

12
suitable for



ESSENTIALS KIT CHROMATIC LAW

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Levels

1-3



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NOTICE

This is a fan-made experience dedicated towards dungeons & dragons, this is remade and similar to Wizards of the Coasts' "Dragons of Icespire Peak," this book (and information regarding it) CANNOT be sold or resold. This is STRICTLY fan material and made for fun. This material cannot (and will not) be sold.

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ALONG THE FIFTH EDITION EURF: DRAAAUKMAR LINE Credit

Please consult PG (PUT A NUMBER HERE) to find the original creators of the rulebook & the Dragons of Icespire peak!

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Ages 12+

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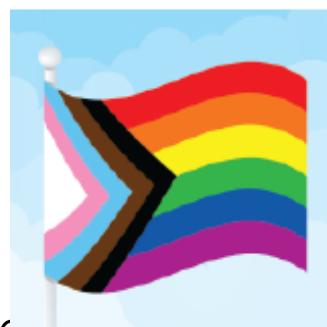
COMPATIBLE WITH D&D 5e ESSENTIALS KIT

Note from drkeefy:

This is a prototype product, which includes design limitations, failures, spelling errors and more. It's a struggle to write these long books. If I want to actually make more than one book, this product may take a second place. If this product is enjoyed, I may actually continue it and make it better.

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THIS PROTOTYPE DOES NOT
CONTAIN AN OVERVIEW
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(COMING SOON!)

Running the Adventure

“Where the adventure begins, and the real world ends...”

Welcome to the “Essentials Kit, CHROMATIC LAW,” Chromatic is a medieval based home-brew d&d 5th edition adventure between level 1-3. This book contains a variety of information that you can use to help you on your journey as a dungeon master, including the complete adventure as well as descriptions for each creature in the adventure. To play this adventure you will need a D&D Essentials kit rule book or a Dungeons & Dragons 5th edition Player’s Handbook. If you are new, I HIGHLY recommend getting a D&D Essentials kit to learn how to play this easily. Please check out my [Patreon](#) if you want to learn more about these AWESOME D&D kits, I made a post about it!

Overview

A D&D adventure is a collection of locations, quests and challenges that inspires you to tell a story. The outcome of that story is determined by the actions and decisions of the adventurers—and of course, the luck of the dice. *CHROMATIC LAW* is played from 1-5 players starting at level 1 to level 3

The adventure is set of a few locations around colonial United States, from Baltimore to DC. In addition, characters are time travelers who need to figure out their way home. And on their journey, they will run into a variety of problem, most notably a Dragon keeping control of the United States, and the only way to get home is to fight the dragon and save the president. The characters will face a variety of monsters and creatures form the Dark Legions. In additions, characters will be first greeted by a Spanish time traveler named Dask, who will give you a loose idea of where to go the only way to even fight the dragon is to pass a bill to crumble it's magic.

Role of the Dungeon Master

The Dungeon Master (also called “the DM”) has a special role in the D&D game.

The DM is a referee.

When it's not clear what ought to happen next, the DM decides how to apply the rules and keep the story going.

The DM is a storyteller.

The DM sets the pace of the story and presents the various challenges and encounters that the players must overcome. The DM is the players' interface to the D&D world, as well as the one who reads (and sometimes also writes) the adventure and describes what happens in response to the characters' actions.

The DM is a roleplayer.

The DM plays the monsters and villains in the adventure, choosing their actions and rolling dice for their attacks. The DM also plays the parts of all the other characters who the adventurers meet, including helpful ones.

The most important thing to remember about being a good DM is that the rules are a tool to help you and the players have fun. The rules aren't in charge. You're the DM—you're in charge of the game.

Choosing a Dungeon Master

Who should be the DM for your gaming group? Whoever wants to be! The person who has the most drive to pull a group together and start up a game often ends up being the DM by

default, but that doesn't have to be the case.

DM Tips

As the DM, you are the final authority when it comes to rules questions or disputes during the game. Here are some guidelines to help you arbitrate issues as they arise.

When in doubt, make it up. It's better to keep the game moving than to get bogged down in the rules.

Embrace the shared story. D&D is about telling a story as a group, so let the players contribute to the outcome through the words and deeds of their characters. If some players are reluctant to speak up, remember to ask them what their characters are doing.

It's not a competition. The DM isn't competing against the player characters. Your job is to referee the rules, run monsters, and keep the story moving.

Be consistent and fair. If you decide that a rule works a certain way, make sure it works that way the next time it comes into play. Treat the rules and your players in a fair, impartial manner. **Modify the adventure to suit your tastes.** The adventure has no prescribed outcome. You can alter any encounter to make it more interesting and fun for your particular group of players.

Keep a notepad and some graph paper handy. Use the notepad to keep track of details such as the characters' marching order. Graph paper will be helpful if you need to draw a quick map for your players.

Improvising ability Checks

The adventure often tells you what ability checks characters might try in a certain situation, and the Difficulty Class (DC) of those checks. Sometimes characters try things that the adventure can't possibly anticipate. You decide whether their attempts are successful.

Ability checks only come into play if there's a genuine chance of succeeding or failing at the task. If it seems like anyone should have an easy time doing it, don't ask for an ability check. Just tell the

player what happens. Conversely, if there's no way anyone could accomplish the task, just tell the player it doesn't work.

If and when you decide that an ability check is required, ask yourself these questions:

What Kind of Ability Check? Use the descriptions of the ability scores and their associated skills in the rulebook to help you decide what kind of ability check to use.

How Hard Is It? Decide whether the task's difficulty is easy, moderate, or hard, and use the appropriate DC.

DC 10 (Easy). An easy task requires a minimal level of competence or a modicum of luck to accomplish.

DC 15 (Moderate). A moderate task requires a higher level of competence to accomplish. A character with natural aptitude and specialized training can accomplish a moderate task more often than not.

DC 20 (Hard). Hard tasks include things beyond the capabilities of most people without aid or exceptional

Other Components

The box containing this adventure includes components to help you as a dungeon master!

Combat step by step cards. The box contains a variety of step-by-step cards identical to the combat step-by-step in the rulebook!

Condition Cards. These cards describe the various conditions that

can affect creatures in game. A player whose character is suffering from a condition can keep the card as a reminder, giving it back to you when the condition ends

Initiative Cards. After each group of monsters and the players involved in a combat roll initiative, distribute these cards among the combat participants, from the highest to lowest initiative count. For example, whoever rolls the highest initiative, gets the "1" card and acts first, whoever rolls the second highest gets the "2" card, and so on! Keep the numbered cards for the creatures you're running.

Magic Charm Cards. This card describes a special charm(See Asta's Mansion) Give the card to the player whose character receives the charm. Collect the card when the charm ends for that character.

Magic Item Cards. When the characters acquire a magic item, give the player the card for that item. Let the player whose character has the item keep the card for reference until the item is expended or no longer in the character's possession.

Sidekick Cards. If you're running the game for a single player, give the player these cards and let them choose a sidekick. The sidekick's corresponding stat block can be found in the rulebook. If the sidekick dies, collect the card; the player can't choose that sidekick again.

The Timeloop

In our story we're facing a threat known as the Timeloop.

The Timeloop is something that the entirety of this story's multiverse is facing. It makes strong magic volatile. The story is based around our characters time-traveling but failing to make it into this world. (Consult Character options, to see what world you come from and your story hooks). The characters are traveling with Captain Dask, A Spanish time traveler.

The Timeloop is caused by the Dark Legions, a group of intense and powerful monsters and monstrous lords. The Dark Legions is a spread of lords across the entire multiverse, and each Lord across each universe has a Timecube.

In the result of the Timeloop, the worlds are fractured, and the Dark Legion has taken control of this world, Eurf, and the characters are required to find their way through this world to be able to get this universe's Timecube, but the question is... where is the dragon to get the cube?

The Backwater of Colonial United States

The world of Eurf(my adaptation of Dungeons & Dragons, colonial Earth), is one of high fantasy, wondering with elves, dwarves, halflings, humans, and other folks. In this intense land, governments struggle to assemble. In this world, we're fighting to assemble laws We'll see a variety of locations and stories, but we're focused on the country, the United States

United States

The United States is in it's early stage, but as it began to develop both facing threats from Great Britain, and the threat of the time loop. However this isn't it's a one-for-one of real life US. There is a lot of differences and similarities. For example, the DC map isn't in there, due to the project limitations, and neither is Baltimore.

