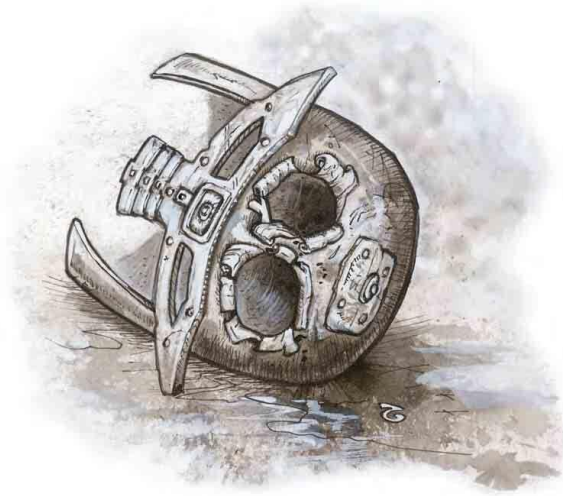


RECLAIM-ORES

An Adventure in the Elemental Plane of Fire



Introduction: Long ago, the azers won their freedom from the efreet in the Elemental Plane of Fire. Now, however, one of the azer forges has been taken over by an efreeti. The azers seek the assistance of adventurers to help them reclaim their forge- is your party up to the task?

A 3-hour adventure for 5th-10th level characters (optimized for APL 8).

by Jillian Zaski



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Cover Image: Located in DM's Guild Creator Resource – Weapons and Armor

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This adventure was written as part of the Summer 2020 RPG Writer Workshop.



Logo design by Paola's Pixels.

Adventure Primer

“Efreet... unpredictable creatures. Elementals who embody the harshest flames and seek nothing but power. Don't mistake them for devils- though their looks can be deceiving, their flaming weapons will set you straight.”

—Author Unknown

Adventure Background

Long ago, the azers broke free from the control of the efreet in the Elemental Plane of Fire. These azers, now free to craft items for their own purposes, created obsidian and basalt forges to work in peace. However, the efreet and azers still clash from time to time, with the efreet angry at what they have lost and the azers trying to defend their freedom. One of the azer forges has been taken over by an efreeti named Hasan, who seeks to create a combat force of fire snakes and salamanders to continue claiming forges across the plane.

Adventure Overview

This adventure takes place in a distant and harsh environment – the Elemental Plane of Fire – though the majority of the adventure will take place in the forge of the azers. Players should be warned ahead of time of the extreme heat present in this plane.

Adventure Hooks

The following are potential adventure hooks to introduce your players to the plot of the adventure. You are welcome to use or change these as best first your party.

- **Charcoal's Request:** In the Material Plane, the party meets an azer named Charcoal, who explains that he has been seeking the help of adventurers to reclaim a forge stolen by an efreeti named Hasan. Upon accepting the quest, he will take them to a local wizard, who casts *plane shift* on the party.
- **Heart of the Volcano:** Traveling in the Material Plane, the party has been exploring a volcano which has been spewing fire elementals instead of lava. When they reach the top, they meet the azer Charcoal, who explains that there is a planar portal in the center. Charcoal will ask for the party to use the portal to reach a forge once

run by the azers, now taken over by Hasan, an efreeti.

- **Planar Happenstance:** The party has been traveling the Elemental Plane of Fire for some time and spotted the forge in the distance. Eager for a place to rest and regroup, they head towards the forge.

Parts

This adventure takes place over three parts that takes approximately three hours to play. As the DM, use the most appropriate adventure hook to lead your players into the adventure.

- **Part 1: Into the Fire:** Tasked by an azer named Charcoal, or perhaps simply finding the location themselves, the party must cross a river of lava in order to reach the forge.
- **Part 2: Forging Ahead:** The heroes are able to explore the forge, possibly coming face-to-face with some of Hasan's minions.
- **Part 3: An Explosive Finish:** The heroes reach the grand forge and find the efreeti Hasan, who is not eager to give up his base without a fight.

