

KEEP OF THE NOBOLD QUEEN



AN ADVENTURE FOR LEVEL 2 CHARACTERS

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On the Cover: Yas, Queen of the Kobolds presiding over on audience in her throne room by [Marcos Freire](#).



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CHAPTER 1: INTRODUCTION

Keep of the Kobold Queen is a fifth edition DUNGEONS & DRAGONS adventure for characters of 1st-3rd levels, optimized for 2nd level. The adventure takes place off a mountain road in the ruins of the ancient city-state, Cerulea.

To run this adventure, you need the fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. Statistics for monsters not found in appendix A of this adventure can be found in the *Monster Manual*. Magic items not detailed in appendix B of this adventure can be found in the *Dungeon Master's Guide*.

This adventure is heavily influenced by tropes found in Japanese role-playing games (JRPGs) such as the *Final Fantasy* series, *Bravely Default*, and *Octopath Traveler*. You might consider using soundtracks from these games to provide additional ambiance when running this adventure.

BACKGROUND

Nearly one year ago, an ominous solar eclipse cast darkness across the world. Ever since, attacks from monsters have grown in frequency to the point where city guards and armies have their hands full dealing with major crises and are unable to resolve lesser problems. The wealthy and well connected began hiring freelancers to take on these problems, leading to the proliferation of adventuring parties.

One week ago a nearby trade route was disrupted by persistent attacks. Survivors claimed that their attackers looked like kobolds but exhibited a variety of magical abilities; sprouting dragon wings, exhaling clouds of weakening vapor, and growing twice as large as ordinary kobolds. In order to restore the trade route, Clauneck, a cleric of the god of trade and travel, has hired the characters to eliminate the cause of the disruption. The characters were each given 10 gp to use on equipment and the like with the promise of an additional 50 gp each upon proof of their success.

The trade route lies east of Preylude, the city the characters have been most recently, and winds through the sprawling ruins of an ancient city-state, Cerulea. Clauneck suggested the characters travel the trade route to Coneria, a village on the route, to gather information and prepare for battle.

CHANGING THE DIFFICULTY

The combat encounters in *Keep of the Kobold Queen* are optimized for a party of three or four 2nd-level adventurers. To scale up the difficulty when running the adventure for a party of 5 or more players, or for three to four 3rd-level characters, make the following adjustments.

- » Add a **gold pseudodrake** to the encounter in K1.
- » Add three **kobolds** to the encounter in K4.
- » Add an additional **kobold draketamer** to the encounter in K7.
- » Add an additional **kobold** to the encounter in K8. Additionally, increase the maximum and current hit points of the **kobold queen** by 10.

IN OTHER WORLDS

By default, *Keep of the Kobold Queen* is setting neutral, meant to be dropped into any campaign setting easily. If you wish to use this adventure in an established campaign setting, choose any mountain range with a trade route in the setting as the location. You can use the names given to various locations in this adventure (Preylude, Coneria, Cerulea, etc.) or choose to use the names of similar locations detailed in your chosen setting.

CHAPTER 2: ON THE ROAD

The adventure begins with the characters already on their way to the small town of Coneria to investigate a recent disruption in the trade route. The journey has taken them several uneventful days when they round a corner and see a wagon in distress.

THE WAYLAI WAGON

Ahead you see a wagon stopped in the road. Four cloaked figures stand in the nearby tall overgrowth with crossbows trained on the wagon. A man with a scraggly beard and a red cloak stands in front of the wagon loudly demanding valuables while the travelers inside plead for mercy.

The four cloaked figures in the overgrowth are **bandits** while the man standing in the road making demands is a **thug**. The highwaymen attacking the wagon are demanding the travelers valuables and food in exchange for safe passage on the road. The bandits will flee if the thug is defeated but, otherwise, the



gang is more afraid of their leader than they are the characters. If the criminals are defeated, the characters find a dagger and crossbow on each of them and the thug is carrying a *knave crystallia*. If the characters capture the bandits, the criminals claim they were driven out of their normal territory by kobolds to the east of Coneria and are willing to escort the party to the kobold lair in exchange for release.

SAKA & HIRO

Should the characters intervene and protect the travelers, the pair are eager to express their gratitude. Saka (LG female human **commoner**) is a trader traveling with her early adolescent aged son, Hiro (NG male half-elf noncombatant). They explain that they are aware of the recent trouble on the trade route and are bringing supplies to relatives in Coneria. They've brought only the supplies requested by their relatives but Saka promises to pay for food and lodging for the characters once they reach Coneria. Saka suggests the relatives they are resupplying may be able to help outfit the characters when they get into town and recommends they see her brother, Cid, at Red Wings Metalworks.

If any of the characters ask Saka, or if she notices them acquire the *knave crystallia* from the defeated brigand, she will explain what she knows of these magic items; crystallia are magical crystals that have variable powers depending on the type of object they are set into. Saka can't say what the *knave crystallia* does specifically but explains that her brother and his wife might know as they specialize in setting the gems into accessories, armor, and weapons.

THE REST OF THE WAY

The remaining half-day journey to Coneria is without further incident. Hiro is eager to discuss adventuring with the characters, especially those that know magic. Saka says little but is happy to answer any questions the characters may have about the region or Coneria.

CHAPTER 3: CONERIA

As the characters approach Coneria, they see a compact village surrounded by a wall made of fortified logs. There is a gate on the eastern and western side of the village, both of which are kept open during the day unless the villagers feel the extra protection is necessary. When they enter Coneria, villagers are eager to learn the characters' business in the village and relieved when they discover they have arrived to deal with the trade disruption.

PRARIE'S POTIONS AND PHILTERS

Prarie (LN female gnome **commoner**) runs a small potion shop in town. When she hears that travelers have arrived, she'll seek them out if they don't pay her a visit. With the disruption in the trade route, Prarie hasn't had many customers and a number of her wares will soon expire. She offers to sell what she has at a reduced price to ensure she doesn't take a total loss on the inventory.

She has three *potions of healing*, a *potion of greater healing*, a *potion of diminution*, and a *potion of growth*. She is willing to sell the *potion of greater healing* for 10 gp and all others for 5 gp a piece. All potions expire and lose their magical properties if not consumed within 1d6 + 1 days.

THE SAPPHIRE SPOON

At three stories tall, the Sapphire Spoon is the largest building in Coneria. The tavern and inn is centrally located in the village and serves as the primary social gathering spot for travelers and villagers alike. The establishment is operated by Mother Carline (NG female halfling **commoner**), an affable elderly tavern keeper with a reputation as an excellent cook.

THE MENU

The Sapphire Spoon menu changes seasonally and always consists of three entrees. In addition to a full bar, characters can order the following main courses at Mother Carline's tavern. Each confers a special benefit upon completing the meal. Each meal is 2 sp but Saka insists on buying the characters food and lodging on the night they arrive in the village.

MOUNTAIN GRASS GARDEN SALAD

Chopped vegetables and leafy greens are enhanced with the sweet and sour flavors of mountain grass.

Effect. After consuming this meal, you have advantage on Dexterity checks you make to determine initiative. This benefit ends after 24 hours or when you consume another meal that grants a benefit.



BUTTERED DIRE GOAT STEAK

This simple but hearty dish consists of a cube of butter slowly melting on a flank steak on a bed of root vegetable mash.

Effect. After consuming this meal, you gain temporary hit points equal to 4 + your Constitution modifier (minimum 1). Whenever you haven't taken damage for 10 minutes or longer, you regain temporary hit points up to that amount. This benefit ends after 24 hours or when you consume another meal that grants a benefit.



HOT PEPPER STEW

A hearty red stew with chicken, savory peppers, and hot peppers. Comes with a black pepper bun.

Effect. After consuming this meal, you gain resistance to fire damage. This benefit ends after 24 hours or when you consume another meal that grants a benefit.



RED WINGS METALWORKS

Red Wings Metalworks is run by a married couple, Cid (NG male human **commoner**) and Sydney (LG female half-dwarf **guard**). Cid is a jewelry maker and Sydney a blacksmith, both experts in their respective crafts. The shop is full of fine examples of their work.

When the couple discover the characters helped Saka and Hiro complete the journey safely, they insist the characters allow them to enhance their equipment. If the characters agree, they can provide the couple with a combined total of up to three pieces of nonmagical equipment. For the next 8 hours, Cid and Sydney work tirelessly to convert each mundane item into its crystalkeep equivalent; a *crystalkeep accessory* (uncommon), *crystalkeep armor* (uncommon), or *crystalkeep weapon* (uncommon). Cid and Sydney are willing to convert additional pieces of equipment for 500 gp each.

TALK OF THE TOWN

The characters can learn the following pieces of information by talking to the villagers of Coneria.

- » Some of the villagers claim to have seen a gold dragon six weeks ago to the east of Coneria.
- » Sydney, the blacksmith who runs Red Wings Metalworks, used to be a dragonsworn knight—an elite tradition of warriors that specialized in fighting with polearms and making incredible leaps. For some reason, she doesn't like to talk about it now.
- » Approximately four weeks ago the trade road became disrupted on the eastern side. Some individual wagons have made it through but all caravans in that time have been attacked. Survivors describe the assailants as kobolds.
- » Somewhere in these mountains is the ancient city-state of Cerulea, famous for founding a style of magic that allowed its practitioners to mimic the magical abilities of some monsters. No one knows where the ruins of the city itself are but several of its outposts have been discovered, including one just a few miles east of Coneria.
- » One of the villagers, a young human woman named Saro, claims to know where the kobolds have set up their base. She is willing to lead the characters to the location if asked.



CHAPTER 4: THE KEEP OF THE KOBOLD QUEEN

Following the directions given by the townsfolk, the characters find the kobolds three miles outside of town. The sound of a drum and high pitched chatter in Draconic inside a cave makes the lair obvious as they approach. Adventurers who take the time to look notice that among the rubble are the tell tale blue stones of Cerulean ruins.

The entrance to the cave is small, requiring creatures who are Medium to squeeze to pass through it.

K1: THE LOOKOUT

The small tunnel entrance opens from the south into a cavern approximately 40 feet by 30 feet. Within the cavern are six kobolds and several crates. Inexpensive goods litter the floor as if they were tossed from the crates without care. On the northern end of the cavern, two tunnels lead deeper into the lair.

GUARDS

Within the cavern are six **kobolds**. Three of the kobolds are playing a game of triple tetra (the deck is missing several cards), two of them are sleeping, and one is singing (poorly) and beating a drum. All of them carry baubles clearly stolen from merchants using the trade route.

Creatures who are Medium or larger entering this room must first crawl a few feet into it, causing disadvantage on ability checks to enter stealthily. Once the kobolds are aware of the intruders, they fight until they've subdued the characters or there are only two of the six kobolds left, at which point they flee deeper into the cave towards K2.

