

THE RISE OF THE QUEEN

By Grand Mistress Renee



Dragons, Dungeons, & Drinks

Fate ignites as the Goddess Awakens

Welcome, Adventurers!

Greetings, esteemed travelers of fantastical realms! We at Dragons, Dungeons, & Drinks are elated to present this adventure guide to you, our cherished community of players and Game Masters & Storytellers.

This guide is crafted to spark your imagination and provide a rich tapestry upon which to weave your own tales. You'll find detailed settings, intriguing characters, and open-ended scenarios designed to give you the flexibility to tailor the adventure to your group's unique dynamics.

Remember, the essence of any grand adventure lies not just in the words on these pages, but in the collective storytelling experience you create together. Use this guide as a foundation, and feel empowered to adapt and expand upon it as your creativity leads you.

Whether you're seasoned veterans of the tabletop or newcomers to the world of role playing games, we hope this adventure ignites your passion and leads to unforgettable moments at your gaming table. Always be respectful, share the spotlight, and most importantly, embrace the journey!

So don your finest attire, brandish your spell of choice, and step into the adventure!

Happy gaming, and may your rolls always be inspired!

Grand Mistress Renee

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QUICK START GUIDE

ADVENTURE TYPE:

One-shot adventure concluding the events of The Twilight Coronation, where Valindra, High Priestess of the Cult Draconica, attempts to summon the Dragon Queen.

DURATION:

Two acts, designed for a total playtime of approximately 3 hours.

PLAYER LEVEL:

5th level, suited for 4-6 players

SETTING:

The ancient ruins at Dragon's Fall, a temple carved into the mountain where the first Dragon Queen was defeated centuries ago.

BACKGROUND CONTEXT

After stealing the Crown of Shadows from Veloria, Valindra Shadowscale races to Dragon's Fall, an ancient temple where the boundary between worlds grows thin. Here, she plans to use the Crown's power to complete a ritual that will summon the Dragon Queen into our realm. The heroes have tracked her location through clues left in her hasty escape.

KEY NPCs AND THEIR ROLES

VALINDRA SHADOWSCALE

(ANTAGONIST):

Now wielding the Crown of Shadows, Valindra's power has grown. Her shadow magic has become more potent, and her determination to complete the ritual borders on madness. She believes the Dragon Queen's return will grant her ultimate power.

CAPTAIN MIRA THORNE (ALLY):

Having pursued Valindra from Veloria, Captain Thorne provides vital tactical support to the heroes. Her knowledge of the cult's movements and military expertise prove invaluable in the approach to Dragon's Fall.

ADVENTURE STRUCTURE

ACT I: THE MOUNTAIN'S TRIAL

OBJECTIVE

Ascend the perilous path to Dragon's Fall while contending with waves of cultists and environmental challenges.

Players must navigate dangerous terrain, choosing between multiple routes that test their combat skills and strategic planning.

Success relies on managing resources effectively and making careful decisions about when to confront enemies and when to avoid them.

SUMMARY

The ascent is fraught with dangers, from jagged cliffs and unstable bridges to cultist patrols and shadow-infused beasts. Magical barriers left by Valindra's followers block the way, creating additional obstacles.

Players must weigh the risks of speed against the need for caution—every moment lost allows Valindra to draw closer to completing her ritual. The group will need to cooperate and think tactically to reach the temple summit before time runs out.

ACT II: FINAL CONFRONTATION

OBJECTIVE

Enter the corrupted halls of Dragon's Fall and confront Valindra Shadowscale before she completes her dark ritual. The temple is a gauntlet of shadow magic, deadly traps, and formidable cultists. Players must act quickly, as the signs of the ritual's nearing completion become increasingly evident.

SUMMARY

The final act pushes players to their limits as they fight through Valindra's defenses and uncover ways to disrupt the ritual. Shadow magic warps the temple's architecture, presenting both physical and magical hazards.

In the climactic confrontation, players face Valindra amidst the rising power of the Dragon Queen's summoning. To succeed, they must overcome her shadow-enhanced abilities while finding a way to halt the ritual and prevent the Dragon Queen's emergence.

