

Exploring Dragon Abbey

Dragon Abbey sits atop a jagged cliff face, its crumbling stone walls standing as a sentinel, watching over the choppy waters below. Despite its dilapidated state, the abbey is still home to a small group of human monks and kobold caretakers, who can be seen tending to the grounds and pursuing their daily tasks.

As your party explores this holy site, use these tables and options to breathe life and variety into Dragon Abbey.

Residents

There are currently ten permanent residents of Dragon Abbey. Use this table to determine which characters are present in a scene.

D10	CHARACTER
1	Runa, the priestess
2	Tomic, the herbalist
3	Veroth, the warrior monk
4	Mona, the kobold inventor
5	Bashful, the bashful kobold
6	Dopey, the dopey kobold
7	Grumpy, the grumpy kobold
8	Happy, the happy kobold
9	Sleepy, the sleepy kobold
10	Sneezy, the sneezy kobold

Chores

Dragon Abbey requires constant upkeep. If any players express an interest in helping out, use this table to determine which chores they are assigned.

D12	CHORE
1	Clean the top of the latrine chute that leads down to the sea.
2	Scrub the pots in the scullery.
3	Scrub the salt stains and bird droppings off the dragon statue.
4	Dust the shelves in the library. Roll on the Research table.
5	Take the boat to catch fish for the evening's dinner party.
6	Lookout duty! Watch the skies for the dragon protector's return.
7	Clear the rubble from the blue dragon's latest attack.
8	Attempt to teach Dopey to read or write (but not both, because that's too hard).
9	Gather herbs with Tomic on the east side of the cloister.
10	Replace a rope and grease the pulley on the winch. Mona eagerly helps.
11	Make new bundles of incense and refill the censers with Runa.
12	Sweep out the kobold cells. Veroth shows off spear moves with a broom.



Research

To research in the library, have a character choose a subject matter and make a Intelligence (Investigation) check. If they have proficiency in the matching the subject they are researching, they make the check with advantage. A character learns one fact at or below the DC listed on the Research table.

SUBJECT MATTER

If the characters browse the library randomly or with no particular goal, roll on the Subject Matter table first.

D4	SUBJECT
1	Arcana
2	History
3	Nature
4	Religion

ARCANA RESEARCH

The cover of the book about Arcana is scorched and blackened in places, and the gold filigree that once adorned it has melted and twisted into strange, unrecognizable shapes.

DC	ARCANA FACT LEARNED
10	Although hybrid creatures inherit the strength of both animals, they also inherit the weaknesses.
15	A powerful dragon's skeleton can radiate magical energy after death.
17	Energy from the elemental dimensions can spontaneously quicken.
20	Comets and constellations are pivotal to some draconic rituals.

HISTORY RESEARCH

The book about History is a massive, ancient tome bound in leather so old and worn, the pages feels like they could crumble to dust at any moment.

DC	HISTORY FACT LEARNED
10	Legend says this island was formed from the volcanic activity of a powerful red dragon trapped beneath the sea.
15	There is a thieves guild nearby on the mainland which is infamous for its smugglers and poisoners.
17	A blue dragon once came to came to this island to harness draconic power, but it was killed by a bronze dragon.
20	A draconic ritual of sacrifice was attempted here which can advance a dragon's power by one life-stage.

NATURE RESEARCH

The book about Nature is a small, lightweight journal with leaves and flowers pressed between the pages.

DC	NATURE FACT LEARNED
10	Low tide occurs in the first and third quarters of the day, high tide in the second and fourth.
15	Blue and bronze dragons both breath lighting and are are immune to it.
17	Some mushrooms can be eaten raw to restore health, but are better brewed.
20	40 years ago a comet passed over the island, and it's due to return again soon.

RELIGION RESEARCH

The book about Religion is a large tome with a gold dragon embossed on the red leather cover, held together by ornate brass hinges.

DC	RELIGION FACT LEARNED
10	The God of Dragons disguises himself as a human, while his seven dragon protectors are disguised as canaries.
15	The God of Undeath is ram-horned and sometimes steals careless prayers.
17	Although zombies are simple-minded, other undead may lay cunning traps.
20	When a powerful dragon devoted to the God of Dragons dies, the site of their death may become hallowed ground.



Credits

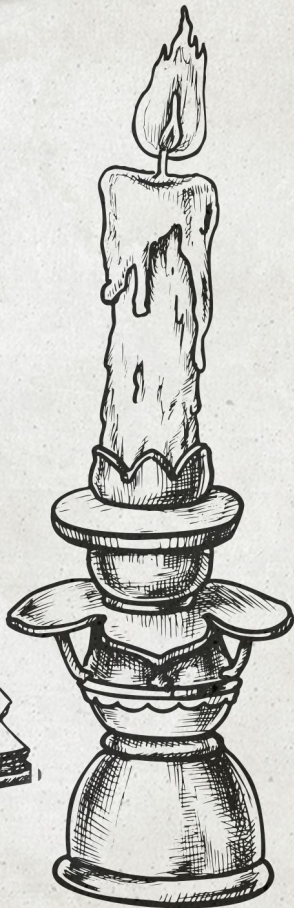
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