Crates in the room can be used as cover. Carelessly discarded items around the crates causes all space within 5 feet of each crate to be considered difficult terrain.



SEARCHING THE ROOM

Characters who search the room find various random low value goods scattered around on the floor and a platinum coin depicting a dragon where the kobolds were playing dice. On a successful DC 12 Intelligence (Investigation) check, characters find footprints indicating the tunnel to room K2 is heavily trafficked while the tunnel to K4 is unused.

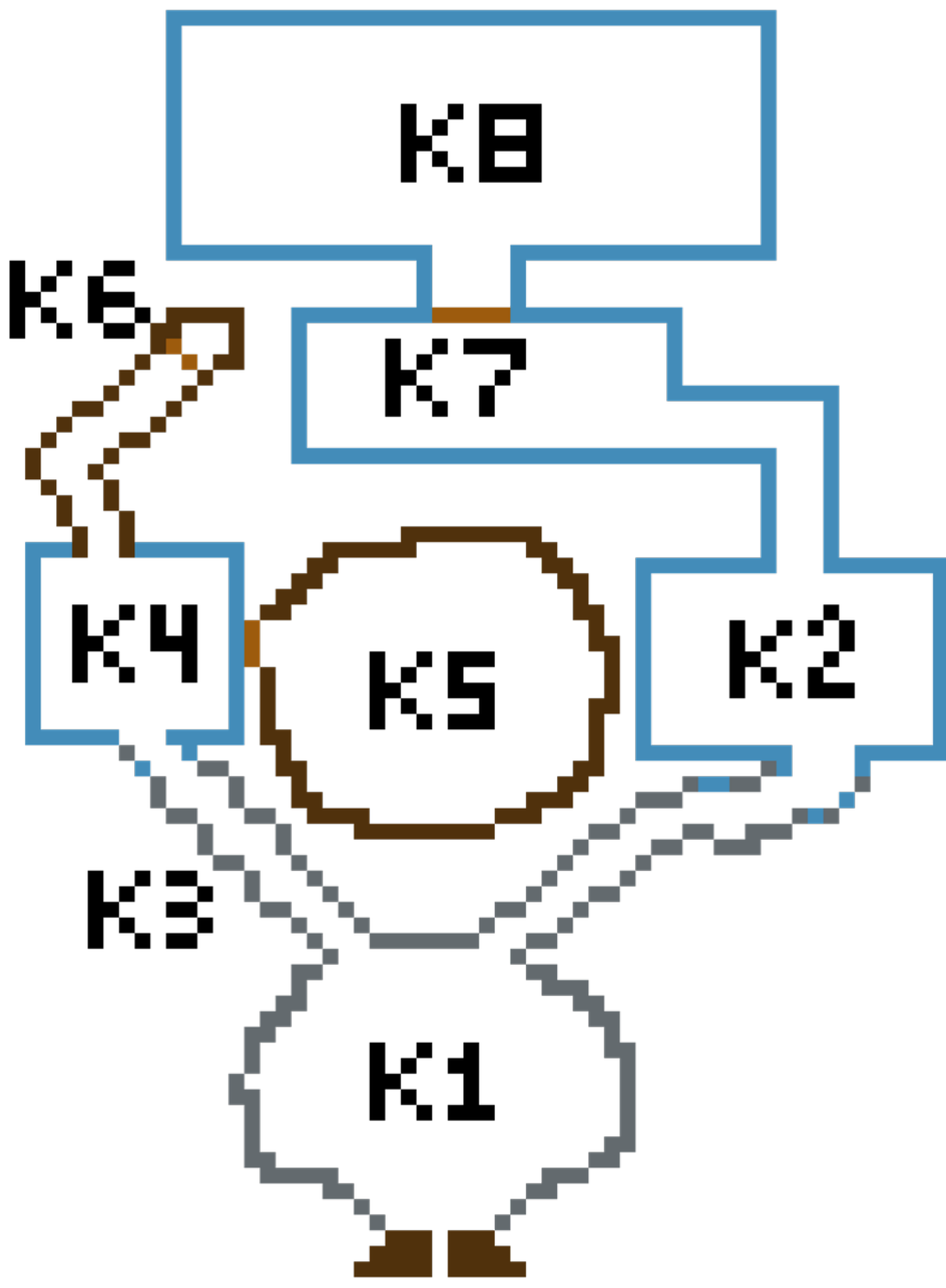
K2: MESS HALL

The floor and walls of this large circular room are a mix of natural rock formations and ancient ruins of blue stone. The room contains a large table of shoddy craftsmanship, stools, and about a dozen makeshift straw beds. There are objects of obvious value, including silver pieces, packed away in small piles near each bed.

SEARCHING THE ROOM

Characters who search the room find 2d6 random new and slightly used artisan's tools, 3 sets of studded leather armor, a traveler's pack, 8d8 silver pieces, and three platinum coins, each depicting a different monster. The monsters depicted on the platinum coins are a mimic, a cockatrice, and a displacer beast.





K3: TRAPPED TUNNEL

This tunnel is like others in the kobolds' lair except for the false floor. Characters who succeed on a DC 13 Wisdom (Perception) check, or have a passive Perception of 13+, notice the false floor when they come within 10 feet of it.

PIT TRAP

Ten feet before the tunnel opens up into K4 there is a pit trap. The pit trap occupies a five-foot-square area. The first creature to cross the pit trap must succeed on a DC 12 Dexterity saving throw or fall 20 feet into shallow water on an uneven stone surface. The walls of the pit are slick, requiring a successful DC 14 Strength (Athletics) check to climb out. A creature who fails this ability check falls 10 feet as they lose their grip halfway out of the pit and plummet to the ground.

K4: BOOMER LAB

This room is built from blue stones with 20-foot high ceilings. There are several workbenches in the room, each covered in piles of mechanical junk. Built into the northern wall is a vault. Two kobolds argue with one another in front of the vault door.

ARGUING KOBOLDS

The two kobolds are engaged in a heated quarrel. Those who can speak and understand Draconic hear that the kobolds are arguing about why explosives didn't open the vault and whether or not additional explosives would. If the kobolds are attacked, or notice the characters, they put their argument aside to deal with intruders. One of the kobolds is a **kobold alchemist** while the other is a normal **kobold**. When the kobolds join the fight, two piles of junk on the nearby workbench begin to make whirring noises. Two **boomers** emerge from the piles of junk and join the kobolds in fighting the intruders.

If the characters subdue and search the kobold alchemist, they find alchemist supplies and two platinum coins, one depicting a boomer and another depicting a zombie.

ANCIENT VAULT

On the right side of the vault is a handle and a slot. Centered on the door of the vault above the handle and slot are the words, "When breathing fire alone isn't enough, mimic a key and self-destruct."

By using certain platinum coins found in other rooms of the kobolds' lair in a specific order, the characters can open the vault. When the dragon, mimic, and boomer coins are placed into the slot on the vault door, in that order, the vault door opens. As each coin falls into the slot, the vault makes a satisfying plunk. If any other coin is placed into the slot, or one of the correct coins is placed in the incorrect order, a spring release is triggered in the vault door and all coins placed into the door are ejected from the slot.

Inside the ancient vault is a *crystalkeep shield* (uncommon) and a silver pendant that functions as a *crystalkeep accessory* (rare) containing a transparent gem with flecks of bone and metal (actually a *patet gelat crystallia*).



HIDDEN TUNNEL

Characters who succeed on a DC 13 Wisdom (Perception) check, or who have a passive Perception of 13+, notice a breeze moving through this room coming from the eastern side of the lab. Characters who succeed on a DC 12 Intelligence (Investigation) check find a hidden kobold-made tunnel that leads down and to the east, opening up into room K5.

K5: DRAGON'S GRAVE

This grand cavern is illuminated by an eerie blue flame burning in the midst of an adult dragon's skeletal ribcage. The southern wall of this room seems to have caved in recently.

GHOST OF A GOLD DRAGON

If the characters come within 15 feet of the dragon skeleton in this room, **Pakhangba** manifests over the blue flame and immediately attacks the party. If the spectral dragon's attacks reduce a character to 0 hit points, the character is automatically stabilized.

If all characters in the party are reduced to 0 hit points or flee the room, Pakhangba dissipates and will not reappear. Upon leaving the room or 1 minute after being reduced to 0 hit points, each character gains the benefits of having finished a long rest.

If the characters reduce the spectral gold dragon to 0 hit points, she becomes pacified and speaks with them (instead of being incapacitated). The dragon introduces herself and explains that the kobolds they've encountered used explosives to trap and kill her while she was laying an egg. The egg was then taken by the kobolds' leader. Pakhangba is willing to teach the characters how to summon her if they agree to kill the kobold leader and ensure the safe hatching of the egg. The rules for summoning Pakhangba can be found below.

SEARCHING THE ROOM

Any character who searches the room and succeeds on a DC 14 Wisdom (Perception) check notices a crystal within the burning blue flame. This roll is made with advantage if the character is specifically checking the flame. On a success, the character discovers the flame is heatless and surrounds a *faded aurea draconis crystallia*. If the magic gemstone is plucked from the flame, the flame slowly fades into darkness over 1 minute.

SUMMONING PAKHANGBA

If Pakhangba gifts the characters with the ability to summon her, any character can use an action to do so. When she gifts this ability, she has 1 charge. She gains an additional charge, up to a maximum of 5, at each sunrise. Pakhangba must have at least 1 charge to be summoned.

When Pakhangba is summoned, she momentarily appears in an unoccupied space of her summoner's choosing within 60 feet and exhales a blast of righteous fury in a 30-foot cone. Each creature caught in the blast must succeed on a Dexterity saving throw with a DC equal to 8 + the summoner's Charisma modifier + the summoner's proficiency bonus. On a failure, a creature takes 2d8 radiant damage per charge Pakhangba currently has and is frightened until the end of their next turn. On a success, a creature takes half as much damage and is not frightened. After Pakhangba is summoned, she loses all charges.

K6: TRAPPED BURROW

This tunnel is like others in the kobolds' lair except that it ends in a large door made of heavy wood with a brass handle.

FALLING STONES TRAP

The door at the end of this tunnel is false. When the handle is turned, a line connected to the other side of the handle snaps and sends rocks tumbling down from above. When a creature turns the handle on the door or does anything else that might sever the line holding the stones, it must make a DC 13 Dexterity saving throw if the creature is within 5 feet of the door. On a failure, the creature takes 2d8 bludgeoning damage. On a success, the creature takes half as much damage.

Once the trap is triggered, it can't be triggered again. The door is destroyed by the trap being triggered, revealing nothing was behind it but rubble and an abrupt end to the tunnel.

