The Menagerie

A Dungeons & Dragons 5th Edition Adventure
For 2-6 players

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Synopsis

The Menagerie is a group of lycanthrope mercenaries who have been hired by **Bit Seresands** representing the scions of the dwarven city of **Flamegate** residing inside a remote mountain chain to retrieve a relic, the **Flame Crown**, from an efreeti lord named **Dolomo Sanstriss**, who dwells in a pyramid in the desert the mountain chain borders.

Dolomo considers the Flame Crown to be his since the dwarves made it with the help of a clan of azers, who were once slaves of his family. When the efreet took the Flame Crown, he also captured several dwarves to serve him as slaves.

The mercenary party is tasked with retrieving the Flame Crown and, if they can, finding and freeing the captive dwarves. The dwarven leaders aren't asking for the death of Dolomo but aren't adverse to it. The party will be given 5000 gold pieces each and allow them to keep the magical weapons lent for the journey.

Background

The party consists of lycanthropes who have embraced their curse and come together to form a mercenary unit called *The Menagerie*. Players can choose from six different types of were-creatures (tiger, bear, boar, wolf, rat, and raven) or they can roll their own character and apply the were-creature traits. The party have been together for a long time and completely trust each other.

The dwarves of Flamegate traces their origin to a battle against an efreeti aristocratic family where they allied themselves with a clan of rebel azers. United, the dwarves and azers drove the efreeti out of the mountains and into the desert. Creating a portal at the heart of their city to the elemental plane of fire, the dwarves made a way for the azers to return home. In exchange, the azers built the dwarves miraculous weapons and precious artifacts as well as revealing to them secret forging and mining techniques allowing Flamegate to become modestly successful.

As the city grew, the efreeti set about restoring their power. Trapped on the material plane, the efreeti became obsessed with revenge. Each generation of the efreet family menaced the dwarven city from their pyramid in the desert. Now Dolomo believes he has the ability to conquer Flamegate once and for all. Having taken back what he sees as his, the Flame Crown, he is looking to punish and subjugate the dwarves, then return to the elemental plane of fire to continue his family's revenge on the azers who rebelled.

Note to the DM

This adventure is intended as a one shot for both experienced and new players. However, it can certainly be modified to fit into your campaign, and I encourage you to make it your own. Players can choose either to roll a new character and apply the lycanthrope stats to their character or to play one of the lycanthropes using the stats provided. For new or inexperienced players, the adventure will move quickly and easily just using the provided stat sheets. The setting has also been left deliberately vague to allow you to insert it into whatever world you prefer to play. Therefore, landscape description as well as room descriptions have been left for you to flavor as you see fit.

Flamegate

The dwarven city of Flamegate within the mountains is modest. As with most dwarven communities, its focus is on mining and crafting. However, the forges of Flamegate have begun to focus on imbuing their creations with something unexpected after generations of conflict with efreeti—the arcane power of cold.

Before leaving the city, the party can recruit a NPC and/or acquire extra supplies. There are four locations of note for this adventure in the city: **The Arcanist's Oven**, **Furyrest**, the **gate** out of the mountain, and the **portal** that gives the city its name.

The party has been promised their choice of magical weapons to aid them in their task. They can have any three weapons plus twenty-five (25 arrows) or they can buy all the weapons outright (this will lower their gold reward by 2000 gp each). At the Arcanist's Oven, Bit Seresands will provision the party with weapons and armor using the equipment and prices listed in The Player's Handbook.

The Magical Weapons of The Arcanist's Oven

Frostblade—shortsword, finesse, light 1d6 slashing damage plus 1d4 cold damage

The Rift—greataxe, heavy, two-handed 1d12 slashing damage plus 1d10 cold damage

Craghammer—maul, heavy, two-handed 2d6 bludgeoning damage plus 1d4 cold damage

Glass Spear—spear, thrown (range 20/60), versatile 1d6 piercing damage plus 1d6 cold damage (one-handed or thrown) or 1d8 piercing damage plus 1d6 cold damage (two-handed)

Crevasse Dirk—shortsword, finesse, light 1d6 piercing damage plus 1d4 cold damage

Blizzard Arrows—1d4 cold damage

At Furyrest, the party will meet **Hulath Passhand**, who can serve as a guide, and **Cedric Brittlemarrow**, a healer. Cedric can't guide the party but he can serve as a healer, while Hulath can guide the party but is rather worthless in a fight. Without a guide, the party will encounter native creatures and hazards in the desert.