ACT I:

THE MOUNTAIN'S TRIAL

SCENE 1: THE BASE CAMP

Dragon's Fall towers before you, its ancient summit wreathed in unnatural storm clouds pulsing with shadow magic. The ruined temple sits carved into its peak, barely visible through the magical tempest that grows stronger by the minute. Captain Mira Thorne's tactical command post occupies a sheltered ravine, where maps are spread across makeshift tables and soldiers prepare their equipment with grim determination. Two paths to the temple stretch upward - a direct but heavily guarded stairway, and a treacherous route marked by warning signs and old shrines.

CLUES AND INFORMATION:

THE DIRECT APPROACH

Captain Thorne's scouts have mapped every detail of the main stairway's defenses. Three major checkpoints divide the ascent, each guarded by shadow-enhanced cultists. Their patrol patterns are predictable, changing guards every twenty minutes when the storm's intensity peaks. The stairs themselves remain structurally sound, offering cover positions and tactical opportunities. Recent reports indicate the guards rely heavily on their enhanced shadow magic, leaving them vulnerable when separated from their ritual anchors.

Choice: Face Valindra's forces head-on?

THE TREACHEROUS PATH

Nature and magic have twisted the lesser-known route into a gauntlet of hazards. Heavy storm damage has left the path unstable, with sections requiring careful navigation. Shadow magic leaks from the temple above, creating zones of warped reality where gravity shifts and stone flows like water. While few cultists patrol here, the path itself poses a lethal threat. However, the magical instability could be turned to an advantage by those skilled enough to recognize its patterns.

Choice: Risk nature's wrath to avoid Valindra's forces?

CRITICAL TIMELINE

The storm's intensity reveals Valindra's progress. The ritual follows the moon's path - when it sets in three hours, the summoning will be unstoppable. Each surge of shadow magic above marks another completed step in her preparation. The longer they wait, the stronger her power grows, and the more the mountain itself turns against intruders. Every minute spent planning is another minute Valindra's ritual progresses.

POTENTIAL ENCOUNTERS

DIRECT PATH THE SHADOW VANGUARD

An elite cultist squad guards the first checkpoint, demonstrating Valindra's new mastery over shadow magic. Their commander, a tall figure in obsidian armor, channels power through a crystalline ritual anchor that pulses in sync with the storm above. Four acolytes patrol the wide stairway, their normal weapons wreathed in writhing shadows that hunger for life energy.

FRONTAL ASSAULT OPTIONS:

- Wide stairs provide partial cover behind stone railings
- Multiple levels create advantageous firing positions
- Chokepoints can be used to prevent being surrounded
- Fallen pillars offer full cover for advancing
- Storm visibility affects ranged attack effectiveness

STEALTH APPROACH:

- Maintenance paths behind the stairs allow for bypass
- Old servants' tunnels connect different stair levels
- Shadow magic creates patches of darkness for hiding
- Guard patrol patterns leave predictable gaps
- Loose stones can create distractions

TACTICAL CONSIDERATIONS:

- Shadow-enhanced cultists deal additional 1d6 necrotic
- Ritual anchor pulses, healing guards for 2d6
- Height advantage from stairs grants +2 to ranged
- Destroying ritual anchor causes 3d6 shadow damage
- Guard positions visible from below

COMBAT DYNAMICS:

- Commander stays near ritual anchor, directing forces
- Acolytes coordinate in pairs, covering each other
- Shadow magic allows guards limited teleportation
- Each acolyte carries ritual components
- Wounded guards retreat to anchor for healing
- Environmental hazards - loose stairs and shadow zones

VICTORY BENEFITS:

- Capturing ritual components weakens temple defenses
- Defeated guards carry temple access medallions
- Commander's notes reveal upper temple layout
- Ritual anchor can be repurposed as a weapon

TREACHEROUS PATH

THE WARPED ASCENT

A massive expanse of corrupted mountainside blocks the path, where Valindra's ritual has twisted reality itself into a maze of unstable stone and shifting gravity. Shadow magic pulses through mineral veins turned luminous by corruption, creating zones where the very laws of nature bend and warp in response to the ritual above. The path winds through this chaos, marked by the remains of previous climbers who left behind ropes, pitons, and warnings carved in haste.

