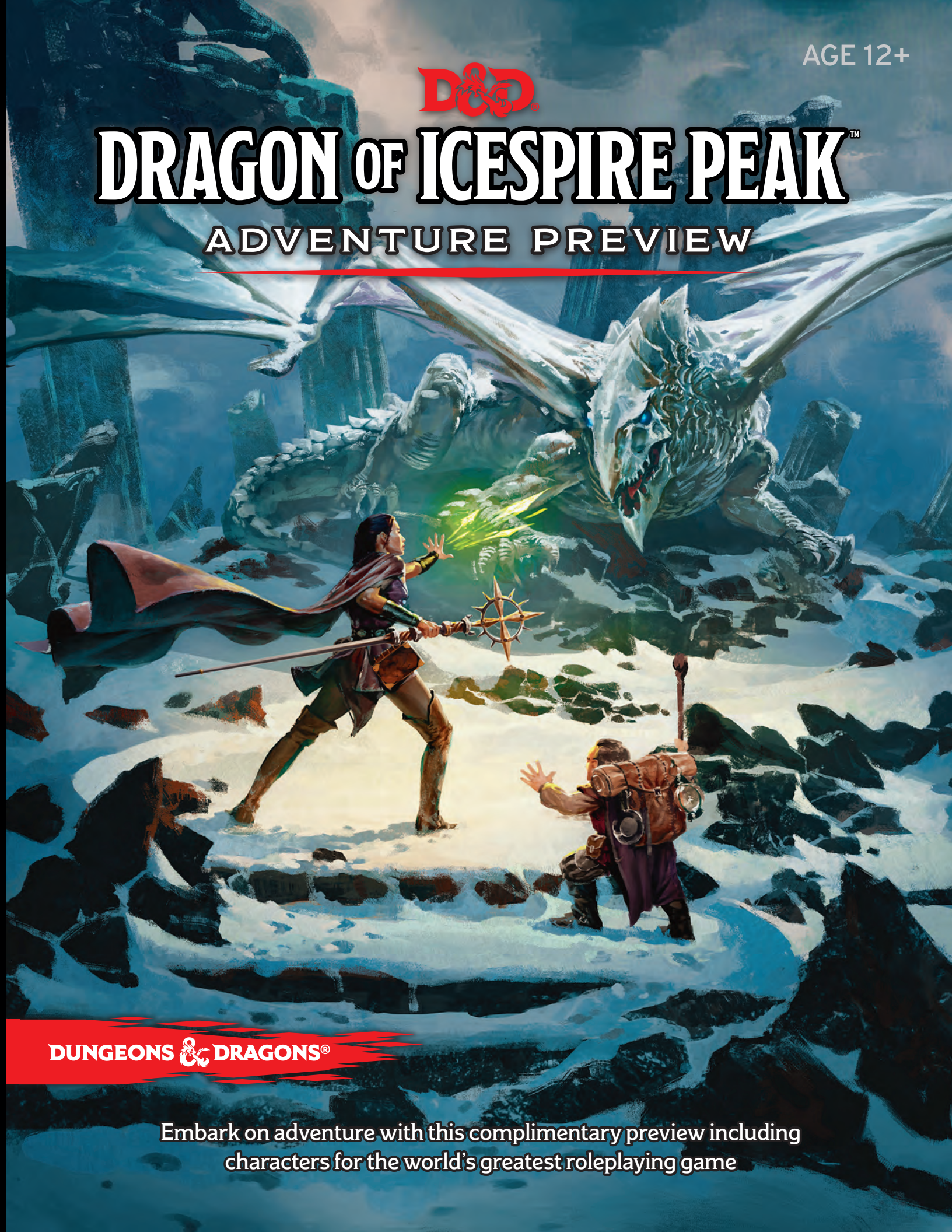


AGE 12+



DRAGON OF ICESPIRE PEAK™

ADVENTURE PREVIEW



DUNGEONS & DRAGONS®

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DRAGON OF ICESPIRE PEAK™ PREVIEW

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RUNNING THE ADVENTURE

This book contains a special preview version of some of the material first presented in the *D&D Essentials Kit* and is meant as a new group's first DUNGEONS & DRAGONS experience. The short adventure material, characters, and other supplemental information here should get a group started on their journey.

You'll want someone from your group to be the Dungeon Master. Photocopy the characters in the back of the book, or head to dnd.wizards.com/charactersheets to download them and make sure everyone has access to the *Basic Rules* or a *Player's Handbook*. You can obtain the *Basic Rules* for free on the Wizards website; check out the last page for more details.

OVERVIEW

A D&D adventure is a collection of locations, quests, and challenges that inspires you to tell a story. The outcome of that story is determined by the actions and decisions of the adventurers—and, of course, the luck of the dice. You can run this special preview of *Dragon of Icespire Peak* for three to five players. Each player starts with a 1st-level character, provided at the end of this adventure.

The adventure is set a short distance from the city of Neverwinter in the Sword Coast region of the Forgotten Realms setting. The Sword Coast is part of the North—a vast realm of free settlements surrounded by lawless, untamed wilderness. You don't need to be a Forgotten

Realms expert to run the adventure, as everything you need to know about the setting is contained in this book.

If this is your first time running a D&D adventure, read the "Role of the Dungeon Master" section.

ROLE OF THE DUNGEON MASTER

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

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

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

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

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

CHOOSING A DUNGEON MASTER

Who should be the DM for your gaming group? Whoever wants to be! The person who has the most drive to pull a group together and start up a game often ends up being the DM by default, but that doesn't have to be the case.

DM TIPS

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

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

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

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

Be consistent and fair. If you decide that a rule works a certain way, make sure it works that way the next time it comes into play. Treat the rules and your players in a fair, impartial manner.

Modify the adventure to suit your tastes. The adventure has no prescribed outcome. You can alter any encounter to make it more interesting and fun for your particular group of players.

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

IMPROVISING ABILITY CHECKS

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

Ability checks only come into play if there's a genuine chance of succeeding or failing at the task. If it seems like anyone should have an easy time doing it, don't ask for an ability check. Just tell the player what happens. Conversely, if there's no way anyone could accomplish the task, just tell the player it doesn't work.

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

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

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

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

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

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

ability. Even with aptitude and training, a character needs some amount of luck—or a lot of specialized training—to pull off a hard task.