When the characters begin, they'll be greeted by a first friendly face, a Spanish time-traveler named "Dask," who will help them make their way towards

But in this world, you'll have a few locations.

SS Mi Amor. You're first location is traveling on the Skyship through the Limbo

sea, where you'll be briefly, before ending up inside of, before crash landing outside of Baltimore.

Baltimore. The city of Baltimore is a ghost town. The only place where people are even at is the Golden Talon Tavern, as Baltimore just became a stepping stone in the fight for DC.

The Road to DC. The road to DC is long and treacherous, and it's filled with a variety of factions, the Whispering Willows Bandits, and Goblins! The players will be attacked by a goblin group, and they will escape to a goblin camp.

Asta's Mansion. After the characters are at the goblin camp, a glitched time loop portal appears and teleports them to a pocket dimension that opens to Asia's Mansion, an old dying soldier, complete with a decaying hose and ghouls. But he's powerfully magic.

DC. DC is under fire and attack by the Dark Legions, bandits, goblins, and most of all, it's lost government, and they have to find the senate, so they can construct a law to save the world.

The Cultists Hideout. Characters learn after going through DC, through the clue's the senate left to go find a cultist hangout where they can get out of there.

The Suburbs While inside of the Cultist hangout, the Senate runs to go get the law, however as they are there, a horde of orcs comes to attack them. The senate informs the characters they must run. And once they do, they go through the suburbs.

Old Elk's Lodge The orcs guides them in an attack, and they manage to escape towards the "Old Elk's Lodge," which has been turned into a bandit hangout, shop, and fort. While, they are bandits, they are called the "Whispering Willow Gang," and are not in fact correlated towards the bandits attacking DC.

The White House The characters will make their way towards the Whitehouse, finding it in ruins, with a group of scared guards and the president, and as they're just about to get the president to sign the bill, the Young White Dragon attacks, Draaukmar.

First Session: Character Creation

The first session is crucial, because people need to design their character. As the original D&D, Dragons of Icespire peak and myself recommends, you should take the first session of design and create your character with the group of players, or the single player you've invited. Below you'll see how to generate a few character options, how to run the adventure for multiple people (1-5) or one person!

Character Options

The first selection that you need to make is for your characters to help them through this journey. Usually you'll be using the Essentials Rulebook for character generation options, but you can also use the Player's Handbook (but you WILL need a D&D Fifth Edition Dungeon Master's Handbook). You'll first in the D&D world of Eurf, realize that everyone is an adventurer and time traveler. You have a few questions to ask your players.

Where are you from? Where is your home planet? That should be your first question. What is your past? A lot of people on the Limbo sea have no other choice, others are in search of something. But the real question is where you came from?

Why are you here? The next question to ask is why are the players here? Why are they traveling with Dask on their way to a new world? Ask your characters why they're on this ship. Keep in mind, Dask is a merchant and skyship adventurer, he can

take anyone anywhere. If you're lost, roll a **D6** to picket an option for why you're here!

1	"You're traveling for family. You've been lost in the Tirmeloop for a while, and you want to go home and find your family."
2	"Dask is an old friend from younger years, and you decided to join him part time on his ship. He needed an extra..."
3	"Your world was destroyed. Your home world was destroyed so Dask was your way to a..."
4	"You're an adventurer seeker, you want to go on a new adventure, Dask promised a new journey so you..."
5	"You're an adrenaline junkie..."

Other character options. You should also ask the characters about their other character options including backgrounds, races, and classes.

Once you've asked these core questions, you'll need to figure out if you're running for multiple players or one players.

Running for multiple players

The easiest way to run for two or more players, is scratch the questions mentioned before for why you're going there, and each of you know each other and are ready to go! The characters might be both using one of the pre existing hooks, or you could be friends and brothers of Dask. Or perhaps

you're both just looking for something with him.

Running for one player

Running for one player is a little bit trickier. During your first season, you should get the player to run a sidekick. While not necessary, I HIGHLY recommend it, as it's an extremely dangerous adventure without them. If you feel as though a sidekick wasn't needed to begin with, or is no longer need them, kill them or remove them.

(I would recommend two sidekicks, but one will always do!)

Running Sidekicks

A player can run the sidekick, or you could run them yourself. Ensure your character knows the roles and limitations of a side kick

- Sidekicks are stalwart companions that can provide help and assistance in and out of combat, including things such as setting up camp or carrying gear

- Ideally, a sidekick's abilities and component should complement a player. For example, a spell caster makes a good sidekick for a fighter or rogue

The Adventure Begins

Dask is a Bandit, so please consult the creature manual, at the end, to see his statistics. In addition, he's Spanish, but feel free to add your own accent or way he speaks.

**“Hola Mi amigas,”
Dask Said, the
Spanish time
traveler who aided your
journey throughout the
Limbo sea. You were**

grouped together in a Skyship sloop, in the Captain's cabin, as the underbelly was used for storage. Inside was just your beds, and a table, which you all sat at, a window sat near you, looking into the purple-ish haze that was the limbo sea. “Hey I never did ask y'all's name Who might mi amigas be?” He said with a laugh

At this time, the characters should introduce each of their characters, ask them information like.

- What's your name?**
- Where are you from**
- What's your class & race?**
- Why are you traveling in the Limbo sea?**

Once you've asked all of that, read.

“As he finished asking you questions he smiled and said “You might not know but across the multiverse recently was the “TimeLoop,” it's something that's causing portals and dismay throughout the whole galaxy. But we should be sailing far aw- Mierda!!” He

stumbled and fell, as the whole ship began to rattle. Grabbing his scimitar, he rushed out and you began to follow. A purple rocky sky began to look above you, like a haze of purple, blue, and tan colors, like a sea of brains. But the view wasn't what you should have focused on. A dark murky blue portal opened ahead of you, swirling an

buzzing with intensities, the sensors and buzzers on the ship began to go off. Dask immediately ran towards the front of the Skysloop, and began to drag on the mechanical wheel, you watched as the screen showed you entering a new strange looking planet, and red errors popping up. Immediately the Skysloop began to keel as he pulled up, fire blazing around the ship, sadly he couldn't pull out of the portal. You saw a murky ocean, meeting a soft sandy beach leading

into a grassy land, leading onto a road towards a walled city, which you were heading straight for! Immediately, he began to maneuver the ship, yanking the wheel a full three hundred and sixty degrees, "we're going down!" He yelled! With a load ripping sound the front half of the ship landed into the sandy beach, skewing against the dirt, you all were thrown forward, and fell onto the dirty beach. Looking back, the cabin was smashed in pieces. You hear Dask groan underneath the wheel which had crashed onto of him.

Baltimore

"It's quiet.. Too quiet."

“ As you made you’re way towards the city just down the road you began to notice more about it. It was a walled city, with guard towers, slanting towards an arched gate. But the interesting thing was the gate was wide open, and not a

soul was in the guard tower or the gate. In addition, there were trenches lining outsides of the wall, and a variety of spiked barricades. But even those were unmanned. It was eerily silent You could see further down on the gate that there was a map!. The map had a bunch of locations like a “Church,” and “Fortress,” all with X’s over them. There was one location that wasn’t crossed out, which read “The Golden Talon Tavern.” A big billboard sign on the stone city walls said, “Welcome to Baltimore.”

As said, Baltimore is a dangerous and destroyed city. Here's a little FAQ about what happened here and here characters can go:

- The dragon, Draaukmar's army had faced the United States Army and had lost, the orcs, and goblin mixed army will come back later to finish the job where a group of final survivors are gathered up at the Golden Talon tavern. (See **Location Overview**)
- Baltimore's bodies were taken by the Draaukmar's army to feed

Draaukmar, and they stole the weapons for no resupply ability.

- If you're struggling with your players going anywhere outside of the tavern, inform them that the remainder of the city is in total ruin, and there's nothing else to find

Location Overview

Nothing interesting is to date about the outside of the Golden Talon tavern, except a golden dragon sign, and the letters in a wooden tile. Once the characters enter, read:

“Suspiciously armed you made your way inside. It was a simplistic pub. Surrounding the entire front wall, left and right wall. Against the back wall was a makeshift kitchen, bar counter and a shelf of drinks, and brews, but some were taken. Nearby in a left pub was two young men with spears cuddling, they looked at each other with a look of fear and despair. They were wearing these basic chainmail shirts, and helmets, and spears were laid on the table near them. At the bar, were another two young men, one with a spear, drinking ale. And nearby was a burly old man, armed to the teeth, with a short sword, longsword, crossbow, and armor, put down his drink, and started walking towards you. Hew was ruff and had a long

gash in his side, and a cut on his face, a black beard, and an intense pale color. He looked you up and down. “I’m guessing you’re not reinforcements?”

