



DRAGON MUSEUM HEIST

Dragon Museum Heist is a Fifth Edition adventure designed for **four characters with an average party level (APL) of 5, 8, or 11**. The party must steal an ancient artifact from the Bruldrim Museum before a cabal of necromancers does. This adventure takes place in the underground dwarven city of Burnbular but can easily be placed in any dwarven city.

LEVEL SELECTION

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, the encounters scale with each level of the adventure. The keyed locations will present the differences between each level.

BACKGROUND

Sponsored by the god of decay, a militaristic cult of necromancers known as The Ebon Blades seek to rot the world to nothing, knowing that they will be granted eternal life for doing so.

However, the years have not been kind to the order. Persecution by the city's authorities and the work of do-gooders have significantly reduced their ranks. Unfortunately, their ghostly leader Worius has a solution. Burnbular's museum contains an artifact known as *The Medallion of Therenas*, which, given time, could be used to power an arcane machine capable of flooding the city with

negative energy and convert the populace into an army of undead.

The cult has been "donating" artifacts to the museum, with skeleton-filled *bags of holding* hidden inside for months, and Bruldrim, the dragon that owns the museum, has left on vacation. If no one intervenes, the cult will soon steal the amulet for themselves and plunge Burnbular into ruin.

ADVENTURE SUMMARY

The characters begin in Burnbular, where one of the patrons in the "Adventure Hooks" section of this adventure (here on referred to by the handle "Mr. Williams," though choose any name or gender that fits your campaign) hires the criminal character (here on referred to as "The Criminal") and someone from The Criminal's past (here on referred to as The Partner) to steal *The Medallion of Therenas* from the city's dragon-owned museum. Mr. Williams briefs the characters on the museum's layout, security, valuables, and the group of necromancers who are also after the medallion. The characters are then left to decide on how to break in and execute their plan. Shortly after the characters reach the vault door, Worius possesses a taxidermied tyrannosaurus rex, accidentally sets off the alarm, and moves to rip the vault door off. The characters must stop Worius, crack the vault, recover the amulet, and escape before The City Watch arrives.

ADVENTURE HOOKS

This adventure presumes that The Criminal receives *sending* spells by one of the following “Mr. Williams,” promising a scheme for stealing everything in the local dragon-owned museum’s vaults. All Mr. Williams wants is an item in the dragon’s possession called *The Medallion of Therenas* (see Appendix). Feel free to combine or modify these hooks to suit your needs. However, The Criminal’s backstory should be central to their motivations for accepting the job.

ADVENTURE HOOKS

d6 Hook

- 1 The Ebon Blades put The Criminal in a bad situation, but Mr. Williams bailed them out. Since then, this debt has hung from The Criminal like an albatross. However, Mr. Williams has offered to let them off the hook in exchange for performing a single job.
- 2 A family member became critically ill after a recent attack made by The Ebon Blades. Mr. Williams offers to pay the family member’s steep medical bills in exchange for completing the job.
- 3 The Criminal’s family was tasked with protecting *The Medallion of Therenas* from The Ebon Blades but it was taken and eventually found its way to Bruldrim. Mr. Williams is another family member and has a plan to take back what is theirs, but needs The Criminal’s help.
- 4 Mr. Williams has a plan for a heist that will make headlines across the nation, and The Criminal is the one to execute it. However, time is short, as the criminal mastermind Worius is also about to make a move.
- 5 Mr. Williams tried and failed to prevent The Criminal from stealing an artifact for Worius, who then used it to terrorize the countryside for months. Mr. Williams has learned of a similar artifact of greater power but received a grievous wound in a confrontation with The Ebon Blades. The Criminal is the only other person Mr. Williams knows can pull this off and is giving them the chance to redeem themselves.
- 6 Worius previously hired The Criminal and double-crossed them during the handoff. The Criminal’s partner and lover died as a result. Mr. Williams knows that Worius is after the amulet and tells The Criminal that stealing the amulet would be a major blow to The Ebon Blades.

In addition, Mr. Williams has employed The Partner to accompany the characters. Treat them as a **spy** with

proficiency in thieves’ tools (+4 to checks). Each partner corresponds to the hook with the same number but feel free to combine or modify these characters to suit your needs.

