

# Quest Builders



Adventure 1  
Happy Turnday



Welcome to the world of Quest Builders. Thanks so much for joining us on this adventure. To create the best possible experience for your players, each of the booklets from this series can be played independently or in order. You'll find guidance on everything you will need to play. This is the first adventure in the Quest Builders campaign and introduces players to the world with an emphasis on silliness and fun to help everyone at the table have a memorable and laughter filled session. We hope you enjoy playing these quests as much as we've enjoyed creating them. Happy adventuring!

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## Contents

Introduction	2
Adventure	3-11
Characters	12-15



## Using this Booklet

The layout of this booklet hopes to be as easy to use as possible.

Here are some examples of the layout to help you run the adventures:

Text outside of a text box is information to help the Dungeon Master (or DM for short).

Text inside a text box, like this one, should be read aloud to the players. This text describes characters or the setting and includes narrative events.

## Banners

Banners will highlight important information for the DM.

They might introduce a new chapter or give extra details about locations or characters.

Images are used throughout the book as suggestions for lego minifigures, pieces or sets you could use in this adventure. These are only suggestions and you can change characters or figures as you choose.



## Monster Stats

These will appear in a monster box  
They give information about the monster's stats, immunities and attacks. For example:

AC 10 HP 13

Str +0 Dex +2 Con +2

Int -2 Wis -1 Cha -3

Immune to fire

Action Sword swipe. Melee +4 to hit. Hit: 6 piercing damage.

Quest Builder adventures aim to be family friendly and fun.

You will require a copy of the Dungeons and Dragons Players Handbook to play.

You should always make sure that the fun comes first. If players have a great idea on how to solve a problem that is not listed in this book, always follow their lead. They will find it much more rewarding if their decisions are making the difference rather than being told what to do.

Embrace the silliness. Some of the characters that appear in this book are based on legendary Dungeons and Dragons characters.

Quest Builders puts these characters in silly situations they would not be found in usually. We hope you enjoy the adventure.



## The Adventure Begins

This adventure is for Level 5 characters. You can use the pre-generated characters from the back of this booklet or create your own using the rules to 5E or your preferred system.

The main quest in this book will usually take between 2-3 hours but you may want to break it into smaller chunks if playing with younger children.

This adventure can easily be split into three sections linked to the three skeletons.



Instead of hearing 'cake', the skeletons have heard 'cape', 'snake' and 'lake'. They are each trying to bring Strahd what he has asked for but will need some persuading or some sense knocked into them to fix this mess.

- The first skeleton, Doug, is in the tavern trying to steal an adventurer's cape.
- The second skeleton, Fibulana, is trying to empty the lake.
- The third skeleton, Deadward, is hunting a giant snake called Slippery Sid.

## Happy Turnday

The party are on their way to the Inn Plain Sight, in a town called Ogel, when their carriage is stopped by a strange mist and some frantic squeaking. A panicked rat asks for help organising their Vampire Master, Strahd's, Turnday party.

The vampire likes to celebrate the day he was turned into a vampire and has sent three of his skeleton servants out to fetch him a cake. Unfortunately, they misunderstood the task and are now causing problems.

Once the party have stopped the three skeletons causing mischief, they will go to the Oven Coven Bakery to collect the cake that Strahd has ordered. They can all return to Strahd's Castle to celebrate by singing 'Happy Turnday' to Strahd.

Minifigures you may need:

Strahd and Squeakums the rat

1 to 3 Skeletons

Adventurer with cape

Giant Snake

Lake Monsters

Tasha



# A Rat on the Road

Read the following to your players:

You have been travelling for some time now, each one of you heading for the Inn Plain Sight; the most famous adventurer's tavern in the lands. Riches, fame and adoration await those who make a name for themselves in this prestigious meeting place. You look around the carriage. Fate it seems has brought you together as you shake around in the uncomfortable seats with your new companions. Let's meet our merry band of adventurers.

Let each player describe their character. Ask questions to help develop these characters, such as:  
What does your character love most?  
What does your character hate doing?  
Does your character have any friends?

Your carriage comes to a sudden stop as the horse is startled by a rather large and noisy rat. She shouts for help in a squeaky and panicked voice.

"Skeletons! Have you seen any skeletons nearby? Please help!" She scurries up and down in desperation. "My name is Squeakums. Please help me!"

The party may wish to ask the rat for more information:

Who are you?