ENVIRONMENTAL HAZARDS:

- Stone flows like liquid in ritual surge zones
- Gravity shifts randomly between surfaces
- Time moves at different speeds through shadow fields
- Magnetic disruptions affect metal equipment
- Crystal formations shatter without warning

NAVIGATION METHODS:

- Ancient stability shrines provide safe zones
- Magical current patterns visible to arcanists
- Storm pulses reveal momentarily stable paths
- Previous climber markers show safe routes
- Natural handholds exist in uncorrupted sections

TACTICAL CONSIDERATIONS:

- Shadow surges occur every fourth round
- Safe zones last for 2d4 rounds before shifting
- Stability shrine activation requires a DC 15 Religion
- Failed climbing checks cause 2d6 falling damage
- Corrupted zones deal 1d4 force damage per round

SURVIVAL DYNAMICS:

- Moment of stability follows each shadow pulse
- Rope bridges can be created between safe zones
- Crystal formations amplify magical effects
- Shadow currents can be used for rapid transit

SUCCESS BENEFITS:

- Understanding corruption patterns helps predict temple defenses
- Stability shrine attunement grants temporary shadow resistance
- Hidden mountain paths provide alternate temple entries
- Ancient warning runes reveal ritual weaknesses

GM GUIDANCE

RUNNING THE DIRECT PATH:

Make the cultists intelligent but predictable.

They follow strict patrol patterns that observant players can exploit.

When combat begins, have the commander adapt tactics based on party actions.

Keep track of the ritual anchor's pulse timing openly - let players see when healing is coming.

Use shadow magic effects to create dynamic combat scenarios without overwhelming tactical complexity.

RUNNING THE TREACHEROUS PATH:

Describe environmental changes in vivid, concrete terms.

Don't just say gravity shifts - describe walls becoming floors, equipment floating upward, or water flowing sideways.

Track time spent navigating hazards, but allow clever solutions to speed progress.

When players interact with stability shrines or corruption zones, give them clear feedback about effects and durations.

MAINTAINING TENSION:

Count down the three hours in 15-minute increments.

Each increment should feature:

- Storm intensification above
- New shadow effects manifesting
- Reports of ritual progress
- Environmental changes
- Increased difficulty checks

Use these to create urgency without rushing decisions.

VICTORY AND DEFEAT STAKES:

Success on either path should:

- Grant tactical advantages for the temple assault
- Reveal crucial information about Valindra's defenses
- Provide tools to counter shadow magic
- Open alternate approaches to the ritual chamber

Failure shouldn't end the adventure but should:

- Cost precious time
- Strengthen temple defenses
- Alert Valindra to their approach
- Deplete party resources

ACT II: THE FINAL CONFRONTATION

SCENE 1: THE TEMPLE SUMMIT

SETTING DESCRIPTION:

The ancient temple's interior defies natural law, corrupted by Valindra's ritual. Shadow magic has twisted the architecture - columns spiral impossibly, and darkness flows like water across the ceiling.

The main chamber rises three levels, with ritual circles inscribed at each height. In the center, the Crown of Shadows pulses with power atop a floating obsidian altar. Valindra stands before it, her form wreathed in writhing shadows as she conducts the final stages of her summoning.

CLUES AND INFORMATION:

THE RITUAL STRUCTURE

Three ritual circles form the summoning triangle, each anchoring a different aspect of the Dragon Queen's power. The circles pulse in sequence: physical form, magical essence, and consciousness.

Valindra must maintain concentration while moving between them, channeling energy through the Crown of Shadows. Breaking this sequence disrupts the ritual but risks a catastrophic release of shadow energy.

Choice: Which aspect of the ritual to target?

TEMPLE DEFENSES

Living shadow magic fills the chamber, forming barriers and striking at intruders. The magic flows from crystalline anchor points, creating zones of warped reality between them.

These crystals resonate with the Crown's power, pulsing in time with Valindra's movements. Each pulse distorts space and gravity, but follows a predictable pattern tied to the ritual sequence.

Choice: Destroy the anchors or use their power?

FINAL TIMELINE

The moonset approaches. Valindra requires three complete ritual sequences to finish the summoning. Each successful sequence brings the Dragon Queen closer to manifestation, while failure causes painful backlash.

The Crown's power grows with each success, but leaves Valindra vulnerable during the channeling. Every moment strengthens the ritual's hold on reality.

