



A CROWN
OF STONE

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A Crown of Stone

Chapter One A Wardens of Telehar Adventure For Fifth Edition

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Introduction

A Crown of Stone is the first adventure installment in the Wardens of Telehar series. It is designed for characters starting at 1st or 2nd level, with an optimal party size of four. The first chapter of this adventure will take the characters up to 4th level, whilst the full adventure will take characters up to level 15.

The adventure is set in the Wardens of Telehar campaign setting on the island continent of Merawien far to the east. Ancient and new kingdoms sit side by side in this inclusive land, constantly plotting against one another for power and prestige. In the midst of all this the nation of Ramulia has just been born, but after only two years the new kingdom is facing the prospect of annihilation from within and without.

Adventure Supplements. To play this adventure you will need the *DM's Guide to Ramulia* and the *Wardens of Telehar* campaign book.

Background

Long ago the land of Ramulia used to be known as the Kingdom of Rúmil, an elven nation dedicated to the study of magic and nature. Rúmil was almost three thousand years old when a terrible earthquake ripped apart the landscape and spilt the land in two, swallowing its castles and communities deep into the earth. When the tremors would not stop, repeating almost every year, the elves declared the land cursed and abandoned it.

Shortly after the elves left it a strange purple skinned race, known as the Kalag, began to appear in the wild forests of Ramulia. A savage and barbaric race the Kalag attack any and all that attempt to resettle the cursed landscape of Ramulia.

Even so many have made the attempt to lay claim to the land it's untapped resources, each ending in disaster. From settlers to would be conquerors, if the Kalag have not chased them away the endless earthquakes have. Even today the landscape is rocked by tremors and earthquakes, threatening to undo any attempt at transforming the landscape.

Now almost four hundred years after the fall of Rúmil a human prince, Alred Dalcot, has laid his own claim to the land and crowned himself its king. For the last two years the boy king, along with his council, have made great strides in building a city and community in the heart of Ramulia bringing hope that it might one day grow to become a great nation.

But many forces are at play that could see this new fledgling nation fall, a nearby war between the countries of Trenton and Larsona threatens to spill over into Ramulia, a forgotten elven prince of Rúmil conspires to take the boy king's nation, the Kalag wait at the fringes for any sign of weakness, and darker powers lurk just beneath the surface awaiting their time to rise up and seize the land for themselves.



The Ambition of Feredir

Before the tragedy of the first earthquake Rúmil was a great Kingdom devoted to improving its people's lives through magic. No more was this apparent then in their skill at Golem crafting, which was said to be even the envy of the powerful elven nation of Aed'eri. So great were their skills they were commissioned by the high council of Aed'eri to construct a very special golem forged from a branch of the legendary tree of Glorindel, which was planted by the very first elves.

The branch, a 30 meter long titan, was said to have fallen from Glorindel during a fierce battle between Telrúnya and the evil god of the ogres when he attempted to destroy the tree. Thousands of years later in secrecy the branch was transported to Rúmil to undergo a great transform into the most powerful golem the world had ever seen. Why the council deemed such a monstrosity necessary is a closely guarded secret, but after receiving the branch the King of Rúmil had different intentions for the golem. When a means to power it was finally discovered the King had his sages place a powerful enhancement upon the golem so it would only function for someone of his bloodline. Whatever the Kings ambition was for the golem died when the earthquake struck the land and sunk the Summer Palace, where the golem was being secretly constructed, deep beneath the earth.

But 400 years later whilst the new Kingdom of Ramulia asserts itself the surviving Prince of Rúmil, Voronwë Merilairon, has returned to his homeland and aided by the Copper Kings intends rebuild his fallen nation by force. To ensure Ramulia and it's new king fall Voronwë has sent his abominable half-elf children across the land to gather allies and sow chaos, undermining King Alred so that he might easily take the crown from him. But one of his children, Feredir, has discovered the ruins of the Summer Palace and has decided that with the golem's power he could take over the country now and prove to his father that he deserves to have place by his side.



Overview

The first half of the Crown of Stone takes place with the backdrop of Voronwë setting up his coup while the party learn more about the city of Dalmill and find their place in it. The party are drawn to the land primarily by a strange letter allegedly written by Sheriff Durlan, inviting them to Dalmill.

The adventure begins whilst the characters are heading to Ramulia on a caravan that is attacked by a group of bandits. Then after arriving in Dalmill they find themselves in high demand to deal with ongoing and new threats that appear. After proving themselves as heroes the citizens of Dalmill look to the players to hunt down terrible beasts, resolve local issues, and investigate the unusually inactive Greyrock Bandits where they will discover a path to the Summer Palace and the legacy of Rúmil.

Running the Adventure

The Ambition of Feredir is mainly focused on establishing the party as important individuals in the city of Dalmill, granting them opportunities to get to know the local people and the threats facing them.

XP is granted at the end of each event under rewards, this includes all the XP possible in the entire event. Whilst the XP gain is calculated by the CR of the encounters, that doesn't necessarily mean the creatures need to be killed. So long as the encounters are beaten, incapacitated or avoided the party should receive the XP reward at the end of the adventure.

Monster names and NPC names are depicted in bold text, if they have a stat block it will be referenced with a page number held in brackets unless the stats are on the same page. Example: **Kalag (23)**.

The party also has the opportunity to buy property in the city or their own plots of land to build whatever they like. This is a purely optional ruleset covered in the *Player's Guide to Ramulia*, and serves as mainly a guideline for what is possible. Feel free to add your own rooms or let the players design their own.

Unique items found in dungeons or dropped by monsters are detailed with **bold Italics**. Check the *DM's Guide to Ramulia* for their details.

Balancing the Adventure

The Crown of Stone adventure is designed for a party of four player characters, however if you have more or less players than the adventure only needs some minor modifications to balance. Most of the encounters in the adventure can be made easier or harder with slight adjustment to their Hit Point total, generally you should only need to add or subtract a fifth of their total but don't be afraid to adjust it more if you find your players are having an easy or difficult time.

The dungeons throughout the adventure are generally designed to force the party to spend their resources (Spells, abilities, potions etc.) before the final encounter. It's typically only in the final encounter there's a real danger a character or the party could die, so if you find your players are hitting 0 HP often well before the last encounter consider adjusting the difficulty downwards and vice versa if they never get scratched.

If you increase or decrease the party size consider adding or removing 1 creature from each encounter. Most of the encounters should only ever outnumber the party by 1 or 2, unless it's a very large encounter.

The adventure supplies a number of magic items to help the party deal with damage resistances, and to add some interesting effects here and there, but don't be afraid to add your own in. This adventure tries to cover something for each class but if you have a player who is having trouble finding something to fit them then add something yourself. To keep it balanced try to avoid damage bonuses above 1d8 or anything that grants strong movement abilities (Fly, burrow, teleport etc).

Part One, Welcome to Trouble

The party have been travelling for about a week attracted by rumors of trouble and the promises of citizenship and fortune. They may not know it each other but by now they should have a basic familiarity with one another. A halfling merchant by name of **Eclision**, who was hoping to setup a new general store in Dalmill, agreed to bring the characters along on his caravan of settlers because there's been rumors that bandits have attacked the roads heading towards the city of Dalmill. As the sun looms overhead the caravan's worst fears come to life as a number of raiders spring out from the forest. Read out the following text once the raid begins:

A scream goes out further down the caravan followed by a war cry and the clashing of swords. From out of the forest men and women armed with swords and daggers pour out over the caravan, threatening to overwhelm its defenders in the first charge. A guard to your side goes down as three of the attackers, one with a silver hoop pierced through his nose, step over his bleeding form and approach you with weapons raised.

General Features

By the time the wagon is attacked it's around midday.

Wagon. The characters begin inside the wagon.

Caravan Trail. The wagons of the caravan run down the road, providing cover for the settlers during the attack.

Forest and Bushes. To both sides of the road sits a thick forest of trees and wild bushes that grant minor cover and concealment from the road.

Part One NPC's

Eclision Carter. A halfling from Fannor Eclision is not a huge fan of travel but he tries to maintain a positive attitude, only briefly losing his temper when things don't go his way. If he's with company he tries his best to remain friendly, always eager to gain new friends. He tries to wear hats but will often take them off to scratch his head.

Braigar Bearkiller. The human leader of the bandit raiding party, Braigar is an infamous bandit that has pillaged the countryside for many years. According to rumor he killed a bear with only his hands, wearing its fur and claws as a cloak now. Braigar has a fearsome reputation amongst the bandits and the common people, but what most don't know is that Braigar is well past his prime and is already showing signs of his great age and has trouble swinging his signature glaive. He's raiding the trade roads towards Dalmill under orders from the dwarf, Warlord Greyrock.

Gregor Tor. Braigar's second in command, Gregor is a human with cowardly personality. He loves nothing more than the feeling of being superior, but he will do anything to survive. Lying, cheating, and feigning friendship are all the tools of his trade.



Gregor Tor

3 Bandits(6) approach the wagon armed with short swords and daggers and try to climb into the wagon if the players remain inside it. The bandits have orders to slay everyone in the caravan, but in the confusion of the fight there only interested in bringing threats to the floor. As soon as a character is incapacitated they ignore them and move on to a new target. The bandits are backed up by quite a large force lead by a ruthless leader so fight to the death.

As soon as the last bandit goes down the players hear a scream and the sounds of barking. Just a little up ahead in the next wagon a man has just been pulled from the back of it and is being attacked by the bandits mastiffs. If the players come running they see **2 Mastiffs(6)** attacking the man whilst **2 Bandits(6)** move to attack the rest of the commoners in the back of the wagon. If the players call out or attack any of the four, the bandits stop what they're doing and turn to confront the players instead. The man being attacked by mastiffs is called **Henry** and will survive only three attacks from the mastiffs. Inside the wagon is the druid named **Anna** who has two *Cure Wound* spells prepared if the players are injured or incapacitated during the fighting.

After these bandits are dealt with the players can see more fighting occurring up and down the caravan line, but they should be able to easily spy **Eclision's** colourful outfit up the road being threatened by some bandits on horseback. One of these bandits is **Braigar(6)**, the leader of the raiding party, who cuts down one of

Eclision's bodyguards with his bronze glaive. If the players step forward to protect **Eclision**, **Braigar** is more than happy to fight them with the **2 Bandits** at his side, both of which are armed with shortswords. The second bandit on horseback however, **Gregor**, keeps out of the fight.

Braigar

Medium humanoid(human), neutral evil

Challenge 1/2
(100xp)

Armor Class 14 **STR** 9 (-1) **INT** 10 (+0)
Hit Points 19 (3d8 + 6) **DEX** 8 (-1) **WIS** 12 (+1)
Speed 30ft (40ft Horse) **CON** 14 (+2) **CHA** 12 (+1)

Skills Athletics +2
Senses Passive Perception 11

Mounted Combat. So long as Braigar is mounted melee attacks against his mount have disadvantage.

Actions

Singing Glaive. MWA +2, 4 (1d10 - 1) slashing, 10ft reach
Bearhug. As an action Braigar can force a creature within 5ft of him to make an opposed Athletics or Acrobatics check. If the creature fails the check then Braigar grapples them and deals 1d4+1 bludgeoning damage to them. On the start of his next turn if Braigar still has control of the grapple he deals another 1d4+1 bludgeoning damage.

Bandits: AC 12; HP 11; Spd 30ft; Melee shortsword/dagger +3, 4 (1d6+1) / 3 (1d4+1); Str +1, Dex +2, Con +1, Int +0, Wis +0, Cha -1; CR 1/8; XP 25.

Mastiff: AC 12; HP 5; Spd 40ft; Melee Bite +3, 4 (1d6+1); Str +1, Dex +2, Con +1, Int -4, Wis +1, Cha -2; CR 1/8; XP 25.

After **Braigar** takes damage **Gregor** puts on a sly grin and loudly sounds the retreat for the bandits, trying to leave Braigar to die to the party. **Gregor** has been looking for a chance to get Braigar killed for awhile now in hopes he'll take his position as a captain amongst the Greyrock bandits. After he sounds his retreat Braigar swears he'll kill **Gregor** once he's done killing these 'pups'. If Braigar is winning the fight then **Gregor** shoots him in the back before he sounds his retreat.

Rewards

The bandits have little loot on them save their weapons, Braigar keeps hold of their gold so none of them can run away. The players can loot 40 gold from Braigar's body, as well as his **Bear Cloak** and his bronze **Singing Glaive** which both count as items of prestige. He also has a letter detailing his orders from a someone called Warlord Greyrock..

Divide 400xp amongst the players if they defeat the bandits and Braigar. Grant an additional 25xp to each player if they managed to save Henry.

Questioning the Bandits

Braigor and his men only know a few things about what's going on at the moment since they've been away from their fortress for over a month now:

- A half-elf named **Feredir** has been paying them to disrupt trade around Dalmill.
- He has contacts which send new recruits to the warlord's fortress.
- The warlord is a dwarf, known far and wide as a ruthless and powerful warrior.
- The warlord's fortress is usually heavily defended with 50 or even more men.

Orders (Letter)

Braiger,

I don't care if you're too old for this anymore, your name still holds a lot of weight around these parts. Dont forget, Feredir is paying us alot of money to make sure the people of Dalmill don't feel safe. If we keep him happy his 'friends' will keep sending us new recruits.

Keep hitting those trade roads! If I hear you and Gregor are slacking off it'll be the hammer for the both of you.

Warlord Greyrock

Conclusion

Once Braigar is defeated any bandits that weren't already fleeing now try to escape, retreating into the woods to regroup before returning to their fortress. **Eclision** thanks the players profusely for saving his life but quickly reasserts control over the caravan to get it moving as quickly as possible. A guard reports that there we're at least thirty of the bandits that attacked them, but thanks to the players a third of them were brought down before too many people got hurt. The settlers of the caravan look to the players with a bit of awe from now on and whilst the players might want to pursue the bandits **Eclision** will beg them to stay and keep the caravan safe for the rest of its journey.

By the time the Caravan reaches Dalmill night has fallen, and the tired and injured settlers begin looking for a place to stay the night. **Eclision** speaks with the guard about the attack and is happy to pay for the players room tonight in The Green Boar Inn, the most popular tavern in Dalmill. Braigar was actually quite a famous bandit around Ramulia and if the players show off his cloak or glaive to **George**, the owner of the inn, he might ask them to tell the tale of their victory. Either way the players victory becomes a new rumor around Dalmill and a number of prominent individuals hear about it is well.

Gregor and the Bandits

Assuming **Gregor's** betrayal succeeds and Braigar is dead he returns to the Greyrock Fortress in order to get his deserved promotion. He has at least 20 Bandits with him and is able to make a quick march out of the area, easily avoiding the sheriff's strained patrols. On his return he reports Braigar's death in vague terms in order to hide his involvement, but he's punished anyway and sent to oversee a recruitment camp far from the fort. If for whatever reason Braigar survives and escapes back to the fortress he beats **Gregor** half to death but leaves him alive as a warning to the other bandits. Even in his ruined state he's still sent to oversee the recruitment camp.

Skipping Straight to the Fort

If for whatever reason you'd like to get to the heart of the adventure and leave Dalmill to be explored later you could let the players to pursue the bandits all the way back to their fortress in Part Six. However it would be a grave mistake for the players to launch an offensive upon it at such a low level, most of the bandits that raided the caravan were under equipped former prisoners but the ones defending the fort are much more organised and dangerous. A clever party could overcome the bandits because of their rivalries, but they would be underleveled to take on the Summer Palace that normally follows right after.

If the players overcome the Fortress consider removing the Greyrocks map to the Summer Palace and instead place a clue to it's location amongst the notes in A13 of the elven ruin. Alternatively the players could join the bandits for real, though the adventure doesn't support this choice and it would require extra preparation to run the game in later chapters.

Part Two, A City Divided

The city of Dalmill is a bustling location, with traders and farmers constantly crossing it's famous bridge over the crevice. Make sure to read over the DM's Guide to Ramulia for an idea what the party might come across as they walk the city streets.

If the party are not already seeking out Sheriff Durlan, to report the bandit attack or claim their 'gifts', then a guard tracks them down and tells them the Sheriff would like to meet them. By the morning he has already heard the rumors of Braigers defeat and is eager to get the 'measure' of the party and if they could help him.

The Mayoral Election

Dalmill is currently engaged in a big election at the moment for the position of Mayor, the previous Mayor installed by the King was fired after he was caught in an expense scandal. In order to bring trust back to the position the King has allowed any citizen of Ramulia to stand as a candidate during an election, but in the end the favorites to win have come from his own council. The **High Priestess Bankath** and the Vaultamancer **Troy Redbarrow**, each making different promises that have spilt the cities opinion in half.