The man is a **Elven Veteran** named Ran, and the other people in the taverns are **Gaurds(4)**, the two cuddling are a couple named Mio and Daz. The two drinking are Drake and Kline. They are all suffering from **1d4-1 HP** loss. Ran in addition is suffering from **1d12+3 HP** in addition to that. In addition, Kline doesn't have a spear, and Ran has ONLY **1d4** Bolts for his crossbow. You can engage conversation with Ran as follows

- His personality is a sense of sad and sorrowful, yet grim and determined.
- He approaches the party and wants to know why they're here.
- Ran and the others are the remainder of Baltimore's First Guard.
- He explains that the rest of the army was dead or gone, with anyone left supporting Abe in the fight for DC
- When asked for who Abe is, he says that he's the president of the United States.
- If the characters ask what the United States is, he questions where they are from and with a **DC 10 Charisma(Persuasion or Deception) Check** Ran will give them the answer that “The Untied States is a nation struggling to survive. One day we were thriving, the next we were fighting a dragon and a whole army. They came from nowhere.
- He explains that a dragon named Draaukmar and an army of monsters like orcs, and goblins came and destroyed his city.

- “Originally Draaukmar had went for New York, another city up north, but now... he's coming for DC.”
- He explains how the United States was based on law, and somehow nothing would damage the dragon, and that there was some sort of magic that made it impossible to harm it
- “All I know is President Abe told us that if we signed a new magic bill into a law we could save the US, sounds crazy, but the US was always a lawful country. The bills we've always signed were very magical.”
- He mentions that he cannot leave Baltimore until reinforcements arrive, as he's waiting on them. He highly encourages the characters to leave. But with a **DC 20 Charisma(Persuasion)** check the characters can convince Ran to join the party.
- Ran offers to draw a map where to DC, regardless of the check, and if they fail, asks to find the president and get reinforcement
- He warns before they leave they leave that the army isn't any ordinary monster, and they're highly trained and intelligent.
- Once all conversation is done, Ran hollers at his team, and they all (in total) offer up 1d6-1 CP, 1 Healing Potion, and Mio & Daz give them a bag of their grandma's cookie, and while Drake tries to give them a beer, Kline slaps his hand.
- Ran offers them to stay the night if they need, but he warns they should leave in the morning.
- If the characters don't leave in the morning, they will be forced out by the group of guards and veteran.

What to do if Ran joins the party?

If Ran joins the party, and isn't healed or his wounds aren't sealed, ensure that he takes **1d4 HP** damage every four hours. He offers his services and pledges, “If I only live long enough to kill some of that draconic scumbag's watched minions, I'll do so.”

If you do allow for Ran to join the party, play him, and just remember, he's thoughtful, and quiet, but talks a lot when he's scared.

If Ran does join the party, he also tells his guards to make their way towards DC, and he tells the party they will stay one night to see if reinforcements will come. However, they do not.

Where to next?

Once Ran gives them the map, they can figure out that the road to DC is the only path to go!

to be Surprised. If the characters are surprised, they can't take an action on their first turn of the combat, and can't take a reaction until the turn ends.

5 Goblins are on the prowl, 4 are on the left cliff, and the other one is on the right cliff. The goblins, like Ran had mentioned, aren't dumb. They're extremely clever; they will target healers and magic users, and will not get into melee combat unless necessary. However, they each only have **1d4-1** arrows, due to prior combat.

The one goblin on the left is named Gruub, after at least two Goblins are dead, he speaks in Goblinoid and tells them to run to the Camp, which the characters can easily follow.

Gruub in addition has a **+1 shortsword**, and a **sending stone**. (If the characters kill him, give them the cards, once they acquire and identify the items.) The Sending stone leads to Giak (Read **1.2 Goblin Camp**). In addition, they taunt the players in Goblinoid. If the characters manage to kill the goblins before they can get to the camp, make Gruub have a map leading along the path..

If Gruub and his crew manages to escape, make him appear in **1.2 Goblin Camp** and if he runs or is close to death he will use his sending stone to contact Giak. If he contacts Giak, there will be 2 extra **goblins** in **1.2 Goblin Camp**.

"We walk a lonely road!"

The Journey

“The Road to DC was a cobblestone path, according to Ran it would be a while of walking. You Made your way throughout the paths. It was about the first day, when you came upon a group of cliffs surrounding the path, and it was eerily quiet. Then you heard footsteps.

The characters should roll a **DC 15**
Wisdom(Perception) Surprise check

Goblin Camp

(Again sorry for the poor quality map!)

The Goblin camp is booby trapped to the only entrance, and the forest surrounding the camp is highly throned and the characters must either make a **DC 15 Strength(Athletics)** or a **DC 15 Dexterity(Acrobatcs)** check to get through, and through every attempt they will take **1d6 piercing damage** And if they do, the goblins in area **I.2** will be surprised.

I.1 The Trap

“As you made your way through the shrubbery, you found your way into an opening in the forestry..”

The characters must make a **DC 10 Wisdom(Perception)** check, to discover if they can make their way through the trap, if not they take **1d10 piercing** damage, and are **restrained**

Once the characters escape, read **I.2**

I.2

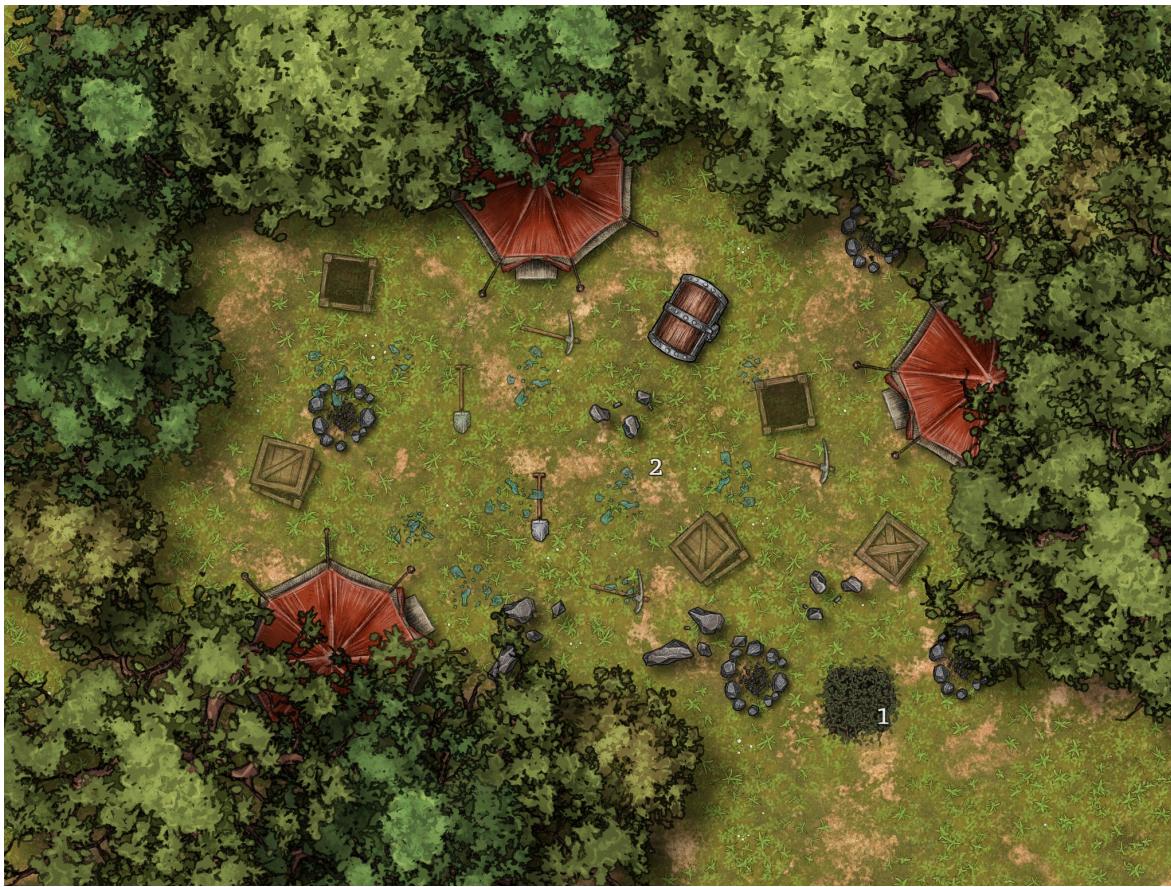
“The opening in the forest, had a variety of ruins, a burnt out campfire, what appeared to be a chest with a padlock, two shovels, and a few crates. In a few places was a few goblin tents. And as you made your way in there, a handful of them snarled and walked out the tents, one of them that looked bigger and meaner, came out laughing in a light sneering tone, but it was strangely comical as he wore a wizard’s hat while he did so. That comic gag changed when his hand started to blaze.”

