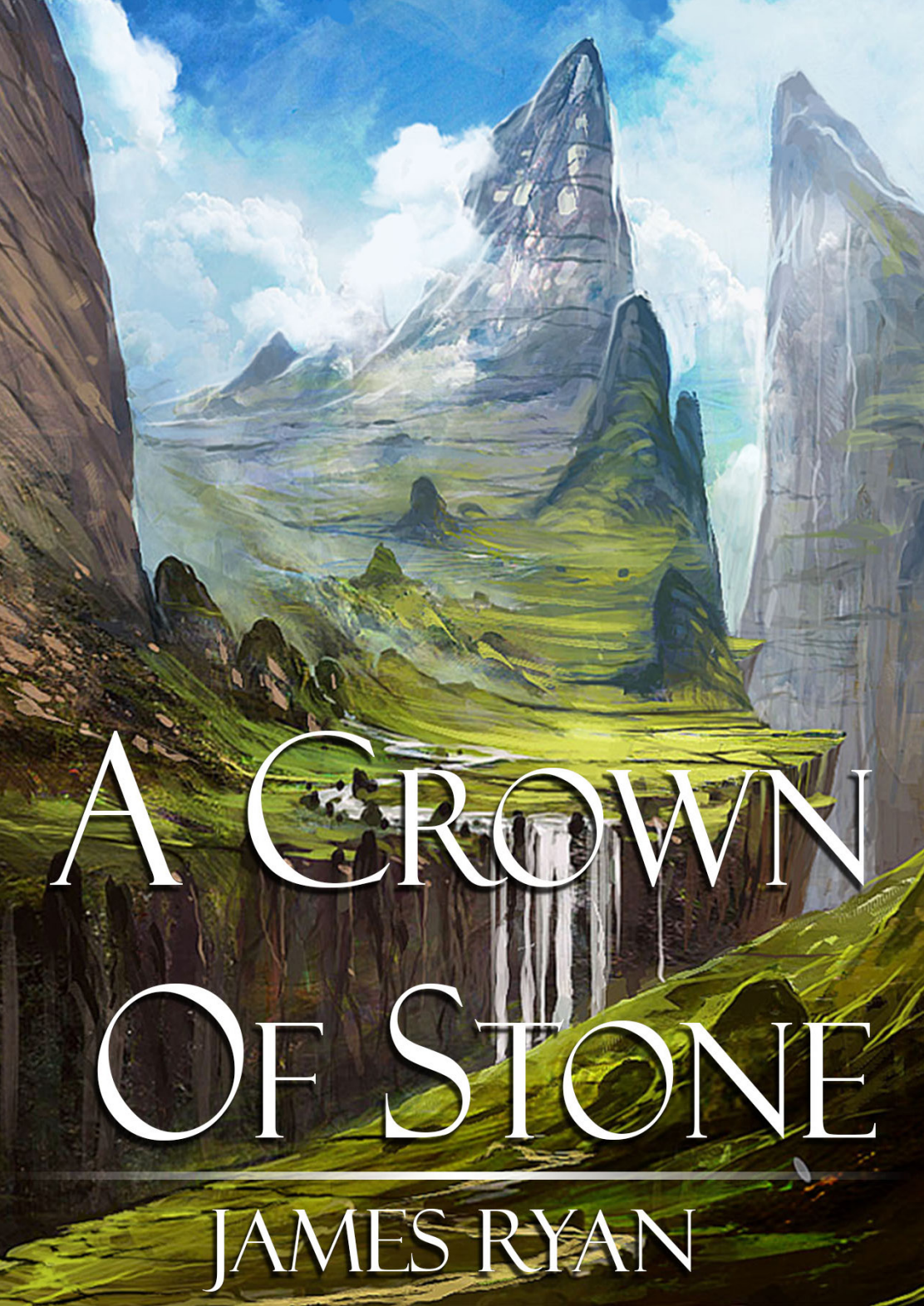




A CROWN OF STONE

JAMES RYAN

A Crown of Stone

Chapter Two A Wardens of Telehar Adventure For Fifth Edition

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Introduction

This is the second installment of the Crown of Stone adventure for the Wardens of Telehar series. It is designed for characters starting at 3rd or 4th level, with an optimal party size of four. This second chapter will take characters up to level 7, whilst the full adventure will take characters up to level 15.

This adventure is set in the land of Ramulia, a kingdom on the island of Merawien, as it continues to struggle against monster incursions and conspiracies to destroy it. The events for Chapter Two follow directly on from Chapter One and it's advised the players complete it first, if however the characters begin their adventure in this chapter it is advised that the DM create a bond that would make them friends to the King and give them access to castle Dalmill.

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

Background

The civilised and imperial races are not the only creatures who have chosen to try and settle in Ramulia, the 'monster' race known as Gnolls have been trying to settle in it's wild lands with little success for years. Beaten back from the forests by the Kalag and driven from the fields by bandits the Gnolls of Ramulia have been forced to hide themselves in the forgotten god tombs of the land. There peoples natural hostility to the gods have made these refuges dangerous and inhospitable, many of the older Gnolls have been cursed by sickness and deformity by the poisonous miasma that soaks the air of these tombs.

In the first year of Dalmills construction the daughter of the Gnoll chief embarked on a radical and dangerous idea, she would speak with the humans and try to build a bridge of coexistence with them. Her plan was dismissed by the other Gnolls but she still managed to gather a small group and set out to Dalmill. When her group arrived at cities border it was immediately a tense situation, though she approached them with no weapons they remained convinced it was a trick and bade her stay away. As word reached the Sheriff he raced to the scene, but before he could arrive someone fired an arrow at the Gnoll women killing her instantly. Her companions attacked the guard in retaliation but were eventually killed as well. The Sheriff never found out who fired the shot.

Oskad, chief of the Gnolls, was overcome with grief at the loss of his daughter. She had showed humans rare compassion and they had responded as they always do, with violence and cries of monster. His thoughts leapt to the ideal of Justice, a thing often talked about by the civilised races but always ignored when it came to his people, and these thoughts opened his mind to a vision from the God resting in the tomb below him. The Gods name was Narduru and in life he was a God of Justice. He told Oskad that if he could recover his sword from his arch enemies tomb, the God of Shadows, then with it's power Narduru could be brought into the world of flesh and blood once more. Reborn as an Avatar, a living



embodiment of a god's power and will, Narduru could reap justice upon the people of Dalmill and punish those behind the death of Oskad's daughter.

The Gnolls as a people have rejected the Gods ever since their own creator tried to destroy them, but in Oskad's grief and anger he accepted Narduru's offer. He would devote himself to Divine Justice so that the humans would suffer for their crimes, and for once see themselves as the criminals and villains they truly are.

Justice and Revenge

Long before recorded Imperial History, during one of the many terrible divine wars Narduru was a god of Justice sworn to defend the people of Sanctuary. Sanctuary was a town and final haven for many races, some who had lost their creator gods and had nowhere else to turn. But in the twisted gnarled woods bordering Sanctuary the God of Shadows Sazirak was imprisoned, and he looked upon Sanctuary with envious eyes. He wanted to be worshipped and beloved as Narduru was but his heart was twisted and he knew only how to lash out at others. He besieged Sanctuary numerous times, trying to make them submit to his rule, but every time Narduru would drive him back into his dead forest prison.