Alternative Locations

The portal to the elemental plane of fire is located at the heart of the city, the farthest point from the entrance gate. If the party leave Dolomo alive and the brood nest untouched, he and a group of salamanders and fire snakes will attack the city preventing the party from leaving through the entrance gate. The party will have to either fight or flee through the portal, which either Hulath or Cedric (which ever did not accompany the party or DM's choice) can open allowing the party to pass through it. If the party chooses to fight, all surviving NPCs will come to their aid. If the party elects to go to the elemental plane of fire, the adventure is over. The entrance gate becomes an active location if the party decides to fight if Dolomo and his minions attack or if Dolomo is killed but the brood nest left untouched. With the brood nest left untouched, the party will encounter a swarm of Fire Snakes as they leave the city.

Transition

Once the party have gotten their items and/or picked a NPC, they'll leave the city.

The Journey to Pyramid

The journey to the pyramid is five days by foot, but with a guide, the trip is reduced by one day. If the party decides not to take on a guide, then they will have at least one encounter in the desert on their way to Dolomo's pyramid. DM's can add more if they see fit.

If the party attempt to forage in the desert, then they must roll a DC 20 Wisdom (Survival) check in order to find rations and/or water for one day. With a guide, players have advantage on this check.

All encounters marked as hostile will attack the party. Encounters marked 'indifferent' will not engage the party unless the party provokes or engages it. If the party encounter the herd of camels, they can attempt to capture and use them as mounts. This will require a DC 10 Wisdom (Animal Handling) check; a failure will send the camels running away from the party and lost to them.

For the Giant Lizard, the party can attempt to tame it to use it as a mount, pack animal, or companion. If so, players must succeed a DC 15 Wisdom (Animal Handling) check, a failure will result in the lizard attacking the party. The lizard can carry one medium creature along with two small creatures or 300 pounds without disadvantage. More than one medium creature or more than two small creatures gives the lizard disadvantage on all checks and saving throws while reducing its speed by 10 feet and preventing it from being able to climb difficult surfaces.

If the party encounters the nomads, they can get directions to the pyramid that will cut their journey down by one day. The nomads will also reveal to the party that the pyramid has a secret entrance on the opposite side of the main entrance. Should the party attack and defeat the nomads, they'll loot 20 gold pieces total.

Desert Encounters

D8	Detail
1	Giant Scorpion (hostile)
2	Swarm of Insects (hostile)
3	1d20 Camels (indifferent)
4	Giant Poisonous Snake (hostile)
5	Giant Lizard (indifferent)
6	1d12 Hyenas (hostile)
7	1d6 Nomads (friendly)
8	1d4 Giant Vulture (indifferent)

Transition

With or without a guide, when the party arrives at the pyramid they will find it unguarded and what appears to be the main entrance sealed. They will have to find a way inside. Opening the main entrance doors will require three Strength checks of DC 15 or better or two Dexterity (Sleight of Hand) checks of DC 12 or better. There is a secret entrance on the opposite side of the pyramid from the main entrance located near the top. In order to scale the pyramid, players will need to succeed a DC 12 Dexterity (Acrobatics) check, and to find the secret entrance, players must succeed a DC 12 Intelligence (Investigation) check. To open the secret door requires the same checks as the main entrance.

Inside the Pyramid

Below are descriptions of the most important areas for the adventure. DM can create their own map based around the descriptions of the main areas below and flavor the rooms as they see fit.

I strongly suggest using the maps of *Great Pyramid of Tauneskalis III* (Part 1 and Part 2) by Dyson's Dodecahedron.

Area 1, Secret Entrance

Entering the pyramid via the secret entrance will reveal a medium sized room with no lighting. Opposite the entry is a large, ornate metal door. To open this door, the party must succeed a DC 18 Dexterity (Sleight of Hand) check; the door cannot be broken through. If the party succeeds, jump down to Area 7.

Area 2, First Floor, Captives

Entering the pyramid from the main entrance, the party will see a long, dimly lit corridor ending in a T-junction. Roughly, 30 feet down the corridor is a strong oaken door on the right. This door (AC 10, HP 10) is locked, a DC 10 Dexterity (Sleight of Hand) or a DC 10 Strength (Athletics) check will open it. The party will find the room filled with various quality and quantities of chains and manacles, some old and some new. In the back of the room is another door with the same DC as the last. The room is wider and longer with 1d20 dwarven commoners chained in it against the walls. Breaking the chains requires a successful DC 10 Strength check or a DC 12 Dexterity (Sleight of Hand) check. DM needs to roll 1d4 to determine how many of these dwarves are healthy enough to talk with the party. Talking with the dwarves will reveal they have been worked nearly to death having been placed here to either die or rest to regain their strength. Dolomo is using the dwarves to work the gem mine below the pyramid. There are 1d12 other captives of various races currently working the mine. On the far side of the room is a small open doorway that leads down into the mine.