There are four **Goblins**, and one **Goblin Boss**. The **Goblin Boss**, Giak, has **Hat of Wizardry** and a **sending stone** linked to Gruub's(Once the characters kill him, give them the card if they acquire and identify it).

Giak's Wizards hat is complete with the spell **Firebolt** hence the blazing hand.

If Gruub has managed to escape him and whatever goblins escape will be here, and, and if he has alerted Giak to the sending stone, **2 Goblin** these goblins will rush back 2 rounds into combat, and they use also make the check for the trap, as they panic to make their way here,

Again besides the two coming goblins, these goblins are smart. They will attack healers and magic users The two of the goblins will try to keep their distance and fight, while Giak and the other two will circle the party and fight



If Ran is in the party, he will get enraged, give him advantage to **Strength Check** and **Attack Rolls**. He immediately goes for the Goblin Boss.

Tip: If you have a feeling that this battle is getting a bit hard for the players, as it's a variety of goblins, feel free to make the guards from Baltimore come back and aide them, even though they might be a day's ahead.

Treasure

In addition to having the **Hat of Wizardry**, Giak has a key to a nearby chest which contains **1d8+1 CP**, **1d6 SP**, **1d4-1 GP**, and **1d4 Healing Potions**. If Ran is with the party, he snatches one of the healing potions and downs them!

The Portal

Once the characters finish finding the loot and killing the goblins read:

(At this time, Ran, and the guards, if here, will not come through the portal)

“As you finished off the loot and goblins, you feel the ground rumble below you, and in the middle of the Goblin Camp stumbled upon a mirky purple brainwave portal to the Limbo Sea, or who knows where. Strangely, you couldn’t control

yourself, and dove into the portal without regard.

Once the characters make their way into the portal move into **Asia's Mansion!**

Level Up!

At this point, the characters will advance to level 2!

Asta's Mansion

"I'm lost my dear friend. And I'm just barely clinging onto life.."

Arrival

“As you jumped yourself into the portal you made your way into a whole new location. Wherever you were wasn't familiar. You were in front of a mansion up on a cliff, with not much else in sight. The mansion was surrounded by cliffs and these strange almost dead bushes. Still again you felt...strangely drawn towards the mansion

The characters can do a **DC 15 Intelligence(History)** check to identify that they are still within the United States! In addition, they can do a **DC 10 Wisdom(Perception)** check to find out that this building has been attacked

Locations

Below are the locations inside and outside of Asta's mansion!

2.1

Read the following once the characters make their way towards the mansion.

“As you made your way up into the mansion. The mansion looked like two L's with their bottoms touching, with a fat square end on the first L. You could see a destroyed outside wall on one of the L's, complete with a variety of broken glass and rubble from what appears to used to be a window. Nearby was a staircase leading up to a porch, but strangely enough there were two windows on the second L, and one was lit up, while the other was not, with a door wide open.

Characters can do an **DC 10 Intelligence(Investigation)** check to discover slight bloodstains leading up towards the stair case, and a shoe lodged underneath the porch.

There is no way to get inside of the mansion through the rubble, so the characters will require to go through the door.

2.2

"Stepping over the broken glass inside of the door was a lit fireplace and chimney, burning brightly, which was...strange, in the middle was a table with broken glass and bottles, stools were scattered about as though someone was attacked. Along the left wall was an intense munching and groaning sound. It gave you an uncomfortable frightful feeling."

With a DC 15 Intelligence(Investigation check, the characters can discover a ghoul nail lodged in a broken cup. They can also find a **Dread Helm** inside of the fireplace. Once they acquire and identify the dread helm, give them the card!

The door with the moaning and groaning leads to area 2.3

2.3

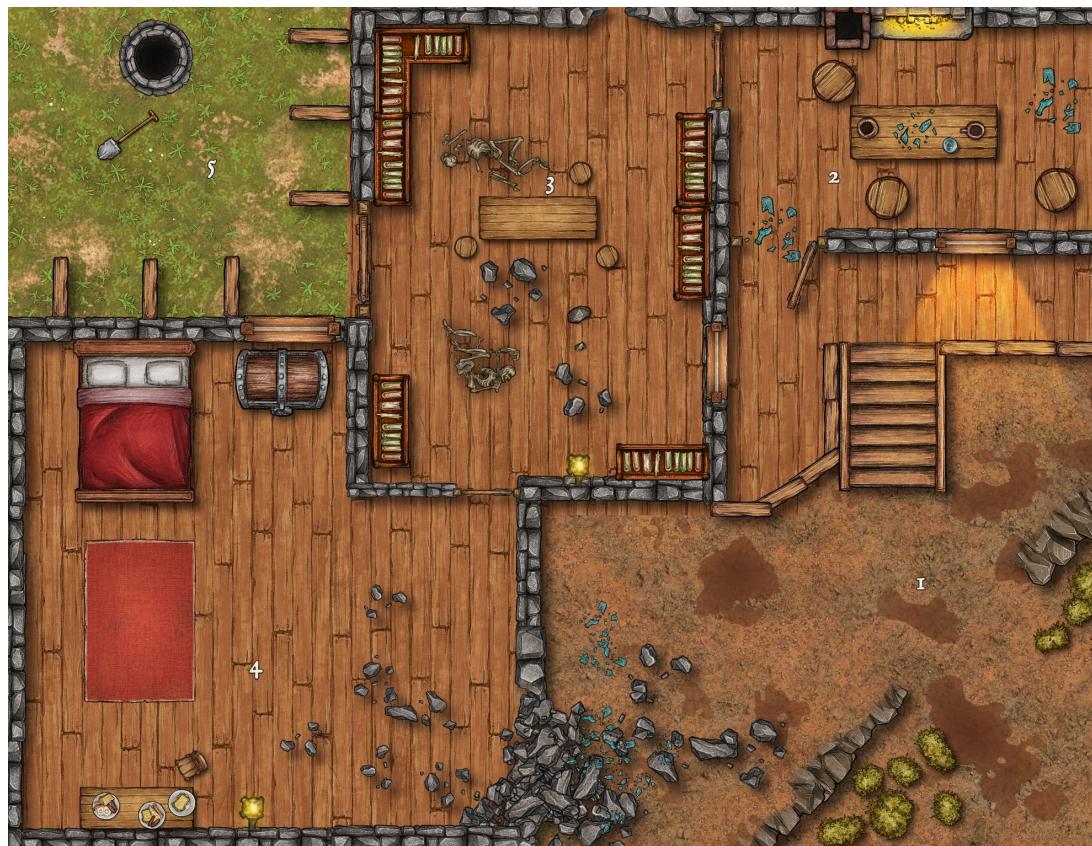
"As you made your way through the uncomfortable door it lead into a library, with books scattered on the floor, in the middle was a table. Far across the table, length wise was a door with a torch next to it, the other one across width wise was a door lined with book shelves.

Standing looking you felt a cold breeze on your left, turning over to see a

whole in the wall. But that wasn't the biggest of your concern, in the middle of the room, were two corpses, lying on either side of, they were mangled bones with some flesh still clinging on them, but these three monstrous ghouls, with pale skin, red eyes, and long tongues, licked their lips, and reeled their claws, and stopped eating once they realized you were here. One of them had a mangled, almost intensely shiny chainmail armor.

There were **3 Ghouls** that will try and attack the characters. One of them is complete with a **Mithral Chain mail** on. It will take a **DC 20 Wisdom(Survival)** check to both pry the fur and the chain mail off the Ghoul. Once they do that, and identify it they will gain the card.

The door with the bookshelves leads to Area 5 and is locked and takes a **DC 25 Thief's Tool** check to open. The other door leads to area 4



2.4

"As you make you're way through the door you see a frantic man decked in armor an weaponry packing into a backpack. Nearby was a bed and chest, with clothes scattered about, even across the rug in front of the bed. Above the chest was a window leading out. Against the fair wall was a table, and chair where the man had un-eat breakfast, hanging up on the wall was a strange sword with a hilt in the shape of a dragon with a bright red ruby in it! As the man moved around he coughed, and finally splattered blood on his breakfast, he whipped around hearing you. "W-Who are you? You must be the cultists. Arm thine selves" Grabbing the shortsword at his belt.