POTENTIAL ENCOUNTERS:

THE FINAL CONFRONTATION PART I

Valindra Shadowscale commands the battlefield from the ritual circles, her form enhanced by the Crown's power. Shadow magic courses through her, granting abilities beyond mortal limits. She must divide her attention between defending herself and maintaining the ritual's progress.

CHAMBER LAYOUT:

UPPER LEVEL

CONSCIOUSNESS CIRCLE

- Floating platforms shift position each round
- Shadow bridges form and dissolve
- Gravity fluctuates near ritual circle
- Crystal anchors provide stable points
- Emergency teleport runes

MIDDLE LEVEL

MAGICAL ESSENCE

- Central ritual platform
- Corrupted pillars can be climbed
- Shadow energy pools
- Unstable floor sections
- Crown's altar pulses power

COMBAT MECHANICS:

Valindra's Core Abilities

- Shadow Step between circles (bonus action)
- Crown pulse: 2d8 force damage, 20ft radius
- Summon shadow beasts (2 per round)
- Channel ritual power (3d8 healing)
- Merge with shadows below half health

ENVIRONMENTAL EFFECTS:

- Platforms require DC 12 Acrobatics
- Shadow zones deal 1d6 necrotic
- Failed ritual checks cause 3d6 force
- Gravity shifts affect movement
- Crystal resonance causes psychic damage

THE FINAL CONFRONTATION

PART II

THE RITUAL COMPONENTS

CIRCLE MECHANICS:

Each ritual circle requires specific components and gestures to maintain the Dragon Queen's summoning. Understanding these elements reveals opportunities for disruption.

PHYSICAL FORM CIRCLE:

- Requires blood sacrifice each round
- Cultists draw daggers across their hands
- Shadows form dragon shapes
- Ground cracks and reforms
- Temperature drops near circle
- Failed checks summon shadow beasts

MAGICAL ESSENCE CIRCLE:

- Crown must channel power
- Energy beams connect circles
- Air warps and distorts
- Protection runes activate
- Failed checks cause backlash

CONSCIOUSNESS CIRCLE:

- Psychic energy pulses
- Reality tears form
- Dragon Queen whispers
- Time flows oddly
- Failed checks stun nearby creatures

DISRUPTION OPTIONS:

- Counter ritual components (DC 15)
- Destroy anchor crystals
- Interrupt Valindra's concentration
- Redirect energy flows
- Use temple's original wards

VICTORY REQUIREMENTS:

Either:

- Defeat Valindra directly
- Destroy all three circles
- Remove Crown of Shadows
- Force ritual failure
- Survive until moonset

GM GUIDANCE

RUNNING THE FINAL BATTLE:

Make Valindra competent but pressured. Track ritual progress openly with dice or tokens. Her actions should demonstrate both power and desperation - she's near victory but vulnerable during channeling. The Crown's influence shows in her behavior: arrogant yet unstable, powerful but losing control.

PACING THE CONFRONTATION:

Count both combat rounds and ritual progress:

- Storm intensity increases
- Shadow magic grows stronger
- Reality warps further
- Dragon Queen manifests slowly
- Moonset approaches steadily

KEY EVENTS THAT OCCUR:

- Circle activation sequences
- Crown power surges
- Shadow beast summoning
- Platform movement phases
- Crystal resonance peaks

USE THESE TO MAINTAIN TENSION BETWEEN:

- Direct combat pressure
- Ritual disruption attempts
- Environmental hazards
- Time pressure
- Resource management

POSSIBLE OUTCOMES:

A complete success sees Valindra defeated, the ritual disrupted, and the Crown of Shadows contained, with both temple and reality remaining stable.

In a partial victory, the ritual is prevented but Valindra escapes, possibly with the Crown, leaving the temple damaged and shadow magic lingering in the area.

Should they fail catastrophically, the Dragon Queen emerges as reality tears apart, Valindra undergoes a dark transformation, and the shadow realm begins merging with our world, devastating the region.

VALINDRA SHADOWSCALE

ROLE: MAIN ANTAGONIST

Now wielding the Crown of Shadows, Valindra has become something more and less than human. Her pursuit of power has reached its crescendo, yet the Crown's influence strains her sanity. She commands the ritual from the High Altar, fighting both the heroes and her own deteriorating control.