I'm Squeakums. I serve the Vampire Lord Strahd. He is trying to celebrate his Turnday, the day he became a vampire, but it won't be a celebration without cake!

Skeletons? What skeletons?

Strahd ordered his three skeleton servants, Doug, Fibulana and Deadward, to go and collect his Turnday cake from the town baker. They haven't returned and time is running out before the party begins. Can you help me find them and get them home?

Is there a reward for helping you?  
Oh yes. 50 gold coins each.

Are you telling the truth?  
(Insight check DC13) Of course!

Encourage the players to aid the rat. They must search the town for the three skeletons. Each skeleton is causing chaos and the townsfolk will be thankful for the help too.





# Searching for Skeletons

Once they agree to help, the party can choose where to search for the skeletons. Squeakums will give them as much information and help as she can.

Squeakums is thankful for the help. “Strahd asked his skeletons to collect his cake, but there must have been a misunderstanding. Skeletons have really bad hearing, that will happen when you don’t have ears. They must be searching for the wrong things!

Squeakums hops onto the carriage and joins you for the last part of your journey.

“The skeletons should have gone to the Oven Coven Bakery, run by Tasha. We could begin our search there.” suggests the rat.

The carriage comes to a stop in the town of Ogel. The streets are cobbled and there are wooden beamed buildings all around. Plumes of chimney smoke twist up into the sky.

“Strahd will be so upset if Doug, Fibulana and Deadward don’t make it back to the castle in time for his Turnday party, especially if there is no cake!”

The party can talk to the townsfolk to find out more. Roll a Charisma check and check the chart below.

1-10: I saw a skeleton heading towards the Inn. It was shouting the word ‘cape’ over and over.

11-15: There was a skeleton heading toward the lake. Perhaps he was going for a swim?

15-20: A skeleton warrior went into the Woeful Woods.

I wouldn’t go there if I was you... That’s where Slippery Sid lives!





## Ogel Town Locations

The party will explore several locations during this adventure.

The following locations are the significant places they will be encouraged to visit as they search for the three skeletons and the ingredients Tasha requires as payment for the Strahd's cake.

This is a brief overview of each location to be used by the Dungeon Master in preparation for the adventure.

### The Oven Coven

This is a cute little bakery run by Tasha the witch. She has a delightful offering of magical pastries available to buy.

The party will need to visit the bakery to collect the cake but Tasha still requires payment.

### Inn Plain Sight

The Inn is run by a dragonborn called Alax Jadescales.

Doug the skeleton can be found here pestering an adventurer for their cape.

The party will also visit the Inn to collect the cordial drops Tasha has asked for.

### The Lovers Lake

The beautiful Lake in the centre of the town is home to Albus and Pickerel, two lovely lake creatures.

Fubulana can be found here trying to empty the lake.

### The Woeful Woods

These dark and dangerous woods are home to Slippery Sid, the giant snake. Alax or Tasha will warn the party about Sid.

Deadward the skeleton can be found here trying to battle Sid.

The party will also find the hushroom spores (that Tasha wants) here in the woods.

### Other Locations

The Dungeon Master is encouraged to follow the lead of the party.

If there is a location they would like to visit that isn't listed and you think would be fun to explore, feel free to add it to Ogel.



# The Oven Coven

## Tasha the Witch

The party will need to visit The Oven Coven Bakery to collect Strahd's cake. Tasha needs payment for the cake which will send the party on an additional quest.

The party can also discover the whereabouts of the three skeletons by eating a Strudel of Searching.

The little bell above the entrance to the bakery jingles as you walk into the Oven Coven.

Delicious looking pastries line the displays; goblin buns with vibrant green icing and potion shaped cookies in all shapes and sizes.

"Welcome adventurers! What treats would you like today?" the witch asks with a grin.

If asked about the cake, read the following:

"Oh, the cake is ready, I just need payment. It'll cost you some hushroom spores, a rat's laugh and a few drops of cordial from a stranger's glass." She says.



Tasha needs:

Hushroom spores - These can be collected in the Woeful Woods.

A rat's laugh - tell Squeakums a joke and make her giggle. Roll a DC12 performance check (with advantage if the player tells a joke).

The last drops of a cordial from a stranger's glass - can be collected from the Inn Plain Sight.

Items for sale at The Oven Coven

Strudel of Searching - cost 25gp

Upon eating, locate up to 3 creatures you know of.

Potion Cookie - cost 50gp

Upon eating, heal 2d4 +2 hp.

