

A Crown of Stone

DM Guide to Ramulia

***A Wardens of Telehar Adventure
For Fifth Edition***

by James Ryan

Contents

Introduction.....3
History.....3
Ramulia & Dalmill.....3
Court of Sarquin.....9
Balancing the Adventure.....10
Dalmill Items.....11
Chapter One Loot.....12
Chapter Two Loot.....13
Chapter Three Loot.....14
Major & Minor NPC's.....16
The Political Theater.....21
Miscellaneous Tables.....23
Legal Appendix.....24

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Introduction



Steeped in mystery and tragedy Ramulia is a land that has been lost to civilization for almost 400 years. Many attempts have been made to settle this rich land, from small frontier towns to large defended outposts, but all have been abandoned due to a combination of monsters, invasions and the constant damage caused by the frequent earthquakes that plague the landscape. Once a great flat plane of forests Ramulia is now scarred deeply by the great earthquake that tore it in half, jagged knife like mountains stick up from the ground and whole wetlands have been submerged underground to create underground caverns ripe for monsters. The country's main geographical feature today is the Scar of Lenwë, a massive crevice with seemingly no bottom that splits the country in half.

Recently King Alred has made his claim on the country by building his capital of Dalmill on the site of a small successful village in an otherwise hostile landscape.

History

Long before the Empireduring the first age their existed a great civilization known as Kalamara. Home to the Kalagar they were masters of metal crafting and based their entire culture around it's manipulation. Unlike the races who merely forged metal into tools and weapons the Kalagar could alter its properties at will, freely turning it from a solid to a liquid. They achieved these wonders thanks to the blessings of their goddess, Lesandra, who held dominion over the metal elements. The Kalagar might have gone on to become a major power of the world if not for the tragedy brought about by the Stone King.

Appearing after a massive earthquake the Stone King's minions erupted from the ground, killing anyone who stood in their way and looting the Kalagar's great treasures for their master. Though they put up a great resistance the Kalagar could do almost nothing to slow the Stone King's conquest. With no hope of victory Lesandra gathered her most trusted priests to perform a powerful ritual to seal the Stone King in a prison of iron. The ritual worked and the Stone King and his army were sealed in a sphere of iron, but not before all of Kalamara was plunged deep into the earth along with him. Lesandra had saved the continent from the Stone King's ambition but doomed her people to life in the deepest caverns of Duramara.

Locked away in their own prison of stone the Kalagar as a race split into two factions, the Kalag who swore to break free even if they had to destroy the Stone King's prison to do so, and the Kalag Ori who swore to honour the sacrifice of their goddess and ancestors by protecting the prison at all costs. Unbeknownst to the races of the surface the Kalagar have fought one another for thousands of years, the two factions drifting so far apart they were barely recognisable as the same race anymore. Their eternal conflict seemed to come to end however when the Kalag dealt a critical blow to one of the prisons seals, unleashing the Stone King's power and breaking apart the stone to reveal a way back to the surface.

Unaware of the great struggle occurring beneath them a noble family of elves resettled the ancient land of the

Kalagar who built a mighty kingdom of magic and art that they named Rûmil. But when the Stone King's prison weakened it sent a mighty earthquake up to the surface and the kingdom of Rûmil bore the brunt of it's wrath and soon fell to ruin because of it. Despite being a member of the Empire no aid was forthcoming and it's nobles and people were left to fend for themselves, eventually they abandoned the land when the earthquake's would not stop.

Four hundred years later and the land has been renamed Ramulia by the humans settling there and those that covet it's untapped resources. Now King Alred has claimed the land for himself, hoping to transform it's blighted and ruined fields into a new and powerful nation.

Dalmill

The city of Dalmill is a testament to it's people's dedication and pioneering spirit. Before King Alred built his castle it was a village known as Millers Hill and was founded by the descendants of refugees seeking a new home for themselves. The residents of Miller's Hill had mixed reactions to the renaming of their home and the surge of new settlers, but few can argue that it hasn't brought prosperity and new opportunities to the land.

The village soon grew beyond it's means and into a small city by the constant influx of refugees and settlers, it's streets now dominated by new construction and frantic merchants looking to carve out a place for themselves in the growing community. However recent troubles have ground almost everything to a halt and the town's streets are in danger of being overwhelmed by it's growing slums. Bandits, monsters and heightened tension between factions all threaten to tear the nation apart in it's infancy. Most items in the Players handbook can be bought in Dalmill but stores also sell unique items and services as described in this chapter.

A New Capital

Despite being the capital of a new nation Dalmill bares all the hallmarks of an insular and rustic farming town. Built upon a flat grassland surrounded by jagged small mountains, cleared fields all bordered by forests. Dalmill's most notable landmark is the large crevice running through the centre of the landscape, despite this fearsome pit Dalmill only rarely sees earthquakes and people have been drawn to the city for that sense of safety. Wood and stone make up the buildings within the town itself, many only half finished, boasting a mishmash of styles due to its many settlers. During the day merchants and farmers sell their wares to one another, while at night most residents retire to one of the many bars that line it's main road. Dalmill was named using a melding of King's surname, Dalcot, and the original name of the village, Millers Hill, to symbolise the union of country and monarch. Many of the town's older residents still call it Miller's Hill but the new name has received a general if begrudging acceptance from everyone else.

From it's inception Dalmill has been besieged by a constant barrage of disasters, all seen as a sign that the land is cursed beyond salvation. Only a year after it's founding monsters began pouring out of the woods, decimating many of the new farms that had been built.



It was only through a coordinated effort between the General and the Sheriff's forces they were eventually driven back into the wilds. Only a few months later deserters from the Trenton and Larsona war began pouring into Rumila looking for loot and safety, stretching Dalmill's resources to their limit. Then as if to signal Rumila's imminent collapse earthquakes began to rock the land and damage crucial infrastructure.

Things in Dalmill have quickly started to go downhill as people search for someone to blame for these tragic events. Civil unrest is a real concern in the town and it's guard are just barely holding things together in hopes that things will turn around soon. But despite all these tragedies and the people's disquiet, Dalmill has a stubborn nature about it and many of it's people refuse to give up on it.

The Landscape

Surrounded by jagged mountains and oak forests, most people who populate the area live off the land in some manner. Numerous farms spread out over the fertile fields of the countryside, granting ample room for farmers and herders to expand as more people arrive in Ramulia. Beyond the farm lands lies large wild fields and wetlands that often see wild game passing through.

Badgers, deer and bears make up the majority of the wildlife surrounding the area, making hunting a profitable if risky venture in the area. Much of the land outside the settled areas has been left to be claimed by monstrous tribes and bandits who constantly plague the kingdom, forcing most people to stick to working around Dalmill itself.

A Frontier City

Most of the buildings in Dalmill are made from a combination of local lumber and stone from the nearby quarry. It's easy to recognise the original buildings of Millers Hill because they still have thatched roofs while the more recent constructions all have clay tiles. Most of the houses are single story and use every inch of their boundary. Since land is cheap at the moment most people took the opportunity to expand their homes as much as possible before their neighbors did,

making the few alleys that do exist very tight and claustrophobic.

On the cusp of the hill and just below the castle sits Court Yard, which is home to the nobles and merchants who joined Alred when he first came to Ramulia. The houses in Court Yard are some of the few with a second story that lets them overlook the rest of the city and are often decorated with flowers and other plant life. Following the main road south to the centre of town you reach Millway which is dominated by craftworks, stores and taverns. Millway is notable for it's a mishmash of old and new buildings of differing styles, reflecting the different cultures settlers have travelled from. Encircling the east side of the city across the bridge is Laskway, a cross between a housing area and a growing slum. The slum is built from a combination of lumber and tents and the guard are often forced to knock these shacks down as new buildings are constructed.

Court Yard

A name made in haste, Court Yard is now stuck with it's title and it's residents have embraced it slightly by doing their best to decorate the streets with plant life and hedges. The guard maintain the majority of their presence here because the various merchants and minor lords are always demanding that they are suitably protected during these difficult times.

Castle Dalmill

Built from stone and planned by the legendary engineer Tobius Yorf, Castle Dalmill holds a special place in the hearts of local people. When King Alred first announced he was forming a Kingdom in Ramulia he offered citizenship, pay and land to those who would help him build his castle. The majority of people now living in Dalmill had some part in the castle's construction and every year it's gates are opened during a festival so the people can enjoy the site of their labour.

The castle itself is considered an architectural masterpiece, not for it's hex shaped outer wall, but because it does not shake during earthquakes. How this was achieved is not well understood but while the castle does not shake it's said that the Throne does,

and in Tobius's own words he explained "A castle should be guarded from every disaster, but it's King should never have reason to ignore the people's plight".

Castle Gatehouse

The Gatehouse to the castle is a structure of a grey stone with a tall dark brown door serving as the castle's entrance. The door itself is normally left closed throughout the day, though visitors with permission and appointments can enter through a smaller door cut into it. The castle guard keep a regular twenty four hour watch over the castle entrance and refuse entry to anyone without permission, though they are willing to send a messenger to chamberlain to see if he'll grant permission for any unannounced guests. The chamberlain however doesn't like allowing just anyone into the castle and someone on the council usually has to pressure him before he'll give permission for new arrivals to enter.

The Court of Sarquin

The temple is a very recent construction of grey stone and is the result of a deal the faith made with the King. Since Ramulia was abandoned for hundreds of years the gods that held sway over the land have largely been forgotten, so the majority of the statues and symbols in the church are dedicated to the foreign and popular deities of Merawien. The temple itself is mainly dedicated to the God of Seasons, Sarquin, who runs a conservative and strict faith. The four shrines inside are dedicated to gods of each season, who help form Sarquins divine court, but are also where the symbols of other deities are placed depending on their relationship with a season. The High Priestess Felicia Bankath also makes her home here and spends most of her day speaking to the townspeople and looking after the shrines.