The vote was already supposed to have happened but the night before the Townhall was burned down mysteriously. Supporters for the two main candidates quickly blamed the other and tensions have risen since, going as far as starting small brawls in the street between them. A new date has been set for the election but there are growing fears that a fight or riot might occur if something isn't done.

In truth the Townhall was burnt down by the old mayor, Tonner Gekt, using a magic bottle that contained a fire elemental. Tonner is actually a victim of a powerful compulsion spell, cast on him by a mysterious 'Man in Green' that also gave him the magic bottle. Tonner's anger at losing his position has been used to push between the



Sheriff Jacob Durlan

Letters for Citizenship

If the party arrive at Sheriff Durlans office with the letters that invited them to Ramulia he looks over them very suspiciously, but relents and tells them that he doesn't have their gifts on hand. He promises to get them sorted out after the mayoral election, and takes the letters now if the party hand them over.

The truth however is that the letters are fake, and the sheriff knows this. Anyone comparing the signature against his own would notice they are not quite the same.

The letters were actually forged by an agent of the Obsidian Dawn, a manipulative and secretive group, who wanted to attract promising individuals to Dalmill in order to help stabilize it, or bring it down (Depending on the parties inclinations). The sheriff, a reluctant member of the Dawn himself, understood the letter as essentially saying "These people can help you". The Sheriff doesn't immediately trust the party, so sends them out on jobs until they can prove themselves to him.

two major candidates. For the 'Man in Green' this disruption is just one of the many plots he's aimed at building resentment and civil strife amongst the populace, and plans to use Tonner as his fall man.

Part Two NPC's

Sheriff Jacob Durlan. The Sheriff is a friendly but direct man, he'll give the party plenty of time for any questions they might have about the city. The city watch's ranks are stretched at the moment since many of them are on patrol around the city trying to scare off any remaining bandits and outlaws, so he's keen to get the parties help to make up the numbers.

High Priestess Bankath. A friendly and pious individual, Bankath speaks with a soft smile and warm voice to everyone she meets. She wants to become the mayor so that she can do more to help all the new settlers streaming into the city, many of which have been forced to live in a slum known as Tent Street. However she also wants it in order to grant more influence for her faith, as they've had some trouble converting people ever since the King refused to have his coronation blessed by them a year ago. She becomes a bit awkward and embarrassed if this point is ever brought up, breaking her wise leader act.

Troy Redbarrow. Hailing from the powerful banking group, the Antheon Collective, Troy's primary concern is always the flow of money. Troy is a man that runs on careful order, going so far as to time everything he does with his rare pocket watch. Redbarrow also runs a loan shark business on the side, which has made him personally very rich. While he also thinks the new settlers need aid, he doesn't think it should come from charity and that the mayors primary focus should be on making the city an economic success.

Tonner Gekt. A man who has seen better days, he wears a ruined top hat in attempt to cling on to his past rich looks. After losing his position as Mayor Tonner lost most of his gold in order to keep himself out of jail and chooses to blame everyone but himself for the trouble he's fallen into. He's a troubled man but the compulsion magic cast on him has given him a manic glee that pushes him to act more vindictively than he normally would be.

At the Sheriff's Office

The front of the sheriff's office is currently busy with city watchmen preparing for tomorrow's vote, whilst inside Sergeant Janessa is behind the main desk speaking with a man complaining about his neighbor. She's very friendly to him at first, but when he doesn't stop she'll tell him to stop wasting her time with words that would make a sailor blush. She then greets the party like a friendly secretary and lets them go see the Sheriff if they ask. Whenever the party go see the Sheriff Janessa is there as well, but she quickly drops her friendly routine when she sees them a second time and starts swearing whenever they to speak with her.

Once the party share their introductions with the Sheriff he offers them a job and explains the current tensions between the two main mayoral candidates, and how their supporters are riling each other up. He's tried speaking with them about calming down their supporters, but they're not listening to him anymore. He primarily just wants their help to guard the vote tomorrow, which is happening in the city square, but he'll give them a little extra if they can convince the candidates to de-escalate.

The arson who burnt down the townhall hasn't been caught yet, and the investigation into it is still ongoing. He doesn't offer the party a reward for catching the arson, he'd much rather they focus on making sure the voting goes forward without a hitch.

Asking Around Town

At some point the party might decide to ask around about the two candidates to get an idea what the populace thinks about them. They can easily learn the following from just asking around, even from the candidates themselves (Though they don't mention their critiques):

- Bankath is a kind and caring women. Many of the acolytes from the temple visit the slums of tent street to help the most unfortunate there.
- Troy Redbarrow is a very wealthy man, but his loans have helped most of the businesses in Dalmill get started.
- Many people in Dalmill support a separation of the state and faith and are uncomfortable with the idea of a Priest Mayor.
- Whilst Troy has helped many people there have been failures as well, and those who go into debt with Troy him often go to prison for failing to pay it back.

Meeting the Candidates

Both candidate's spend the early hours of the morning preparing a show and speech for the midday market, when the city is at it's busiest. Whilst neither directly think the other burnt down the Townhall they don't rule out one of their 'zealots' or 'goons' might have been behind it, but a DC 15 insight check will reveal that neither is lying about not being involved.

The candidate's might recognise the players if the tale of their victory over Braigar has spread and ask them to help their campaign if they're not already offering to help. **Bankath** offers them potions and potent blessings from the temple if they will aid her, while **Troy Redbarrow** offers to give them a 'helping hand' to secure a house for themselves. If the players agree to help one of the candidates, or even split the party and compete over which to elect then the following events occur:

Life's a Show

During the midday market both candidates have set up a small podium and stage to address the crowd. Bankath has brought some of her acolytes to do some preaching with thum while Redbarrow has hired a band to give his show some flair. It's entirely up to the players what they add to the proceedings, but anything that attracts the crowds attention will garner their candidate extra votes. Whenever one side starts gaining a larger crowd the other escalates their performance to out do them, becoming over the top in short order if there is a constant back and forth.

Support Your Local Economy

Whilst both candidates have large numbers of supporters the crucial, and perhaps deciding votes are most likely

going to come from the shop owners and industry heads of the city. The party is sent around the city to visit each of the various shops to try and convince as many of them as possible to vote for their candidate. This serves as a good excuse for the players to meet NPC's they might not ordinarily go see.

Wandering Election Events

D6	Event
1	A brawl breaks out between the two sides
2	A small group is threatening people to vote for their candidate
3	A man is taking donations for one of the candidates
4	An entertainers spell goes wrong
5	A merchant is selling small figurines of the candidates
6	A woman is spreading rumors that the candidates are lizard people in disguise

Burning the Votes

By the next day the city square is cleared to make way for the election, and the booths and ballot boxes are placed just in front of the square's large fountain. If the players have managed to abate tensions then the majority of the voting continues without incident, but otherwise a small brawl breaks out in the crowd. During the voting, or the brawl if one occurs, **Tonner Gekt** steps out of the line and unleashes the **Fire Elemental** from his magic bottle with a manic laugh.

The fire elemental will make a direct beeline for the voting booths and the ballot boxes and try to destroy them. If it's brought down to half its HP it'll turn to defend itself before continuing with its mission. During the encounter **Tonner** is trying to hide in the crowd stroking the bottle in his hand and laughing a little manically, a DC 12 perception check is needed to single him out. A quick detect magic or DC 14 Arcane check on the bottle will reveal that it's the source of the elementals binding (conjuration), if it's broken it'll be banished back to its own plane.

If the bottle is destroyed or taken from **Tonner** he returns to his senses with a terrible headache, confused and aghast at what he's done. If questioned he'll explain he was angry after losing everything to his scandal and then a 'Man in Green' approached him, offering him a bottle that would let him get his revenge. His headache gets worse the more he tries to recall details about the man. He lets the players or the sheriff arrest him for what he's done.

Rewards

Divide 400xp between the players if they defeat the elemental or banish it. Grant an additional 50xp to each player if they manage to save the ballot boxes. If the candidate the players supported wins the election then they give them a reward. **Bankath** gives each of the party a Potion of Healing, while **Troy Redbarrow** gives them 500 gold and an offer for a 'cheap' loan to help buy a house.

Fire Elemental

Large Elemental, unaligned

Challenge 1
(200 XP)

Armor Class 12	STR 10 (+0)	INT 6 (-2)
Hit Points 34 (4d10 + 12)	DEX 15 (+2)	WIS 10 (+0)
Speed 40ft	CON 16 (+3)	CHA 7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft. Passive Perception 10

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Touch. Melee Touch Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) fire damage.

Conclusion

If the threat is neutralised without any deaths, and without the ballot boxes being destroyed, then the voting continues and the favored candidate wins. If the ballot boxes are destroyed a new vote is held in two days, but accusations of vote rigging and fraud begin to haunt the winner.

Part Three, A Brief Calm

After the events of the election a calm comes over Dalmill allowing the players some downtime and side events. During this period the following events could occur in the order of your choosing.

Laid to Rest

About two weeks ago Ramulia was hit by an earthquake that damaged some buildings and one of the side roads in Dalmill. But just a few miles outside the city it also caused an old buried structure to resurface. The ruin is part of an elven building from the old kingdom of Rmil, dating back at least five hundred years old. **Jor-Ute**, the giant Helian librarian, set off to excavate the site only to find the mage **Jacolin** and his students had beaten him to it. **Jacolin's** runs the Conjuror's Academy and had his students chase the Helian away from the site while they search it for treasure and arcane secrets. When **Jor-Ute** returned to Dalmill he was furious and reported it as a crime to the Sheriff, but since **Jacolin** did get to the site first he has scavenger rights to it. Ever since **Jor-Ute** has been protesting against the Scavenger Rights Bill and has started building a case to have the law reworked to offer protection to these sites instead of allowing a 'looter's paradise' to continue damaging them.

Jacolin on the other hand has run into a problem. The lower level of the ruin is being guarded by a Tree Golem, which injured one of his students when they tried to approach it. After hearing news of the players latest

accomplishments Jacolin sends one of his students, Ubil, with an offer to share of any treasure they find with the players if they remove the golem.

When the players confront the **Rotten Tree Golem**, in a ruined circular chamber just below ground level, it's overgrown with roots and weeds and mainly tries to prevent anyone from going near the sealed stone door behind it. Once the golem goes down Jacolin and his students waste no time and take hammers to the sealed chamber to get inside. The sealed door takes only a few minutes to break down and inside is a glass coffin containing the body of an elven child.

Rotten Tree Golem **Challenge 1** (200 XP)

Large Construct, unaligned

Armor Class 12	STR 16 (+3)	INT 3 (-4)
Hit Points 42 (5d10 + 15)	DEX 7 (-1)	WIS 8 (-1)
Speed 20ft	CON 16 (+3)	CHA 1 (-5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60ft. Passive Perception 9

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Actions

Slam. MWA +5, 8 (1d10 + 3) bludgeoning damage.

Moan(1/day). The golem lets out a long mournful moan. All creatures within 30ft of it that can hear the moan must make a DC 13 wisdom saving throw, if they fail the save their attacks targeting the golem have disadvantage. At the start of their turn affected creatures can repeat the saving throw, ending the effect on a successful save.

The little girl is perfectly preserved and surrounded by a bed of petals thanks to a constant *gentle repose* enchantment on the coffin, with a plaque on it's base that reads in elven "Lost now but loved forever, Elemmîrë Anwarûnya". Any Elven character or anyone passing a DC 14 History check will know that it is very unusual to bury an elf like this, as most elves are 'returned' to the Finwë tree that birthed them.

The room is mostly littered with overgrown and withered plants sprouting from small pots, but there is some silver jewelry worth 200 gold laid out to the side. Jacolin is happy to let the players take the silver as he is more interested in removing the glass coffin from the ruin and selling it, and he is quick to ask the players to not mention seeing the coffin to anyone. Undamaged the coffin is worth 1000 gold to the right buyer, likely one of the nobles looking for a fancy coffin for themselves or a loved one.

If the players take a dim view of Jacolin trying to remove the coffin he offers to give them a share from its sale but if

they act in a hostile manner he backs down and leaves the ruin with his students.

The Little Vampire

The reason the elven girl has been left in the glass coffin is because she is a vampire spawn, murdered and brought back to life by a True Vampire, whose identity was never discovered. Until the vampire who created her is killed her soul is trapped in her body, and his if the body is destroyed. Her family sealed her in the glass coffin until they could discover a way to free her soul, but her location was lost in the destruction of Rûmil.

If anyone opens the coffin there is a 1 in 20 chance she awakens with every passing minute, until it is closed again. She has the **Vampire Spawn** statistics but also has a powerful charm ability she can use once per day. If freed she'll be scared and confused but her hunger will soon compel her to slowly kill people, her victims rising as berserk zombies the next night.

If the party discover her true nature and become interested in resolving the matter the event chain takes a few chapters to conclude. They can learn more about what happened from her brother Beren Anwarûnya in chapter two, if he doesn't hate them, and the vampire who turned her is the antagonist of chapter four, Angrod.

Regardless of the outcome three days later the players are summoned to court as witnesses in the trial of Jor-Ute versus Jacolin. Jor-Ute has been waiting for Jacolin to make a mistake and he has managed to convince the student who was hurt during their 'excavation' to tell the Judge, Marcus Holmes, what happened. Whilst Jor-Ute has been unable to overturn the Scavenger Rights Bill on grounds of protecting historic sites he hopes by bringing up the danger such sites present to ordinary citizens he can have it scrapped.

The student wasn't around when the coffin was uncovered so he doesn't know about it and is only able to describe how Jacolin claimed the ruin only in the interests of profit and completely disregarded the safety of those in his charge. Before the court case gathers the players have an opportunity to speak to both Jor-Ute and Jacolin, though Jacolin tries very hard to speak to them first in case they get any ideas about mentioning certain 'details'. Jacolin lets the players know that if the Bill gets scrapped they could lose out on any future loot they might want to gather from old ruins. Jor-Ute hopes they will see reason and help him put an end to this looting practice, not just to ensure no one else gets hurt but to also help protect the land's history.

If the players choose to downplay the events of the Golem, describing it as mostly harmless, then the Judge has no choice but to throw the case out. Jor-Ute will have to pay 20 gold for the trial and the issue will be placed on the backburner again. If the players describe the Golem as a dangerous entity then the Judge has the bill reworked, only those with a scavengers license can claim such sites in the future and they cost 100 gold per person. But if at any point the coffin incident or the vampire is brought up the trial takes a dramatic turn. It takes all of Jor-Ute's willpower not to leap over and start strangling Jacolin as he turns a shade purple and furiously derides him as a monster. Jacolin knows that he can't talk himself out of the

crime of grave robbing or endangering the city by releasing a vampire, so he blasts the courtroom with a *fog cloud* spell before making his escape by casting *expeditious retreat*. If he manages to escape he'll flee the city and keep running his agencies in secret, otherwise he's thrown in jail for nine months.

If the players are dragged into the affair they're forced to hand over anything they took to the Judge, or deal with the Vampire if she has been freed. If the party is uncomfortable with just killing the little vampire then the Judge will let them reveal her in the coffin and hand it over to the temple for safekeeping.

The Scavenger Rights Bill is thrown into the air as the castle court will have to debate the matter and come to a resolution. In the end the bill is scrapped and Jor-Ute is given legal power to set up an excavation team funded by a sponsorship from Redbarrow's agency. The new excavation company can hire out private individuals, like the players, to clear out dangerous ruins so they can safely survey and catalogue the details of these historic sites.

Rewards

For defeating the Golem spilt 400xp between the party, and grant an extra 50xp to each player if they attended the court. If the party discover the little girls vampirism, grant them an extra 50xp each.

Iron Hostages

Richard Harrow, owner of the weapons and armor store Reliable Richards, has a problem. About four days ago he sent one of his delivery men, **Banksy**, to deliver some military grade weapons to the hamlet of Ellswood who had saved up for the weapons after getting scared about the rumors of bandits. Just as Banksy arrived a group of **4 Gnolls** passing by became curious about the delivery and quickly overpowered the villagers in order to steal it. When they found out it was a weapons shipment they became greedy and started to think up a scheme to get more.

The gnolls threatened one of the villagers into sending a letter back to Richard explaining the weapons never arrived, and that he should send them again. When Richard got it he quickly released the letter didn't make sense, if it never arrived how did they know he'd sent it? Normally Richard would take the case to the Sheriff, except selling those weapons to the hamlet in the first place was illegal. Richard would get into a bit of hot water if it was revealed he's been selling military grade weapons to farmers, so he needs someone who can keep quiet about the affair to look into it.