K7: THE WAR ROOM

Inside this well lit, blue stone constructed room are two kobolds reviewing a map on a table while a third feeds morsels to two reptilian monsters as it attempts to teach them commands. There are two badly mangled cages against the eastern wall of the room. On the northern wall is a large ornate wooden door.

THE QUEEN'S GUARD

When any one of the creatures in the room notices the characters, one **kobold** rings a bell while the other **kobold**, the **kobold draketamer**, and two **gold pseudodraques** all attack. If the characters avoided encountering the enemies in K1 and K4, those enemies join the fight in two rounds, responding to the ringing of the bell.

If the characters manage to subdue and search the kobold draketamer, they find a *kobenholt crystallia*, a whip (an uncommon *crystalkeep weapon*), a *bag of holding* filled with raw meat morsels, and a key that opens the door on the northern wall of the room.

K8: THE THRONE ROOM

Against the northern wall of this room is a silver throne, behind which a variety of monsters are carved into the blue stone. A large leathery yellow egg sits on a bed of gold coins on the throne. Between the throne and the only entrance to the room a kobold wearing a crown of silver with sapphires stands alert for intruders.

THE KOBOLD QUEEN

Unless the characters have managed to avoid every encounter in the keep up to the throne room, **Yes, the Kobold Queen** is ready and waiting for them when they arrive. With her are three **kobolds**. She first attempts to intimidate the characters into leaving with their lives, even allowing them to take whatever they've managed to loot from her lair so far. If that doesn't work, she fights to the death to protect her keep and prized possession: the dragon egg.

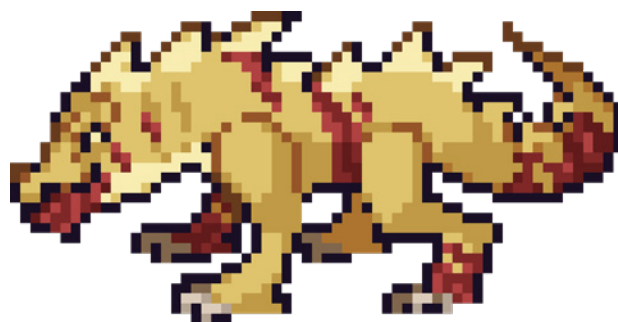
THE EGG

The dragon egg is 4 feet long and weighs 60 lbs. It appears undamaged and a DC 12 Wisdom (Medicine) check will confirm that it is indeed unharmed. Characters who succeed on a DC 14 Wisdom (Animal Handling) check can tell the egg won't be ready to hatch for another year or so. Luckily, the egg is durable and can be transported without excessive concern for its safety.

**SEARCHING THE ROOM**

After the kobold queen has been dispatched, the characters can recover a number of items from the room. On the kobold queen herself they find a crown worth 100 gp and a small treatise on cerulean magic written in Draconic. Any character who reads the treatise can begin taking levels in the cerulean sage prestige class starting the next time they gain a level.

In addition, a search turns up 1d6 precious gems (each worth 10 gp), 6 sets of fine clothing in the style of Cerulea, and 5d8 gold pieces.



CHAPTER 5: THE ADVENTURE CONTINUES

By completing this adventure, the characters unlock new avenues of power. Defeating the kobold queen allows characters in the party to take levels in the cerulean sage advanced class. If they successfully saved the dragon egg, Sydney will teach the characters how to take levels in the dragonsworn knight advanced class. Finally, Clauneck pays each character 50 gp for their role in resolving the trade disruption. If the characters do not wish to return to Preylude, the cleric has the connections to send their reward to any major settlement.



APPENDIX A: MONSTERS

Keep of the Kobold Queen introduces several unique threats, as well as a powerful potential ally. Here you will find all monsters referenced in the adventure not found in the *Monster Manual*.

The creatures are presented in alphabetical order.

BOOMER

Small construct, unaligned

Armor Class 10

Hit Points 16 (3d6 + 6)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	4 (-3)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Bloodied Resilience. While the boomer's current hit points equal half its maximum hit points or fewer, it has resistance to all damage.

ACTIONS

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

Self-Destruct. The boomer begins to self-destruct. At the start of its next turn, each creature within 10 feet of the boomer must succeed on a DC 12 Dexterity saving throw or take fire damage equal to 1d6 + the boomer's remaining hit points. If the boomer's current hit points equal half its maximum hit points or more, creatures have advantage on the saving throw. The boomer is then reduced to 0 hit points.



KOBOLD ALCHEMIST

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 12 (5d6 - 5)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the kobold alchemist has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Alchemical Artillery. When the kobold alchemist hits a target with its alchemical sling attack, it deals a random additional effect caused by the kind of alchemical pot used as the munition in the sling. Roll a d6 to determine the effect.

1. *Acidsplash.* The attack deals an additional 3 (1d6) acid damage.

2. *Coldcreep.* The creature takes 3 (1d6) cold damage if it moves before the end of its next turn.

3. *Inkgas.* The creature is blinded until the end of its next turn or it moves 5 feet in any direction.

4. *Fireblast.* Creatures within 5 feet of the target take 3 (1d6) fire damage.

5. *Stinksmell.* The creature has disadvantage on attack rolls until the end of its next turn or it moves 5 feet in any direction.

6. *Tanglefoot.* The creature's movement speeds are halved until the end of its next turn.

ACTIONS

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

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



KOBOLD DRAKETAMER

Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 17 (5d6)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the kobold draketamer has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

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

Sling Morsel. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 3 (1 + 2) bludgeoning damage and the first pseudodrake to attack the target before the end of the kobold draketamer's next turn has advantage on the attack roll.

GOLD PSEUDODRAKE

Medium dragon, unaligned

Armor Class 114 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	4 (-3)	10 (+0)	7 (-2)

Damage Resistances fire
Senses darkvision 60 ft., passive Perception 10
Languages understands Draconic but can't speak
Challenge 1 (200 XP)

Pounce. If the gold pseudodrake moves at least 20 feet straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the gold pseudodrake can make one bite attack against it as a bonus action.

ACTIONS

Multitask. The pseudodrake makes two attacks: one with its bite and one with its tail.

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

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

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

PAKHANGBA

Large dragon, lawful good

Armor Class 16 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Dex +4, Con +4, Wis +3, Cha +5
Skills Perception +5, Stealth +4
Damage Immunities radiant
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Celestial, Draconic
Challenge 3 (700 XP)

Bloodied Resurgence. When Pakhangba's takes damage that reduces her current hit points to half her maximum hit points or fewer, she regains the use of her breath weapon attack.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Wing Flap. Pakhangba beats her wings. Each creature within 10 feet of Pakhangba must succeed on a DC 14 Dexterity saving throw or take 6 (1d4 + 4) bludgeoning damage and be knocked prone. Pakhangba can then fly up to half her flying speed.

Breath Weapon (Recharge 5-6). Pakhangba exhales luminous energy in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failure, the creature takes 9 (2d8) radiant damage and is frightened until the end of their next turn. On a success, the creature takes half as much damage and is not frightened.





YAS, THE KOBOLD QUEEN

Small humanoid (kobold), lawful evil

Armor Class 13 (leather armor)
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	9 (-1)	8 (-1)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, Yas has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Falling Pawns Frustration. When a kobold within 30 feet of Yas dies, she gains 5 temporary hit points and regains one spent legendary action (up to her maximum of three).

Cerulean Spellcasting. Yas is a 5th-level spellcaster. Her spellcasting ability is Constitution (spell save DC 13, +5 to hit with spell attacks). She knows the following spells, all of which can be found in appendix c of this adventure.

1st level (4 slots): *pounce, undead fortitude*

2nd level (3 slots): *gigantism, weakening breath, split*

3rd level (2 slots): *additional attacks, winged flight*

ACTIONS

+1 Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Light crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

LEGENDARY ACTIONS

Yas can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Kobold Queen regains spent legendary actions at the start of her turn.

Attack. Yas makes one dagger or light crossbow attack.

Cast a Spell (costs 1-3 Actions). Yas expends a spell slot to cast a 1st-, 2nd- or 3rd-level spell that she has prepared. Doing so costs 1 legendary action per level of the spell.

APPENDIX B: MAGIC ITEMS

The following new magic items are introduced in this adventure.

NEW MAGIC ITEM CATEGORY: CRYSTALLIA

Crystallia are magic gemstones, each containing manifold powers only unlocked when embedded in certain magical objects (most commonly *crystalkeep accessory*, *crystalkeep armor*, or *crystalkeep weapon*). The process by which crystallia form isn't fully known. They have been observed to appear in greater frequency in the lairs of certain monsters. Each crystallia can only be embedded in one object at a time.

CRYSTALKEEP ACCESSORY

Wondrous item, uncommon, rare, or very rare (requires attunement)

Crystalkeep accessories can come in many forms: broaches, necklaces, tiaras, and rings to name just a few. When set with a crystallia, crystalkeep accessories unlock the accessory property of the magic gemstone. While you remain attuned to this magic item, only you can remove the crystallia. The number of crystallia you can set into this magic item depends on its rarity: one for uncommon, two for rare, and three for very rare.

CRYSTALKEEP ARMOR

Armor (any), uncommon, rare, or very rare (requires attunement)

Crystalkeep armor can come in many forms: light, medium, and heavy armor or shields. When set with a crystallia, crystalkeep armor unlocks the armor property of the magic gemstone. While you remain attuned to this magic item, only you can remove the crystallia. The number of crystallia you can set into this magic item depends on its rarity: one for uncommon, two for rare, and three for very rare.

CRYSTALKEEP WEAPON

Weapon (any), uncommon, rare, or very rare (requires attunement)

Crystalkeep weapons can come in the shape of any melee or ranged weapon. When set with a crystallia, crystalkeep weapon unlocks the weapon property of the magic gemstone. While you remain attuned to this magic item, only you can remove the crystallia. The number of crystallia you can set into this magic item depends on its rarity: one for uncommon, two for rare, and three for very rare.

FADED AUREA DRACONIS CRYSTALLIA

Crystallia, rare

This translucent pale golden crystallia has a different effect depending on the object it is embedded in.



Accessory. You can cast the *dragon's breath* ^{XGE} spell targeting yourself without providing material components. When cast through this trait, you must choose fire damage. In addition to the spell's normal effects, you have a flight speed

of 30 feet for the duration of the spell. Once you cast the spell with this trait, you cannot do so again until the next dawn.

Armor. You have resistance to fire damage.

Weapon. You can use a bonus action on your turn to cause a magical aura to flare from the weapon for 1 minute. While the aura is flaring, your attacks with this weapon deal an additional 1d4 fire damage. You can use this trait twice, regaining expended all expended uses at the next dawn.