Petitioners asking for special services, like miracles or blessings, often need to undergo a ritual based on the deity granting the blessing. For small blessings this is usual a short prayer session but more powerful miracles sometimes require a short quest before they'll be granted.

Temple Supplies and Services

Potion of Healing 50gp

Blessed Pendant 25gp

Silver Oil 50gp

Spellcasting

Cure Wounds 10gp

Gentle Repose 50gp

Lesser Restoration 50gp

Remove Curse 100gp

Revivify 400gp

Raise Dead 1000gp

Divine Gifts

Blessing of the Seasons 400gp

Spring Blessing 100gp

Summer Blessing 100gp

Autumn Blessing 100gp

Winter Blessing 100gp

Millers Graveyard

The Graveyard was part of the original village but has since been converted to make room for the town's more prestigious residents. The town pays the groundskeeper Lored, a human with a glass eye he likes to leave on gravestones, to keep the graveyard clean. So far only one of these new residents has made use of the graveyard but recently some of the noble youth have taken to using the Graveyard at night as a quiet place to hang out. This has annoyed Lored quite a bit and he is willing to pay 5 silver coins to anyone who can scare them away.

The Red Lion

A red two story building the Red Lion is Dalmill's most expensive and opulently decorated inn, built mostly to cater to the town's growing noble class and travelling merchants. However due to the inn's high costs and lack of 'personality' most of the nobles drink and stay in the Rose Garden instead. The Red Lion's owner, a half elf by the name of Conner Theodwin, has had to make drastic cuts and has fired his entire staff in order to keep the inn afloat. Since the building is almost always empty Conner has taken to loudly talking to himself about the latest gossip and the state of the inn. The first time anyone meets Conner he is usually in a heated conversation with himself before turning to the guest, fawning over them in hopes they will book a room or order a drink from his humble bar. For the sake of appearances Conner always pretends the inn is doing better than it is, waving off questions about where everyone is with excuses of holidays or one off occasions.

A night in the Red Lion costs 4gp a night but counts as a comfortable lifestyle since there's only Conner to run the place.

Higher Learning

A library that was once a two story building, the second story floor has been removed to create a very tall interior which allows it's owner the Helian Jor-Ute to stand straight up without fear of hitting his head. Large book cases are stacked up against the tall walls, the highest only accessible by a giant or by using one of the ladders provided near the door. Most of the books are the usual size though a few are designed to be held and read by a giant. The library is free to access for anyone in Dalmill though the Helian politely asks that the books not be removed from the building without his permission. The library is usually stocked with educational material from how to setup farms, construction and anatomy studies. The library also has a few rarer books on magic, studies of the Kalag and history of Rmil but these are locked behind a glass case and Jor only shows them to visitors who add a rare book to his collection. The Helian introduces himself as Jor, but asks to be called Jor-Ute to those he has become friends with. He never reveals the last syllable of his name to anyone. Jor often wears his glasses as he needs them to read the small handwriting of the human sized books.

Whilst Jor isn't a wizard himself he has a collection of all the level one arcane spells, which he can sell for 100gp each.

Natural Beauty, Jewelers

Owned and operated by the fashionable Francis Conrath, Natural beauty hosts a wide selection of precious gemstones and jewelry from as far off as Caydia. Whilst he has a small dedicated clientele amongst Dalmill's noble class, the lack of new rich settlers has stung Francis's ability to make money. Because of this Francis is at the forefront of a group trying to bring 'prestige' to the new country which also includes expelling undesirable elements from the city, like immigrants from beyond Merawien.

The Rose Garden

An inn covered in flowers and roses, the Rose Garden is the Court Yards most popular drinking and recreational spot for its wealthy citizens. The Inn is run by Alieta Dallish, who is one of the rare success stories of Millers Hill before it became Dalmill. A young widow with nothing but her family home Dallish started renting out it's rooms for travellers, but when the King arrived with his settlers and announced the creation of Dalmill she was quick to offer her rooms to the nobles amongst his group. Locales say she must have bewitched them as they soon became charmed by her and began giving her a lot of gold to stay with her. She used this money to hire many of the settlers to expand her home into the inn it is today. Still a moderately young women Alieta has plenty of charm which she uses to keep her guests in good spirits.

A night in the Rose Garden costs 4gp a night and counts as wealthy lifestyle. Anyone who drinks the inns famous Rose Wine must make a DC 12 Wisdom Saving throw or become charmed by Alieta.

Sheriff's Office

A predominantly blue building the Sheriff's office serves as Dalmill's foremost administration building, overseeing the rule of law and handling the complaints of the cities residents. Sergeant Janessa handles the majority of people who come to report a crime and while she's known to handle herself with the utmost professionalism and care, her true personality is actually quite rude and vulgar and she's known to snap at people who waste her time.

The Old Mill

The old mill was left standing in order to maintain the personality of the village as it turned into a small city. Whilst it's technically abandoned a few of the older residents pass through it in order to keep it clean. According to rumor the mill is actually home to a spirit who once blessed the village with good luck.

The Fairglove Manor

A former Lord of Deverus, Marcus Fairglove rewarded his titles to his son and moved to Ramulia for his retirement. Why Fairglove thought a country plagued by earthquakes and bandits would make a good home for his twilight years is known only to him, but there are rumors that someone in the castle is his illegitimate child and he moved to be near them. Despite his age Fairglove is a fairly active individual, mostly spurred by his utter loathing for his neighbor lord Cornelius Patton.

Millway

Serving as the city's industrious heart, Millway is home to many of Dalmills businesses and markets. A lot of money has gone into making Millway a critical stop on the new trade routes that have formed and this can be seen most evidently in it's well designed roads and bulky stone buildings. Whilst much of the district has a young feeling about it the constant activity it sees has already given its wooden buildings and posts an aged and worn look.

Bronzebeard's Locksmith

Security is a foremost concern for many people in Dalmill and so when the dwarf Tord Bronzebeard started making lock's he soon found his business booming. Since buying his own store Tord has expanded into selling doors alongside his locks, boasting of their strength, durability, and difficulty to unlock without a key. Strangely Tord himself has a superstition that his doors sometimes lead to different worlds. One night whilst suffering from a fever Tord built a door in his basement that leads to nowhere, but ever since he's covered it in locks and gets very nervous if anyone sees it or asks about it. Whilst Bronzebeard's locksmith is doing business the DC to beat the locks for notable locations or stores in Dalmill default to DC 18 but can go as high as DC 25.

Reliable Richards

Named after it's owner Reliable Richards is Dalmill's main source of weapons and armour in Dalmill. Richard Harrow was once a very successful businessmen in Larsona but his town was swept up in a bandit raid and almost entirely demolished and ever since Harrow has sworn that he will never be unprepared again. He is a keen supporter for the right to bare arms and whilst most weapons are too costly for most commoners Harrow believes very strongly that everyone should be armed. He often encourages people to save up their gold to buy a sword or two to help protect their families. He intensely dislikes Rakdra because the name of his Barbershop is better than his own stores name.

Reliable Upgrades

Masterwork Weapon +200gp

Arcane Focus +30gp

Fire Tongue +150gp

Paint Arrow +3gp

Hook Arrow +2gp

The Green Boar Inn

Established to house travelling merchants and craftsmen, the Green Boar has a homely look to it. Decorated with trinkets made in Dalmill and heated throughout the night by an impressive fireplace the Green Boar is a favorite spot for people passing through Dalmill. Owned and operated by George Beet and his wife Lana Beet, the pair pride themselves on supplying comfortable rooms and healthy meals of meat and vegetables to their guests. The two have the appearance of perfect couple but unfortunately Lana is incapable of having children and has tried almost every known curative to no avail. A night in the inn costs 2gp and counts as a comfortable lifestyle.

The Tannery

The local Tannery is one of the more odd businesses in Dalmill. It is owned and run by a single family while their youngest daughter, the creepy Ellis Nor, handles the orders. Ellis and the whole family dress in black and have a strange tradition of hanging bones and the skeletons of the butchered animals from their ceiling. The family even sells some of the bones etched with strange runic markings. According to rumors the Nor family originally came from a tribe where they were shamans, leading people to believe that the rune bones can ward off evil spirits.

Tannery Wares

Horse Hide Armour 400gp

Bone Rune 20gp

Bone Jewelry 10gp

Bone Weapons +4gp

The Hammer Brothers Smithy

Operated and owned by the Orlos twins, Keith and Turin Orlos are an unnerving pair. The two work in almost perfect harmony around the smithy, moving from task to task with no prompting from one another. Their best trick is where one starts a conversation, leaves the room, and the other twin enters to finish it. The pair are actually telepathic warlocks, learning their strange magic from a book left behind by their late father. They aim to one day fuse the magical essence of one of the Mah-zer to their kiln in order to create terrible wonders never seen before. The smith focuses mainly on making and repairing tools, but they can also offer to enchant weapons with magic for a high price.

Smithy Enchantments

Firescarred 1000gp

Frostbitten 800gp

Screaming 500gp

Heavy 600gp

The Cutting Edge

A barber owned by the Narylith Rakdra who moved to the city a few months ago, Rakdra has had a rocky start to his business. Most working people in Dalmill aren't interested in getting their hair cut by a professional barber, especially one without hair of his own. Despite this Rakdra sees himself as the next great stylist and often practices on horse hair he buys from the local stables. Rakdra's business is mostly kept afloat thanks to his skill at surgery and he has saved a few people's lives, but since he needs the money he doesn't tend to ask too many questions about how the injuries occurred.