STARTING QUEST

A white dragon has been seen in the area around the town of Phandalin, a mining town in the Sword Mountains. The Townmaster tells you, "A clan of reclusive rock gnomes resides in a small network of caves in the mountains to the southeast. The gnomes of Gnomengarde are known for their magical inventions, and they might have something with which to defeat the dragon. Get whatever you can from them." If you bring back something useful and don't want to keep it for yourselves, the Townmaster will pay you 50 gp for it.



ADVENTURE MAP

The map that appears in this book is for the DM's eyes only. A map not only shows an adventure location in its entirety but also shows secret doors, hidden traps, and other elements the players aren't meant to see—hence the need for secrecy.

When the characters arrive at a location marked on a map, you can either rely on a verbal description to give them a clear mental picture of the location, or you can draw what they see on a piece of graph paper, copying what's on your map while omitting details as appropriate. It's not important that your hand-drawn map perfectly match what's in the printed adventure. Focus on getting the shape and dimensions correct, and leave the rest to the players' imaginations.

GNOMENGARDE

“GNOMENGARDE” IS BALANCED FOR CHARACTERS OF 1ST level, though characters of 2nd level might find certain traps and hazards challenging. Characters of 3rd level or higher should be able to deal with the unexpected trouble here and get what they need from the rock gnomes without having to expend many resources, though the roleplaying in this quest should be fun regardless.

LOCATION OVERVIEW

The caves of Gnomengarde are carved into the base of a mountain southeast of Phandalin, around a narrow waterfall. The rock gnome wizards who occupy these caves form strategic alliances with their human and dwarf neighbors as needs warrant. Reclusive and secretive, the gnomes craft minor magic items and useful, nonmagical inventions to pass the time. In these endeavors, their failures outnumber their successes. They seldom stray far from home, subsisting largely on the mushrooms that grow on misty islands outside their caves.

Gnomengarde has two married kings who rule in tandem—Gnerkli and Korboz. Korboz recently lost his mind and is keeping Gnerkli as his prisoner. Their subjects don't understand the nature of Korboz's affliction, and are at a loss as to what to do. They wish no harm to befall either king, but they acknowledge that Korboz has become a danger to himself and others.

In addition to the danger posed by the troubled king, two gnomes have mysteriously vanished within the last tenday. No one except King Korboz knows that a shapechanging monster (a mimic) has crept into Gnomengarde and is feeding on the gnomes, changing its appearance as it makes its way through the complex. Korboz was attacked and almost killed by the creature, with that event inspiring his madness. He has sequestered himself and his beloved Gnerkli in their quarters because he doesn't want the monstrous shapechanger to devour them. Korboz hopes the creature will tire of eating gnomes and leave. Providing Korboz with evidence of the mimic's demise restores his senses.

GNOMENGARDE FEATURES

Gnomengarde's caves are hewn from solid rock and share the following features.

Ceilings. Ceilings throughout are 7 feet high and flat.

Doors. Normal doors are made of wood fitted with rusty iron handles and hinges. A locked door can be opened with a successful DC 10 Dexterity check using thieves' tools. A locked door can be forced open as an action with a successful DC 15 Strength (Athletics) check. Secret doors are made of stone and blend in with the surrounding stonework. Finding a secret door requires a search of the wall and a successful DC 10 Wisdom (Perception) check.

Light. All caves are illuminated by hanging oil lanterns attached to rope-and-pulley mechanisms that make it easy for the gnomes to lower the lanterns and refill them with oil.

Waterfall. The caves of Gnomengarde echo with the roar of the nearby waterfall. The sound is so loud that gnomes and visitors must shout to be heard unless there's a closed door between them and the waterfall.

QUEST GOALS

To complete the Gnomengarde Quest, the characters must obtain at least one magic item from the gnomes. Of the items they can secure, only the *hat of wizardry* interests the Townmaster of Phandalin, who offers to buy it for 50 gp even though he knows no one who can attune to it. However, the gnomes won't hand over any magic items until the characters speak to Fibblestib and Dabble-dob in area G11.

GNOME-MADE MAGIC ITEMS

If the characters rescue Gnerkli and end Korboz's break from reality, the grateful gnomes give them a *clockwork amulet* and *pole of collapsing* (from area G13). The characters also receive a gift from each king: a *wand of pyrotechnics* from Gnerkli and a *hat of wizardry* from Korboz. See the “Magic Items” section on page 15 for descriptions of these items.

ARRIVAL

A stream leads the characters to a pool fed by a waterfall that tumbles down the mountainside. Describe Gnomengarde's location to the players as follows:

You follow a stream uphill to the base of the mountain, where waterfall erosion has carved out a natural concavity. The roaring waterfall creates a cloud of mist as it plunges into a shallow pool of water, within which rise two small islands covered with two-foot-tall red, green, and purple mushrooms. Several cave openings overlook the pool from rocky ledges twenty to thirty feet above. The mountain blocks any sunlight from reaching this place.

