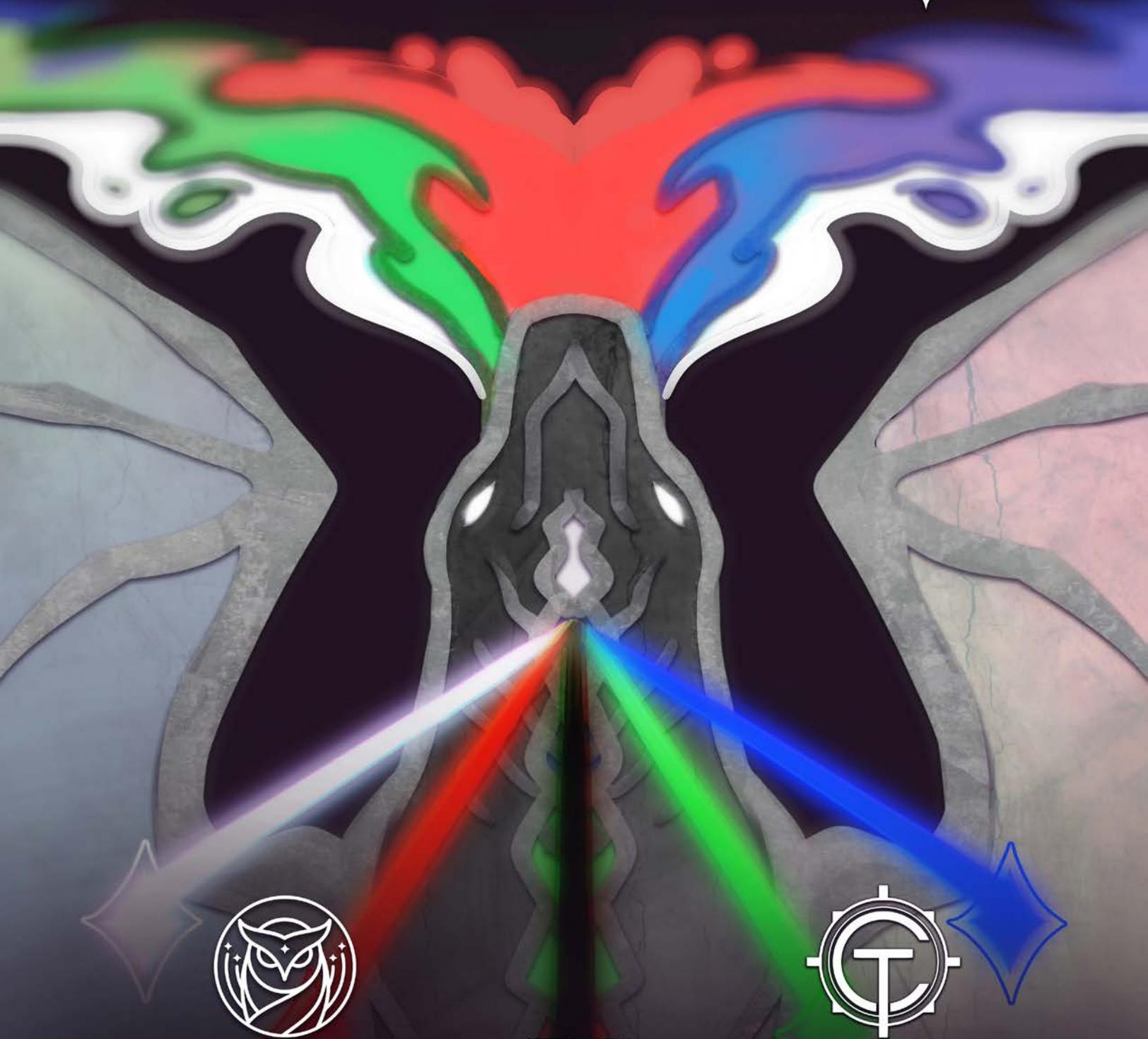


GO GO, KOBOLD RANGERS!