TRAITS:

Once calculating and composed, Valindra now swings between moments of brilliant lucidity and manic obsession. She retains her noble's eloquence but speaks with increasing religious fervor about the Dragon Queen's return. The Crown's power has made her overconfident, yet underneath lurks a growing fear that she's losing herself to its influence.

APPEARANCE:

The Crown of Shadows hovers above her head, connected to her by writhing tendrils of dark energy. Her once-elegant robes have become tattered and shadow-touched, moving unnaturally in unfelt winds. Her eyes now flicker between their natural green and solid black pools. Shadow frost spreads from her footsteps, and her voice carries unnatural harmonics.

ABILITIES:

Valindra commands powerful shadow magic, enhanced by the Crown's power. She can teleport between anchor points, create barriers of shadow energy, and summon shadow beasts. The Crown grants her insights into ancient draconic magic, but each use strains her grip on reality. Her spells now manifest with elements of both shadow and draconic power.

TACTICS:

In combat, Valindra maintains the ritual while defending herself. She uses cultists as shields, teleports frequently to maintain distance, and channels power through the anchor points to create environmental hazards. When pressured, she draws deeper on the Crown's power, accepting damage to herself in exchange for devastating magical effects.

MOTIVATION:

Valindra's original quest for power has become corrupted by the Crown's influence. She believes summoning the Dragon Queen will grant her the recognition and power she's always deserved. Deep down, she knows she's losing control but can't stop herself - the ritual has become an obsession that must be completed, regardless of the cost.

THE DRAGON QUEEN

ROLE: MAIN ANTAGONIST

The Dragon Queen represents an ancient evil, a being of immense power who ruled when dragons dominated the world. Her partial manifestation through Valindra's ritual makes her a looming threat throughout the adventure's climax, though she remains mostly trapped between realms.

TRAITS:

The Dragon Queen embodies primal draconic might and absolute authority. Her presence alone induces supernatural fear, and her partial manifestation warps reality around her. She views mortals as insignificant pawns yet shows intrigue toward those who demonstrate exceptional power or courage. Despite her imprisonment, she maintains a regal bearing and speaks with the weight of centuries of dominion.

APPEARANCE:

During the ritual, only portions of the Dragon Queen manifest - first her massive eye, then crystalline scales that shimmer with deep purple and midnight black. Shadow-flame wreaths these manifestations, and her scales seem to absorb nearby light. When she speaks, the air itself vibrates, and purple lightning arcs between her scales. The temperature drops dramatically in her presence.

ABILITIES:

Even partially manifested, the Dragon Queen wields tremendous power. Her gaze can inflict terror or madness, and her presence destabilizes magic itself. She can project her will through nearby shadows, animate dragon remains within the temple, and twist reality in her immediate vicinity. The ancient binding runes are the only things preventing her full emergence.

TACTICS:

The Dragon Queen plays a complex game of influence and power. She attempts to dominate the minds of cultists, offers tempting bargains to the heroes, and tries to manipulate Valindra's growing instability. Rather than direct combat, she uses her partial manifestation to create environmental hazards and psychological pressure on all present.

MOTIVATION:

The Dragon Queen seeks to reclaim her ancient dominion over the mortal realm. She views Valindra as a useful but disposable tool, and the Current Age as a temporary aberration to be corrected. Her ultimate goal is to restore dragon rule, with herself as the supreme authority.

CAPTAIN MIRA THORNE

ROLE: MAIN ALLY

Commander of Veloria's city guard turned mountain expedition leader, Mira serves as the party's primary tactical support throughout their ascent of Dragon's Fall. Her military experience and knowledge of Valindra's recent movements make her an invaluable ally in preventing the Dragon Queen's return.

TRAITS:

Mira embodies the professional soldier - disciplined, practical, and fiercely loyal to Veloria. Despite facing supernatural threats, she maintains a pragmatic approach to problem-solving. She's quick to formulate plans but flexible enough to adapt when situations change. Her steady presence helps ground others when facing overwhelming odds.

APPEARANCE:

Her well-maintained plate armor bears Veloria's crest, though now scratched from the mountain ascent. She keeps her graying brown hair in a tight military cut. A prominent scar across her jaw tells of past battles, and her alert blue eyes constantly scan for threats. She moves with the measured confidence of a veteran warrior, even in the most desperate situations.