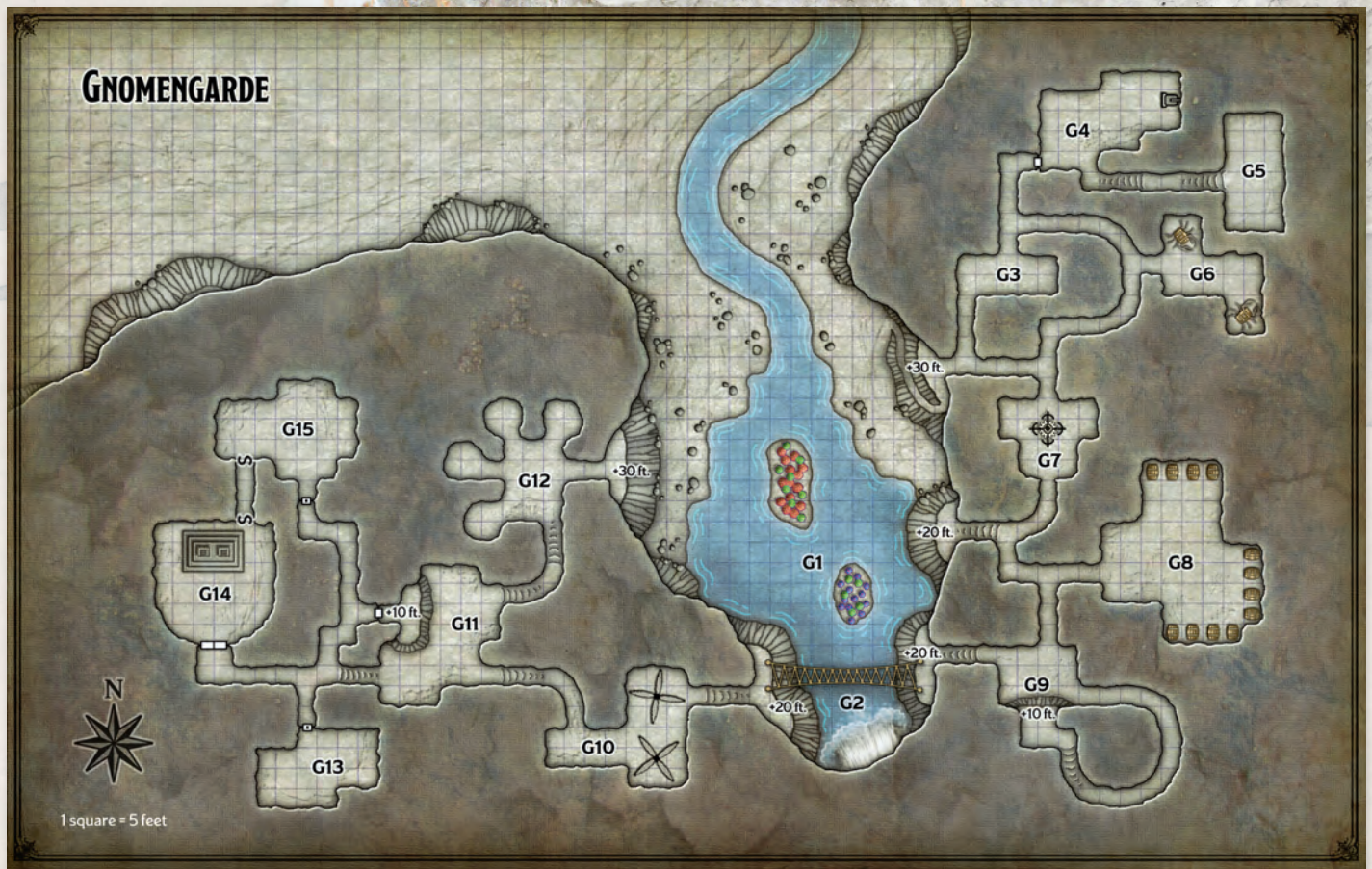
Gnomengarde has five cave entrances perched atop ledges with sheer, rocky slopes. Climbing to a cave requires a successful DC 13 Strength (Athletics) check. A narrow footpath ascends the northeast slope, making it an easy climb to that cave entrance without a check.

GNOMENGARDE ROSTER

Twenty **rock gnome recluses** (see page 8 for their stat block) dwell in Gnomengarde, including King Gnerkli and King Korboz. The gnomes' names and locations are described in the “Gnomengarde Locations” section.

MYSTERY MONSTER

There used to be twenty-two gnomes living in the caves, but a **mimic** (see page 8 for its stat block) devoured two gnomes—named Orryn and Warryn—in the past tenday. The creature is currently disguised as a barrel in area G8, but it will devour more gnomes once its hunger returns unless it is dealt with. It can move around and adopt other disguises as needed, though its forms are limited to Medium objects such as chairs, large chests, lecterns, and weird gnomish inventions of the mimic's



size and mass. The mimic can also disguise itself as a door, a false section of wall, or a rocky bulge on the floor.

After speaking to Korboz and learning about the presence of a shapechanging monster, the characters' primary goal should be to find and slay the creature. When it attacked Korboz, it looked like a 10-foot-square rug in the throne room (area G14), but it has since moved elsewhere and changed its appearance.

If pressed, the rock gnomes help the characters find the mimic by poking objects with nonmagical wands to see if they fight back. The gnomes aren't adventurers, however, and they flee at the first sign of danger (real or imagined).

The mimic completely devours and dissolves its victims, leaving no trace behind and relocating after each kill. It won't leave Gnomengarde of its own accord, as it's taken a liking to the taste of gnome flesh.

If you want a more interesting antagonist, make the mimic one of the rare varieties that can carry on simple conversations in Common. Characters who corner the talking mimic can negotiate with it, and can compel it to leave Gnomengarde with a successful DC 15 Charisma (Intimidation or Persuasion) check.

WILD MAGIC

Wild magic is a kind of magic that can't be controlled, and Gnomengarde has long been a source of it. When a creature anywhere on the Gnomengarde map expends a spell slot to cast a spell of 1st level or higher, an additional effect might occur. Roll a d20 and consult the following table to determine the effect, if any. This wild magic effect lasts for 1 hour, or until ended with a *remove curse* spell or similar magic.

d20 Wild Magic Effect

1–6	None
7–10	The caster's skin turns a vibrant shade of blue.
11–14	Tiny, insubstantial motes of light circle the caster, shedding bright light in a 10-foot radius and dim light for an additional 10 feet.
15–17	The caster sprouts wings like those of a butterfly. The wings give the caster a flying speed of 30 feet.
18–19	The caster teleports up to 60 feet to a random unoccupied space of the DM's choice.
20	A whimsical effect of the DM's invention.

GNOMENGARDE LOCATIONS

The following locations are keyed to the map of Gnomengarde.

G1. MISTY POOL AND MUSHROOM ISLANDS

The gnomes subsist on 2-foot-tall mushrooms that grow atop two small islands in the middle of this 3-foot-deep pool. The islands are perpetually shrouded in mist from the waterfall. Magic bestowed upon the islands by Gnomengarde's first settlers causes the mushrooms to grow to abnormally large size. This same magic is the source of Gnomengarde's wild magic (see above).

The mushrooms come in three colors. Red mushrooms provide oil that the gnomes use to fuel their lanterns and other mechanical devices. Green mushrooms are ground into flour and used to make a tasty green bread. Purple mushrooms are crushed and fermented to make mushroom wine, which tastes as good as it sounds.

G2. WATERFALL AND ROPE BRIDGE

The waterfall plunges 60 feet, its mist lightly obscuring a 35-foot-long rope bridge firmly anchored to 20-foot-high ledges. The bridge is difficult terrain, and sags so that its midpoint is only 15 feet above the water. A creature that falls or jumps from the bridge takes no damage if it lands in the water, which is 5 feet deep in the area below the bridge. The bridge has AC 11, 30 hit points, and immunity to poison and psychic damage. The barrel crab contraptions in area G6 are too clumsy to cross the bridge without getting tangled in its ropes.