Adjusting this Adventure

This adventure is written for a party of **five characters** with an average party level (APL) of **eight**. When combat is a possibility, you can use the table below and sidebars during the adventure to provide your party with an appropriate challenge.

Determining Party Strength

Party Composition	Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very Strong

Part One: Into the Fire

Estimated Duration: 25 minutes

Scene A: The Bridge

The Forge of the Azers is located in the expanse of the Elemental Plane of Fire, far from the City of Brass. As the players arrive at the forge, they will soon realize it is not an easy task they have been given.

Area Information

This area has the following features

Dimensions & Terrain: They start out on one side of a magma river, with the forge on the other side. The magma river is 20-foot wide in most places, with a 15-foot drop to the river from the cliffs. The ground is made of volcanic rocks. Characters with a passive Perception of 10 or higher notice that there is a bridge across the magma river approximately 60-feet away

Lighting: The light from the plane's sun and the magma river make the entire area brightly lit.

Environment: The heat in the Plane of Fire is similar to that of a hot desert in the Material Plane. Use the rules for Extreme Heat under Chapter 5 "Adventure Environments" in the *Dungeon Master's Guide* to properly address the environment in this plane.

Sounds and Smells: The characters can hear the roaring of flames and the releasing pressure of plumes of lava. There is a distinct smell of brimstone and ash in the air.

Crossing the Bridge

While the bridge looks sturdy, the explosive pops of magma from below have damaged its integrity. If at any point there is more than 300 lbs of weight on the bridge, all creatures on the bridge must succeed on a DC15 Dexterity saving throw or take 16 (4d8) fire damage from a magma plume which then destroys the bridge. Creatures who succeed on the save end up on the side of the river with the forge, while those who fail end up on the other side of the river. They must then find another way across.

Scene B: The Forge

Before entering the forge, the party must find a way to open the door, which has been trapped by the efreeti in order to prevent adventurers from coming in.

Area Information

This area has the following features

Dimensions & Terrain: The walls of the forge are made with a magical obsidian which strengthens them against physical attacks. Players who try to smash against the walls in will find that their attacks do nothing. The door to the forge is made of silvered steel, with fire motifs decorating the frame and door itself. The door has no handles and can be pushed open, but is trapped (see **The Door** below).

Lighting: The light from the plane's sun and the magma river make the entire area brightly lit.

Environment: The heat in the Plane of Fire is similar to that of a hot desert in the Material Plane. Use the rules for Extreme Heat under Chapter 5 "Adventure Environments" in the *Dungeon Master's Guide* to properly address the environment in this plane.

The Door: The fire motifs on the door are newer than the ones on the frame and constitute a *glyph of warding*. A player who wishes to study the motifs can roll a DC 15 Investigation to learn that the motifs are newer than the ones on the frame. If the roll succeeds by 5 or more, the character also recognizes that they seem to be in a pattern which may warrant further study. A DC 15 Arcana check reveals that they are a *glyph of warding*. Any creature that touches the door without dispelling the *glyph of warding* activates the explosive runes. Each creature in a 20-foot radius of the door must make a DC 15 Dexterity saving throw, taking 20 (5d8) thunder damage on a failed save and half as much on a successful one. If the glyph is triggered, the efreeti and other creatures in the forge are aware of the presence of the intruders.

Creatures/NPCs

At your discretion, there is one **azer** named Ember hiding out near the forge waiting for someone to find a way into the building. If your adventure hook did not involve Charcoal, she can give the party the information on the forge and the bad blood between azers and efreeti.

Part Two: Forging Ahead

Estimated Duration: 1 hour and 50 minutes

Scene A: Foyer

As the adventurers enter the forge of the azers, they now have a choice to make on which path they will take first.

Area Information

This area has the following features:

Dimensions & Terrain: The door of the forge opens into a 30-by-15-foot room. The floor shows signs of scorched footprints. The walls are made of that same obsidian as the outside of the forge, and the fire motifs continue. There are two steel doors in this room, one on the east wall and one on the west.