KNAVE CRYSTALLIA

Crystallia, common

This opaque brown with gold specks crystallia has a different effect depending on the object it is embedded in.



Accessory. You can cast the *expeditious retreat* spell without providing material components. When cast through this trait, the spell does not require concentration and its duration changes to 10 minutes. In addition to the spell's normal effects, you have a climb speed equal to your walking speed and opportunity attacks against you have disadvantage for the duration of the spell. Once you cast the spell with this trait, you cannot do so again until the next dawn.

Armor. You can take a bonus action on each of your turns to take the Dash action.

Weapon. When you hit a creature with a weapon attack you made with advantage, you deal an additional 1d6 damage. Once you deal this additional damage, you can't do so again until the start of your next turn.

KOBENHOLT CRYSTALLIA

Crystallia, uncommon

This opaque gray with brown veins crystallia has a different effect depending on the object it is embedded in.



Accessory. You can cast the *enlarge/reduce* spell targeting yourself without providing material components. When cast the spell this way, you must choose the reduce option and the spell's duration changes to concentration, up to 1 hour. In addition to the spell's normal effects, you gain darkvision out to a range of 60 feet and have advantage on Dexterity ability checks and saving throws for the duration of the spell. Once you cast the spell with this trait, you cannot do so again until the next dawn.

Armor. You can take a bonus action on each of your turns to take the Disengage action.

Weapon. When you make a weapon attack against a creature and at least one of your allies is within 5 feet and not incapacitated, you can use your reaction to gain advantage on the attack roll.

PATET GELAT CRYSTALLIA

Crystallia, uncommon

This crystallia is transparent and contains flecks of various unidentifiable materials. It has a different effect depending on the object it is embedded in.



Accessory. You can cast the *greater invisibility* spell targeting yourself without using material components. In addition to the spell's normal effects, your size increases by one category (from Medium to Large, for example) and while you have a creature grappled it takes 1d12 acid damage at the start of each of its turns. Once you cast the spell with this trait, you cannot do so again until the next dawn.

Armor. You gain a +1 bonus to your AC.

Weapon. You can use a bonus action on your turn to cause a transparent goo to drip from the weapon for 1 minute. While the goo is dripping, your attacks with this weapon deal an additional 1d4 acid damage. You can use this trait twice, regaining expended all expended uses at the next dawn.



APPENDIX C: ADVANCED CLASSES

Keeping with the JRPGs that inspired *Keep of the Kobold Queen*, this adventure introduces the concept of advanced classes to bring some of the tropes and mechanics of those games to D&D 5e. Apart from story based prerequisites, advanced classes follow all the normal rules of multiclassing except that they cannot be taken at 1st level.

CERULEAN SAGE



You have rediscovered the unique magical tradition of the ancient city-state of Cerulea. Practitioners of this magical style, which now include you, are able to magically replicate the special abilities of monsters they encounter.

In Cerulea, it is said a great zoo housed all the various creatures such sages could learn their magic from. Unfortunately, such a resource has long since vanished and now cerulean sages must travel the world to collect the various spells they wish to learn.

PREREQUISITES

In order to gain levels as a cerulean sage, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing classes):

- » **Constitution 13.** To channel the monstrous energy of cerulean magic, your body must be hale and hearty.
- » **Recover the Knowledge of the Ancients.** To become a cerulean sage you must recover the knowledge of their forgotten ways. You might do this by finding and defeating a known cerulean sage, acquiring an ancient tome of cerulean origin, or tutoring under the spirit of an ancient.

CLASS FEATURES

As a cerulean sage, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per cerulean sage level

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cerulean sage level

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, long swords

Tools: None

THE CERULEAN SAGE

Level	Features	— Spell Slots per Spell Level —				
		1st	2nd	3rd	4th	5th
1st	Cerulean Spellcasting, Azure Eye	2	—	—	—	—
2nd	Encyclopedia Monstrous	3	—	—	—	—
3rd	Sagacious Recovery	4	2	—	—	—
4th	Ability Score Improvement	4	3	—	—	—
5th	Azure Eye improvement	4	3	2	—	—
6th	Speak With Monsters	4	3	3	—	—
7th	—	4	3	3	1	—
8th	Ability Score Improvement	4	3	3	2	—
9th	—	4	3	3	3	1
10th	Azure Eye improvement	4	3	3	3	2

Saving Throws: None

Skills: None

EQUIPMENT

Becoming a cerulean sage does not grant you any special equipment.

SPELLCASTING

You have rediscovered the magic of the ancients and can cast cerulean magic. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this appendix for cerulean spells.

SPELL SLOTS

The Cerulean Sage table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these cerulean spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *self-destruct* and have a 1st-level and a 2nd-level spell slot available, you can cast *self-destruct* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level cerulean spells of your choice. All cerulean spells count as cerulean sage spells for you.

Each time you gain a cerulean sage level, you learn one cerulean spell of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

SPELLCASTING ABILITY

Constitution is your spellcasting ability for your cerulean sage spells, since your magic stems from your ability to physically channel the essence of monsters. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a cerulean sage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier

AZURE EYE

Also starting at 1st level, you can use a bonus action on your turn to open your azure eye and fixate it upon a chosen creature you can see within 120 feet. When you do, an iconic blue eye appears on your forehead. If the chosen creature is reduced to 0 hit points within the next minute and it has a trait, action, or other quality that serves as the prerequisite for a cerulean spell, and the spell is of a level for which you have spell slots, you learn the cerulean spell. This effect ends early on the creature if you use this ability again.

At 5th level, while your azure eye is fixated on a creature you deal an additional 1d8 damage to the creature the first time you hit it with a weapon attack each turn. If the creature has a trait, action, or other quality that serves as the prerequisite for a cerulean spell, the additional damage increases to 1d12. This damage increases again at 10th level, to 2d8 or 2d12 if the creature has a trait, action, or other quality that serves as the prerequisite for a cerulean spell.

ENCYCLOPEDIA MONSTROUS

Starting at 2nd level, choose two types of creatures that you are particularly familiar with: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.

You have advantage on Wisdom (Insight) checks to determine the mood and intention of chosen creatures, as well as on Intelligence checks to recall information about them.

Whenever you gain a level in the cerulean sage class, choose an additional type of creature.

SAGACIOUS RECOVERY

Starting at 3rd level, you learn the ability to replenish your access to cerulean magic. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your cerulean sage level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level cerulean sage, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SPEAK WITH MONSTERS

Starting at 6th level, you can understand the speech of, and be understood by, any creature of a type you have chosen with your Encyclopedia Monstrous feature, provided that creature knows at least one language.

DRAGONSWORN KNIGHT



To become a dragonsworn knight you must swear an oath to do one of two things: defend dragons from harm or eliminate the threat they pose to humanoids. The order of dragonsworn knights is ancient and the rift between these two sides is just as old. Each claims to be the original philosophy of the combat style but both camps are equally capable of inducting newcomers into the method. Regardless of their precise relationship to dragons, every dragonsworn knight learns to embody the strength and raw elemental power of dragons to better execute their oath.

THE DRAGONSWORN KNIGHT

Level	Features	Dragon's Breath	High Jump Damage
1st	Draconic Mien, High Jump, Lancer	—	1d6
2nd	Dragon's Breath, Graceful Landing	2d6	2d6
3rd	Breath Inurement, Dragon's Roar	3d6	3d6
4th	Ability Score Improvement	4d6	4d6
5th	Dragonheart, Dragon's Breath improvement	5d6	5d6

PREREQUISITES

In order to gain levels as a dragonsworn knight, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing classes):

- » **Strength 13.** To challenge or defend living legends such as dragons you must be a physical specimen yourself.
- » **Pledge to Defend or Defeat.** To become a dragonsworn knight you must pledge to another dragonsworn knight who is willing to induct you into the order that you will put your life on the line to protect or scourge dragons.

CLASS FEATURES

As a dragonsworn knight, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per dragonsworn knight level

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per dragonsworn knight level

PROFICIENCIES

Armor: Medium armor, heavy armor, shields

Weapons: Javelins, glaives, halberds, lances, and tridents

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

Becoming a dragonsworn knight does not grant you any special equipment.

DRACONIC MIEN

Starting when you gain your 1st level in this class, you carry yourself with the menacing confidence of dragons. You gain proficiency in the Intimidation skill if you don't have it already. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

In addition, you can read, speak, and write Draconic.

HIGH JUMP

At 1st level, you can use your action to jump incredible heights, even from a standstill. When you do, you jump 10 feet vertically and up to 10 feet horizontally. These distances increase by 10 feet each time you gain a level in this class.

At the end of this jump, you can make one weapon attack. The attack deals an additional 1d6 damage for every 10 feet you jumped vertically with the maximum additional damage indicated on the High Jump Damage column of the Dragonsworn Knight table.

LANCER

Also at 1st level, you gain benefits when using certain weapons: javelins, glaives, halberds, lances, and tridents. When you make a weapon attack with any of these weapons, your attack roll is a critical hit on a roll of 19 or 20 on the d20. In addition, the thrown ranges of each of these weapons is tripled for you. Finally, each of these weapons that do not have the reach property count as having the reach property when you use them.

DRAGON'S BREATH

Starting at 2nd level, you can use your action to exhale elemental energy in a 15-foot cone. When you do, choose acid, cold, fire, lightning, or poison. Each creature within the cone must succeed on a Dexterity saving throw (DC 8 + your proficiency bonus + your Strength modifier), taking 2d6 damage of the chosen type on a failed saving throw or half as much damage on a successful one. The amount of the damage increases as you gain levels in this class, as shown in the Dragon's Breath column of the Dragonsworn Knight table.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 5th level, you can use it twice each rest.

GRACEFUL LANDING

At 2nd level, when you take damage from a fall you reduce the damage taken by 10 x your dragonsworn level.

BREATH INUREMENT

Starting at 3rd level, when you use your Dragon's Breath feature you gain resistance to the chosen damage type for 1 minute.

DRAGON'S ROAR

Also at 3rd level, you can use an action to mimic the terrifying roar of dragons. When you do, each creature that isn't deafened within 30 feet of you must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be frightened of you for 1 minute. Creatures can repeat this saving throw at the end of each of their turns, ending the frightened condition on a success.

Once you use this feature, you can't use it again until you finish a long rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DRAGONHEART

Starting at 5th level, you are immune to being frightened.

CERULEAN SPELLS

Cerulean spells work similar to other spells except for two differences. The first difference is that cerulean spells can only be learned by those with the Azure Eye feature. The second is that each spell has a “Learned From” entry. This entry indicates which property a creature has to have in order for a cerulean sage to learn the spell by using their Azure Eye feature.