G3. DINING ROOM

This room contains several dining tables and chairs sized for Small folk. A stout wooden cabinet against the east wall holds tin dishware and utensils.

G4. KITCHEN

This kitchen is furnished with gnomes in mind, so everything is either close to the floor or readily reachable by tugging on an overly complicated rope-and-pulley mechanism. Five **rock gnome recluses** (see page 8 for their stat block) busy themselves here:

- Joybell uses a poker to stoke the fire of a hot iron stove standing against the east wall.
- Dimble uses a complicated press-like contraption to squeeze oil out of a big red mushroom and filter the liquid into four oil flasks.
- Panana stands atop a low table and uses a mechanical rolling pin contraption to kneed green bread dough. The severed caps of several big green mushrooms are set around her.
- Uppendown forms the dough into loaves of green bread, his tongue sticking out as he carefully shapes each loaf like a master sculptor.
- Tervaround teeters on a stool as she stuffs a big purple mushroom into a barrel, so that it can ferment and be turned into mushroom wine.

Characters who question the gnomes are urged to speak to Fibblestib or Dabledob in the workshop (area G11), as they know more about what's going on than any other gnomes in the complex. These gnomes won't leave the kitchen, but they can point characters in the right direction. The gnomes avoid talking about the missing gnomes or the unhinged King Korboz.

G5. PANTRY

This room is piled high with small wooden crates. Each contains loaves of green mushroom bread and other foodstuffs collected and kept by the gnomes.

G6. BARREL CRABS

Parked in alcoves in this otherwise empty room are two gnomish contraptions. Each resembles a crab with a barrel for a shell, six articulated metal legs, and a pair of forward-facing pincer claws. A hatch on the top of each barrel opens to reveal an interior compartment equipped with a small, leather-padded seat surrounded by levers, pedals, and gears. The barrels are not airtight.

The gnomes built these crablike contraptions to grip and move other objects, rather like crude forklifts. However, the contraptions are so clumsy that they are

useless for delicate work. They are just small enough to navigate Gnomengarde's 5-foot-wide passageways.

Each barrel crab is a Large object with AC 15, 30 hit points, a Strength score of 10, and immunity to poison and psychic damage. It is designed to hold a single Small humanoid, though a Medium humanoid can fit inside with some discomfort. While in the barrel with the hatch closed, a creature has total cover against attacks from outside the contraption. It can use its action to make the contraption scuttle across the ground at a walking speed of 15 feet or make one attack with its pincer claws.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 5 (2d4) piercing damage, and the target is grappled (escape DC 10).

G7. AUTOLOADING CROSSBOW PLATFORM

Bolted to the floor of this room is a rotating platform equipped with four heavy crossbows that reload automatically. Each crossbow comes with twenty bolts. Mounted above the crossbows at a height of 6 feet is a chair equipped with pedals that causes the entire contraption to spin counterclockwise, and with levers that reload and fire the crossbows. This clanking, clattering contraption is a Large object with AC 13, 45 hit points, and immunity to poison and psychic damage. Every time it loses 10 hit points, one of its crossbows breaks.

A creature sitting in the chair can use an action to rotate the device up to 360 degrees counterclockwise and fire up to two of its crossbows in any direction. Each crossbow makes the following attack.

Heavy Crossbow. Ranged Weapon Attack: +5 to hit, range 50/200 ft., one target. **Hit:** 5 (1d10) piercing damage.

Sitting in the chair when the characters first enter this area is the device's inventor, a **rock gnome recluse** (see page 8) named Facktoré. When she sees strangers, Facktoré decides to test out the contraption on them. She stands down only when she or her contraption cease to function, or when she can no longer see any targets. Being deranged and utterly consumed by her work, she can barely string together a cohesive sentence, let alone advise visitors on where to go or whom to talk to.

G8. MIMIC AND MUSHROOM WINE

This room contains twelve forty-gallon barrels set into wide alcoves. Each barrel is secured by a wooden brace. The barrels in the south alcove have been tapped with wooden spigots. Two of those barrels are half full, and two are nearly empty.

Seven of the eight barrels in the north and east alcoves are untapped and full of mushroom wine. The eighth barrel is the **mimic** (see page 8 for its stat block). You can decide where the mimic is, or roll a d8 to randomly determine which barrel is the fake one. See "Mystery Monster" (page 5) for more information on the mimic and its behavior when discovered.

G9. GNOME GUARD POST

Mist from the waterfall dampens this empty cave, which has a 10-foot-high ledge overlooking it to the south. The ledge can be reached by following the curved tunnel to the east, or by scaling the slick rock wall with a successful DC 12 Strength (Athletics) check.

Two **rock gnome recluses** (see page 8 for their stat block) named Ulla and Pog stand on the ledge. When anyone enters the cave, Ulla calls out, “Who goes there?” in Gnomish, then Pog repeats the question in Common. Their orders are to “attack shapechangers on sight.” Since anyone might be a shapechanger, they attack anyone who can’t prove they are who they claim to be. Characters who don’t want to be attacked must succeed on one of the following checks:

- A DC 10 Charisma (Deception) check to trick the gnomes into thinking the characters have an audience with the kings of Gnomengarde.
- A DC 10 Charisma (Intimidation) check to scare the gnomes into thinking that any harm visited upon the characters will result in Gnomengarde’s destruction.
- A DC 10 Charisma (Persuasion) check to convince the gnomes that the characters can’t be shapechangers, as shapechangers would surely take less conspicuous forms.

G10. SPINNING BLADES

This area is lightly obscured by mist from the waterfall. The larger eastern part of the room contains two rapidly spinning devices that look like turnstiles fitted with stacks of long, sharp blades spaced 1 foot apart. The northern turnstile spins counterclockwise, while the southern one spins clockwise. Any creature that enters or starts its turn in the eastern part of the room while the blades are spinning must make a DC 15 Dexterity saving throw, taking 18 (4d8) slashing damage on a failed save, or half as much damage on a successful one.

Set into the south wall of the smaller western part of the room is a brass lever in the down position. Pulling the lever up causes the turnstiles to stop spinning, allowing safe passage through the chamber. The rock gnomes bypass this trap by using the *mage hand* cantrip to move the lever from the east doorway.