ABILITIES:

Beyond her martial prowess with sword and crossbow, Mira excels at battlefield command. She can quickly analyze defensive positions, coordinate group tactics, and inspire allies through decisive action. Years of guard service have given her keen insight into criminal and cultist behaviors, helping her anticipate enemy movements.

TACTICS:

In combat, Mira focuses on protecting allies and maintaining group cohesion. She uses her defensive training to hold crucial positions and isn't afraid to sacrifice her safety to ensure mission success. When commanding others, she emphasizes coordinated efforts over individual heroics, always keeping the larger objective in mind.

MOTIVATION:

Mira carries the weight of Veloria's safety on her shoulders. Having failed to prevent the Crown's theft, she's determined to stop Valindra's ritual at any cost. She views this mission as a chance to redeem herself and uphold her oath to protect the city. Her practical nature keeps her focused on the immediate threat rather than dwelling on past failures.

QUOTES

CAPTAIN MIRA:

Hold the line! We've faced worse than shadow beasts.

Remember your training. Together we can beat them.

Veloria hasn't fallen in a thousand years. Not about to happen on my watch.

Save your strength. The real fight's still ahead.

Trust your instincts but watch your backs.

The crown is corrupting her mind.

VALINDRA'S QUOTES:

The Crown shows me truths you cannot imagine!

I will not be denied... not when I'm so close!

Your precious Veloria rejected me. Now it will kneel.

Can't you feel her power? She will remake this world!

The Dragon Queen chose ME as her herald!

The shadows... they whisper such beautiful promises...

THE DRAGON QUEEN:

Your mortal magics are but candle flames before an inferno.

Ah, brave little ones. Your resistance is... amusing.

I remember when your city was nothing but ashes beneath my wings.

Valindra, sweet child, you know not what forces you toy with.

Time means nothing to one who has slept for millennia.

Valindra Shadowscale

(Crown-Empowered)

Medium humanoid (half-elf), chaotic evil

Armor Class 18 (mage armor, Crown of Shadows)

Hit Points 120 (16d8 + 48)

Speed 30 ft., fly 30 ft. (when channeling Crown)

STR	DEX	CON
8 (+1)	16 (+3)	16 (+3)

INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)

Saving Throws Dex +7, Con +7, Wis +5, Cha +9

Skills Arcana +8, Deception +9, Intimidation +9

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Elvish, Draconic

Proficiency Bonus +4

Crown's Influence.

Valindra has resistance to necrotic damage and damage from spells. When she takes damage, she can use her reaction to teleport to an anchor point.

Ritual Focus.

Valindra has advantage on Constitution saving throws to maintain concentration while the ritual is active.

Actions

Multiattack.

Valindra makes two Shadow Bolt attacks.

Shadow Bolt.

Ranged Spell Attack: +9 to hit, range 120 ft., one target. Hit: 21 (6d6) necrotic damage..

Crown's Wrath (Recharge 5-6).

Valindra channels the Crown's power in a 30-foot cone. Each creature must make a DC 17 Dexterity saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much on a successful one.

Summon Shadow Beasts.

Valindra summons 1d4+1 shadow beasts that appear within 30 feet.

Lair Actions:

On initiative count 20 (losing ties)

Create a wall of shadow energy

Cause one anchor point to pulse with harmful energy

The Dragon Queen

(Partially Manifested)

Huge dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 30 ft., fly 60 ft. (while manifesting)

STR	DEX	CON
26 (+8)	14 (+2)	22 (+6)

INT	WIS	CHA
20 (+5)	16 (+3)	24 (+7)

Saving Throws Dex +8, Con +12, Wis +9, Cha +13 Skills Arcana +11, History +11, Intimidation +13, Perception +9

Senses

Truesight 120 ft., Passive Perception 19

Languages All, telepathy 120 ft.

Proficiency Bonus +6

Ancient Presence.

The Dragon Queen has immunity to frightened and charmed conditions. Her presence disrupts magic - all spells cast within 30 feet require a DC 17 spellcasting check to succeed.

Reality Anchor.

While partially manifested, the Dragon Queen can only be banished by disrupting all three ritual anchor points. She has advantage on saving throws against effects that would end her manifestation.

