



# READY, SET, ENCOUNTER!

VOL. 1: THE DRAGONING



 **DAGGERHEART**  
COMPATIBLE



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VOL. 1: THE DRAGONING

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# ENCOUNTER HOOKS





**N**eed more ideas to start your adventure? Look no further! We have prepared a curated selection of the most exciting quest-ideas you can find!

## ADVENTURE HOOKS WITH A TWIST

**THE SCENT OF A KOBOLD:** Kobolds have been stealing laundry from local villagers, claiming that “the dragon loves the smell of fear... and unwashed feet.”

**Twist:** The dragon has been blinded in battle. The kobolds now rely on scent-based sorting systems to identify “enemies” and “friends” using clothing, sweat, and fear pheromones. Unfortunately, the dragon mistakenly interprets the party’s clothing as a declaration of war.

**WHISPER OF THE WYRM:** A dragonborn diplomat arrives at the royal court, offering peace treaties and gifts of gold. However, days later, nobles begin turning against each other as paranoia spreads like wildfire.

**Twist:** The gifts were infused with the essence of the dragon, carrying whispers that incite betrayal and fear. The court is a ticking time bomb, and the party must expose the cult’s influence before the kingdom implodes without a single attack.

**TOOTH BE TOLD, WE SCREWED UP:** Kobolds leave creepy gifts at the party’s camp, including teeth, bloody feathers, and half-burned dolls.

**Twist:** These are not threats; they’re gifts of apology. The kobolds are attempting to make amends for a catastrophic mistake: they accidentally bonded the party’s souls to the dragon’s heart.

**THE TROJAN LIZARD:** A lizard, battered and exhausted, collapses at the gates of a frontier village. Its saddle bears draconic sigils that match those of a notorious kobold warband. The lizard looks at the party with pleading, intelligent eyes, clearly seeking aid.

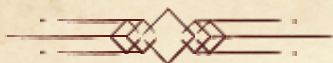
**Twist:** The lizard is actually bait enchanted by a dragonborn cult. Its wounds are illusory, and its bloodstained saddle is ritual-marked to track the party’s location and allegiances.

**DUST AND ROSES:** A barren desert suddenly blossoms overnight with forests of crimson flowers. Local villages rejoice at this miraculous sight until they notice that the flowers begin to exude intense heat, and livestock mysteriously disappears.

**Twist:** The desert acts as the dragon’s incubation ground, where the flowers are an illusion – a circle of eggs disguised as flora, absorbing heat to facilitate hatching. As the party approaches the center, the “flowers”

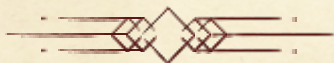


ignite like torches, revealing that the desert is a living nest the size of a city.



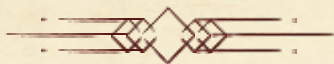
**FLAME AND FORTUNE:** Deep within the dragon's volcanic lair lies an ancient artifact known as the Ember Sigil. The dragon offers this artifact freely, claiming it is "the most precious thing I possess," worth more than its entire hoard.

**Twist:** It's a parasitic relic that contains a fragment of the dragon's soul. Upon touch, it infects its wielder, fusing to their chest and causing them to lose their sense of self. If the bearer dies, the Sigil detonates, triggering a volcanic cataclysm that fully awakens the dragon and scorches a hundred-mile radius into a wasteland.



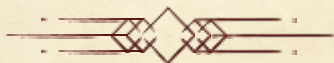
**BREAD ROLLS OF FIRE:** Kobolds have taken over a bakery, claiming bread is "dragon's blessing for the tummy."

**Twist:** The "bread" is made with magically infused wheat grown near the dragon's lair. Eating it grants draconic visions and slowly transforms villagers into cult-bound fire elementals.



**LIVE, LAUGH, LAUNCH:** While traveling, the party hears an earth-shaking roar from the mountains followed by a rain of scorched kobolds falling from the sky.

**Twist:** The kobolds aren't victims - they're launching themselves intentionally as part of a massive ritual artillery system.



**EGGS AND THE CITY:** In a mining town plagued by earthquakes and vanishing workers, kobold lizard riders are tunneling beneath the city to create a magma-filled lair for their dragon overlord.

**Twist:** The lair is a chamber for dragon eggs, and the town is built over a hatchery. In just a few days, a clutch of ember wyrmlings will hatch from below.



**THE EXHIBIT IS LAVA:** An ancient draconic war-banner has been stolen from a museum. It's officially a magical key, and the cult intends to use it to open the sealed lair of the red dragon.

**Twist:** The war-banner isn't a key - it's a containment ward. Removing it from the museum has already started the lair's awakening, and the party must return it before it finishes unsealing the dragon's soul.



**THE DRAGON IS THE SEAL:** The party discovers that a slumbering red dragon is sealed deep beneath the earth, bound in place by arcane chains and ancient rituals. Cultists are trying to awaken it.

**Twist:** The dragon isn't the true threat; it's the prison itself. The dragon's body is the only thing keeping something far worse contained beneath the surface. If the cult succeeds in awakening the dragon, it will die, shattering the natural seal and releasing a primordial flame god that even dragons fear.



**KOBATTLE ROYALE:** The kobold lizard riders host a brutal underground gladiator circuit. A captured NPC contact is forced to fight. The party must enter the tournament to free them or start a riot from within.

**Twist:** The contact wasn't captured; they volunteered trying to expose a cult ring funding the tournament. But if they blow their cover, the dragon itself might come to watch the finals.