Goblin Bun - cost 5gp

Upon eating, you speak like a goblin for the next 10 minutes.



# Inn Plain Sight

## Skeleton 1 - Doug

You hear shouts coming from within the Inn Plain Sight!

Inside, you can see a skeleton grabbing at the cape of a tired adventurer who is just trying to enjoy his meal.

“CAPE!” The skeleton shouts.  
“NEED CAPE!”

“Get off me you foolish bag of bones!” Shouts the adventurer, as he draws his weapon.

“That’s Doug!” says Squeakums.  
It looks as if a fight is about to break out.

The party have a few options.

Persuade Doug the skeleton that Strahd wanted a cake, not a cape.  
=DC13 persuasion check.

Threaten the adventurer to hand over his precious cape.  
=DC15 Intimidation check.  
Doug will be happy and return to Strahd’s castle with the cape.

Let the party lead the scene and reward imaginative approaches to the situation.

Each of Strahd’s skeleton servants has the following stat block:

### Skeleton Servant

AC 10    HP 43  
Str +0    Dex +2    Con +2  
Int -2    Wis -1    Cha -3

Immune to poison and sleep  
Vulnerable to bludgeoning  
Speak Common

#### Dying to serve

When reduced to 0 hit points, roll a D20. On a 10+, the skeleton returns to unlife but now serves the character that reduced it to 0 hp.

#### Actions

Sword swipe. Melee +4 to hit.  
Hit: 6 piercing damage.





The caped dwarf is just trying to drink his cordial in peace but has been accosted by a skeleton.

### Klonk the Caped Adventurer

AC 14 HP 47

Str +2 Dex +2 Con +3

Int +0 Wis +1 Cha -1

Speak Common and Dwarvish

#### Actions

Hammer time. Melee +5 to hit.

Hit: 9 bludgeoning damage.



If the party get Doug away from the caped adventurer, he will thank them.

The dwarf turns to the group.

“Thank you for getting that foolish skeleton away from me. My dear mother gave me this cape when I became an adventure. It is my lucky cape. My name is Klonk, let me buy you all a cordial as a thank you.

## Patrons of the Inn

The Inn is always busy, with people coming and going throughout the day.

Here are a few characters they might meet at the Inn Plain Sight:

### Alax Jadescales

The owner of the Inn. Alax is a welcoming dragonborn.

He loves his pet cat, Tiddles.

He doesn't like people (or skeletons) causing trouble at the Inn.

### Mayor Elmia Wunder

Elmia is proud to be the Mayor of Ogel. She helped to build it.

She loves interesting architecture.

She doesn't like laziness and believes that 'when people work together, they can do anything'.

### Burt Dandiwort

Burt runs the Florist & Weapons Shop - Petals and Metals.

He loves poetry and axes.

He doesn't like Slippery Sid, the giant snake who lives in the Woeful Woods.

# The Lovers Lake

## Skeleton 2 - Fibulana

Heading toward the lake, you see Fibulana filling buckets of water from the lake and placing them on a stolen cart.

“LAKE! NEED LAKE!” she yells as she fills another bucket.

The heads of two lake creatures with scaly green skin and gills appear from the water.

“Help! This skeleton is stealing our home!” cries one of the lake creatures with a watery voice.

“Oh Albus, whatever will we do?” sobs the other lake creature.

Albus and Pickerel do not like fighting. They are the lovers of the lake and think that problems can be solved without a battle.

They will try to sing to Fibulana to send her to sleep but this may affect the party instead as Fibulana is immune. Fibulana believes this is the lake Strahd wants and so will drain it completely unless the party intervene. Albus and Pickerel will be left homeless.

## Lovely Lake Creature

AC 12 HP 27

Str +2 Dex +2 Con +2

Int +1 Wis +0 Cha +4

Speak Common and Aquan

Peaceful song

Any target within 40ft must make a DC15 Wisdom saving throw or be charmed by the lake creatures. Charmed creatures will try to help the lake creatures where possible.

Sleeping Song

Roll 5d8. If the result is equal to or higher than the closest (within 20ft) creature's current hp, they fall asleep.





# The Woeful Woods

## Skeleton 3 - Deadward

The party have heard about a skeleton heading into the Woeful Woods. They must use Investigation or Nature checks to follow Deadward's trail.

They also encounter Hushrooms in the woods. Strange fungus that shush them as they get close. If they continue to talk, then the Hushroom explodes with noxious spores filling the air. Any party member within 30ft of an exploding Hushroom must make a DC14 Constitution save or take 13 poison damage.