Barber Shop Services

Trim 1cp

Fancy Hairstyle 1sp

Hair Growth Tonic 50gp

Light Surgery 1gp, 1d4+4hp

Major Surgery 5gp, 3d4+4hp

The Conjuror's Academy of the Mastery of the Ethereal Arts

The Academy as it's locally known is Jacolin Vart's attempt to build a new great institution for magical learning. However more than a place of learning Jacolin has been accused of using it as a scheme to extract money from

people hoping to learn magic. While Jacolin is a mage himself his ability to teach others is patchy at best, his lectures mainly consist him teaching things wrong out of a mistake or just outright lying about certain subjects. His students do sometimes learn some basic cantrips, serving as the only proof that Jacolin isn't a complete fraud.

The Masons Chisel

A favorite drinking spot for many of Dalmills working class, the Masons Chisel is often completely packed with customers forcing some to stand outside while they drink. Hugo Rolls, a large middle aged man, runs the tavern with a combination of sweat, swearing and if need be a fist. Despite the busy nature of the tavern it's well known to be a friendly drinking spot where trouble is escorted out quickly by the patrons. The Tavern does have a few rooms to rent but since the bar is open all night long the noise makes it very difficult to sleep. The rooms cost 1gp per night and counts as a modest lifestyle.

Lokars Iron Works

Owned by the rising entrepreneur Lokar, the Iron Works serves as Dalmills major industry and hires the majority of workers from the city who don't work on the surrounding farmland. Originally set up from a loan from the King the Iron Works has quickly repaid its debts and rumor has it that Lokar is a shoe in for a noble title. However many, including some nobles, dislike Lokar for his slimy personality and abusive work ethic.

The Rise n' Shine Bakery

Mary Twell owns and runs Dalmill's biggest bakery, letting people use her oven to bake their own bread while she sells her own selection of confections. Her daughter, the ten year old Sandra, helps around the shop when she's around but is often running off to go read in Higher Learning. The pair are both adored and reviled for the bakery puns they make all the time.

Rolling Hills General Store

A new store opened by the halfling Eclision, his store stocks various everyday items on tall shelves he likes to keep packed of things to tempt buyers with. As a very social creature Eclision is often speaking at length with the people who walk into this store and has a great memory for things people tell him. Occasionally he will leave a basket of 'free' goods on his desk for customers to take as an extra with their purchase, but these items tend to be things the halfling has had difficulty selling.

Jerro's Potion Stall

Amongst the many stalls of the market sits Jerro, a nervous human alchemist from Osdeth selling various elixirs. Jerro's stall is slightly distrusted, not just because his prices are out of range for most people but because his 'discount' potions have a tendency to make people sick or cause their skin to change into strange colours.

Jerro sells arcane potions of up to level 2 for 100 gold per spell level, for those without the gold to pay for Jerro's normal potions he offers to sell his 'leftover stock'

of old and distilled potions at a small discount of 70 gold per spell level. Most of the time these inferior potions work just as well as the normal kind but occasionally they can cause unwanted side effects.

Discount Potion Effect

| | |
|--------|--------------------------------------------------------|
| 1-50 | Potion works as normal |
| 51-55 | Grows excess body hair that falls out after 10 minutes |
| 56-60 | Voice becomes high pitched for the next hour |
| 61-65 | Smell attracts wild animals for 12 hours |
| 66-70 | Hair and body change colour for the next 24 hours |
| 71-75 | Coughs for the next 5 minutes |
| 76-80 | Sicked for the next 10 minutes |
| 81-85 | Vomits for 2 rounds, potion has no effect |
| 86-90 | Experience vivid hallucinations for the next hour |
| 91-95 | Become blind for one hour |
| 96-100 | Suffer 1d6 acid damage and reroll |

The Tobius Bridge

Another work of the legendary engineer Tobius Yor, the bridge crossing the crevice is often attributed for the reason of Dalmills economic successes. By creating a safe junction between the west and eastern half of the country new trade roads could be founded and make Dalmill a critical stop for any travelling merchant. At the centre of the Bridge stands the Gatehouse of Loss, long before Dalmill was settled here it was said a wondrous Elven castle stood on the same spot but was sucked down into the ground during a terrible earthquake. The beautiful pearl white gatehouse is all that stands of it now and people often come to marvel at the intricate art carved into its walls. Shortly before the bridge was completed Tobius vanished and has not been seen since, but rumors persist that he jumped into the crevice in a fit of madness.

Laskway

Sitting just across the bridge on the eastern half of Ramulia lies Laskway. Originally planned as an extension to Dalmill and marked as a residence district, the new constructions were soon interrupted by the sudden influx of refugees and new settlers. While Laskway is serving it's purpose as a place for people to build new homes it has quickly also become a squalor, where crime is frequent.

Scrubbers Shack

This small dilapidated shack serves as the home of the Porsla Scrubber, his white body stained yellow with age and his left hand ending in a shattered stump. No one quite knows where or when Scrubber came to Dalmill but he can often be seen around the city with his scrub brush cleaning cobblestones and walls. Scrubber is unusually upbeat for a Porsla, although only when it comes to the topic of cleaning and he can go into lengthy warlike stories of his struggles to remove practically stubborn stains. His single minded determination to clean gets him in trouble often, many people of the town dont like him coming near their stores and he can be somewhat oblivious to danger when he's cleaning practically difficult stains.

Fool's Gold Hall

A gambling den run by Lethonia Crull, a self proclaimed priest of the Liar God Belvadair, the Fool's Gold Hall looks more like a remodeled warehouse than an actual gambling establishment. A young women with a cynical and cheeky glint in her eye Crull is often seen smoking from a pipe and wearing a fake eyepatch she moves from one eye to other between meeting people. Lethonia is not actually a cleric or priest of Belvadair though paradoxically because she's lying about that it technically does make her his priest, a status she finds great amusement with. Cheating is rife in the Hall's games though only cheats who don't get caught are respected, and poor liars or blatant cheaters usually have to pay a fine for their trouble. The untrustworthy nature of the Hall's games are never explained to visitors or new members as it's believed anyone too foolish to realize everyone is cheating deserves to lose all their gold.

The Naked Dryad

Few taverns in Dalmill get as seedy or questionable as the Naked Dryad, which is a frequent drinking spot for the cities criminal underclass. Fights are frequent and can start at the drop of a hat, the wooden furniture of the tavern bares various knife and dried blood marks. Barkeep and owner of the tavern is Terrance Bower, a young man with a warm smile and cheeky attitude, he treats everyone who walks into his establishment with the same sarcastic play at being their friend. Terrance never intervenes in fights that happen in his tavern and seems to enjoy watching them, but no one dares cross or upset the barkeep. The last time someone threatened Terrance the man's body was found cut into seven pieces and spread throughout the city. In truth Terrance is a member of the Obsidian Dawn assigned to keeping a watch on events transpiring in Ramulia, and he is armed with powerful shadow magic he takes great care to keep secret.

A stay in the Naked Dryad costs 2sp and counts as a poor lifestyle, though perhaps because of Terrance's presence his guests have never suffered from burglary.

Tent Street

Home to beggars, refugees and poor settlers Tent Street is a growing slum in Dalway where the most unfortunate souls find themselves. Whilst there is very little in the way of charity to help the people of Tent Street they've managed to organise themselves to try and meet their most basic needs. Long lines of people can often be seen in Tent street, queuing up for a chance to get a meal provided by the acolytes of the temple. When trouble or unrest spread in the city Tent Street often bares the brunt of people's accusations.

Buying Property in Dalmill

As part of living in Dalmill players have the option of owning their own buildings or houses if they have the money for it. Compared to other nations Dalmill's prices are quite cheap making it the ideal spot to build a home or begin a new business. The building rules are covered in the Players Guide to Ramulia, and a typical house of 4 rooms would cost 2000 up to 4000 gold.

The Court of Sarquin

The five major deities held in the temple are popular and powerful in the land of Deverus, but in Ramulia their powers and influence are felt far less. Whilst many of the original settlers are devout followers of Sarquin and his court, more recent settlers have arrived with their own beliefs and don't pray to his court. Many of the priests and acolytes from the temple have devoted themselves to spread the word of Sarquin to enshrine him as the only major deity in Ramulia.

The Lord of Seasons, Sarquin

Over the ages there have been many gods and goddesses that have fled dominion over the seasons but Sarquin is believed to be one of, if not, the oldest of them. Sarquin emerged fully formed from a great and dying tree, and his first act was to reshape the tree into a throne from which he could oversee the passing of the seasons.

As each new season passed a new deity was born, both children and vassals to Sarquin's will. The Lord of Seasons ruled fairly and with absolute authority, creatures who prayed to him and his court were invited to stay in his land of plenty. Even other gods understood Sarquin's power and often allied with him against other dark and terrible forces.

As the world grew older and the great winds of aether began to wither, Sarquin took his land of plenty of transported it and his chosen followers into the spirit world. Legend has it that Sarquin and his court's mortal forms still slumber in secluded and hidden glade upon the mortal realm, waiting for the day they will reawaken and create a new paradise for his chosen people.

Sarquin and his court were actually forgotten deities, it's unknown how long they've been separated from mortal worship, but after one of their ancient temples was uncovered the diggers began receiving visions of Sarquin's majesty. The Lord of Seasons is most popular for the blessings he has applied to the land, making it healthier and more fertile, his more devout followers on the other hand wish to join him in the spirit world or usher in his return.

Drun-Banda's Plight

First born of Sarquin's children, Drun-Banda emerged from a flower. Followed constantly by the sweet aroma of fresh blossoms, Drun-Banda was much loved by her mortal followers as she preached joy and hope to all who would listen. When her brother Auxoria was born in the next season she found her popularity waning and became despondent, though she loved him she couldn't help feeling the sting of jealousy. She drank deeply of a potent nectar, capable of intoxicating even a goddess, in order to keep her spirits high but over time the nectar's effect on her began to diminish and once more she began to feel her mood plummet and her form wilt.