G11. INVENTORS’ WORKSHOP

As the characters approach this area, they overhear an argument in Gnomish between two **rock gnome recluses** (see page 8 for their stat block) named Fibblestib and Dabledob. As Gnomengarde’s foremost inventors, they are trying to dream up an invention that will cure King Korboz’s madness. Fibblestib’s proposal is a “sanity ray.” Dabledob thinks that’s dumb, and wants to build something called a “straitjacket” instead. If the characters interrupt them, the gnomes realize that the new arrivals might have another solution, so they fill in what’s been happening and ask for any advice on how they might help cure Korboz and rescue King Gnerkli.

Fibblestib and Dabledob consider the mystery of the vanishing gnomes of secondary importance to their mission of aiding their kings. They focus on Korboz and Gnerkli to the exclusion of all else, promising magical rewards in exchange for aid (see “Gnome-Made Magic Items,” page 5).

The workshop is cluttered with half-completed gnomish inventions that serve no purpose, as well as worktables strewn with tinker’s tools. A 10-foot-high ledge overlooks the room, set with a wooden pedestal on which sits a leather-bound book.

Treasure. The book on the pedestal is a spellbook that the rock gnomes of Gnomengarde share. Its cover describes its title as *Magick of Gnomengarde* (in Common and Gnomish), and it contains the wizard spells *burning hands*, *detect magic*, *identify*, *mage armor*, *magic missile*, *shield*, and *sleep*.

G12. GNOME DOMICILES

The floor of this cave is strewn with the remnants of old campfires. Four side caves serve as sleeping areas, with five small wooden cots crammed into each one. Eight **rock gnome recluses** (see page 8 for their stat block) sleep soundly here when the characters first arrive, with two gnomes in each side cave—Caramip, Jabby, Nyx, Quippy, Anverth, Delebean, Pallabar, and Zook. Characters can move through the area without waking the sleeping gnomes, who defend themselves if attacked but pose no danger otherwise. They avoid talking about the recent troubles, but advise visitors to speak with Fibblestib and Dabledob (see area G11), Gnomengarde’s two most gifted rock gnome inventors.

G13. TREASURY

The door to this room is locked, and Fibblestib and Dabledob (see area G11) carry the keys. The room contains a jumble of nonfunctional gnomish gizmos, as well as loose gears, twisted bits of metal, and other scraps that the gnomes use to cobble together new inventions.

Treasure. Amid the clutter, the characters can find a *clockwork amulet* and a *pole of collapsing*, most easily by scanning the room with a *detect magic* spell. It otherwise takes 1 hour to find each item. See the “Magic Items” section on page 15 for a description of these items.

G14. THRONE ROOM

Situated atop a stone dais are two squat thrones made of scrap metal and sized for gnomes. A secret door in the north wall conceals a short tunnel leading to area G15. Only the gnome kings know of this secret passage.

G15. GNOME KINGS’ BEDROOM

King Korboz has locked himself and King Gnerkli in their bedroom, forgetting that there’s a secret door that others could find and use to gain entry. Only Korboz and Gnerkli have keys to the locked main door. If the characters knock on the door or otherwise announce their arrival, Korboz speaks to them from inside the room and warns of a “shapechanger” in their midst. Korboz doesn’t regain his senses until the characters assure him that the monster has been found and killed. Whether the mimic is truly killed or not, convincing Korboz that it’s dead requires a successful DC 12 Charisma (Persuasion) check.

Korboz and Gnerkli are **rock gnome recluses** (see page 8 for their stat block), each wearing a jagged metal crown and a patchwork cloak. Gnerkli is glued to a chair and restrained. Korboz carries a flask of solvent that dissolves the glue on contact. Their room contains all the trappings of a nicely appointed gnome bedroom.

Treasure. A small unlocked chest under the gnomes’ bed contains a *hat of wizardry* and a fully charged *wand of pyrotechnics*. See the “Magic Items” section on page 15 for descriptions of these items.

CREATURES

THIS SECTION CONTAINS STAT BLOCKS AND DESCRIPTIONS for the creatures that appear in this preview adventure.

MIMIC

Mimics are shapeshifting predators that can alter their outward texture to resemble wood, stone, and other basic materials. They do so to assume the appearance of inanimate objects that other creatures are likely to come into contact with. A mimic in its altered form is nearly unrecognizable until it sprouts pseudopods and attacks.

MIMIC

Medium monstrosity (shapechanger)

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.



COMMONER

Commoners include peasants, serfs, servants, pilgrims, merchants, artisans, and hermits.

COMMONER

Medium humanoid (any race)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

ROCK GNOME RECLUSE

Rock gnome recluses are skilled in the arcane arts. They use their magical talents to create all kinds of wondrous inventions, very few of which work as intended.

ROCK GNOME RECLUSE

Small humanoid (gnome)

Armor Class 10 (13 with *mage armor*)

Hit Points 7 (2d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	11 (+0)	10 (+0)	15 (+2)	10 (+0)	13 (+1)

Skills Arcana +4, History +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish

Challenge 1/4 (50 XP)

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. The gnome is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost* (see "Actions" below)

1st level (3 slots): *detect magic*, *mage armor*, *magic missile* (see "Actions" below), *shield*

ACTIONS

Magic Missile (Expend a 1st-Level Spell Slot). The gnome creates three magical darts. Each dart hits a creature the gnome chooses within 120 feet of it and deals 3 (1d4 + 1) force damage.

Ray of Frost. *Ranged Spell Attack:* +4 to hit, range 60 ft., one creature. *Hit:* 4 (1d8) cold damage, and the target's speed is reduced by 10 feet until the start of the gnome's next turn.

TALYA, SELÛNE'S LIGHT

Half-Elf Cleric / Level 1

ABILITY SCORES

Name Score Modifier

STRENGTH 12 +1

DEXTERITY 10 +0

CONSTITUTION 14 +2

INTELLIGENCE 10 +0

Arcana +2
Religion +2

WISDOM 16 +3

Insight +5
Medicine +5
Perception +5

CHARISMA 15 +2

Persuasion +4

Proficient skills listed below relevant ability score.

ARMOR CLASS 18

HIT POINTS 10
(1d8 + 2)

INITIATIVE +0

SPEED 30 ft.

SAVING THROWS

Strength +1

Dexterity +0

Constitution +2

Intelligence +0

Wisdom +5

Charisma +4

SENSES

Passive Perception 11

Darkvision 60 ft.

