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Tanur

Huge Legendary Red Dragon

AC 20 (Natural Armor)

Hit Points 270 (20d12 + 140)

Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26(+8)	20(+5)	24(+7)	20(+5)	18(+4)	24(+7)

Saving Throws Dex +11, Con +13, Cha +13

Skills arcana +11 perception +10

Damage Resistances silvered weapons

Damage Immunities non-magical weapons

Condition Immunities exhaustion

Senses truesight 120 ft., passive perception 14

Spellcasting. Tanur is a 20th-level spellcaster. Tanur's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). Tanur has the following sorcerer spells prepared:

Cantrips (at will): firebolt	5th level (3 slots): dominate person
1st level (4 slots): burning hands	6th level (1 slot): sunbeam
2nd level (4 slots): scorching ray	7th level (1 slot): delayed blast fireball
3rd level (3 slots): fireball	8th level (1 slot): sunburst
4th level (3 slots): wall of fire	9th level (1 slot): meteor swarm

Magical Resistance. Tanur has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day). If Tanur fails a saving throw, Tanur can choose to succeed instead.

ACTIONS

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 40 (5d12 + 8) piercing.

LEGENDARY ACTIONS

Tanur can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of an other creature's turn. Tanur regains all spent legendary actions at the start of its turn.

Detect. Tanur makes a Wisdom (Perception) check.

Tail Swipe. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 40 (5d12 + 8) slashing damage.



Artwork by Jesper Ejsing

A Summons Most Mysterious

Mini Adventure by Ian Spiegel-Blum & Johannes Bahnsen

It is not uncommon in Arcania for people of wealth to send missives out to treasure hunter guilds with the goal of hiring a diverse party of adventurers to complete tasks. It is more uncommon, however, for the proprietor of the adventure to insist upon accompanying the adventurers herself.

The adventurers have accepted one such summons from a mysterious Lady Blackfire of the mountainous village Patrill. Lady Blackfire explains that there are caverns deep in the mountains that surround the village where monsters dwell, coming out at night. But recently, signs of an impurity have begun to appear. Magma has begun to bubble up from underneath the crags, destroying the few farms fortunate enough to grow crops in the arid landscape. She fears the magma is being coaxed to the surface from a source within those caverns. She informs the adventurers that they are the third group she has hired. The others did not make it back alive.

BRAVING THE DARK

The adventurers follow Lady Blackfire to the edge of the village where the rocky ground seems to shift like water. It sinks where they stand. She leads them into the mountains. If an adventurer

touches the ground with their bare skin, they take 1d4 fire damage. As they continue into the woods, the ground gets more molten and more difficult to avoid. Rocks seem to excrete it like sap. If the adventurers decide to examine the rocks, they must make a DC 15 *arcana* check. If they succeed, they recognize that an elemental is residing in the magma rocks, before it forms into a **Fire Elemental** and attacks. If they do not, they will be *surprised*. Lady Blackfire will act as a non-combatant during the battle. If attacked by the fire elemental she will run away from it, screaming.

Once battle is over, the adventurers will be able to collect shards of elemental magma, hot to the touch but otherwise benign. A DC 25 *arcana* check will reveal that they are magical in nature. Lady Blackfire will command the adventurers not to take the elemental shards. With a DC 15 *sleight of hand* check, a disobedient adventurer will be able to sneakily take a shard without her noticing. A shard offers an adventurer carrying it resistance to fire. An adventurer carrying a shard does not know this until they are exposed to fire.

INTO THE BELLY

To enter the burning cavern the adventurers must each succeed on a DC 15 *acrobatics* save or suffer 2d4 fire damage. Once inside, though, the magma seems to take on a life of its own. It moves, actively avoiding where the party members step, allowing for easy passage. Soon, they come to a clearing filled with sharp,

pointed stalagmites and stalactites. They resemble dragon teeth. They see the air warp as if from intense heat from something lodged between two of the stalactites, like a splinter.

The adventurers must figure out how to retrieve the item, whatever it is, stuck between the stalactites. A successful DC 14 *intelligence* check is necessary to recognize the trap. If they step in the wrong direction, a stalactite falls from the ceiling and causes 1d10 piercing damage to all within a 60 ft. radius. This is a dangerous trap. The correct path is five stalagmites to the left, seven forward, and five to the right, mirroring the line structure of a haiku. A DC 14 *perception* check will reveal a haiku written in glyphs on a nearby wall.

BELLY OF THE BEAST

Deep inside the cave the artifact in question is guarded by 7 **Magma Mephits**. The item resembles a cracked and broken crimson shield. The magma mephits will not attack unless the adventurers attempt to take the shield. The magma mephits use tactical maneuvers to avoid getting killed by the adventurers. They'll hide behind stalagmites gaining 3/4 cover and will only move out of cover to attack the adventurers with ranged attacks. The magma mephits will focus their castings of *heat metal* on adventurers wearing metal armor and shields first, then adventurers welding metal weapons second, before they move into melee range and attack.

THE BETRAYAL

Once the adventurers exit the cavern, fire erupts all around them. Lady Blackfire cackles, wings sprouting from her back, tearing through her red cloak. Her eyes have turned to black, and fire radiates from her hands. "At last," she says, "I have retrieved the Crimson Dragon Shield of Tanur. An impure Shield, yes, but with its power, I move one step closer to freeing my father from his prison." Scales appear on her skin as she takes flight. Lady Blackfire is a **Half-Dragon Veteran** with the ability to innately cast *fireball* at lvl 1 as an action 3/day, spell save DC 15

FREE AT LAST

Once the adventurers have dealt with Lady Blackfire, a **Fire Elemental** will form from the shards that remained once it was destroyed. This time it will not attack but will tell the Adventurers of the powers of the impure Crimson Dragon Shield. It will tell them that it is paramount that they return it back where they found it, as a powerful magic protects it from anyone with a blood relation to Tanur. The Fire Elemental will reward the adventurers with elemental shards if they listen but will fight them if they choose to keep the shield.