PARTNERS

d6 Partner

- 1 One of Mr. William’s cold-blooded enforcers accompanies the characters to ensure that The Criminal keeps up their end of the bargain.
- 2 The Partner is engaged to The Criminal’s ill family member. They are a former burglar who tried to leave that life behind but took this job to save their lover.
- 3 The Partner is another family member that blames The Criminal for the medallion being stolen.
- 4 The Partner is a former rival who has since fallen behind. They resent this and are constantly looking for ways to outdo The Criminal.
- 5 Mr. Williams sends his apprentice with the characters. The Partner has conflicted feelings about The Criminal. On the one hand The Criminal is partially responsible for this situation, on the other they admire The Criminal’s skills.
- 6 The Partner was also in love with The Criminal’s former lover. Ever since Worius’ betrayal, taking on increasingly dangerous jobs is all that makes The Partner feel alive.

However, The Partner should be relevant to The Criminal’s backstory.

If the characters accept, Mr. Williams tells them to come to a tavern called “The Glistening” (see “Hatching the Plan”). If they refuse, Mr. Williams is disappointed and continues to look for a suitable criminal to no avail. The Ebon Blades take the amulet just before Bruldrim returns and flood Burnbuldar with necrotic energy a month later. See the “Aftermath” section for additional details.

HATCHING THE PLAN

The Glistening is an upscale tavern within thirty minutes of the characters’ current location on foot. Thin veins of gold wrap through the building’s obsidian walls like ivy. Magical dim flickering lights are ever-present, causing the walls to shimmer in shifting patterns constantly.



Shortly after arriving, security ushers the characters to a private room in the back that is just barely big enough to fit everyone. “Mr. Williams” is there alone and introduces himself as such unless the party already knows who they are. Mr. Williams then pushes a button under the table, causing the room to descend for 30 seconds before arriving in The Glistening’s secret planning room. Various blueprints and sketches of floor plans cover a large table at the center of the room. A variety of nonmagical tools and weaponry covers the eastern wall. The Partner can be seen studying a diagram of the vault door. Mr. Williams greets them, sits down, and shares the following information with the characters.

The Opportunity. Bruldrim has left on a month-long vacation and has closed the museum down. Bruldrim only leaves about once a decade and seldom for this long. Now is the time to make a move.

Floorplan. Mr. Williams presents the characters with copies of the maps provided with this adventure (see Appendix).

General Features. Mr. Williams has done extensive research and communicates everything in the “General Features” section of the museum below.

The Vault. Bruldrim put almost everything of value in the basement’s vault before leaving. A maximum-security solid adamantine door seals the room.

Mr. Williams explains the nature of the vault and how difficult it is to break into. A character with proficiency in thieves’ tools will understand the checks and locks needed to break into the vault. Give them the information about the vault’s door as described in area 4.

Personnel. On top of all this, Bruldrim has hired several powerful mercenaries led by a lawful good male dwarf named Captain Norsus Hammermane (see area 3 for statistics) to guard the museum. Mr. Williams’ informants have confirmed mercenaries are camping in front of the vault until the dragon returns. Norsus has the controls for the *wall of force* (see “General Features”).

Getting In. The dragon made one mistake; one of the mages it contracted to build the *wall of force* was vulnerable. Mr. Williams has managed to blackmail them into leaving a single hole in the barrier... a toilet. After the dragon left, he sent familiars equipped with digging equipment and small explosives to break and drain the plumbing. The toilet can

now serve as a passage for Tiny creatures. Mr. Williams has captured a **diminution drake** (see Appendix) and plans on using it to shrink the characters if they have no way of making the 30-minute journey themselves. They can then hide in the restroom until the effects wear off, deal with the guards and crack the safe.

Otherwise, the characters can try to convince Norsus to lower the barrier. Sadly, the captain is incredibly pious and doesn’t take bribes. He would also take any implication that the amulet might be stolen as an offense to his martial prowess and would be unlikely to hand it over. Mr. Williams believes that Norsus might drop the barrier for one of the following reasons.

- Bruldrim asking for the barrier to be lowered.
- An authority figure who has a compelling reason to be in the museum (perhaps a high-ranking official in the City Watch that has come to investigate a break in).
- Direct orders from the god of order.