The **Veteran** is named Asta Manvaor, and he doesn't quite recall why he was here. He's dealt with a total of **1d12+3 HP** damage. He coughs blood sporadically, but is ready and agile to fight. A character must complete either a **DC 8 Charisma(Persuasion)** check or a **DC 20 Charisma(Intimidation)** check to make him calm down, which he sits at his desk and talks to the characters, he can offer the following information

- His name is Asta Manvaor
- Asta plays
- He doesn't know where he's at, all he remembers was fighting with a group of soldiers, and now ended up here.
- He knows that Draauakmar's Army has a variety of Cultists, Orcs and Goblins that had attacked the Senate and President Abe.
- He had been living here for a while, and made his way home, where he found it had been attacked.

- He also knows that Abe Lincoln was on his way to the Whitehouse to sign a bill. He explains as follows "Back in the old days, the Constitution was the foundation for this great nation, yet little I know of it, it twas the guide for our future. And in many ways it was magical, perfection. But perfection can always be outdated. So our founders invented a way for us to make something new out of our obsolete, through fifty constitution, the amendment process. Most everyday can propose a new way of life, or improve on an existing one, and our congressmen will get them to the president, and then our president can sign it into action. Alas, my dear friends, our nation, and Abe himself needs you to sig these laws."
- He eventually admits something, "Look, I think the senate might not have crafted the law
- He had a few of his remaining soldiers in the library
- He hasn't the slightest clue why the ghouls had taken residence, and says it must have been recent. And his tone gets grim when he's told of the bodies.
- He says that on the wall is a "Dragon Slayer," sword. He doesn't remember how he got it, but he offers it in the characters, laughing, saying "I'm in no shape to use it." Other than that, he hasn't got much else to offer
- He refuses to come with them no matter what they say, but offers his horses out back in area **2.5** to get them to DC

2.5

in 2.5 there's nothing but a **6 Riding Horses** Once the characters hop on the horse and are ready to go, go onto the "Arrival," section of "DC Under Fire."

DC under fire

"A nation, lost and confused."

Arrival

“Riding along the horses, eventually coming to a DC... But what you saw was horrifying. Houses for miles were on fire, fire blazing with an intense pink and red gaze. Houses crumbled and croaked. The river along the city was filled with bodies, and a murky red, their lifeless eyes staring upon you. Leading the river up, upon horseback, you lead towards the bridge, where you see a group of US soldiers fighting against another duo of humans. Bodies and a variety of supplies laid strewn about the bridge leading up to the fight. Further down was a watch tower, lighting a beacon, signaling for help.

Immediately go into area 3.1

Locations

Below are the locations for the city, that your players can go and explore!

3.1 The Bridge

6 Guard are fighting against a Veteran bandit and a bandit. The Bandit has a Lute of Illusion on its back, and the Veteran has an Immovable Rod

Two of the gaurds are Frightened and the other four have 1d4-1 HP damage. The two that aren't frightened are fighting valiantly. The characters can do a DC 15 Charisma(Persuasion or Intimidation or Deception) check too make the other two fight. The bandit plays offense, by shooting arrows and narrowly avoiding combat he travels about for a variety of cover, behind multiple structures, providing disadvantage on attacks unless the characters are within 10 feet of him. In addition he has Boots of Elvenkind. The Veteran plays close quarters, dual wielding his shortsword an longsword, with full intentions to kill and maim these guard.

After taking care of the Veteran and bandit, the guards will inform the characters they must get to the watch tower as it's under attack, and they must go get save it, it's one of the few entry level rally points to the city, besides the river.

3.2 The Watch Tower

“As you rushed towards the Watch tower, you found a massive beast towering near it, an Ogre, standing with a greataxe, roaring at the tower, slamming into it, shaking it entirely. The steel supports could barely stand. Sixty feet up, you could see the tower's light, where a fight was going. But near the base was a bunch of bodies. Good men. But! Near the door was a guard, grasping onto life, coated in dirt and blood, waving his hand for help.

The **guard** is the only remainder of life on the base level, and he is at **1 HP** and is unable to provide support. If the other guards from the bridge survived, they will aide the players in fighting the ogre.

Here's some tips for playing the ogre:

- He's big, so keep that into account, use his weight to your advantage
- If the encounter is too difficult, you can always make him crash into something and take damage, somewhere between **2d12 Bludgeoning damage** will do great!

Once inside, there will be a spiraling staircase the characters can make their way up, once they do:

“As you made your way atop the watch tower, you find a group of bandits attacking a group of guards, with sword duels, the guards defending the blows with their spears. A trained blood hawk was harassing the guards from behind. nearby a duo of goblins looked confused, and behind you dust popped and a cloaked man ran forward towards your left at the bandits. The goblins, shocked immediately ran towards him! A

halflingknight nearby was breathing , heavily and laid down nearby against a wall

There's a group of **6 bandits** fighting **4 Guards** one of these bandits has a trained **Blood Hawk**. All the while a group of **two goblins** were fighting a **Assassin**. In addition, there's a knight nearby, Colonel James whose struggling with his asthma, and a **1d12 HP** of injury. Colonel James won't be much use, he's **incapacitated**

The Assassin, Guards, and Knight are friendly, and they're focusing on the humans, however the goblins will intercept and sneak from behind if the characters do not aide. The assassin's name is Kiko, and he fights diligently targeting creatures that are focused on nearly killing people

After the fight, one of the guards will give Colonel James an inhaler, and he can offer some of the following information

- “I don't know what happened. One moment, it was a normal day, and then the next, the Dragon burnt the entirety of our city.” He sobs and tries to muster himself
- “We've lost a whole army to those scumbags. I don't know what to do,

we've got maybe 5 thousand soldiers left in the city."

- "I know that the president told us to hold out, so we could get the senate to pass the bill."
- "We were told to hold the gate. We tried our best, but they got through."
- "We don't know where the senate went to go, but they're not at the White House."
- "I would recommend going to the Siege Camp, the George Washington Monument and the ruined centre. One of those places will probably give you some clues."
- "The road will lead up to all of those places."

Colonel James has more to offer in material value than he does information. He can offer the characters a **Potion of Invulnerability**, A **Potion of Superior Healing**, a **Potion of Water breathing**, 2 **healing potions**, 1d4 CP, and **Dust of Disappearance**. He wraps it all up in a bandana and Kiko smiles and flashes her legs, and says "Good luck and godsend."

Colonel James offers and highly recommends that characters stay the night before going in the morning. In this time, take a break, or end session as characters update their level.

Once characters are ready, move onto the **3.3 The Siege Camp**.

Level Up!

The characters after this encounter would level up to level 3

3.3 The Siege Camp

“ Making your way up towards the road, you ended up to a camp.. But this was not a friendly camp. Throughout the city were a variety of Siege Camps. They were waiting on the Dragon. This siege camp in particular was made out of a courtyard, there was staircases on all four sides leading down, with a tower in the left upper corner, facing away from you. There was a variety of shrubbery and rubble giving you cover. In addition, there was a flatten building covering the East side of the staircase. The tower was empty,

but the large pillars in the other three corners were where you saw a few bandits, and four goblins on lookout, within the camp was a table where some more bandits were playing cards. Nearby was 3 tied up guards. The bandits and goblins hadn't noticed you yet.

The characters have the option to either use stealth or charge head in. If characters make **DC 15 Dexterity(Stealth)** check, and succeed they are able to go and get advantage on the creatures. They have a few options, like sneaking onto the rubble which gives them height advantage, or get into the tour, which gives them even more height advantage.

There's a total of **6 bandits, and 4 Goblins**. In the camp there are 3 tied up guards, with **1d4+1 HP** damage.

It will require a **DC 15 Strength(Athletic)** check to break the ropes or some sort of sharp object. Once untied they have no weapons or armor.

1 of the bandits are wielding a **+1 Battle Axe**, and another doesn't have a scimitar or crossbow but is instead equipped with a **+1 Longbow**. This longbow deals **1d8+2 piercing** damage. This bandit specifically plays long distance and loves to tease the characters.

The other bandits like to deal a lot of close range damage, while the goblins, like aforementioned target specifically healers and magic users.