Lighting: The only light in this room is from whatever light sources the characters bring with them.

Sounds and Smells: The foyer is quiet, and the air smells crisp.

East Door: This steel door has the image of a hammer hitting an anvil, surrounded by flames. The closed door is not locked. Any character who succeeds on a DC 15 Wisdom (Perception) check, hears pops of fire and clanging of metal behind the door.

West Door: This steel door has the image of a great flame with a terrifying face springing from the fire. The closed door is locked and requires a DC 18 Dexterity (Thieves' tools) check to open.

Scene B: Side Forge

This smaller forge is being used by salamander servants of the efreeti, Hasan.

Area Information

This area has the following features:

Dimensions & Terrain: The door from the foyer opens into a 40-by-45-foot room. The floor is warm to the touch, and several anvils are placed through the room over small lava pools. The north end of the room has 3 steel doors.

Lighting: The lava pools provide bright light in this room.

Sounds and Smells: The characters hear the soft bubbling of the lava pools and the clanging of

metal on metal as the salamanders work. The air is hot and the smell of smelting metal is choking.

Left Door: This steel door has the image of an azer working at a forge. This door is unlocked. This door leads to the "Left Path" in area D.

Middle Door: This steel door has the image of a group of azers battling an efreeti. This door is locked and requires a DC 15 Dexterity (thieves' tools) check to unlock. This door leads to the "Middle Path" in area D.

Right Door: This steel door has the image of a broken shackle. This door is unlocked. This door leads to the "Right Path" in area D.

Creatures/NPCs

The room has two **salamanders**.

Objectives/Goals: The salamanders have been ordered to work in this smaller forge and craft weapons for other salamanders who work for Hasan. They've been charged with killing any intruders, especially azers or those who work with azers.

What Do They Know?: The salamanders know that Hasan has taken this forge in order to supply his growing salamander army with more weapons to destroy any azer he encounters.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **salamander**
- **Weak:** Replace one **salamander** with a **fire snake**
- **Strong:** Add a **salamander**
- **Very Strong:** Add one **salamander** and one **fire snake**

Treasure & Rewards

Characters searching the room and remains of the salamanders find a total of 20 spears, a *+1 light hammer*, and one flask of *oil of sharpness*.

Scene C: Abandoned Azer Hall

This room was once a gathering area for the azers, but now provides a place of rest for those exploring the forge.

Area Information

This area has the following features:

Dimensions & Terrain: The hallway from the foyer leads into a 50-by-45-foot obsidian room. The room looks to have once been a gathering hall, but the long tables and benches have been scattered and flung across the room.

Lighting: There is no lighting in this room, but there are several torches in sconces on the walls that can be lit.

Sounds and Smells: This room is quiet and smells of charred wood.

Hallway Door: The door at the end of the hallway, just outside of this room, is made of steel and locked. Characters who succeed on a DC16 Dexterity (thieves' tools) check can unlock the door to Scene E.

Walls: The walls in this room feature images of azers performing myriad tasks. Several azers gather and sculpt a new azer, others sell their wares of weapons and gems in the City of Brass, and a few mine gems from the side of a volcano.

Hidden Treasure: Any character who chooses to inspect the walls and succeeds on a DC 18 Intelligence (Investigation) check notices a phrase written in Ignan on the volcano. Those who can read Ignan can translate it into Common as "The one who strikes the volcano true is deserving of the azer's reward." Dealing at least 5 bludgeoning damage to the volcano in one hit causes the volcano to "erupt," and the treasure listed below spills out.

Treasure & Rewards

When activated, the volcano spills out 400 sp, 260 gp, 90 pp, 10 gems worth 100gp each, a *chime of opening*, and a *sentinel shield*.

Scene D: Paths to the Armory

The three paths from the small forge lead to the azer's armory and provide some useful information about the azers' foe.