A COLLABORATIVE ADVENTURE FOR 5E



NIGHT OWL
ODYSSEYS

X



TOM CARTOS

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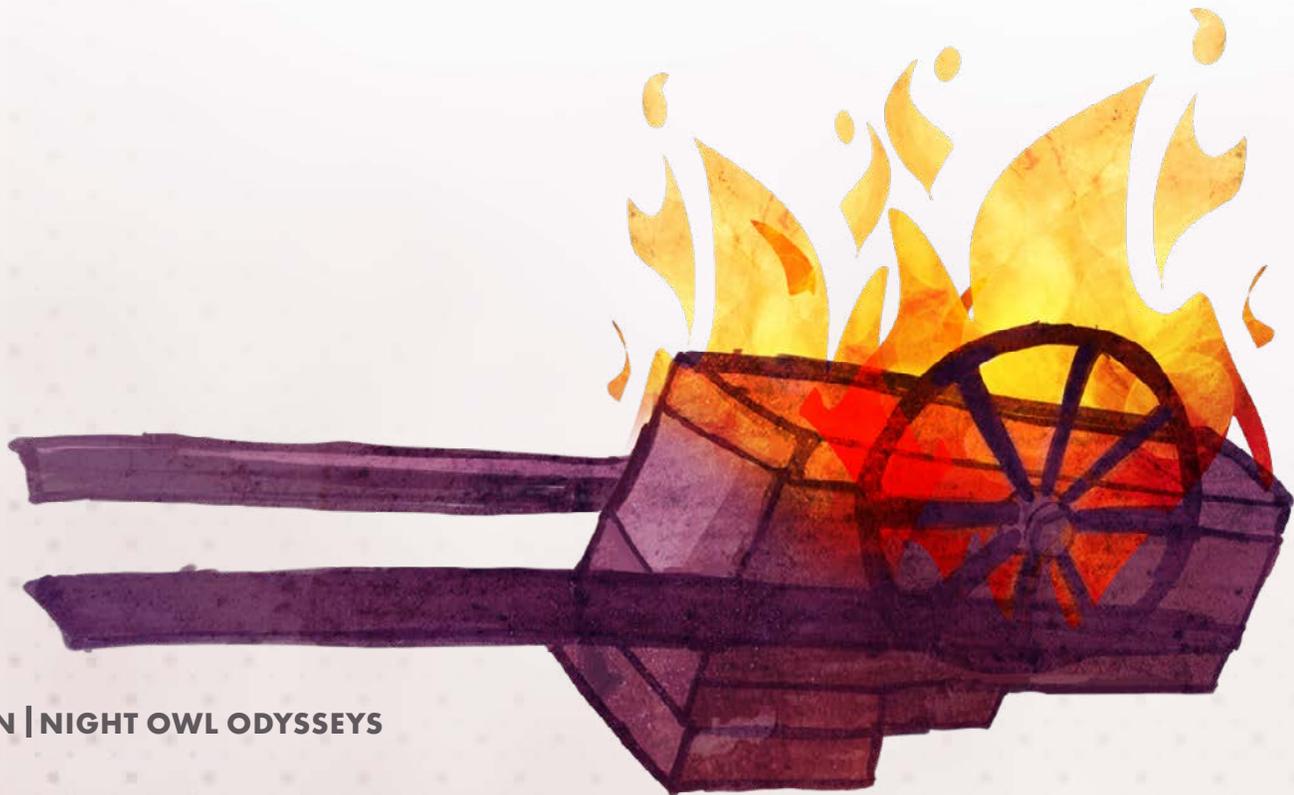


HAIL, ADVENTURERS!

Go Go, Kobold Rangers! is a Fifth Edition adventure designed for **four to six characters of 13th to 16th level** and is optimized for **four characters with an average party level (APL) of 15**. This adventure is setting agnostic and can easily be inserted into any setting or campaign of your choice, or it can be run independently of a campaign.

CONTENTS

Hail, Adventurers!	2
The Story So Far.....	3
And So Our Adventure Begins!	3
Hot on Their Heels.....	4
The Belly of the Beast.....	4
The Source of Power	6
Aftermath.....	7
Appendix A: Monsters	8
Avatar of the Prismatic One	8
Prismatic Warrior.....	10
Prismatic Shaman	10
Blue Ranger	11
Green Ranger	11
Red Ranger.....	12
White Ranger.....	12
Black Ranger	13
Dire Goat.....	14
Owlbear.....	14
Appendix B: Magic Items.....	15
Belt Buckle of Instant Armor.....	15
Bow of Firepower	15
Fang of the Prismatic Dragon	16



THE STORY SO FAR...