After the bandits and goblins are killed, and the guards are freed, they will exclaim that they must get to the Washington monument, because their friends had been taken there, they quickly mention that the Senate was under their care, and they were kidnapped on their way to a hideout

Once the characters go there, go onto **3.4 George Washington monument.**

3.4 George Washington Monument

“As you made your way towards the almost towering stone obelisk that had been fallen over and laying on it's side, a stone of it's former glory. Near the base of the tower, was a group of bandits, a rough looking man who looked irritated and near was a crazy looking man, raising his hands towards a group of US guards laying in ropes. They see you from across the field. The bandits immediately aim their crossbows towards you, but the rough man motions for them to put it down and nod his head to the crazy man with his back towards you. The bandits look confuse but sneak their way around the back of the monument.

The rough man's name is Cantù Veedell, he's a **Lawful Neutral Bandit Captain**

his group of **6 bandits** go away and don't interfere until after you attack the **Cult Fanatic**. The Cult Fanatic is focused on the **2 guards** who each have **1d8 HP** damage.

Once the characters kill the Cult fanatic, Veedell will come up towards them and says,

“Ay, there, the name's Veedell,” you whip around as the rough looking man and his bandits come back, but none of them have their weapons ready. “I thank ye for that. That bastard needed to get out of here. Look, we never wanted to work for that old coot, anyways. I know we sound like bad people, but I'll pay you back, here” He hands you a bag with a strange looking staff hanging out of it “It has two healing potions, and a pyrotechnics staff, use the staff to create loud noises. Look it's not much, but when the Dragon comes, I'll fight with you, aye?” He and his group of bandits ran off before you could even stop to talk to them, or stop them.

Once the characters open the bag, they also find a note in the bag that reads as follows

Look m8

I'm not great with
that writing thing, but
I want you to know, I
do have you in the
battle against that
cunt Draaaukmar. I'll
catch you when it
needs be. I know
where the senate is,
they were kidnapped
by that crazy bastard's
brother, "moku," or
whatever Find him,
and get the senate
back I drew a map
below. Good luck!

- Cantù Veedell

Save the Senate

"A nation needs its laws.."

Arrival

“As you made your way towards the map that Veedell gave you, you arrived towards a strange looking makeshift fortress, the large wooden walls leading into a huge road, with a massive spike trap, with big wide doors. It appeared to be a church, a simplistic old style church, but a church nonetheless. But there was one thing for sure, a shiver was in the air. Winter was close towards DC

Characters will be first greeted at location **4.1**

Tip:

- Keep in mind that by the time in this adventure, winter has struck on the US, and there's a lot of cold weather and snow coming up.

The Cultist Hangout

The cultist hangout is an intense church turned into a fort. They worship the Dragon, Draaukmar. They are insane, severely and work towards a corrupt goal to serve the dragon.

4.1

The pathway leading up towards doorway is complete with a spike trap. However, closer inspection will make it obvious that, for one the spikes are way too large and blunt to be able get through. The characters can easily walk over and get to the door

4.2

When in **4.1** Characters should make a **DC 10 Wisdom(Perception)** check, succeeded they'll find a **Cultist** sleeping In a chair nearby.

4.3

“As you make your way into the door, as expected, it was a variety of chapel rows, leading up towards a wooden altar. But it wasn't normal. The altar had two US soldier corpse on them. Hanging above it was a tapestry of some sort of God, that was torn and destroyed. Nearby the tapestry was a hallway towards another room. In the middle of the chapel was a campfire, lit ablaze. Against the opposite wall was a group of tables. But what was interesting about the tables was they were covered in piping hot breakfast. But these crazy eyed men were grabbing food from it. One of them with a fork raised

to it's mouth, with a plate of eggs and toasts. The other ones sat at some of the chapel rows turned to look at you. You took a double take, as one of them had a pair of steampunk looking goggles. They all sighed and put down their food and drew their weapons.

There is a total of **4 Cultists** and **2 Acolytes** in the room who attack. They are crazy and attack sporadically, and do not help each other.

One of the cultists is wearing **Goggles of Nightvision**

If the characters do a **DC 15 Wisdom(Medicine)** check, the meat, bacon, and sausage that is in the food is in fact human.

If the characters go through the doorway, go onto **4.4**

4.4

“As you make your way through the doorway, you find yourself in a cramped backroom, complete with a couple koi bookshelves, and on the wall you were facing two staffs hanging on the wall, on the other side was a window and a door leading outside. In the middle was a campfire, standing above it, was strange cloaked man with a dagger, shivering with the cold, eating what appeared to be bacon. In the corner was a terrified female cultist, screaming, and sobbing, with a plate of uneaten food next to her. He screamed at her to shut up, raising his blade. They both look towards you as you went in

The man standing near the fire is a **Cult Fanatic** named Daryl.

Daryl is a cheat, and a scaredy-cat, who begs for his life if he's below half Hit points, and offers to give them a “treasure trove of gold!” even though he doesn't have the capabilities to offer one. A **DC 15 Wisdom(Insight)** check can tell he's lying, by his quivering lip and slight eye twitch

While the magic the Draaukmar contains is premature, it does have the power to make Daryl able to control the guards in **4.5**(see that area for details!) Once or if Daryl is dead, the guards will be freed.

Charisma(Persuasion) check, they can convince her to relent the following information!

The girl in the corner is a **Commoner** in cultist clothing. She was actually the White House secretary. The reason she's in cultist clothing, is because her skimpy office dress wouldn't help her with the cold. In addition, she's terribly **Frightened** and can only point towards the door, and cannot verbally speak no matter what the characters do. When they try to talk to her, she screams "THEY MEAT IS HUMANS!" Mentioning towards the breakfast they made If a character can manage a **DC 20**

- "They're cannibals! OH my fucking god, check the backyard! They're cannibals."
- "They captured the senate, they're in the backyard. Please go check!"

After she gets coerced, into that information she sobs, and refuses to speak more



4.5

“As you make your way to the outside, the cold air consumed you, and a horrid smell consumed the air. Surrounding the entirety of the backyard was a fence, a poorly made fence, almost made as though it was to keep cattle in. In the corner in front of you were fifty men in dishveled clothes, and dirty faces, staring at you with a fearful gaze. Some were wearing wealthy clothing, another few were wearing squalid, or poor clothing. Another few were just modest clothing. Nearby were three US guards, standing in a strange gaze and sunder. Farther back directly in front of the group was a horrible sight, a mound of bodies, almost ten feet tall, nearby was a “machine,”

that could turn human flesh into meat cubes. You felt your stomach churn. But there seemed to be something shiny sticking out of the pile.

The men(**Commoners**) are in fact the senate, the entirety of the senate. In addition the **3 guards**, If Daryl isn't dead, then the Guards notice and attack the players. If he is, the characters will just have to tap the guards to bring them back to normal!

One of the senate members speaks up. Richmond Tenville. He can offer the following information.

- The Senate was capture by Daryl's group of cultists and a group of bandits, somehow the guards that tried to save them were either killed or controlled
- They have the bill to create the law, they just need it to get it to the President in the white house.
- He hands them the bill which is a piece of parchment paper with a red ribbon, which he asks them to burn if they cannot make it and die.

As the characters take to Richmond make him stop and read **The Chase Scene..**

Through the Suburbs——

"Run run as fast as you can!"

The Chase

“As Richmond talked to you, you heard an intense roar.
“Oh no...” He said. He motioned towards the senate and the others who quickly made a hole through the fence.
“We need to run... An orc horde is coming this way, they’ll destroy this whole building.
We’ll meet you at the White House.”

There's **3 Ogres, 12 Orcs, 4 Orogcs.** Explain to the characters that a chase is occurring. Explain to them to roll initiative, and add 3 to their constitution score, that is how many times they can dash, any addition dash requires the character/creature to roll a **DC 10 Constitution** check at the end of the turn or gains 1 level of exhaustion. A creature or player that reaches level **5 exhaustion** drops out of the chase as it's speed runs to zero.

The characters will run the chase for a total of **ten turns** before they make it to the Old Elk's Lodge.

Old Elk's Lodge

"What's life without a little coin?"

Locations

Below are the locations, you can find in the Old Elk's Lodge

5.1

“Huffing and puffing, you finally made your way towards what was meant to be the White House, but strangely enough, you ended up somewhere else. You ended up to an elevated house, covered in scenery. Outside were a few commoners, and a skinny woman in a bun, smiling at you

The characters can easily deny the merchants offers, but her name is Marzuelle. She has a variety of things within the Old Elk's Lodge, for sale, including every single piece of gear in the Essentials Kit rule book, every single weapon, and she sells up to 10 healing potions. Each of the weapons and gear are of dubious quality, and give the characters Disadvantage when used.