AMPHIBIOUS TRANSFORMATION

2nd-level cerulean

Casting Time: 1 action

Range: Self

Components: S

Duration: 8 hours

Learned From: Creatures with the Amphibious trait and a swim speed (ex. dragon turtles)

For the duration of the spell, you can breathe underwater (in addition to your normal means of respiration) and gain a swim speed of 30 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the swim speed granted by this spell increases to 60 feet.

BURROW

2nd-level cerulean

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 minute

Learned From: Creatures with the Burrow speed (ex. bulettes)

For the duration of the spell, you have a burrow speed of 30 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the burrow speed granted by this spell increases to 60 feet.

ECHOLOCATION

1st-level cerulean

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 minute

Learned From: Creatures with the Echolocation trait (ex. giant bats)

When you cast this spell, you shriek loudly and listen intently as it reverberates off of your surroundings. For the duration of the spell, you have blindsight to a range of 60 feet while you are not deafened.

EXSANGUINATING PEST

1st-level cerulean

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (a proboscis)

Duration: 1 minute

Learned From: Creatures with the Blood Drain action (ex. stirges)

You point at a creature within range and a spectral stirge streaks towards the target in a crimson blur. The creature takes 1d6 piercing damage and the stirge attaches to the creature. At the start of each of the creature’s turns while the stirge is attached to it, the creature loses 1d6 hit points. The stirge remains attached to the creature until the spell ends or the stirge is reduced to 0 hit points. The stirge has 1 hit point, an AC of 12, and is immune to psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create one additional stirge per slot level above 1st. You choose a target creature within range for each additional stirge you create.

EYE RAY ROULETTE

5th-level cerulean

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (ten eyes)

Duration: Instantaneous

Learned From: Creatures with the Eye Ray action (ex. beholders)

When you cast this spell, ten spectral eye stalks appear around you, three of which fire rays at up to three different targets of your choice within range. To determine the effect of each of the rays, roll 1d10 three times and consult the list below, rerolling duplicates.

- 1. Charm Ray.** The targeted creature must succeed on a Wisdom saving throw or be charmed by you for 1 hour or until you harm the creature.
- 2. Paralyzing Ray.** The targeted creature must succeed on a Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 3. Fear Ray.** The targeted creature must succeed on a Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 4. Slowing Ray.** The targeted creature must succeed on a Dexterity saving throw. On a failed save, the target’s speed is halved for 1 minute. In addition, the creature can’t take reactions and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 5. Enervation Ray.** The targeted creature must make a Constitution saving throw, taking 5d8 necrotic damage on a failed save, or half as much damage on a successful one.

- 6. Telekinetic Ray.** If the target is a creature, it must succeed on a Strength saving throw or you may move it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of your next turn or until you're incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction.
- 7. Sleep Ray.** The targeted creature must succeed on a Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature uses an action to wake it. This ray has no effect on constructs and undead.
- 8. Petrification Ray.** The targeted creature must make a Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.
- 9. Disintegration Ray.** If the target is a creature, it must succeed on a Dexterity saving throw or take 6d8 force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
- 10. Death Ray.** The targeted creature must succeed on a Dexterity saving throw or take 6d10 necrotic damage. The target dies if the ray reduces it to 0 hit points.

FIRE BREATH

3rd-level *cerulean*

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

Learned From: Creatures with the Fire Breath action (ex. gold dragons, red dragons, manticores)

You exhale a billowing cloud of flame. Each creature in a 30-foot cone must make a Dexterity saving throw. A target takes 5d10 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd. Additionally, if you cast this spell with a spell slot of 5th level or higher the size of the cone increases to 60 feet.

GIGANTISM

2nd-level *cerulean*

Casting Time: 1 action
Range: Self
Components: S, V
Duration: 1 minute
Learned From: Giant-type creatures

Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category - from Medium to Large, for example. If there isn't enough room for you to double your size, you attain the maximum possible size in the space available. Until the spell ends, you have advantage on Strength checks and Strength saving throws. Your weapons also grow to match your new size. While these weapons are enlarged, your attacks with them deal 1d4 extra damage.

GOLEMIC RESILIENCE

4th-level *cerulean*

Casting Time: 1 bonus action
Range: Self
Components: S, V
Duration: 1 minute
Learned From: Creatures with resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite (ex. clay golem, flesh golem, iron golem)

For the duration of the spell, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite.

HEALING TOUCH

2nd-level *cerulean*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
Learned From: Creatures with the Healing Touch action (ex. unicorns)

You flood a creature you touch with restorative energy. The target regains hit points equal to 1d8 + your spellcasting modifier. In addition, if the creature is poisoned or has any diseases, those conditions immediately end. Undead targeted by this spell take radiant damage equivalent to the hit points they would have regained otherwise.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

LEGENDARY ACTION*5th-level cerulean***Casting Time:** 1 reaction, which you take when another creature's turn ends**Range:** Self**Components:** M (the skull of a creature with the Legendary Action trait)**Duration:** Instantaneous**Learned From:** Creatures with one or more Legendary Actions (ex. Yas, the Kobold Queen)

The strength of legendary monsters empowers you, allowing you to make one weapon attack, cast one spell (you must expend a spell slot as normal to cast this spell), or take the Dash, Disengage, Dodge, Help, or Use an Object action.

LEGENDARY RESISTANCE*5th-level cerulean***Casting Time:** 1 reaction, which you take when you fail a saving throw**Range:** Self**Components:** M (the skull of a creature with the legendary resistance trait)**Duration:** Instantaneous**Learned From:** Creatures with the Legendary Resistance trait (ex. ancient & adult dragons)

Epic power courses through you, causing you to automatically succeed on the triggering saving throw and granting you advantage on any other saving throws you make before the start of your next turn.

MIMIC OBJECT*3rd-level cerulean***Casting Time:** 1 action**Range:** Self**Components:** S, V**Duration:** Concentration, up to 8 hours**Learned From:** Creatures with the False Appearance (Object Form Only) trait (ex. mimics)

When you cast this spell, you turn into a nonmagical object of your choice that is one size larger than you or smaller. While you are an object, you have resistance to all damage and are indistinguishable from a normal object except by creatures with true sight, *detect magic*, or a similar sense. While an object, you cannot speak, take actions or bonus actions, or use your reaction but you can still use your normal senses to perceive your surroundings.

MULTIATTACK*3rd-level cerulean***Casting Time:** 1 bonus action**Range:** Self**Components:** S**Duration:** 10 minutes**Learned From:** Creatures with the Multiattack action trait

While this spell persists, whenever you take the Attack action you can make two weapon attacks, instead of one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, while the spell persists whenever you take the Attack action you can make three weapon attacks, instead of one.

MIND MELD*1st-level cerulean***Casting Time:** 1 action**Range:** 10 feet**Components:** S**Duration:** 1 hour**Learned From:** Creatures with the Rapport Spores action (ex. myconid sprout, myconid adult)

You release a cloud of psychoactive spores, infecting all creatures within range with an Intelligence of 2 or higher that aren't immune to disease. Infected creatures can communicate with one another telepathically, provided they are within 30 feet of one another. This infection ends when the spell does.

At Higher Levels. If you cast this spell using a spell slot of 2nd or 3rd level, the duration of this spell increases to 8 hours. If you cast this spell using a spell slot of 4th level or higher, the duration of this spell increases to 24 hours.

PETRIFYING PECK*1st-level cerulean***Casting Time:** 1 action**Range:** 30 feet**Components:** S**Duration:** Instantaneous**Learned From:** Creatures with a melee weapon attack that can inflict petrification status (ex. cockatrices)

When you cast this spell, a translucent apparition of a cockatrice appears and attacks one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 piercing damage and its speed is reduced to 0 until the end of its next turn. If this damage reduces a creature to 0 hit points, it is petrified.

At Higher Levels. If you cast this spell using a spell slot of 2nd level, the damage increases by 1d6 for each slot level above 1st.

POUNCE*1st-level cerulean***Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Instantaneous**Learned From:** Creatures with the Pounce trait (ex. lions, tigers, pseudodrakes)

When you cast this spell, you can move up to your movement speed then make a melee weapon attack. On a hit, you deal 1d8 additional damage and, if you moved 15 feet or more in a direct line towards the creature before making the weapon attack and the creature is one size larger than you or smaller, the creature is knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

PSIONIC WAVE*4th-level cerulean***Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Instantaneous**Learned From:** Creatures with the Mind Blast action (ex. mind flayers)

You release a wave of psychic energy in a 30-foot cone. Each creature within the affected area must succeed on an Intelligence saving throw or take 6d8 psychic damage and be stunned until the end of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

REGENERATION*3rd-level cerulean***Casting Time:** 1 bonus action**Range:** Self**Components:** S**Duration:** Concentration, up to 1 minute**Learned From:** Creatures with the Regeneration trait (ex. shield guardians, slaad)

When you cast this spell and at the start of each of your turns while the spell persists, you regain 5 hit points.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the healing increases to 10.

SELF-DESTRUCT*1st-level cerulean***Casting Time:** 1 bonus action**Range:** Self**Components:** V, S**Duration:** 1 round**Learned From:** Creatures with the Self-Destruct action (ex. boomers)

When you cast this spell, steam and smoke begin to emit from your body. At the start of your next turn you can decide to self-destruct or not. If you self-destruct, you are immediately reduced to 0 hit points and flames erupt from your body. Each creature within 10 feet of you must succeed on a Dexterity saving throw or take fire damage equal to 1d6 + the number of hit points you lost. On a success, creatures take half damage instead.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases by 2d6 for each slot level above 1st.

SHADOW BREATH*3rd-level cerulean***Casting Time:** 1 action**Range:** Self (30-foot cone)**Components:** V, S**Duration:** Instantaneous**Learned From:** Creatures with the Shadow Breath action (ex. shadow dragons)

You exhale black flames that seek out the living in their path. Each creature in a 30-foot cone must make a Dexterity saving throw. A target takes 5d10 necrotic damage on a failed save, or half as much damage on a successful one.

A creature reduced to 0 hit points by this spell immediately dies and returns to life on your next turn as a zombie under your control. Zombies created by this spell act on your turn and take the actions you choose for them (no action required by you). After 24 hours pass, zombies created by this spell turn to dust.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd. Additionally, if you cast this spell with a spell slot of 5th level or higher the size of the cone increases to 60 feet.

SPECTRAL STEP*2nd-level transmutation***Casting Time:** 1 bonus action**Range:** Self**Components:** V, S, M (a relic of a deceased humanoid)**Duration:** 1 round**Learned From:** Creatures with the Incorporeal Movement trait (ex. banshees, ghosts)

Wisps of smoke and mist envelop you as you become incorporeal until the end of your next turn. During this time, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage and you can move through creatures

and objects as if they were difficult terrain. If you end your turn in a creature or object, you immediately move to the closest unoccupied space, taking 1d10 force damage for every 5 feet you moved to get to the unoccupied space.

