so.

ACT 3: AZERITE SHELTER

After walking for about 20 minutes or so, the party will arrive at a location that was well hidden behind some mountains. Amarille, Kamal, and the nomads will all be stunned by the sight of the shelter and will be saying various things as they will start to wonder how it is possible that they had never found this before.

Read the following:

THE SHELTER IN FRONT OF YOU SEEMS TO BE BUILT INTO THE MOUNTAIN. HAVING FOUND IT THROUGH THE GUIDING LIGHT OF THE AZERITE TRACKER, YOU REALIZE HOW HARD IT WOULD HAVE BEEN FOR ANYONE TO FIND IT WITHOUT ANY HELP.

KAMAL AND AMARILLE ARE BOTH LOOKING AROUND THE AREA IN AN EFFORT TO MEMORIZE THIS SPACE AND YOU CAN HEAR AMARILLE SAYING THINGS LIKE "IMPOSSIBLE" AND "MAGNIFICENT!"

Kamal will tell the players that the time has come for his people and he will slowly then start approaching the entrance of the shelter.

After coming down a set of stairs, the players will find themselves in the first room. Read the following once they are there.

Read the following:

THE ROOM SEEMS TO BE FILLED WITH DUST AND SAND THAT HAS FOUND ITS WAY THROUGH THE OPEN ENTRANCE. THE CORNERS ARE FILLED WITH LAID-OUT BEDROLLS THAT HAVE BEEN THERE FOR TOO LONG AND THERE IS ALSO SOME FURNITURE THAT IS NOW BROKEN APART.

AT THE NORTH END OF THE ROOM, THERE IS A CORRIDOR THAT LEADS FURTHER INTO THE ESTABLISHMENT. A SMALL, NOW DRY, FOUNTAIN IS IN FRONT OF THE CORRIDOR, AND NEXT TO IT ARE X2 LARGE STONE STATUES OF WHAT SEEMS TO BE AZER WARRIORS.

Amarille will immediately rush inside and start investigating every corner of the room in an effort to understand what has happened here.

Kamal and his Nomad Warriors will be very careful as to how they enter the room and look around.

➤ **"Encounter!"** At some point, while Amarille is enthusiastically looking around, she will tell others not to touch anything because they do not know what kind of magic might still be in place. When she says that, one of the Nomad Warriors will touch one of the statues (1. on the map) and it will come to life, cutting the warrior and slamming him to the ground with its huge axe. The x2 **Azer Guardians** will turn hostile and attack the rest of the party too.



As soon as the Azer Guardians are defeated, Kamal will want to push further into the establishment.

The corridors around **2. on the map** have traps in them, left in place by the Azer, in case any uninvited guests wanted to go further into the shelter where their sacred rooms were.

➤ **"Trap!"** Once again, one of the Nomad Warriors will move forward and will not notice the tiny holes in the wall to the north and the south. Flames will come out of the small holes and burn the Nomad Warrior alive.

Anyone else who walked with the Nomad Warrior must make a **DC 15 Dexterity Save** and suffer 3d6 fire damage or half as much on a successful save.

Once the party is through, they will find themselves in a small hall (**4. on the map**) with a large door in front of them. There is a small round object with fire coming out of its core and x4 unlit braziers around this small room.

The players will have to light up the braziers in order to unlock the door to the final room. This will also unlock a small passage at **3. on the map** that leads to a secret room where an Azer General was buried. Ask the player that is the furthest in the back to make a **DC 15 Perception check** to see if they will have heard the secret door opening. If they did not, then the only way to notice it is by going back.

You could have Kamal look around later though if you really do not want your players to miss the room and its treasures.

The Portal Room

Once the party is inside the final room, Amarille will be in awe of what is in there. Read the following:

YOU ENTER A ROOM WITH 6 PILLARS, 3 ON EACH SIDE, AND A BIG PORTAL-LIKE STRUCTURE IN THE NORTHERN SIDE OF THE ROOM.

AMARILLE SLOWLY APPROACHES THE PORTAL STRUCTURE WHICH IS GIVING A FAINT RED LIGHT FROM ITS EDGES. SHE LOOKS AT IT A BIT CLOSER AND THEN SAYS "THIS IS UNBELIEVABLE... IT IS AN ACTIVE AZERITE PORTAL! THIS EXPEDITION KEEPS GETTING BETTER AND BETTER!"

KAMAL LOOKS AT HER AND SAYS "BUT, WHY IS IT GLOWING AMARILLE? SHOULDN'T THIS THING BE INACTIVE AFTER HUNDREDS OF YEARS? I DON'T WANT ANY MORE SURPRISES LIKE THOSE STATUES EARLIER..."

AMARILLE STARTS TO INVESTIGATE THE PORTAL A BIT MORE AND THEN TURNS AROUND AND SAYS "ACTUALLY... YOU ARE RIGHT, IT IS ACTIVE. BUT THESE PORTALS WERE USED BY THE AZER TO TRAVEL TO AND FROM THEIR HOME, WHICH MEANS..."