Area 3, Gem Mine

The stairway down into the gem mine is narrow at first but soon widens into a large, open cavern that is very well lit where captives are diligently working. They are being watched by salamanders (3). Unless the party succeeds a DC 15 Dexterity (Stealth) check, they will be seen immediately by the salamander overseers. If the party defeats the Salamanders, they will find nearly 5000 gold pieces in precious gems.

Area 4, First Floor, Central Chamber

Returning to the corridor, if the party go left or right at the T-intersection they will find a huge, mostly open central chamber (250x250 ft.) where a giant fire (20x20 ft. wide) is burning up all the way to the top of the pyramid (300 ft. tall). There are thick pillars (10x10 ft.) framing the ceremonial fire pit all the way up. Everything is well lit, and the party can make out balconies of the floors above them. However, the fire is too powerful to climb or fly up without suffering 2d12 fire damage every 10 feet. In this chamber, 4 Salamander guards moving in pairs in opposite directions around the ceremonial fire pit. Opposite the party is a wide-open doorway of a spiral stairway leading up to the second floor. To get by the guards, the party must succeed a DC 15 Dexterity (Stealth) check.

Area 5, Second Floor, Brood Nest and Barracks

The spiral stairway continues upwards but opens to a second floor consisting of a 15 ft. wide hall running the length of the pyramid. It is broken up in the center by the flames of the ceremonial fire pit but there is a ledge wide enough for an individual to circle around it to the other side. On this side, there is a large open chamber filled with shiny obsidian spheres radiating heat; this is the brood nest. These are salamander eggs, and they are in groups of three. DM should roll a d100 to determine the number of eggs and then roll 1d8 to determine the number that hatch while the party is in the room. The hatched eggs will spawn Fire Snakes immediately attacking the party. Opposite this chamber is another with a closed stone door where Salamander (5) guards rest. If the party engages the Fire Snakes, then after every round, the DM needs to roll (50/50 chance) to see if salamanders join the battle. If the party doesn't enter the brood nest, but do enter the salamander barracks they must immediately roll for initiative. If the party runs into the brood nest during this battle, DM should roll to determine how many eggs hatch.

Area 6, Third Floor, Dolomo's Chamber

The spiral stairs continue upwards opening up to the third floor which is a smaller version of the fourth floor. On the side opposite the column of flames, the corridor immediately opens into an ornate chamber. This is the Dolomo's personal chamber; he is not present. Here the party will find chests laden with gold bars, silver coins, and a massive variety of gems (a total value of 10,000 gold pieces).

Area 7, Fourth Floor, Dolomo's Throne Room

The spiral stairs terminate at this top floor, Dolomo's throne room. The stairs open up into a room where the tip of the flame column flickers the size of a normal campfire in the center. Across the way on a raised dais, Dolomo sits upon an obsidian throne behind which is a giant, ornate metal door (secret entrance, unlocked on this side) where he is flanked by 2 Salamander guards. From the stairs to the throne is 60 feet and around the flame column is a five foot opening leading down to the first floor. Upon entering the party rolls for initiative. Dolomo can't be negotiated with and will find the party to be amusing and beneath him. He will allow the salamanders to do the fighting for him casting Enlarge on them as his first move in battle. Dolomo is wearing the Flame Crown, a critical hit will knock it off his head, and will not willingly surrender it. The secret entrance opens up to this throne room immediately behind Dolomo and his two salamander guards, players get one surprise round and then roll for initiative.

Transition

Having either killed Dolomo and gotten the Flame Crown or retrieved the Flame Crown but escaped the pyramid, the party return to Flamegate. If they still have a guide or mounts, travel back is reduced by a day. If the party is traveling with the dwarven captives, travel time is increased by two days.

Aftermath

Success!

Having retrieved the Flame Crown and returned with as many dwarven commoners as possible (or if they have simply freed the dwarves allowing them to return on their own), the party will be given their full reward of 5000 gold pieces each and allowed to keep their magical weapons. If the party leaves Dolomo alive but destroys the brood nest, he will sulk in his pyramid no longer threatening Flamegate. If Dolomo and the brood nest are destroyed, the pyramid becomes a ruin.