This is not an exhaustive list. If the characters come up with a plan that you believe could sway a lawful good character, allow them to execute it. There is an arcane intercom and camera in front of the museum’s gate. Characters can use the intercom to contact Norsus.

Regardless of how the characters attempt to get Norsus to drop the barrier, have them make an appropriate DC 18 check.

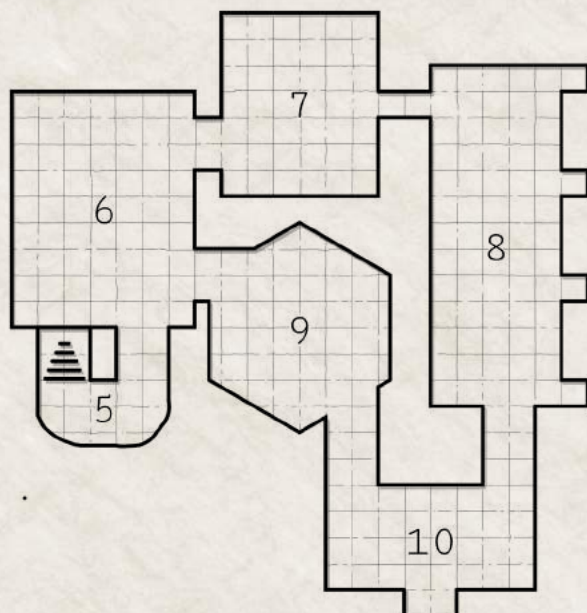
These are not necessarily the only ways to enter the museum. If the characters come up with another plan that seems feasible, allow them to execute it.

The Wild Card. Mr. Williams’ informants saw several known members of The Ebon Blades come and go while casing the place and he assumes they are planning something as well. Given how infrequently Bruldrim leaves his lair, it is not a matter of if the cult will make a move, but when.

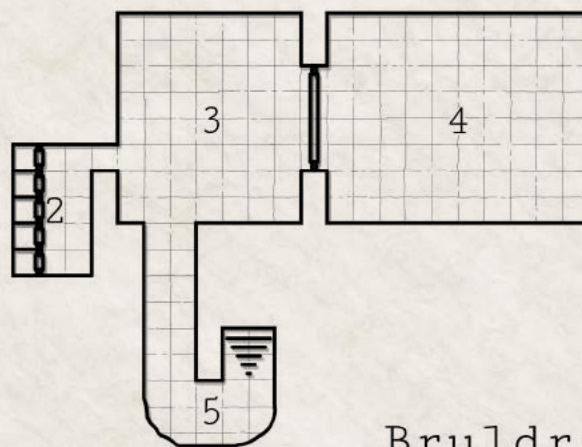
Speaking With Norsus. If the characters attempt to use the intercom, Norsus always answers. Norsus has visited the museum many times and can answer any questions about its layout and exhibits. Norsus does not know the specifics of the security measures upstairs; however, Bruldrim told him to stay downstairs for his own safety. Norsus answers any inconspicuous questions to the best of his ability. Characters who succeed on a DC 13 Charisma (Deception) check can make a suspicious question seem inconspicuous.



First Floor



Basement



Bruldrim Museum

1 Square = 5 Feet

BRULDRIM MUSEUM

This museum was built after Bruldrim and the dwarves reclaimed Burnbuldar from the **ancient red dragon** Nirrad The Devourer, ending a millennium of exile. The artifacts contained in these marble halls serve as a reminder of what was lost but also celebrate the perseverance of the dwarves.

ARRIVAL

If the characters choose to enter through the sewers, Mr. Williams brings the crate containing the **diminution drake** into the room and has any characters that cannot pass through the Tiny pipes shrunk. The characters are then loaded into a padded jar and given to a **veteran** who enters the sewers from The Glistening's basement and travels for thirty minutes before reaching the insertion point. The veteran releases the characters into area 1 and leaves.

If the characters need to travel above ground, the museum is a 15-minute walk from The Glistening. It is a monolithic building sculpted from marble with Roman columns. A life-sized statue of Bruldrim stands out front resting atop a hoard containing items from each of the museum's exhibits.