**YOU'VE BEEN HOARDED:** A kobold syndicate hires the party to sneak treasure into the dragon's hoard to win its favor.

**Twist:** The kobolds are framing the party. Each item plants a false "gift" from enemy factions. The dragon will see them as traitors, and the entire "reverse heist" is a trap to throw the party directly into a draconic court trial.



**CULT OF THE RED DISCO:** A dragonborn cult has taken over a ruined temple, transforming it into a bustling dance hall. Anyone who enters cannot stop dancing.

**Twist:** They're harnessing the rhythmic movements of thousands to power a draconic resurrection ritual by accumulating soul heat. The final beat drop? A firestorm. The bard is dangerously close to DJ-ing the end of the world.



**ASH TO ASH, BUST TO DUST:** The party travels through a region where ash continually falls from the sky, burying villages in gray drifts. Survivors whisper that the sun itself is dimming.

**Twist:** This ash is not volcanic; it is bone dust. The dragonborn cult is conducting mass sacrifices in caverns below, reducing prisoners to ash with sacred fire to paint a massive summoning sigil across the land.

**CROWN OF THE HOT HEAD:** A legendary draconic crown is displayed in the royal city to show victory over the ancient dragon empire. The party is present when a dragonborn cult attacks to reclaim it.

**Twist:** The crown is not just a trophy; it's a shackle. When the cult puts it on the king's head, he bursts into flames and screams in pain as the dragon's voice comes out of his mouth. The king becomes the living avatar of the dragon, allowing him to destroy cities from afar.

## QUESTS WITH A SECRET

**TICK TOCK BURN CLOCK:** Across the land, strange "burned rings" appear overnight - mile-wide zones of warped time and seared earth. Survivors speak of vanished days and dragons in the sky.

**The Secret:** The red dragon cult has unearthed a legendary artifact - an hourglass that burns time itself. Every flip skips the world forward by one day, scorching a 100-mile radius. The party must stop the cult before they fast-forward the apocalypse... or risk facing a future they never got to prevent.

**FIRE IS THICKER THAN BLOOD:** Heirs of noble houses are vanishing or dying under mysterious, fiery circumstances. Panic spreads, and old alliances fracture.

**The Secret:** Centuries ago, the rulers of five kingdoms swore a forbidden pact with a red dragon to end a world-shaking war. Now the debt has come due. The cult isn't attacking - they're collecting. The party must uncover the truth, track the oathbound cultists, and break a contract signed in wyrmblood... before the last heir is sacrificed.

**THE GOOD GUYS (WITH FIREBALLS):** A strange dragonborn cult has appeared... but instead of violence, they're healing the sick, repairing infrastructure, and preaching peace. Locals love them.

**The Secret:** They're not evil. They're preparing society for a "benevolent reign of fire." The red dragon sees itself as a divine ruler who brings "enlightened tyranny," and the cult are loyal

civil servants laying the groundwork. The party must decide: tear down the cult and risk chaos, or let the world burn... gently.

**THANKS FOR THE GOATS, NOW BURN:** The nobles secretly negotiated with the lizard riders for protection against the dragonborn cult and their red dragon. The kobolds have become renegades, breaking away from the cult in exchange for a regular supply of tribute. Each month, a caravan of livestock and weapons is delivered to the valley. By dawn, the kobold lizard riders arrive in disciplined formation, collect the tribute, and disappear into the mist.

**The Secret:** The lizard riders have been stockpiling tribute to raise their own dragon - a wyrmling stolen from the cult. In one more season, they plan to turn against the nobles and establish their own scaled kingdom, using the young dragon as their first cavalry.

**SLEEP TIGHT, DON'T IGNITE:** Spellcasters throughout the realm are having dreams of fire - dreams that incinerate their spellbooks and torment their thoughts. A kobold emissary arrives with a solution... for a price.

**The Secret:** The red dragon has evolved into a memetic entity - an idea that spreads rapidly through thought, art, and language. Its followers do not worship its physical form; instead, they carry its essence in their minds. The dragon cannot be defeated; it can only be forgotten.



# TRAPS





**T**RAPS. PUT THEM ON THE TABLE AND WATCH THEM EXPLODE. LITERALLY. THE FINAL VERSION OF OUR BOOKLET WILL CONTAIN 10 TRAPS (WITH MORE TO COME AS THE STRETCH GOALS UNLOCK), BUT FOR NOW ENJOY A TASTE, BOTH DND & DAGGERHEART STYLE!

## CONCEALED PIT TRAP: DND

*As you step across the uneven gravel, there's a subtle shift beneath your boots - then a sudden crunch. The ground gives way, and gravity grabs you like a claw. You feel a jolt in your stomach as you plummet into darkness, the glint of sharpened spikes rising fast beneath you.*

**TRIGGER.** When a creature weighing over 30 lbs. steps onto the trapped area.

**INVESTIGATION.** A creature examining the ground may spot faint seams or disturbed gravel with a successful **DC 15 Intelligence (Investigation) check**. A **DC 17 Wisdom (Perception) check** might reveal a slight sag in the surface or the dull echo beneath.

**DISARMING.** The pit trap can be bypassed by carefully skirting the edge or spanning it with a plank or spell. It may be disarmed by jamming the mechanism underneath (from the side or below), requiring a **DC 14 Dexterity (Thieves' Tools) check**. Failure causes the trap to spring.