Actions

Multiattack.

The Dragon Queen makes one Bite attack and two Reality Rend attacks.

Bite. Melee Weapon Attack:

+14 to hit, reach 15 ft., one target. Hit: 36 (4d12 + 8) piercing damage plus 10 (3d6) force damage.

Reality Rend.

The Dragon Queen tears at the fabric of reality in a 15-foot line. Each creature must make a DC 20 Dexterity saving throw, taking 44 (8d10) force damage on a failed save, or half on a success.

Dragon's Gaze (Recharge 5-6).

The Dragon Queen fixes her gaze on one creature she can see within 30 feet. The target must make a DC 20 Wisdom saving throw. On a failure, they are stunned until the end of their next turn and take 36 (8d8) psychic damage.

Lair Actions:

Warp reality within a 20-foot cube

Pull one creature toward a ritual anchor point

Create a zone of anti-magic until next initiative 20

Captain Mira Thorne

Medium humanoid (human), lawful good

Armor Class 18 (plate armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON
16 (+3)	12 (+1)	14 (+2)

INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)

Saving Throws Str +6, Con +5

Skills Athletics +6, Perception +5, Insight +5

Senses Passive Perception 15

Languages Common, Dwarvish

Proficiency Bonus +2

Brave.

Mira has advantage on saving throws against being frightened.

Tactical Leader.

Allies within 30 feet of Mira gain a +1 bonus to AC and saving throws.

Parry.

When hit by a melee attack, Mira can add 2 to her AC against that attack. To do so, she must see the attacker and be wielding a melee weapon.

Actions

Multiattack.

Mira makes two melee attacks.

Longsword.

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Heavy Crossbow.

Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Rally (Recharge 5–6).

Up to three creatures of Mira's choice within 30 feet regain 7 (2d6) hit points.

Cult Fanatic

Medium humanoid (any race), chaotic evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON
16 (+3)	12 (+1)	14 (+2)

INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)

Skills Deception +4, Religion +2

Senses Passive Perception 11

Languages Common, Draconic

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

Shadow Empowerment. The fanatic's weapon attacks deal an extra 1d4 necrotic damage.

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 target. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) necrotic damage.

Temple Guardian

Large construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON
16 (+3)	12 (+1)	14 (+2)

INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)

Senses darkvision 60 ft., passive Perception 10

Ancient Warding. The guardian has advantage on saving throws against spells.

Immutable Form. The guardian is immune to any spell or effect that would alter its form.

Actions

Multiattack. The guardian makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Sealing Strike (Recharge 5-6).

The guardian strikes the ground. Each creature within 10 feet must make a DC 15 Dexterity saving throw, taking 17 (3d10) force damage and being knocked prone on a failed save, or half damage and not prone on a success.

BRAVE HEROES,

*THE CROWN OF SHADOWS IS GONE. VALINDRA TOOK IT
DURING THE TWILIGHT CORONATION. NOW SHE RACES TO
DRAGON'S FALL. CAPTAIN THORNE TRACKS HER,
BUT NEEDS YOUR STEEL AND SPELL.*

*TIME RUNS SHORT. THE DARK OF THE MOON COMES. WHEN
IT DOES, VALINDRA WILL TRY TO SUMMON THE DRAGON
QUEEN. I REMEMBER THE STORIES OF HER REIGN.
CITIES BURNED. KINGDOMS FELL. CHILDREN WEPT.*

*I OFFER YOU GOLD, BUT KNOW IT MEANS NOTHING IF SHE
SUCCEEDS. THE MOUNTAIN PATH IS HARD.*

*THE TEMPLE GUARDS ARE STRONG. VALINDRA GROWS MORE
POWERFUL WITH EACH PASSING HOUR.*

*BUT YOU ARE NOT ALONE. CAPTAIN THORNE HAS SET UP A
BASE CAMP AT DRAGON'S FALL. SHE HAS MAPS, SUPPLIES,
AND LOYAL SOLDIERS. USE THEM WELL. THE REALM NEEDS
HEROES. NOT TOMORROW. NOT AT DAWN. NOW.*

MAKE HASTE TO DRAGON'S FALL.

**REMALIA HAVENTREE
HIGH COMMANDER**