

OBELISK OF THE SUN

5TH LEVEL TREASURE HUNT



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ART CREDITS

[Desert Dunes](#)

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INTRODUCTION

Kelfecil's Tales is all about stories and adventures inspired by art. The Treasure Hunt modules are made to give Game Masters the chance to take their players through new areas in a more intuitive and fun way.

QUICK INFO

Recommended Average Party Level (APL): 5

General Theme: Desert

Setting: Any, Starlight Chronicles

Time to Finish: ~2 hours

MAPS - TOKENS

Full-size map without GM notes at the following links:

- [Deadly Oasis](#)
- [Ob of the Sun](#)

For variants and so much more, visit the map maker's Patreon page.

QUEST INFORMATION

Szekeres the Great once ruled this region. His name was feared, and cities would surrender to his armies before they even reached the gates. Such was the power he held. Szekeres was famed for his magic sword, the 'Sunshard', a dark blade the color of obsidian with a brilliant burning gemstone in blades hilt that gave it its power. It was said that none could wield the sword but Szekeres without being burned by its intense heat.

When Szekeres died in battle, his devout followers took the blade and hid it away, many suffering terrible burns in the process. The Sunshard was placed in an obelisk that would contain its heat and prevent it from falling into the hands of the empire's enemies.

Over the centuries, the location of the blade was lost to time until Darak, a scholar and historian, found fragments of an account detailing Szekeres's last great battle and the fate of his fabled Sunshard. Through his research, he discovered the blade's final resting place.

ACQUIRING THE QUEST

The characters could learn about the masks a few different ways:

- **Scholar.** Darak might approach the characters directly after hearing about them to propose a deal to pay them 200 platinum for the sword.
- **Victim.** The characters might find the map on the body of Darak or a thief who stole it from him.
- **Treasure.** While searching a chest or other container, the characters find the map and Darak's notes about the sword.

QUEST OBJECTIVE

Recover the Sunshard from its sealed obelisk before the other adventurers get to it first.

NW of the Oasis,
find the Temple of Zerksis,
then head east to the Great Sphinx.
Speak its name and the path
to the hidden cave
will be revealed.

The Cave of Zerksis



The Great Sphinx

The Temple of Zerksis

The Oasis



The treasure maps used in our Treasure Hunts are made entirely from scratch by one of our favorite artist collaborators, **Oixxo**. You can find more of her art at her [Patreon](#) and [Instagram](#) pages!

Find the map without any notes or writing on it at the following link:

[Obelisk of the Sun Treasure Map - No Notes](#)

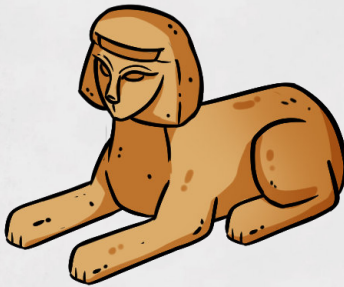
THE JOURNEY

The cave in which the Sunshard lies is deep within the desert, hidden within a concealed cave on the side of a cliff. Anyone attempting to locate it will first need to undertake a perilous journey across the desert before climbing the cliff face to reach the hidden cave. There are several landmarks along the way to help guide the characters, as shown **on the map**.

The Oasis. This lush Oasis is a common stopping place for travelers and that also makes it a target for desert raiders. The characters enter from the arrow on the map.



➤ **"Encounter."** The desert is home to many dangerous creatures, but none are as vicious as the gnolls that raid the sands. The characters are attacked by x5 **Gnolls** riding on a **Giant Scorpion** between the Oasis and the Great Sphinx.



Great Sphinx. An ancient symbol of Szekeres's power in the region. Half buried in sand, and its features are worn with age.

☉ **"Investigation."** The sphinx faces towards a low mountainous rise in the distance. If a character succeeds on a **DC 15 Investigation check** they find some recent damage to the statue. A message has been carved into the statue's base and reads:

Feras, if you catch up we have headed north west. Don't delay!

☉ **"Navigation."** The characters will need to succeed 3 skill checks to traverse the desert to find the hidden cave. Each successful check gets them closer to the next landmark, whereas failure might mean becoming lost briefly or losing time going around an obstacle. The challenge will start at DC 15. For each successful skill check, the DC will reduce by 2. For each failed check, the DC increases by 1. Some skills the characters could attempt are:

- **Wisdom (Survival).** A character can use their knowledge of the desert to navigate the treacherous sands and find safe paths across the dunes.
- **Intelligence (Nature).** A character might use their knowledge of the desert to recognize animals, terrain features, and weather patterns.
- **Intelligence (History).** A character may recall lore about this region and use that and the map to locate landmarks and terrain features.