It is commonly understood that kobolds not only derive from their much greater and often more powerful cousins, dragons, but that they revere the mighty winged beasts and often form rites of worship around them. Short-lived, impulsive, but ultimately clever and intuitively crafty creatures, kobolds can be a fierce enemy when defending the source of their adulation. But what happens when a group of kobolds is granted abilities much greater than usually seen in the diminutive, scaled creatures? Even more curious, what happens when they are inspired to do good?

The Cult of the Prismatic One is out to answer just that question, much to the amusement of their benefactor - Xyri'dan - a unique, prismatic dragon god who falls outside of the duality of chromatic and chromatic rivalries. They have manipulated and empowered their followers for the sake of their own enjoyment.

Predictably, giving powers to a group of well-meaning kobolds quickly leads to disaster when the townspeople of Larton find themselves at the mercy of the self-named Kobold Rangers who claim to be the region's new heroes. Can the party put a stop to the Rangers' heroics before they cause any more destruction?

AND SO OUR ADVENTURE BEGINS!

While Larton is usually a quiet, pleasant town to stop in for a refreshing pint of ale and a fresh bed, it becomes clear the moment you step foot in town that something has gone terribly wrong here. The quaint town square, where daily market stalls and carts full of trade goods are usually on display for any traveling parties looking to restock on supplies, is in pieces. Stalls appear overturned, smashed - and in one instance, on fire. Despite the town being in utter disarray, the source of the destruction is nowhere in sight. In fact, many of the townsfolk have already begun cleaning up the mess left behind, looking to determine their losses and move forward.

Destruction evident everywhere the party looks, with no lack of signs of a great battle and overwhelming displays of power having been wrought here. The party can make an **Intelligence (Investigation) check (DC 17)** to discern that much of the destruction here appears to have been done by a number of magical elemental abilities - from acid burning away at large swaths of stonework, to frozen storefronts, and wagons that still burn in the courtyard - whoever caused this destruction was magical in nature and had command over several arcane abilities.

At first sight of the adventuring party, word begins to spread quickly about the presence of "Real Heroes" coming into town. Any number of townsfolk are eager to cry their woes to the party, but if the party doesn't immediately approach anyone, **Stefanus Barteley** (he/him) - a portly human merchant - will approach them and welcome them to Larton.

Stefanus is a merchant who has set up shop in Larton. Thanks to the town's placement on a regular trade route, he had done well for himself up until the past few weeks when the Rangers appeared. He will relay the following information to the party:

- ◆ Larton has been under nearly-daily attack by a group of 5 Kobolds referring to themselves

HOT ON THEIR HEELS

as the Kobold Rangers

- ◆ The Rangers wear brightly colored armor and sport finely crafted weaponry
- ◆ They claim to be heroes and often attack those they suspect of committing a crime (oftentimes falsely so) and dole out justice with extreme prejudice. On most occasions, after successfully 'rescuing' the townsfolk, the Rangers demand payment for their good deeds before scampering off to their lair.
- ◆ The townsfolk have had to endure the attacks of these creatures for nearly three weeks with no end in sight. Every other group of adventurers that has been sent to dispatch the Rangers has either come back with numerous injuries or not returned at all.
- ◆ The Rangers always come from the Southwest, in the hills, but the townsfolk do not have a precise location.
- ◆ The latest 'rescue' happened just over an hour ago, meaning that the Rangers' tracks would still be fresh and easy enough to follow.

The townsfolk of Larton are desperate to get the problem fixed and for the harassment by the Kobold Rangers to end. They're willing to offer 1000 gp to each party member, as well as reporting that the Kobolds have taken quite a bit of coin and goods from the town over the past few weeks, which the party is welcome to keep if they can just get rid of their kobold problem for good.

With a successful **Wisdom (Survival) check (DC 14)** the party can pretty handily pick up the path of the Kobold Rangers and begin to follow them back to their lair.

The rolling hills of the countryside are interspersed with long expanses of grassy plains and hidden coves tucked away just out of sight. Signs of wildlife and travel through the area are apparent as you follow the path of the creatures responsible for the wreckage in Larton.