BEFORE AMARILLE IS ABLE TO FINISH HER SENTENCE, A HORNED CREATURE APPEARS FROM THE PORTAL HOLDING A FLAMING SWORD. HE SAYS IN A VERY DEEP AND INFERNAL VOICE "HOW KIND OF YOU TO OPEN THE GATEWAY TO THE LAST OF THE AZERITE SHELTERS. NOW BURN!"

➤ **"Encounter!"** The players will have to fight the **Weakened Efreeti** which has come to burn the Azerite Shelter. It is important that the players make use of the columns in the room in order to avoid the burning abilities of the Efreeti. You could have Kamal or Amarille tell the players about that in order to help them out.

Once the Efreeti is defeated, the portal will close and Kamal and Amarille will both thank the adventurers for their much-needed help in this expedition. This is the point where they could possibly find the secret room.

Secret Room

The secret room has the grave of an Azer General and lots of treasure. The treasure is worth 2000 gold pieces and the grave has some intricate markings on it. If the brazier at the south of the room is lit, then the markings will light up with a fiery red to orange color and a voice will be heard saying the following:

"IF YOU ARE HEARING THIS, THEN YOU HAVE FOUND THE TOMB OF ZARR, NOBLE AZER GENERAL WHO GAVE HIS LIFE DEFENDING THE PEOPLE OF THE WESTERN DUNES AGAINST THE EVIL EFREETI WHO SOUGHT TO CLAIM THE LAND. WIELD HIS AXE WITH PRIDE AS YOU CUT YOUR FOES TO DUST."

The grave's lid will magically slide to the side, revealing the inside of it which has a large axe and some ashes below it. The ashes are the remains of the Azer general while the axe is a magical two-handed weapon.

EPILOGUE

There will be a final discussion between Kamal and Amarille as they argue between them and with the adventurers in regards to how the loot needs to be distributed.

Feel free to play the NPCs and distribute the loot as you best see fit. You could for example take into account how many Nomad Warriors died during the expedition, making Kamal a bit more emotional about all of this.

AZERITE WAR AXE

A long beautiful axe used by Azer generals in ancient times. This axe has cut down dozen of Efreetis before the general who held it met his demise.

This was axe is magical and is quite heavy. Although an Azer can hold it with one hand, most medium sized creatures would only be able to use it while holding it with both hands.

1d8 slashing damage + 4 fire damage.

On hit: The target must make a DC 14 Constitution Saving throw or catch on fire, taking 1d4 damage on each of their turns until they put it out.

Azerite War Axe can be improved when given to a capable weaponsmith, especially an Azer blacksmith.

APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

KAMAL TAHERI

Medium humanoid (Human), lawful good

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.

Leadership (Once per combat). For 1 minute, Kamal Taheri can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the Kamal Taheri. A creature can benefit from only one Leadership die at a time. This effect ends if Kamal Taheri is incapacitated.



FIND ALL OF THE WORK BY KEV'S LOUNGE ON THEIR [DRIVETHRU PAGE!](#)

AMARILLE STRONGSUN

Medium humanoid (High Elf), lawful good

Armor Class 12 (padded armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish, Elvish, Ignan, Primordial

Challenge 1/4 (50 XP)

Keen Senses. Amarille has proficiency in the Perception skill.

Fey Ancestry. Amarille has advantage on Saving Throws against being Charmed, and magic can't put her to sleep.

Archaeologist. Amarille is an expert archaeologist and therefore is able to notice things that others wouldn't be able to at first sight. Amarille has advantage on Investigation checks.