The characters are unbeknownst to this unless they roll a **DC 20 Intelligence(Investigation)** check.

Marzuelle is a **Noble** and there is **8 Commoners** working here, and **2 bandits** defending.

If the characters do not want to buy any of her wares, or just want to give her an extra hand, Marzuelle offers a lockbox filled with goodies, including a **Cloak of Many Fashions**, a **Clockwork Amulet**, a pair of **Gauntlets of Ogre Power**, as well as 1d6 healing potions

She says, in exchange for the aforementioned attire and things, the characters must take care of the zombies and plague rats in **5.5**, an old mason's room.

5.2

This area is a simplistic balcony where **1 Commoner** sat eating his lunch with a spear propped up next to him. He sighs and motions the characters inside a large gateway which appeared to be the entrance to the lodge.

5.3

Inside of the main room, Is **1 bandit** and **4 commoners** all playing poker, they offer the characters a chance to join in! The characters will have to drop at least **3 CP** The characters can make a **DC 15 Check** with **Playing Cards** to win the pot, which is a total of **1d12+2 CP**. While theirs not the greatest poker players, they laugh and have a cheerful time with characters. If the characters do decide to join the game, whether they win or lose, give them the effects of a **Long Rest**

Along either wall besides the table is a doorway leading to **5.6** and another wall with a broken staircase leading to **5.5**. The poker players explain that the broken staircases lead towards undead creatures, they wage 5 CPr, with a laugh that the party can't make it up the staircases.

The staircase in question is broken and requires a DC 20 Dexterity(Acrobatcs) check to get through, every failed check results in 1d4-1 bludgeoning damage,

5.4

5.4 is Maruelle's room which is locked with a deadbolt and is impossible to be opened.

5.5

“As you made your way into the room which had supposedly the capture of all the undead creatures and plague

rats. Groans and squeaking came through the door, as you creaked it open, leading up in a room with a large bed, and tables covered in half made pottery and unfinished pottery projects, along one of the tables was a battle axe. In addition, there's a half ate body of the pottery designer lying on the bed. Two zombies shambled to life in the corner of the room to swarm you, rats crawled out of one of their bodies, and squeaked at you.



There's **2 Zombies**. Once the characters kill the zombie that has the rat, a **swarm of plague rats** comes from his corpse to attack you. Besides the battleaxe, which is in mint condition, there's not much treasure left in here. Once the characters have dealt with the problem, the poker players will motion them towards 5.6 saying that's where **Marzu**

This wooded area has a few tents, and a campfire pit that can easily be lit into a fire which the characters can get a **long rest**. Before the battle with Draaukmar

Once the players awake and are ready, read "**Rescuing the President: Arrival.**"

5.6

“As you followed the poker player’s instructions you found yourself into an area that appeared to be the storage section of Old Elk’s Lodge. Marzulle had a clipboard and was taking a note of each of the things she had, noticing you, she smiled and handed you the lockbox and said “If need be, you can stay at the camp in the forest nearby for the night. I know from your looks you have a long journey ahead of you.”

If the characters decide to stay, greet them with 5.7, if not immediately go towards, "**Rescuing the President: Arrival.**"

5.7

Rescue the President

Arrival

“At last, the journey was on
it's final stretch for you.
You made your way
towards center DC once more,
and the ruined scape of the
White House... Finally inside
was a variety of ruined rooms
and hallways, but sadly the
president's office walls had
caved in, leading to an open sky.
A handful of United States
guards, and the original cast
from Baltimore, had readied
themselves in the hallways to
defend you, when needed
In the middle was a table, and a
stamp. A tall man with a top
hat, and your good friend Asta
Manvaor greeted you.

There is a total of **4 guards** and Drake, Mio and Daz who have turned into **3 Bandits** after gaining more weaponry and skill. In addition, Asta IS here but is down **1d12+3 HP**, Abe Lincoln is a **Noble**. The guards don't come out of their shell until ground forces arrive.

Abe and Asta have little to say, but encourage the characters to be ready for the battle.

Once the characters are ready, read the “Let's get right into it.”

Let's get right into it!

“Abe Lincoln smiles, as Asta grabs his crossbow. He sits down, and you hand him the bill, he licks his finger, flipping through the bill, but just as he’s about to do it, a roar spreads through the sky. Asta froze, “I’ll get Abe out of here, I’ll be back to join the fight.” A blaze in the sky as a sharp silver white dragon landed before you, it’s sneering teeth and nostrils blowing air towards you. It was time.

Draaukmar is a **Young White Dragon**. He stalls for a fight because during the “Final Wave,” his reinforcements will arrive.

Once a total of three turns have been played, get to the “Final Wave.”

Every 4 turns rolll 2d12+5 and that’s how much temporary hit points Draaukmar gains until the bill is passed.

The Final Wave

“As battle began to consume between your party and Draaukmar, a familiar rumble began to come loose. Asta made his way into the picture as well as a group of almost 8 US soldiers. They looked on as 2 ogres charged towards you, a duo of goblins on each clinging onto it’s back. A variety of orcs and humans charged as well. But all was not lost, on the other side of the White House, came an old friend, Cantù Veedell, he laughed and his group of bandits charged into the battle as well,

Friendly Creatures

- 6 Bandits (Veedell’s Band)
- 1 Bandit Captain(Veedell)
- 3 Bandits(Drake, Mio, Daz)
- 8 Guards (The United States soldiers)
- 1 Veteran (Asta)

Enemy Creature

- 2 Ogres
- Young White Dragon (Draaukmar)
- 4 Goblins
- 3 Cultists
- 1 Cultist fanatic
- 1 priest
- 3 orcs

Tips for this battle:

This battle is a tough one because there’s a lot of moving pieces. What is recommended is that you coordinate with the players that Veedell’s band are

fighting the ogres, while Asta and the soldiers fight against the orcs and cultists.

The easiest way to handle this, is by making the characters roll two D20s, and you roll 2d20s One will be for Asta and the other will be for Veedell. Both will decide if the good guys are winning or if the monsters are.

The characters should try to coordinate everyone towards making a path for Abe Lincoln towards the desk to pass the law.

Bye bye Veedell!

“As the battle began to happen, Veedell and his crew were fighting, but slowly Draaukmar took off, and landed, doing a dive, whipping him and his whole crew into oblivion, their bodies smashed into bits. Asta laughed, “Good riddance!”

Pass the Law

To be able to actually deal damage, Abe needs to pass the law, finally once he stamps the law, Draaukmar loses all temporary hit points and is unable to get more. The fight is in the final stages

Welcome back!

“It became eerily silent, as Draaukmar’s body came crashing to the ground, his sneering mouth opening with a

bloody gash, and a slime and saliva covered Timecube came bumbling out of his mouth. The remainder of the good guys fell silent. It was a long journey to here, and the blaze sky was once silent, but slowly snowflakes began to fall, and little snow particles collected on the ground. The only thing breaking the silence was a strange whirring sound, which you saw a familiar Spanish face riding a Skysloop making his way towards you. Everybody cheered and laughed.”

Dask a **Bandit** is here to help the characters decide the ending of the adventure

Ending the Adventure

Where to next...?

The adventure is officially over, and Dask has returned to offer them a ride to anywhere they want in the multiverse, you can easily continue this adventure towards anyway you want. You could easily allow the characters to stay on Earth and rebuild civilization and fight against the vast of monsters around the United States. Or you could have Dask take them towards. Brand new place. Whatever the case. The adventure was just barely over.

I sadly don't have much of a conclusion written up for a story afterwards, but if y'all want to see that, please let me know on Patreon!

Size Categories

Tiny	2 1/2 by 2 1/2 ft
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft

Monsters & Creatures

This section contains stat blocks for the creatures and monsters that appear in *Chromatic Law*

NOTICE:

I was unable to provide descriptions for the creatures inside of this due to the limitations and time constraints of this project, PLEASE support me on Patreon to ensure this will continue.

Creature Stat blocks

A creature's stat block provides the essential information that you as a DM needs to run the creature

Size

The size categories table shows how much space a creature of a particular size controls in combat. This space is not. Measure of the creature's physical dimensions. For example, a typical Medium creature isn't 5 feet wide, but it controls a space that wide. If a Medium Orc stands in a 5-foot wide doorway, other creatures can't get through unless the orc lets them.