Eventually, you spot Deadward dressed in armour and wielding a large sword at a giant snake! "SNAKE! NEED SNAKE!" Deadward yells.



Deadward is battling Slippery Sid, the Giant Snake. He will be eaten whole unless the party saves him.

### Slippery Sid

AC 15 HP 75

Str +4 Dex +3 Con +2

Int +3 Wis +2 Cha +3

Immune to poison and charmed

#### Snake Eyes

Sid tries to charm an enemy. The target must make a DC14 Wisdom save or become charmed.

#### All Hiss

If the target is charmed, Sid can order them to attack another character of Sid's choice.

#### Actions

Bite. Melee +7 to hit.

Hit: 10 piercing damage. Target must make a DC13 Strength saving throw or they are swallowed by Sid and take 5d8 poison damage on each following turn as they are digested. They can attempt this

STR Saving Throw at the beginning of each of their turns to escape.

Bad Breath. 30ft +4 to hit.

Target must make a DC14 Constitution saving throw or take 8d8 necrotic damage on a failed check or half as much damage on a successful save.

#### Slip away

If reduced to 20 hp or less, Sid will try to flee.



# Completing the Adventure

Once the party have resolved the skeletons' misunderstandings and have purchased the cake from Tasha, Squeakums will invite them to Strahd's party.

Squeakums hops up and down excitedly, ecstatic that the skeletons and the cake are on their way to Strahd's castle.

"Thank you so much for helping. Please join us for Strahd's Turnday party. I'm sure he'd love to meet you. There will be songs, games and loads to eat."

If the party refuses, then read the following:

Squeakums looks a little upset.

"I understand. The life of an adventurer is a busy one. Here is a little reward to say thank you for all your help."

Squeakums twitches her nose and a bag of gold suddenly appears in front of the party. There is 50 gold per player inside the bag.

"Goodbye for now adventurers!" Squeakums scurries off after the skeletons with a happy squeak.



If the party agree to join, read the following:

Squeakums squeaks with joy.

"Follow me!"

A strange fog appears on the road and Squeakums scurries into it. As you follow, you are transported inside of a huge gothic castle. There is a large banquet table covered in food. The skeletons are lighting a candle on top of the cake. A vampire lord sits in his throne at the head of the table. It must be Strahd! "Welcome to my party!" the vampire says with a smile. The skeletons all cheer and begin to sing 'Happy Turnday to You!'.

It's going to be a party to remember! In your party bags you all find 50 gold coins and a potion cookie.

THE END





## Elf Bard

Level 5 Player Character (Smuggler background)

AC	Hit Points	Hit Dice	Prof. Bonus
14	38	5D8	+4

### Ability Scores

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	9 (-1)	10 (+0)	16 (+3)

### Saving Throws

STR	DEX	CON	INT	WIS	CHA
+1	+6	+2	-1	+0	+6

### Skill Proficiencies

Acrobatics +6	Performance +9
Athletics +4	Sleight of Hand +6
Perception +3	

### Other Proficiencies

Light Armor	Crossbow	Longbow
Longsword	Rapier	Short sword
Flute	Lute	Viol
Vehicles (Water)		

### Equipment

Fine Clothes  
Lute  
Signet Ring  
25 Gold (in pouch)

### Favorite Attacks

**Rapier.** *Melee Weapon Attack:* 1d20 +6, reach 5ft, one target. Hit 1d8 +3 piercing damage

**Thunderwave.** *Spell Attack:* Each enemy in a 15-foot cube must make a CON save or take 2d8 thunder damage. They are then pushed 10 feet away from you. On a successful save, the creature takes half as much damage and is not pushed. When cast at level 2 or higher, the damages increases by 1d8 for each slot above the 1st.