ACTIONS

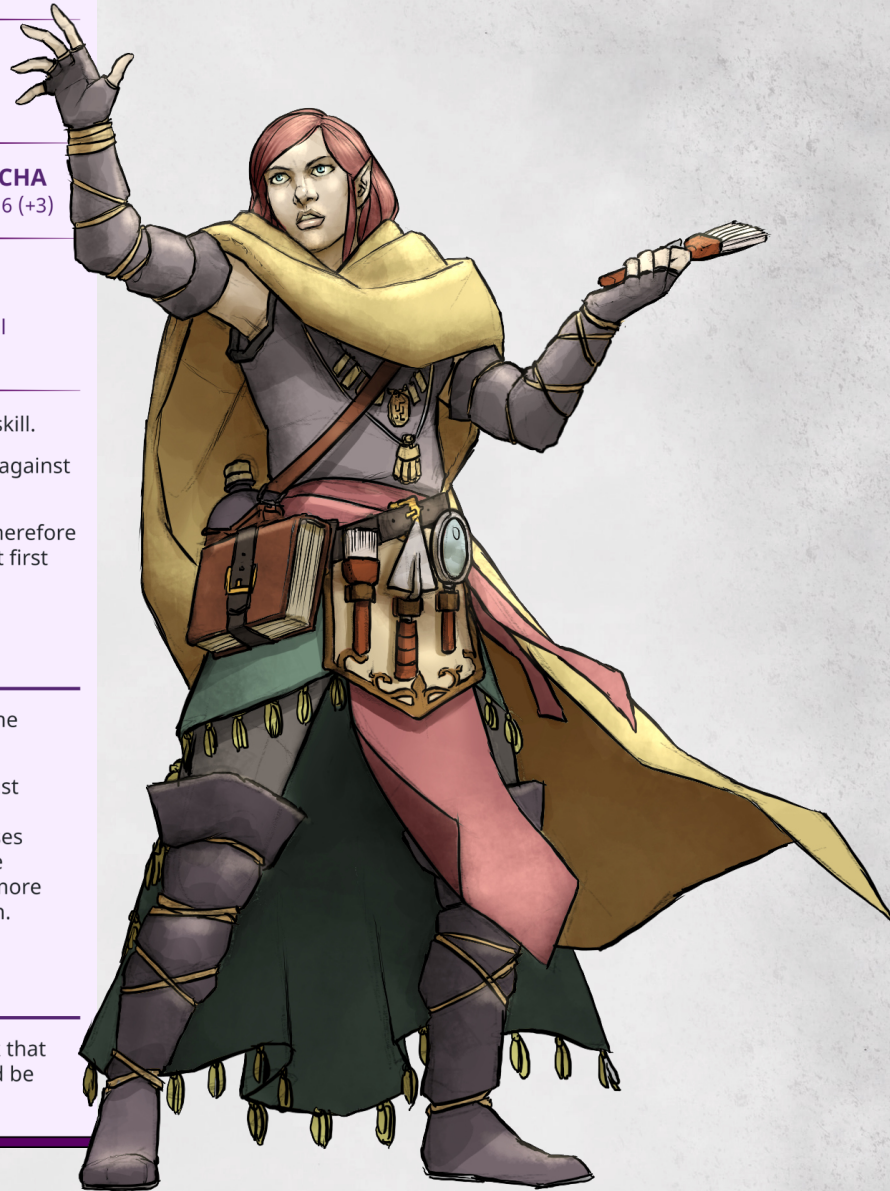
Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

(Cantrip) Mage Hand. Amarille can spend an action to cast Mage Hand.

A spectral, floating hand appears at a point she chooses within range. The hand lasts for the duration or until she dismisses it as an action. The hand vanishes if it is ever more than 30 feet away from her or if she casts this spell again.

REACTIONS

Parry. Amarille adds 2 to its AC against one melee attack that would hit it. To do so, Amarille must see the attacker and be wielding a melee weapon.



FIND ALL OF THE WORK BY PAPER MAGE ON THEIR [PATREON!](#)

NOMAD WARRIOR

Medium humanoid (Human), lawful good

Armor Class 17 (splint)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Pack Tactics. The Nomad Warrior has advantage on an attack roll against a creature if at least one of the Nomad Warrior's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) slashing damage.



FIND ALL OF THE WORK BY OKUMARTS ON THEIR [WEBSITE!](#)

BONEMAW KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. Unlike its kin that lives in dungeons and other less illuminated places, the Bonemaw Kobolds have evolved to the point where they use the sun to their advantage. While in sunlight, the Bonemaw Kobold has advantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Battleaxe. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d8 - 2) slashing damage, or 3 (1d10 - 2) slashing damage if used with two hands.

KOBOLD BERSERKER

Small humanoid (kobold), lawful evil

Armor Class 11

Hit Points 58 (9d6 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Sunlight Sensitivity. Unlike its kin that lives in dungeons and other less illuminated places, the Bonemaw Kobolds have evolved to the point where they use the sun to their advantage. While in sunlight, the Kobold Berserker has advantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The Kobold Berserker has advantage on an attack roll against a creature if at least one of the Kobold Berserker's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.



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AZER GUARDIAN

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 ft..

ACTIONS

Azerite War Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.



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WEAKENED EFREETI

Large elemental, lawful evil

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	13 (+1)	12 (+1)	12 (+1)

Saving Throws Int +4, Wis +4, Cha +4

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 11

Languages Ignan

Challenge 7 (2,900 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the djinni was wearing or carrying.

Variant: Genie Powers. Genies have a variety of magical capabilities, including spells. A few have even greater powers that allow them to alter their appearance or the nature of reality.

Disguises. Some genies can veil themselves in illusion to pass as other similarly shaped creatures. Such genies can innately cast the disguise self spell at will, often with a longer duration than is normal for that spell. Mightier genies can cast the true polymorph spell one to three times per day, possibly with a longer duration than normal. Such genies can change only their own shape, but a rare few can use the spell on other creatures and objects as well.

ACTIONS

Multiattack. The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

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

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 9 (3d6) fire damage.

Elemental Immolation. The Efreeti starts channeling an immolation spell that explodes all around it in a 60 ft. range. Anyone that is behind cover is not hit by the spell. Everyone else suffers 4d6 fire damage and must also make DC 14 Constitution Saving Throw or be put on fire, suffering 1d6 fire damage on each of their turns until they put it out.



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