Richard approaches the party directly after hearing about their latest accomplishments and offers them 200 gold to find Banksy and the weapons. He's concerned that bandits have taken them and are trying trick him into giving them more weapons. He informs them of Banksy's route over the western roads and where the hamlet of Ellswood is, which is about a day's travel away. He tries to avoid the topic of why he hasn't told the Sheriff, and anyone passing a DC 14 insight check can tell Richard is nervous about the subject of the weapons themselves. If they discover the weapons illegal nature now or later Richard tries to buy their silence

with an extra 100 gold.

As the party travel the road they find no sign of the delivery or an ambush, though as they approach the hamlet anyone passing a DC 14 perception briefly notices someone was watching them from a distant hill towards the hamlet. One of the Gnolls is keeping an eye out for the delivery, and upon spotting the party he returns to the other Gnolls. When the party arrives at the hamlet the gnolls are hiding in three of the four buildings, keeping the women and children hostage while the men are left to go speak with the party.

The villagers have been ordered to send away anyone that comes to the hamlet without the new delivery, but they can't hide their fear and do a poor job trying to act like everything is fine. If the party don't leave one of the Gnolls walks out with a hostage and demands the party put down their weapons, or he and the other gnolls hiding in the cottages will kill their hostages. If the players don't comply the Gnolls focus on killing as many villagers as they can, driven by their vindictive nature, but if the party do as they say the gnolls command the villagers to tie them up. Once the gnolls have more weapons they don't push their luck any further and retreat into a nearby forest.

Afterwards under questioning the villagers will explain they wanted the weapons because they were afraid of such a situation happening, but when it came down to it they were easily beaten and are ashamed for it. Interrogating the gnolls reveals that they came to Ramulia because they heard a gnoll tribe had moved here, and they attacked the villagers because "*the strong take from the weak*". **Banksy** is amongst the hostages in one of the cottages.

Gnoll		Challenge 1
<i>Medium humanoid (gnoll), chaotic evil</i>		(200 XP)
Armor Class 13	STR 14 (+2)	INT 6 (-2)
Hit Points 22 (5d8)	DEX 12 (+1)	WIS 10 (+0)
Speed 30ft	CON 11 (+0)	CHA 7 (-2)
Senses Darkvision 60ft. Passive Perception 10		
Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.		
Actions		
Bite. MWA +4, 4 (1d4 + 2) piercing damage.		
Spear. MWA +4, 5 (1d6 + 2) piercing damage.		
Longsword. MWA +4, 6 (1d8 + 2) slashing damage.		

Rewards

If the party are able to defeat the Gnolls or save the villagers, spilt 400xp between them. If they manage to achieve both grant each an extra 50xp each.

The Liar's Engagement

As a travelling potion's salesman **Jerro Barnbell** has journeyed up and down Merawien selling his wares with hopes of buying his own store one day. But after one of his richest clients died to poison his reputation sank and ever since he's developed a crippling gambling addiction, along with a stutter. As a new country he thought Ramulia would be his chance to rebuild his fortunes right up until he discovered the gambling hall in Laskway, The Fool's Gold Hall. In just under a week Jerro lost everything he had and in desperation begged the halls owner, **Lethonia Crull**, to give him one more chance to win back his belongings. She agreed but on the condition that he can convince the party to come to the Fool's Gold Hall, as she wants to see if she can trick the cities new celebrities into stealing something for her.

Jerro first approaches the party with his tell tale stutter, but eventually pours his heart out about his woes. He promises the party that if they can help him get his equipment back he'll brew them each a potion of their choosing. The Fools Gold Hall is a popular place in Laskway, guarded by Crulls thugs who let the party inside if they mention Jerro, and at almost all hours the place is filled with smoke and the sound of dice. Once inside the party are invited to the VIP lounge where Lethonia Crull is waiting for them. Before she'll discuss Jerro's sad affairs she invites the party to play a game of Cheat with her, 20 gold buy-in winner takes all. Crull doesn't care about winning, she's more interested in observing the parties capacity for lying, and if she's caught cheating at any point she graciously loses that round. Cheat is a real card and if you want to you can play it out with your players, for added immersion it's suggested they continue to roleplay during the game.

Cheat, Liar's Edition

To play cheat all you need is a 52 card deck. All the cards are dealt out to the players and the aim of the game is to discard your entire hand. Pick a player at random to start.

On the table is the discard pile which starts empty. A turn consists of discarding one or more cards face down on the pile, and calling out their rank. The declared card must either be the same rank as the last card played or one rank above or below it. The first player can discard Aces, the second player can then discard Twos, Kings, or Aces etc.

Since the cards are discarded face down, you do not in fact have to play the rank you are calling. For example if it is your turn to discard against Sevens, you may actually discard any card or mixture of cards; in particular, if you don't have any Sevens, or a rank above or below Seven you will be forced to play some other card or cards.

Any player who suspects that the card(s) discarded by a player do not match the rank called can challenge the player by calling "Cheat!". Then the cards played by the challenged player are exposed and one of two things happens:

1. If they are all of the rank that was called, the challenge is false, and the challenger must pick up the whole discard pile;



Lethonia Crull

2. If any of the played cards is different from the called rank, the challenge is correct, and the person who played the cards must pick up the whole discard pile.

After the challenge is resolved, play continues in normal rotation: the player to the left of the one who was challenged plays any rank they choose.

The first player to get rid of all their cards and survive any challenge resulting from their final play wins the game. If you play your last remaining card(s), but someone challenges you and the cards you played are not what you called, you pick up the pile and play continues.

How Lethonia Plays

Lethonia takes the title of the game very literally and will try any and all methods to cheat at the card game. Whenever the other players are distracted or otherwise unfocused attempt one of the following:

Forgetful Dealer. It can be boring trying to track someone dealing an entire deck. While you're dealing give extra cards to players not paying attention or 'forget' to deal a card to yourself as you go around the table.

Stacking the Call. When you can play three or more cards legitimately, stack them together tightly and play an extra card or two at the bottom of them. If anyone calls you cheat and looks at only the top cards they will only see your legitimate cards.

Butterfingers. If at any time the players let you lower your hand under the table, or otherwise aren't looking, drop a few unwanted cards on the floor.

After the game Lethonia agrees to give back Jerro's equipment, but only if the party 'retrieve' a some gold for her. She has a friend, called **Hermin**, who is owed money by the Iron Works owner. 'Boss Lokar' as he's called, refused to pay Hermin and then fired him when he complained. With no legal avenues open to him Lethonia would like the party to correct the situation, by breaking into Lokars manor and retving all the gold inside his private safe. If the party refuse to be involved Lethonia seems disappointed but offers to 'sell' Jerro's equipment back for 200 gold.

If the party want to check Lethonia's story then she can tell them where Hermin lives, in the slums of Tent Street. Of course there is no Hermin and the person Lethonia directs the party towards is one of her employees putting on an act, who acts a bit dramatically in the role of destitute iron worker.

Lokar's manor is a small two story building in Court Yard, guarded by **4 Guards**, two patrolling inside and outside. Lokar himself is usually in his office at the Iron Works during the day, making sure his employees are working hard. If any of the party manage to get past the guards, with whatever method comes to mind, they can find Lokars safe in his bedroom on the second floor. The safe takes a DC 18 sleight of hand to open and inside theres no gold but a scroll with a list of who owes Lokar money.

Guards: AC 16; HP 16; Spd 30ft; Melee longsword +4, 4 (1d8+2); Str +2, Dex +0, Con +1, Int +0, Wis +0, Cha -1; CR 1/2; XP 100.

If the party return with the scroll Lethonia congratulates them and informs them that she'll give Jerro his equipment back. If they enquire about the list she doesn't divulge any details, and feigns ignorance about their deal, Hermins existence or anything to do with the matter. If they come back with nothing she offers to instead 'sell' Jerro's equipment back for 300 gold.

Rewards

For retrieving Jerro's equipment spilt 400xp between the party. If they are able to meet Lethonia's request grant 50xp to each player. In a few days Jerro approaches the party and offers to give each of them a level 1 potion of their choosing for free.

Part Three, Dinner Guests

Once the players have become settled in Dalmill the next major event of the chapter begins.

In the early hours of the morning a massive earthquake rocks the land. Across Dalmill buildings are damaged or collapse trapping their occupants inside and a rush to rescue them is made. This is not the first earthquake Dalmill has suffered but it's the worst one they've had for a long time and anxiety about future quakes grips the populace.

During the rescue operations a man arrives on horseback with news that the village of Talmorth has been taken hostage by bandits demanding a ransom of twenty thousand gold pieces. A number of people gather at the Sheriff's

office to demand he do something about the situation and he does his best to calm and assure them he'll do everything he can. In truth however Sheriff Durlan knows that the kingdom cannot afford to pay the ransom, and the majority of his own men are still busy trying to rescue people from rubble.

If the players don't take the initiative to go resolve the bandit situation then the **Sheriff** or **Tory Redbarrow** approaches them to request they handle it. The Sheriff just wants them to do whatever they can to rescue the villagers, but Troy just wants the bandits removed so the mine the villagers work in is reopened as soon as possible.

Hostages and Sacrifices

Talmorth is a small mining village made up of five thatched wood buildings to house and supply it's small population. Most of the mine workers and their families all sleep together in a tenement while the manager has his own cottage. Talmorth doesn't have any regular guards and relies on patrols from Dalmill to keep the peace so when the bandits arrived there was little to no resistance. The bandits are deserters from Trenton, who fled the war after a practically bloody battle, and hope to use the ransom money to bribe their way across the continent to safety.

At first the bandits tried keeping the villagers locked up in the tenement but after a few tried to escape the bandits had the idea to put all the men in the mine. As they were waiting for their message to arrive in Dalmill an earthquake rolled over the land and collapsed the entrance of the mine. Some of the bandits and their leader were trapped inside along with the miners while the rest were stuck on the surface with the miners families. Despite losing most of their hostages and their leader the bandits



Troy Redbarrow

decided to stay in order to try to get the ransom. **Rogar Trekk** has taken over the remaining bandits and plans to set fire to the tenement when they leave, hopping the villagers plight will distract any soldiers coming to arrest or attack them.

Meanwhile down in the mine a massive crack appeared revealing a passage to a deeper cavern where Greyscales began to pour out. The Greyscales are a lizardmen race that live in deep caverns, they are thought to be sickly and poisonous so are forced to hide away in dark caverns. The creatures worship a large Aether Beast that had wandered into their midst and killed a number of monsters with it's new telekinetic powers. The Greyscales attribute the earthquakes to the beast and call it Thukara, the Shaker, and seek to calm it's rage by feeding it whenever there's a tremor. After the most recent earthquake the Greyscales have taken it as a sign that Thukara wants to 'eat th flesh of men' and have gathered the captured miners and bandits to ritually sacrifice them to the beast.

Talmorth

Currently there are **7 Deserters** in Talmorth and **4 villagers** locked inside the tenement, the Deserters also have **10 light horses** with them. The deserters keep at least 1 guard next to the tenement at all times and 2 or 3 stand around the villages perimeter to keep an eye on the roads. The area surrounding Talmorth is an open field with very little cover, save for the small forest behind it. During the daytime anyone on guard counts as having a passive perception of 15, but at night it drops to 8 since the village has only small light sources. The Deserters are very careful and a little paranoid, they won't let anyone get too close to them, and they'll make it very clear that if there's any 'funny business' they'll set fire to the tenement.

If the Deserters become alerted to combat or intruders **Rogar Trekk** tries to set fire to the tenement and flee without the rest of the Deserters. All the Deserters fight to the death because being captured just means being hung for banditry. If any are taken alive they can relay the same story that Darrow tells after the final fight on page 20.

After the hostages are either saved or burned alive it becomes clear that there are far too few inside the tenement. Any survivors will beg the players to go the mine, which is down a small trail leading out of the village into the forest, to rescue the villagers trapped inside.

Deserters: AC 14; HP 11; Spd 30ft; Melee longsword +3, 4 (1d8+2); Str +2, Dex +1, Con +1, Int +0, Wis +0, Cha +0; CR 1/8; XP 25.

Removing the rubble takes only a few minutes and the players can take a short rest while they work to open a way into the mine.

Rewards

For defeating the deserters split 150xp between the players. For every villager rescued from the tenement grant an extra 25xp to each player. Combined the deserters equipment and horses will sell for roughly 600 gold, due to wear and tear.

The Mine

The inside of the mine is very dark, the lanterns hanging up on the walls have long since run out of oil. The floor near the top of the mine is mostly dirt before changing to hard rock towards the end of the mine. Unlike more modern mines this one doesn't have any rails and relies solely on physical labour, the carts have long ropes attached to help the miners pull them up the passages.

A1. The Mine Entrance

Inside the passageway of the mine the walls and ceiling are lined with wooden supports, some of which have clearly cracked. Beneath some rubble near the entrance lies the remains of the bandit leader, his head split open by a falling rock when the mine entrance collapsed. He's armed with a longsword with the insignia of Trenton on it. He has a coin purse with 20 gold inside.

A2. Side Passage

The end of this passage is the culmination of the labour of one of the miners work teams. Anyone searching it will notice that the dirt floor has been disturbed and there's even some traces of dried out blood. After the mine collapsed and strange noises started coming up from the new hole in A4 the bandits and miners made a last stand in A2 before being beaten and dragged down into the caverns below.

A3. Ambush

The passage ahead has warped slightly from the earthquake of a few nights ago, the floor is at a slight angle with cracks spreading up the sides of the walls. Down the passage are **4 Greyscales**, two hiding behind one of the mine carts while two more hide in the dark alcove to the side. The Greyscales remained behind in the mine with orders to guard it incase more 'man things' appeared. They are on alert for any intruders after hearing noises coming from the mine entrance. The Greyscales are natural ambushers and the ones behind the cart need a DC 16 perception to notice while the ones in the alcove need a DC 18 to detect. As soon as the characters step next too or past the alcove all the Greyscales attack.

Greyscale

Medium humanoid (lizardfolk), chaotic evil

Challenge 1 (200 XP)

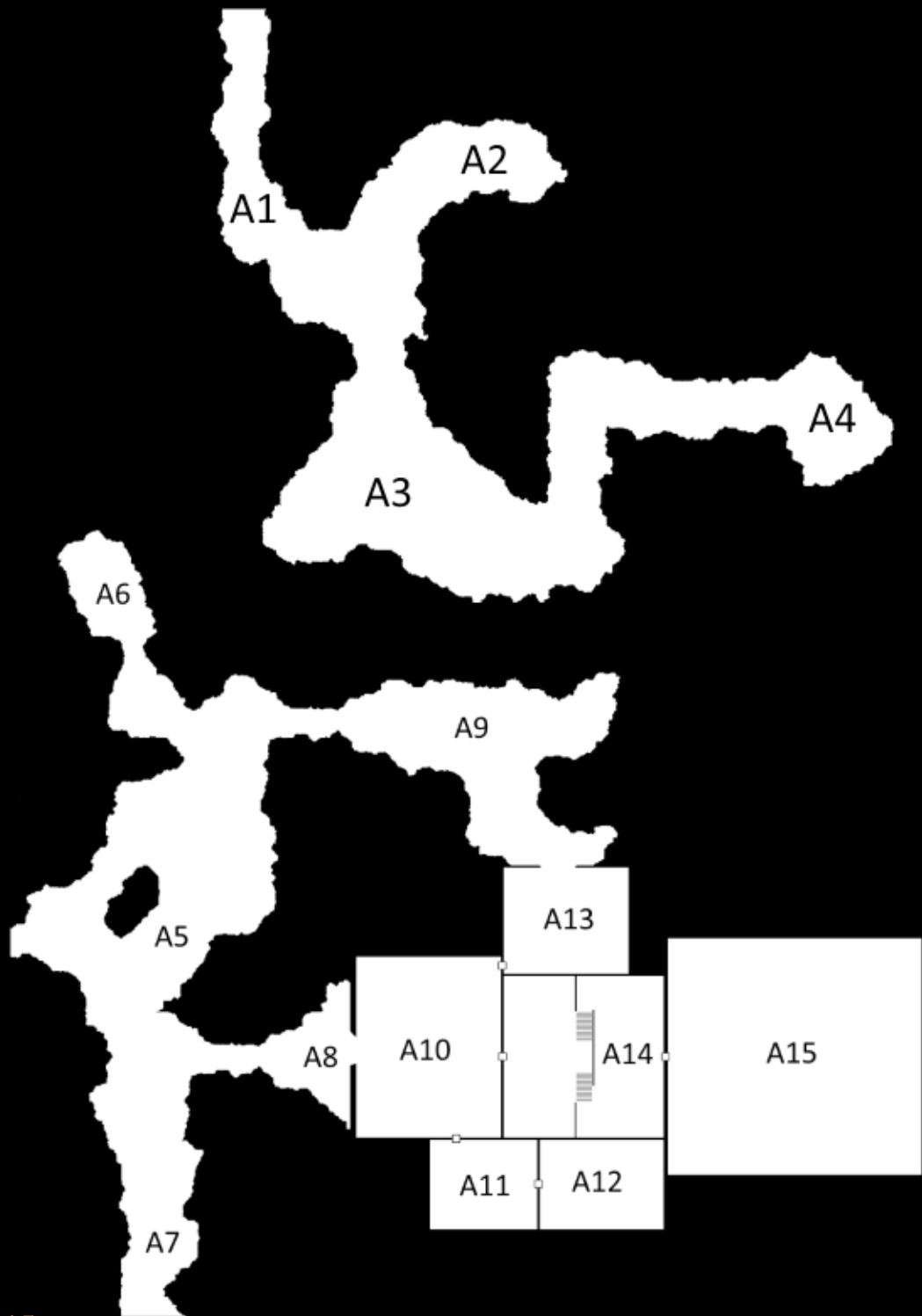
Armor Class 13	STR 14 (+2)	INT 6 (-2)
Hit Points 12 (2d8 + 4)	DEX 12 (+1)	WIS 10 (+0)
Speed 30ft	CON 14 (+2)	CHA 6 (-2)

Senses Darkvision 60ft. Passive Perception 10

Chameleon Skin. The greyscale has advantage on Dexterity (Stealth) checks made to hide while next to rock.