GENERAL FEATURES

Unless stated otherwise, locations within the museum have the following features.

Ceilings. The ceilings throughout the museum are 15 feet tall. They are carved from marble and supported by marble pillars.

Floors and Walls. The museum has tiled marble floors with obsidian accents. Marble columns support marble walls adorned with glass cases with notecards that describe missing relics.

Illumination. While in the museum, treat each area as being brightly lit unless specified otherwise.

Wall of Force. Bruldrim hired powerful mages to create a massive *wall of force* that encases the museum. Disabling the barrier requires the remote on Norsus's person in area 3.

Wards. The museum is protected by a matrix of spells. The entire museum is shrouded in a *private sanctum*, and spells that would alter the building structurally fizzle when cast.

The Watch Approaches. If the museum's vault door, walls, ceilings, or floors are damaged, an alarm is raised. The City Watch's headquarters is nearby, and they will respond in

force after 5 minutes due to the area's historical significance and Bruldrim's clout. Since time is vital in this situation, keep track of time in the real world. Assume that every minute a player spends making decisions and speaking outside of combat for their character counts as 30 seconds (or 5 rounds) in time. Then, when characters enter combat, pause the clock and run the combat round-by-round—each round of combat counts as 6 seconds of real-time.

When time is up, three **knight**s, five **veterans**, and twenty **guards** arrive at the museum's entrance and form a concave blockade around it. The **adult silver dragon** Bruldrim arrives on the scene an hour later, wearing sunglasses and a massive colorful buttoned dress shirt covered with floral patterns.

1 - PLUMBING

Excrement covers every surface inside the maze of 1-foot-wide pipes, and the smell is unbearable. Rats covered in blood and feces can occasionally be seen tearing the corpses of their prey apart.

Skill Challenge: Finding the Restroom. Five successes of any combination of the below checks are required to find the restroom. If the party fails three checks before doing so, they are lost and must start over and gain one level of exhaustion as the journey takes its toll. The party may choose a character to make one check every five minutes. No single character may make the same check twice.

- A successful DC 13 Wisdom (Survival) check to navigate the tunnel.
- A successful attack roll against AC 13 dealing a minimum of 10 damage to drive off a rat.
- A successful DC 13 Dexterity (Acrobatics) check to squeeze through a tight space.
- A successful DC 13 Charisma (Intimidation) check to scare potential predators away.
- A successful DC 13 Intelligence (Investigation) check to keep track of the pipes the characters have already gone down.
- A successful DC 10 Constitution check to avoid retching uncontrollably for several minutes.
- If a character proposes another idea, allow them to make the appropriate DC 13 check, but give them disadvantage if it's particularly outlandish.

If the characters succeed, they reach the restroom (area 2).

2 - RESTROOM

Compared to the sewers, this washroom is a porcelain paradise. The air smells of roses, and the room is immaculate.

Prestidigitation air filters are the source of the smell, and Bruldrim had the restroom cleaned just before the museum closed.

Otherwise, the room is empty.

3 - EXAMINATION ROOM

An enormous black metal vault door with a green sheen sits at the north end of the room. The only thing that rivals the vault's magnitude is the horrific smell coming from a half dozen buckets at the south end of the room. Two tents stand in front of the vault, and several guards can be seen biding their time. They have moved several examination tables into a makeshift wall around their encampment.

Encounter: Security. The dwarven mercenaries in the room attack on sight unless the characters previously placated Norsus. The tables provide half cover while standing and full cover while prone. The mercenaries' number and statistics depend on the level of the adventure, as shown in the table below, with Norsus's statistics being listed first. They fight to the death to protect their people's relics.

AREA 3 ENCOUNTERS

Adventure Level Encounter

5th	1 veteran, 2 spies
8th	1 gladiator, 1 veteran
11th	1 gladiator, 1 assassin

Treasure: Barrier Controls. The controls for the *wall of force*, entrance arcane camera, and intercom are on Norsus' person. Any creature that is holding the controls can use an action to lower or raise the *wall of force*.

4 - VAULT

Once the characters begin to turn their attention to opening the vault door, several thunderous pounds can be heard from above just before a tyrannosaurus rex bursts through the ceiling, damages the floor, sets off the alarm, and exclaims, "G'day gents!"