**RESULT.** The trapdoor gives way, and the creature falls into a 20-foot-deep pit lined with rusted but deadly spikes.

**SAVING THROW.** The creature must succeed on a **DC 14 Dexterity saving throw**:

- **Success.** The creature catches the edge just in time, dangling above the pit. On their next turn, they must succeed on a **DC 12 Strength (Athletics) check** to pull themselves up. If another creature helps them on that turn, no check is required.

- **Failure.** The creature falls fully into the pit, taking **14 (4d6) piercing damage** and landing **prone**. Climbing out requires a **DC 12 Strength (Athletics) check**. Additionally, the creature must succeed on a **DC 13 Constitution saving throw** or be **poisoned** for 1 minute from the rust and toxins coating the spikes. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**RESULT.** The creature is sealed inside a coffin-sized stone cubicle. On initiative count 20 (or 1d4 rounds later), pressurized acid begins to spray in through wall vents.

**SAVING THROW.** Not applicable - this trap is not avoidable once triggered. Survival depends on creative escape, outside intervention, or magical aid.

**TACTICAL EFFECT.** The chamber fills at **1 foot depth per round**. Any creature inside takes **3 (1d6) acid damage** at the start of its turn during the first round of filling. The damage increases by **3 (1d6)** each subsequent round as the acid level rises (2d6 on the second round, 3d6 on the third, etc.). Once the chamber is fully filled (about 6 rounds for a Medium creature), the



creature also begins to drown while still taking the maximum acid damage each turn. Escape requires outside help, teleportation, form change, or environmental manipulation to breach the chamber.

## CONCEALED PIT TRAP: DAGGERHEART

*As you step across the uneven gravel, there's a subtle shift beneath your boots - then a sudden crunch. The ground gives way, and gravity grabs you like a claw. You feel a jolt in your stomach as you plummet into darkness, the glint of sharpened spikes rising fast beneath you.*

### TIER 1 TRAVERSAL

**Impulses:** drop the unsuspecting onto spikes, impale, separate the party

DIFFICULTY: 12



### FEATURES

**INVESTIGATION - ACTION:** A creature can **spend a Hope** to examine the ground and spot faint seams or disturbed gravel.

**BYPASS OR DISARM - ACTION:** The pit trap can be bypassed by carefully skirting the edge or spanning it with a plank or spell. It may be disarmed by jamming the mechanism from the side or below with an Finesse Roll. If the

PC rolls with Fear, they mark a Stress. Failure causes the trap to activate.

**FALLING FLOOR - ACTION:** **Spend a fear** to have the ground give way beneath a PC, dropping them into a pit lined with rusted but deadly spikes. They take **2d8 physical damage** and **mark a Stress**.


The next time the PC is in the spotlight, they can make a Strength Roll to pull themselves up. If any other PC within Very Close **spends a Hope** to help before then, no roll is needed.







# COMBAT OBJECTIVES



**A**RE YOU TIRED OF YET ANOTHER „KILL THE EVIL GUIDES, WIN THE ENCOUNTER” STORYLINE? SO ARE WE! UP THE STAKES WITH OUR COMBAT OBJECTIVES! THE FINAL PRODUCT WILL INCLUDE 10 DIFFERENT OBJECTIVES. FOR NOW - ENJOY A TASTE! AS BEFORE, BOTH DND & DAGGERHEART READY.

## END THE RITUAL: DND

*A ritual circle glows brighter with each passing moment-power builds toward something terrible.*

Interrupt it by **damaging a caster** or entering the circle and **using an action to disrupt the sigils**.

**SUCCESS:** The ritual fizzles-each enemy loses **1d4 temporary HP**, and **all ongoing magical effects end** (e.g. buffs, summoned creatures, magical terrain).

**FAILURE:** The ritual completes-each enemy **regains 1d4 HP**, and a **random creature is restrained in spectral chains** (DC 15 Strength save to break free).

## END THE RITUAL: DAGGERHEART

*A ritual circle glows brighter with each passing moment-power builds toward something terrible.*