Seeing her wilting form a snake approached her with an offer. The basis of drink she so craved was poison, and if it no longer affected her then the only answer would be to drink from an even more powerful poison. The snake offered to let her drink of his venom, and in

exchange she would carry him so he would be above the other creatures of the forest. Drun-Banda agreed and drank heavily of the snake's venom, numbing her terrible feelings and bringing joy back into her life. But this was a trick on the snake's part, for if Drun-Banda stopped drinking of his venom she would be wracked by terrible pain.

She went to Sarquin and confessed her plight. Though he could not cure the poison he transformed the snake's venom into wine, so at least Drun-Banda would not continue to suffer its ill effects.

Auxoria's Challenge

Born on the hottest day of Sarquin's first summer, Auxoria shone like a beacon with an infectious laugh that made him many friends. Though he lost much of his strength during the other seasons, Auxoria always pushed himself to always be faster and stronger than his previous day.

One day a Daemon challenged him to a race and tempted the god into making a wager. The winner of their race, the first to cross the Grave Pike mountains, would serve the other for ten thousand years. Auxoria sensed a trick but he could never turn down a challenge and so accepted. As expected almost as soon as their race began the Daemon cheated, riding a powerful earth elemental through the mountain in order to beat the god there, but to his surprise when he exited the mountain Auxoria was already at the finishing line. The Daemon demanded to know how he had climbed the mountain so quickly, but Auxoria just shrugged and said "I just jumped over it".

The Humbling of Sarazi

Born during one of the largest harvests the land had ever seen, the Goddess Sarazi was gifted with great powers over life and the land. With a wave of her hand Sarazi could create her every desire, from food to companionship, and she used her powers to live a decadent and carefree life. But the misuse of her powers caused the people's harvest to wither and diminish leaving thousands starving. Enraged Sarquin took Sarazi's powers and abandoned her in a wild forest until she repented for her actions.

Sarazi encountered many dangers and trials whilst in the forest but her journey eventually culminated with a meeting with a small group of lost nomads. Scared, hungry and afraid Sarazi begged the nomads for food, and with a smile their leader gave her a rotten apple. At first the goddess was disgusted, she had been brought so low that now even mortals were mocking her. But as she looked into the sunken features and boney hands of the nomads Sarazi realised that the rotten apple was all they had, and they were willing to give it to a total stranger.

Overcome with grief Sarazi's powers returned to her, and after returning the nomads kindness she led them out of the wild forest and returned to the land of plenty.

Notarus

Born from snowflakes of Sarquin's first winter, Notarus was a pale god that brought with him the biting freeze

of winter wherever he went. Though people loathed him and shunned him whenever he appeared, he saw everyone as a friend he simply hadn't gotten close to yet. He would wander the cold winter, knocking on peoples doors and asking to be let in, bringing disaster to all who would invite him in. To keep him happy and away from their homes people left offerings outside their door, and to Notarus this was proof of a new friend and he would cover their home in snow as thanks.

Miscellaneous Gods

Most people across the land of Telehar practice a form of polytheism, only the most devout like priests worship a single faith. The Court of Sarquin pays lip service to this practice by allowing the symbols of other deities on it's four season shrines, but many within the temple don't like it and subtly try to direct people to pray to only Sarquin and his court.

Cherebu- Creator and patron god of the halfling race, his symbol has been placed on the shrine dedicated to spring.

The Courts of Summer and Winter - The Elven Pantheon is given a place of honour on the shrines to Summer and Winter.

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 a 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 designed to force the party to expend their resources before the final encounter. It's typically only in the final encounter there's a real danger a character 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.

For magic items the adventure supplies a number of magic items to help the party deal with damage resistance, 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).

Additional Quests

With the downtime between the adventures it's possible to run additional quests or events of your own choosing. The only thing to consider while running these is to keep an eye on the XP rewards, try to avoid anything that would bump the parties level above what each chapter is expecting. If you do you may need to make more adjustments to the encounters in order to keep them a fair challenge.

Dalmill Items

Blessed Pendant

The temple sells a number of pendant's bearing the symbols of the gods on it's shrines. While Priestess Bankath can't grant each of the gods specific blessings, she can grant a simple blessing with permission from her own patron god. Whenever bearer of the pendant receives divine healing, they gain an additional 1d4 hit points.

Silver Oil

A small dechant filled with an oil containing silver fragments, the oil can be applied to a weapon over a minute to grant it the temporary benefits of the Silver condition. The oil lasts for 10 minutes.

Divine Gifts

A character can only maintain one divine gift at a time, if a new gift is granted it replaces the old one. Divine gifts can be revoked at any time by the deity, but this usually only happens if the character performs an action that offends them in some way.

Blessing of the Seasons

Granted by Sarquin, the Lord of Seasons, this blessing gives a creature a +2 Divine bonus to one ability score. This blessing must be renewed by praying to Sarquin once a day or it is revoked.

Spring Blessing

Granted by the Spring Goddess Drun-Banda, you gain +2 on all saving throws whenever you are intoxicated or poisoned.

Summer Blessing

Granted by the Summer God Auxoria, whenever you are under direct sunlight you gain +2 to any Athletics, Acrobatics, Nature or Survival skill checks.

Autumn Blessing

Granted by the Harvest Goddess Sarazi, during a short or long rest any food or water you consume gains the benefit of the Purify Food and Drink spell and you heal an additional hit dice.

Winter Blessing

Granted by the Winter God Notarus, whenever you drop to 0 Hit points you instantly stabilize.

Masterwork Weapons

Refined through a delicate and laborious process, Masterwork weapons are hard to make but stronger and sharper than the standard kind. A masterwork weapon deals an additional 1 damage of it's type.

Arcane Focus Upgrade

By adding special gemstones or amber into the hilt or base of a weapon it can be infused with Aether, allowing it to function as an Arcane Focus for spellcasters.

Fire Tongue

By perforating a hole in a weapon a special flask slot can be added, which can hold a small amount of oil. As a bonus action the flask can be broken and ignited with a piece of flint, adding 1d4 fire damage to the weapon's melee damage for 4 rounds. The flask can be replaced with a full round action. Unfortunately using the weapon in this manner degrades its quality and on a roll of 1 the weapon breaks. A weapon broken in this manner can be repaired for it's base cost. This upgrade can only be applied to a non-magical metal melee weapon.

Paint Arrow/Bolt

An arrow tipped with a small paper pouch filled with paint, when it strikes a target the pouch bursts and marks the target. The arrow is intended to be used in games but recently hunters have started using them to settle disputes over hunting grounds.

Hook Arrow/Bolt

The head on this arrow has small hooks on the end to catch inside of creatures it strikes. If the arrow is pulled out it deals 1d4 slashing damage as the hooks tears flesh if it's removed without a DC 10 Medicine check. The hook arrow is considered a cruel weapon that usually only sees use in war zones, but they've come in demand in order to scare off attackers with their nasty reputation.

Horse Hide Armour

Made entirely out of horse leather and decorated with horse hair tassels, this armour is allegedly blessed by the spirit of the horse the leather was made from and gifts its owner with the great speed it had in life. The wearer of the armour can use a free action to gain the benefits of the haste spell for one turn, this ability is restored after a long rest.

Bone Rune

Usually the skull of a small or medium sized animal, this bone has been carved with flowing runes across its entire surface. If placed in or on the wall of a building Undead with a HD equal to or lower than 1 can't enter it. If an undead with a higher HD than 1 enters then the bone loudly cracks and ceases to function.

Bone Amulet

Made of ankle and knuckle bones of small animals, when this amulet is within 10ft of an Undead creature the bones begin to shake and jitter. If an Undead creature with a HD over 1 activities the amulet the cord snaps and it stops working.

Bone Weapons

Sharpened and molded under waterfalls Bone Weapons are brittle but often enchanted by the spirit of creature the bone was taken from. Any melee weapon made from bone breaks on a roll of 1 and also may have one of the following bonuses depending on the creature type the bone is from:
Animal. Deals an extra 1d4 damage of it's type during a surprise round.
Humanoid. Gains +1 negative energy damage.
Monstrosity. Deals an extra 1d4 damage on critical hits.

Firescarred Enchantment (Attunement)

In order to attune to a Firescarred weapon or ammunition a creature must hold the end of the weapon against their flesh, whereupon it burns a painful scar into them. So long as the scar remains the creature can as an action invoke a command word to cause the weapon to burst into flames, dealing an extra 1d6 fire damage.

Firescarred weapons count as magical.

Frostbitten Enchantment (Attunement)

As soon as a creature attunes to a frostbitten weapon, or ammunition, they are struck by a terrible shivering curse. As a bonus action the creature can invoke a command word to cause the weapon to freeze over, dealing an extra 1d6 cold damage, but they also gain a vulnerability to cold so long as the magic of the weapon is active.

Frostbitten weapons count as magical.

Screaming Enchantment (Attunement)

As an action a creature wielding a Screaming weapon can cause it to bellow a terrible and frightening scream. Every creature, including the wielder, within 20ft of the weapon must make a DC 12 wisdom saving throw or become frightened for one round. This ability also activates whenever the wielder rolls a 1 on their attack dice.

Screaming weapons count as magical.

Heavy Enchantment (Attunement)

Weapons or ammunition enchanted with 'Heaviness' have their weight doubled. On a critical hit you add an additional dice roll to the weapons damage.

Heavy weapons count as magical.

Chapter One Loot

Bearkiller Cloak

A cloak made of grey bear fur with paws fashioned into shoulder pads. As a free action you can call on the strength of the bear to deal an extra 2 damage on a melee weapon attack. This ability is replenished after a long rest.