Actions

Stone Club. MWA +4, 5 (1d6 + 2) bludgeoning damage.



A4. The Crack

Ordinarily the mine would end here, the wooden supports end just a little into the passage, but the earthquake cracked the stone and opened a small passage into the caverns below. The holes quite large and easily allows a medium creature to pass through, though a large creature will have to squeeze a bit to make it through.

A5. Large Cavern

The crack eventually reaches to a large open cavern stretching out to multiple paths. Small creatures such as bats and rats roam this cavern, and though they might disturb the parties passage there not dangerous.

A6. Cooking with Grondul

To the north of the large cavern, with an entrance marked with burn marks, there lives an **Ogre** by the name of **Grondul**. The Ogres main vice is his constant hunger and the fact that Greyscales give him stomach pains if he doesn't cook their meat first. However he's very bad at starting fires and it can take him hours to even get a small flame going, and he often accidentally puts it out in his excitement. When the party turn the corner they'll find Grondul rubbing two large roots together in frustration with a dead Greyscale at his side. If the players try to speak with him he gets annoyed and complains he's trying to start a fire to cook his meal, and if they continue to try and talk to him there's a chance he figures out they probably taste good without being cooked and attacks.

However if a player is holding a fire source, or offers to light a fire for him, he demands it hungrily and hops about in excitement if the players help him get his fire going. He grabs the dead Greyscale and holds it over the fire, occasionally saying 'ow' as he burns himself while he cooks. He doesn't know much about the Greyscales, but he did see them returning to their nest with a bunch of 'pink skins'.

Inside Grondul's den is an elven amulet decorated with silver leaves once worn by one of his Greyscale victims, worth 50 gold. He doesn't care if the players take it if he's cooking.

Ogre

Large Giant, chaotic evil

Challenge 2
(450 XP)

Armor Class 11	STR 19 (+4)	INT 5 (-3)
Hit Points 59 (7d10 + 21)	DEX 8 (-1)	WIS 7 (-2)
Speed 40ft	CON 16 (+3)	CHA 7 (-2)

Senses Darkvision 60ft. Passive Perception 8

Actions

Greatclub. MWA +4, 13 (2d8 + 4) bludgeoning damage.

A7. Passage to the Surface

A long winding cavern covered in moist moss, after about an hour of travel sunlight can be seen. This passage is only used by the Greyscales when they go hunting on the surface during the night. A DC 12 survival check shows that there are no recent tracks going down this passage.

A8. Front Entrance

This stone passage abruptly ends with a smooth stone wall cracked and bleached from age, a hacked apart doorframe is all that remains of its once proud entrance. Littered with pikes anointed with animal skulls the Greyscales have marked it as the start of their territory. **2 Greyscales (14)** in ill fitting chainmail stand as it's guards. If they spot the party they give a loud roar and retreat to **A10**, trying to attract the Greyscales in **A11** to come back them up.

A9. Fire Beetle Cavern

An open cavern with small holes littering it's walls, this serves as a home for the Giant Fire Beetles that serves as the Greyscales primary food source. For safety the Fire Beetles sleep on the roof of the cavern with their illuminated bellies blocked by the cavern ceiling, however if there disturbed they leap from the roof and attempt to overpower prey with sheer numbers. If disturbed by a light source or a creature rolling below 8 on a Stealth check, **10 Giant Fire Beetles** drop down on and around the creature and try to bite them. A DC 18 perception check reveals tiny glowing spots on the ceiling, whilst a DC 14 nature check will inform a player that this is a typical Giant Fire Beetle nest.

Giant Fire Beetles: AC 13; HP 4; Spd 30ft; Melee Bite +1, 2 (1d6-1); Str +2, Dex +0, Con +1, Int +0, Wis +0, Cha -1; CR 1/2; XP 100.

A10. Elven Centre Chamber

In ages past this room sat as the epicenter of the entire mansion decorated with marble statues and priceless pieces of art, but now the room is a hollow shell of it's former glory. Moss has eaten away the long tapestries hung upon its walls and an elven statue lies shattered on the floor, an open hand reaching upward from the rubble is all that survives of it.

Loud noises or the sound of battle attracts the Greyscales from A11, who come running to help defend their territory from intruders.

A11. Feeding Chamber

Once a tea room of the Elven mansion this delapidated room now serves partly as a dump and a kitchen for the Greyscales. Here the rotten and decayed refuse sits in the centre of the room as Greyscales pick over it for the juiciest parts. **5 Greyscales (14)** are sitting in the room now, picking over bones and fighting over some pickaxes stolen from the mine above.

A12. Sleeping Chamber

Covered in rotten wood and scrolls this old library now serves as the Greyscales sleeping chambers. A number of smaller Greyscales have made nests out of the rubbish of the room, if alerted to an attack they will attempt to hide under piles of broken garbage.

At the very end of the room a great mural, only half destroyed, rests on the back wall. At the pinnacle of this mural sits an image of three wings rising from a white ring, any character passing a DC 14 religion check can recognise this as likely a holy symbol. The symbol represents one of the forgotten deities of the land that was unearthed by Rúmil but lost again in its destruction. The symbol actually grants a minor blessing to anyone who sleeps in the room, granting them peaceful dreams and a +1 bonus on Constitution saves for 24 hours, a detect magic spell or a DC 18 religion check will reveal that the blessing is still active. The mural could be removed and placed into a new room with a DC 18 stonemason check, but on a failed roll it becomes damaged and ceases to function.

A13. Golem Lab

Littered with the bones of Greyscales and other creatures a suit of motionless **Animated Armour** stands in the centre of the room with **2 Flying Swords** in its hands. As soon as someone steps into the room or attacks the armour it lets go of the swords and sends them to attack the intruder. The flying swords lose their magic the moment the animated armour is brought to 0hp.

To the side of the room on a broken table rests rotten and faded parchment with shattered glass covering the floor. The animated armor is the product of an elven experiment to create golems of metal instead of wood. The surviving notes on the table explain in elven that most of the experiments were a failure since metal has no natural means to gather Aether to itself, rendering its enchantments very temporary. But this changed when they discovered a mysterious metal fragment from an unnamed digsite. The fragment is a 4 inch wide piece of metal embedded into the armour's chest, if studied by a mage for a week they can discover the fragment was forged with magic though there is no known spell that could reproduce its complexity.

In truth the fragment is from an ancient fullplate of the Kalag, though their past as great metalsmiths has been lost to time.

Amongst the notes is also a reference to something called Vasatar and the authors difficulty of finding a power source strong enough to awaken it. The notes on Vasatar end abruptly, but a DC 10 investigation check reveals that there are no missing pages and more likely the author simply stopped writing about it suddenly. The notes are unfortunately too damaged to reproduce its experiments but they still maintain historical importance and are valuable to the right individuals.

The notes can be sold to any of the nobles of Dalmill for 300 gold. If given to Jor-Ute he'll add them to his collection and give the players access to his private collection.

Animated Armor

Medium construct, unaligned

Challenge 1
(200 XP)

Armor Class 16	STR 14 (+2)	INT 1 (-5)
Hit Points 33 (6d8 + 6)	DEX 11 (+0)	WIS 3 (-4)
Speed 25ft	CON 13 (+1)	CHA 1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 6

Antimagic Susceptibility. The armor is incapacitated while in the area of an anti magic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.
False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.
Slam. MWA +4, 5 (1d6 + 1) bludgeoning damage.

Flying Sword: AC 14; HP 17; Spd 50ft Fly; Melee Longsword +3, 5 (1d8+1); Str +1, Dex +2, Con +0, Int -5, Wis -3, Cha -5; Immunities poison, psychic, blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned; CR 1/4; XP 50.

A14. Stairway

A pair of marble stairways, decorated with a stone railing depicting the life cycle of a tree, lead up to a second floor overlooking the room. It is on this second floor that the older and more 'devout' Greyscales live, where **4 Bile Bombers** are currently standing guard. If they have heard fighting from A11 they prepare their bile bombs, a combination of their sweat, blood and mucus, to throw at the intruders as soon as they start trying to climb the stairs.

Bile Bomber

Medium humanoid(lizardfolk), chaotic evil

Challenge 1/4
(50 XP)

Armor Class 11	STR 14 (+2)	INT 6 (-2)
Hit Points 18 (3d8+6)	DEX 12 (+1)	WIS 10 (+0)
Speed 30ft	CON 14 (+2)	CHA 6 (-2)

Skills Stealth +3
Senses passive Perception 10

Chameleon Skin. The Greyscale has advantage on Dexterity (Stealth) checks made to hide.

Actions

Spew. MWA +4, 5 (1d6 + 2) piercing damage.
Bile Bomb(3). RWA: +3, range 20ft., 6 (2d6) poison damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or become poisoned. At the start of the poisoned creatures turn it can repeat the saving throw, ending the effect on a successful save.

Any **Bile Bombs** left over from the encounter can be reused later, and are worth 25 gold each. The Greyscales here are also wearing some amulets decorated with rat skulls and headwear made from Fire Beetle shells.

A15. The Pit

Once a grand ballroom, after the mansion was submerged underground by the earthquakes the floor of the room caved in and created a large 10ft deep pit. Originally the Greyscales used it as a refuse pit but after Thukara moved in, likely attracted by the rotting stench of the pit, the Greyscales converted it into a ritual room.

The miners, along with **2 deserters**, 8 in total, have been herded into the corner as the **Greyscales Priest** sacrifices each in turn to **Thukara**, cutting open their chest with the **Elven Dagger Amras** and pushing the bodies down into the pit. **5 Bile Bombers (17)** stand guard over the captured miners as they are prepared for sacrifice. Unless the priest has been warned about intruders he continues his ritual until he's sacrificed at least half of the miners, however if for whatever reason the players have taken a long time to arrive here then the priest has already killed six of them and is preparing a second ritual.

As soon as the party reveal themselves or attack three of the Greyscales move to defend the priest, whilst two start dragging the miners towards the pit and throwing them into it. Any creature landing in the pit is immediately attacked by Thukara. If nobody falls into the pit for 2 rounds then Thukara floats up and starts attacking the party.

If Thukara or the Priest are slain then any remaining Greyscales attempt to flee the cavern, either retreating to **A12** or **A7** if they can't find any other Greyscales.

<h2>Thukara</h2> <p><i>Large monstrosity, unaligned</i></p>			Challenge 2 (450 XP)
Armor Class 14 Hit Points 45 (6d10 + 12) Speed 30ft	STR 16 (+3) DEX 10 (+0) CON 14 (+2)	INT 3 (-4) WIS 14 (+2) CHA 12 (+1)	
Skills Stealth +3 Senses passive Perception 10			
Telekinetic Float. Once per turn Thukara can fly 10ft and can remain in the air until the start of it's next turn.			
<h3>Actions</h3>			
Bite. MWA +5, 9 (2d6 + 3) piercing damage. Telekinetic Constrict. Thukara can force one creature within 30ft of it to roll a DC 13 Wisdom saving throw or become restrained until the end of Thukara's next turn. Telekinetic Pull. Thukara releases a wave of telekinetic force from its body 30ft long and 10ft wide line. Each creature in that line must make a DC 13 Intelligence Saving throw, taking 3d6 psychic damage on failing saving throw and pulled 10ft towards Thukara, or only half as much damage on a successful one.			

Greyscale Priest

Medium humanoid(lizardfolk), chaotic evil

Challenge 1/4
(50 XP)

Armor Class 11 Hit Points 24 (4d8)+8 Speed 30ft	STR 14 (+2) DEX 12 (+1) CON 14 (+2)	INT 6 (-2) WIS 14 (+2) CHA 6 (-2)
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Skills Stealth +3
Senses passive Perception 12

Chameleon Skin. The Greyscale has advantage on Dexterity (Stealth) checks made to hide.

Actions

Spears. MWA +4, 5 (1d6 + 2) piercing damage.
Chant. The Greyscales Priest begins chanting, infusing its allies with eldritch strength. So long as the Priest is chanting any allies within 30ft gain the benefits of the bless spell.

As soon as it looks like the danger has passed one of the deserters, **Darrow**, pulls out a hidden dagger and takes a miner hostage. The other surviving deserter, **Malcolm**, might attempt to talk Darrow down if the players have been noticeably heroic. However after seeing how strong the players are Darrow accuses them of being a death squad from the Kingdom with orders to kill them, there only saving them now because they got mixed in with the villagers.

He'll demand to know what happened to his companions up above, reacting badly if they claim to have killed them all. Darrow's alert and very mistrustful and a DC 17 deception check is needed to successfully deceive him. Darrow doesn't want to die, but he's even more afraid that he'll be sent back to Trenton where he'll likely be tortured to death for deserting.

Under questioning Darrow reveals that the frontline of the war between Trenton and Larsona is a 'hellscape' and he shudders at the memory of it. He and the other deserters had enough and some strange smugglers helped them cross the border into Ramulia. Once they were over the border the smugglers convinced his captain to take the hamlet of Talmorth hostage, assuring him that the kingdom would pay for it's safety and they could use the ransom to bribe their way off Merawien. He personally didn't want to hurt anyone but he had no choice, deserters found in Ramulia are often arrested and sent back to Trenton.

In truth however the deserters were tricked, a fact that is quickly dawning on Darrow. Whilst he doesn't know the identity of the smugglers, they were very keen on causing 'problems' for Ramulia. If the party have taken the time to hear Darrows tale they can talk him down with a DC 14 persuasion check, otherwise a DC 20 persuasion or intimidate check is needed to convince him to let his hostage go. If they talk him down he breaks down crying, at his sense of loss at the bleak nature of his future.



Darrow

Rewards

For defeating Thukara and the Greyscales split 950xp between the party. For every villager saved grant each player an extra 50xp each.

The **Sheriff** rewards them 200 gold each if they manage to save at least half the villagers, whilst **Troy Redbarrow** gives them 500 gold if they clear out the caverns so mining can begin again.

Conclusion

Once the surviving villagers are safely escorted out of the caverns, if any threats still remain behind then the crack in the Mine is sealed up until a patrol can be sent in to ensure that further mining will be safe. If the player's arrest any of the deserters and hand them over to the Sheriff he has to deport them back to Trenton, regardless of what they did themselves. The Sheriff doesn't like doing this, as he's had to send good people back to Trenton where he knows they'll be tortured and worse, but he can't afford to be seen harboring deserters from Trenton. If the players take any of the deserters under their own protection the Sheriff ignores it so long as he never directly hears where they've come from.

Part Five, Heroes Work

After the players return to the Dalmill rumor of their success against the bandits and Greyscales cultists spreads over the next few days and people begin to look to them not just as problem solvers but heroes as well. Before the next main event occurs the players might be approached to deal with a number of rumors that have lingered around Dalmill for some time now.

The Cloud Spider

Local legend has it that on dark and stormy nights a terrible beast roams the countryside, snatching up animals and people and gobbling them up whole. Whilst most are happy to admit they don't believe in the 'Rain Beast', out in the countryside on rainy nights people won't step outside for fear of the possibility. One woman however, **Kath Adron**, has seen the beast devour her husband just the night before. She witnessed her husband investigating the disappearance of some of their cattle on a rainy night when he suddenly shot up into the sky and out of her sight, and by morning all she found of him was his boot in a completely different field.