### TIER 1 EVENT

**Impulses:** heal adversaries, restrain heroes

**DIFFICULTY:** 13

**POTENTIAL ADVERSARIES:** Cult Adept, Cult Fang, Cult Initiate



## FEATURES

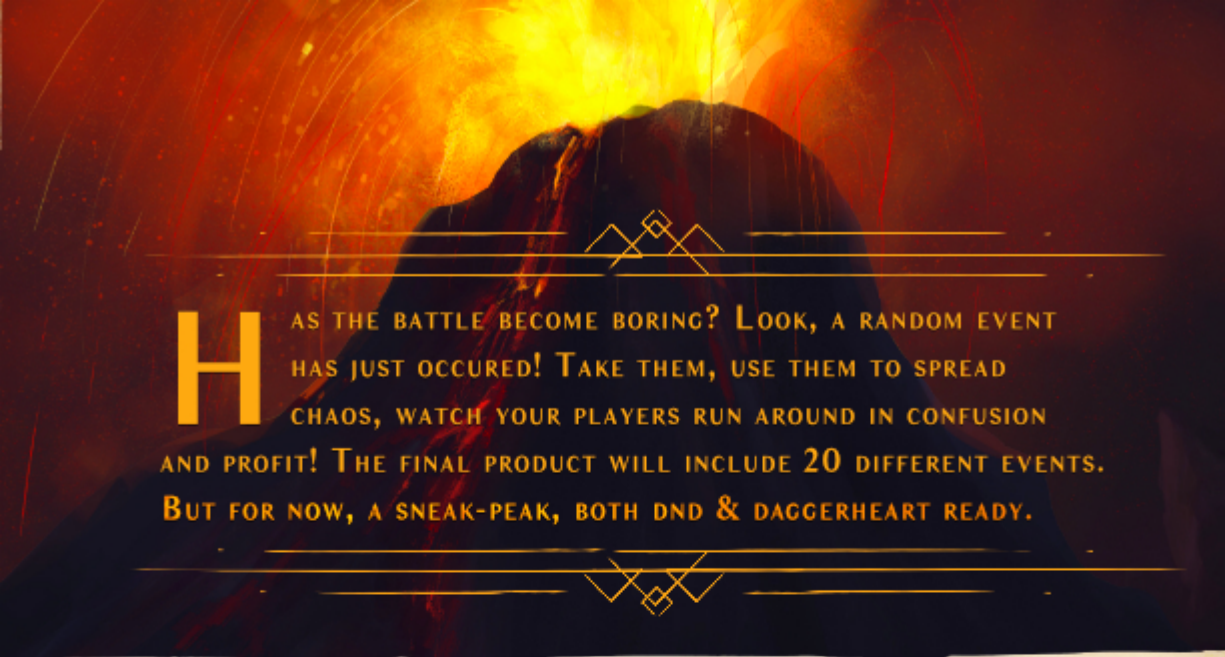
**BEGINNING THE RITUAL - REACTION:** Countdown (4). When the PCs enter the encounter, activate the countdown. The countdown ticks when a PC rolls with Fear. When it triggers, each adversary in the scene regains 1d4 HP, and a random PC is temporarily Restrained by spectral chains.

**ENDING THE RITUAL - ACTION:** A PC in melee of the ritual circle can make a Presence Roll with Hope and mark a Stress to disrupt the ritual and cause it to fizzle. Alternatively, the ritual will end when any 3 non-Minion adversaries involved mark HP.





# COMBAT EVENTS



**H**AS THE BATTLE BECOME BORING? LOOK, A RANDOM EVENT HAS JUST OCCURED! TAKE THEM, USE THEM TO SPREAD CHAOS, WATCH YOUR PLAYERS RUN AROUND IN CONFUSION AND PROFIT! THE FINAL PRODUCT WILL INCLUDE 20 DIFFERENT EVENTS. BUT FOR NOW, A SNEAK-PEAK, BOTH DND & DAGGERHEART READY.

## ARCANE DETONATION: DND

*The air shimmers—magic frays, tangles, and bursts without warning...*

The first creature to cast a spell of 1st level or higher this round triggers a volatile surge. They must succeed on a **DC 15 Constitution saving throw** or the spell fails and they take **2d6 force damage**. On a success, the spell works, but **all creatures within 10 feet** of the caster take **1d6 force damage** as uncontrolled energy lashes out.

## ARCANE DETONATION: DAGGERHEART

*The air shimmers—magic frays, tangles, and bursts without warning...*

### REACTION

Spend a **Fear** to target a PC who just made a Spellcast Roll with Hope. The target now makes the roll with Fear instead, takes **2d6** magic damage, and every other PC within Close range takes **1d6** magic damage as the spell's energies violently recoil.





# LOOT TABLE

**D** ID YOUR DRAGON DROP 3d20 GOLD AND OLD PANTALOONS AGAIN? WE GOT YOU! ROLL YOUR DICE, PICK YOUR PRIZE! THE LOOT TABLE IS ONE OF THE SOCIAL GOALS THAT WERE UNLOCKED BY OUR LOVELY FOLLOWERS EVEN BEFORE THE ACTUAL KICKSTARTER BEGAN!

COMMON ITEMS		
D10	TREASURE	DESCRIPTION
1	Broken Tooth of a Gold Dragon	A dulled dragon tooth that hums faintly with ancient energy. (See items section for details)
2	Incendiary Pebbles	Three pebbles that scream "FIREBALL!" before making a harmless flash. (See items section for details)
3	Yip-Yap Firecracker	A firecracker that yells in Draconic before popping in glittery smoke — more bark than bite. (See items section for details)
4	Rusted Kobold Spearhead	Snapped haft, stained with old soot. Worth 1 sp as scrap.
5	String of Beads	Missing half the beads, but makes a nice noise when shaken.
6	Pouch of Coal Dust	Smudges everything you touch. Can mark or darken surfaces.
7	Bent Copper Crown	Once impressive, now worth 2d6 cp in salvage.
8	Kobold Dice Set	Two six-sided bone dice — only ones and sixes, for "bigger wins."
9	Small Gem Shard	Worth 1d6 gp. Looks like it was bitten.
10	Shiny Rock	Just a rock... but it's very, very shiny.