Area Information

This area has the following features:

Dimensions & Terrain: The three paths (10-by-25-feet each) lead to a room 40-by-40-feet. Like the rest of the forge, the walls here are made of obsidian. The floor looks well-worn by heavy boots and dragging metal, and the walls are covered in shelves and hooks traditionally used for weapons and armor. These hooks and shelves are currently empty, save for a shelf on the north wall.

Lighting: There is no lighting in this room, but sconces in the walls have torches which can be lit.

Sounds & Smells: The room smells of aged leather and steel, and it is quiet.

Left Path: The walls on this pathway are covered with images of azers working at forges, with efreet standing imposingly behind them. At the end of the path, a tired-looking azer hands an efreeti a flaming scimitar.

Middle Path: The walls on this pathway shows battle scenes between azers and efreet. Any character who wishes to spend at least a minute studying the battle scenes notices several different tactics of the efreeti. In one, an azer fights empty space. In the next, the efreeti fights alongside a fire elemental. Finally they see one efreeti wielding a flaming sword while the other hurls flames at the azers.

Right Path: The walls on this pathway show the efreet retreating from the forge where the azers stand victorious.

Treasure & Rewards

The shelf on the north wall has one bundle of *+1 arrows*, as well as 5 warhammers, two shields, and a set of half-plate.

Scene E: Fire Snake Hatchery

This room has been converted by Hasan and the salamanders into a hatchery for his fire snakes.

Area Information

This area has the following features:

Dimensions & Terrain: The hallway door opens into a 35-by-50-foot room. The walls are made of enchanted obsidian and the floor looks as if several large metal objects were dragged out in

the past. Now there are nests made of glowing embers dotting the room.

Lighting: The only light in this room comes from the ember beds, which provide dim light in a 10-foot radius. The characters may also have light from sources they bring into the room.

Creatures & NPCs

This room has six **fire snakes** curled around their eggs. Each creature is protecting a nest of 1d4 eggs. When the characters enter this room, all the fire snakes are sleeping on their eggs- the group must succeed on a DC 18 Dexterity (Stealth) check to move through the room without waking up the fire snakes.

Objectives/Goals: The fire snakes in this room have a single goal, which is to protect their eggs until they hatch

What Do They Know?: Fire snakes are unable to communicate using language, therefore they cannot impart any useful information to the characters.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **fire snakes**
- **Weak:** Remove two **fire snakes**
- **Strong:** Add one **fire snake**
- **Very Strong:** Add three **fire snakes**

Treasure & Rewards

Characters can take the fire snake eggs, which weigh 1 lb. each, and sell them for up to 100 gp each to a buyer in the Material Plane.

Scene F: Approaching the Great Forge

This simple chamber was once used for storage of smith's aprons and other tools, as the hallway leads to the great forge.

Area Information

This area has the following features:

Dimensions & Terrain: The door from the hatchery leads to a 25-by-20-foot room made of the same obsidian as the rest of the forge. The walls have several steel hooks bolted into them, which show signs of constant wear through the ages.

Lighting: The only lighting in this room is that brought by the characters.

Sounds & Smells: The room smells smoky, and the characters can hear the faint bubbling of lava from down the hallway.

Hallway to the Great Forge: The hallway to the great forge (Area G) is 5-by-25-feet. The smoke lightly obscures the area. Halfway down the hallway is a trap laid by Hasan, the efreeti. Characters must succeed on a DC 15 Wisdom (Perception) check to spot the pressure plate, but make the check with disadvantage due to the smoke. A character who spots the trap can attempt to disarm it by succeeding on a DC 16 Dexterity (Thieves' tools) check. If they fail, they trigger the fire trap. A character who steps on the pressure plate without it being disarmed triggers the trap. When the trap is triggered, all creatures in the hallway must make a DC 15 Dexterity saving throw, taking (4d10) fire damage on a failed save, or half as much on a successful one.

Part Three: Explosive Finish

Estimated Duration: 45 minutes

Showdown with the Efreeti

This grand forge was once used by the most elite azer craftspeople. Now, the efreeti Hasan waits here, plotting to grow his salamander army.