Suggested Battlemap:

Into the Wilds - Mountains: Canyon

While traveling through the hills is hardly arduous, keeping track of the kobold's erratic travel pattern can prove difficult. For each hour of the four-hour travel, the party must succeed on a **Wisdom (Survival) check (DC 16)**. On a failure, roll on the random encounter table below.

1d6	Random Encounte
1	Roll twice on this table, both encounters occur, back to back.
2	The party gets turned around and adds 1 more hour to their travel time.
3-4	The party encounters a patrol of 4 Owlbears and 2 Prismatic Warriors (see Appendix A - Monsters).
5-6	The party is chased down by a territorial pack of Dire Goats (see Appendix A - Monsters).

Note: At higher levels, the party may have abilities or spells that let them circumvent many of the dangers of traveling through the wild, or speed up travel. These abilities should be embraced and may result in this chapter being skipped altogether. Additionally, you may wish not to include random encounters for the sake of time.



THE BELLY OF THE BEAST

Winding through the hills, the tracks of the Rangers eventually lead to a cave mouth in the hills. The cave opens up into a well-lit natural cavern with branching corridors heading in multiple directions, winding and twisted their way Eastward through the cave, where the soft sounds of chanting can be heard echoing down the cave walls.

Suggested Battlemap:

Kobold Caverns - Labyrinth

The first floor of the Cult of the Prismatic One's caves is patrolled by a set of three (3) **Prismatic Warriors** and one (1) **Prismatic Shaman** (see *Appendix A - Monsters*) in the first half of the labyrinthine cave system. The halls are poorly illuminated, with the exception of a few fires lit for warmth and rest.

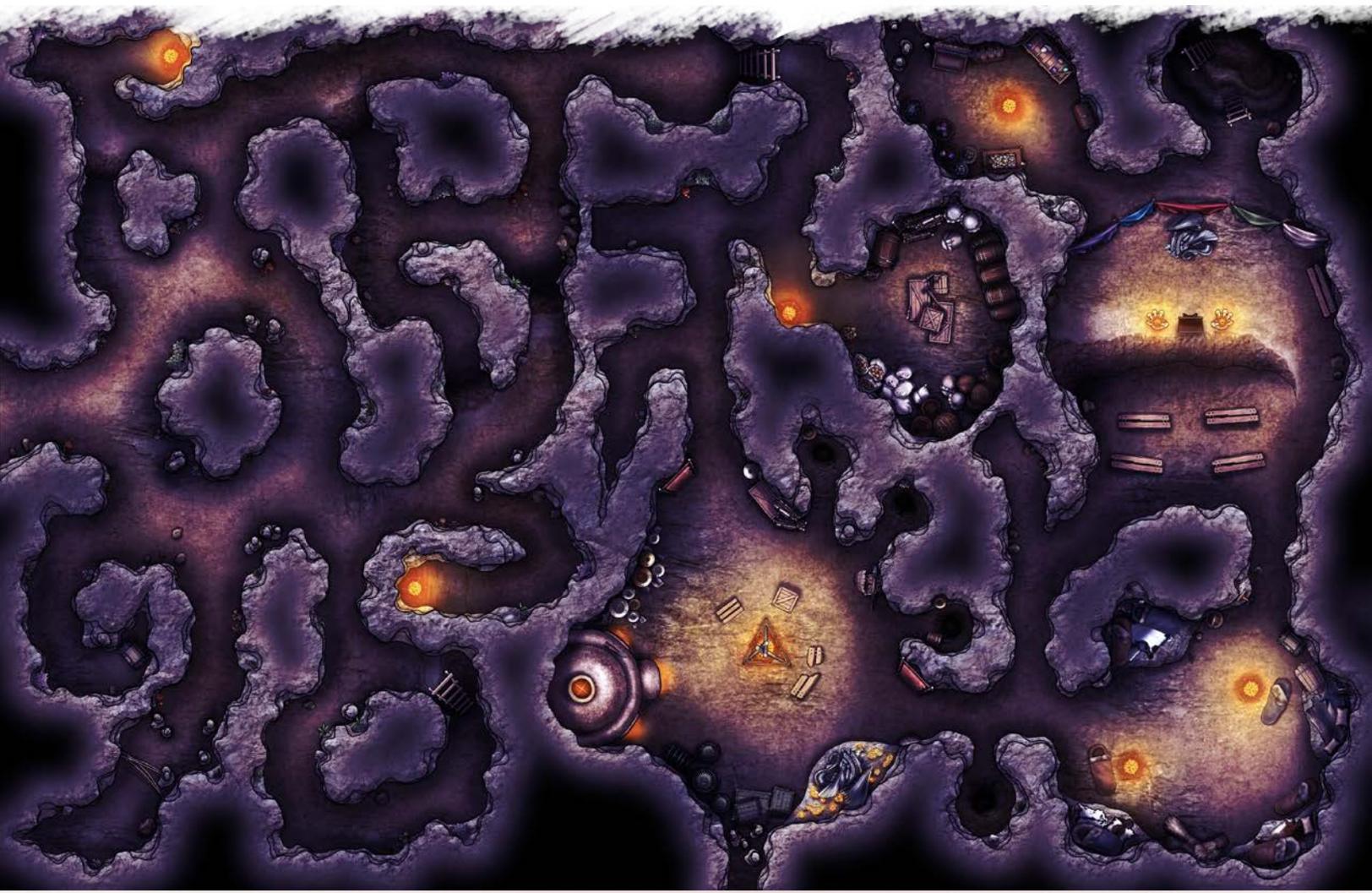
In addition, you may wish to employ some