SPLIT

2nd-level *cerulean*

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

Learned From: Creatures with the Split reaction (ex. black pudding, ochre jelly)

When you cast this spell, you lose half of your current hit points and create a duplicate of yourself in an unoccupied space within 5 feet of you. Your duplicate's current hit points are equal to your own and it has its own copy of all of your nonmagical equipment and a nonmagical version of each piece of magical equipment you're carrying. You and your duplicate act on the same initiative. You and your duplicate may move independently of one another but share a single action, bonus action, and reaction each round between the two of you. When this spell ends, the duplicate and all copied equipment created with it turn to slime.

STUNNING SPORES

4th-level *cerulean*

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Concentration, up to 1 minute

Learned From: Creatures with the Pacifying Spores action (ex. myconid adult, myconid sovereign)

Choose a creature that you can see within range. The target must succeed on a Constitution saving throw or be stunned for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

At Higher Levels. If you cast this spell using a spell slot of 5th level, you can target one additional creature for each slot level above 4th.

UNDEAD FORTITUDE

1st-level *cerulean*

Casting Time: 1 reaction, when you take damage that isn't radiant or from a critical hit that would reduce you to 0 hit points

Range: Self

Components: V, S

Duration: Instantaneous

Learned From: Creatures with the Undead Fortitude trait (ex. zombies)

When you cast this spell, you must make a Constitution saving throw with a DC of 5 + the triggering damage. On a success, you have 1 hit point instead.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or 4th level, the DC of the saving throw becomes 5 + half the triggering damage. When you cast this spell using a spell slot of 5th level or higher, you automatically succeed on the saving throw.

WEAKENING BREATH

2nd-level *cerulean*

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

Learned From: Creatures with the Weakening Breath action (ex. gold dragons)

You exhale a glimmering golden gas. Each creature in a 30-foot cone must succeed on a Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the size of the cone increases to 60-foot. When you cast this spell using a spell slot of 5th level or higher, the size of the cone increases to 90 feet.

WINGED FLIGHT

3rd-level *cerulean*

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 hour

Learned From: Creatures with a Fly speed (ex. dragons, flying snakes, ravens)

When you cast this spell, wings sprout from your back, damaging any garments you might be wearing that can't accommodate them. The appearance of these wings is determined by the creature you learned this spell from (if you learned it from a dragon your wings are leathery, if you learned it from a raven your wings are feathered, etc.). You gain a flying speed of 30 feet for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases to 8 hours and the flying speed increases to 60 feet.



AHNVEL FORGEHEART

Medium humanoid (dwarf)

Armor Class 15 (scale mail)

Hit Points 17 (Hit Dice 2d8)

Speed 25 ft. (not reduced by heavy armor)

STR 16 (+3) **INT** 15 (+2)

DEX 12 (+1) **WIS** 10 (+0)

CON 15 (+2) **CHA** 8 (-1)

Initiative +1

Proficiencies (+2 proficiency bonus)

Saving Throws Str +3, Dex +1, Con +4, Int +4, Wis +0, Cha -1, advantage on saves against being poisoned

Skills Arcana +4, Insight +2, Investigation +4, Persuasion +1

Damage Resistances poison

Armor light, medium

Weapons battleaxe, handaxe, light hammer, and warhammer

Tools alchemist's supplies, brewer's supplies, smith's tools, thieves' tools, tinker's tools

Senses Darkvision, passive Perception 10

Languages Common, Dwarf, Gnome

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 bludgeoning damage or 1d10 + 3 bludgeoning damage if wielded in two hands to make a melee attack.

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 1d10 fire damage.

OPTIONS

Stonecunning. Mountain Dwarf trait.

Infuse Item. Artificer feature.

Magical Tinkering. Artificer feature.

Spellcasting. Artificer feature.

Spell save DC: 14

Spell Attack Modifier: +4

Spell Slots: 1st-level (2)

AHNVEL FORGEHEART

2nd level Mountain Dwarf Artificer

Ahnvel was an exceptionally skilled craftsman, even for a dwarf. His talent revealed itself early in his youth and his family was excited to have such a savant to bring honor to their clan. Their feelings changed as Ahnvel got older and became more interested in creating complicated mechanisms than simple blacksmithing. Eventually, his interests made him a blacksheep in the family and he left for Preylude to study under gnomes artificers.

Recently, Ahnvel took up adventuring as a way of acquiring rare parts for his creations. On his first outing, he stumbled upon an broken down automaton and abandoned his party to remain there and repair it. By the time the automaton had sprung to life, his party was long gone. After returning to Preylude and revealing his incredible find to his friend, Katehe, she invited Ahnvel to join a newly formed adventuring company that just got their first job.

BACKGROUND (GUILD ARTISAN)

Guild Membership. As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

Ideal. "Feats of mechanics and engineering can solve just about any problem!"

Bond. "I must learn everything I can about Unit to see if I can replicate their creation process."

Flaw. "I'm often oblivious to social cues everyone else picks up on."

MOUNTAIN DWARF TRAITS

Speed. Your speed is not reduced by heavy armor

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

ARTIFICER FEATURES

Spellcasting. You have two 1st-level spell slots. Intelligence is your spellcasting ability modifier (Artificer spellcasting save = 14, Artificer spell attack bonus = +4). When you finish a long rest you can change your list of prepared spells. You can cast a spell you have prepared as a ritual if it has the ritual tag.

Magical Tinkering. Using tinker's tools or any artisan's tools, you can touch a Tiny nonmagical object as an action and give it one of the following magical properties that last indefinitely or until you touch the object and use an action to end the effect.

- » The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- » Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 5 seconds long.

- » The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- » A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

You can bestow magic on multiple objects by using this feature multiple times but each object can only have one property at a time. You can affect a maximum number of objects equal to your Intelligence modifier (2), ending the oldest use of this feature when you use it again and are already affecting the maximum number of objects.

Infuse Item. Infusions known: Enhanced Defense, Enhanced Weapon, Replicate Magic Item: *bag of holding*, Replicate Magic Item: *alchemy jug*.

SPELLS KNOWN

Cantrips: *fire bolt, mending*

1st-level spells: *cure wounds, detect magic (ritual), faerie fire, grease*

EQUIPMENT

Warhammer, light crossbow (with 20 bolts), scale mail, thieves' tools, dungeoneer's pack, smith's tools, a letter of introduction from the Iron Mind, a guild of gnome artificer's and engineers, traveler's clothes, a belt pouch containing 15 gp.



KATEHE FINAFANTA

Medium humanoid (half-elf)

Armor Class 16 (scale mail & shield)

Hit Points 15 (Hit Dice 2d8)

Speed 30 ft.

STR 8 (-1) **INT** 14 (+2)

DEX 10 (+0) **WIS** 16 (+3)

CON 12 (+1) **CHA** 16 (+3)

Initiative +0

Proficiencies (+2 proficiency bonus)

Saving Throws Str -1, Dex +0, Con +1, Int +2, Wis +5, Cha +5, advantage on saves against being charmed.

Skills History +6, Insight +5, Investigation +4, Medicine +5, Nature +4, Perception +5, Persuasion +5, Religion +6

Armor light armor, medium armor, shields

Weapons simple weapons

Tools cartographer's tools

Senses Darkvision, passive Perception 15

Languages Common, Elvish, Dwarvish, Giant, Draconic, Primordial

ACTIONS

Attack. You can attack once when you take this action, using the following:

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

Light crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 1d8 piercing damage.

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Fey Ancestry. Half-Elf feature

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, mending, sacred flame*

1st Level (3 slots): *bless, command*, cure wounds, guiding bolt, healing word, identify*, shield of faith*
* domain spell (Knowledge Domain)

KATEHE FINAFANTA

2nd level Half-Elf Cleric (Knowledge Domain)

Katehe was born in the same sleepy village as her brother, Nemo, but left in her early adolescence to become a cleric of Serasvati, a goddess of knowledge. Katehe studied and was later initiated into the clergy at a temple in Preylude, a major city south of her village. During her studies, she developed a speciality in recovering ancient knowledge and artifacts. Through her duties for the temple she met Ahnvel and was impressed when he showed her an antique automaton he had brought back to functionality, Unit.

With the recent rise in monsters bringing trouble around the world, Katehe has obtained permission from her temple to journey out of Preylude to recover relics before travel becomes too dangerous. Excited at the possibility of exploring the remnants of bygone civilizations firsthand, Katehe joined Nemo's fledgling adventuring company. Now the party is off on its first adventure together and Katehe can barely contain her excitement at the idea of traveling through the ruins of Cerulea.

BACKGROUND (ANTIQUARIAN)

Eye for Archaeology. When you are exploring ruins, dungeons, and other ancient settlements, you can correctly identify the broad time period that found items were crafted and structures were built. If a structure was originally built a thousand years ago but was modified a hundred years ago by another people and recently modified again by a third party, you would know each of those details. You may even have clues as to the identity of each of these parties, at your DM's discretion.

Ideal. "Only the wisdom of the ancients can solve the problems of today!"

Bond. "Ahnvel knows a lot about almost everything. I should listen when he speaks."

Flaw. "I'd rather rely on a tried and true method than improvise something new."

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Skill Versatility. You gain proficiency in two Nature and Persuasion.

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so once.

Knowledge of the Ages. You can use an action and choose one skill or tool to gain proficiency with the chosen skill or tool for 10 minutes.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 13 Wisdom saving throw or become turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Knowledge Domain. The gods of knowledge value learning and understanding above all. Some teach that knowledge is to be gathered and shared in libraries and universities, or promote the practical knowledge of craft and invention. You gain a number of domain spells, which are

always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Blessings of Knowledge. You learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to five cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to the dwarven deities, especially Moradin. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your cleric spells.

SPELLS KNOWN

Cantrips: *guidance, mending, sacred flame*

1st-level spells: *bles, command, cure wounds, guiding bolt, healing word, identify, shield of faith*

EQUIPMENT

A mace, scale mail, a light crossbow and 20 bolts, a priest's pack, a shield, a holy symbol of Serasvati, two pieces of black chalk, ten pieces of parchment, a crowbar, a cerulean artifact, common clothes, a belt pouch containing 10 gp.



MOCCUS OF MÓRCHRÍOCH

Medium humanoid (half-orc)

Armor Class 15 (unarmored)

Hit Points 19 (Hit Dice 2d8)

Speed 30 ft.