UNCOMMON ITEMS		
D10	TREASURE	DESCRIPTION
1	Blessed Pebble of the Tricktail	A chipped green pebble revered in kobold folklore — must shout “Tricktail!” when used. (See items section for details)
2	Dragonling's Whisper	Scale-shaped earring that glows near dragons — lets you speak to them in whispers. (See items section for details)
3	Wyrmling's Claw	A dagger made from a baby dragon fang, thrumming with eager energy. (See items section for details)
4	Ornate Bronze Key	Heavily decorated, but no idea what it opens. Worth 1d4 gp as jewelry.
5	Potion of Healing	Restores 2d4+2 hit points when drunk. Comes in a vial shaped like a dragon egg.
6	Flask of Bitterfire Ale	Fiery dwarven liquor, gives advantage on the next Intimidation check for 1 hour.
7	Potion of Climbing	Grants a climbing speed equal to walking speed for 1 hour; red label with a tiny lizard logo.
8	Engraved Silver Fang	Worth 2d6 gp; engraving depicts a coiled dragon.
9	Bone Carving of a Wyrmling	Small figurine, worth 1d8 gp, considered lucky by kobolds.
10	Half-Melted Gold Coin	Soft to the touch, worth 1 gp — rumored to be from a dragon's breath.

RARE ITEMS		
D10	TREASURE	DESCRIPTION
1	Bag of the Second-Favorite Things	A pouch that gives you something close to what you wanted... or a smug potato. (Custom item)
2	Chromatic Glimmerdust	Shimmering powder that summons a terrifying illusory five-headed dragon. (Custom item)
3	Emergency Escape Egg	One-time extradimensional tunnel — vanish and reappear 30 feet away. (Custom item)
4	Echofang Trinket	Dragon fang pendant that lets you chain-cast spells in the same turn. (Custom item)
5	Crown of Molten Gold	Heavy, half-melted crown set with fire opals; worth 2d10 × 50 gp. Warm to the touch.
6	Potion of Fire Breath	Exhale flames in a 30-foot cone (4d6 fire damage) for 1 hour after drinking.
7	Gem of Seeing	Once per long rest, grants true seeing for 10 minutes. Faceted like a dragon's eye.
8	Dragonbone Greatsword	Massive two-handed blade, +1 to attack and damage, deals an extra 1d6 slashing vs. dragons.
9	Chest of Platinum Scales	Locked iron chest containing 3d10 platinum pieces, each shaped like a dragon scale.
10	Orb of the Inferno's Call	Once per week, call down a meteor swarm centered on a point within 1 mile — the sky burns red for hours after. Extremely rare and feared.





# ITEMS



**N**OT ONLY DO WE OFFER A LOOT TABLE - WE'RE ALSO HERE TO PROVIDE YOU WITH SPECIAL, HAND-CRAFTED ITEMS, AVAILABLE IN BOTH DND & DAGGERHEART FLAVOUR! THERE WILL BE A TOTAL OF 10 NEW ITEMS IN THE FINAL PRODUCT, WITH MORE AVAILABLE AS STRETCH GOALS UNLOCK!

## EMERGENCY ESCAPE EGG: DND

*This warm, egg-sized stone contains a one-time-use extradimensional tunnel.*

**WONDROUS ITEM, RARE (500 GP)**

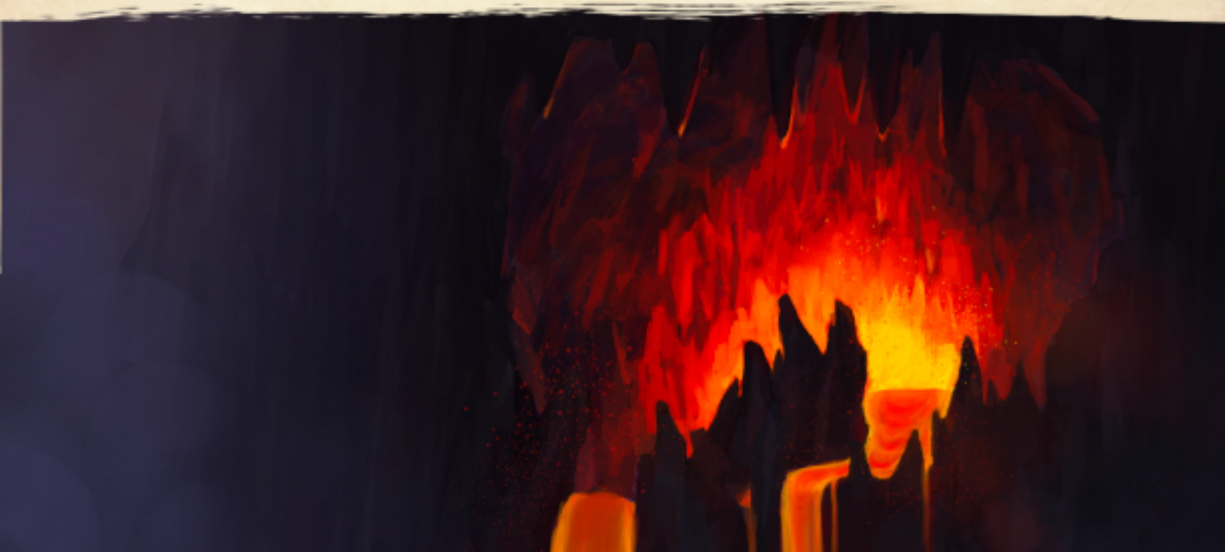
This warm, egg-sized stone contains a one-time-use extradimensional tunnel.

As a bonus action, you can throw the egg on the ground beneath you. You and any creature within 5 feet of you fall into a 10-foot-deep, illusory tunnel that vanishes at the start of your next turn. You are instantly relocated to an unoccupied space within 30 feet, chosen by you when you use the item. Once used, the egg crumbles to ash.