The Singing Glaive

A glaive made of bronze with a number of hoops pierced into the back of the blade, it is well known for the strange humming sound it makes when it's swung. The wielder gains a +1 bonus on Intimidate checks whilst wielding the glaive in combat.

Elven Dagger, Amras

Used by the troglodytes to sacrifice many creatures, including their own people, to feed the endless hunger of Thukara. The original magic of the dagger has been corrupted by the dark ritual it was involved with and

now drains the life out of its victims. However if the blade is placed in a pool of clear water during a full moon for an hour it becomes purified.

Corrupted Dagger. Once per turn when damage from Amras causes a creature to drop to 0Hp, the wielder of Amras gains 1d4 Hp.

Purified Dagger. Once per turn when damage from Amras causes a creature to drop to 0Hp, it gains one charge point. As an action the wielder can expend all the charges held in the dagger to cast magic missile, increasing the spell's level for each charge spent. Amras can hold a maximum of 4 charges, and loses one charge every hour.

Aether Beast Hide

The scaly hide of the Aether Beast Thukara can be used to create a piece of Hide Armor or Studded Leather, with Aether runes that glow under the moonlight. As a bonus action the wearer can levitate up to 10ft for one turn. A long rest is needed to replenish this ability.

Spider String Rope

Made with a combination of tight rope and rare Cloud Spider webbing the ends of a spider string rope can stick to almost any surface, including water surfaces and gas clouds. Once attached the rope will lose its grip after 10 minutes and the ends have to be cut off for it to regain its stickiness.

Amulet of Trezzahn

Grants its wearer +1 on all intelligence checks, but also curses them with terrible nightmares if they don't consume the flesh of a sapient creature.

Named Blade, Nardual

Nardual is a rare elven named blade, famous for their high quality and the stories attached to them. Nardual was forged by the elven hero Aikanáro who lost his twin to a terrible monster. After forging the blade and hunting the creature down Aikanáro was said to have felt his twins presence fighting alongside him. If the wielder is an elf they gain a +1 persuasion bonus on checks against elves. If the wielder is a non-elf then there is a chance they are challenged to a duel by another elf, robbed or even openly attacked if they do not prove they deserve to wield it with a personal quest.

Nardual counts as a silver magical weapon. It deals an extra 1d4 force damage.

Longbow, Mahtan-Felagund

A magic elven longbow, this weapon would ordinarily only be used during ceremonies or held by an important individual during great wars. Arrows fired from the bow count as magic. As a bonus action you can mark a creature you've hit with an arrow, and until the start of your next turn all creatures deal an extra 1d4 damage to it. This ability is replenished after a long rest.

Greyrock Hammer

A maul made of pure stone, it's edges are chipped and worn yet it's weight feels threatening in your hands. The Maul is magical and deals an extra 1 bludgeoning damage on a hit.

Deputy Badge

A badge of law granted by Sheriff to trusted individuals, the Deputy Badge grants a person a few powers they can use in order to maintain the rule of law. However this responsibility is not granted lightly and if the powers are abused this badge can be easily revoked.

- * Can enter private buildings without a warrant if they have reason to believe someone is in danger.
- * Has the authority to arrest individuals breaking the law.
- * Considered a trusted witness.

Antheon Time Piece

A magical clock created by the Antheon collective to allow their members to synchronise their activities whilst miles apart. The time piece also has a secondary function, when placed on a 1ft wide object or solid surface the hands can be turned backwards or forwards to age the object. If turned backwards the object becomes younger until it looks brand new, if turned forward the object decays and might even fall apart. The object is altered for only a short time and shifts back to normal after 10 minutes. A long rest is needed before the Time Piece can be used again in this manner.

Iolas's Robe of Protection

A robe of silver and blue, some of the threading appears to be pure silver enchanted with protection magic. As an action the wearer of this robe can cast Sanctuary with a saving throw of DC 14. This ability is replenished after a long rest.

Feredir's Cloak of Resistance

A simple brown cloak, the inner threadwork of this cloak appears to form small rune symbols that are invisible when looked at from a distance. The wearer of this cloak gains a +1 bonus to all saving throws.

Chapter Two Loot

Hungry Beast

A magical spear made of white bone, the paw of a wolf has been tied to it's staff. Once per turn when you bring a creature down to 0 Hit Points with this weapon you can immediately move half your base movement speed and make one attack.

Sealing Stone

A small white orb covered in faint golden runes, when thrown it bursts open creating a small stone seal. The seal can grow up to 10ft high and wide, with a thickness of 5ft. In addition celestials, elementals, fey, fiends and undead cannot touch the seal unless they make a DC 20 Wisdom saving throw.

The Moon and Sun Blades

A pair of scimitars, one decorated with the image of a burning sun and the other depicting a full moon, when separated the two blades shake and shudder uncomfortably. So long as the blades are within 5ft of each other they count as magic and gain the following benefits:

- * During the day the scimitars burst into flame, dealing an extra 1d8 fire damage.
- * At night the blades are coated with ice and deal 1d8 cold damage.

Whilst the scimitars are sheathed their magical properties are suppressed.

Amulet of the Magi

During a long rest you can designate one spell you have prepared. Until you choose another you can cast that spell as a bonus action once per day.

Guardian Ring

A ring of golden bearing the symbol of a sheild, as a reaction you can target one friendly creature you can see within 30ft that has been damaged, if you do split the damage in half between you and the target.

Ring of Invisibility

While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying is invisible with you. You remain invisible until the ring is removed, until you attack or cast a spell, or 10 minutes has passed whereupon you become visible again.

Boots of Atrau

While wearing these boots you can cast the spell *Misty Step* once per day as a bonus action. Whilst you are wearing the boots you also gain the benefits of the *pass without trace* spell.

Bottle of Binding

A clear and strangely shaped glass bottle that looks more at home on an alchemist's table, the bottle is actually imbued with powerful binding magic that can contain and compel an elemental to follow your commands.

As an action you can point the open bottle at an elemental and force them make an opposed Wisdom check once per turn. If you win this check three times then the elemental is sucked into the bottle, but if you fail three times then the bottle shatters. If the elemental's hit points are above half its maximum it has advantage on this check.

Once sealed the elemental can be released as an action and given a single simple command. Once the command is fulfilled the elemental returns to its plane of existence and the bottle shatters.

Vest of Shadow Silk

This translucent vest is almost weightless in your hand, but when placed in darkness the vest becomes pitch black and obscures anything it covers. While in the dark or deep shadows you have advantage on any stealth checks.

Helm of Vigilance

Shaped like the head of a hawk, it's visor is it's open mouth with two piercing eyes decorating it's top. Whilst wearing this helm your passive perception increases by 4 and you cannot be surprised.

Shield Wall

This shield is made of stone bricks, but is unusually no heavier than a normal shield. As a bonus action you can attach the bottom of the shield to a surface, creating an immobile piece of high cover. Once placed the shield can only be removed by speaking the command word as an action.

Wardens Fullplate (requires attunement)

A Fullplate decorated with chained prisoners, hanging from pits or dragged along the surface of the armor. As an action you can speak a command word, causing your size to increase to large for 1 minute.

Belt of the Lord (requires attunement)

A leather belt anointed with a buckle in the shape of a crown. As an action the wearer of the belt can touch a humanoid creature and force it to make a DC 14 Wisdom saving throw. On a failure the target is charmed. After using this ability you must take a long rest to replenish the belts magic.

Bracelet of the Spider (requires attunement)

A golden bracelet decorated with the depiction of a large black spider. As an action you can speak a command word to activate the magic of the bracelet. From the spider symbol on the bracelet 4 thin wispy spider legs erupt, granting you a 30ft climb speed for 10 minutes. Whilst the bracelet is activated your arm grows numb and cannot hold objects or handle any tasks.

Eye of Absolution (requires attunement)

A red ruby shaped like an eye, inside it's iris is a small flickering flame. By whispering a command word into the eye you can fire a ray of fire from it that deals 6d8 fire damage.

Heart of Shadow (requires attunement)

A rock of obsidian shaped like a heart, you can hear a soft beat if you raise it to your ear. Any creature summoned by the owner gains the following benefits:
Shadowstep. You can hide as a bonus action.
Superior Darkvision. You can see 120ft in the dark as if it were bright light.
Shadow Form. You gain a +4 bonus to any stealth check.

The owner of the Heart, as an action once per day, can summon a **Shadow Guardian** for 1 hour.

Sword of Vengeance, Blood Letter (requires attunement)

The blade of this barbed longsword has been wrapped by a thin wire covered in small spikes, aggregating any wounds it causes. A magical blade, the Sword of Vengeance deals an extra 1d8 slashing damage on any hit.

Whilst wielding the blade whenever you take damage from a melee weapon attack you can use your reaction to make a single attack against the creature that damaged you. If this attack misses then you suffer 2d8 slashing damage as the wire from the sword animates and attacks you.

Shadow Guardian Challenge 1 (200 XP)

medium elemental, unaligned

Armor Class 15 **STR** 14 (+2) **INT** 11 (+0)

Hit Points 33 (6d8 + 6) **DEX** 14 (+2) **WIS** 12 (+1)

Speed 30ft **CON** 13 (+1) **CHA** 9 (-1)

Skills Stealth +4

Senses Darkvision 120ft., passive Perception 11

Light Sensitivity. While in bright light, the shadow has disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Shadow Spear. MWA: +5, 6 (1d6 + 2) piercing damage plus 3 (1d6) necrotic damage.

Chapter Three Loot

The Black Ring

A black metal ring anointed with a piece of obsidian, once a day the wearer can step into a shadow and reappear in another shadow at least within 500ft. The wearer can attempt to reappear in a direction or known location and the ring will take them to the closest shadow to their target.