STR 16 (+3) **INT** 10 (+0)

DEX 12 (+1) **WIS** 8 (-1)

CON 16 (+3) **CHA** 13 (+1)

Initiative +1

Proficiencies (+2 proficiency bonus)

Saving Throws Str +5, Dex +1, Con +5, Int +0, Wis -1, Cha +1

Skills Athletics +5, Intimidation +3, Perception +1, Stealth +3, Survival +1

Armor light armor

Weapons simple weapons, improvised weapons, whip, hand crossbow

Tools weaver's tools, drum

Senses Darkvision, passive Perception 11

Languages Common, Orc, Goblin

ACTIONS

Attack. You can attack once when you take this action, using the following:

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, 5 ft. reach, one target. *Hit:* 1d6 + 3 bludgeoning damage.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, 5 ft. reach, one target. *Hit:* 1d6 + 3 bludgeoning damage or 1d8 + 3 bludgeoning damage if wielded in two hands.

BONUS ACTIONS

Brace Up. Pugilist feature

Stick and Move. Pugilist feature

MOCCUS OF MÓRCHRÍOCH

2nd level Half-Orc Pugilist

From an early age, Moccus had a reputation for being quiet and gentle—neither traits that orc tribes typically appreciate. His demeanor made him a social outcast and he was frequently the target of pranks and fights from his peers. As a result, Moccus spent much of his time alone, mastering skills he could use to provide for his tribe without having to join a hunting group or work with others. On one of his solo excursions, he met up with a human, Nemo, from a nearby village. Despite their differences and a tense initial exchange, Nemo accepted Moccus exactly as he was.

Then Nemo's village and Moccus' tribe came into conflict and it was clear the situation was escalating. When Nemo invited Moccus to flee with him to a city to the south, Moccus immediately agreed. Moccus continues to be a sensitive and gentle person, but since their journey to Preylude, he has discovered a rage inside him whenever Nemo is threatened or hurt. When Nemo said he was starting an adventuring party and already had the first job lined up, Moccus insisted on coming.

BACKGROUND (OUTLANDER)

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Ideal. "Problems are best solved with patience."

Bond. "Nemo's too brave for his own good and too good to lose. It's up to me to keep him safe."

Flaw. "I deny how strong my feelings are until they burst out all at once."

HALF-ORC TRAITS

Relentless Endurance (Recharges after a Long Rest). When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

PUGILIST FEATURES

Fisticuffs. You gain the following benefits while you are unarmed or using only pugilist weapons and you are wearing light or no armor and not using a shield:

- » You can roll a d6 in place of the normal damage of your unarmed strike or pugilist weapon. This die changes as you gain pugilist levels, as shown in the Fisticuffs column on the Pugilist table.
- » When you use the Attack action with an unarmed strike or a pugilist weapon on your turn, you can make one unarmed strike or grapple as a bonus action.


Moxie. You have two moxie points. You can spend moxie points to use the following powerful pugilist maneuvers.

- » **Brace Up.** You can use a bonus action and spend 1 moxie point to brace for attacks. Roll your fisticuffs die + your pugilist level + your Constitution modifier and gain that many temporary hit points.
- » **The Old One-Two.** Immediately after you take the Attack action on your turn, you can spend 1 moxie point to make two unarmed strikes as a bonus action.
- » **Stick and Move.** You can use a bonus action and expend 1 moxie point to make a shove attack or take the Dash action.

Street Smart. Beginning at 2nd level, carousing, shadowboxing, and sparring all count as light activity for the purposes of resting for you. Additionally, once you have caroused in a settlement for 8 hours or more, you know all public locations in the city as if you were born and raised there and you cannot be lost by non-magical means while within the city.

EQUIPMENT

Quarterstaff, an explorer's pack, weaver's tools, a staff, a fishing pole, a cloak made from Moccus' deceased pet dire boar, traveler's clothes, belt pouch containing 10 gp.



NALSA
Small humanoid (grimalkin)

Armor Class 14 (leather armor)
Hit Points 15 (Hit Dice 2d8)
Speed 25 ft.

STR 8 (-1) **INT** 15 (+2)
DEX 16 (+3) **WIS** 10 (+0)
CON 12 (+1) **CHA** 14 (+2)

Initiative +3
Proficiencies (+2 proficiency bonus)
Saving Throws Str -1, Dex +5, Con +1, Int +4, Wis +0, Cha -2
Skills Acrobatics +4, Deception +4, History +4, Investigation +4, Perception +4, Persuasion +4, Stealth +7
Armor light armor
Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords
Tools thieves' tools +4, triple tetra gaming set

Senses Darkvision, passive Perception 12
Languages Common, Sylvan, thieves' cant

ACTIONS

Attack. You can attack once when you take this action, using the following:

Rapier. *Melee Weapon Attack:* +5 to hit, 5 ft. reach, one target. *Hit:* 1d8 + 3 piercing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, 5 ft. reach or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/230 ft., one target. *Hit:* 1d6 + 3 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

REACTIONS

Steal Fortune. Grimalkin feature

OPTIONS

Sneak Attack. Rogue feature

NALSA

2nd level Grimalkin Rogue

Nalsa is an eldest born prince in the grimalkin forest kingdom of Airnan. From a young age, Nalsa shirked his royal duties as frequently as he could, preferring to lounge in the sun than operate the tedious bureaucracy that was his birthright. As he got older he began to take unannounced trips out of the castle on his own. On one such trip he discovered a house cat with a coat similar to his own. Nalsa snuck the cat into the royal castle, dressed it in his finest clothes, and snuck himself back out again to start a life without the burden of responsibilities.

Unfortunately for Nalsa, he only had a vague idea of what life was like without the resources royals are used to. His pride demanded he not return home, but also that he obtain the riches he needed to maintain his preferred lifestyle. He eventually found his way to the city of Preylude where he discovered a gift for thieving—a gift that landed him in jail. On his release he decided to look for a way to make money with less dire consequences. So when he heard of a newly forming adventuring party, he jumped at the chance. Because nothing bad ever happens to adventurers.

BACKGROUND (NOBLE)

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Ideal. "I don't want much, just good company, hearty food, fine drink, indulgent comfort, fabulous riches, and 18 hours of sleep a day."

Bond. "One day I may return to Airnan but never to the royal family."

Flaw. "Why do the hard thing when you can do the easy thing?"

GRIMALKIN TRAITS

Steal Fortune. When a creature you can see within 30 feet makes an ability check, attack roll, or saving throw, you can use your reaction to give that roll disadvantage. When you do, one ability check, attack roll, or saving throw of your choice that you make within the next minute gains advantage. Once you use this trait, you can't use it again until you finish a short or long rest.

ROGUE FEATURES

Expertise. At 1st level, your proficiency bonus is doubled for any ability check you make that uses your Perception or Stealth proficiencies.

Sneak Attack. Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves Cant. During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action. Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

EQUIPMENT

Rapier, shortbow & 20 arrows, burglar's pack, two daggers
leather armor, thieves' tools, fine clothes, a signet ring for the royal family of Airran, a scroll of pedigree, a purse containing 25 gp.



NEMO FINAFANTA

Medium humanoid (human)

Armor Class 16 (chain mail)

Hit Points 20 (Hit Dice 2d10)

Speed 30 ft.

STR 16 (+3) **INT** 11 (+0)

DEX 14 (+2) **WIS** 9 (-1)

CON 15 (+2) **CHA** 13 (+1)

Initiative +2

Proficiencies (+2 proficiency bonus)

Saving Throws Str +5, Dex +2, Con +4, Int +0, Wis -1, Cha +1

Skills Animal Handling +1, Athletics +5, Intimidation +1, Perception +1

Armor All, shields.

Weapons Simple, martial.

Tools vehicles (land), triple tetra gaming set

Senses passive Perception 11

Languages Common, Orc

ACTIONS

Attack. You can attack once when you take this action, using the following:

Glaive. *Melee Weapon Attack:* +5 to hit, 10 ft. reach, one target. *Hit:* 1d10 + 3 slashing damage.

Great Sword. *Melee Weapon Attack:* +5 to hit, 5 ft. reach, one target. *Hit:* 2d6 + 3 slashing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 2 hit points.

Action Surge. Take one additional action on top of your regular action.

OPTIONS

Great Weapon Fighting. Fighter feature

NEMO FINAFANTA

2nd level Human Fighter

Nemo was born in a quiet village and dreamed of becoming a hero. His older sister, Katehe, read him epic legends that inspired him to train as a warrior to protect his village. During a long day of training on horseback, he met a half-orc, Moccus, of a nearby orc tribe, the Mórchróioch. From that day, Nemo would often sneak out of the village to spend time with Moccus, sometimes training but more often simply enjoying his company. Then tensions between the village and orc tribe escalated and Nemo was asked to do battle against Moccus's people.

Nemo and Moccus fled together to Preylude where Katehe was already living, planning to start a new life. When they arrived, Nemo joined the city guard but quickly became disillusioned when he was treated poorly. Nemo decided then that if he was going to become a hero of legend, he was going to have to choose his adventures for himself. He founded an adventuring party, recruited Katehe and Moccus, and took his first quest from Clauneck.

BACKGROUND (SOLDIER)

Military Rank. You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Ideal. "I'll make the world a better place."

Bond. "My companions are my responsibility—they lend me their strength and I keep them safe."

Flaw. "I want to be a hero so badly I'm likely to mistake foolishness for courage."

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

EQUIPMENT

Chain mail, glaive, great sword, light crossbow & 20 bolts, dungeoneer's pack, a city guard of Preylude badge, one of Moccus' teeth that Nemo knocked out the first time they sparred, a deck of triple tetra cards, common clothes, belt pouch with 10 gp.



UNIT

Medium humanoid (warforged)

Armor Class 12 (Unarmored)

Hit Points 16 (Hit Dice 2d6)

Speed 30 ft.

STR 13 (+1) **INT** 8 (-1)

DEX 12 (+1) **WIS** 10 (+0)

CON 16 (+3) **CHA** 16 (+3)

Initiative +1

Proficiencies (+2 proficiency bonus)

Damage Resistances poison

Saving Throws Str +1, Dex +1, Con +5, Int +0, Wis -1, Cha +5

Skills Arcana +1, History +1, Insight +2, Intimidation +5,

Investigation +1

Weapons daggers, darts, slings, quarterstaves, light crossbows

Tools tinker's tools

Senses passive Perception 10

Languages Common, Draconic, Gnomish, Modron

ACTIONS

Attack. You can attack once when you take this action, using the following:

Dagger. *Melee Weapon Attack:* +3 to hit, 5 ft. reach, one target. *Hit:* 1d4 + 1 piercing damage.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, 5 ft. reach, one target. *Hit:* 1d6 + 1 bludgeoning damage or 1d8 + 1 bludgeoning damage if wielded in two hands.