This all changed when Sazirak used his own divine essence to create the Heart of Shadows, allowing him to summon an army and finally conquer Sanctuary. As revenge for the countless humiliating defeats he suffered at the hands of Narduru he killed the gods mortal lover and had him banished from his own lands, so that he might suffer as Sazirak once did.

While Sanctuary did not embrace it's new guardian at first, over time Sazirak proved himself by defending them from countless monsters and rampaging gods. As the people of Sanctuary began to praise and worship him as he had always dreamed Sazirak was gripped by the guilt of what he had done, and so swore that he would protect Sanctuary as his penance for his past crimes. But Narduru had not been idle over the decades and driven into madness by his rage against Sazirak he became a God of Vengeance. When he finally returned to Sanctuary he brought with him his own weapon, the Blood Letter, and slaughtered everyone he encountered in gruesome and unspeakable ways. With the tables turned Narduru in his new madness tortured Sazirak, killing his mortal followers in increasingly brutal ways before finally ending the life of the god of shadows.

It was only by the sudden appearance of the Sin Eater God, Varturus, that Narduru was finally defeated. Varturus had his followers build two tombs for the fallen gods, one to honour Sazirak and his tragic tale, and the other to seal away Narduru's madness forever more. While Sazirak's spirit has long since left the mortal realm Narduru still clings on, waiting for the day he can reintroduce his 'Justice' back into the world.

Overview

Chapter Two focuses on Oskads mission to summon the Avatar of Narduru and finally create a home for the Gnolls, meanwhile the Copper Kings plot to overthrow King Alred begins to tighten as they work to eliminate any barriers to Voronwë's ascension to the throne. It's assumed the player characters have already completed chapter one and finally made their mark on the country. Given access to King Alred's court the player characters now have access to important duties, as well as the potential to push for changes in Ramulia if they are so inclined.

Running the Adventure

Justice for All is mainly focused on exploring questions about the nature of monsters, what drives their plight and how civilisation is partly to blame for their creation. It is up to the characters to decide on either the difficult road of understanding, or the determined march of civilisation.

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

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

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

Part One, Blighted Relations

A week has passed since the events with Vasatar occurred and Ramulia is still being shaken by its awakening. A party of Elves, lead by the powerful mage Beren Anwarūnya, soon arrives in Ramulia demanding the Elder Golem be handed over to eleven nation, Aed'eri. If the golem was left unguarded the Elves secure it and demand that King Alred let them move it out of Ramulia. Meanwhile the number of bandits seem to have only increased, fueled by the war between Trenton and Larsona, raiding Dalmills vital trade routes across the south.

Fortunately for Ramulia there is some good news, over the past couple of weeks King Alred has been in negotiations with their eastern neighbor Larsona to convince them to move their armies away from Ramulia's border and help ease tensions. Rumor has it that the negotiations have gone well and Ramulia is preparing to recall it's army back from the eastern border. But before the army has a chance to return the Kalag, the strange native race of Ramulia, have begun a new blight raid across the north eastern countryside. Numerous villages and farmers have evacuated south while Dalmill desperately musters what forces it can to repel the Kalag before too much damage is inflicted on the countryside.

Having proved themselves already capable of holding their own the **Sheriff** goes to the party to ask them if they could travel to a remote farm and defend it as best they can from the Kalag raid. The farm is known as Eastwood Acres and it is owned by the popular farmer **Abe Calhoun**. Abe has refused to leave his land and if anything happened to him or his farm the King would lose a lot of trust with the farming community. The Sheriff's forces are stretched thin so they can't offer much aid to the players, but if they succeed he promises them 500 gold each.

Farm Features

The Eastwood Acres farm owns a large area across the hills, but only three small fields are cultivated for growing grain. The rest of the land is often rented out to other farmers to graze their animals on. To the north east of the farm is a dark and dense forest and this is where the Kalag will camp and attack from. The Farmhouse and the Barn are about 50ft behind the middle field.

The Fields. Each field is a 100ftx100ft squares side by side with small 3ft tall stone walls separating and encircling them. Each field counts as having 50 Hit Points and this can only be reduced by the Blight Shaman's abilities.

The Barn. A reddish wooden barn made from local timber, the barn holds grain and food stores for the winter.

The Farmhouse. A modest stone building with a thatch roof. There are three beds of straw, but room for at least six medium creatures to sleep inside. The house has no windows, but it does have a small chimney.

Event NPCs

Abe Calhoun. Owner of the the Eastwood Acres farm, Abe is a very hands on man. He can be stubborn but only because of how hard he's worked to keep the farm afloat. He's currently alone on the farm after sending his wife and daughter to go stay with their uncle when news of the Kalag's raids first arrived.

The Gnoll, Oskad (35). The de-facto chief of the Gnolls in Ramulia, Oskad is actually appears as a possible ally in this event. Oskad is well spoken for a Gnoll and his posture is quite straight, he always looks into the eyes of anyone he's speaking too. Oskad is more than powerful enough to take on multiple attackers by himself, but he won't leave the other Gnolls side incase they need healing or aid. He has no reason to start a true dialog with the party and while he could get along with them if they are amicable to his deal, he keeps his secrets and plans to himself.

Eastwood Acres

When the players first arrive at Eastwood Acres **Abe** greets them kindly for coming out to help him defend his land. He's quite stubborn about staying since all of his money is invested in the farm, but he will relent if things get too dangerous. He gives the party a quick tour of the farm and the surrounding land. Of the Kalag themselves he doesn't know too much save for the rumors that the Kalag are able to curse the land and make it impossible for anything to grow, hence the reason why people call their attacks blight raids.

During the second day on the farm a small party of Gnolls appear on the skyline of the northern fields, if no one is on watch the farmer notices them first and summons the party. The Gnoll group is led by **Oskad** who approaches the farm by himself with his hands raised. He offers the party a deal, he and his Gnolls will help defend the farm from the Kalag if they give them all the food stored in the barn.

Oskad is serious with his offer but anyone passing a DC 20 insight check will realize that Oskad wants the supplies quite badly. If confronted by the accusation that if they refuse the Gnolls will attack them Oskad will respond *"I do not want to fight you, but I will not lie. My people need that food, and I will have it now or after the Kalag have killed you"*

Oskad has just come from the north where the Kalag have already destroyed a number of fields, but he managed to beat them to Eastwood Acres first. If the party accept his offer he tells them the Kalag will most likely arrive in a day or two and will attack during the night. The **4 Gnolls (38)** accompanying him are actually the Gnolls from the Chapter One event, Iron Hostages, who found and joined Oskad's tribe after they left the village. If they were killed however they are replaced by less talkative and more hostile Gnolls.

If the players refuse Oskad's offer he returns to the other Gnolls, but if attacked he fights back with his most powerful Divine Smite in order to try and dissuade further conflict. He sends the gnolls accompanying him to wait in the western grassland behind the farm with orders to steal the supplies while the party are busy fighting the Kalag.