Success (3 Successes)

The characters arrive at the hidden cave ahead of the other band of adventurers and will have time to setup and prepare an ambush if they wish.

Failure (3 Failures)

The characters arrive after the other band of adventurers have arrived and the group is aware the characters are coming, having time to hide and prepare spell.





The characters will hear voices from within the cave and find a rival adventuring party already attempting to recover the sword from within the obelisk at **1. on the map**. They are in the process of rotating one of the smaller pillars and their party consists of a **Veteran**, a **Berserker**, a **Priest** and a **Druid**. The adventurers will defend their prize if confronted but only the Berserker will fight to the death.

If the group is questioned about their mission, they will tell the characters they were hired by a scholar named Darak to recover the sword.

THE FINAL ENCOUNTER

Recover the Sunshard from its sealed obelisk before the other adventurers get to it first.

Once the characters find the cave's entrance, they will find a cavern with the obelisk contained within. The characters enter from the arrow on the map.

The remaining pillars at **(A)**, **(B)**, and **(C)** need to be rotated to unlock the central obelisk revealing the Sunshard. When the pillars are fully rotated, read the following:

As the final pillar clicks into place you hear a cracking sound as the central obelisk splits and the room fills with intense heat. Hovering in the air is a curved sword with an almost blindingly bright stone embedded in its blade.

Quest Completed

The characters either negotiate with the rival party or subdue them and successfully recover the Sunshard.

Rewards

Depending on the adventure hook used, the characters will either claim the sword as their prize or the 200 platinum pieces from Darak.

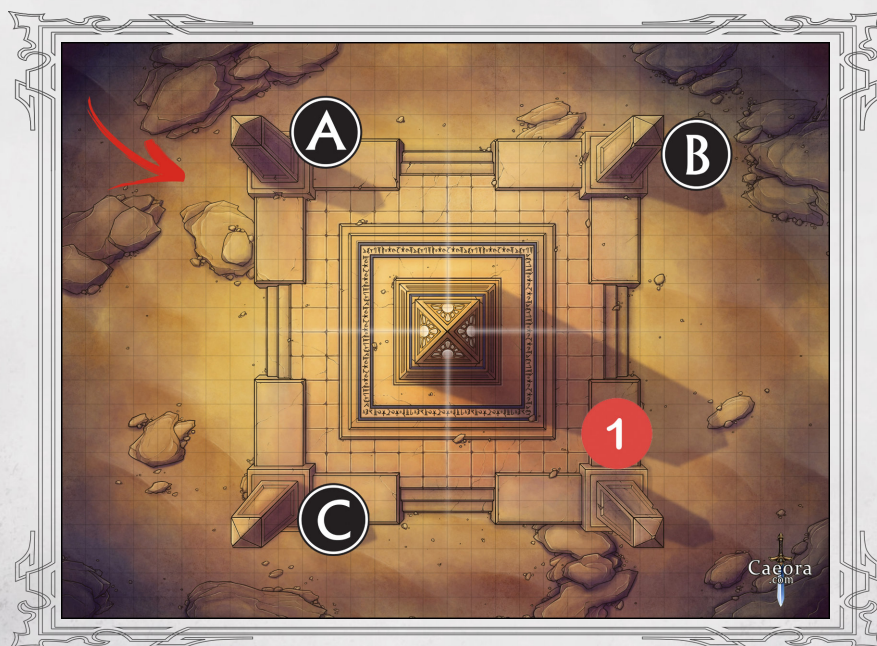
SUNSHARD

Weapon (Longsword), rare, requires attunement

The gemstone in the curved blade shines with radiant energy. While attuned to this weapon the wielder is immune to fire damage and the radiant heat causes creatures within 5ft of the wielder to take **3 (1d6) fire damage** each round.

You gain a **+2 bonus to attack and damage rolls** made with this weapon and your attacks deal an additional **1d8 fire damage**.

The sword's luminous gem emits bright light in a 15-foot radius and dim light for an additional 15 feet.



APPENDIX: STAT BLOCKS

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

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

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.

ACTIONS

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



DRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
 1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*
 2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with *shillelagh* or if wielded with two hands.



PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

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

Skills Medicine +7, Persuasion +3, Religion +5

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

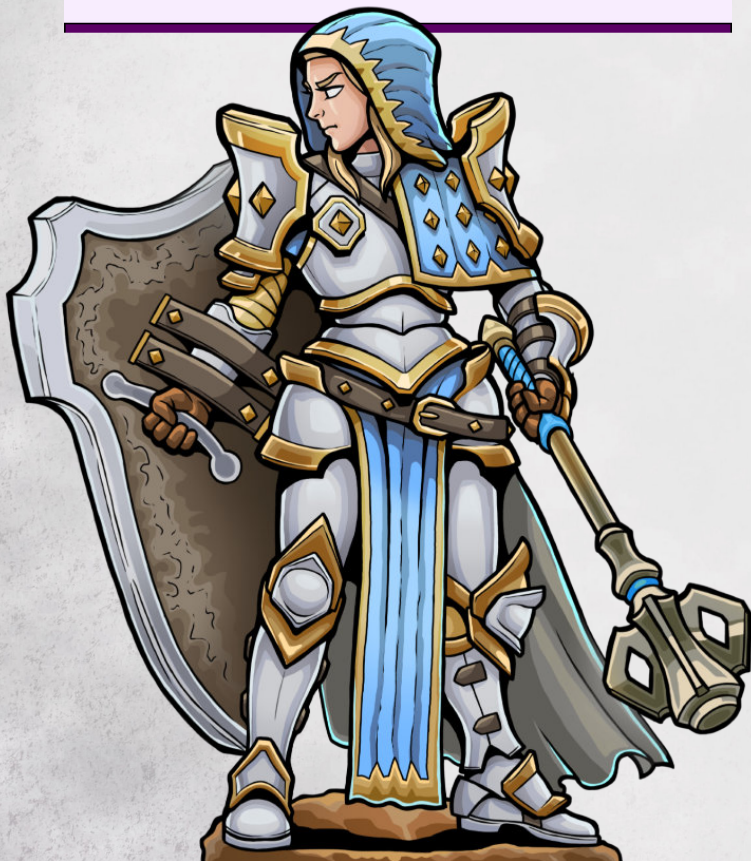
Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

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



VETERAN

Medium humanoid (any race), any alignment

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)

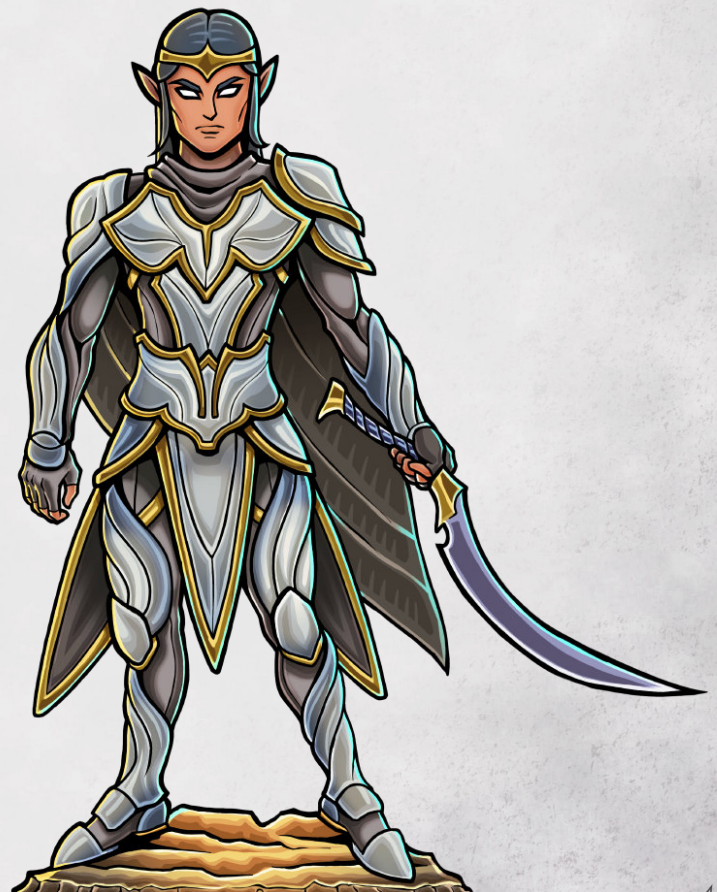
ACTIONS

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

Longsword. *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.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.



GIANT SCORPION

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (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:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



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