

Part 1: The Quest for the Queen

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Game Dice Rules

d20 Rolls: Use when you need to make a decision, ability check or an attack. For decisions that aren't an attack or ability related, you must roll a 10+ for it to be a success. Roll a d20 and add the relevant modifier from one of six ability scores. If the total equals or exceeds the target number, the ability check or attack roll is a success, if not, it is a failure. The DM can make up the target number.

Armor Class (AC): The target number for an attack is called the Armor Class (AC). The number needs to equal or exceed it to be a success. Next, roll a d6 to determine how much damage the monster received by comparing the target number to its Hit Points (HP).

Hit Points (HP): Roll a d6, take that number and add the modifier. Subtract that number from a monster's HP. Once a monster is at 0 hit points they are dead. A player at 0 hit points remains unconscious until they regain HP through healing or until the end of the encounter, when they can get 1 HP automatically. The DM rolls for the monster attacks. The same rules apply towards the players.

Difficulty Class (DC) : The target number for an ability check (and saving throw if used) is called the Difficulty Class (DC). The number needs to equal or exceed it to be a success.

[Detailed rules and printables](#)

[Resources](#)



Starting the Adventure (best with 4 players; est. duration 2 hrs)

DM reads:

Queen Vela's sister, Carina, and her husband King Pyxis, formed a coup to imprison her at The Wasp and take control over Vellorum. The once peaceful kingdom is now in chaos! Carina released the monsters from the Remnant (the land beyond) to use as her minions. She makes the miners work extra hours for less pay to create as many magic orbs as possible to stockpile. Carina announced that anyone trying to free Vela would be imprisoned or executed. There is civil unrest throughout the kingdom as living conditions worsen. You, the players, are adventurers that meet at the local bar in Pulsar for the food, entertainment and most importantly for jobs. Argo, the barkeep, tells you all about a celestial planetar on the loose that must be caught. He says, "The Royal Sorceress Kala is the one who seeks the planetar and is willing to pay generously for its return to Nebula. Do you want the job or not?" *Ask each player to introduce the*

character they've chosen for the upcoming adventure. They can add any additional information they like such as appearance, personality, skills, gear and equipment. Encourage them to roleplay!

Ask the team to roll a d20 for someone's charisma to get more information from Argo. If it equals or exceeds the player's DC, then Argo tells how to successfully get to the Remnant, otherwise, he only discloses that it was last seen there.

Encounter 1: Catch a Planetar

DM reads:

You leave the tavern ready to use the information from Argo to find the elusive planetar that was last seen in the Remnant (the land beyond). It is filled with monsters banned many moons ago by the Royal family. You make your way towards the docks north of the Wasp to cross the sea. **Choose your next course of action** (e.g. find a boat, a bridge, etc.).

After deciding on an option, ask them to roll a d20 until one of their options is a success. Once they are there, describe what it looks like.

DM reads:

You are suddenly ambushed by bandits!

Choose your attack.

Roll the d20 and d6. After moving past the ambush, guide the players to find the planetar.

PLANETAR

Large Celestial, Lawful Good

Armor Class 19 (natural armor)
Hit Points 200 (16d10 + 112)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Saving Throws CON +12, WIS +11, CHA +12
Skills [Perception](#) +11
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities [Charmed](#), [Exhaustion](#), [Frightened](#)
Senses [Truesight](#) 120 ft., [Passive Perception](#) 21
Languages All, [Telepathy](#) 120 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Traits

Angelic Weapons. The planetar's weapon attacks are magical. When the planetar hits with any weapon, the

weapon deals an extra 5d8 radiant damage (included in the attack).

Divine Awareness. The planetar knows if it hears a lie.

Innate Spellcasting. The planetar's spellcasting ability is Charisma (spell save DC 20). The planetar can innately cast the following spells, requiring no material components:

At will: [detect evil and good](#), [invisibility](#) (self only)

3/day each: [blade barrier](#), [dispel evil and good](#), [flame strike](#), [raise dead](#)

1/day each: [commune](#), [control weather](#), [insect plague](#)

Magic Resistance. The planetar has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The planetar makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 22 (5d8) radiant damage.

Healing Touch (4/Day). The planetar touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

DM reads:

The planetar is an angelic creature radiating a warm aura with feathery wings. Your party asks why it is there. It says it was spying on the monsters to get intel on The Wasp. You tell the planetar you have to return it to Kala.

Choose an ability check to convince the planetar to come with your party.

Decide on who will roll their ability with a d20 and take turns until it is a success.

Encounter 2: The Planetar's Secret

The players detain the planetar and make their way back towards Nebula, However, they are curious to know what the planetar learned.

Choose your next course of action: an ability check or attack.

DM reads:

The planetar reveals that there is a secret passageway located in the mines of Avior that connect to the underground prison, The Wasp. It tells you this is the only way to free Queen Vela.

Conclusion:

Players are restored to full health and reach Nebula.

DM reads:

Kala smiles kindly and says, "Thank you for returning the planetar. Here is your reward." She gives each of you a pouch of gold. Your party returns to Pulsar to discuss this new and exciting information about the secret passageway.

The end or to be continued...