Tricks and Traps

The party have a couple of days to prepare their defenses, but if they didn't bring any equipment with them they might have a hard time making any traps, barriers or pitfalls. Abe has some general tools and bells he's willing to sacrifice to help make traps and alarms, but the players will have to place them carefully since the farm covers a wide area. For the first wave the Kalag are not expecting much resistance, but on the second wave they will be savvy and careful about traps.

The Blight Raid

The Kalag all arrive on the third or fourth day and setup at the edge of the north east forest, but won't attack at the same time. They're not expecting any resistance from Eastwood acres and plan to scare away anyone left on the farm before destroying it. **8 Bramble Wolves(6)**, **3 Kalag(6)** use the cover of darkness to get as close as possible before lighting a number of torches, partially to try and scare any remaining farmers away but also to help them burn everything down.

The first wave splits into three groups lead by a Kalag and heads towards a field each. If the Kalag noticed the party before the attack, then they make one of the groups bigger and focus them on the party.

Once the Kalag realize the farm has defenders then the remaining raiding party from the forest will begin making their way towards the combat. **8 Kalag (6)** and **3 Blight Shamans (6)** join as reinforcements after 10 turns have passed. Whilst the defenders focus is split the Blight Shamans try to do as much damage to each of the fields, whilst the remaining Kalag focus on defending them or attacking the farmhouse and barn. If a Shaman gets badly injured their group falls back, but if the Shaman goes down the remaining Kalag join another group and renew their attack.

If all the Blight Shamans become injured, or half of the Kalag go down then they call a tactical retreat. Any remaining Bramble Wolves stay behind to try and defend their retreat, or a few of the Kalag stay behind as sacrifices for the rest.

If the party pursue the Kalag into the forest the raid splits up into individuals in order to increase the chance that some of them escape. If the party remains in the forest there is a chance they trigger a Bramble trap, which summons 4 Bramble Wolves(4).

If the party are able to defeat the raid or force them to retreat another force does not come to attack them. Instead on the next day a single Kalag walks in view of the farm and places the spear **Hungry Beast** in the ground before leaving, and with a DC 12 Insight check a character can recognise the spear is a tribute to parties victory. If the party manage to wipe out the raiding party they can also find the spear on one of the Shamans.

Kalag

Medium humanoid(kalag), chaotic neutral

Challenge 1/2
(100xp)

Armor Class 14 (hide) **STR** 14 (+2) **INT** 8 (-1)
Hit Points 27 (5d8 + 5) **DEX** 12 (+1) **WIS** 12 (+1)
Speed 30ft **CON** 12 (+1) **CHA** 8 (-1)

Senses Darkvision 60ft., Passive Perception 11

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

Heavy Club. MWA +4, 6 (1d8 + 2) bludgeoning damage.
Javelin. RWA +3, range 30/100 ft., 4 (1d6 + 1) piercing damage.

Bramble Wolf

Medium plant, unaligned

Challenge 1/4
(50xp)

Armor Class 12 **STR** 14 (+2) **INT** 5 (-3)
Hit Points 19 (3d8 + 6) **DEX** 12 (+1) **WIS** 10 (+0)
Speed 40ft **CON** 14 (+2) **CHA** 3 (-4)

Skills Athletics +4

Condition Immunities blinded, deafened

Senses Blindsight 60ft., Passive Perception 10

Return to the Green. When a Bramble Wolf is reduced to 0 hit points it's form collapses and grows into a dense bramble bush. Any creature attempting to pass through the bramble square must make a DC 14 Dexterity saving throw or become restrained for 1 turn. Creatures grappled by the Bramble Wolf are pulled into it's square and must make a Dexterity saving throw or become restrained for 1 turn.

Bite. MWA +4, 6 (1d6 + 2) slashing damage and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the bramble wolf can't attack another target.

Blight Shaman

Medium humanoid(kalag), chaotic neutral

Challenge 1
(200xp)

Armor Class 14 (hide) **STR** 14 (+2) **INT** 10 (+0)
Hit Points 33 (6d8 + 6) **DEX** 12 (+1) **WIS** 16 (+3)
Speed 30ft **CON** 12 (+1) **CHA** 12 (+1)

Saving Throws Wis + 6

Senses Darkvision 60ft., Passive Perception 13

Spear. MWA +4, 6 (1d6 + 2) piercing damage.

Blight Touch. MWA +4, 9 (3d6) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Blight. By placing his hands on the ground the shaman can cause a foul blight to seep into the earth and surrounding plants, cursing the land so nothing will grow. This ability causes plant life to wither and deals 2d6 damage to a field.

Refusing the Gnolls

The party might rightly turn down Oskad's deal but in the event they do the Kalag's raid becomes significantly harder, at best a party of four characters can only hope to protect two of the fields. If this happens the best way to balance the encounter is to keep one of the Kalag groups focused on destroying a field and not bother engaging in combat. If the Kalag manage to destroy one or two of the fields their reinforcements might decide it's not worth their time, leaving a handful of warriors and shamans to finish off the farm while they continue moving south.

Conclusion

If Oskad aided in the farms defence then after the Kalag are defeated he tells them his end of the deal is fulfilled and has his Gnolls collect up the barns supplies. If the party betray him then Oskad tries to leave without a fight, but promises that they and all their kind will one day pay for your crimes.

A few days later a patrol from the army arrives to relieve the party if they are still there. The Patrol is actually lead by General Wymer, who goes out of his way to shake the parties hands if they succeeded. The General has heard of the players exploits already and he uses this opportunity to try and get stock of them. He tries to befriend them with his 'down to earth soldiers humor', but in truth he sees their rising status as a threat to his influence over the kingdom.

Regardless if they were victorious or not, so long as Abe has survived the raid then the sheriff pays the party. If the farm has been destroyed or the party give his food stores to the Gnolls then Abe is livid with them, accusing them of ruining him. 300 gold can pay for the grain, but no amount of money can return Abe's land to him and he would begin to speak out publicly against the King if he lost it, eroding the population's faith in their King a bit.

Rewards

For defeating the Kalags raid spilt 5500 xp between the party, if they were able to protect Abe and his farm grant an additional 100 xp to each player.

Each of the Bramble Wolves leaves behind a garnet worth 100 gold, the Blight Shamans likewise carry about 5 of these gems each.

Part Two, Sins of the Past

A few days after the Blight Raid incident a runner comes to the party from the King, summoning them to his court. The runner doesn't know the details, only that it's important and requires their presence. When they arrive at the castle the chamberlain attempts to clean them up again, but if they ignore him or refuse there's not alot he can do since he knows the King is expecting them soon.

