

# SAVE THE QUEEN!

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Accessible Adventure of the Week

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### CONTENT TRIGGER WARNINGS

This adventure includes topics of violence, death, and pets in peril.

# PRIMORDIAL ROYALTY



he queen needs protection, but first, can you avoid being eaten by her?

This adventure is written for a party level 8–9, but the number of enemies can be adjusted for a lower level party, as low as level 4–5.

## BACKGROUND & SYNOPSIS

An elven druid and her pseudodragon sidekick have a tyrannosaurus family as pets, but a band of bugbear bandits want to capture them to help them plunder villages. The party will be asked to help rescue each of them, first as the mother gets captured while out hunting, then when the young one gets captured and hauled to the bugbear camp. The party will ride on the back of the mother to rescue the son, and they will encounter a camp where a bugbear warlock and his party will provide a chaotic challenge and a final revenge.

## DRAMATIS PERSONAE

### CYVRUSS (PSEUDODRAGON SIDEKICK)

*Tiny dragon, neutral good*

**Armor Class** 13 (natural armor)

**Hit Points** 10 (3d4 + 3)

**Speed** 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

**Saving Throws** Dex +4

**Skills** Animal Handling +3, Insight +3, Nature +2, Perception +3, Sleight of Hand +4, Stealth +4, Survival +3

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13

**Languages** understands Common and Draconic but can't speak

**Challenge** 1/4 (50 XP)

**Keen Senses.** The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

**Magic Resistance.** The pseudodragon has advantage on saving throws against spells and other magical effects.

**Limited Telepathy.** The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a language.

**Helpful.** The pseudodragon is adept at giving well-timed assistance; the sidekick can take the Help action as a bonus action.

**Cunning Action.** On each of its turns, the pseudodragon can use a bonus action to take the Dash, Disengage, or Hide action.

### Actions

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

**Sting. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

# KEYRIE HAZELGROVE

## (DRUID)

Medium humanoid (high elf), neutral

**Armor Class** 14 (shield)  
**Hit Points** 13 (2d8 + 4)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	11 (+0)	15 (+2)	12 (+1)

**Skills** Animal Handling +4, Arcana +2, History +2, Nature +2, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Draconic, Druidic, Elvish, Sylvan  
**Challenge** 1/8 (25 XP)

**Spellcasting.** Keyrie is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *poison spray*

1st level (3 slots): *animal friendship*, *beast bond*, *cure wounds*, *snare*

**Wild Shape.** As an action, you can magically assume the shape of a beast that you have seen before twice per short rest.

You can stay in beast shape for 1 hour before reverting back to your normal form (or as a bonus action earlier or if you fall unconscious, drop to 0 hit points, or die). Keyrie's favorite Wild Shape is Dimetrodon.

**Speech of the Woods.** You learn to speak, read, and write Sylvan, and beasts can understand your speech, and you gain the ability to decipher their noises and motions.

**Fey Ancestry.** Keyrie has advantage on saving throws against being charmed, and magic can't put Keyrie to sleep.

**Spirit Totem.** As a bonus action, you can magically summon a spirit to a point you can see within 60 ft. that lasts for 1 minute (or until you're incapacitated). The spirit creates an aura in a 30-ft. radius around that point and can be moved up to 60 ft. as a bonus action. The spirit's aura effect depends on its type:

- **Bear:** 7 temp hp and advantage on STR checks & saves.
- **Hawk:** use your reaction to grant an ally advantage on attack. Advantage on Perception.
- **Unicorn:** Advantage on checks to detect creatures. Heal spells also heal 2 hp to allies.

**Sensory Processing Disorder: Sensory Over-Responsivity.** Severity Degree 2: Moderate (Frequent: Roll 1d20 every morning. The symptom is present all day unless rolling a 19 or 20.)

Keyrie is highly sensitive to sensory input from hearing and touch, feeling overwhelmed by even mild stimuli. This leads Keyrie to avoid those stimuli and can cause others to see Keyrie as aloof or defensive. When encountering an overwhelming stimulus, as long as the stimulus is present, Keyrie must succeed on a DC 8 + (Severity Degree) Constitution check or act only to avoid the stimulus however possible for (Severity Degree) rounds, after which another Constitution check may be attempted. While avoiding, all rolls except the previously mentioned Constitution check are made with disadvantage. Keyrie has a + (Severity Degree) bonus to all Wisdom (Perception) checks involving Keyrie's sensitivities.