cleverly crafted traps the kobolds have sporadically placed, such as a pit trap or tripwire trap (see below). A successful Wisdom (Perception) check (DC 16) is needed to spot each trap, with a successful Intelligence (Investigation) check (DC 16) to disable the traps.

Pit Trap: A 5-foot square that is triggered to fall away to a 10-foot deep pit filled with sharp rocks. DC 17 Dexterity saving throw or take 28 (8d6) piercing damage and be knocked prone. On a successful save, an adventurer manages to avoid the trap and takes no damage.

Tripwire Trap: A tripwire connected to a loaded heavy crossbow. The trap makes an attack against the triggering creature. Ranged Weapon Attack: +9 to hit, one attack. Hit: 10 (2d10) piercing damage.

The storage room in the center of the chamber is filled with all manner of trade goods and food stock, presumably stolen from Larton as "payment" for the heroes' duties. While there is no coin or jewelry among the loot, the trade goods are worth roughly 500 gp in total.



The hearth (large fire with kiln) in the lower center of the map provides a resting point and crafting center for the kobolds. If the party managed to get through the labyrinthine cavern without alerting any of the Kobolds with a successful Dexterity (Stealth) check (DC 17), the Hearth is empty as the Kobolds are sleeping in the next room over.

If they were caught by traps or by patrols that they have dispatched, a group of 4 Prismatic Warriors waits in the hearth, hiding in crevices to spring an ambush on the party. A successful Wisdom (Perception) check (DC 18) to needed to spot the hidden Kobolds in order to avoid being surprised.

Should the party have gotten to the hearth without attracting notice, they can attempt to slip past the sleeping Kobolds in the next room with a successful Dexterity (Stealth) check (DC 16) not to stir them in their sleep as they sneak past.

At the far Northeasternmost section of the first level, past the altar and speaking platform is a room where it appears the Cult of the Prismatic One's followers have stored a wide variety of highly valuable gems. The total value of the gems

found is 10000 gp.

There is also a set of ladders that lead further down into the chamber, where the chanting heard at the entrance grows louder still.

THE SOURCE OF POWER

As you wind your way down to the bottom level of the chamber, the air grows thick. The cave corridor opens up into a larger hall and ladders flank you on either. Ahead, you can see lit braziers leading up to an altar where a group of five kobolds kneel before a platform, their chanting filling the great hall and echoing back down the corridor and up into the halls above.

Suggested Battlemap:

Kobold Caverns - Inner Sanctum

The kobolds at the altar appear not to have noticed the party, giving them the opportunity to investigate the ladders north and south of



the corridor, which lead to the Rangers' various quarters.

If the party decides to investigate, they will notice five different beds, each with a bedroll in one of five colors - black, white, red, green, and blue. In addition, with a successful Intelligence (Investigation) check (DC 17) the party finds a notebook written in draconic in the Southwestern chamber (that belonging to the White Ranger) which details their ascension to becoming a Ranger thanks to the blessing of The Prismatic One - the target of their worship - who they proclaim to be the greatest of all the dragons.