PROFICIENCY BONUS +2

WEAPONS & DAMAGING CANTRIPS

Name	Range	Modifier	Damage
Mace	-	+3	1d6 + 1 bludgeoning
Light crossbow	80/320	+2	1d8 piercing
Sacred flame	60	Save	1d8 radiant*

*See spell description.

SPELLS

Wisdom Modifier +3

Attack Bonus +5

Spell Save DC 13

See back of sheet for more information.

EQUIPMENT

Chain mail, shield, mace, light crossbow, case with 20 bolts, holy symbol of Selûne, backpack, blanket, block of incense, ancient book called *Secrets of the Moon*, 10 candles, censer, 2 days of rations, tinderbox, vestments, waterskin, 15 gp

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NEKARI, THE GALE-HAND

Half-Elf Monk / Level 1

ABILITY SCORES

Name Score Modifier

STRENGTH 10 +0

Athletics +2

DEXTERITY 16 +3

Acrobatics +5
Stealth +5

CONSTITUTION 13 +1

INTELLIGENCE 10 +0

WISDOM 16 +3

Animal Handling +5
Insight +5
Survival +5

CHARISMA 10 +0

Proficient skills listed below relevant ability score.

ARMOR CLASS 16

HIT POINTS 9
(1d8 + 1)

INITIATIVE +3

SPEED 30 ft.

SAVING THROWS

Strength +2

Dexterity +5

Constitution +1

Intelligence +0

Wisdom +3

Charisma +0

SENSES

Passive Perception 13

Darkvision 60 ft.

PROFICIENCY BONUS +2

WEAPONS

Name	Range	Modifier	Damage
Shortsword	-	+5	1d6 + 3 piercing
Unarmed strike*	-	+5	1d4 + 3 bludgeoning
Dart	20/60	+5	1d4 + 3 piercing

*Can use as a bonus action after Attack action if action was taken with shortsword or unarmed strike.

EQUIPMENT

Shortsword, 10 darts, backpack, bedroll, mess kit, iron pot, 10 days of rations, 50 feet of hempen rope, shovel, tinderbox, 10 torches, waterskin, 10 gp

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TALYA, SELÛNE'S LIGHT

DUNGEONS & DRAGONS

PROFICIENCIES & LANGUAGES

Armor: Heavy Armor, Light Armor, Medium Armor, Shields

Weapons: Simple Weapons

Languages: Common, Elvish, Gnomish, Halfling, Sylvan

RACIAL TRAITS

Fey Ancestry. Advantage on saving throws against being charmed and magic can't put you to sleep.

CLASS FEATURES

Spellcasting. You can prepare and cast spells from the cleric list. See "Spells" below.

Life Domain. You gain additional class features listed in this section and add domain spells to your spells list (see "Spells" below).

Disciple of Life. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

SPELLS

See the *Basic Rules* or *Player's Handbook* for spell descriptions. Prepare spells at the beginning of the adventure and after each long rest.

Cantrips (no limit): *guidance, light, sacred flame*

1st Level (2 slots): *bless, cure wounds, guiding bolt, healing word, sanctuary, shield of faith*

BACKGROUND

Acolyte. You have been raised to become part of the moon god Selûne's religious order. You can receive free shelter and healing at any temple of your deity for you and your adventuring companions.

PERSONALITY

Personality Trait: I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.

Ideal: Charity. I always try to help those in need, no matter what the personal cost.

Bond: I seek to preserve an ancient text that my enemies consider heretical and seek to destroy.

Flaw: I put too much trust in those who wield power within my temple's hierarchy.

Alignment: Neutral Good



Some traits and features not listed where already calculated into statistics. See the *Basic Rules* or *Player's Handbook* for a complete listing.

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NEKARI, THE GALE-HAND

DUNGEONS & DRAGONS

PROFICIENCIES & LANGUAGES

Weapons: Shortsword, Simple Weapons

Tools: Calligrapher's Supplies, Cook's Utensils, Vehicles (Land)

Languages: Common, Draconic, Elvish

RACIAL TRAITS

Fey Ancestry. Advantage on saving throws against being charmed and magic can't put you to sleep.

CLASS FEATURES

Unarmored Defense. Your Armor Class is 10 + Dexterity modifier + Wisdom modifier (already calculated).

Martial Arts. With unarmed strikes or monk weapons (including your shortsword), you can use Dexterity instead of Strength for attack and damage rolls (already calculated), you can roll your Martial Arts damage die in place of normal damage (already calculated), and when you use the Attack action on your turn, you can make one unarmed strike as a **bonus action**.

BACKGROUND

Folk Hero. You were raised by common folk, and through your great deeds have become their champion. You can find a place to hide or rest among other commoners and will shield you from the law or anyone else searching for you.

PERSONALITY

Personality Trait: I get bored easily. When am I going to get on with my destiny?

Ideal: Freedom. Tyrants must not be allowed to oppress the people.

Bond: I have a family, but I have no idea where they are. One day, I hope to see them again.

Flaw: I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

Alignment: Chaotic Good



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ERILON, WAR WIZARD INITIATE

High Elf Wizard / Level 1

ABILITY SCORES

Name Score Modifier

STRENGTH 10 +0
Athletics +2

DEXTERITY 14 +2

CONSTITUTION 12 +1

INTELLIGENCE 16 +3

Arcana +5
History +5

WISDOM 12 +1

Perception +3

CHARISMA 12 +1

Intimidation +3

Proficient skills listed below relevant ability score.

ARMOR CLASS 12
HIT POINTS 7
(1d6 + 1)

INITIATIVE +2
SPEED 30 ft.

SAVING THROWS

Strength +0
Dexterity +2
Constitution +1
Intelligence +5
Wisdom +3
Charisma +1

SENSES

Passive Perception 13

Darkvision 60 ft.

PROFICIENCY BONUS +2

WEAPONS & DAMAGING CANTRIPS

Name	Range	Modifier	Damage
Quarterstaff	-	+3	1d6 bludgeoning
Fire bolt	120	+5	1d10 fire*
Ray of frost	60	+5	1d8 cold*

*See spell description.

SPELLS

Intelligence Modifier +3
Attack Bonus +5
Spell Save DC 13

See back of sheet for more information.