Arriving to the Kings throne room the party sees the Kings council gathered together for the first time. Troy Rebarrow, General Wymer, Priestess Bankath, Sheriff Durlan, the Magister Daimen Thurman and councillor Ránélisa are sat



side by side across a long table with the King at it's head, perched high upon his throne. It's easy for any of the party to notice that King Alred seems quite angry about something, and as they near the table he thanks them for coming but gets right to the point by asking them *"Tell me about Vasatar"*

One of the councillors might interrupt and explain the situation to the party before they respond. The council has been gathered to decide what to do with the Elder Golem, Vasatar. It's power is so immense that it represents a threat to any notion of peace in the region, if it stayed in Ramulia it would surely become a target of aggression. Combined with the Elves demand for it to be handed over to them and brought to Aed'eri, it has already become a hot political topic.

Since the party is likely the only ones to have fought the Elder Golem, King Alred wants to hear their thoughts on what it's fate should be. Each of the councillors have their own opinion on what should happen to it and are more then happy to argue their case:

- **King Alred** wants it destroyed and damn the consequences. It's far too dangerous and shouldn't exist.
- **Magister Thurman** wants it disabled and then returned to the High Elves, since it is an important cultural item for them.
- **Sheriff Durlan** agrees with the Magister, but he's also trying to calm Alred from doing something hasty.
- **Councillor Rānēlisa** wants it returned to the Elves, not only because it belongs to them but also to avoid making enemies out of them.
- **Priestess Bankath** also wants it returned to the Elves since it is a holy object created from the elves divine tree, Glorindel.
- **Troy** thinks that they should keep it but cooperative with the Elves to get it working.
- **General Wymer** likewise wants to keep the Golem, but he doesn't want the Elves anywhere near it.

With the council in deadlock, and the King too stubborn to change his mind, it's left to the party to provide the tiebreaker. The main fallout for this decision will be the Elves reaction to it, as they could become hostile if Vasatar is not handed over to them. Unfortunately the Elder Golem can't actually be destroyed, but it can be greatly weakened by either siding with the King or Daimen's proposal. If the Elder Golem is currently held by the High Elves that doesn't change the debate but does complicate it.

By the time the debate is concluded, whether the players are able to convince the King to change his mind or the King goes ahead with his proclamation to have it destroyed, it is interrupted by the Throne suddenly shaking violently. Whilst the rest of the castle remains perfectly still an earthquake has struck Dalmill again. The Council is dismissed and the Sheriff rushes to gather his men to help restore order to the city and rescue anyone trapped, requesting the parties aid if they are willing to help.

The Tomb of Disaster

Like in the previous earthquake a number of new ruins have erupted from the ground all over Ramulia. By happenstance a few members of the Cult of Disaster came upon a newly revealed tomb entrance dedicated to an unknown god. Thinking that their ascension was finally upon them the cult began to gather in front of the tomb, hoping to appease whatever wrathful god they believe rests within. However it is well known that god tombs are guarded and often trapped in insidious ways so the cult must look to someone else to risk it's depths.

About a day after the earthquake a large crowd of robed figures begin protesting outside the temple in Dalmill. The protesters are from the Cult of Disaster, lead by Reginald their 'Prophet', demanding that their new god be included in the temple. Eventually Priestess Bankath comes out and demands they disperse, until they can provide a name and a holy item from this God the temple will not recognise them. The party might encounter the scene or hear about it later, but in either case Reginald approaches them with a request for them to enter the tomb and retrieve the God's name.

As reward the Cult offers to allow the party to keep whatever treasure they find inside, for if they're able to survive in the tomb then surely the God of Disaster will look favourably upon them. Of the God itself Reginald knows very little, the few people that went inside the tomb never returned, and he's had no visions but remains convinced that the Gods anger is the cause of the earthquakes in Ramulia.

If at any point the party speak to Bankath about the God or Tomb she asks them to try and seal it's central chamber instead. She gives the party a **Sealing Stone**, which can create a thin stone wall. It's not a perfect seal but it's been documented that cutting off a god's central chamber tomb can often make it difficult for them to interact with the mortal world for a time. She tries to convince the party that even if it isn't some God of Disaster it is likely dangerous and urges them to seal the chamber and not risk communing with it.



The tomb is only a few miles outside Dalmill near the major western road and appeared amongst a number of rocky spear like protrusions. In front of the tomb a number of tents and urns have been setup by the cult as they prepare to welcome their god back into the mortal realm. Depending upon the resolution of the first chapter event, Laid to Rest, either Jacolin or Jor-Ute is there hoping to discover whatever secrets the tomb may contain. Jor-Ute would offer to reward the party for any documents or historic treasures they bring back, while Jacolin will offer the party 'advanced arcane' classes if they bring him back something valuable (He mostly uses the classes as an excuse to show off some of his better spells without actually explaining how they work).

A1. Tomb Entrance

Constructed from thick grey stone the exterior of the tomb entrance has become cracked while its surface has almost completely worn away. But at the very pinnacle of the entrance is the faded image of six armed man, holding aloft four swords. Even to those without any ability to detect magic can feel a presence radiating from the symbol, like a slight pressure change in the air whenever they look at it, proof of a divine presence within the buried structure.

A2. Offering Chamber

A stone slab, depicting the six armed god above a mountain of monstrous corpses sits in the middle of this 20ft wide chamber. Smoke from four incense burners placed on the slab fill the room with a soft mist that sticks to every surface. Murals on both sides of the wall depict warriors, each wielding a weapon in each hand, facing off against armies and monsters.

A few members of the Cult of Disaster have moved into the offering chamber and have started placing fruit and small objects on the slab, in hope of finding something that will please the deity within the tomb. Characters who pass A DC 13 intelligence (religion) check will be able to determine this is likely some sort of war god, who typically value weapons or trophies. Anyone who places a weapon or trophy on the offering slab gains 1d10 temporary hit points whilst inside the tomb.

Some of the cultists went ahead to scout out the rest of the tomb, but they've not been seen or heard from since. The cultists offer to light some candles for the party and pray for their good fortune.

A3. Tomb of the Fallen

Splitting into four archways the walls of this 40ft long room are decorated with stone sarcophaguses. More murals above and between the burials depict warriors in different battles, facing off against hideous monsters and deformed men. In the centre of the room around a circular pattern stand four featureless statues, brandishing two swords in each hand crossed over their chests.

The statues are actually **4 Porsla Tomb Guardians** who found the tomb long ago and decided to become its guardians. They don't react unless someone attacks them or steps into the circle. After one round sarcophaguses begin to open as **3 Tomb Guardians** join the fight. Characters who pass a DC 15 wisdom (perception) check will notice that the statues weapons and armor appear to be real, and there's some blood marks in the circle. The Porsla have armed themselves from the equipment buried with the warriors in this chamber. If Porsla in the party try to speak with them over the Aether network they react in a dry robotic manner, asking for their purpose and attacking them if they have not come to guard the tomb.

Inside the coffins are a assortment of burial goods, from silver bracelets, monster bone amulets, and even old rusted over weapons. Altogether the burial goods are worth 300 gold. One of the coffins is also stuffed full of the bodies of the Cultists, killed by the Porsla and then hidden away.