Pursuit

However, if Dolomo is left alive and the brood nest isn't destroyed, he will attack Flamegate preventing the party from leaving the city. Players will have to decide if they want to fight Dolomo and his forces at the gates of the city or have the dwarves open the portal to the elemental plane of fire so they can escape. Any remaining dwarven NPCs will fight alongside the party. Players will still get their full reward.

Dolomo will attack the city with 9 Salamanders and 10 Fire Snakes.

Lingering effects

If the brood nest is left untouched, then on their way out of the city, the party will encounter a swarm of Fire Snakes (5).

The Menagerie (Player Characters)

Players can choose either to roll a new character and apply the lycanthrope stats to their character or to play one of the lycanthropes using the stats provided. Players may use any combination or number of lycanthropes. For example, if they want *The Menagerie* to be all werebears or half weretigers and half wererats, they may. However, players shouldn't get to look at the character sheets until they have chosen what lycanthrope they want to play. Also, the entire party must have the same alignment.
Once a character is chosen, players should roll to determine their Hit Points. Each player also begins the quest with 100 gp.

Lycanthrope Stats

Werebear: Character gains a Strength of 19 if their score isn't already higher, and a +1 bonus to AC while in bear or hybrid form from natural armor. Attack and damage rolls for natural weapons are based on Strength.

Wereboar: Character gains a Strength of 17 if their score isn't already higher, and a +1 bonus to AC while in boar or hybrid form from natural armor. Attack and damage rolls for tusks are based on Strength. For the Charge trait, the DC is 8 plus the character's proficiency bonus plus Strength modifier.

Wererat: Character gains a Dexterity of 15 if their score isn't already higher. Attack and damage rolls for bite are based on whichever is higher of the character's Strength or Dexterity.

Wereraven: Character gains a Wisdom of 15 if their score isn't already higher. Attack and damage rolls for bite are based on whichever is higher of the character's Strength or Dexterity. For the Mimicry trait, the DC is 8 plus the character's proficiency bonus plus Wisdom modifier.

Weretiger: Character gains a Strength of 17 if their score isn't already higher. Attack and damage rolls natural weapons are based on Strength. For the Pounce trait, the DC is 8 plus the character's proficiency bonus plus Strength modifier.

Werewolf: Character gains a Strength of 15 if their score isn't already higher, and a +1 bonus to AC while in bear or hybrid form from natural armor. Attack and damage rolls for natural weapons are based on Strength.

Werebear

Armor Class 10 (in humanoid form) or 11 (in bear and hybrid forms)
Hit Points 18d8+54
Speed 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +7
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Languages Common (can't speak in bear form)

Shapechanger. The werebear can use its action to polymorph into a large bear-humanoid hybrid, a large bear, or back into its true humanoid form. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
Keen Smell. Advantage on Wisdom (Perception) checks that rely on smell.

Actions
Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.
Bite (Bear or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d10 + 4 piercing damage.
Claw (Bear or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d8 + 4 slashing damage.
Greataxe (Humanoid or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d12 + 4 slashing damage

Wereboar

Armor Class 10 (in humanoid form) or 11 (in boar and hybrid forms)
Hit Points 12d8+24
Speed 30 ft. (40 ft. in boar form)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Skills Perception +2
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Languages Common (can't speak in boar form)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid, into a boar, or back into its true humanoid form. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions
Multiattack (Humanoid or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.
Maul (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6 + 3 bludgeoning damage
Tusks (Boar or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6 + 3 slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

Wererat

Armor Class 12
Hit Points 6d8+6
Speed 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses darkvision 60 ft. (rat form only)
Languages Common (can't speak in rat form)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid, into a giant rat, or back into its true humanoid form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Actions
Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.
Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4 + 2 piercing damage.
Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6 + 2 piercing damage
Hand Crossbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 1d6 + 2 piercing damage.

Wereraven

Armor Class 12
Hit Points 7d8
Speed 30 ft., fly 50 ft. in raven and hybrid forms

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (0)	15 (+2)	11 (+0)	13 (+1)	15 (+2)	14 (+2)

Skills Insight +4, Perception +6
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Languages Common (can't speak in raven form)

Shapechanger. The wereraven can use its action to polymorph into a raven-humanoid hybrid, into a raven, or back into its humanoid form. Any equipment it is wearing or carrying isn't transformed. It reverts to its humanoid form if it dies.