If the wearer says the secret phrase "The Black Sun Rises" then they can use an action to summon shadowy arms within a 30ft circle. Every creature within the radius takes 5d6 necrotic damage as the arms grab them, but if they pass a DC 14 dexterity save they only take off damage. Any creature brought to 0 hit points by this is dragged into the nearest shadow, their body vanishing. No form of identification, mundane or magical, can reveal the secret phase.

Runed Rib Bone

The rib bone, from a large or even humanoid creature, is covered in intricate runes and patterns. As a free action the owner of the rib bone can automatically pass a single saving throw. Once this ability is used the bone turns to dust.

Red Blade

A metal blade coated in a crimson rust, a red blade is a dangerous and taboo weapon. Created by using human bones in the smelting process Red Blades naturally hunger for life force, causing wounds that not even magic can heal. Any creature damaged by a Red Blade

must make a DC 13 constitution or their maximum hit points is reduced by the base damage of the weapon, any modifiers don't count towards this effect.

Alchemist Bomb

A small glass orb closed with a cork at the top, an orange and red thick liquid sloshes back and forth inside. When thrown at a target the Alchemist bomb shatters and causes a small 10ft square explosion, dealing 3d6 fire damage to all creatures within it's radius. A DC 12 dexterity save reduces this damage by half. If the bomb hits a flammable object it immediately bursts into flames.

Necklace of Growth

This necklace made of vines connects around a wooden cracked amulet, small saplings growing from the spaces between the wood. As an action the wearer can cast the spell Greater Restoration once per day.

Halberd of Rot

A grey halberd smeared with a black polish, the handle and metal of it's blade feels cold and prickly under your touch. Whenever the Halberd deals damage it deals an additional 1d8 Acid damage. If the target is a plant then the halberd deals an additional 3d8 Acid damage instead.

Bell of Awakening

A green bronze bell decorated with small square bumps along it's surface, the inside of the bell oddly has no lead line making it's bell toll completely silent. When shaken like a bell no sound emits from it but every creature within 300ft that is asleep immediately awakens. Once per day you can utter a command word and ring the bell, forcing one creature you can see within 60ft to make a DC 16 wisdom save or fall asleep.

Scepter of Might (attunement by a sorcerer, warlock, or wizard)

A golden scepter anointed with a blood red ruby, tendrils of gold have latched onto the ruby like viens. This scepter can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. The scepter holds 10 charges.

Mighty Blow. When you hit with a melee attack using the scepter, you can expend 1 charge to push the creature back 10ft if it fails a strength saving throw against your spell DC.

Spells. While holding the scepter you can use an action to expend 1 or more charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *False Life* (2 Charges), *Aid* (3 charges), *Enhance Ability* (4 charges)

The scepter regains 1d6 + 4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1 the scepter transforms into a Pact Daemon and attacks the owner.

Green Tea Cup

A terrible and twisted item with a dark history, the Green Teacup was created by the Serial Killer God Trakraadh. When a creature willingly drinks from the Teacup, if they are forcibly compelled into it the magic does not activate, the owner of the Teacup can use a command word to imbue a powerful compulsion into the target unless they pass a DC 20 Wisdom saving throw. Once the command is given, no more than two sentences long, the target must be given an object to hold onto. So long as the target holds the object they are compelled to do everything in their power to follow the command given to them. The Teacup's power can even cause a target to follow self destructive orders

A remove curse or dispel magic spell can free the target, otherwise they continue following the command until the held item is taken from them or a week has passed. Once the compulsion wears off the target's memory of the teacup and the owner is replaced by a green haze.

Beads of Fire

A necklace made of orange metal beads, a warm heat radiates from them. When worn this necklace grants its owner resistance to fire damage. If the owner is a monk then once per turn after they hit with a melee weapon attack they can spend 1 Ki point to add an additional 2d6 fire damage.

Dagger of Loss

A blue tinted knife, its handle is decorated with a crying women desperately gripping it's blade. The dagger is a magic weapon, once per day when you hit a creature with it you can force them to make a DC 15 Wisdom save making them blind and deaf for 1 minute on a failure.

Spellbook of War

A steel framed book, it's contents is a mix between arcane study and theoretical battle tactics. The owner of this spellbook can cast shield once per day.

The spellbook contains the following spells: *Mending*, *Burning Hands*, *Flaming Sphere* and *Battlemap*.

Battlemap

2nd-level Divination

Casting Time: 1 action

Range: 100ft feet

Components: V, S, M (a glass marble)

Duration: Concentration, up to 10 minutes

When you cast this spell you throw a marble into the air which begins to glow and float upwards until it is a 100ft in the air. The marble emits a dim light that illuminates a 300ft area directly below it. So long as you're concentrating on the spell you can see through the marble directly downwards, giving you an aerial view of illuminated area. The moment you stop concentrating the spell ends and the marble shatters, and if the marble touches anything the spell immediately ends.

Captain's Rosary

A red cross held inside a silver cirlet, this rosary bares the symbol of a red raven at it's centre. Once a day it's owner can hold it aloft, healing themselves by 2d8+4 hit points and two other allies within 15ft.

Glaive of the Crow

The blade of this glaive has been decorated like a black wing, giving the illusion it is taking flight when it is swung. The glaive is a magic weapon that grants a +1 bonus to attack and damage rolls made with it and deals an additional 1d8 thunder damage on a hit. The owner of the glaive is always accompanied by a Crow which will fulfill basic commands for them.

Vulred

A silver rapier covered with an ivy design that seems to have grown across it's surface. It's said the blade was forged by pouring molten silver into an old tree and left for a hundred years, the tree was then cut open revealing the forged rapier.

The rapier is a magic weapon that grants a +1 bonus to attack and damage rolls made with it. Once per day the wielder can use an action to cause the rapier to extend out 20ft in a straight line, any creature in this line must make a DC 16 dexterity save or take 5d8 piercing damage.

Major NPC's

There are many NPC's involved in the Crown of Stone adventure, but the following have the most contact with the players and impact upon the storylines progression.

King Alred Dalcot



Only just turned 16 Alred is incredibly young for a man creating his own nation. His white skin is marked by an uneven tan giving him the appearance of farmer more than a monarch. Apart from formal occasions Alred is often wearing some form of armour in a stubborn belief that it makes him look more commanding. His youthful face is often marred by a constant frown that shifts from serious to comical as he tries to force himself to look like he is listening to every matter with the utmost seriousness. His crown is a very simple unadorned ring of gold that he wears whenever he meets with guests or leaves the castle.

The best way to describe Alred is a young man trying too hard to appear as an adult. Whilst he is rather intelligent he suffers from a constant concern that people belittle him behind his back for being too young. His main coping mechanism for dealing with the stress of his position is in training and exercise, a time when he can exhaust himself to the point where his thoughts drift away. When it comes to matters of state Alred knows the wisdom of listening to his advisors but sometimes has trouble following that wisdom. More than once he's ordered his council to leave him while he calms down after an argument with them.

As the younger Prince of the Kingdom of Deverus always had an ambition to rule, often trying to attend his father's court in order to learn and help with decisions. His much older brother, Trokar, took a dim view of this ambition and began to make Alred's life very difficult, leading him on geese chases and excluding him from important meetings. As their father's health began to

deteriorate though Trokar began to see Alred as less of an annoyance and more of a threat. Just as their rivalry begun to take on a new edge Alred's long friend and trainer, Durlan, approached him with the idea of setting up his own nation.

Gathering allies from his father's court and beyond Alred managed to broker a large loan from the Antheon Collective to fund the creation of a new nation. In a stroke of political savvy, likely prompted by one of his advisors, Alred got his father's blessing for the new Kingdom in exchange for giving up his claim to Deverus.

The Sheriff, Jacob Durlan

A middle aged man with soft brown hair, Durlan has the look of a man who was born to wear an officer's uniform. His square features give him a distinctive and commanding look and his voice matches his direct personality. He is almost always wearing his sheriff's uniform, a breastplate decorated with a badge with leather hide underneath, but he is known to put on a simple tunic when he's off duty. He has excellent control over his emotions and never flies into a rage unless he's trying to make a point, and while he's never been good at telling jokes he enjoys them greatly.

Before he joined Alred in Ramulia, Durlan was an officer in Deverus's army. For his excellent record he was granted the honour of becoming Alred's tutor, and so did all he could to teach the boy swordsmanship and how to command. Despite their age difference the two became fast friends, Durlan lost his wife to sickness and never had children, and Alred never had anyone that would treat him with both respect and kindness. Durlan is the only person who can get away with directly telling Alred he's being foolish.

Durlan takes his job very seriously and often tries to work with the other members of the council to resolve issues plaguing the kingdom. But the crises never seen



to stop and they've started to take their toll on the sheriff, making him more nihilistic than he would normally be. Above all he wants the kingdom to succeed and grow strong enough to protect King Alred from the many enemies that he is unaware he has.

The Sheriff has a secret that he has kept very tightly to his chest, for if it was revealed it would destroy his friendship with the King. Durlan is an agent of the Obsidian Dawn. He joined not for ambition but out of necessity, when they first approached him with an offer for membership he wanted to refuse but after they showed him some evidence of a plot to murder Alred he realised that he needed the Dawn's resources if he was going to keep him safe.

The High Priestess, Felicia Bankath

A fair looking woman with straw blonde hair the High Priestess makes an effort to look ceremonial wherever she goes, swapping between a robe of yellow, green, red and blue every other day. She has a very good public face, able to smile and act caring as part of her temple duties but away from other's she's constantly stressing over her duties and commitments.