Tomb Guardian

Challenge 1/2
(100xp)

Medium humanoid(porsla), lawful neutral

Armor Class 13

STR 14 (+2)

INT 10 (+0)

Hit Points 27 (5d8 + 5)

DEX 12 (+1)

WIS 12 (+1)

Speed 30ft

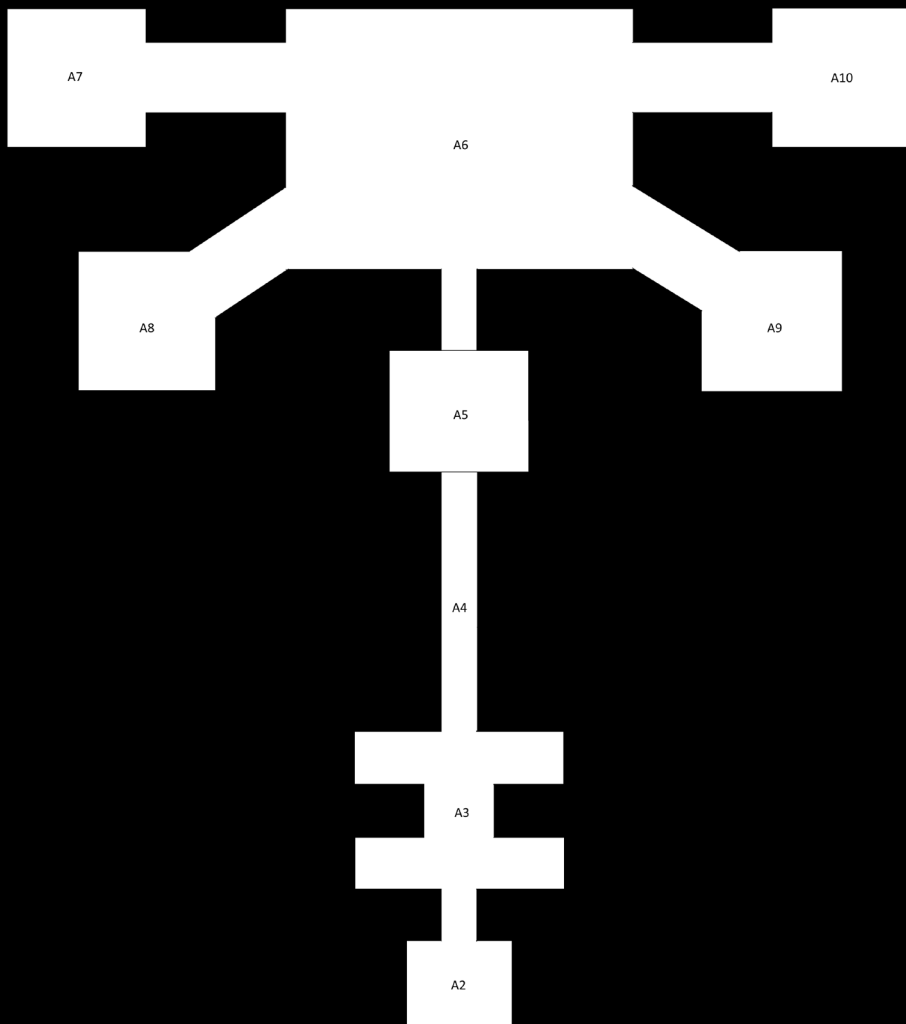
CON 12 (+1)

CHA 10 (+0)

Senses Darkvision 60ft., Passive Perception 11

Parry. Whenever the Tomb Guardian takes damage from a melee weapon attack it can as a reaction reduce the damage by 1d4+1.

Multiattack. The Tomb Guardian makes two scimitar attacks
Silver Scimitar. MWA +4, 5 (1d6 + 2) slashing damage.



A4. Stairway of Horrors

This long stairway down into the earth is decorated with statues of monsters lunging out from the walls with claws and fangs frozen in stone seemingly reach out to attack anyone passing them.

Most of the statues carved into the walls are purely decorative, but the skill they have been made with makes them look almost alive. Anyone attempting to walk down the stairway that can see the statues must pass a DC 12 Wisdom saving throw or become frightened and flee back up the stairs. At five points down the stairway a statue moves and attacks anyone trying to walk past them for 2d6 slashing damage, but anyone passing a DC 14 Dexterity save avoids the damage. Any character who has seen a statue attack in this manner gains advantage on their save,

but anyone who can't see has disadvantage of this save. A character with a shield or other equivalent object can also block the attack if they are prepared for it.

A5. The Chamber of Burdens

This 20ft wide chamber is heavily decorated with bright colours and looks like it could almost be new. In each of the four corners sits a slab with a different object resting on top of them, a sword, a pot filled with a sweet alcohol, a small box filled to brim with gold coins and a mirror. Above each of the slabs is a wall painting of a man holding up one of the objects, a great hero is holding the sword aloft, a man full of joy is drinking from the pot, a laughing man is sat upon a throne of coins and a beautiful man is gazing at himself with the mirror.



In the centre of the chamber is a small podium inscribed with strange looking symbols, and beyond that at the other end of the room is a door flagged with four unlit braziers (Or equal to the number of people in the chamber).

The strange symbols written on the podium is an old now dead dialect. Anyone passing a DC 18 intelligence history or casting a Comprehend Languages spell can give a rough translation, however the middle word in the sentence has a double meaning granting it two possible interpretations:

"Choose thy reward, and step forward"
"Choose thy burden, and step forward"

Each of the four objects are magical, the sword can transmute into any weapon, the pot is an endless decanter filled with wine, the 10 gold coins can be spent to reroll dice and the mirror grants its owner with advantage on persuasion checks. However these benefits only function in this chamber, the moment they are removed from it they become cursed objects instead. An identify spell will reveal that there is an untriggered effect on each of the objects, but not the nature of what these effects are.

- **Sword of Wraith.** The owner of this weapon lusts for combat and feels uninterested in anything else. You suffer disadvantage on any proficiency check or saving throws.
- **Pot of Gluttony.** The owner of the pot becomes addicted to the substance inside it, gaining an overwhelming headache when not drinking it. You become prone unless you spend a bonus action each round drinking from the pot.
- **Coins of Greed.** The owner of these coins gains a new and overwhelming urge to satisfy their lust for wealth by eating their own money. Every time you perform an action in combat you must eat 1 gold coin or the action fails.
- **Mirror of Pride.** The owner of this mirror becomes overcome by their own ego and sense of perfection. Every time a creature comes within 5ft of you, or damages you, you must spend all your movement cleaning yourself up whilst looking in the mirror.

When an object is removed from a slab an exact copy is left behind, allowing anyone else to pick it up. When an object is picked up one of the braziers above the door lights with a soft blue flame, going out if it object is put back down. Once all the braziers have been lit in this manner then the door opens. A character can only hold one of the four objects, their hand passing through any of the other objects as if they were illusions.

A6. The Central Chamber

Standing as high as 100ft, this massive chamber is dominated by a statue of a six armed figure. The floor of this chamber is covered by a thin pool of water that reflects everything above it, making it look bottomless. On both sides of room are two hallways, each decorated in turn with a symbol of a sword, a pot, a coin and a mirror.