### Spells

Spell Attack Roll  
d20 +6

Spell Save DC  
14

Cantrips Known: 4

**Dancing lights.** Make lights appear around you.

**Message.** Send a secret message into a creature's mind.

**Minor Illusion.** Create a magical sound or image.

**Vicious Mockery.** Insult a creature. It must succeed a WIS save or take 1d4 psychic damage.

1st-Level Spell Slots: 4 □□□□

**Charm Person.** Make a target think you are a friend.

**Detect Magic.** Sense magic and create an aura around it.

**Healing Word.** Heal your chosen target by d4 +3 hit points.

**Thunderwave.** See Favourite Attacks above.

2nd-Level Spell Slots: 3 □□□

**Calm Emotions.** Creatures within 20 feet are no longer hostile.

**Skywrite.** You cause 10 words to form in the clouds.

**Thunderwave.** See Favourite Attacks above.

3rd-Level Spell Slots: 2 □□

**Major Image.** Create a large image of a creature or object.

**Mass Healing Word.** Heal upto 6 targets by 2d4 +3 hit points.

**Thunderwave.** See Favourite Attacks above.

### Class Features

**Bardic Inspiration:** 3 □□□

Use a bonus action to give an ally 1d8. They may add it to one ability check within the next 10 minutes. Regain all your Bardic Inspiration slots after a short or long rest.

**Unsettling Words** As a bonus action, use a Bardic Inspiration slot and choose an enemy. Roll a d8 and that enemy reduces their next saving throw by that number.

**Jack of All Trades** You can add +1 to any ability check you are not proficient in.

**Silver Tongue.** When you roll for Persuasion or Deception checks treat any rolls of 9 or lower as a 10.

**Song of Rest.** Perform a little song during a short rest, anyone who regains hit points by using hit dice regains an extra 1d6 hp

### Other Features

**Fey Ancestry.** You have advantage against being charmed.

**Trance.** You only need to rest for 4 hours instead of 8.

**Speaks.** Elvish, Common, Celestial

**Speed.** 30ft







# Dragonborn Paladin

Level 5 Player Character (Knight background)

AC	Hit Points	Hit Dice	Prof. Bonus
21	39	5D12	+3

## Ability Scores

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	10 (+0)	8 (-1)	16 (+3)

## Saving Throws

STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	+1	+2	+6

## Skill Proficiencies

History +4	Persuasion +6
Insight +2	Religion +4

## Other Proficiencies

Heavy Armor	Shields
Light Armor	Simple Weapons
Martial Weapons	
Medium Armor	

## Equipment

Amulet  
Morningstar  
Plate  
Shield  
Signet Ring

## Favorite Attacks

**Morningstar.** *Melee Weapon Attack:* 1d20 +7, reach 5ft, one target. Hit 1d8 +4 piercing damage.

**Guiding Bolt.** *1st-Level Spell.* range 120ft. A flash of light streaks toward your enemy. Make a ranged spell attack causing 4d6 radiant damage on a hit. You also gain advantage on your next attack.

## Spells

Spell Attack Roll  
d20 +6

Spell Save DC  
14

**1st-Level Spell Slots:** 4 □□□□

**Cure Wounds.** Your healing touch heals an ally.

**Guiding Bolt.** See Favorite Attacks above

**Heroism.** Make your allies braver.

**Thunderous Smite.** Your weapon rings with thunder causing even more damage.

**2nd-Level Spell Slots:** 2 □□

**Enhance Ability.** You magical enhance an ally with the power of an animal.

**Magic Weapon.** You touch a weapon and it becomes magical.

**Shining Strike.** A bright light damages your enemy.

**Zone of Truth.** Anyone in this zone can not lie to you.

## Class Features

**Divine Sense:** 4 □□□□

You can detect the presence of good and evil.

**Lay on Hands.** You have 25 points of healing power to restore hit points to your allies. You can spend 5 points to cure them of disease or poison.

**Divine Smite.** You can use a spell slot to do even more damage to your enemies.

**Divine Health.** You are immune to disease.

**Extra Attack.** You can attack twice per action.

## Other Features

**Breath Weapon.** You can breath fire once per short rest.

**Damage Resistance.** Because of your draconic ancestry, you are resistant to fire damage.

**Speaks.** Common, Draconic, Elvish

**Speed.** 30ft.





# Dwarf Barbarian

Level 5 Player Character (Gladiator background)

AC	Hit Points	Hit Dice	Prof. Bonus
14	55	5D12	+3

Ability Scores					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws					
STR	DEX	CON	INT	WIS	CHA
+6	+2	+5	+0	+1	+0

Dwarves have advantage to avoid or end the Poisoned condition.