Area Information

This area has the following features:

Dimensions & Terrain: The hallway leads into a hexagonal forge 45-by-45-feet. The center of the forge has a lava pool with a 15-foot diameter.

Lighting: The smoke from the lava pool lightly obscures this room. The lava pool produces dim light in a 10-foot radius

Sounds and Smells: This room smells of burning rocks and steel, and the lava pool spurts and bubbles.

Creatures/NPCs

The room has one **efreeti** (Hasan) and two **fire snakes**.

Objectives/Goals: Hasan wishes to maintain control of this forge so he can continue to grow his army of salamanders and fire snakes. His minions seek only to protect him and will defend him even when faced with death.

What Do They Know?: Hasan knows that he is not as powerful as other efreet- as such, he is secretly using magic items to improve his power. His overall goal is to take over smaller azer outposts and forges to raise an army of salamanders and fire snakes to prove he is powerful and capable of conquering.

Tactics: At your discretion, Hasan will cast *conjure elemental* at the start of the combat (recommended for Strong and Very Strong parties, those who have avoided battling the fire snakes, or those with a significant action economy advantage) and summon a *fire elemental*. Hasan prefers to stay in the back of the forge, using his *Hurl Flame* ability. If forced into melee combat, he will use *enlarge/reduce* in order to gain a size advantage.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the two **fire snakes** with two **magmin**.
- **Weak:** Remove one **fire snake**.
- **Strong:** Add one **fire snake**.
- **Very Strong:** Add two **salamanders**.

Treasure & Rewards

When defeated, Hasan vanishes in a puff of smoke, leaving behind the following: *flame-tongue scimitar*, *brazier of commanding fire elementals*, and a pouch containing 1,500 gp.

Wrap-Up

After defeating Hasan, the characters can leave the forge to see a portal open and Charcoal, the azer they may have met beforehand, stepping out with several other azer to congratulate and thank the party. The azers allow the party to use the portal to return to the Material Plane while the azers return to their forge.

Appendix A:

Creature Statistics

Azer

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	12	15	12	13	10
(+3)	(+1)	(+2)	(+1)	(+1)	(+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 feet 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 feet.

Actions

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

Efreeti

Large elemental, lawful evil

Armor Class 17 (Natural armor)

Hit Points 200 (16d10+112)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22	12	24	16	15	16
(+6)	(+1)	(+7)	(+3)	(+2)	(+3)

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

Damage Immunities Fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 11 (7,200 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.

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 each: *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:* 13 (2d6+6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, reach 120 ft., one target. *Hit:* 17 (5d6) fire damage.

Fire Elemental

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10+36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10	17	16	6 (-2)	10	7 (-2)
(+0)	(+3)	(+3)		(+0)	

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

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 feet of it takes 5 (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 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (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 feet.

Water Susceptibility. For every 5 feet 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:* 10 (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 5 (1d10) fire damage at the start of each of its turns.

Fire Snake

Medium elemental, neutral evil

Armor Class 14 (Natural armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	14	11	7 (-2)	10	8 (-1)
(+1)	(+2)	(+0)		(+0)	

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan, but can't speak

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (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:* 3 (1d4+1) piercing damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage plus 3 (1d6) fire damage.

Magmin

Small elemental, chaotic neutral

Armor Class 14 (Natural armor)

Hit Points 9 (2d6+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15	12	8 (-1)	11	10
	(+2)	(+1)		(+0)	(+0)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) 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 3 (1d6) fire damage at the start of each of its turns.