In truth the rain beast is not an invisible terror but a very rare creature known as a Cloud Spider. Said to originally be a creature from the elemental plane of air, cloud spiders secrete a unique webbing that is able to stick to fog and clouds. The spider typically makes its home in low clouds, 6000ft in the sky, catching birds who fly into its nest, but its webbing also helps it's cloud retain water causing it to rain without losing most of its structure. Once the spider reaches adulthood its web grows big enough to support a large cloud that begins to permanently rain. At night the cloud spider will lower a number of strings it has stored all the way to the ground level, the ends of which are sticky and strong enough to catch and raise even cows. It relies on the rain to hide its strings so its prey doesn't even notice them until it's too late.

If the players try to find Kath to investigate rumors of this 'Rain Beast' or Kath tracks them down she can tell them the strange tale of her husband's sudden disappearance into the air. Leading them to the spot he vanished a DC 13 survival check will reveal that there is actually a trail about 100ft wide where the rain fell, and with a DC 10 Nature check a player can realize that could only happen if only one cloud was raining. If they follow the damp trail for a few hours eventually they will come across a dark cloud in the sky that is permanently raining, stepping under the cloud during the daylight hours elicits no event and the rain bares no magical aura.

Any creature walking through the rain at night has a 50% chance of being caught on one of its strings. Since the strings are mixed in amidst the rain it takes a DC 20 perception check to notice them. As soon as a creature or a heavy object walks into one of the strings they have two rounds to free themselves before the Cloud Spider starts pulling them up 60ft every round. It takes about ten minutes for the string to reach up to the cloud, but the Spider is strong enough to pull up more than one string at a time.

Spider String Trap

Whilst the Cloud Spider is alive it's strings are incredibly durable and sticky, making them very difficult to cut or escape from.

HP 20

AC 15

Weakness. Acid

It's Stuck. Any melee weapon attack that rolls lower than the Webbing's AC becomes stuck to the webbing and counts as restrained. The weapon is only released once the webbing is brought down to 0 HP.

Leave it behind. To escape the webbing a creature can make a DC 20 Athletics or Acrobatics check in order to remove their clothing attached to the webbing. The clothing is only released once the webbing is brought down to 0 HP.

Pulled into and on top of the cloud a creature will see a large complex web inside the cloud and running across it's surface. The cloud spider tends to leave it's prey hanging on one of its webs for it's **8 Children** to feed on first, granting a creature only a brief window to escape before the mother spider arrives to cocoon them. If a creature is able to escape the string it will discover that the webbing across the cloud is non-sticky and sturdy enough to handle quite a lot of weight. Across the cloud are a number of cocoons of the spiders previous victims, as well as the strings leading to a bundle of webbing at the very centre of the cloud.

The bundle of webbing at the top of the cloud is where the **Cloud Spider Mother** controls and pulls up it's strings. The bundle actually contains a very complex pulley system that allows the spider to raise up multiple strings without exhausting itself, any character that studies the bundle for an hour gains a +1 bonus on Tool Proficiency checks related to building or lifting heavy objects.

Cloud Spider, Mother

Large beast, unaligned

Challenge 3
(700 XP)

Armor Class 15	STR 18 (+4)	INT 6 (-2)
Hit Points 75 (10d10) + 20	DEX 12 (+1)	WIS 12 (+1)
Speed 30ft, 30ft climb	CON 14 (+2)	CHA 7 (-2)

Senses Darkvision 60 ft., Passive Perception 12

Web Sense. While in contact with it's web, the cloud spider knows the exact location of any other creature in contact with the same web.

Actions

Multiaction. The cloud spider mother makes two bite attacks. **Bite.** MWA +4, 5 (1d8 + 2) piercing damage.

Web Shower (Recharge 5-6). The Cloud Spider releases a spray of webbing that floats through the air around it for 2 rounds. Any other creature within 30ft of the Cloud Spider must make a DC 14 Dexterity Save or become restrained. A creature who has become restrained by this method can make a DC 12 Athletics check to break free. The webbing is flammable, if a fire is lit within the area of the Web Shower then the fire spreads across all of it, freeing anyone restrained but also deals 2d6 fire damage to each creature in the area.

Cloud Spider, Child: AC 10; HP 4; Spd 20ft; Melee Bite +4, 2 (1d4) poison; Str -3, Dex +0, Con +0, Int -5, Wis +0, Cha -4; CR 1/8; XP 25.

After the Cloud Spider is slain it's webbing will lose it's stickiness after 24 hours and the cloud will revert back to it's normal nature. Most of the spider string has already been used but there is 100ft pile near the bundle that could be stored away and converted into a **Spider String Rope** by any of the magical merchants in Dalmill. To leave the cloud the players can toss down the now non-sticky strings that pulled them up, though climbing down could take nearly two hours at normal climbing speeds. If they're very confident they could use a parachute made of webs.

Rewards

For defeating the Cloud Spider Mother and her children split 800xp between the party. If the players bring back proof of their victory the Sheriff pays them a bounty of 200 gold. Kath also gives the players an old silver hairbrush, decorated with trees and flowers, her husband found on their field. The hairbrush is worth 20 gold.

The Bearkiller's Revenge

After Braigar Bearkiller was killed by the party, either on the highway or hung by the Sheriff if they arrested him, his soul became restless and returned to the mortal realm as a spirit of revenge. If he died on the highway then this event plays out as described below, otherwise you'll need to make a few adjustments to bring him into conflict with the party. For example if he died in Dalmill he likely tries to attack the party whilst there asleep in their home or inn.

A merchant arrives in town in the early hours of the morning, his horses exhausted and his bodyguards injured. He quickly reports that he was attacked by a bandit on horseback wielding a glaive, and a rumor that it might be Braigar alive begins to spread throughout Dalmill. Whilst a few people can attest to seeing the players take down Braigar, the majority are not as convinced and pressure might be applied to the party to investigate the matter in order to clear their good name.

The merchant, a human by the name of **Hertio** tells a strange tale of fog descending on them as a bandit slashed at them whenever he passed them by, right before he and the fog vanished when the sun rose. If the players return to the scene of Braigar's death they find the corpses of the bandits have been dumped into the forest lining the road, but there's no sign of Braigar's body.

Come nightfall a mist settles over the road that obscures all vision up to 10ft, and if the players haven't destroyed or buried the bandit bodies they rise as zombies and try to grapple the players to limit their movement. From out of the mist Braigar rides past 'on' his 'horse' attacking the players before disappearing back into the mist.

In undead Braigar has become close to a creature known as a Nuckelavee, his lower body fused to the back of a skinless bear as if he was riding it. The bones from his legs have been fashioned into a grisly new Glaive he manically attacks people with as he rides by through the fog.

Braigar will prioritise his attacks on anyone with short range weapons that can't attack him back as he performs his ride by attack, if his fog becomes suppressed he becomes very angry and tries to kill the one responsible.

Regional Effects

- * At night the road where Braigar died is covered by a 100ft wide and 30ft tall fog that blocks all vision. Creatures inside the fog can only see 10ft around them.
- * Before Braigar attacks any unburied corpses within the fog rise as **Zombies**. These zombies count as having lifesense 60ft and are not visually impaired by the fog.

Tormented Braigar

Medium humanoid(undead), neutral evil

Challenge 3
(700 XP)

Armor Class 14 **STR** 18 (+4) **INT** 10 (+0)
Hit Points 45 (6d8) + 18 **DEX** 8 (-1) **WIS** 12 (+1)
Speed 40ft **CON** 16 (+3) **CHA** 12 (+1)

Skills +6 Athletics

Damage Resistances Necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered.

Damage Immunities Poison

Condition Immunities Exhaustion, poisoned

Senses Lifesense 120ft, passive Perception 11

Turn Fog. If Braigar fails his save against Turn Undead then instead of being Turned his fog ability becomes suppressed for the duration of the ability.

Nuckelavee. Any creature within 5ft of Braigars bear half must make DC 15 constitution save or become diseased. A diseased creature loses 1d4 strength every hour, if this would place a creature's strength below 0 they shrivel up and die. Any creature that passes the first save is immune to the disease for 24 hours.

Actions

Bone Glaive. MWA +6, 10ft reach, 9 (1d10 + 4) slashing damage.

Once Braigar is brought down to 0 hit points his body, and the skinless bear he's attached to begin to melt, just as all the flesh falls off their bones the skeleton of the bear devours the screaming Braigar, and they both fade from sight.

Rewards

For defeating Braigar grant the party 700xp. If the party bury all the corpses and fight no zombies grant them an extra 50xp each.

A Brothers Retribution

An unusual and odd visitor comes to Dalmill that causes an immediate stir. A Gnoll by the name of **Grethkak** has appeared in the market, with some large boxes and sacks tied to his back like a great hump, and started trying to buy a few things from the market. Ordinarily monster races are considered hostile by most imperial societies but Grethkak is well known amongst the older residents and is left alone for the most part. But many people are unhappy with the Gnolls appearance, none more than the local

farmer **Jebidiah** who greatly mistrusts the 'evil' creature. Jebidiah approaches the players with his fear that the gnoll is up to no good and offers to pay them 50 gold, collected from other concerned citizens, if they would spy on him and make sure he's not up to no good.

Whilst Grethkak doesn't mean anyone harm he does have an agenda for coming to Dalmill. About a week ago a Kalag was hunting with a ceremonial spear when he was attacked by a poacher, **Trevis Rotty**. Trevis killed him and took the spear back to Dalmill to sell, for the spear had been decorated with various jewels. A party of **12 Kalag** have pursued and tracked the poacher back to Dalmill in order to retrieve the spear but also get a little revenge. The leader of the Kalag raiders is **Yova**, and his younger brother was the Kalag the Trevis killed. They enlisted Grethkak since he's been to Dalmill before so he can track down the spear and the poacher if he's able to.

Grethkak is an odd individual even amongst other Gnolls, and acts with a supreme confidence that no one would actually hurt him. He talks with phrases like "*Behind their stony stares is a heart of love, for who would not love Grethkak? But Grethkak forgives them for lying to their hearts*" and "*The stars shine down on you! They see your kindness and goodwill. Yes yes. They are happy yes, you would not make the stars cry would you?*".

He wanders around the market looking for news of a bone spear covered in jewels, and if the party inquire about it he explains that he needs to get it back or "something very bad will happen". He refuses to say what will happen, even under physical threats, for he made a promise and would never break it. If the party agree to help him they can discover that if anyone knows anything about jeweled items it would be the jewelry store Natural Beauty.

As chance would have it Francis, the owner of Natural Beauty, does in fact have the spear after it was given to him by the poacher to try and sell. Grethkak actually tries to warn Francis that the spear is dangerous and that he'll buy it for 100 gold, but the shopkeeper is unconvinced since he thinks the gems alone are worth 500 gold and has the gnoll chased out if he doesn't leave. If the party inquire about the spear Francis can tell them it was given to him to sell by a poacher, who is currently staying in the Rose Garden inn.

Trevis, the poacher, is currently celebrating his windfall by buying drinks for the other patrons and embellishing the tale of how he defeated one of the vicious Kalag for the spear. A DC 12 insight check reveals the embellishment, but Trevis will only fess up to what really happened if he's threatened. In truth Trevis came across a Kalag child while he was hunting and shot it in the back, finishing him off with his dagger. He refuses to let them have the spear unless they pay him 400 gold or threaten to murder him.

After Grethkak gets the spear or fails too he leaves Dalmill alone and heads towards a forest to the south east, where the Kalag raiding party are waiting. Grethkak is old and his senses are dulled, he's unlikely to notice the players tailing him, but the Kalag are prepared hunters with heightened senses and need a DC 18 stealth check to hide from. If Grethkak believes he's alone he tries to convince the Kalag not to attack the city, but even if he has the spear Yova wants someone to pay for the murder of his brother.



Kalag

Medium humanoid(kalag), chaotic neutral

Challenge 1/2
(100 XP)

Armor Class 14 **STR** 14 (+2) **INT** 8 (-1)
Hit Points 30 (5d8)+8 **DEX** 12 (+1) **WIS** 12 (+1)
Speed 30ft **CON** 12 (+1) **CHA** 8 (-1)

Languages Kalag

Senses Darkvision 60ft., passive perception 11

With My Dying Breath. When the kalag is reduced to 0 hit points by a melee attack, it can as a reaction make a single melee weapon attack with advantage against its attacker.

Actions

Heavy Club. MWA +4, 9 (1d8 + 2) bludgeoning damage
Javelin. RWA +3, range 30/100 ft., 5 (1d6 + 2) piercing damage

If the Kalag notice any of the party they don't immediately attack but demand they step forward or be hunted. If the players do approach they can speak with Yova, who is the only one who understands common, and he'll explain why they're here.

Yova is a methodical hunter and hides his anguish over the loss of his brother well, in truth the Kalag only need the spear back but Yova is too hurt to walk away without getting some kind of retribution. A DC 15 insight check will reveal Yova's true emotional state and pointing it out will make him admit he's doing this more for personal reasons, but that's not enough to deter him from vengeance. However Yova will agree to not attack Dalmill if either they bring the poacher to him, or hand over the weapon that dealt the killing blow to his brother. The Kalag will also demand that one of the players stay behind to ensure they aren't betrayed.

A Prison of Metal

For old cultural and spiritual reasons the Kalag believe that forged metal can trap their souls, a remnant of their time when they once worshipped the goddess Lesandra in ancient times. It is difficult to tell if this is the case anymore but for the Kalag there is no question that it is true and it fuels their hatred for all things metal. They never discuss this belief with outsiders because they are afraid they will use the knowledge against them, or worse use it to relish capturing their souls. The Kalag see destroying metal as a way to free the tormented souls trapped within them and they take great pride in this act.

If the players return to Yova with Trevis then the Kalag executes the man by smashing his skull open with a large wooden club. If the players bring just the dagger then Yova smashes it with his club, he and the other Kalag looking at it's remains with a solemn but thankful look. After Yova has gotten what he wants he releases his hostage and takes the raiding party back home.

If the players fail to stop the Kalag then during the next night they track down Trevis and kill everyone in the inn.

Rewards

For stopping the Kalag raid, through either combat or diplomacy, grant the party 1200 xp.

If the Kalag have had the spear also returned to them then Yova picks off a blue apatite from it and whistles into it before flicking it to the players as thanks. The gem is worth 20 gold but if whistled into again it summons a white crow spirit that can perform one favour before disappearing, like scouting a location or speaking with another spirit on the player's behalf.

Outsourcing Bandits

A woodsmen arrives in the market selling the lumber he's collected, spreading a rumor that he saw a bandit camp not far from Ramulia's southern border. If the party question him about the rumor he'll tell them he saw the campsite in the forest full of armed people he took for bandits. The Sheriff's heard the rumor himself and might ask the players to investigate it for him since most of his men are busy patrol around Dalmill after the most recent earthquake.

About three days away sits a small camp full of **8 Bandits (23)**, and in the middle of the camp is **Gregor Tor** tied to a wooden pole. What goes around comes around and after Gregor was demoted to lead the recruitment camp his men turned on him, tied him to a post and left him to rot until they decide what to do with him. Inside the biggest tent are a number of coded messages, though one of them has been translated onto a parchment next to the cypher information. The translated letter describes how a new shipment of recruits is being sent the camps way, and the author hopes the Warlord appreciates the help they are giving him. The letter is signed with the initials M. K. Once decoded the rest of the letters describe times and locations that deserters and prisoners from Trenton will be arriving in Ramulia ready for recruitment.

Bandits: AC 12; HP 11; Spd 30ft; Melee shortsword/dagger +3, 4 (1d6+1) / 3 (1d4+1); Str +1, Dex +2, Con +1, Int +0, Wis +0, Cha -1; CR 1/8; XP 25.

If the players attack the camp Gregor starts insulting the other bandits, telling them he never liked them anyway. Once combat has ended Gregor laughs a bit and asks the players to free him, citing they owe him a favour after he called off the raid on the caravan they were guarding. If the players refuse, attack or try to arrest him he starts pleading with a cheeky grin that Warlord Greyrock is up to something big and that he can help them find out what it is. He knows the password to get into Fort Greyrock and can vouch for them as new recruits. If the players agree to work with Gregor the adventure moves straight into Part Six. Otherwise if let free he returns to Fort Greyrock on his own.

Rewards

For defeating the bandits spilt 200xp between the party. The supplies around the camp are worth 100 gold altogether.

Part Six, Fort Greyrock

If the players have not already left with Gregor to investigate the bandit fortress then the Sheriff approaches them. He confides in them that he's sent patrols out across Ramulia because right after an earthquake, whilst the land is gripped by confusion, is when the bandits usually make their raids. But for the last two months no raid has come and being a cynical individual the Sheriff is worried that this means the bandits might be preparing some kind of major attack. He asks the party to investigate the bandits and try to discover what the Warlord is planning. He offers them a 1000 gold if they can bring back credible information on the bandits activities.