## EMERGENCY ESCAPE EGG: DAGGERHEART

*This warm, egg-sized stone contains a one-time-use extradimensional tunnel.*

When you gain or lose the spotlight, you can pull the egg from your inventory and throw it on the ground at your feet. You and any creature you choose within Close fall downward into an illusory tunnel and are instantly transported through the tunnel to a location you choose within Far. The tunnel vanishes the next time you gain the spotlight. Once used, the egg crumbles to ash.







# STATBLOCKS



## KOBOLD: DND

*Small Humanoid (Kobold), Typically Lawful Evil*

**AC** 13 (studded leather) **Initiative** +2

**HP** 22 (5d6 + 5) **Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
<b>STR</b>	7	-2 -2	<b>DEX</b>	15	+2 +4	<b>CON</b>	12	+1 +1
<b>INT</b>	8	-1 -1	<b>WIS</b>	7	-2 -2	<b>CHA</b>	8	-1 -1

**Proficiency Bonus** +2

**Skills** Stealth +4

**Senses** Darkvision 60 ft., Passive Perception 8

**Languages** Common, Draconic

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

### TRAITS

**PACK TACTICS.** The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**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.

**SLING.** Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target.

Hit: 4 (1d4 + 2) bludgeoning damage.

### CINEMATIC ABILITIES

**SMOKE BOMB (RECHARGE 5-6).** The kobolds release a series of smoke bombs that create a 20-foot-radius sphere of smoke centered on a point within 30 feet. The area becomes heavily obscured until the end of the kobolds' next turn. While inside the smoke, creatures have disadvantage on attack rolls and Perception checks that rely on sight.

Kobolds are specially trained to fight in such conditions. Thanks to their keen thermal perception, they can detect heat signatures within the smoke. They do not suffer disadvantage on attacks while inside the cloud.

**TRIP-UP (1/TURN).** Two kobolds rush toward a creature, working in sync with a practiced move. As one distracts, the other ducks low and sweeps a looped rope across the creature's legs.

The target must succeed on a DC 13 Dexterity saving throw or be knocked prone and restrained by the tangled rope until the end of its next turn. While restrained, the creature's Speed is 0, it has disadvantage on Dexterity saving throws, and attack rolls against it have advantage. The target can attempt to escape early by repeating the saving throw at the start of its turn.

**BLINDING LIGHT (RECHARGE 6).** The kobold lifts a polished shard of metal or glass, catching a beam of sunlight or magical glow and flashing it toward a creature within 30 feet.

The focused glare erupts in the creature's vision like a sudden firework. The target must make a DC 13 Wisdom saving throw. On a failure, the creature is blinded until the start of the kobold's next turn. A creature that has already been targeted by this ability, whether it succeeded or failed the save, becomes



wary of the tactic. It has advantage on saving throws against Blinding Light for the next 24 hours. This ability can only be used if the kobold has access to a strong light source, such as daylight, a glowing crystal, or a magical torch.

**BATTLE CRY DISTRACTION (BONUS ACTION, RECHARGE 4–6).** A kobold in the rear raises a battered shield and begins pounding it with a blade in a sharp, screeching rhythm, unleashing a high-pitched war cry that rattles the nerves of its foes. The sound echoes across the battlefield like the wail of a hunting drake.

Each enemy creature within 30 feet of the kobold that can hear it must succeed on a DC 12 Wisdom saving throw or lose the ability to take reactions until the start of the kobold's next turn.

The unsettling cry often creates just enough chaos for the kobolds to reposition, flee, or launch a coordinated ambush.

**PEBBLE ASSAULT (1/TURN).** With a sharp yip, the kobold flings a handful of loose stones or bits of debris at a creature within 20 feet. The sudden barrage stings the eyes and causes the target to flinch or shield themselves. The target must succeed on a DC 13 Dexterity saving throw or become harried until the start of the kobold's next turn. A harried creature grants advantage on attack rolls made against it.

This tactic is a favored opener in kobold ambushes, often used to distract heavily armored foes just before a pack rushes in.

**DIRT KICK (RECHARGE 5–6).** The kobold drops low and kicks backward with its clawed feet, launching a burst of dirt, gravel, and grit into the eyes of a creature within 10 feet.

The target must succeed on a DC 13 Dexterity saving throw or be blinded by debris, suffering disadvantage on attack rolls and Perception checks until the end of its next turn. If a creature has already been targeted by this ability during the current day, it has advantage on the saving throw due to heightened awareness.

Kobolds often use this tactic to disorient foes before darting away into cover.



## RED DRAGON WYRMLING: DND

*Medium Dragon, Typically Chaotic Evil*

**AC** 17 (natural armor) **Initiative** +1 (13)  
**HP** 52 (8d8 + 16) **Speed** 30 ft., Climb 30 ft., Fly 60 ft.

	MOD SAVE				MOD SAVE				MOD SAVE		
<b>STR</b>	19	+4	+6	<b>DEX</b>	12	+1	+3	<b>CON</b>	15	+2	+4
<b>INT</b>	10	+0	+0	<b>WIS</b>	11	+0	+2	<b>CHA</b>	14	+2	+4

**Proficiency Bonus** +2

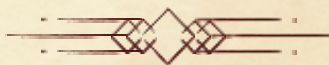
**Skills** Perception +4, Stealth +3

**Immunities** Fire

**Senses** Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14

**Languages** Common, Draconic

**Challenge** 2 (XP 450; PB +2)



### ACTIONS

**BITE.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 10 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.



**FIRE BREATH (RECHARGE 5-6).** Dexterity Saving Throw: DC 12, each creature in a 30-foot Cone.

Failure: 21 (6d6) Fire damage. Success: Half damage.