Mimicry. The wereraven can mimic simple sounds it has heard such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions
Multiattack (Human or Hybrid Form Only). The wereraven makes two weapon attacks, one of which can be with its hand crossbow.
Beak (Raven or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage in raven form, or 1d4+2 piercing damage in hybrid form.
Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 piercing damage.
Hand Crossbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 1d6+2 piercing damage.

Weretiger

Armor Class 12
Hit Points 16d8+48
Speed 30 ft. (40 ft. in tiger form)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses darkvision 60 ft.
Languages Common (can't speak in tiger form)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid, into a tiger, or back into its true humanoid form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Tiger or Hybrid Form Only). If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

Actions
Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.
Bite (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d10 + 3 piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.
Claw (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 3 slashing damage.
Scimitar (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 3 slashing damage
Longbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 1d8 + 2 piercing damage.

Werewolf

Armor Class 11 (in humanoid form) or 12 (in wolf or hybrid form)
Hit Points 9d8+18
Speed 30 ft. (40 ft. in wolf form)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Languages Common (can't speak in wolf form)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid, into a wolf, or back into its true humanoid form. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions
Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.
Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8 + 2 piercing damage.
Claws (Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 2d4 + 2 slashing damage.
Spear (Humanoid Form Only). Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 1d6 + 2 piercing damage or 1d8 + 2 piercing damage if used with two hands to make a melee attack

Characters (NPCs)

These non-player characters (NPCs) are meant to augment the party and provide narrative tools for you, the DM. They do not need to be used in the adventure, but they can make it more interesting and less difficult for players. If you decide not to use these NPCs, it is suggested that the players simply begin the quest outside of Dolomo's pyramid.

Bit Seresands

Medium Dwarf, Lawful Neutral
Armor Class 17
Hit Points 9d8+18
Speed 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 9+0)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages Dwarvish, Common

Actions
Multiattack. Two melee attacks.
Vicious Warhammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 3 (one-handed) or 1d10+3 (two-handed) bludgeoning damage. When you roll a 20 with this Magic Weapon, the target takes an extra 2d6 bludgeoning damage.

Hulath Passhand

Medium Dwarf, Lawful Neutral
Armor Class 13 (Leather Armor)
Hit Points 3d8+3
Speed 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses passive Perception 15
Languages Dwarvish, Common

Keen Hearing and Sight Has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions
Multiattack. Two melee attacks or two ranged attacks.
Light Hammer. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage. Thrown range 20/60 ft.
Crossbow, hand. Ranged Weapon Attack: +4 to hit, reach 30/120 ft., one target. Hit: 1d6 + 2 piercing damage.

Items
Potion of Healing and Potion of Climbing

Cedric Brittlemarrow

Medium Dwarf, Lawful Neutral
Armor Class 10
Hit Points 2d8
Speed 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages Dwarvish and Common

Spellcasting. Spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The following spells prepared:
• Cantrips (at will): Spare the Dying, Sacred Flame, Thaumaturgy
• 1st level (3 slots): Protection from Evil & Good, Cure Wounds, Healing Word

Actions
Sickle. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 slashing damage.

Items
Healer's Kit, Potion of Healing (2), and Potion of Greater Healing (2)

Nomad

Medium humanoid (any race), any alignment
Armor Class 14 (Hide Armor and Shield)
Hit Points 2d8+2
Speed 30 ft.
XP: 25

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses passive Perception 10
Languages Common

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

Actions
Scimitar of Speed, Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 2 slashing damage
This weapon gives +2 bonus to attack and damage rolls made and is considered magic. In addition, you can make one attack with it as a bonus action on each of your turns.
Spear. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6 + 1 piercing damage or 1d8 + 1 piercing damage (two-handed)
Spear. Ranged Weapon Attack: +3 to hit, reach 20/60 ft., one target. Hit: 1d6 + 1 piercing damage.

Items
Gloves of Thievery: These gloves are invisible when worn. While wearing them, you gain a +5 bonus to Dexterity (Sleight of Hand) checks and Dexterity checks made to pick locks. To loot this item, players need to role a DC 17 Intelligence (Investigation) check.

Monsters

For the purposes of this adventure, the weapons of the salamanders and the efreet Dolomo Sanstriss are considered magical.