When the party first enter this chamber and look down upon their own reflections each of them can see a monster following them. These monsters are daemons, bound to the tomb to act as a trap and a test to all who would commune with the god inside. Each character can only see their own daemon in the reflection and have the following descriptions:

Daemon of Wrath. A towering figure with ash black skin stands behind you, it's eyes two large black pearls. Fire and steam spew from cracks in it's skin as it tightly grips your shoulders, whispering something in your ear.

Daemon of Gluttony. Like a giant bulbous wart this creature hangs from your back, slobbering over your shoulder with it's deformed mouth as it hugs onto you with clawed hands. It's body shakes and jiggles as it laughs, grasping for the pot in your hand to help you drink from it.

Daemon of Greed. Dressed in rags this creature's body is almost impossible to make out behind the assortment of objects tied to it's body. Discarded toys, broken tools and more are tightly tied across every inch of it's form by a mouldy rope. It's hands pick all over you, fondling the items on your person as it tries to take them from you.

Daemon of Pride. A tall figure made of broken mirrors stands just behind you, the shards across it's body grinding against one another as it steps forward with it's long gangly legs. Where it's face should be is a complete and flat mirror, inside of which you can see your own face screaming out.

Down each of the four hallways is a mural depicting a robed figure, sullen and pious, carrying a vial of liquid and pouring its contents out on the floor in front of the massive statue of the six armed god. At the end of each hallway is a trial room that holds a vial of liquid as its prize, technically the party only need to win each of the vials to progress but if they pour it's contents into the water of the central chamber they can free themselves from their curse. For example the mirror vial will make the magic mirror disappear, and the Daemon of Pride will be trapped in the waters reflection and no longer be following the character.

A7. Trial of Gluttony

As you reach the end of the hallway you can hear loud laughter and singing. In the brightly lit room a crowd of people are drinking from cups, dancing on tables and having the time of their lives. At the back of the room you spy an empty altair, covered with a stained and dirty cloth. A man at the central table waves to you and offers you the seats across from him with a big smile across his face.

The man, and likewise everyone else in the room, are only interested in drinking and having fun. They avoid answering any questions or get distracted by something funny happening. When anyone approaches the man at the table he offers them a drink and anyone who refuses must immediately make a DC 14 Wisdom save. On a failure they feel a strong compulsion to accept the drink, unable to stop themselves from drinking the entire thing.

Anyone who drinks the ale becomes addicted to it and must pass a DC 16 Wisdom save to stop getting more, and every time someone drinks five times they gain a level of exhaustion. If anyone asks the man about the vial he challenges them to a drinking contest, claiming that if they win he'll reveal where the vial is. But this is a trick since the man is a Daemon that can drink infinitely.

To pass the trial every party member must not be drinking, and they have to force the man to stop drinking. If he's attacked he simply bounces across the room, taking no wounds. But any effect that would prevent him from drinking does work on him. If he can't drink he starts to panic and offers the party his special wine that heals all wounds, but in reality is an addictive substance with a DC 22 to resist drinking more of it. If the man is prevented from drinking for 3 rounds he, and the rest of the party, begin to melt and twist together until forming a vial filled with green liquid.

A8. Trial of Wrath

As you near the room ahead the sound of clashing of steel echos down the hallway. A pungent odor of blood and burnt flesh wafs over you as you step into the midst of a great battle playing out before your eyes. Warriors with blood red skin and black thirsting eyes scream and yell as they smash into one another in a terrible and bloody melee. Beyond the fighting sits

an empty but blood stained altair. A knight in steel armor kneels down beside the doorway, blood oozing from a wound in his stomach.

As the party approach the doorway the wounded Knight turns to them and asks for their aid. The Knight believes that he is a mortal that has become trapped in the tomb after failing it's trials, but he is actually a Daemon whose memory has been wiped as part of the trial. He tells the party a woeful tale of how the Daemons in this room killed his brother when they tried to fight them for the vial and offers to help them in any way he can. Even while injured he pulls himself up in order to join any fighting that occurs.

The Daemons battling one another across the room are essentially immortal during combat, they can be cut and even torn to pieces but they reform 2 rounds later. Only by refusing to fight them can they be defeated. If a character takes no hostile action whilst engaged with the Daemons for 2 rounds, then on the 3rd round any Daemon who hits them ceases to exist. A character can cause this effect to immediately occur if they openly declare they will not fight. During any combat the Knight becomes more savage with every passing round, ignoring injuries, starting to smile before laughing. After 5 rounds in combat the Knight starts to take on the same features as the rest of the Daemons in the room. As soon as the last Daemon vanishes the Knight fades away, leaving behind a vial holding a thick red liquid.

Frenzy Daemons. AC 14. Longsword. Attack +4 Hit: 6 (1d8+2) Slashing Damage.

A9. Trial of Greed

A strange ember glow greets you as you enter the room ahead. Mountains of coins and jewels sit in every corner, illuminated by a golden brazier at the centre of the room. At the back of the room, almost completely buried by coins, is an empty and forgotten altair. A man wearing two ill-fitting crowns on his head plays amongst the coins, watching in delight as they fall through his fingers.

The Crowned Man makes no illusions about his true nature, he freely admits he is a Daemon if asked. But unlike the other 'wretches' he is content with his room of riches, never wanting for anything else. He refuses to answer any questions about the god or the nature of the trial, and when asked about the vial he scoffs at the party. After a short conversation he asks the party if they would like his treasure, he is more than happy to give it away because the room always creates more for him. He tries to tempt them with the possibilities the thousands of coins and jewels represent, even suggesting that the curses still afflicting the party would be a small price to pay for such riches.

Of course the Crowned Man is lying, any treasure removed from the room turn into mimics that viciously bite anyone trying to carry them away before melting away. However the Crowned Man is an insidious speaker and a DC 18 insight check is needed to determine he is lying. The Crowned Man is completely uninterested in combat and when attacked he melts away into a pile of coins, reappearing from a one of the mountains of treasure.

The treasures however can be permanently destroyed by throwing them into the fire of the golden barizer. If this happens the Crowned Man begins to panic and tries to bargain, beg and intimidate the party to stop them. After at least a quarter of the treasure is thrown into the fire he begins to desperately pull them out of the fire, but only dooms himself to be consumed by it. Once the Crowned Man has been engulfed in the fire the rest of the treasures fly into the brazier, which becomes a vial filled with a golden liquid.

Treasure Mimics

The treasure mimics deal increasing amounts of damage depending on the amount carried.

Handful. 2d6 piercing damage. DC 12 Dexterity to avoid.
Sack full. 4d6 piercing damage. DC 14 Dexterity to avoid.
Chest full. 6d6 piercing damage. DC 16 Dexterity to avoid.
Hoard. 8d6 piercing damage. DC 18 Dexterity to avoid.

A10. Trial of Pride

A beautiful hymn fills your ears as you approach the room, awakening memories of your greatest triumphs in life. Across all the walls of this room are great tapestries of some of your many victories, decorating you as heroes of the land. Men and women dressed in purple cloaks bow as you approach, an empty and featureless altar sat behind them. They stop their hymning and slowly look up to you, but avoid your gaze.