Background

Originally an ancient elven border fortress, the structure lay damaged and abandoned for hundreds of years until the Dwarf Ferrow Greyrock decided it would serve as the seat of his power as Warlord. Before Greyrock began his ambitions he was the captain of the Stone Hammers, a mercenary group who travelled across all of Merawien. Despite his group's achievements Greyrock was refused the prize of land since he was a dwarf and eventually he decided if he would not be granted land he would simply take it instead. He took his most loyal men and setup a base of operations in the ruined fortress, raiding the land for supplies, recruitment, and forced labour to help him rebuild it.

For the last ten years Warlord Greyrock has been carving a path of ruin across the countryside, his attempts at conquering villages failing after most people simply decided to leave the country once and for all. While he has gathered a healthy trove of treasure and supplies the Warlord's lack of success continued to frustrate him, making him even crueler and heartless then when he started. When Dalmill was founded the Warlord ignored it for the most part, it was too distant and well defended to attack, but after being visited by the half-elf Feredit he started planning raids in earnest. Feredit began paying the Warlord quite handsomely to help him destabilize the new country of Ramulia, and the half-elf's 'allies' also sent plenty of new recruits made up of deserters and released prisoners from Trenton. For a number of months while Dalmill's main army was busy protecting its borders Greyrock and Feredit organised a number of raids on the settlers and traders arriving in Ramulia, timed after each earthquake in order to do the most damage. That would have been the culmination of their relationship had it not been for Feredit's discovery of the lost summer palace of Rümil.

Since the discovery of the ruins Feredit has enlisted the bandits to help him excavate it with the promise of



treasure and powerful artifacts, so the Warlord left behind a handful of his captains to protect the Fortress while he left to oversee the dig. However the Warlord has been away from the Fortress for almost two months now and the bandits have become restless. Without the Warlord around his captains have fallen into petty infighting with one another, threatening to tear the fortress apart.

The Landscape and Fortress

The forest surrounding the fortress has been chopped down considerably, not just for timber but to also to keep line of sight open from it's walls. The tree line ends abruptly around 200ft away from each of the walls and there's no cover between the open plane and the Fortress. The walls are mainly made from locally quarried yellowstone, though some parts of the fortress maintain the original white stone of the Elven ruins it was built on. It took the warlord about three years to finish the Fortress and he was meticulous in its design, any obvious weaknesses were long ago removed or built over.

The Fortress can maintain a guard of a hundred individuals, although normally the fortress population was over this due to all the commoners they had forced to work for them. **50 Bandits(26)** and **5 Mastiffs(26)** currently reside in the Fortress with orders to defend it from any incrustations by Dalmill or other forces, but almost nothing of note has occurred and the bandits have become bored and lazy.

Fortress NPC's

Drake Herald

A stiff man cursed with permanent stubble Drake works as the Warlords second in command, charged with looking after the Fortress and keeping the captains from killing each other. Drake has unfortunately only been moderately successful and the news that Braigar lost during his raid is an embarrassing setback. A stern and serious man he often finds himself at odds with the bandits lazy attitudes and tries to whip them into shape at every opportunity. Whilst this has kept most of the bandits in line there is a small group that has gotten frustrated with Drake and if given the opportunity would probably try to kill him to take over the Fortress.

Drake Herald

Medium humanoid(human), Lawful Evil

Challenge 1
(200 XP)

Armor Class 15 **STR** 16 (+3) **INT** 10 (+0)
Hit Points 25 (5d8)+5 **DEX** 12 (+1) **WIS** 10 (+0)
Speed 30ft **CON** 12 (+1) **CHA** 14 (+2)

Senses passive perception 10

Actions

Longsword. MWA +5, 9 (1d8 + 3) slashing damage
Orders. As a bonus action Drake can choose one friendly target within 15ft of him. That creature immediately uses its reaction to make a melee weapon to attack a hostile target within their range.

Tied to his belt is a number of keys, one each for the armoury, his room, the warlords room and the treasury. He tends to rub the treasury key with his thumb when he's nervous or agitated, developing the nervous tick because of what'll happen to him if he ever loses it.

Lizz Markana

Once a wife and mother to a small farming family she lost everything when a foreign army pillaged her home, leaving her with a large burn mark across her face. After the traumatic event she turned to crime in order to stay alive, taking food at knife point from travellers. Depressed and with nowhere to go she eventually found herself joining Braigars bandit group until they were absorbed into Greyrocks army. Having trained under Braigar she soon distinguished herself and the Warlord promoted her to be one of his captains. Despite the terrible things she has done and is willing to do Marakana lives her life one day at a time and tries not to dwell lest the guilt overtake her. She has a serious and commanding presence but a warm and kind heart that has made her popular with some of the less aggressive bandits.

Lizz Markana

Medium humanoid(human), chaotic neutral

Challenge 1
(200 XP)

Armor Class 14 **STR** 16 (+3) **INT** 11 (+0)
Hit Points 35 (5d8) + 10 **DEX** 14 (+2) **WIS** 10 (+0)
Speed 30ft **CON** 15 (+2) **CHA** 10 (+0)

Senses passive perception 10

Actions

Glaive. MWA +6, 10ft reach, 8 (1d10+ 3) slashing damage.

Sanata Lemore

For all appearances Sanata is the picture of a perfect priestess, she is kind, charitable, patient, and her aging looks give her a wise appearance. Even when she's seeing to the sick and wounded she tries to bring out their best, asking them questions and testing their knowledge. Despite these positive traits the bandits are utterly terrified of her, shaking when her name is mentioned and clamming up whenever she's around. The reason of course is because she is a priestess of Trezzahn, the Formless God, and it is well known that all of his worshippers are cannibals.

Sanata loves knowledge above everything else and if given an opportunity will more than happily engage in intellectual debates about magic, monsters and philosophy. If a player makes the unfortunate decision to impress her with their own knowledge or debating skills she will become 'infatuated' with them and invites them to have a more 'intimate' debate the next morning.

If the player arrives alone her mutated followers will grab them and she will prepare a ritual to eat their brain. If the player made the mistake of going alone Lizz will warn the rest of the group that Sanata is not to be trusted and they should check on their friend.

Secretly she wants to use the Fortress as a base of operations for expanding her cult, and if an opportunity presents itself she turns on Drake and tries to take over. She is armed with a cleaver and wears an **Amulet of Trezzahn** under her armour.

Sanata Lemore

Medium humanoid(human), Lawful Evil

Challenge 2
(450 XP)

Armor Class 12 **STR** 12 (+1) **INT** 13 (+1)
Hit Points 30 (6d8)+6 **DEX** 12 (+1) **WIS** 16 (+3)
Speed 30ft **CON** 12 (+1) **CHA** 14 (+2)

Saving Throws Wisdom +5
Skills Deception +4, Persuasion +4, Religion +4
Senses passive perception 13

Spellcasting. DC 13, +5 Hit;
Cantrips(at will): *light, sacred flame(1d8), thaumaturgy*
1st level(4 slots): *bane, inflict wounds(3d10), shield of faith*
2nd level(3 slots): *prayer of healing(2d8+3), spiritual weapon*

Actions

Cleaver. MWA +3, 4 (1d6 + 1) slashing damage
Mutant Touch. Sanata can touch a willing humanoid creature and twist it's form into a mad mockery of the creature it is, granting it a +4 Strength and -4 Wisdom bonus for an hour. If she runs out of spells she uses this ability on herself.

Mutated Bandit: AC 14; HP 11; Spd 30ft; Bite +5, 6 (1d4+4); Str +4, Dex +2, Con +1, Int +0, Wis -2, Cha -1; CR 1/8; XP 25.

Yari Toms

Medium humanoid(human), Chaotic Evil

Challenge 2
(450 XP)

Armor Class 13 **STR** 16 (+3) **INT** 10 (+0)
Hit Points 36 (6d8)+12 **DEX** 14 (+2) **WIS** 12 (+1)
Speed 30ft **CON** 14 (+2) **CHA** 10 (+0)

Saving Throws Dexterity +4
Skills Acrobatics +4, Athletics +5
Senses passive perception 11

Undisciplined Fire Strike (2 Ki Points). When Yari hits with a melee attack he can use 1 Ki point to cause his fists to ignite fire on his enemies, causing an extra 1d6 fire damage.

Actions

Multiaction. Yari makes two unarmed attacks.
Unarmed Attack. MWA +5, 5 (1d4 + 3) bludgeoning damage.

Yari Toms

A failed student of the secretive monastery of the Fire Seekers, Yari turned to a life of crime after he was expelled for his lack of discipline. Despite this Yari is a dangerous close quarters combatant and he knows it, enjoying nothing more than revelling in his superior strength and skills. He joined Greyrocks bandits because the Warlord

promised him riches and all his needs met but Yari's presence in the fort has been a mixed blessing. Whilst he is a strong warrior he always picks fights with the other captains to prove he's stronger and these disruptive challenges is partly why Braigar left to go raiding on his own. He hates Sanata, and looks for any excuse to convince Drake to throw her out of the fortress.

Torg

Torg is an outcast Kalag and is a bit of a novelty amongst the Greyrock bandits. He has a nasty attitude and a clear dislike for his compatriots, but his skill at combat makes him an indisposible asset in raids. He keeps to himself and the bandits leave him alone, a situation he is more than happy to keep up. He was outcast from his tribe when they discovered a silver elven sword, Nardual. His kin wanted to destroy it but Torg wanted it for himself. He killed one of his own kind for the blade and left the lands of the Kalag, knowing that he could never again be one of them. He was ambushed by the Greyrock bandits but after killing a number of them with their captain, Yari Toms, decided to invite him into their group.

Torg and the bandits mutual hatred has not cooled in the time he has been in the Fortress, and if his fellow bandits came under attack he is mostly likely to just sit and watch them die. He would defend himself if attacked but if it looked like the bandits were going to lose he's likely to simply walk out of the door and go live in the forest. He could be convinced to turn on the bandits to settle 'old scores', or vice versa, but he would make a very tenuous ally since he cannot hide his intense dislike for other races. Of his people and tribe he will say nothing for he still holds some pride as a warrior of the Kalag.

If he came into conflict with the bandits and the party aided him he could give them the sword as a reward, before leaving to live alone in the forest.

Yari Toms

Medium humanoid(human), Chaotic Evil

Challenge 2
(450 XP)

Armor Class 13 **STR** 16 (+3) **INT** 10 (+0)
Hit Points 36 (6d8)+12 **DEX** 14 (+2) **WIS** 12 (+1)
Speed 30ft **CON** 14 (+2) **CHA** 10 (+0)

Saving Throws Dexterity +4
Skills Acrobatics +4, Athletics +5
Senses passive perception 11

Undisciplined Fire Strike (2 Ki Points). When Yari hits with a melee attack he can use 1 Ki point to cause his fists to ignite fire on his enemies, causing an extra 1d6 fire damage.

Actions

Multiaction. Yari makes two unarmed attacks.
Unarmed Attack. MWA +5, 5 (1d4 + 3) bludgeoning damage.

Norland

Keeper and trainer of Fortress's dogs Norland is not actually a very violent person and doesn't actually know how to use a weapon. On the other hand it would be hard to call him a good person since he is more then happy to sick his dogs on people and watch them get ripped apart. He loves his dogs above everything else and spends most of his time with them, looking after them and training them. In a fight he stays back and commands his dogs to attack in his place, but as each of his dogs go down he becomes depressed until finally he calls off the attack and weeps over the bodies of his dead dogs. He hates Yari because he once kicked one of his dogs and would love nothing more then to see him suffer for that.

Fort Greyrock

50 Bandits: AC 14; HP 11; Spd 30ft; Melee longsword +3, 5 (1d8+1); Str +1, Dex +2, Con +1, Int +0, Wis +0, Cha -1; CR 1/8; XP 25.

5 Mastiff: AC 12; HP 5; Spd 40ft; Melee Bite +3, 4 (1d6+1); Str +1, Dex +2, Con +1, Int -4, Wis +1, Cha -2; CR 1/8; XP 25.

B1. Gatehouse

The gate to the Fortress is mainly a thick wooden barricade, narrowing to a door only big enough to fit two medium creatures or a single cart. The Warlord never predicted he'd have too many people living in the fort and designed it to greatly thwart any attempts of a larger army from breaking inside. Three bowmen sit above the gatehouse, keeping watch for intruders or new recruits. If someone they don't recognise approaches they'll ask for the password, which is "*Aren't these blue belladonna's nice*". Occasionally they might ask for a password from people they actually do know, taking minor pleasure in frustrating their peers. If given the password they call down to the two guards behind the gate to open it. Inside the Gatehouse is a bell used to sound the alarm, which can be rung loud enough to even wake up those sleeping inside the barracks.

B2. Fort Courtyard

The courtyard of the fortress is a cross between a training yard and a camp site, centered around a well linked to a reservoir of clean water. Between the forced labour and the new surge of recruits the fortress actually ran out of space and the Warlord ordered people to set up tents in the courtyard. Most of the tents are empty now but a few unfortunate bandits have been forced to sleep outside. Torg can often be found in the Courtyard by himself while Norland is often training with his dogs outside.

B3. Barricks

Full of beds and poorly maintained chests this is where the majority of the bandits sleep and keep their personal items. Though anything of true value has either already been seized by a captain, buried somewhere, or kept on their person leaving the chests mostly filled with spare clothes and old sheets. On a normal day there's usually at least ten bandits resting or napping in the beds.

Bandit Guard Awareness

Peaceful, Watch Passive Perception 8: The bandits are tired and extremely bored, only occasionally looking out across the walls for intruders.

Suspicious, Watch Passive Perception 12: If there's a loud noise, smoke from a fire or some other suspicious activity the watch perks up and keeps a closer eye on the area surrounding the Fortress until the next day.

High Alert, Watch Passive Perception 15: If the bandits are aware there are intruders they go on high alert and keep a dedicated watch of multiple people on all the walls until the intruders are found or a week has passed.

B4. Dining Hall

Dominated by two long tables the dining hall is the most popular room in the Fortress for drinking and gambling between the bandits. A stone throne sits at the end of the table, it's size and girth clearly designed for a heavy dwarf, and whenever Drake sits on it during meal times he looks slightly comical. Yari is often here arm wrestling the other bandits for his own enjoyment.

B5. Kitchin

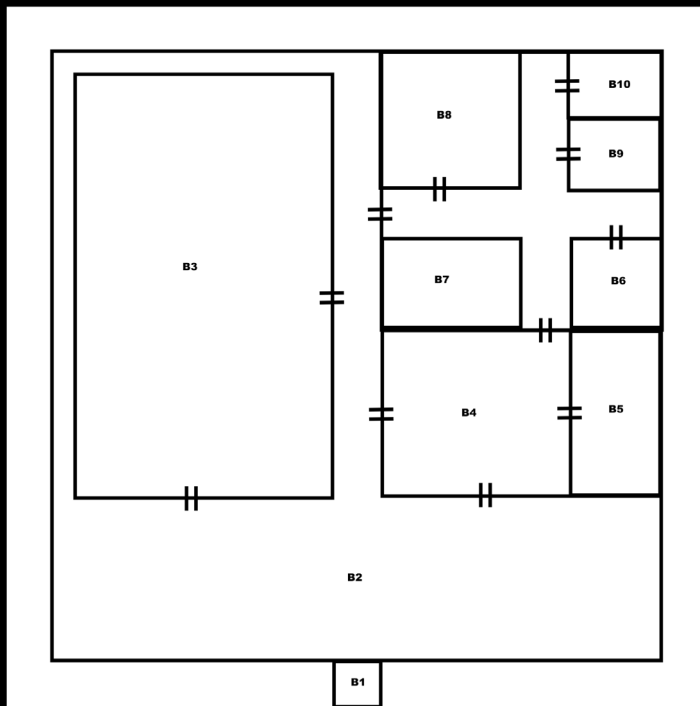
A decently sized kitchen with a stockroom just beside it, the civilian chef and his staff are normally working all day in order to keep the bandits fed and refreshed. They've been here for years and the bandits have gotten used to their presence and only occasionally bully them. While they would like to escape convincing them to assist against the bandits is difficult unless they can be confident of the players victory. The kitchen staff don't know much about what the bandits are planning, only that some sort of dig is underway, but they can happily inform the players of the various strained relationships between the captains.

B6. Armoury

One of the only locked chambers in the Fortress, the armoury maintains the bandits equipment. It can be opened with a DC 12 sleight of hand check. Most of the bandits keep and maintain their own weapons but the Warlord keeps a stockpile of extras for new recruits and specific tasks. The armoury is full of pole armed weapons because the bandits don't normally use them, and the Warlord long ago gave up trying to supply the fort with better armor. Almost nobody ever goes in the armoury but a few bandits have been using it as a meeting spot at night to discuss their plans for killing Drake.