Should the party search through the Northern quarters, they will find a chest with assorted jewels and coins worth an additional 18,000 gp in total. In addition, they will find a belt buckle that appears to be magical (see Appendix B - Magic Items: Belt Buckle of Instant Armor).

If the party takes longer than 10 minutes searching the chambers or decides to attempt to rest while the kobolds appear to be in the midst of a ritual, they will be interrupted by two of the rangers (White Ranger and Blue Ranger) who will attack without hesitation, calling out to the rest of the Rangers that "The interlopers have arrived!"

Should they discover the party in their chambers, each of the Rangers will join the fray and battle them in the tight corridors. Otherwise, they will wait for the party to approach the altar before donning their armor and attacking. The Rangers are aware of the party and cannot be surprised by this attack.

The Rangers (see Appendix A - Monsters: White Ranger, Red Ranger, Blue Ranger, Black Ranger, and Green Ranger) attack and hold nothing back, attempting to quell the party with their magical abilities and special weapons.

Once the rangers are roughly at half their hit points or the first Ranger falls in battle, the White Ranger will activate his dagger to summon the Avatar of the Prismatic One (see Appendix A - Monsters) - a corporeal avatar of Xyri'dan who will fight alongside the rangers. Due to their dogmatic worship of Xyri'dan, they are not constrained by the 1 minute time limit typically attributed to the Fang of the Prismatic Dragon.

AFTERMATH

Once the party has dispatched the Kobold Rangers and their trickster dragon god, the remaining kobolds will flee in terror, though the party can make quick work of chasing them down and cleaning up the remaining forces of Xyri'dan's cult if they so choose.

Once completed, the lair is theirs to explore and collect the valuables found throughout. For a complete account of what is found (which is also listed in the chapters above), see the following:

- ◆ Assorted coins and jewels worth 28,000 gp in total.
- ◆ Belt Buckle of Instant Armor (see Appendix B - Magic Items)
- ◆ Bow of Firepower (found on the Blue Ranger's remains; see Appendix B)
- ◆ Fang of the Prismatic Dragon (found on the White Ranger's remains; see Appendix B)

It should be noted that the remaining magical armors fade away as the Prismatic Dragon's corporeal form fades. Leaving behind only the Belt Buckle as described above.

When the party returns to Larton, the town is eternally grateful for their help in ridding the town of the nuisance, though they note that the threat was much greater than they had anticipated. With such a powerful set of creatures dominating the area, they can only hope this doesn't attract more powerful creatures in their absence.

THE END



APPENDIX A: MONSTERS & NPCs

AVATAR OF XYRI'DAN, THE PRISMATIC ONE

Huge Dragon, Chaotic Neutral

STR	DEX	CON
23 (+6)	12 (+1)	21 (+5)
INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 80 ft.

Saving Throws Dex +6, Con +10, Wis +7, Cha +9

Skills Perception +12, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities acid, cold, fire, lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 16 (15,000 XP)

Innate Spellcasting. Xyri'dan's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

At-Will: color spray, hideous laughter, minor illusion, mirror image

3/day: confusion, hypnotic pattern, polymorph

1/day: mislead, sunbeam

Discorporation. When Xyri'dan's Avatar drops to 0 hit points or dies, their body is destroyed, but their essence travels back to the celestial realm and they are unable to take physical form for 2d6 months.

Legendary Resistance (3/day). If Xyri'dan fails a saving throw, they can choose to succeed instead.

Magic Resistance. Xyri'dan has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Xyri'dan can use their Frightful Presence. They then make three attacks: one with their bite and two with their claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of Xyri'dan's choice that is within 120 feet of him and aware of him must succeed on a DC17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. If a creature's saving throw is successful or the effect ends for them, the creature is immune to Xyri'dan's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). Xyri'dan uses one of the following breath weapons.

Continued on next page

Dazzling Breath. Xyri'dan exhales a prism of bright, strobing lights in a 30-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw. On a failed save, the creature is Blinded and Stunned until the end of their next turn.

Prismatic Breath. Xyri'dan exhales brilliant elemental energy in a prism of color in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw. The target rolls 1d6 suffering 66 (12d10) damage of one of the following damage types, or half as much on a successful one.