Salamander

Large elemental, neutral evil

Armor Class 15 (Natural armor)

Hit Points 90 (12d10+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18	14	15	11	10	12
(+4)	(+2)	(+2)	(+0)	(+0)	(+1)

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

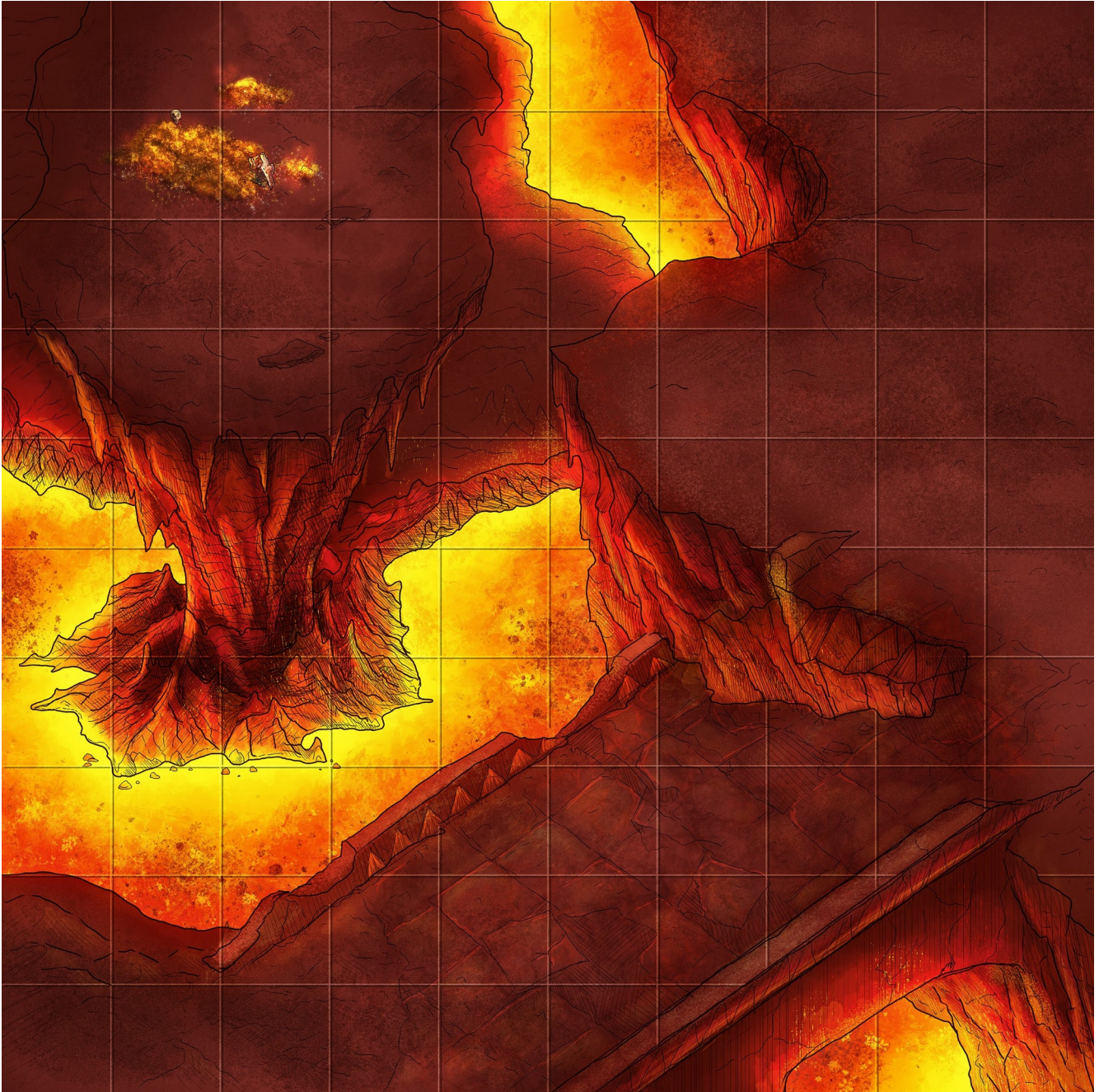
Actions

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:* 11 (2d6+4) piercing damage, or 13 (2d8+4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage plus 7 (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.

Appendix B: Bridge Map



Appendix C: Forge Map