The neutral evil dwarf Worius had runes placed inside the tyrannosaurus rex in area 6, so he could control it from a remote location. He plans to use it to open the vault door.

Encounter: Taxidermied T-Rex. Worius and whatever other creatures he controls attack the characters on sight. Their number and statistics depend on the level of the adventure, as shown in the table below. While fighting, Worius greets The Criminal by name and mocks them in ways relevant to the hook you selected (how easy it was to kill the criminal's lover, how futile The Criminal's family's efforts to keep the medallion safe were, etc.). He also gloats about the "genius" of his plan as described in the "Background" section of this adventure and how the characters cannot hope to stop him. They fight until the taxidermied dinosaurs are destroyed.

AREA 4 ENCOUNTERS

Adventure Level Encounter

5th	1 tyrannosaurus rex
8th	1 tyrannosaurus rex, 1 sunset raptor (see Appendix)
11th	1 tyrannosaurus rex, 6 sunset raptors (see Appendix)



Obstacle: Vault Door. A circular, 20-foot-diameter vault door stands before the characters. The door has 23 AC, 150 hp (damage threshold 10), and immunity to poison and psychic damage. The vault door has five locks that can each be picked with a DC 18 Dexterity check using proficiency with thieves' tools. The vault is unaffected by the *knock* spell. Damaging the vault triggers the security matrix alarm (see "General Features").

Beyond the door lies a massive chamber where display cases, container covers, and piles of humanoid-crafted knick-knacks cover every surface. Giant weapons, wall-sized murals created by forgotten masters of their crafts, and significant display cases filled with jewelry can be spotted among vast piles of historical clutter. Several minotaur and dwarven skeletons can be seen sifting through mounds of treasure as if looking for something.

Encounter: The Ebon Blades. The skeletons attack when the characters walk 5 feet into the room. Their number and statistics depend on the level of the adventure, as shown in the table below. They fight until destroyed.

AREA 4 ENCOUNTERS

Adventure Level Encounter

5th	2 minotaur skeletons, 3 skeletons
8th	3 minotaur skeletons, 4 skeletons
11th	4 minotaur skeletons, 7 skeletons

Skill Challenge: Finding the Amulet. Seven successes of any combination of the below checks are required to find *The Medallion of Therenas* amid the piles of clutter. If the party fails five checks before doing so, they must begin searching again. The party may choose a character to make one check each round. No single character may make the same check twice.

- A successful DC 13 Wisdom (Perception) check to try and spot the amulet.
- A successful DC 13 Strength (Athletics) check to force open locked containers and move heavy boxes out of the way.
- A successful DC 13 Dexterity check using proficiency with thieves' tools to open locked containers.
- A successful DC 13 Charisma (Persuasion) check to organize the search effort.
- A successful DC 13 Intelligence (Investigation) check to understand Bruldrim's filing system and where the amulet should be.
- If a character proposes another idea, allow them to make the appropriate DC 13 check, but give them disadvantage if it's particularly outlandish.

If the characters succeed, they find *The Medallion of Therenas* (see Appendix).

Treasure: Vault. A total of 5,708 gp in finely crafted weapons, jewelry, and art can be found in display cases that shatter easily. A sizeable case contains two *potions of healing*, a *spell scroll of suggestion* and a *spell scroll of major image*. A sign below the case states that a notable archmage crafted these during his schooling.

5 - DWARVEN DEFENSES

This hallway contains a history of the defenses employed by the dwarves of the Shatterback Mountains. The left and right walls are made out of *walls of force*, behind which dummy adventuring parties can be seen being burned by jets of fire, shot by poison darts, cleaved by swinging axe blades, and much more. The hallway itself is an upward slope that

suddenly turns out of sight. Halfway up the hall, a two-sided hanging sign says this area is modeled after a typical bolder trap and challenges the reader to see the pressure plate directly under it.

Bruldrim has armed the boulder trap.

Trap: Historically Deadly. Stepping on the pressure plate causes the trap door at the northern end of the hallway to open, releasing the boulder. The boulder rolls until it hits the southern gate. Characters inside the hallway must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) bludgeoning damage, or half as much on a success as the boulder crushes them. Any character with a passive Wisdom (Perception) of 17 or better that has a line of sight on the trapdoor in the ceiling at the north end of the hallway or the pressure plate notices them. Any character can disable the trap door or pressure plate with a successful DC 14 Dexterity check using thieves' tools.