- **Auditory:** Keyrie is sensitive to sound, specifically certain auditory patterns such as woodwind and stringed instruments. Any bard spells cast in her presence will require a sensory Constitution check. An auditory barrier like earplugs gives Keyrie advantage on the Constitution check but affects Wisdom (Perception) rolls accordingly. When Keyrie fails the Constitution saving throw, she covers her ears and either tries to get away from the sound or repeats, "No, no, no....," to try to drown it out until the sound stops.
- **Tactile:** Keyrie is sensitive to certain textures, specifically leather, and avoids them.

## Actions

**Scimitar.** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) slashing damage.

## PRINCE (YOUNG TYRANNOSAURUS REX)

Medium beast, unaligned

**Armor Class** 11 (natural armor)  
**Hit Points** 60 (8d8 + 24)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	11 (+0)	8 (-1)

**Skills** Perception +2  
**Senses** passive Perception 12  
**Languages** —  
**Challenge** 2 (450 XP)

### Actions

**Multiattack.** The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

## BIG MOMMA (TYRANNOSAURUS REX)

Huge beast, unaligned

**Armor Class** 13 (natural armor)  
**Hit Points** 136 (13d12 + 52)  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

**Skills** Perception +4  
**Senses** passive Perception 14  
**Languages** —  
**Challenge** 8 (3,900 XP)  
**Proficiency Bonus** +3

### Actions

**Multiattack.** The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

## BUGBEAR CHIEF

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 17 (chain shirt, shield)  
**Hit Points** 65 (10d8 + 20)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

**Skills** Intimidation +2, Stealth +6, Survival +3  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common, Goblin  
**Challenge** 3 (700 XP)  
**Proficiency Bonus** +2

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Heart of Hruggok.** The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

### Actions

**Multiattack.** The bugbear makes two melee attacks.

**Morningstar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 3) piercing damage in melee or 5 (1d6 + 3) piercing damage at range.

## BUGBEAR

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 16 (hide armor, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

**Skills** Stealth +6, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

### Actions

**Morningstar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

## PERDITHAS (WARLOCK, THE FIEND)

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 14 (shield, 17 with mage armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

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

**Skills** Arcana +3, History +3, Intimidation +5, Investigation +3, Stealth +6

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**Improved Pact Weapon.** As an action, you can create a pact weapon in your hand (you choose the form, you're proficient with it, and it counts as magical). You can also transform a magic weapon into your pact weapon by performing a special ritual.

Your pact weapon can be your spellcasting focus, gains a +1 bonus to its attack and damage rolls (unless it already has a magic bonus), and can be a shortbow, longbow, light crossbow, or heavy crossbow.

**Armor of Shadows.** You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

**Agonizing Blast.** When you cast *eldritch blast*, add +3 to the damage it deals on a hit.

**Dark One's Own Luck.** Once per short rest, when you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the roll but before the effects occur.

**Dark One's Blessing.** When you reduce a hostile creature to 0 HP, you gain 9 temp HP.

**Spellcasting.** The bugbear is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The bugbear has the following Warlock spells prepared:

Cantrips (at will): *eldritch blast*, *minor illusion*, *sword burst*

3rd level (2 slots): *counterspell*, *dispel magic*, *enemies abound*, *fear*, *fireball*, *hellish rebuke*, *thunder step*

### Actions

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Morningstar.** *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 4 (1d8) piercing damage.

## BARLGURA

Large fiend (demon), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

**Saving Throws** Dex +5, Con +6

**Skills** Perception +5, Stealth +5

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 15

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Innate Spellcasting.** The bargura's spellcasting ability is Wisdom (spell save DC 13). The bargura can innately cast the following spells, requiring no material components:

2/day each: *disguise self*, *invisibility* (self only)

1/day each: *entangle*, *phantasmal force*

**Reckless.** At the start of its turn, the bargura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

**Running Leap.** The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

### Actions

**Multiattack.** The bargura makes three attacks: one with its bite and two with its fists.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Fist.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

## ADVENTURE HOOKS

While designed for a forest environment, this encounter would work well as a side-quest when a party is traveling through any tropical or warm area. A rampaging T-Rex should get their attention regardless of their other quests and motivations.