Squeezing into small spaces

A creature can squeeze through spaces large enough for a creature one size smaller. When squeezing through such a space, the creature's speed is halved. While squeezing, a creature has disadvantage on attack rolls and Dexterity saving throws, and attack rolls against it have advantage.

Type

A creature's type speaks to its fundamental nature. The following types of creatures appear in this adventure

Beasts Nonhumanoid creatures that, like real-world animals, are a normal part of this world's ecology

Dragons Winged reptilian creatures of ancient origin and tremendous power.

Giants Humanoid-like creatures that tower over humans and their kin

Humanoids Bipedal peoples of the civilized and savage world, including humans, dwarves, elves, and halflings.

Undead Once-living creatures brought to a horrifying state of undeath through practice of necromantic magic or some unholy curse

Tags

A creature might have one or more tags appended to its type, in parentheses. These parenthetical tags provide an additional layer of categorization for certain creatures, but they have no bearing on how a creature is used in combat

Alignment

A creature's alignment reflects its disposition. Alignment indicates whether a creature

leans towards law or chaos, and good or evil, or whether a creature is neutral.

Any Alignment. Some creatures, such as the veteran can have any alignment, in other words, you chose the creature's alignment. Depending on the creature, its alignment entry may indicate a tendency or aversion towards law, chaos, good or evil.

Unaligned. Many creatures of low intelligence have no comprehension of law, or chaos, good or evil. They don't make moral or ethical choices, but rather act on instinct. These creatures are unaligned, which means they don't have an alignment.

Armor Class

A creature that wears armor or carries a shield has an AC that takes its armor, shield, and dexterity into account. Otherwise, a creature's AC is based on its Dexterity modifier any natural armor or supernatural resilience it posses

Hit Points

A creature usually dies or is destroyed when its hit points drop to 0. For more on hit points, see the rulebook

Speed

A creature's speed tells you how far it can move on its turn. For more information on speed, see the rulebook.

All creatures have a walking speed; those that have no form of ground-based locomotion have a walking speed of zero feet. Many of the creatures herein have one or more additional movement modes.

Burrow A creature that has. Borrowing speed, can use all or part of its movement to move through sand, earth, mud or ice. It can't burrow through solid rock, unless it has a special trait that allows it to do so.

Climb. A creature that has a climbing speed can use all or part of its movement to move vertical surfaces.

The creature doesn't need to spend extra movement to climb.

Fly A creature hat has a flying speed, can use all or part of its movement to fly. If the creature is incapacitated or knocked prone while flying, it falls unless it can hover.

Swim A creature that has a swimming speed doesn't need spend extra movement to swim.

Ability Scores

Every creature has six ability scores scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers. For more information on ability scores and how they are used in play, see the rulebook,

Saving Throws

The saving throws entry is reserved for creatures that are particularly adept at resisting certain kinds of effects

Skills

The skills entry is reserved for creatures that are proficient in one or more skills,. For example, a perceptive and stealthy creature might have higher-than-normal bonuses to Wisdom (Perception) and Dexterity(Stealth) checks!

Skills in a creature's stat block are shown with the total modifier—the creatures ability modifier plus its proficiency bonus. If a creature's stat block says "Stealth +6" roll a d20 and then add 6 when the creature makes an ability check using Stealth

Vulnerabilities, resistances, and immunities

Some creatures have vulnerabilities, resistance or immunity to certain types of damage. Additionally, some creatures are immune to certain conditions and other game effects. These immunities are also noted here.

Senses

The senses entry notes a creature's passive Wisdom(Perception) score, as well as any special senses the creature might have, such as the following senses

Blindsight A creature with blindsight can perceive its surroundings without having to rely on sight within a specific radius

Darkvision. A creature with dark vision can see in the dark within a specific radius. The creature can see in dim light within the radius as if it were bright light, and

in darkness as if it were dim light. The creature can't discern colors in darkness, only shades of gray.

Tremorsense A creature with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the creature and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures.

Languages

The languages that a creature can speak are listed in alphabetical order. Sometimes a creature can understand a language but not speak it, and this is noted in the entry.

Challenge

An appropriately equipped and well-rested party of four adventurers, should be able to defeat a creature that has a challenge rating equal to their level without suffering any casualties. Characters that are significantly weaker than 1st-level characters have challenge ratings lower than 1.

Experience Points (XP)

The number of experience points a creature is worth is based on its challenge rating. Typically, XP is awarded for defeating the creature, and characters gain levels as the accumulate XP.

In *Chromatic Law*, you don't need to track experience points as characters advance in level.

Traits

Traits are special features of the creature that are likely to be relevant in the encounter.

Actions

When a creature takes its action, it can choose from the options in the "Actions," section of its stat block. The rule-book describes other actions available to all creatures.

Melee and Ranged attack

The most common actions that a creature will take in combat are melee and ranged attacks. These can be spell attacks or weapon attacks, where the "weapon," might be a manufactured item or a natural weapon such as a claw.

Hit. Any damage or other effect that occurs as result of an attack hitting a target are described here. As the DM, you can take average damage or roll the damage; for this reason, both average damage and die expressions are represented. For example, a monster might deal 4 (1d8) slashing damage with its longsword. That notation means you can have the monster deal 4 damage or you can roll 1d8 to determine the damage.

Reactions

If a creature can do something unusual with its reaction, that information is contained here. Most creatures don't have special reactions, in which case the section is absent. Reactions are explained in the rulebook.

Limited Usage

Some special abilities—whether they are traits, actions, reactions—have restrictions on the number of times they can be used.

X/Day The notion "X/Day" means a special ability can be used a certain number of times and that a creature must finish a long rest to regain expended uses.

Recharge X-Y. The notion "Recharge X-Y" means a creature can use a special ability once and the ability then has a random chance of recharging during the subsequent round of combat. At the start of each of the creatures turns, roll a **D6**. If the roll is one of the numbers in the recharge notation the creature regains the use of that special ability. The ability also recharges when the creature finished a short or long rest.

Creatures Stat blocks

ACOLYTE

Medium Humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

- * Cantrips (at will): *light, sacred flame, thaumaturgy*
- * 1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

ASSASSIN

Medium Humanoid (any race), any non-good alignment

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BANDIT CAPTAIN

Medium Humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiaction. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (-0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) slashing damage.

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

BAT

Tiny Beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

BLOOD HAWK

Small Beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

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

BROWN BEAR

Large Beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

CAT

Tiny Beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

CULT FANATIC

Medium Humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

* 1st level (4 slots): *command, inflict wounds, shield of faith*

* 2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

KNIGHT

Medium Humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

RIDING HORSE

Large Beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

CULTIST

Medium Humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

FLYING SNAKE

Tiny Beast, unaligned

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

EAGLE

Small Beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 0 (10 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

GUARD

Medium humanoid (any race), any alignment

Armor Class 17 (chain shirt, shield)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

ACTIONS

Short Sword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 2) piercing damage.

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

GHOUL

Medium Undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 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.

GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

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

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

GOBLIN

Small Humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.

NOBLE

Medium Humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

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

REACTIONS

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

OGRE

Large Giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target.
Hit: 11 (2d6 + 4) piercing damage.

WOLF

Medium Beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

ORC EYE OF GRUUMSH

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at-will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *bless, command*

2nd level (2 slots): *augury, spiritual weapon (spear)*

ACTIONS

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

ORC WAR CHIEF

Medium humanoid (orc), chaotic evil

Armor Class 16 (chain mail)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

ACTIONS

Multiattack. The orc makes two attacks with its greataxe or its spear.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

ORC

Medium Humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

OROG

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

POISONOUS SNAKE

Tiny Beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

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

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

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

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

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

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

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

Actions

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

SWARM OF PLAGUE RATS

Medium Beast (Swarm), unaligned

Armor Class 10

Hit Points 24 (7d8 - 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, poison, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Death Burst. Whenever the swarm takes 5 or more damage in a single turn, and when it dies, it explodes in a burst of poison. Each creature within 5 feet of it must make a DC 9 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one.

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage plus 3 (1d6) poison, or 3 (1d6) piercing damage plus 3 (1d6) poison damage if the swarm has half of its hit points or fewer.

VETERAN

Medium Humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

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

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

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

YOUNG WHITE DRAGON

Large Dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4

Skills Perception +6, Stealth +3

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

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

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

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Original people

Below is the original credits for the original people behind the “Dragons of Icespire peak,” and the Essentials Kit rulebook!

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