6 - EXOTIC BEASTS

This room contains wax sculptures depicting tropical birds, sharks, and a host of other exotic creatures. If the characters have not fought Worius, a taxidermied tyrannosaurus rex is the centerpiece of the room. It poses as if to roar while chasing several Medium-sized taxidermied dinosaurs with vibrant feathers. If the characters have fought Worius, the animals they destroyed are gone, and there is a massive hole in the floor leading to area 3.

Otherwise, the room is empty.

7 - PYRAMID

The area's entrance sign states that Bruldrim salvaged this room from a dwarven pyramid dating back to their exile. The room is made entirely from intricately carved sandstone. A mural depicting a red dragon forcing dwarves into the desert where they constructed new "mountains" can be seen on the western wall. Piles of jewels and jewelry sit in a display case at the east end of the room, and an impressive array of sarcophagi line the walls. An inscription just above the display case states, "Those who would take the high priest's treasures are doomed to decay."

Encounter: Ancient Curse. If the characters attempt to take any valuables from the display case out of the room, several of the sarcophagi open, revealing dwarven **mummies** that attack the characters. Their number depends on the level of the adventure, as shown in the table below. They fight until they're destroyed.

AREA 7 ENCOUNTERS

Adventure Level Encounter

5th	2 mummies
8th	3 mummies
11th	5 mummies

Treasure: Relics of Exile. The jewels and jewelry are worth 300 gp in total.

8 - ARCHITECTURE WING

This area contains several facades of full-sized buildings that are each from a different era. The progression of time is linear, with the oldest building on the south end of the hall and the newest on the north end. They progress from a well-crafted stone home carved out of the rock to sandstone buildings from when the dwarves were exiled to the nearby desert by a red dragon to a stone home dating back to the reclamation that utilizes sandstone. There are several wax sculptures dressed in the typical fashion of each period.

Bruldrim has animated the statues and commanded them to attack any intruders. Characters with a passive Wisdom (Perception) of 13 or better feel like something is watching them.

Encounter: Riot. The sculptures attack when the characters walk 15 feet into the room. Their number and statistics depend on the level of the adventure, as shown in the table below. They fight until they're destroyed.

AREA 8 ENCOUNTERS

Adventure Level Encounter

5th	8 wax statues (treat them as zombies , except they are constructs)
8th	5 wax statues which strike hard enough to stun opponents (treat them as ghouls , except they are constructs)
11th	7 wax statues which strike hard enough to stun opponents (treat them as ghouls , except they are constructs)

9 - GEOLOGICAL HISTORY

This chamber contains several signs detailing Mt. Shatterback's history and houses a 10-foot-tall scale volcano. It gives off smoke and lava bubbles over its side that vanish into the floor. The floor feels hot and looks swollen.

Bruldrim rigged the volcano to blow if anyone enters the room.

Hazard: Eruption. If the characters walk 10 feet into this room, the volcano erupts with illusory magma. Characters inside the room must succeed on a DC 13 Intelligence saving throw or take 22 (4d10) psychic damage, or half as much on a success as illusory molten rock pummels them. A character who fails this check by 5 or more gains a short-term madness as the illusion lingers and they begin to see their bones burn away. Creatures with a passive Intelligence (Nature) score of 18 or better understand that the volcano is about to erupt. A character can disable the volcano with a successful *dispel magic* spell.

10 - LOBBY & GIFT SHOP

Many magically animated artbooks, historical texts, replica relics, and Bruldrim plushies sit on shelves throughout the room. There is an obsidian counter at the southern end of the room, but the cash register is open and empty.

The room is otherwise empty.

AFTERMATH

The following are a few possible consequences of the character's actions.

