

# Rayalda

*Huge Legendary Fey Dragon*

**AC** 18 (Natural Armor)

**Hit Points** 270 (20d12 + 140)

**Speed** 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	26(+8)	18(+4)	16(+3)	28(+9)	25(+7)

**Saving Throws** Dex +14, Wis +15, Cha +13

**Skills** nature +9, perception +15

**Damage Resistances** cold

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive perception 25

**Spellcasting.** Rayalda is a 20th-level spellcaster. Rayalda's spellcasting ability is Wisdom (spell save DC 23, +15 to hit with spell attacks). Rayalda has the following druid spells prepared:

Cantrips (at will): druidcraft	5th level (3 slots): reincarnate
1st level (4 slots): speak with animals	6th level (1 slot): conjure fey
2nd level (4 slots): pass without trace	7th level (1 slot): regenerate
3rd level (3 slots): plant growth	8th level (1 slot): animal shapes
4th level (3 slots): hallucinatory terrain	9th level (1 slot): shapechange

**Magical Resistance.** Rayalda has advantage on saving throws against spells and other magical effects.

**Legendary Resistance (3/day).** If Rayalda fails a saving throw, Rayalda can choose to succeed instead.

## **ACTIONS**

**Wing Flap** Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 22 (4d8 + 4) bludgeoning damage and 10 (3d6) force damage.

## **LEGENDARY ACTIONS**

Rayalda can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of an other creature's turn. Rayalda regains all spent legendary actions at the start of its turn.

**Spellcasting.** Rayalda casts a spell.

**Wing Flap.** Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 10 (4d8 + 4) bludgeoning damage and 10 (3d6) force damage.



Armor by Robson Michel (this side) & Godfrey Esota (other side)



# The Scales of Rayalda

Mini Adventure by Ian Spiegel-Blum,  
Johannes Babnsen & Christopher Larsen

*“Ma, look!” Mis said, running in from the garden. She cradled an emerald scale. It shimmered. “What is it?” Ma asked. Before Mis could answer, the scale began to glow, forming a ball of light. From it, a tiny emerald dragon emerged.*

The city at the edge of the Emerald Forest has recently had a bout of good luck. Emerald scales have begun circulating at the markets in high enough volume to be made into jewelry, embedded in weaponry, and even exported for incredible profit. The city merchants have accumulated an embarrassment of riches.

But nothing lasts forever, not even emeralds. All across the land, the scales have begun transforming into tiny emerald dragons that fly out of their insets, leaving the high-priced jewelry and other items worthless. Buyers have paid small fortunes for their items and have angrily marched on the city to get their money back.

The merchants of the city, in fear of bankruptcy and for their lives, hire adventurers to find and capture the tiny dragons and discover how they were transformed so that they might be transformed back to appease their disgruntled customers. The merchants inform the adventurers that the scales were purchased from a local hunters' lodge that

retrieved them from the Emerald Forest. The hunters told the merchants the scales came from small, scaled animals that had appeared recently in the forest.

## THE HUNTERS LODGE

As the adventure begins the adventurers find themselves by the hunters' lodge on the fringes of the forest. The adventurers will have to choose how to acquire information regarding the origins of the emerald scales from the hunters. They can try stealing the information, negotiating for it, or threatening the hunters. In any case it is a DC 17 check to succeed. If the adventurers fail any of these checks, the hunters will turn hostile and attack. 1d6+3 **bandits** hang out at the lodge at any one time. If the party outnumbered them, the hunters will flee into the forest. If the adventurers succeed or best the hunters in combat, they will learn the location of a mighty beast from which they have scalped the scales.

## DEEP INTO THE FOREST

The adventurers learn that the source of the scales is located deep within the forest. As they travel deeper into the forest, they observe a spreading sickness in the local fauna and wildlife. The forest is dying, trees are withering, and all vegetation has started to rot.

What they find is horrific: the half-decomposed cadaver of a once mighty emerald dragon lying on its side, its head separated from the rest of its body. Its scales have been ripped from its flesh. As the adventurers approach, emerald

light begins to surround them coming from the escaped tiny dragons who appear from the forest. Through a series of wondrous dances the tiny dragons beg the adventurers to aid them in restoring the forest from the blight and rot that has befallen it. They communicate that the poachers scalped her, stole her scales, and tore out their mother's heart. Without the heart, the forest will wither and die, and soon enough the blight will travel to the city.

## THE HEART OF A QUEEN

If the adventurers decide to aid the tiny dragons, the dragons will guide the adventurers to the hideout of the poachers.

1d6 **bandits** and 1 **bandit captain** resides at the hideout. The dragon's heart is kept safe within a strongbox hidden under the bandit captain's bed. The adventurers can attempt to steal the box with a DC 17 *stealth* check or fight the bandit captain for it. Upon defeating the bandits, the adventurers are free to claim the heart from the strongbox. The heart is a faintly glowing scaled emerald heart.

The tiny dragons rejoice as the adventurers return the heart to the corpse of the dragon. As soon as the heart is placed near the body of the dragon, the rot visibly retreats. The dragon's body begins to stitch itself back together as the tiny dragons transform into light, forming new scales. Healed, Rayalda stands and stretches her wings. She nods in thanks before ascending to the sky. Dust falls from her body, restoring the forest as she flies over it. If the adventurers look

back, they will find Rayalda left them enough emeralds to live like royalty, or to return to the merchants' customers. Regardless, she is thankful.



BANDIT CAPTAIN