Hailing from a monastery devoted to Sarquin, Alred approached her superiors to find someone suitable to manage the issues of faith in his new kingdom. Bankath was chosen because of her devotion but also in recognition for her long list of achievements. Despite this she's found adjusting to a leadership position difficult and often lets her priests delegate their own duties.

About a year ago Bankath received a coded message from her superiors warning her that there might be a powerful deity sealed in Ramulia, and for the sake of stability and ensuring the Kingdom maintains Sarquin as their main god she has been instructed to destroy the symbols pertaining to this sealed god and any other she finds. To help her the monastery has sent Elro Jerond and a number of his men to 'take care' of any issues that arise.

Vaultermancer, Troy Redbarrow

A representative of the Antheon Collective, Redbarrow was sent to oversee King Alred's court and ensure its decisions are in line with the bank's expectations. Serving as the Kingdoms Vaultmancer he is the only one with official access to the kingdom's treasury and must be present whenever it's opened. At least in his thirties Redbarrow has a thin elongated face that always makes him melancholy. Quiet and contemplative Redbarrow leads his life in a heavily structured way timing all of his activities with a small time piece he takes with him everywhere, never commenting on it but always keeping an eye on it.



General Rowland Wymer

A man with low cut hair and a fashionable mustache, Wymer has a large muscled build that he's not afraid to show off. His brown eyes have a piercing quality to them, always studying people and his surroundings. He is often in his dress uniform that does nothing to hide his impressive build, but he is happy to don his bulky fullplate when leaving for the field. He has a soldiers humor and always seems to be jolly, even in dire situations.

Wymer was a general in Deverus but was persuaded by his cousin, who was serving Alred while he was a Prince, to join the new kingdom of Ramulia. Unlike Durlan who had only had a few squads loyal to his name, Wymer had a lot of prestige and his own personal army he could bring to bare. For his contribution he was named General and given command over Ramulia's armed forces. Because of this Wymer knows that he has a lot of power in Ramulia and abuses it slightly in order to obtain deeds to rich plots of land, and while he's not outright greedy he's not one to pass an opportunity by.



Court Magician, Daimon Thurman

A soft spoken and lithe looking man, Daimon is often murmuring to himself or speaking too quietly for others to hear to him. An intelligent young man who lacks confidence, Daimon is often researching ways to try and improve his magic so it can be used for practical purposes around the kingdom. His eyes have a strange purple tinge to them due to Aether contamination, but fortunately it hasn't affected his sight.

Daimon is actually a powerful war mage, focusing on the field of evocation. He was originally drafted into Deverus to serve their archmage but took the settlement of Ramulia as his chance to break away from those 'stifling' conditions. Daimon doesn't actually like much of the magic he is capable of casting, he originally wanted to focus in conjuration so he could help with construction. He serves mainly an advisory role on the council, but he is often overshadowed by it's louder members. When meeting with people he always asks if they would like some tea.

Unfortunately all of the above is a lie.

Daimon Thurman's real name is **Maivan Merilairon** or as the players might know him as, "**The Man In Green**". Maivan is actually a Half-Elf with predominantly human features, he is much older than he appears thanks to his heritage. Maivan was originally assigned as a sleeper agent in Deverus but when King Alred settled in Ramulia he took the initiative to join him there. Since then his father, Voronwë Merilairon, has ordered him to sow dissent and has given him a powerful god item, *the Green Teacup*, to ensure his success. Armed with the Teacups magic Maivan offers tea to any of his guests with duplicate cups, preparing for when he has them alone and can use it's sinister magic to help him sow chaos.

Councillor Ránëlisá Súrion

A relative of the elven noble line of House Súrion, Ránëlisá is the spitting image of royalty. Standing out with her long golden hair and piercing blue eyes Ránëlisá bares the demeanor of someone used to being in charge. Her words, like her commands, are snappy and straight to the point. She makes a habit of dressing in green, which are the favoured colours of Elven nobility.

Ránëlisá, as she prefers to be called, was brought from Deverus's court to help Alred setup and run his kingdom. She takes care of much of the administration for the Kingdom, and she is the first person most people will come to about any problems. She takes her duties with the utmost seriousness and has no time to spare for frivolities. Whilst she doesn't dislike her fellow council members she does have a minor disdain for any she feels are not pulling their weight.



Voronwë Merilairon

Of all the survivors of Rumil few are as tragic as Voronwë, whose home and destiny was viciously snatched away from him. As the Crown Prince of that old elven kingdom Voronwë was just coming out of his childhood when the calamitous earthquake struck his country. Almost everyone he knew was killed by it, and even his father became buried in rubble for four days before he was rescued. Far away from the heart of Empire aid was slow and mostly provided by other elven nations and tribes, but it wasn't enough to save it. Proclaiming it cursed after the quakes wouldn't stop the elves abandoned it despite all the efforts of their King to convince them to stay.

In the aftermath the King of Rumil became a secluded figure, wasting away his final years in drink and nostalgia. Voronwë grew to hate what his father had become and vowed to return Rumil to its former glory by any means. After his father passed away Voronwë came into contact with the Copper Kings who agreed to support his claim, but his homeland had become a war zone between its neighboring countries and the new hostile race of Kalag who claimed it as their own. As he observed even small human settlements fail he knew that he'd need far more resources than the Copper Kings could ever grant him.

Voronwë dedicated himself to acquiring power, mastering the blade and becoming an accomplished mage, but his arcane overuse had caused him to become partially sterile. Fearing he'd never be able to produce an heir he performed an unthinkable act and used a hidden Finwe to create Half-Elven children, spawned from what magic he could muster and humans he murdered in the process. Thanks to the Copper Kings he had learnt of a forbidden theory that if Half-Elves from the same bloodline were fed into a Finwe they could create a new full blooded Elf. He revealed this to his children and gave them an ultimatum, if they proved themselves worthy of serving him then he wouldn't sacrifice them to create his heir.

Using the Copper Kings spy network Voronwë expanded his influence among the nearby nations, hoping to pit them against one another so an opportunity to safely claim his homeland would appear. What he did not expect was that someone else would use the opportunity he helped create, the human boy King Alred.

Minor NPC's

Michael Krator

The famous assassin, Krator has been working for the Copper Kings for the last couple of years. His fame and infamy have cost him dearly, unable to keep friends and losing track of family, and being an assassin is all he knows anymore. Despite his grim work he's an optimist at heart and never holds a grudge when it comes to his work. Vor has promised him a lordship in the new kingdom of Rumil, which he has considered to accept as his retirement from his bloody career.



Beren Anwarünya

An elven noble from Aed'eri, Beren's mission is to secure the golem Vasatar and find a way to move it to Aed'eri after the events of chapter one. He is a possible friend or enemy to the players almost entirely dependant on their actions in the Chapter One event. Laid to rest, because the girl in the coffin is his little sister. If he's unable to secure the Elder Golem before the kingdom does then it's possible he sides with Voronwë and his plans to usurp the kingdom. On the other hand if he has good relations with the players or they agree to let him take the golem he may aid them during the events of chapter three.



The Political Theater

Ramulia is not an isolated country, there are various and complex influences poking and prodding at it from every angle. The players may not take the time to learn the politics surrounding Ramulia or even need to in some cases, but even without that knowledge it has huge ramifications and effects upon the main plot.

The Geopolitics

Ramulia is surrounded by the three nations Larsona, Trenton, and Deverus. All of these countries in the past have laid claim to Ramulia for it's resources and important gateways between the nations but each has failed due to a combination of war, natural disasters and unforeseen tragedies.

Deverus

King Alred's previous home to the west, Deverus, is ruled by his brother Trokar in all but name since their father fell ill. The pair have a strained relationship due to their ambitions to rule but since Alred has renounced his claim to the Crown of Deverus his brother has left him be for the most part. Trade is difficult and highly taxed between Ramulia and Deverus as Trokar still considers Alred a possible threat to his rule and isn't inclined to help his country grow. So long as nothing extraordinary changes for the nations their relationship remains neutral.

Larsona

To the north and east lies the rich lands of Larsona which are currently engaged in a bitter war with their neighbor to the south, Trenton. Arguably Ramulia would make for a great staging ground for an invasion, however the last attempt four years ago ended in tragedy when their army passed too close to the Kalag's territory and came under aggressive and vicious raids that scuppered any hope of striking Trenton from the west. It's no secret that they want to launch a second campaign through Ramulia using Dalmills Bridge to cross further into the west but King Alred is betrothed to a powerful noble family from Larsona's neighbor Cadylia. Whilst this doesn't give Ramulia an official alliance with Cadylia they have enough power to apply pressure to the border to make moving on Ramulia unpalatable.

Trenton

Lying to the south and west of Ramulia is the republic of Trenton, a fascist state well known for their war mongering and heavy handed laws. Trenton has been quite aggressive across the Ramulian border as its ambition to take the land is well known, however to officially strike would risk giving Deverus a justification for invading them. Since Trenton is heavily involved in it's war with Larsona they can't afford to become embroiled in another conflict but have managed to threaten Ramulia to help them deal with deserters trying to flee their country.

Why is King Alred Important?

It's no exaggeration to say that a happy ending is only possible if King Alred survives the Crown of Stone storyline. Ramulia could be taken over by any number of forces or factions, but only King Alred represents a real possibility for future stability. His tenuous link to Deverus gives him a possible powerful ally to protect his western border, his betrothal to a noble of Cadylia helps protect his northern border and Trenton is likely headed for implosion in the coming decades. Ramulia's rise as a true country is only possible due to the connections King Alred has and the year he founded it, a year when all the neighboring countries were too busy to stop him. Whilst Ramulia's survival is by no means guaranteed it has all the foundations of becoming one of the future great nations of Merawien.

And Voronwë knows this.