## WHERE ARE WE?

This adventure takes place in the woods — nearly any woods, and directions can be decided by the Dungeon Master. First, determine which direction the party was heading before the first encounter. Ahead of them in that same direction is Keyrie's glade, which serves as the base of operations for this adventure. The other two locations are the clearing where the bugbears capture Big Momma, about a mile to the left or right of the original course, and the bugbear camp, which is the opposite direction of that clearing, about two miles, although these distances are somewhat arbitrary and can be adjusted as needed for existing settings.

## BOW TO THE QUEEN

The party hears footsteps rapidly approaching, coming from the direction they were already heading, followed by a female voice yelling in Sylvan or Elvish (or Common, if no party members know either of those), "No! Stop!" The footsteps stop, followed by a loud roar.

Assuming they investigate the sound, they encounter an adult tyrannosaurus in a nearby clearing. If they don't act right away, the tyrannosaurus will threaten but not attack unless attacked. After one round, regardless of the party's chosen action, Keyrie steps into the clearing.

If the party attacked, she will tell them to stop and chastise them: "Hey! Leave her alone! Do you always greet new people with the tip of your sword? I will not tolerate bullies in my glade!" She will fight alongside the tyrannosaurus if necessary, and the pseudodragon will appear and join in a round later. Once the party stops fighting, she will apply *cure wounds* to her allies if wounded.

If the party hasn't attacked, she will chastise the tyrannosaurus: "Hey! What did I tell you about greeting new people? This is not how we make friends!" The dinosaur growls at her, to which she responds, "There's plenty of food in this forest. You only eat people in self-defense!"



Keyrie reacts to the party according to their actions to this point but eventually explains that this is her glade, and she rescued “Big Momma” and her young “Prince,” a young tyrannosaurus, from an angry village after Big Momma ate a few farmers on the outskirts of the village a few months ago. If the party sides with the village, she will defend Big Momma saying, “She’s an apex predator. It’s just her nature! But we’ve talked about how that will not make her life easier or keep Prince safe, but old habits die hard, and she’s a bit nervous around strangers, understandably.”

Big Momma roars at Keyrie, to which she responds, “It hasn’t been that long since you ate, but if you want to go hunt, fine. Prince can stay here.” As Big Momma runs off, Keyrie pulls out a woven basket full of fruit and nuts and says, “I was just preparing some food for myself. The forest gives and gives. Can I offer you some refreshment?” If the party accepts, she quickly mashes berries and mixes in herbs to create a sauce that she pours over a combination of vegetables and nuts, some familiar, and some not, but it smells like basil and tastes delicious. Prince wanders around the camp, sniffing the party members, and Keyrie tells him, “I know you’re hungry, Prince. Always. Momma will be back with food in a little while. Knock it off.”

## SAVE THE QUEEN

Shortly after beginning to eat, anyone in the party with a passive Wisdom (Perception) of 15 or higher hears Big Momma roar in the distance. Keyrie cocks her head to listen. “Something’s not right,” she says. She grabs her scimitar and shield from behind a tree and starts running toward the sound, yelling, “Cyvruss, stay here with Prince.” The roaring continues.

When the party arrives, they find that a party of 10 **bugbears** and a **bugbear chief** have captured Big Momma in a net made from chains and are trying to drag her into a cage on a large cart. They plan to take her to nearby villages and threaten to unleash her on the village if they don’t pay a ransom.

Even without bugbear interference, attempting to free Big Momma from the chain net requires a successful DC 20 Dexterity (Sleight of Hand) check, since she’s upset and thrashing around. Once the encounter is done, Keyrie can calm her and free her easily.

The bugbears have been plotting this for a long time and will not relinquish their prize easily, but if more than five of them are defeated without at least one player party member falling, they will flee.