## CINEMATIC ABILITIES

**TANTRUM BURST (RECHARGE 5-6).** Triggered when the dragon takes damage from a creature it can see within 30 feet.

The dragon lashes out in a screeching, fiery outburst. Each creature of the dragon's choice within 10 feet must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) fire damage and be pushed 5 feet away. On a successful save, the creature takes half damage and is not pushed.

**FIRELINE DASH (RECHARGE 5-6).** The dragon carves a blazing trail across the battlefield in a sudden burst of speed.

The dragon moves up to its Speed in a straight line without provoking opportunity attacks. The path it travels becomes a **5-foot-wide line** of magical fire that lasts until the end of its next turn.

This trail counts as **difficult terrain**. The first time each creature enters the trail on a turn or starts its turn there, it must succeed on a **DC 12 Dexterity saving throw** or take **5 (1d10) fire damage** and have its **Speed halved** until the end of that turn.

The dragon is immune to this effect.



## ENVIRONMENTAL ABILITIES

**FURNACE VENTS (RECHARGE 6).** The dragon hisses and slams the ground, triggering a blast of volcanic steam from hidden vents.

The dragon selects a point on the ground within 60 feet that it can see. A **10-foot-radius area** centered on that point erupts in a blast of **superheated steam and flame**. Each creature in the area must succeed on a **DC 12 Constitution saving throw** or take **9 (2d8) fire damage** and be **blinded until the end of its next turn**.

Creatures that succeed on the save take half damage and are not blinded.



## KOBOLD: DAGGERHEART

### TIER 1 STANDARD

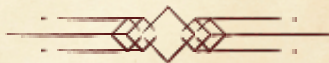
*A small humanoid that gets stronger when near its allies.*

**Motives & Tactics:** flank, harry, overwhelm, gang up, kill

**DIFFICULTY:** 11 | **THRESHOLDS:** 6/11 | **HP:** 5 | **STRESS:** 3

**ATK:** +1 | **DAGGER:** Melee | 1d8+1 phy

**EXPERIENCE:** Ambusher +1, Keen Senses +1, Quick Reflexes +1



## FEATURES

**STRENGTH IN NUMBERS:** The kobold makes standard attack rolls with advantage as long as another kobold is within Very Close range.

**THERMAL PERCEPTION:** The kobold can detect creatures' heat signatures within heavily obscured areas, so they do not suffer disadvantage on attack rolls from such effects.

**SLING - ACTION:** Make an attack against a target within Far range. On a success, deal **1d6+2** direct physical damage.

**SMOKE BOMB - ACTION:** The kobold releases a series of smoke bombs that heavily obscure



visibility within Close range until the next time the kobold is in the spotlight. Inside the smoke, all attack rolls are made with disadvantage.

After this action has been used, **spend a Fear** for this kobold to be able to use it again.

**TRIP-UP - ACTION:** If this kobold has no token on it and is within Very Close range of another kobold with no token, they can both add a token and **mark a Stress** to temporarily Restrain a Very Close target and make them Vulnerable. The target may **spend 2 Hope** when the GM spotlights them to remove these conditions. Whenever the GM spotlights one of these kobolds, remove a token after they take an action.

**BLINDING LIGHT - ACTION:** The kobold lifts a polished shard of glass, catching a beam of sunlight or magical glow and flashing it toward a creature within Close range. The focused glare erupts in the creature's vision like a sudden firework. The target makes a **Presence Reaction roll**. On a failure, they are Vulnerable and cannot take actions that rely on sight until they have had the spotlight on them twice or **spend a Hope** to clear this condition.

A creature that has already been targeted by this ability, whether it succeeded or failed on its reaction roll, becomes wary of this tactic and has advantage on reaction rolls against Blinding Light for the next 24 hours.

This ability can only be used if the kobold has access to a strong light source, such as daylight, a glowing crystal, or a torch. After this action has been used, the GM must **spend a Fear** to use it the next time the kobold is in the spotlight.

**BATTLE CRY DISTRACTION - ACTION:** Spend a Fear to **mark 1d4 stress** and add a token to this kobold. They raise a battered shield and pound it with a blade in a sharp, screeching rhythm. The high-pitched war cry it unleashes rattles the nerves of its foes. The sound echoes across the battlefield like the wail of a hunting drake.

Each enemy within Close range of the kobold, and who can hear the battle cry, must succeed at a Presence Reaction roll or **mark 1d4 stress** and become **unable to spend Hope** the next time they have the Spotlight.

The unsettling cry often creates just enough chaos for the kobolds to reposition, flee, or launch a coordinated ambush. Every kobold within Close range of the distracting kobold can freely move 1 range increment. Kobolds



that already have a token on them cannot be used to create a distraction.

**PEBBLE ASSAULT - REACTION:** When an enemy moves within Very Close range, the kobold lets out a sharp yip and flings a handful of loose stones or bits of debris in its direction. The sudden barrage stings the eyes and causes the target to clinch or shield themselves. The target must succeed at an Agility Reaction roll or become Vulnerable until this kobold is in the spotlight again and takes an action.

This reaction is a favored opener in kobold ambushes, often used to distract heavily armored foes just before a pack rushes in.