- If the characters return with the *The Medallion of Therenas*, Mr. Williams keeps any promises they made. Depending on the hook you selected, they might do anything from putting it in a secret family vault to selling it to a black-market arms dealer who may appear in a future adventure. Woriur and The Ebon Blades will likely return to take vengeance on the characters as well.
- If the characters do not retrieve the amulet, The Ebon Blades take the amulet just before Bruldrim returns. The Ebon Blades then use it to flood Burnbular with necrotic energy one month later. The weapon kills everything within the city limits, and every corpse rises to serve the necromancers. The cult then takes their army and begins terrorizing the countryside.

- If the characters successfully retrieved *The Medallion of Therenas* but did not give it to Mr. Williams, they are hounded by what remains of The Ebon Blades (and possibly Mr. Williams depending on what hook you chose). Ω

APPENDIX

THE MEDALLION OF THERENAS

Wondrous item, rare (requires attunement)

The medallion hangs from an ivory chain and depicts a screaming human visage surrounded by an oval formed from hundreds of minute onyx appendages that are peeling away its flesh.

While wearing the medallion, you can use an action to cause a hand of darkness to extend from it and rip positive energy out of a creature you can see within 60 feet, causing them to mortify. The target must make a DC 15 Constitution saving throw, taking 6d10 necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid killed by the hand rises at the start of your next turn as a **zombie**. The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must coat the medallion in blood before the current 24-hour period ends. Doing so reasserts your control over up to three creatures you have animated with the medallion.

Once the medallion has extended a hand, it can't do so again until the next dawn.



DIMINUTION DRAKE

Medium dragon, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	16 (+3)

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

Skills Perception +4, Stealth +4, Survival +4

Damage Immunities poison

Condition Immunities blinded, deafened, poisoned

Senses blindsight 30 ft., passive Perception 17

Languages understands Common and Draconic but can't speak

Challenge 5 (1,800 XP)

Change Scale. As a bonus action, the drake can change its size to Tiny or Small for 1 minute. While its size is reduced, it can't use In One Bite, and it has advantage on stinger attacks made against creatures larger than it. It can end this effect early as a bonus action.

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

ACTIONS

Multiattack. The drake makes two claw attacks and one stinger attack.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit 10 (2d6 + 3) slashing damage

In One Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one Tiny target. Hit: The target must succeed on a DC 15 Dexterity saving throw or be swallowed by the drake. While swallowed, the target's hit points are reduced to 0, and it is stable. If a creature remains swallowed for 1 minute, it dies.

While it has a creature swallowed, the diminution drake can't reduce its size below Medium. If the diminution drake dies, a swallowed creature's hit points return to the amount it had before it was swallowed, and the creature falls prone in an unoccupied space within 5 feet of the drake.

Stinger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or have its size reduced by one category until it completes a short or long rest. This attack can reduce a creature's size to no smaller than Tiny.

Shrinking Breath (Recharge 5–6). The drake exhales poison in a 15-foot-line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failure, a creature takes 17 (5d6) poison damage and its size is reduced by one category until it completes a short or long rest. On a success, it takes half the damage and isn't reduced in size. This breath can reduce a creature's size to no smaller than Tiny.

SUNSET RAPTOR

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	16 (+3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Hypnotic Plumage. When a creature that can see the sunset raptor's tail starts its turn within 100 feet of the raptor, the raptor can force it to make a DC 12 Wisdom saving throw if the raptor isn't incapacitated and can see the creature. On a failure, a creature becomes charmed until the start of its next turn. While charmed, the creature is incapacitated as it suffers from surreal hallucinations and must move up to its speed closer to the raptor that charmed it. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the sunset raptor, a target can repeat the saving throw, ending the effect on itself on a success. Other sunset raptors are immune to this effect. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the sunset raptor until the start of its next turn, when it can avert its eyes again. If the creature looks at the sunset raptor in the meantime, it must immediately make the save.