Voronwë Merilairon has been making preparations for the last 200 years to rebuild the kingdom of Rúmil, gathering funds, allies and trying to influence the three nations to his benefit. In truth Voronwë's plans have hit roadblock after roadblock, the demographics of the area have changed too much, the survivors of Rúmil have all long since moved on and the earthquakes prevent anyone from settling for too long. But despite all the issues facing the land King Alred represents a new chance for it and Voronwë cannot afford to let him succeed. Unfortunately for Voronwë his ambitions to rebuild Rúmil are likely doomed, and a small part of him knows this, but even so he is committed to try for all the lives lost and dreams destroyed when Rúmil fell.

The Copper Kings Conspiracy

Lead by Voronwë Merilairon of the Copper Kings, the conspiracy to usurp King Alred is simple in concept. Voronwë has coaxed Trenton into planning an invasion into Ramulia, using his right to the throne of Rúmil as their *casus belli*. To ensure the success of the invasion he has sent out his agents and his children to secure key assets, weaken the kingdom through civil strife and finally secure a small army inside the city of Dalmill. The end goal of the invasion is to occupy castle Dalmill and take King Alred hostage in order to give them time from any reprisal attacks from his brother or his allies.

Whilst the plan is straightforward its execution must be precise, any and all barriers that would prevent Voronwë from claiming the throne must be dealt with beforehand. By discrediting King Alred's ability to keep the kingdom safe they can sow the seeds that will see the populace welcome their new king with open arms.

Before the players even arrive in Ramulia much of the ground work for the plot has already been established. The deserters and escaped prisoners from Trenton have been recruited and placed in Laskway, keeping quiet until the time to act. The people of Dalmill are becoming restless and unhappy with their King for his failure to protect them from criminals and the earthquakes. Even Ramulias army has been infiltrated, waiting for their orders to turn on their fellows.

What the players presence in Dalmill represents is a final possible wrench in Voronwë's plans. If they are able to secure the Kings position and uncover his copper agents then his plan has a chance to stall at a critical moment. On the other hand if the players seem intrigued by his plan he may take a risk and invite them into the plot, promising them great rewards under his reign.

The Kalag

Whilst the Kalag don't often appear in the settled areas around Dalmill their existence is a large threat to the kingdom. Currently the Kalag are faced with an internal struggle between themselves about what they should do about this new nation of Ramulia. Many are convinced that it will fall like all the others and they simply have to wait it out, while others wish to destroy it personally and finally lay claim to their ancestral home once and for all. Ramulia has spilt it's army between protecting its borders and keeping tabs on the Kalag who at any moment appear to be capable of launching a massive offensive.

The Obsidian Dawn

As a machiavellian organisation the Obsidian Dawn always plots in the long term and Ramulia is no exception. It is their belief that Ramulia holds the key to bringing peace and stability back to the region. In order to accomplish this one of the bordering nations must claim it as they are best suited to utilize Ramulia's advantages. Which nation that should be however is hotly debated causing the Dawn to engage in a mock shadow war between its agents to see which of their plots are the strongest. Primary pieces in this conflict are the brothers, Alred and Trokar, who both have their fair share of supporters amongst the Dawn. Currently the organisation is waiting to see what kind of man Alred grows up to be before they come to a decision on supporting him or his brother.

Voronwë's plot to take Ramulia for himself is of little consequence to the Dawn. If he succeeds they will simply unite behind Trokar and work to ensure that the entire region falls under his control.

Minor Factions

Whilst there are plenty of grand players in and around Ramulia, there are also some minor ones looking to seize fame or fortune.

Dapper Blues. Supposedly there is a small thieves guild that exists in Dalmill allegedly run by Lethonia Crull. It's members tend to wear blue scarves and bandana's.

The Natural Movement. A group of nationalists that believe strongly that Merawien should remain independent. They primarily resist the lingering cultural effects of the Empire and oppose the settlement of foreign races not from Merawien.

The Bailish Sanctuary. Half-Elves are often a discriminated race in Merawien due to the influence of Aed'eri. The sanctuary tries to help Half-Elfs get help, jobs and homes around Dalmill.

The Republic Front. A political organisation that constantly demands the new country of Ramulia be made into a free republic. The group tends to be quite aggressive which has raised tensions between them and the local guard.

The Cult of Disaster. A strange group who mob the streets sometimes in order to perform their rituals. They believe the natural disasters and tragedies striking Ramulia are a test set by an unknown god to determine who is worthy of ascension.

Random Wilderness Encounters

| D100 | Encounter | Avg CR |
|--------|----------------------------|--------|
| 1-6 | 1 Bat Swarm | 1/4 |
| 7-8 | 1 Violet Fungus | 1/4 |
| 9-12 | 2 Giant Wolf Spider | 1/2 |
| 13-16 | 2 Boar | 1/2 |
| 17-20 | 1 Gnoll | 1/2 |
| 21-22 | 4 Strige | 1/2 |
| 23-26 | 1 Brown Bear | 1 |
| 27-32 | 4 Wolf | 1 |
| 33-34 | 6 Bandit | 1 |
| 35-38 | 4 Giant Wasp | 1 |
| 39-42 | 1 Dryad | 1 |
| 43-46 | 4 Giant Bear | 1 |
| 47-52 | Cave Bear | 2 |
| 53-56 | 5 Harpy | 2 |
| 57-60 | 6 Kalag | 2 |
| 61-70 | 2 Rotten Tree Golems | 2 |
| 71-74 | 3 Ettercap | 3 |
| 75-78 | 1 Gnoll Pack Lord, 4 Gnoll | 3 |
| 79-86 | 4 Ghoul | 3 |
| 87-88 | 4 Awakened Tree | 4 |
| 89-92 | 4 Gelatinous Cube | 4 |
| 93-94 | 20 Bandit | 4 |
| 95-98 | 18 Kalag | 5 |
| 99-100 | 1 Earth Elemental | 5 |

Dalmill Encounters

- You see a group of People hauling buckets and throwing their contents down into the crevice. Seems like it's used as the local dump.
- A procession of robbed people suddenly run through the street, throwing lit candles at people and crying "Disaster! Disaster!"
- You see a stall selling small wooden figurines of kings, gods and monsters. The merchant claims they grant good luck.
- Two men are waving flyers and handing them out to people, the flyers appear to be for a petition to the King for the rights of Half-Elves to be protected.
- A yellow stained Porsla is scrubbing the cobblestone of the street and a passer by spits in his direction. The Porsla then cleans the bit they spat on and waves back "Thank you!"
- An old man with an ill-kept beard is shouting at people not to drink the ale from a nearby inn, claiming that's how the mind worms get into your brain.
- A poster on the wall reads "Keep Ramulia Natural, Say No to immigrants!"
- One of the Houses on this street has a large crack running up it's side, damage from a past earthquake.
- A beautiful pristine white Elven statue sits on the side of the road. People are placing flowers at it's feet for good luck.
- A Town Crier shouts loudly "Trenton and Larsona meet in battle, thousands dead, the town of Glenwell is now a smoking ruin!" as he passes by.
- A stall is selling broken pottery taken from an Elven ruin, though the images are faded some are quite detailed.
- A cart filled with grain is causing a jam on the street, forcing people to walk the cramped alleys of the city to get around.

Rumors

- "I heard King Alred is just a child. How's he supposed to lead us?"
- "The Kalag have been burning people's fields, trying to make the farmers move away from their lands. I hope the army does something about them"
- "Apparently some kids have been using the graveyard as a hangout spot. You'd think they'd know better than to disturb the dead, it's certainly got the groundskeeper really angry"
- "I saw a Gnoll the other day. Nasty creatures, I hope there not migrating here"
- "You been to the Red Lion Inn? Nice place, only its upkeep costs so much the owner had to fire all his staff. I heard he's gone barmy since then and started talking to himself"
- "I heard the dead come out at night, poor lost souls killed on the road. If they catch you you'll be cursed with bad luck, or worse"
- "Heard about Lord Fairglove? Not technically a Lord anymore, moved here with the King from Deverus. I heard he's got an illegitimate child working in the castle. Nobody's been able to work out if that's true or not though"
- "Roads have been really dangerous lately. Was only a few bandits at the start, but now you're almost guaranteed to be attacked. Most of the able men have left with the army so now there's not enough to patrol the roads"
- "Most of the people in Dalmill helped build the castle. It's true! The King opens it's doors for the public once a year to celebrate it. If you're ever inside you can see where people have chiseled their names on the bricks"
- "Trenton and Larsona have been at war before this. Was over some border dispute in the beginning, but now they hate each other and I heard the recent conflicts been really bad"
- "Ever been to the Fools Gold Hall? It's a gambling den. Friendly people inside but I always seem to lose when I play there..."
- "I heard King Alred's betrothed to a noble lady of Cadylia. I hope they get married soon, it's sure to be a great boon to the traders here once they do"
- "You seen the elven ruins? Pop out of the ground sometimes after an earthquake. Whenever there's a new one people always take a few things. Though I heard the Elves get really mad if they catch you with stuff that 'belongs to them'"
- "Seen Bronzebeard's Locksmith? Done real wonders for the locks around Dalmill, nothing like a good sturdy lock to keep your peace of mind. Though... He's got this weird door he's got locked up in his basement. Doesn't lead anywhere, so I don't know why he felt the need to put chains all over it"
- "Apparently the Sheriff and the King are old friends. The Sheriff could probably get all sorts of political favours, though he never does"
- "Ever heard of Warlord Greyrock? He's a dwarf that took over a small area to the north, everyone who used to live their fled after he moved in. Apparently he's got his own fortress and a small army to do his bidding"
- "I'd stay out of the forests if I were you. People only ever hunt near the outskirts of em, cause the deeper you get the more monsters there are. I even heard these some Elven curses lingering in some of the older forests"

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