**DIRT KICK - REACTION:** The first time the kobold **marks HP** during this encounter, it can drop low and kick backward with its clawed feet, launching a burst of dirt, gravel, and grit into the eyes of a target it chooses within Very Close range. The target must succeed on an Agility Reaction roll or **take 1d4 physical damage, mark 2 stress**, and become unable to perform actions that rely on sight until they **spend a Hope** to clear their eyes.

If a creature has already been targeted by this ability during the current day, it makes the reaction roll with advantage due to heightened awareness.

Kobolds often use this tactic to disorient foes before darting away into cover.





## KOBOLD LAIR (ENVIRONMENT): DAGGERHEART

### TIER 1 EXPLORATION

*A dark, smelly cave that hides a small army of kobolds and their ilk.*

**Impulses:** overwhelm, surround, trap adventurers inside, find treasure, collect loot

**DIFFICULTY:** 12

**POTENTIAL ADVERSARIES:** Kobolds



### FEATURES

**GAS TRAP - ACTION:** Kobolds often rig the battlefield with fragile bladders filled with noxious gas, hidden behind rocks or vegetation. When a creature moves into Very Close range of a gas bladder, the GM may **spend a Fear** to have a kobold rupture it with a thrown weapon or projectile.

The bladder bursts, releasing a cloud of green vapor that covers a Very Close area. Each creature in the area takes **1d8 poison damage**. If that creature **marks any HP**, they also **cannot spend Hope** during their next spotlight.

If the kobolds are in dire straits, the GM may **spend an additional Fear** to have a kobold hurl a torch or flaming object into the cloud, igniting it. **Mark a stress** on that kobold, as the gas explodes in a burst of fire, dealing **an additional 1d6 fire damage** to all creatures in the cloud.

Kobolds often use feigned injuries to lure targets close before triggering the trap.

**Rock Hideout - ACTION:** The GM may **spend a Fear** so that a kobold may split into a narrow crevice or hollow beneath a rock, accessible only to creatures their size or smaller. While inside, the kobold is heavily obscured and has the *hidden* condition. The GM does not have to spend Fear to spotlight this kobold while it is hidden. When in the spotlight and *hidden*, the kobold will make a standard attack roll against the very first creature that enters Melee range of it.

**THE PIT - PASSIVE:** Kobolds trigger a concealed pit trap that covers a Very Close area. It has been expertly camouflaged with dirt, straw, or bones. When a creature steps into the area, the ground collapses, and they must make an Agility Reaction roll or fall a Very Close distance and **1d10+3 physical damage**.

With a successful reaction, the creature catches the edge and must then succeed at a Strength Reaction roll to pull itself out of the pit.

Kobolds love shouting "Into the pit!" as their victims vanish below.





## RED DRAGON WYRMLING: DAGGERHEART

### TIER 1 SOLO

*Small, young, and deadly, the nascent dragon has an unrelenting hunger and the instincts to sate it.*

**Motives & Tactics:** burn, feed, hoard

**DIFFICULTY:** 13 | **THRESHOLDS:** 8/14 | **HP:** 9 | **STRESS:** 4

**ATK:** +3 | **TOOTH AND CLAW:** Melee | 1d10+4 phy

**EXPERIENCE:** Ravenous +2, Selfish +2, Territorial +2

### FEATURES

**RELENTLESS (2) - PASSIVE:** The Wyrmling can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

**MOMENTUM - REACTION:** When the Wyrmling makes a successful attack against a PC, you gain a Fear.

**FIRE BREATH - ACTION:** The Wyrmling can **spend a Fear** to inhale deeply and then fill Very Close range with a wave of fire as it exhales.

All targets in the area must make an Agility Reaction Roll. Targets who fail take **1d10+4 physical damage**, mark 2 stress, and are Vulnerable until they're next spotlighted. Targets who succeed take half damage.

**TANTRUM BURST - REACTION:** When the Wyrmling marks HP, it can lash out in a screeching, fiery rage. Each target of the Wyrmling's choice must make an Agility Reaction Roll. Targets who fail are moved one range band away from the Wyrmling and take **1d12+4 physical damage**. Targets who succeed take half damage.

**FIRELINE DASH - ACTION:** The Wyrmling can **spend a Fear** to carve a blazing trail across the battlefield in a sudden burst of speed. The dragon moves up to two range bands (ex: Melee to Close or Far to Very Close). The path it travels becomes a line of magical fire that lasts until the end of its next spotlight.

A PC must **spend a Hope** to move through or along the trail. Each time a PC is in the spotlight, the first time they enter the trail, they must make an Agility Reaction Roll. Targets who fail mark 1d4 stress and 1d4 HP. Targets who succeed **mark a stress** and 1 HP.

## FURNACE VENTS (ENVIRONMENT): DAGGERHEART

### TIER 1 TRAVERSAL

*The smell of sulfur makes the area even less appealing than the gouts of flame.*

**Impulses:** burn, suffocate, sicken, slow, weaken, impair

**DIFFICULTY:** 12

**POTENTIAL ADVERSARIES:** Red Dragons



### FEATURES

**FURNACE VENTS - ACTION:** The Wyrmling hisses and slams into the ground, triggering a blast of volcanic steam from hidden vents. The dragon targets a PC of its choice, and a superheated gout of steam and flame erupts from the ground around them.

Everyone within Very Close range of the PC must make an Instinct Reaction Roll. Targets who fail take 2d10 physical damage and lose 2 Hope. Targets who succeed take half damage.







**D** MS, PUT DOWN THE PANIC POTION... WE'VE GOT YOU.

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