EQUIPMENT

Ornate quarterstaff (used as both a weapon and an arcane focus), backpack, bedroll, dice set, mess kit, 10 days of rations, 50 feet of hempen rope, spellbook, tinderbox, 10 torches, torn remnant of former company's banner, waterskin, 10 gp

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WHISPER “TRAPBANE”

Lightfoot Halfling Rogue / Level 1

ABILITY SCORES

Name Score Modifier

STRENGTH 10 +0
Athletics +2

DEXTERITY 16 +3

Sleight of Hand +5
Stealth +7

CONSTITUTION 10 +0

INTELLIGENCE 14 +2

Investigation +4

WISDOM 12 +1

Perception +3

CHARISMA 14 +2

Deception +4

Proficient skills listed below relevant ability score.

ARMOR CLASS 14
HIT POINTS 8
(1d8)

INITIATIVE +3
SPEED 25 ft.

SAVING THROWS

Strength +0
Dexterity +5
Constitution +0
Intelligence +4
Wisdom +1
Charisma +2

SENSES

Passive Perception 13

PROFICIENCY BONUS +2

WEAPONS

Name	Range	Modifier	Damage
Shortsword	-	+5	1d6 + 3 piercing
Shortbow	80/320	+5	1d6 + 3 piercing
Dagger	-	+5	1d4 + 3 piercing

EQUIPMENT

Leather armor, shortsword, 2 daggers, shortbow, quiver with 20 arrows, backpack, map case with map of former city, crowbar, hammer, 10 pitons, 10 days of rations, 50 feet of hempen rope, locket with a drawing of your parents, pet mouse named Empty, small knife, thieves' tools, tinderbox, 10 torches, waterskin, 10 gp



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ERILON, WAR WIZARD INITIATE

DUNGEONS & DRAGONS

PROFICIENCIES & LANGUAGES

Weapons: Dagger, Dart, Light Crossbow, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling

Tools: Dice Set, Vehicles (Land)

Languages: Common, Elvish, Primordial

RACIAL TRAITS

Fey Ancestry. Advantage on saving throws against being charmed and magic can't put you to sleep.

Trance. You don't need to sleep, but instead meditate for 4 hours a day, during which time you are aware of your surroundings. After resting in this way, you gain the benefits of 8 hours of sleep.

CLASS FEATURES

Spellcasting. You can prepare and cast spells from the wizard list. You need your spellbook to prepare spells of 1st level or higher. See "Spells" below.

Arcane Recovery. When you finish a short rest, you can choose to recover 1 expended spell slot. Once you use this feature, you can't use it again until you finish a long rest.

SPELLS

See the *Basic Rules* or *Player's Handbook* for spell descriptions. You possess a spellbook with the spells listed below. Prepare four 1st-level spells at the beginning of the adventure and after each long rest.

Cantrips (no limit): *fire bolt, light, mage hand, ray of frost*

1st Level (2 slots): *burning hands, charm person, mage armor, magic missile, sleep, thunderwave*

BACKGROUND

Soldier. You spent many years as a soldier, working your way up the ranks to become an officer. You can invoke your rank to exert influence over other soldiers or to requisition simple equipment or horses for temporary use. You can also gain access to friendly military installations when recognized.

PERSONALITY

Personality Trait: I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.

Ideal: Might. In life as in war, the stronger force wins.

Bond: I would still lay down my life for the people I served with.

Flaw: I made a terrible mistake in battle that cost many lives, and I would do anything to keep that mistake secret.

Alignment: Lawful Neutral



Some traits and features not listed where already calculated into statistics. See the *Basic Rules* or *Player's Handbook* for a complete listing.

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WHISPER "TRAPBANE"

DUNGEONS & DRAGONS

PROFICIENCIES & LANGUAGES

Armor: Light Armor

Weapons: Hand Crossbow, Longsword, Rapier, Shortsword, Simple Weapons

Tools: Disguise Kit, Thieves' Tools, Tinker's Tools

Languages: Common, Halfling, Thieves' Cant

RACIAL TRAITS

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll and must take the new roll.

Brave. Advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of a creature that is of a size larger than yours (you are size Small).

Naturally Stealthy. You can attempt to hide even when you are obscured by a creature that is at least one size larger than you.

CLASS FEATURES

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage. You don't need advantage if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage.

Thieves' Cant. You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the idea plainly.

BACKGROUND

Urchin. You grew up on the city streets, and know how to find quick paths others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

PERSONALITY

Personality Trait: I hide scraps of food and trinkets away in my pockets.

Ideal: People. I help the people who help me; that's what keeps us alive.

Bond: I escaped my life of poverty by robbing an important person, and I'm wanted for it.

Flaw: It's not stealing if I need it more than someone else.

Alignment: Neutral



Some traits and features not listed where already calculated into statistics. See the *Basic Rules* or *Player's Handbook* for a complete listing.

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BRIN AXETOOTH, SHIELD OF THE FORGE

Hill Dwarf Fighter / Level 1

ABILITY SCORES

Name Score Modifier

STRENGTH 16 +3
Athletics +5

DEXTERITY 10 +0

CONSTITUTION 16 +3

INTELLIGENCE 10 +0

History +2

WISDOM 12 +1

Perception +3

CHARISMA 10 +0

Persuasion +2

Proficient skills listed below relevant ability score.

ARMOR CLASS 19

HIT POINTS 14
(1d10 + 3)

INITIATIVE +0

SPEED 25 ft.

SAVING THROWS

Strength +5

Dexterity +0

Constitution +3

Intelligence +0

Wisdom +1

Charisma +0

SENSES

Passive Perception 13

Darkvision 60 ft.

PROFICIENCY BONUS +2

WEAPONS

Name	Range	Modifier	Damage
Battleaxe	-	+5	1d8 + 3 slashing
Light crossbow	80/320	+2	1d8 piercing

EQUIPMENT

Chain mail, shield, battleaxe, light crossbow, case with 20 bolts, backpack, set of fine clothes, crowbar, hammer, 10 pitons, 10 days of rations, 50 feet of hempen rope, scroll of pedigree, signet ring, tinderbox, 10 torches, waterskin, 25 gp



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GRIM

Dragonborn Fighter / Level 1

ABILITY SCORES

Name Score Modifier

STRENGTH 17 +3
Athletics +5

DEXTERITY 12 +1

Stealth +3

CONSTITUTION 14 +2

INTELLIGENCE 10 +0

WISDOM 10 +0

CHARISMA 12 +1

Deception +3
Intimidation +3

Proficient skills listed below relevant ability score.

ARMOR CLASS 14

HIT POINTS 12
(1d10 + 2)

INITIATIVE +1

SPEED 30 ft.