B7. Chapel

An old stockpile room converted into a chapel, white banners and candles have been hung on the walls as decoration. Four benches have been placed before a wooden altar covered in a white sheet, on the altar are two golden candlesticks but no sign of a holy symbol. This is where Sanata and her 'followers' spend most their time when she's not tending to the sick in the barracks.



B8. Officer Rooms

This long line of rooms is where the captain's Yari, Sanata, Norland, Lizz and Drake sleep. Each of their rooms contain their personal effects and the best furniture in the Fortress. Each has a key to their own room to ensure their security and each requires a DC 15 sleight of hand check to unlock. If things are peaceful all the captains sleep at night, but if an alert has been sounded then two remain awake each night.

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B9. Warlords Room

The biggest and most decorated room in the entire Fortress, the Warlords chambers are fit for even a high noble. Old elven relics, banners, pottery and even art litter his room which were taken from ruins and his various raids. Despite the rooms clear opulence his bed is a simple thin sheet over a stone block, Greyrock was never able to get used to soft beds from his time as a mercenary. Upon his table are a series of maps and charts for the northern part of Ramulia, including a copy of a map documenting a path to the Summer Palace ruins.

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The door to the Warlords chamber is locked and requires a DC 20 sleight of hand check to unlock. Inside is a locked chest, DC 18 to unlock, that holds the Warlord's personal wealth of 400 gold and a stone *Dwarf Figurine* of a dwarf warrior his mother carved for him.

B10. Treasure room

The treasure room is locked with a DC 22 lock and contains gems, artifacts and valuable goods worth 1200 gold altogether. The treasure room also contains the magic longbow *Mahtan-Felagund*, which the Warlord stored away since he couldn't use it very well.

Running the Fortress

There are multiple ways the Fortress could be handled and the players should be encouraged to explore their options before coming to a decision. The bandits are at their most dangerous when they're working together, between the number of foot soldiers and the lethality of the captains a small group of level 3 characters would be hard pressed to fight them all at once. But the fortress in it's current state is deeply divided and anything that would increase the stress of it's residents would divide them even further. Below are a few examples of how the Fort could be assaulted and how the bandits would react.

Sound the Alarm!

If the players are discovered as intruders inside or outside the fortress then the Bandits rush to sound the alarm, which consists of swearing and shouting loudly until someone rings the bell in the Gatehouse. If the bell is never rung but there is shouting then the bandits are slower to react, sending out small groups of five to investigate before the rest of the bandits come running. If the bell is rung then all the bandits, including the captains, come running to the courtyard. If they cannot find the intruders, or they have escaped into the woods, then Drake orders Yari and Norland to pursue. The two will leave with 20 of the bandits and all 5 mastiffs to hunt the players down. If the players have taken no precaution to mask their scent then the dogs will find their trail. Yari ends the search if they haven't found anything after an hour or if the players trial leaves the forest.

Where did everyone go?

The bandits have been without a proper supply chain since the Warlord left and they've started to run out of a few essentials. A team of five is usually sent out every other day to gather some firewood or hunt animals for extra food. If one of these teams never return Drake will send Yari and Norland out with 10 bandits to go find them. If they can't find anything or they don't come back themselves then two possible rumors start to spread in the Fortress. Either there's someone out there killing people, or the bandits got fed up and left the Fortress for good. If the bandits suspect there are dangerous intruders they go on high alert and remain in the fortress, but after a week of attacks or just nothing the bandits will start getting stressed, tired and fracture into infighting. If there's simply no sign of the missing bandits then Drake's leadership is finally put to the test and the Fortress splits into a battle between loyalists and traitors.

Friend or Foe!

The players may attempt to pass themselves off as new recruits, or not even hide who they are, and announce their wish to join the bandits. The Warlord has been an ambitious recruiter so even if the players are a clear danger the bandits would be hard pressed to turn their offer down. Drake will demand some sort of tribute, whilst guarded by 15 of his men just to be safe, as proof of the player's intention to join. He might also send them on a hunt for a dangerous creature of the mountain in order to prove their ability and loyalty. If the players pass Drake tells them that their new Captain is 'Lizzy' and leaves her

to handle them.

Lizz will go through the motions with the players, giving them a short tour of the barracks and the dining area. She'll answer any questions they have, she can tell them the Warlord is somewhere north digging up ruins but she's personally never been, and that a half-elf called Redirid was paying them to raid Dalmill's roads but he left with the Warlord to the ruins. If the players ask too many questions or ask something risky, like more specific details about where the Warlord is, she'll take them to the side and accuse them of not actually wanting to join the bandits. She asks them what they're after and warns them they should leave, because if Drake suspects anything he'll have their ribs cracked open. If they just want to find out what the Warlord is planning she doesn't know, no one's heard from him for at least a month. She tells them that the Warlord always keeps extra maps in his room and if they're planning on taking it they should do so quickly and not come back.

On the other hand if the players make it clear they want to be rid of the bandits Lizz is divided, she agrees the bandits need to go but can't justify personally helping the players do it. If the players have taken the time to learn about her history or discover it later she can be easily guilted into helping, otherwise a persuasion check of DC 16 is needed for her to even consider it. If she ends up helping them she instructs them that they should inflame the bandits rivalries and can help point them in the right direction to do that.

You can trust me!

If the players enlist Gregors aid he helps them talk their way into joining the bandits, explaining away the absence of his team of bandits with a story of them trying to kill him or running away. He starts pitting the bandits against one another to help weaken the fortress, but if the players don't keep an eye on him he goes above and beyond the line of duty. Gregor has seen the writing on the wall for the Greyrock bandits and plans to get away with as much loot as he can.

He tries to convince the party that their property should be taking down Drake or Yari, as they are the main figures keeping order in the fort. If the party agree he starts warning other bandits about this in order to cause a massive brawl in the fortress so he can steal from the treasury during the confusion. If anything goes wrong with his plan Gregor immediately tries to escape, he likes living more than he likes gold.

If Gregor Survives

If by some chance Gregor is still alive by the end of the chapter he starts showing an uncanny ability to escape danger and imprisonment. If he's been handed over to the authorities he escape's their custody thanks to some fast talking and his sticky fingers. He'll continue to turn up working for an antagonists in each chapter, and is even willing to betray them to the players right up until he betrays the players in turn once a chance to steal treasure comes up. If by some miracle Gregor survives doing this throughout the entire adventure then he becomes a Lord of Trenton, and thanks to his riches and inclination for betrayal he fits right in amongst the other nobles.

Rewards

For acquiring the map to the Summer Palace grant the party 2300xp, if they defeated or routed all the bandits in the fortress grant the party an additional 500xp to split.

If the players return to Dalmill the Sheriff gives them their reward of 1000 gold but also asks they investigate the ruins the Warlord is excavating for another 1000 gold. The sheriff grants this additional reward even if the players don't return right after leaving the fortress.

Conclusion

If Lizz, or any of the named bandits survive they move on to greener pastures. If the players have offered any of them work, or otherwise convinced them to give up a life of banditry then instead they go to Dalmill. Some of them might appear as future minions to an antagonist in a later chapter, but if they've truly repented then instead they either work for the Sheriff or take on a civilian job.

Part Seven, Vasatar

Erupting from the ground during an earthquake, the Summer Palace was filled with dangerous monsters and most of its inner chambers remained buried. Feredir did not have the manpower to dig a path to his ultimate prize, the Golem Vasatar, so he decided to enlist the Warlords help by telling him about the ruin and the treasures it might hold. After some negotiation the Warlord agreed to help break into the ruin and brought his forces to clear the ruins of monsters and his 'workers' to excavate it for treasure. However digging up the ruins proved to be far more time consuming than anyone had expected and the bandits have been busy trying to excavate the ruined chambers for the last two months. The relationship between Greyrock and Feredir has plummeted since then, the Warlord was certain that Feredir was hiding something since he kept insisting they keep digging even after all the treasure they found.

Unfortunately for Greyrock Feredir finally found his prize after the latest excavation and ordered his men to kill anyone that approaches the central chamber. Taking control of the palaces magical defenses Feredir has unleashed them upon the bandits, throwing the underground hallways into chaos.

By the time the party arrive Feredir is in the central chamber trying to awaken the golem, Vasatar, while the Warlord has entrenched himself with his remaining bandits in the secret lab below the palace.

The Summer Palace

C1. The Palace Entrance

The cliff face here seems to have cracked open revealing a path that winds towards a beautiful but aged doorway. The green plaster of the walls has withered away and been overtaken by moss and the grand door frame, depicting a tall tree reaching skywards, is chipped and broken.

A small wooden barricade separates the ruin from the outside world, but whoever was keeping watch here seems to have abandoned it. **2 Brown Bears** are currently lingering around the barricade, but they can be tempted away with some food or a DC 14 handle animal check.

Brown Bear: AC 11; HP 34; Spd 40ft; Melee Bite +5, 8 (1d8+4), Melee Claw +5, 11 (2d6+4); Str +4, Dex +0, Con +3, Int -4, Wis +1, Cha -2; CR 1; XP 200.

C2. Ettercap Caverns

Not all of the palace survived the devastation of the earthquake that sealed it underground, the northern wing was completely demolished. A group of Ettercaps started making the ruins their home but Feredir and the bandits fought long and hard to push them out. The remaining Ettercaps are frenzied with hunger and attack anything wandering into their nests with reckless abandon. 3 Starving Ettercaps are hiding in the small holes dotting the cavern and a DC 15 perception check is needed to notice them.

The Ettercaps try to web shoot as much of the party as possible, but focus all their attacks on a single target. As soon as a player goes down with 0 hit points the remaining Ettercaps try to escape with the body back down one of the small holes.

Starving Ettercap

Medium monstrosity, neutral evil

Challenge 2
(450 XP)

Armor Class 13	STR 14 (+2)	INT 7 (-2)
Hit Points 22 (4d8+4)	DEX 15 (+2)	WIS 12 (+1)
Speed 30ft, 30ft climb	CON 13 (+1)	CHA 8 (-1)

Senses Darkvision 60ft., passive Perception 11

Web walker. The ettercap ignores movement restrictions caused by webbing.

Actions

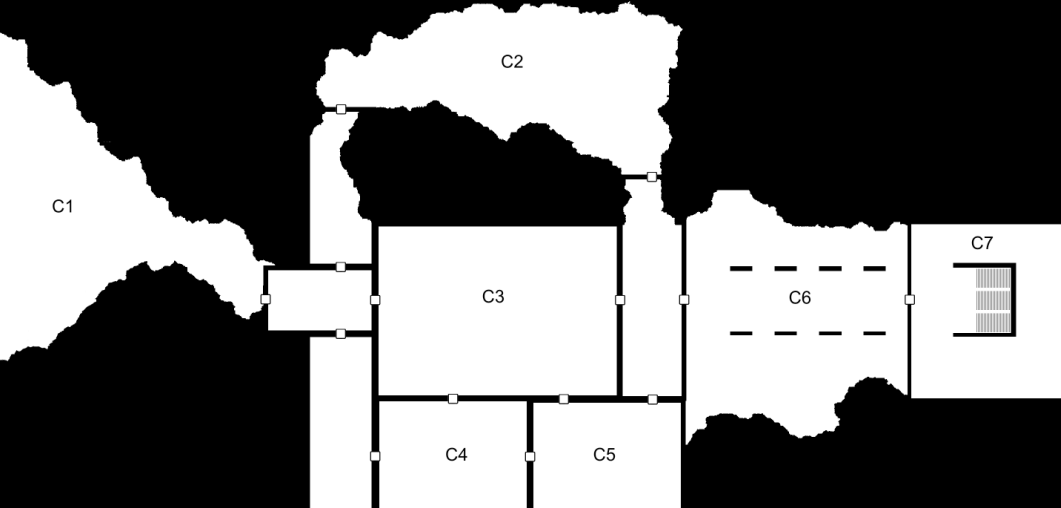
Multiattack. The ettercap makes two bite attacks.

Bite. MWA +4, 5 (1d6 + 2) piercing damage plus 3 (1d6) poison damage.

Web (Recharge 5-6). RWA: +4 to hit, range 30/60 ft., one Large or smaller creature. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

C3. Art room

A long room decorated with faded paintings and ruined statues, the pieces of art littering the room have been ruined beyond repair. The art was originally protected by powerful enchantments designed to harm or incapacitate thieves but the traps have degenerated from their original purpose and have become animated, attacking any intruders that gain their attention. **6 Animated Traps (30)**, sparking with energy and the colour of their elemental damage are standing in the room.



Animated Trap

Small construct, unaligned

Challenge 1/2
(100 XP)

Armor Class 15 **STR** 10 (+0) **INT** 3 (-4)
Hit Points 18 (3d6)+9 **DEX** 16 (+3) **WIS** 8 (-1)
Speed 30ft **CON** 16 (+3) **CHA** 1 (-5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Darkvision 60ft., passive Perception 9

Actions

Trigger Trap. MWA +4, deals either 6 (2d6) Fire, Acid, Frost or Lightning damage. After hitting with this attack Animated Trap drops to 0 Hit Points.

C4. Bandit Sleeping Chambers

With faded and patchy red wallpaper this room served as the bandits sleeping chambers during the excavation. However when the security system became active Animated Traps and Palace Golems attacked, killing or driving away most of the bandits still on the upper floors. A **Palace Golem**, a bulky humanoid figure made from wood and amber, stands in the room surrounded by bloody corpses. It immediately attacks the players as soon as it notices them.

Amongst the corpses of the bandits there is about 30 gold coins, and some food supplies in broken crates.

C5. Common room

An old common room that has now been used to sort and clean the relics found during the excavation. A number of historic treasures are in this room from pottery, small statues, silver cutlery and even a few jewel encrusted hair brushes. **4 Bandits(26)** are in the room at the moment

Palace Golem

Large construct, unaligned

Challenge 2
(450 XP)

Armor Class 12 **STR** 18 (+4) **INT** 3 (-4)
Hit Points 48 (6d10)+18 **DEX** 7 (-2) **WIS** 8 (-1)
Speed 30ft **CON** 16 (+3) **CHA** 1 (-5)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities acid, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Darkvision 60ft., passive Perception 9

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Actions

Slam. MWA +6, 10ft reach, 12 (2d8 + 4) bludgeoning damage.

trying to collect what treasures they can into a pair of sacks before trying to escape the ruin. If spoken to the Bandits can explain they came here to dig up treasure but suddenly golems started appearing and they got cut off from the Warlord and the rest of the bandits. If uninterrupted the bandits will take everything of value before trying to flee the ruins, but if attacked they'll abandon the treasure and flee if 2 of them are brought down to 0 HP.

Altogether the treasure in the room is worth 500 gold, but amongst the items is also a glowing rune slab which serves as a key for C11.

C6. Garden Ruins

Once lined with grand marble pillars depicting the passing of winter and the coming of summer, all that remains of the Summer Palaces garden is now the ruined bases of its pillars and the weeds and vines that have trampled all the over the flower beds. A sickly sweet smell wafts over the path and anyone in the room must make a DC 6 constitution saving throw every turn or fall asleep for 1 turn. A **Palace Golem(30)** patrols the garden and prioritises its attack on creatures that have fallen asleep.

C7. Memorial and Lab Entrance

Decorated with images of the summer this stone structure at first appears to be a memorial but at the centre of the room a secret staircase has been revealed. A **Palace Golem (30)** and **4 Animated Traps (30)** stand guard over the staircase.

C8. Barricaded Hallway

Below the Stone monument the walls are lined with twisted roots which feel slightly warm to the touch. At the end of the hallway a is a thick dark wooden door which the bandits have barricaded from the other side in order to stop the **5 Animated Traps(30)** lingering in the hallway from getting inside. The traps attack any intruders the moment they see them.

C9. Bandit bunker

A former lab for the Summer Palace this dilapidated room now serves as the bandits bunker against the roaming Golems and traps. When the bandits originally came to the Palace they were 50 in number, but most of them either fled or were killed when the security system was activated. Warlord Greyrock is here and furious at Feredir for his betrayal and wants revenge above everything else. The remaining 10 Bandits (26) however are far less enthusiastic at the prospect and would rather escape this deathtrap.

When the players finish their combat in C8 a bandit sentry will call out to them from behind the door and question who they are and how they got here. If they tell him there from outside he'll realise that the path out of the ruin must be clear and he'll invite the party in to speak with the Warlord. Greyrock quickly announces that with their help they can get revenge on Feredir and claim the treasure inside the ruin, but his men won't go and want to use this opportunity to escape instead. A DC 16 intimidation roll can convince three of bandits to join the Warlords raid, but the others are beyond being convinced even with threats of violence. For defying his command the Warlord might attack one of his bandits, causing the room to fall into chaos which the party would be dragged into. If the party haven't attacked Greyrock he joins them in order to pursue his revenge.