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

ACTIONS

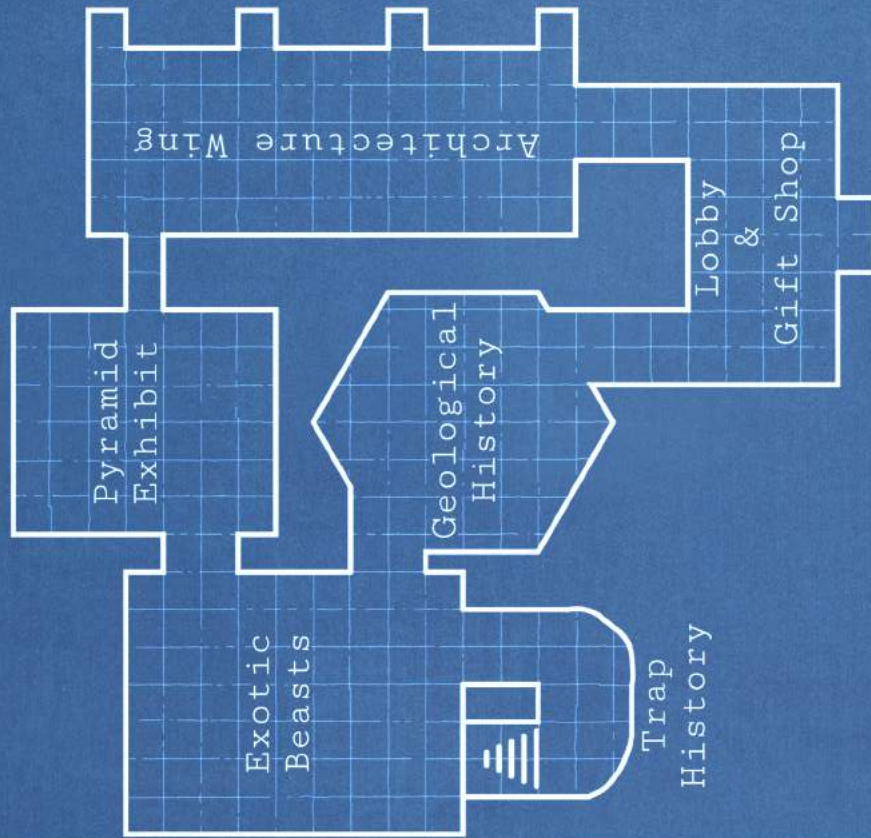
Multiattack. The sunset raptor makes two attacks: one with its bite and one with its claw.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage

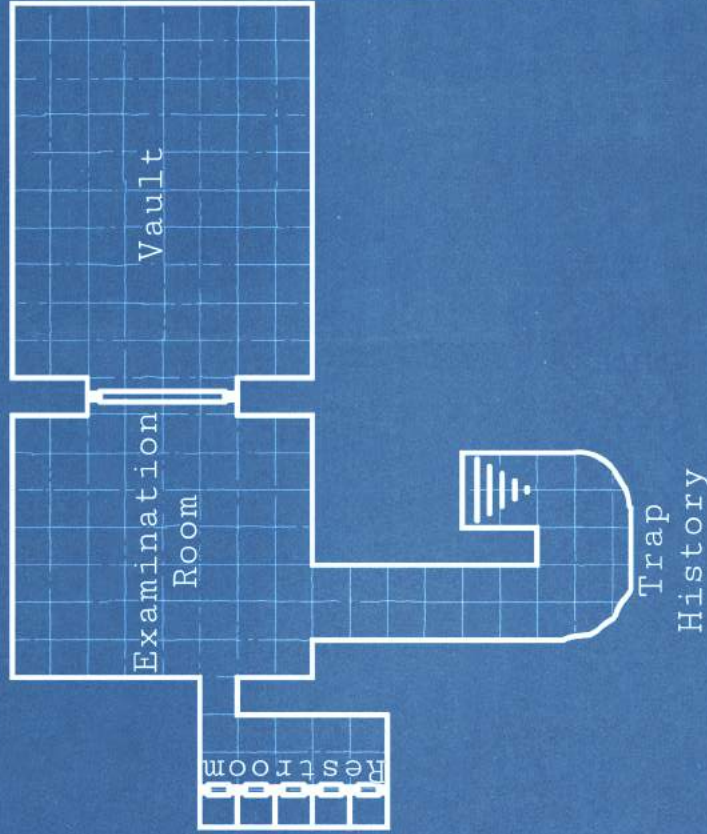
Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage



First Floor



Basement



Bruldrim Museum

1 Square = 5 Feet

CREDITS

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Art by Dean Spencer, Matias Lazaro, and Shutterstock
Template by Nathanaël Roux - <https://www.barkalotdesigns.com>

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