Hit dice for each monster is listed; DMs must roll for HP prior to running the adventure for at least 15 Fire Snakes, 23 Salamanders, Dolomo, and Fire Elemental. The Desert Encounter monsters (Giant Scorpion, Swarm of Insects, Camels, Giant Poisonous Snake, Giant Lizard Hyenas and Giant Vulture) will just use their average HP.

Fire Snake

Armor Class 14
Hit Points 5d8
Speed 30 ft.
XP: 200

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire

Senses darkvision 60 ft.
Languages understands Ignan but can't speak

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 ft. of it takes 1d6 fire damage.

Actions
Multiattack. The snake makes two attacks: one with its bite and one with its tail.
Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 1 piercing damage plus 1d6 fire damage.
Tail. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 1 bludgeoning damage plus 1d6 fire damage.

Salamander

Armor Class 15
Hit Points 12d10+24
Speed 30 ft.
XP: 1800

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire

Senses darkvision 60 ft.
Languages Ignan

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 ft. of it takes 2d6 fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 1d6 fire damage on a hit (included in the attack).

Actions
Multiattack. The salamander makes two attacks: one with its spear and one with its tail.
Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 2d6 + 4 piercing damage, or 2d8 + 4 piercing damage if used with two hands to make a melee attack, plus 1d6 fire damage.
Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 2d6 + 4 bludgeoning damage plus 2d6 fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can’t make tail attacks against other targets.

Dolomo Sanstriss

Efreeti
Armor Class 17
Hit Points 16d10+112
Speed 40 ft., fly 60 ft.
XP: 7200

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7

Damage Immunities fire

Senses darkvision 120 ft.
Languages Ignan

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.

Innate Spellcasting. The efreeti's innate spell casting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
At will: detect magic
3/day: enlarge/reduce, tongues
1/day each: conjure elemental (fire elemental only), gaseous form, invisibility, major image, plane shift, wall of fire

Actions
Multiattack. The efreeti makes two scimitar attacks or uses its Hurl Flame twice.
Scimitar. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 2d6 + 6 slashing damage plus 2d6 fire damage.
Hurl Flame. Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 5d6 fire damage.

Fire Elemental

Armor Class 13
Hit Points 12d10+36
Speed 50 ft.
XP: 1800

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft.
Languages Ignan

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 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 1d10 fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 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: 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 1d10 fire damage at the start of each of its turns.

Giant Scorpion

Large beast, unaligned
Armor Class 15
Hit Points 52
Speed 40 ft.
XP: 700

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
15 (+2)	13 (+1)	15 (+2)	1 (-1)	9 (-1)	3 (-4)

Senses blindsight 60 ft.

Actions
Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8 + 2 bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.
Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.
Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d10 + 2 piercing damage, and the target must make a DC 12 Constitution saving throw, taking 4d10 poison damage on a failed save, or half as much damage on a successful one.

Swarm of Insects

Medium swarm, unaligned
Armor Class 12
Hit Points 22
Speed 20 ft., climb 20 ft.
XP: 100

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned
Senses blindsight 10 ft.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions
Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 4d4 piercing damage, or 2d4 piercing damage if the swarm has half of its hit points or fewer.

Camels

Large beast, unaligned
Armor Class 9
Hit Points 15
Speed 50 ft.
XP: 25

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Actions
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning damage.

Giant Poisonous Snake

Medium beast, unaligned
Armor Class 14
Hit Points 11
Speed 30 ft., swim 30 ft.
XP: 50

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2
Senses blindsight 10 ft.

Actions
Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 1d4 + 4 piercing damage, and the target must make a DC 11 Constitution saving throw, taking 3d6 poison damage on a failed save, or half as much damage on a successful one.

Giant Lizard

Large beast, unaligned
Armor Class 12
Hit Points 19
Speed 30 ft., climb 30 ft.
XP: 50

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30 ft.

Hold Breath. The lizard can hold its breath for 15 minutes. (A lizard that has this trait also has a swimming speed of 30 feet.)

Spider Climb. The lizard can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions
Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8 + 2 piercing damage.

Hyena

Medium beast, unaligned
Armor Class 11
Hit Points 5
Speed 50 ft.
XP: 10

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
11 (+0)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3

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

Actions
Bite. Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d6 piercing damage.

Giant Vulture

Large beast, neutral evil
Armor Class 10
Hit Points 22
Speed 10 ft., fly 60 ft.
XP: 200

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3
Languages understands Common but can't speak

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions
Multiattack. The vulture makes two attacks: one with its beak and one with its talons.
Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2d4 + 2 piercing damage.
Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2d6 + 2 slashing damage.

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