The robed figures swoon and praise the party, declaring them the world's greatest heroes and warriors. They tell how they read of the parties accomplishments from the tapestries of heroes, which foretold their coming and their eventual victory over the God of Disaster. When asked about the vial the figures produce one, with a blue liquid inside it, and offer it to the 'great heroes' as they bow down lower to them. They never cease showering praise on the party, cowering if they can't answer one of their questions. If attacked they will beg forgiveness and pledge to be worthy of the characters judgement.

Any character who shows any kind of appreciation for the praise must immediately make a DC 16 Wisdom saving throw. On a failed save the character can't leave the room and is overcome with a desire to hear more praise about themselves. Anyone who accepts the vial automatically fails this check. Every five minutes a character remains in the room they take 1 wisdom damage.

To break free of the room and pass the trial a character must make a display of great humility. Bowing down low to the robed figures and admitting they do not deserve such praise causes them to fall over and demand the character stand up and look down upon them. Likewise destroying the tapestries, proof of the characters great achievements, causes the figures to gasp in horror and ask them if they do not care if there great legacy is forgotten. Once all the tapestries are destroyed, or the figures are unable to convince a character to stop their display of humility, they turn into cloth. The robes from the figures and the remains of the tapestries then fuse together into a vial holding a purple liquid.

The Daemons of Sin

Once all four vials have been drained the daemons rise from their reflections in the central chamber (A6) to engage the players in battle. Each of the daemons focus their attacks on the character they were bound to, but don't pass up an opportunity to take down a strong or weak opponent if a chance appears.

As soon as all the Daemons have been defeated a doorway in the chest of the giant statue opens.

Daemon of Wraith

large fiend(daemon), chaotic evil

Challenge 4
(1,100xp)

Armor Class 13	STR 16 (+3)	INT 6 (-2)
Hit Points 65 (10d8 + 20)	DEX 12 (+1)	WIS 12 (+1)
Speed 30ft	CON 14 (+2)	CHA 13 (+1)

Saving Throws Str +6, Con +5, Wis +4

Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't silvered

Damage Immunities fire

Senses Darkvision 120ft., Passive Perception 11

Magic Resistance. The Daemon of Wraith has advantage on saving throws against spells and other magical effects.

Multiattack. The Daemon of Wraith makes two claw attacks.
Claw. MWA +6, 10 (2d6 + 3) slashing damage.

Daemon of Gluttony

small fiend(daemon), chaotic evil

Challenge 4
(1,100xp)

Armor Class 15	STR 14 (+2)	INT 13 (+1)
Hit Points 60 (8d8 + 24)	DEX 15 (+2)	WIS 10 (+0)
Speed 30ft	CON 16 (+3)	CHA 16 (+3)

Saving Throws Dex +5, Con +6, Cha +6

Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't silvered

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 120ft., Passive Perception 11

Piggyback. At the start of the Daemon of Gluttony's turn, if it has grappled a target it jumps onto their back and digs its nails into their spine. Whilst in this position the Daemon can make no actions and the target counts as stunned, but on the target creature's turn it can make them perform a single move and attack action unless they make a DC 15 Constitution save. If the Daemon takes any damage while Piggybacking it lets go of it's grapple and frees the target creature.

Claw. MWA +6, 10 (2d6 + 3) slashing damage and the target is grappled. Until this grapple ends, the target is restrained, and the daemon can't claw another target.

Daemon of Greed

medium fiend (daemon), chaotic evil

Challenge 4
(1,100xp)

Armor Class 18 **STR** 12 (+1) **INT** 14 (+2)
Hit Points 44 (8d8 + 8) **DEX** 18 (+4) **WIS** 15 (+2)
Speed 30ft **CON** 12 (+1) **CHA** 13 (+1)

Saving Throws Dex +7, Int +5, Wis +5

Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't silvered

Damage Immunities cold

Senses Darkvision 120ft., Passive Perception 11

Bite. MWA +5, 10 (1d6 + 1) piercing damage.

Throw Garbage. RWA +7 to hit, range 50/100 ft., 6 (1d4 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 dexterity saving throw or become blind for 1d4 turns.

Snatch. As a reaction the Daemon of Greed can steal any small object out of the hand of any creature within 5ft of it, unless they make a DC 14 dexterity saving throw. If the object is a usable, like a potion, the Daemon can immediately use it as a free action.

Daemon of Pride

large fiend (daemon), chaotic evil

Challenge 4
(1,100xp)

Armor Class 13 **STR** 14 (+2) **INT** 18 (+4)
Hit Points 55 (10d8 + 10) **DEX** 12 (+1) **WIS** 18 (+4)
Speed 30ft **CON** 12 (+1) **CHA** 18 (+4)

Saving Throws Int +7, Wis +7, Cha +7

Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't silvered

Damage Immunities acid, poison

Condition Immunities poisoned

Senses Darkvision 120ft., Passive Perception 11

Magic Resistance. The Daemon of Pride has advantage on saving throws against spells and other magical effects.

Multiattack. The Daemon of Pride makes two claw attacks.

Claw. MWA +4, 10 (1d8 + 2) slashing damage.

Magic Absorption (Recharge 5-6). When a spell is cast within a 100ft of the Daemon of Pride it can as a reaction choose to absorb the spell, nullifying its effect. Once it has absorbed a spell it can use an action to cast it once using the original spell casters modifiers. Whilst the Daemon has a stored a spell it cannot store another until it has used it.

A11. The Tomb of Vartus

A thin layer of water flows down the steps towards a circular chamber. Braziers burning a thick incense line the path towards an altar where the body of a mummified six armed figure sits. The corpse's skin has petrified, but it's face is peaceful as if it were only sleeping. It's hands have come together in a meditative pose, filling you with a sense of peace as you look upon it.

It is here before the corpse of the god that the party can decide if they want to seal it or not if they have spoken with Bankath. If they seal the chamber there is a slight pressure change in the tomb as a hollow wind blows through it. But if instead they step into the tomb then the God uses his power to both challenge and reward them.

As you step closer to the altar the braziers by your side begin to spark, sending out flashes of illumination. Then all at once the fires, and all other lights are blown away and you are plunged into darkness. Sparks crackle beside you, tiny spots of light in the darkness. Then all at once the braziers light with an intense blue flame and towering before you is the six armed god, four swords raised. With a tremendous battle cry that shakes the ground he charges you.

As a reward and a final challenge to the party Vartus uses some of his great power to create an arena between them and the **Shade of Vartus (14)**. Until the fight concludes the party are trapped inside the room of darkness. Vartus wishes to test their might so he doesn't fight optimally, trying to spread his attacks out between the party instead of just focusing on one. As soon as his Shade is dropped to 0 Hit points or the party are defeated they reappear again in his tomb, uninjured from the battle they just had. When they look upon the corpse again he appears alive and with a big smile invites them to share tea with him. Anyone drinking the tea is cured of any diseases, curses, ability damage and is healed to full hit points.