## RESCUE THE PRINCE

When the party returns to Keyrie's glade, Prince is gone. Cyvruss is hiding in a tree and informs Keyrie that four bugbears came while they were gone and points in the direction where they went. Prince is being held at the bugbear camp, and Big Momma can smell them, allowing the entire party to ride on her back to get there faster.

When the party arrives, the bugbears will be expecting them. The camp has 4 **bugbears**, any that survived the previous encounter, and Perdithas, the **bugbear warlock**.

Since the bugbears will hear Big Momma coming, as soon as the party is within range, they will start by throwing their javelins and then close for melee attacks with their morning stars, focusing their attacks on the humanoids. Keyrie will stay on Big Momma's back, hoping to stay out of range. Perdithas will cast *enemies abound* on Big Momma, hoping she'll attack more enemies than bugbears and then will use his pact weapon, a light crossbow, hoping to avoid taking damage himself. If *enemies abound* fails, Perdithas will attempt to confuse Big Momma by using minor illusion to create the sound of Prince roaring in the opposite direction of the wagon where they have him captured and muzzled. Big Momma will have advantage on the roll to disbelieve the illusion, since she can smell Prince. Perdithas will use his *Staff of Charming* if these other tactics fail. If endangered, Perdithas will try to escape, shouting, "Woe," using *thunder step* and will flee. Prince is in a latched wagon that has an open lock hanging from the latch. The wagon has no windows and is completely enclosed, but anyone looking for him will realize that there's nowhere else he'd be if he's in the camp. If Prince is freed before the end of the combat, he will fight the bugbears.

If the bugbears lose more than two-thirds of their party without taking out at least half of the PCs, including the warlock, they will flee. As long as the warlock remains, they will continue to fight.



## LOOT THE CAMP

Once the party defeats the bugbears, any survivors will flee. If captured and questioned, they simply wanted to use the dinosaurs to extort money and goods from local villages.

If the party searches the abandoned camp, they will recover the following valuables among the food crates, barrels of rainwater and cheap beer, ropes, bedrolls, and other camp utensils:

- 900 cp
- 9000 sp
- 1600 gp
- 130 pp
- *Staff of Charming*

A wooden box of large gems:

- Jade (translucent light green) (100 gp value)
- Amber (transparent watery gold) (100 gp value)
- 2 Garnet (transparent red) (50 gp value each)
- Coral (opaque crimson) (100 gp value)
- *Amulet of Perdition*

This is also an excellent place for a plot hook to the next adventure, finding a note or item mixed in that presents a mystery to be solved or information about someone who's been captured.

## AMULET OF PERDITION

### AMULET, VERY RARE

A fiendish patron, for their own evil reasons, may give this amulet, an onyx circle with a magic circle embossed around the edge and a ruby in the center, to a warlock as a gift, sometimes as a reward, sometimes as an expression of distrust in their competence, sometimes as a punishment, sometimes merely to sow chaos. When the warlock activates it with a command word, it becomes loaded. When anyone touches a loaded amulet, crumbles to dust as it casts the *summon greater demon* spell at fourth level. The demon is not controlled and will attack whomever is closest to it the next round, usually the person who touched the amulet.

## BUGBEAR REVENGE

When Perdithas was defeated, he left the *Amulet of Perdition* in the box of gems, and the word, “Woe,” was the command word to activate it, so whoever finds the box and examines the amulet will be facing a **barlgura**.

## CONCLUSION

Once the dust settles, Keyrie thanks the adventurers for their help and wishes them well. Big Momma walks up to whomever freed Prince from his cage, roars in their face, and licks them.



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Dale Critchley is the owner, lead writer, and chief tea drinker at [Wyrmsworks Publishing](#). He's been playing tabletop role-playing games since 1982 and launched Wyrmsworks Publishing as a hobby in 2001 to share his homebrew resources with the world. In 2021, after seeing the power that a TTRPG group can have to change the lives of the participants for the better, he rededicated Wyrmsworks Publishing to focus on using TTRPGs to intentionally improve the lives of others and turned a hobby into a full time pursuit.

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