1d6	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Poison
6	The target is struck by two damage types. Roll twice more and take 12d10 damage of each type, rerolling 6's.

LEGENDARY ACTIONS

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

Tail. Xyri'dan makes a tail attack.

Cast a Spell. Xyri'dan casts one spell from their Innate Spellcasting trait.

Wing Attack (Costs 2 Actions). Xyri'dan beats their wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its speed.



PRISMATIC WARRIOR

Small kobold, chaotic neutral

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

Armor Class 15 (natural armor)

Hit Points 79 (14d6 + 30)

Speed 30 ft.

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The Prismatic Warrior makes three dagger attacks as an action.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (4d4 + 4) slashing damage.

PRISMATIC SHAMAN

Small kobold, chaotic neutral

STR	DEX	CON
11 (+0)	16 (+3)	18 (+4)
INT	WIS	CHA
9 (-1)	19 (+4)	14 (+2)

Armor Class 16 (natural armor)

Hit Points 91 (18d6 + 30)

Speed 30 ft.

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 8 (3,900 XP)

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

Spellcasting. The Prismatic Shaman is a 13th-level spellcaster. Their spellcasting ability is Wisdom

(spell save DC 15, +7 to hit with spell attacks). The Speaker has the following spells prepared:

Cantrips (at will): minor illusion, produce flame, shillelagh

1st level (4 slots): entangle, fog cloud

2nd level (3 slots): heat metal, spike growth

3rd level (3 slots): fireball, wind wall

4th level (3 slots): confusion, fire shield, ice storm

5th level (2 slots): cone of cold, hold monster

6th level (1 slot): freezing sphere

7th level (1 slot): fire storm

ACTIONS

Multiattack. The Prismatic Shaman makes 3 attacks with its staff as an action.

Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

Staff (with Shillelagh). *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

BLUE RANGER

Small kobold, chaotic neutral

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

Armor Class 18 (magic armor)

Hit Points 79 (14d6 + 30)

Speed 30 ft.

Damage Immunities lightning

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The Blue Ranger makes three Bow of Firepower attacks as an action.

Bow of Firepower. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 14 (4d6) fire damage.

Blue Aspect of the Prism (Recharge 5-6). The Blue Ranger channels the mighty power of the Prismatic One through them and unleashes a 40-foot-long line of lightning that is 5-foot wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 40 (9d8) lightning damage on a failed save, or half as much on a successful one.

GREEN RANGER

Small kobold, chaotic neutral

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

Armor Class 18 (magic armor)

Hit Points 79 (14d6 + 30)

Speed 30 ft.

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The Green Ranger makes three poisoned claw attacks as an action.

Poisoned Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage plus 7 (2d6) poison damage.

Green Aspect of the Prism (Recharge 5-6). The Green Ranger summons a cloud of poisonous gas in a 30-foot cone. Each creature in the cone must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much on a successful one.

RED RANGER

Small kobold, chaotic neutral

STR	DEX	CON
7 (-2)	19 (+4)	16 (+3)

INT	WIS	CHA
8 (-1)	7 (-2)	8 (+1)

Armor Class 18 (magic armor)

Hit Points 79 (14d6 + 30)

Speed 30 ft.

Damage Immunities fire

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The Red Ranger makes three shortsword attacks as an action.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 4) slashing damage.

Red Aspect of the Prism (Recharge 5-6). The Red Ranger launches a gout of fire in a 30-foot cone from their palms. Each creature in the cone must make a DC 14 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much on a successful one.

WHITE RANGER

Small kobold, chaotic neutral

STR	DEX	CON
7 (-2)	19 (+4)	16 (+3)

INT	WIS	CHA
8 (-1)	7 (-2)	8 (+1)

Armor Class 18 (magic armor)

Hit Points 79 (14d6 + 30)

Speed 30 ft.

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The White Ranger makes three dagger attacks as an action.

Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 17 (4d4 + 7) slashing damage.

White Aspect of the Prism (Recharge 5-6). The White Ranger calls forth the elements of winter in a 30-foot cone. Each creature in the cone must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much on a successful one.

BLACK RANGER

Small kobold, chaotic neutral

STR	DEX	CON
11 (+0)	16 (+3)	18 (+4)
INT	WIS	CHA
9 (-1)	19 (+4)	14 (+2)

Armor Class 17 (magic armor)

Hit Points 91 (18d6 + 30)

Speed 30 ft.