Skill Proficiencies	
Acrobatics +3	Intimidation +5
Perception +4	Performance +5

Other Proficiencies		
Light Armor	Medium Armor	Shields
Martial Weapons	Simple Weapons	
Disguise Kit	Drum	

Equipment		
Greataxe		
Handaxe		
Javelin		
Adventuring Gear		

Greataxe  
Handaxe  
Javelin  
Adventuring Gear

## Favorite Attacks

**Greataxe.** *Melee Weapon Attack:* 1d20 +6, reach 5ft, one target. Hit 1d12 +3 slashing damage

**Reckless Attack.** Gain advantage when you attack recklessly but enemies gain advantage on their attacks against you too.

## Class Features

**Extra Attack**  
You may attack twice when you take the attack action.

**Rage:** 3 ☐☐☐  
**+2 damage to your melee attacks.**  
As a bonus action, you enter a rage for 1 minute. You gain advantage on STR checks and saving throws.

**Frenzy**  
When you frenzy, you may make a single melee weapon attack as a bonus action on each of your turns. You become exhausted after your rage ends.

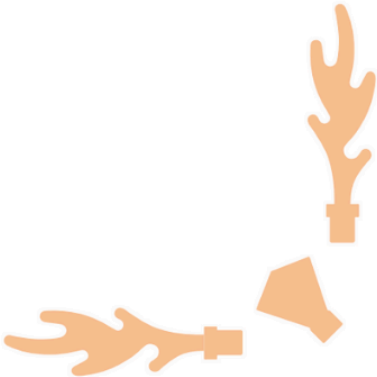
## Other Features

**Danger Sense.** You know when danger is close.

**Darkvision.** Dwarves can see 120ft in the dark.

**Speaks.** Common, Dwarvish, Elvish and Goblin

**Speed.** 30ft







# Aarakocra Ranger

Level 5 Player Character (Soldier background)

AC	Hit Points	Hit Dice	Prof. Bonus
15	39	5D10	+3

## Ability Scores

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	10 (-0)	15 (+2)	8 (-1)

## Saving Throws

STR	DEX	CON	INT	WIS	CHA
+4	+7	+2	+0	+2	-1

## Skill Proficiencies

Athletics +4	Nature +3	Survival +5
Intimidation +2	Stealth +7	

## Other Proficiencies

Light Armor	Medium Armor	Simple Weapons
Martial Weapons	Shields	

## Equipment

Adventuring Gear  
Arrows  
Leather Armor  
Long bow  
Short sword

## Favorite Attack

**Longbow.** Ranged Weapon Attack: 1d20 +9, reach 150/600ft, one target. Hit 1d8 +4 piercing damage

**Shortsword.** Melee Weapon Attack: 1d20 +7, reach 5ft, one target. Hit 1d6 +4 piercing damage

## Spells

Spell Attack Roll  
d20 +5

Spell Save DC  
13

1st-Level Spell Slots: 4 □□□□

**Animal Friendship:** Charm a nearby beast.

**Beast Bond:** Gain a telepathic link with a friendly beast.

**Speak with Animals.** Communicate with beasts.

**Hunter's Mark.** Use a bonus action to mark one creature as your enemy, until the spell ends you deal an extra 1d6 of force damage whenever you hit it with an attack. You also have advantage on any WIS checks to find this creature.

2nd- Level Spell Slots: 2 □□

**Gust of Wind.** Create a magical blast of strong wind that pushes your enemies away. Creatures must make a STR saving throw of 13 or more otherwise they are pushed back 15 feet.

**Speak with Animals.** Communicate with 2 beasts.

## Class Features

**Extra Attack.** Attack twice for each attack action.

**Horde Breaker.** Once per turn, when you attack, you may attack another enemy within 5 feet of the first target using the same weapon.

**Savage Attacker.** Once per turn, when you hit with an attack, roll the damage dice twice and choose which roll to use.

**Favored Enemy - Undead.** Gain advantage on Survival and Intelligence checks to track or recall information about the undead.

**Natural Explorer - Forests.** Your group is not slowed down by difficult terrain in forests. You find it easier to survive and move within forests.

**Wind Caller.** Once per long rest, you can cast Gust of Wind for free.

## Other Features

**Flight.** You can fly 30ft each turn.

**Speaks.** Common, Dwarvish and Leonin

**Speed.** 30ft.

**Talons.** *Melee Attack:* 1d20 +4, reach 5ft, one target. Hit 1d6+1 slashing damage





# Quest Builders

Welcome to Ogel. A town  
filled with adventures.

This Quest contains:  
Silly skeletons  
Lovely Lake Creatures  
and Tasty Treats

Together, you will build the  
story. Will your party of  
adventurers save the day?

Squeak! I need  
your help!