The bandits here have taken a few treasures from the ruin, old alchemy flasks, shards of different coloured crystals and jewels worth 300 gold all together. The Warlord is armed with his **Greyrock Hammer**.

Warlord Greyrock

Medium humanoid (dwarf), neutral evil

Challenge 2
(450 XP)

Armor Class 14

STR 16 (+3)

INT 10 (+0)

Hit Points 67 (9d8 + 27)

DEX 12 (+1)

WIS 11 (+0)

Speed 30ft

CON 17 (+3)

CHA 10 (+0)

Senses Darkvision 60ft., passive Perception 10

Reckless. At the start of his turn, Greyrock can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Greyrock Hammer. MWA +5, 9 (1d10 + 4) bludgeoning damage.

C10. Display Room

This room once held a number of display cases with small valuable artifacts inside, but the bandits broke into all of them and moved the objects to C5. However they did miss a small shard of blue gem amongst the glass worth 80 gold.

To the north of the room a seemingly normal wall is glowing with three bright blue rune lines. If the Warlord is with the party he'll note that he's never seen the wall do that before. The wall is actually a door that was deactivated until the Palace defenses were turned back on. At the centre of the door is a small slot, which can be either opened with the key from C5 or with a combined DC 15 Sleight of Hand and Arcane check.

C11. Iolas's Office

Unlike many of the rooms of the palace this one is quite well preserved, it's wall hangings still hold colour and wood of the desk sitting in the middle has only darkened with age. Behind the desk is a skeleton of an elf his fine robes, **Iolas's Robe of Protection**, somehow surviving the years left alone in the ruins. On the desk is a letter in elven that shares the hand writing with the lab notes in A14 of the Elven Mansion ruins.

My king, Merilairon.

I pray that you or someone else finds this letter before it's too late. I don't know exactly what happened or how much time has passed but after a terrible earthquake I have become sealed in my office. Only now though do I realise it is only right that I die here in this cruel manner.

We should never have started to build Vasatar Merilairon, it is no holy saviour but an abomination. Sáralondë have mercy on our souls, I do not know what you feared so much that you felt this thing was necessary, but no threat is worth the price of unleashing Vasatar on the world. My only solace is the knowledge that we never finished it and that can be stopped by destroying its heart.

Do not awaken Vastar Merilairon, it will bring only death to you and your kingdom.

Iolas, Royal Scientist of Rúmil

To the side of the desk is a wooden bin which has a number of papers inside. All the papers have burn marks on them and it's clear someone tried to purposely destroy them, but there are a few in that have survived:

-a true wonder they were able to bring the branch here. For just the first night I lay next to it, wondering if I could hear our ancestors if I listened hard enough. With this the future of the Elven race will finally be secured.

-the power source continues to prove inefficient. The wood conducts Aether beautifully but it burns through the sap so quickly. I don't know if we'll ever find a power strong enough to awaken Vasatar for more than a few hours.

-almost died today. Getting him out of Vasatar proved difficult, though luckily we had some of the emergency scrolls on hand. I've requested we store a few backups in the auxiliary labs in case this happens again.

-Merilairon came with a strange request today. He wants Vasatar enchanted so only he and his bloodline can control it. I'm nervous about defying the Elders in this manner, but Merilairon makes a good point. Vasatar is too powerful to just let anyone pilot it, better we restrict it's use in case the worse comes to pass.

C12. Golem Resting Chamber

Inside this room are strange thrones of wood and roots that are empty now, save for a few sat on by broken down golems. A small pool of water rests in the centre of the room, and as the players approach the water begins to animate and takes the form of the Half-Elf **Feredir Merilairon**. As his image appears in the water he seems distracted for a moment as he talks to someone out of sight before saying *"Hold on, someone's tripped my alarm"* and then turns to address the party. If the Warlord is present he swears vengeance against him and Feredir allows himself a short moment to gloat before turning his attention to the party. Feredir asks who the party are, dismissing any notion that they are also bandits, but does introduce himself if asked. Feredir is in a very arrogant mood and will answer a few questions before announcing his ambitions, but he's well trained not to reveal too much even if he thinks there's no way he can lose.

Question Examples:

-The Green Man? "Oh I know him, but after I'm done I'll be the one giving him orders"

-Merilairon? "The king of Rumil was my grandfather. But I'm the only one who deserves to wield Vasatar"

-What is Vasatar? "A Golem made from a branch of Glorindel. It's power is unmatched in this world, I bet it could even kill one of those legendary dragons"

-Vasatar has a weakness. "I'm not surprised. But even with drawbacks there's nothing anyone can do to stop it"

After a short conversation or if asked about his plans Feredir will happily declare his ambition to lay waste to Dalmill and conquer Ramulia. If questioned why he wants to destroy Dalmill he'll answer:

"Dalmill is an eyesore. Your human king has no right to claim this land. I will return it to it's rightful people, and then I will finally get everything I want"



Though the party won't discover the nature of Feredir's motive for some time, the truth is he wants to destroy Dalmill to prove to his father that he deserves to have a place by his side when he takes over Ramulia.

By this point Feredir turns his head slightly and smiles commenting that he can't have anyone interfering at this crucial stage. The image begins to fall apart and the water forms **4 Elemental Assassins** which attack the party.

Elemental Assassin

Challenge 1
(100 XP)

Medium Elemental, neutral evil

Armor Class 13 **STR** 18 (+4) **INT** 5 (-3)
Hit Points 36 (4d10+16) **DEX** 14 (+2) **WIS** 10 (+0)
Speed 30ft **CON** 16 (+3) **CHA** 8 (-1)

Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft., passive Perception 10

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Sneak Attack. If the Elemental Assassin has an ally within 5ft of it's target it deals an extra 1d6 bludgeoning damage.

Actions

Slam. MWA +6, 7 (1d6 + 4) bludgeoning damage.

C13. Power Room

The tree trunks and roots lining the walls of the ruin converge into this room to form a gnarled tree stump holding a floating green orb. It is from this room the palace golems are operated and powered from. The green orb is actually a replica Feredir stole from his family in order to take control of the Palaces magical defenses, but it will quickly run out of power after 24 hours. If the orb is removed or damaged it explodes as the Aether being channelled through it fluctuates, dealing 1d8 slashing damage to any creature within 10ft and causes the remaining golems to go berserk. The Orb can be successfully removed with a DC 18 Arcane or Sleight of Hand check which immediately powers down the remaining golems roaming the Palace. Undamaged the orb is worth 200 gold, but it can also serve the material component of a spell up to 500 golds worth.

The orb is guarded by **2 Incognito's**, masked brainwashed servants of the secretive Copper Kings organization.

Incognito <i>Medium humanoid(human), lawful evil</i>		Challenge 1/4 (50 XP)
Armor Class 14	STR 14 (+2)	INT 10 (+0)
Hit Points 20 (4d8)+4	DEX 15 (+2)	WIS 10 (+0)
Speed 30ft	CON 12 (+1)	CHA 10 (+0)
Senses Passive Perception 10		
No Evidence. As soon as the Incognito HP is reduced to 0 through either lethal or nonlethal damage its body bursts into flames, dealing 1d6 fire damage to any creature within 5ft and destroying any non-magical equipment held by the Incognito.		
Actions		
Scimitar. MWA +4, 5 (1d6 + 2) slashing damage.		
Longbow. RWA: +4, range 100 ft., 6 (1d8 + 2) piercing damage.		

C14. Auxiliary Lab A

Inside this room are a number of aged and damaged arcane equipment, a DC 14 Arcane check can decipher that the room seems to be focused on studying and experimenting on objects that can hold Aether. Inside a locked safe (DC 14) is a fragment of a green orb, which can be sold for 100 gold or used to replace a material component of a spell up to 200 golds worth. Amongst ruined papers on the back wall is a scroll of Dispel Magic.

A single **Palace Golem(30)** guards the room.

C15. Auxiliary Lab B

Little remains of the lab as most of it has been used to barricade the door from the golems. The slaves Warlord Greyrock has been using to excavate the ruins fled inside this lab after they were attacked by the golems, but only 8 of them managed to survive to seal themselves into lab. If they hear noises from the hallway they'll call out for help, opening the way if they get a response back. They've been

trapped down here for a long time now and many of them are suffering from thirst, if anyone gives them food or water one of them gives the party a Dispel Magic scroll he took from the lab. Alternatively if threatened they'll give up the scroll as well, and if Greyrock is here he orders them to wait outside the ruins for when he gets back.

C16. Main Lab

A number of robots converge in this room to create small tables, if the Power Orb has not been removed from C13 then blue runes float above the tables. Here is where the scientists would study Vasatar's condition, and if the runes are still working they begin to slowly turn red, underlined by the Elven word for Warning. The main lab is guarded by **2 Palace Golems (30)** and **4 Incognito's**, but if the Power Orb has been damaged then two of the Incognito's are dead by the time the party enter the room.

C17. The Elder Golem, Vasatar

As the players arrive Feredir has just finished his ritual to fuse with the golem to begin it's awakening, pulled into it's chest to become it's beating heart. Read the following text:

A haunting green light fills the large chamber radiating from a massive humanoid figure of charred black wood. Its back is arched and it's hands pushed forward as if it was awakening from a painful nightmare. Within its eroded chest sits a massive gem of green sap, inside of which is the faded figure of Feredir. With a cry like a tree splitting in half the figure begins to stir, sending a tremor through the floor.

The golem hasn't completed its awakening yet and Feredir's 6 Incognito's move to intercept the players if they attempt to harm the golem's heart. Even in its incomplete form the golem's power is immense, able to shake the room and launch beams of pure Aether out of it's eye to attack the players with.

Vasatar is a Titanic sized creature, it's heart looming 10ft over the room, normally it would not fit on a normal battlemat but only the upper half of it's body is in the room. For the purposes of the fight the upper half of it's body counts as a gargantuan creature.

After 6 rounds Vasatar fully awakens and uses its fists to destroy the roof, causing large blocks of rubble to collapse into the room. Any creature not climbing on or under Vasatar must make a DC 16 Dex saving throw or take 4d6 bludgeoning damage from the falling debris.

After the ceiling is opened Vasatar begins climbing out of the ruins of the Summer Palace presenting the party with their final chance to defeat the golem before it makes it's way towards Dalmill. Whilst the golem's body is nearly impervious to normal attacks, even in its awakened state the heart crystal maintains it's flawed structure and can still be destroyed. Whilst Vasatar is moving it is harder to climb however, on it's turn everyone not secured down has to make a DC 12 athletics or acrobatics check to avoid falling off. Due to Vasatar's massive size he counts as a Titanic creature, which means he can't fit onto a normal battle grid. In cases like this Titanic battles should be run more like events than a typical grid map, or even make the creature the grid.



Vasatar's Heart

Large construct, unaligned

Challenge 5
(1800 XP)

Armor Class 12	STR 18 (+4)	INT 3 (-4)
Hit Points 90	DEX 7 (-2)	WIS 8 (-1)
Speed 0ft	CON 16 (+3)	CHA 1 (-5)

Damage Resistances piercing, slashing
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Darkvision 60ft., passive Perception 11

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Dispel Weakness. If the heart is targeted by a Dispel Magic spell then it loses 10 HP per spell level.

Actions

Rumble. Vasatar can cause its body to shake as it tries to move, any creature climbing on Vasatar must make a DC 12 athletics or acrobatics check or fall off.

Shake. Vasatar moves its hands slightly to cause the floor to shudder and shake. Any creature standing must make a DC 12 strength check or fall prone.

Aether Beam (Recharge 5-6). Vasatar channels Aether into its eye to cause a 50ft line of green fire to shoot out from it, burning anything for 3d6 fire damage within the area of effect. A successful DC 12 dexterity saving throw takes half damage.

Unfortunately for Feredir Vasatar's power source is still imperfect and the golem will only function for a few hours. In truth destroying Dalmill is as far as his ambition will ever take him.

As soon as the casing of the heart crystal is broken or dispelled the haunting glow emitting from Vasatar dims and Feredir falls out of the crystal covered in a green sludge. As the sludge makes contact with the air it ignites into green fire burning Feredir alive, though it does nothing to anyone else that touches it. Take note of what happens to Feredir's body, for the Obsidian Dawn will abduct it at the first opportunity in order to bring him back to life and question him.

Rewards

For defeating Vasatar and ending Feredir's ambition grant the party 9200xp. If they defeated Vasatar before it awakened grant each player an additional 200xp. Although most of Feredir's equipment is destroyed by the green fire his magic cloak, **Feredir's Cloak of Resistance**, survives.

The Sheriff rewards them with a 1000 gold for defeating the bandits, and if the player's victory over Vasatar is reported then King Alred summons them for further rewards covered in the conclusion.

Conclusion

If Warlord Greyrock is still alive by the end of the Summer Palace he makes his leave back to his Fortress to rebuild his forces, but depending on the state the party have left it in then this day may be the end of Greyrock's own ambitions. If nothing else is left for him the Dwarf retires

and journeys to find some home where a cruel and damned soul like himself can find peace.

If Vasatar broke through the Palace roof or the party reported their victory then they are invited to Castle Dalmill as honoured guests of the King.

The chamberlin, **Charles Ejiopor**, is very reluctant to allow the party into the castle, especially if they are not nobles or 'look like they just fell into a swamp'. He makes an attempt to get the party to clean themselves up before he'll allow them into the King's court room, but **King Alred** interrupts the attempt and comes out to meet the party in person. Being 16 years old Alred has little patience for the 'proper' way these things should be done and much prefers a down to earth approach. He's not naive though and as soon as he meets the party he has a general idea of their personalities. He's polite to the academics in the party but it's clear he much prefers to talk to any melee focused characters, personally valuing face to face combat and physical exertion over support roles.

If the players have a good relationship with the Sheriff or have proven themselves honourable then Alred tries a little too hard to become friends with them. Most of the time he maintains a mature dignified approach to life, but occasionally it slips to reveal a young man brimming with confidence who just wants good company.

In recognition for the parties efforts King Alred grants them the honorary title of Shield Masters, which gives them entry to the castle and certain court affairs. To mark the occasion he holds a small celebration attended by Priestress Bankath, The Sheriff and Troy Redbarrow, though he apologises for the lack of food served. Since Ramulia is set to face a food crisis Alred doesn't believe in being wasteful so only a modest meal is served during the celebration.

With their victory the players heroic status is cemented and everyone in Dalmill recognises them from this day on.

Downtime and Preparation

With Feredir's defeat a week/month of calm sets into Dalmill, issues and adventures might appear but the major players are still preparing their new plots. Take note of the following details in preparation for Chapter 2:

Did the party join the King's Court? From Chapter 2 onwards the party are expected to be able to access the castle and receive missions from the King and his council. However if they have refused the Kings reward, not revealed Vasatar or worse lost, then you might need extra preparation to invite them into the court or tweak the events to work without it's involvement.

What did the party do with Vasatar? The Elder Golem is essentially a weapon of mass destruction and will become a difficult and hot political topic in certain events in future chapters. If it's existence is publicly discovered then King Alred moves to secure it to ensure nobody tries to tamper with it or somehow steal it. However as soon as Vasatar began to awaken a number of great powers became aware of it's existence, including the Elves of Aed'eri. If no one else secures Vasatar than the Elves send an experienced

task force and two powerful agents to secure the Golem. Sadly for the party any ambitions to keep the golem for themselves is doomed to fail.

Did the party try to keep the Greyrock Fortress? After clearing out the bandits from the fortress the party might be tempted to seize it for themselves. While they can claim it in the short term, legally the King can seize it from at any time since they didn't buy it legally. He wouldn't do that at first, but when General Wymer returns in Chapter 2 he will very likely petition the King to hand the Fortress over to his men instead. If this happens he allows the party a sporting chance to keep it, but only if they can form a small army of a hundred people to guard the Fortress in under a month. Suffice it to say however this challenge is actually near wuite difficult to meet, and Wymer knows that. There are at best 30 people in Dalmill who'd be willing to join a militia or army, since Wymer drafts anyone of skill even before they reach Dalmill.

Before that however the Fortress is likely to have been cursed by Trezzahn if his cleric died there. The party may have to deal with hauntings, the doomed souls of the bandits, or twisted nightmare realms born from Trezzahn's madness before the fort is safe to live in.

Did the party befriend any of the Encounters? Keep track of any individuals the party befriended or left alive. If still hostile these encounters may return for revenge one day, or start working for the Copper Kings in a future chapter. However befriended encounters will come back one day to help the party in a dire situations.

Who is Dalmill's Mayor? If the High Priestess becomes the mayor then during the downtime the party might notice shrines of the four seasonal gods being created in each of the districts. Temple serves become slightly cheaper in recognition of the parties aid. If Troy Redbarrow is the mayor then the market becomes truly bustling and the price of items across Dalmill become a little cheaper.

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