Damage Immunities acid

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 8 (3,900 XP)

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

Spellcasting. The Black Ranger is a 13th-level spellcaster. Their spellcasting ability is Wisdom

(spell save DC 15, +7 to hit with spell attacks). The Speaker has the following spells prepared:

Cantrips (at will): acid splash, minor illusion, shillelagh

1st level (4 slots): color spray, fog cloud

2nd level (3 slots): acid arrow, blindness/deafness

3rd level (3 slots): counterspell, vampiric touch

4th level (3 slots): blight, confusion

5th level (2 slots): cone of cold, hold monster

6th level (1 slot): sunbeam

7th level (1 slot): prismatic spray

ACTIONS

Multiattack. The Black Ranger makes 3 attacks with its staff as an action.

Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

Staff (with Shillelagh). *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Black Aspect of the Prism (Recharge 5-6). The Black Ranger unleashes a 40-foot-long line of poison that is 5-foot wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much on a successful one.



DIRE GOAT

Large beast, unaligned

STR **DEX** **CON**

21 (+5) **16** (+3) **16** (+3)

INT **WIS** **CHA**

3 (-4) **12** (+1) **6** (-2)

Armor Class 14 (natural armor)

Hit Points 68 (8d10+24)

Speed 40 ft., climb 40 ft.

Skills Athletics +7, Perception +3

Senses passive Perception 13

Languages -

Challenge 4 (1,100 XP)

Charge. If the dire goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 18 (4d8) bludgeoning damage. If the target is a medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked back 10 feet.

Sure-Footed. The dire goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The Dire Goat attacks twice with its Ram.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit 23 (4d8+5) bludgeoning damage.

OWLBEAR

Large monstrosity, unaligned

STR **DEX** **CON**

20 (+5) **12** (+1) **17** (+3)

INT **WIS** **CHA**

3 (-4) **12** (+1) **7** (-2)

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

APPENDIX B: MAGIC ITEMS



BELT BUCKLE OF INSTANT ARMOR

Wondrous Item, Armor (Studded Leather), Very Rare (Requires Attunement)

This belt buckle was crafted in honor of a great prismatic dragon said to bestow great abilities upon his loyal followers. The pearlescent armor that it equips is able to diminish even the most powerful magic attacks thrown at its wearer.

As an action, you can speak the belt buckle's command word. When you do, pristine, white studded leather armor magically covers you. You have a +2 bonus to AC while wearing this armor. You can speak the command word again to recall the armor back to the belt buckle.

When you choose to don this armor, you may also select one of the following damage types to be immune to until you de-activate the armor: fire, cold, lightning, acid, or poison.



BOW OF FIREPOWER

Weapon (Shortbow), Legendary

One of a handful of artifacts rumored to have been crafted by a powerful dragon deity, the Bow of Firepower is said to have the power of a mighty dragon's fiery breath imbued in it. Just stand clear of the blast radius.

If you load no ammunition in the weapon, it magically produces its own in the form of swirling, fiery energy, somewhat resembling a regular arrow. On a hit, this fiery magic explodes on impact, dealing 4d6 fire damage to the target. On a miss, the magical energy skitters off course and vanishes.

When you roll a 20 with this magic weapon, the magical energy becomes overcharged, causing significantly more damage and destruction. The target takes 8d6 fire damage and each other creature in a 10-foot-radius sphere centered on the target creature must make a Dexterity saving throw. A target takes 4d6 fire damage on a failed save, or half as much damage on a successful one.



FANG OF THE PRISMATIC DRAGON

Weapon (Dagger), Instrument (Flute), Legendary (Requires Attunement)

Thought to be a boon from an all-powerful dragon, this dagger is vaguely shaped to resemble the sharp fangs of its namesake. Bored into the thick face of the blade are several finger holes with an embouchure hole carved into the handle allowing it to be played as a primitive flute. The legends say that playing a secret melody summons forth an avatar of The Great Dragon to help you in battle.

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

You can use an action to play the dagger as a flute. When you do, you can choose to summon an Avatar of the Prismatic One to aid you in combat for 1 minute. Your GM has the stats for this creature. You can use this feature once every 24 hours. You can still play the flute as you usually would, but nothing else happens.

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