SAVING THROWS

Strength +5

Dexterity +1

Constitution +4

Intelligence +0

Wisdom +0

Charisma +1

SENSES

Passive Perception 10

PROFICIENCY BONUS +2

WEAPONS

Name	Range	Modifier	Damage
Greataxe	-	+5	1d12 + 3 slashing
Greatsword	-	+5	2d6 + 3 slashing
Handaxe	20/60	+5	1d5 + 3 slashing

EQUIPMENT

Chain shirt, greataxe, greatsword, 2 handaxes, backpack, bedroll, crowbar, mess kit, 10 days of rations, 50 feet of hempen rope, tinderbox, 10 torches, waterskin, 15 gp



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BRIN AXETOOTH, SHIELD OF THE FORGE

DUNGEONS & DRAGONS

PROFICIENCIES & LANGUAGES

Armor: Heavy Armor, Light Armor, Medium Armor, Shields

Weapons: Martial Weapons, Simple Weapons

Tools: Brewer's Supplies, Dragonchess Set

Languages: Common, Dwarvish, Orc

RACIAL TRAITS

Dwarven Resilience. You have advantage on saving throws against poison and resistance to poison damage.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

CLASS FEATURES

Second Wind. You can use a **bonus action** to regain 1d10 + 1 hit points. Once you use this feature, you can't use it again until you finish a short or long rest.

BACKGROUND

Knight. You are a part of a proud order of knights, pledged to defend your homeland. You have the service of retainers loyal to you and your family. They are commoners that can perform mundane tasks for you, will not accompany you into dangerous areas, and will leave if mistreated.

PERSONALITY

Personality Trait: My favor, once lost, is lost forever.

Ideal: Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity.

Bond: I am in love with the heir of a family that my family despises.

Flaw: In fact, the world does revolve around me.

Alignment: Lawful Good



Some traits and features not listed where already calculated into statistics. See the *Basic Rules* or *Player's Handbook* for a complete listing.

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GRIM

DUNGEONS & DRAGONS

PROFICIENCIES & LANGUAGES

Armor: Heavy Armor, Light Armor, Medium Armor, Shields

Weapons: Martial Weapons, Simple Weapons

Tools: Playing Card Set, Thieves' Tools

Languages: Common, Draconic

RACIAL TRAITS

Fire Resistance. You have resistance to fire damage.

Breath Weapon. As an **action**, you can exhale fire. Each creature in a 15-foot cone must make a DC 12 Dexterity saving throw, taking 2d6 fire damage on a failed save, and half as much damage on a successful one. Once you use your breath weapon, you can't use it again until you finish a short or long rest.

CLASS FEATURES

Second Wind. Once per short rest, you can use a **bonus action** to regain 1d10 + 1 hit points.

BACKGROUND

Criminal. You have a reliable and trustworthy contact who acts as a liaison to your network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver your messages for you.

PERSONALITY

Personality Trait: The first thing I do in a new place is note the locations of everything valuable, or where such things could be hidden.

Ideal: People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

Bond: I am trying to pay off an old debt I owe to a generous benefactor.

Flaw: An innocent person is in prison for a crime that I committed. I'm okay with that.

Alignment: Neutral



Some traits and features not listed where already calculated into statistics. See the *Basic Rules* or *Player's Handbook* for a complete listing.

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MAGIC ITEMS

CLOCKWORK AMULET

Wondrous item, common

This copper amulet contains tiny interlocking gears and is powered by magic from Mechanus, a plane of clockwork predictability. A creature that puts an ear to the amulet can hear faint ticking and whirring noises coming from within.

When you make an attack roll while wearing the amulet, you can forgo rolling the d20 to get a 10 on the die. Once used, this property can't be used again until the next dawn.

HAT OF WIZARDRY

Wondrous item, common (requires attunement by a wizard)

While you are wearing this hat, you gain the following benefits:

- You can use the hat as a spellcasting focus for your wizard spells.
- You can try to cast a cantrip that you don't know. The cantrip must be on the wizard spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

POLE OF COLLAPSING

Wondrous item, common

While holding this 10-foot pole, you can use an action to speak a command word and cause it to collapse into a 1-foot-long rod, for ease of storage. The pole's weight doesn't change. You can use an action to speak a different command word and cause the rod to revert to a pole; however, the rod will elongate only as far as the surrounding space allows.

WAND OF PYROTECHNICS

Wand, common

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and create a harmless burst of multicolored light at a point you can see up to 60 feet away. The burst of light is accompanied by a crackling noise that can be heard up to 300 feet away. The light is as bright as a torch flame but lasts only a second.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand erupts in a harmless pyrotechnic display and is destroyed.





YOUR NEXT ADVENTURE

Your journey with DUNGEONS & DRAGONS is only just beginning. Here are two paths you can take to learn more about the game and continue exploring all that D&D has to offer!

THE D&D ESSENTIALS KIT

The material presented in this preview comes from the *D&D Essentials Kit*, a great product available at hobby and game stores worldwide! This boxed set contains everything you need to play for hours upon hours of fun with a group of friends, including:

- The complete *Dragon of Icespire Peak* adventure (levels 1-5), including the area around the town of Phandalin and creature stat blocks
- A rulebook with character creation options, spells, magic items and more
- A Dungeon Master's screen with handy references
- Blank character sheets
- Other accessories, such as magic item cards, initiative cards, and condition cards
- A set of dice

THE BASIC RULES

The *Basic Rules* are a free version of the DUNGEONS & DRAGONS rules available on our website. They contain rules to play, character creation, Dungeon Mastering advice, monsters, magic items, and more! Head to dnd.wizards.com/articles/features/basicrules to download yours today, or simply scan the QR code presented on this page with your mobile device.



MAP KEY

	ALTAR		DOOR		PIT TRAP		STAIRS
	ANVIL		DOUBLE DOOR		PORTCULLIS		STANDING STONE
	ARROW SLIT		FENCE		PRIVY		STATUE
	BALLISTA		FIREPLACE		RAILING		STOVE
	BARRELS		GRAVE		ROUGH-HEWN STAIRS		STUMP
	BATTEMENT		LADDER		RUBBLE		TENT
	BROKEN DOOR		LEDGE		SARCOPHAGUS		THRONE
	CAMPSITE		PALISADE		SECRET DOOR		TRAPDOOR
	CART		PILLAR		SHRUB		WINDOW