Spellcasting. Sorcerer feature

BONUS ACTIONS

Flexible Casting. Sorcerer feature

UNIT

2nd level Warforged Sorcerer

Unit's oldest memories are only a few months old, when Ahnvel repaired and reactivated them. Since that day, Unit has traveled with Ahnvel wherever he goes, partly because Unit feels indebted to the artificer and partly because Unit is concerned they may require ongoing repairs in the future that only Ahnvel's expertise can provide. Unit is intensely curious about their origin and with each passing day grows more interested in discovering the purpose their maker had for them. The only clue Unit has to their past life is a serial number on their right arm, 4b501u73.

When Ahnvel joined Nemo's adventuring party, Unit joined as well. Now that their first mission is taking them deep into the heart of a region that once was home to an advanced civilization, Unit hopes they can discover clues to their past or at least records of others of their kind. In the meantime, Unit looks to their companions for clues about how to behave and act in a strange world they feel out of place in.

BACKGROUND (SAGE)

Researcher. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Ideal. "I should find and fulfill my purpose."

Bond. "I need to discover who created me and why."

Flaw. "I'm more comfortable waiting for direction from another than taking action myself."

WARFORGED TRAITS

Constructed Resilience. You were created to have remarkable fortitude, represented by the following benefits:

- » You have advantage on saving throws against being poisoned, and you have resistance to poison damage.

» You don't need to eat, drink, or breathe.

» You are immune to disease.

» You don't need to sleep, and magic can't put you to sleep.

Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection. Your body has built-in defensive layers, which can be enhanced with armor.

» You gain a +1 to Armor Class.

» You can don only armor with which you have proficiency.

To don armor, you must incorporate it into your body over the course of 1 hour, during which you remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way.

» While you live, your armor can't be removed from your body against your will.

Specialized Design. You gain one skill proficiency (Investigation) and one tool proficiency (tinker's tools) of your choice.

SORCERER FEATURES

Spellcasting. You have three 1st-level spell slots. Charisma is your spellcasting ability modifier for your sorcerer spells. For full details, see the Sorcerer class in the *Player's Handbook*.

Font of Magic. You have 2 sorcery points. You can use a bonus action on your turn and spend 2 sorcery points to make a 1st-level spell slot.

Wild Magic Surge. Whenever you cast a sorcerer spell of 1st level or higher, your DM can have you roll a d20. If the result is 1, roll on the Wild Magic Surge table in the *Player's Handbook* to create a random magical effect.

Tides of Chaos. You can choose to give an attack roll, ability check, or saving throw you make advantage. Once you do, you cannot do so again until you finish a long rest or the DM has you roll a d20 for your Wild Magic Surge feature.

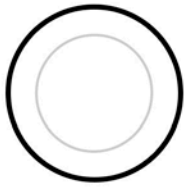
SPELLS KNOWN

Cantrips: *fire bolt, mage hand, mending, shocking grasp*

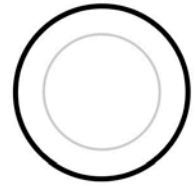
1st-level spells: *chaos bolt^{XGE}, color spray, shield*

EQUIPMENT

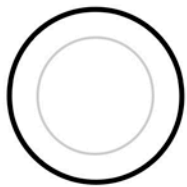
Quarterstaff, orb (arcane focus), explorer's pack, two daggers, a bottle of black ink, a quill, a small knife, an undecoded letter written in a code language that Ahnvel found affixed to Unit by a wax seal, common clothes, belt pouch containing 10 gp



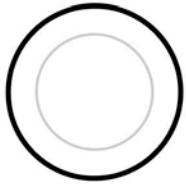
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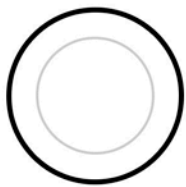
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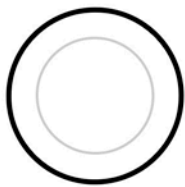
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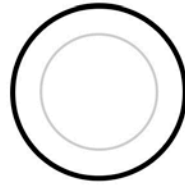
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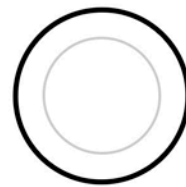
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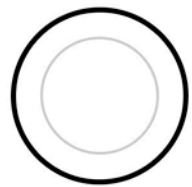
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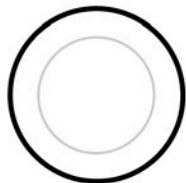
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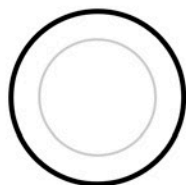
KOBOLD 2



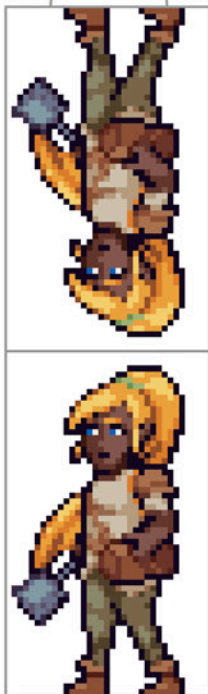
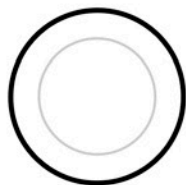
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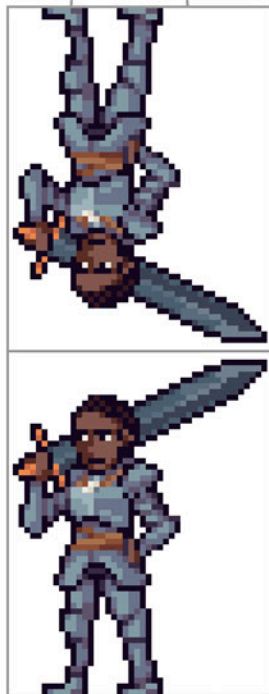
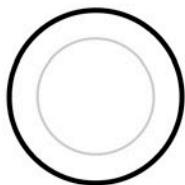
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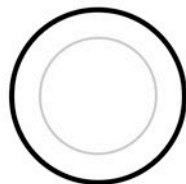
MOCCUS



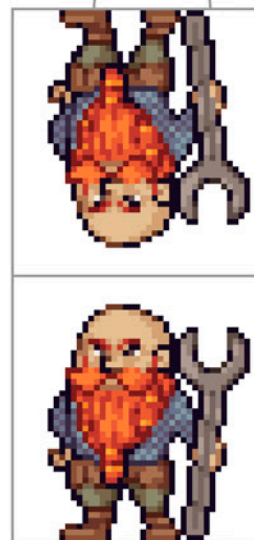
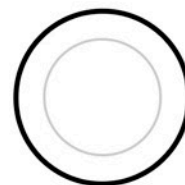
KATEHE



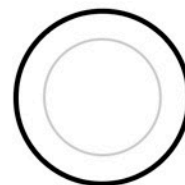
NEMO



UNIT



AHNVEL



NALSA

FADED AUREA DRAGONIS CRYSTALLIA

Crystallia, rare

This translucent pale golden crystallia has a different effect depending on the object it is embedded in.



Accessory. You can cast the dragon's breath ^{☞E} spell targeting yourself without providing material components. When cast through this trait, you must choose fire damage. In addition to the spell's normal effects, you have a flight speed of 30 feet for the duration of the spell. Once you cast the spell with this trait, you cannot do so again until the next dawn.

Armor. You have resistance to fire damage.

Weapon. You can use a bonus action on your turn to cause a magical aura to flare from the weapon for 1 minute. While the aura is flaring, your attacks with this weapon deal an additional 1d4 fire damage. You can use this trait twice, regaining expended all expended uses at the next dawn.

KNAVE CRYSTALLIA

Crystallia, common

This opaque brown with gold specks crystallia has a different effect depending on the object it is embedded in.



Accessory. You can cast the expeditious retreat spell without providing material components. When cast through this trait, the spell does not require concentration and its duration changes to 10 minutes. In addition to the spell's normal effects, you have a climb speed equal to your walking speed and opportunity attacks against you have disadvantage for the duration of the spell. Once you cast the spell with this trait, you cannot do so again until the next dawn.

Armor. You can take a bonus action on each of your turns to take the Dash action.

Weapon. When you hit a creature with a weapon attack you made with advantage, you deal an additional 1d6 damage. Once you deal this additional damage, you can't do so again until the start of your next turn.

KOBENHOLT CRYSTALLIA

Crystallia, uncommon

This opaque grey with brown veins crystallia has a different effect depending on the object it is embedded in.



Accessory. You can cast the enlarge/reduce spell targeting yourself without providing material components. When cast the spell this way, you must choose the reduce option and the spell's duration changes to concentration, up to 1 hour. In addition to the spell's normal effects, you gain darkvision out to a range of 60 feet and have advantage on Dexterity ability checks and saving throws for the duration of the spell. Once you cast the spell with this trait, you cannot do so again until the next dawn.

Armor. You can take a bonus action on each of your turns to take the Disengage action.

Weapon. When you make a weapon attack against a creature and at least one of your allies is within 5 feet and not incapacitated, you can use your reaction to gain advantage on the attack roll.

PATEL GELAT CRYSTALLIA

Crystallia, uncommon

This crystallia is transparent and contains flecks of various unidentifiable materials. It has a different effect depending on the object it is embedded in.



Accessory. You can cast the greater invisibility spell targeting yourself without using material components. In addition to the spell's normal effects, your size increases by one category (from Medium to Large, for example) and while you have a creature grappled it takes 1d12 acid damage at the start of each of its turns. Once you cast the spell with this trait, you cannot do so again until the next dawn.

Armor. You gain a +1 bonus to your AC.

Weapon. You can use a bonus action on your turn to cause a transparent goo to drip from the weapon for 1 minute. While the goo is dripping, your attacks with this weapon deal an additional 1d4 acid damage. You can use this trait twice, regaining expended all expended uses at the next dawn.

SUMMONING PAKHANGBA

If Pakhangba gifts the characters with the ability to summon her, any character can use an action to do so. When she gifts this ability, she has 1 charge. She gains an additional charge, up to a maximum of 5, at each sunrise. Pakhangba must have at least 1 charge to be summoned.

When Pakhangba is summoned, she momentarily appears in an unoccupied space of her summoner's choosing within 60 feet and exhales a blast of righteous fury in a 30-foot cone. Each creature caught in the blast must succeed on a Dexterity saving throw with a DC equal to 8 + the summoner's Charisma modifier +

On a failure, a creature takes 2d8 radiant damage per charge. Pakhangba currently has and is frightened until the end of their next turn. On a success, a creature takes half as much damage and is not frightened.

After Pakhangba is summoned, she loses all charges.



KEEP OF THE KOBOLD QUEEN