Vartus is a friendly and honourable deity, he loves to tell and hear tales of valour against evil. Whilst talking to him the party may learn the following:

- Vartus was once a very angry and destructive War God. The Sins the party battled to reach him are all things he was once guilty of. After atoning he became the Sin Eater God, devoted to fighting monsters, Daemons, and evil gods. His followers likewise joined in his great battles.
- His tomb was designed and formed over time to deny any but the strongest warriors. The stairway of horrors was made to scare away the 'unworthy'.
- He is not the cause of the earthquakes in Ramulia. He doesn't know the cause, as he hasn't connected with the mortal realm for a long time.
- He's not interested in setting up a church or faith. His battles upon the mortal realm are done, but he would not refuse to aid those fighting evil.
- The four empty altars in the trial rooms were supposed to hold his holy swords, but they are doing something 'important' and he doesn't wish to talk about it.
- He lost his life in battle against a Pantheon of Gods. They wanted his help to take control of the whole region, but he refused. He killed three out of five of them before he fell, though he cheekily suggest he would have won if he had his swords at the time. He doesn't name the gods he fought, if he did they would seek to silence the party to stop them from spreading the tale of their humiliating battle against Vartus.
- Before he lets the party leave he offers to grant each of them his blessing, which he says will help them in their battles against evil. If a character accepts but already has a blessing then it is replaced by the new one.

Shade of Vartus

large celestial, chaotic good

Challenge 4
(1,100xp)

Armor Class 16	STR 25 (+7)	INT 18 (+4)
Hit Points 47 (5d8 + 25)	DEX 16 (+3)	WIS 22 (+6)
Speed 30ft	CON 20 (+5)	CHA 19 (+4)

Saving Throws Str +11, Con +9, Wis +10

Skills Athletics +11, Perception +10

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses Truesight 120ft., Passive Perception 16

Legendary Resistance (3/day). If Vartus fails a save he can choose to succeed instead.

The Blessing of Vartus. When you hit with a melee weapon attack you can as a free action invoke this blessing to cause a third spectral arm to swing out from you to strike your target. The spectral arm wields a scimitar that deals 2d8 force damage, and the target suffers disadvantage to hit you on it's next turn unless it passes a DC 16 Wisdom save.

Treasure. For making their way into his tomb Vartus allows the party take any and all of his treasure, he has no more need of them. His treasures are mostly old ceremonial weapons and armor, which together are worth 1600 gold. Amongst these items are the *Moon and Sun Blades*, an *Amulet of the Magi* and a *Guardian Ring*.

As the party leave the tomb Vartus's living image fades away, revealing his corpse once more. After this first meeting Vartus does not appear alive again, as he used most of the divine power he had left to create the Shade to battle the party with. Any further communion or prayers to him elect only silence, yet those praying to him for the power to fight evil can still gain Divine spells and blessings from him.

Conclusion

When the party returns to the surface Reginald the Prophet and his fellow Cultists wait with baited breath to hear the name of the 'God of Disaster'. The Cultists are prepared to believe almost anything the party tell them about the god, so long as it meets their expectations. If the party reveal Vartus as a War god against evil the cult slowly disbands from the site and continue their search for their true god. If the party lie about the god's true nature and let the cultists begin worshipping the tomb they will eventually discover the deception and probably try to murder the party for their 'sacrilege'.

If the party spoke with the High Priestess but did not seal the tomb she is very disappointed with them. Even though Vartus isn't an evil god she's clearly unhappy he is not sealed away, though she avoids directly saying why. If the party did seal the chamber then she asks if they would like to be Sarquins champions in Ramulia, carrying his banner and defending his faith from all 'pretenders'.

Spellcasting. +10, DC 17;
At Will: *Guiding Bolt* (4d6)
3/day each: *Shield* (+5 ac)
1/day: *Fireball* (8d6)

Multiattack. Vartus can makes four Scimitar attacks.
Scimitars. MWA: +11, reach 10 ft., 13 (2d6 + 7) slashing damage.

Legendary Actions

Vartus can make 3 legendary actions, choosing from the list below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Vartus regains spent legendary actions at the start of his turn.

Scimitar. Vartus makes one Scimitar attack.

All is War. Vartus casts *Guiding Bolt*

A Whirlwind of Blades(Costs 2 action points). Vartus makes a single Scimitar attack against every creature within his weapon attack range.

If word of Vartus's true nature and tomb spreads a small following might start up in Ramulia, which the party can choose to help foster or ignore. These 'Sin Guard' are a potential ally for the party in their future struggles.

Rewards

For clearing out and passing the tombs trials spilt 6000 xp between the party. If they fought the Shade of Vartus and won grant each character an additional 700 xp.

Spurning their Reward

If the party have taken Priestess Bankath's quest to heart and seal Vartus's tomb chamber they will miss out on a number of magic items and loot. If this happens consider letting Bankath grant them the magic items as some of Sarquins 'treasures'. Though she will ask them to become Sarquins champions before handing over such powerful objects.

Part Three, A Vote for Violence

For almost six months now a halfling by the name of Jano Hogs has been passionately arguing that Ramulia should be a democratic republic instead of a hereditary feudal system. For the most part Hogs has been harmless himself, but his speeches has attracted some of the cities young poor who have become embroiled with the Kingdom. Staging loud protests and the occasional denouement of the King the Republic Front have proven to be disruptive force in Dalmill.

Daimon Thurman (the Man in Green/Maivan) on the other hand considers the Republic Front to be a possible problem for the Copper Kings conspiracy. When Voronwë lays claim to Ramulia he will do so on the right of blood and will, but during the power shift the Republic Front could spur a dissenting voice that could cause unnecessary unrest. To ensure that doesn't happen Thurman plans to push the Front into direct conflict with King Alred, by implicating them with the murder of the Sheriff. Afterwards the King will have no choice but to ban or even arrest the Republic Front, and with the Sheriff gone he loses one of the few true allies he has.

To achieve this Thurman has used the **Green Teacup (Chapter 3 Loot)** to enchant Clare Edgeson, one of the castle guards, to betray her duty and steal a valuable book that will help the Front discover an old and dangerous spirit.

Summoned to the Castle

The party are drawn into the plot by Councillor Ránëlisä who summons them to her office to discuss a personal matter. When the party arrive in the castle, after being accosted by the chamberlain for their terrible dress sense, they find the Councillor going through a number of books on her desk. Even in the midst of her work she still retains her regal posture and piercing stare. Whilst they are there she tells the party:

Two rare tomes have been stolen over the last three days. The first was a book Ránëlisä personally donated to the castle's library, detailing old elven spirit magic. It was reported missing three days ago. The second book was stolen from the Lord Turgon's manor last night. The book was a collection of journal entries from The Ivy Road, written by the famous Elven bard Selvadil.

Councillor Ránëlisä is a personal friend of Lord Turgon, who reported the theft directly to her. While the thefts have been reported to the Sheriff, Ránëlisä doesn't actually like him because Durlan has a tendency to overreact when magic is involved and have any offending items sealed away. If the party can resolve the matter before the Sheriff gets too involved then she can get her book back without too much hassle. She directs the party to speak with Magister Thurman first, who's in the castle library at the moment.

The Castle Library

The castle library serves as a study and storage for the Kingdom's administrative books, most of the bookshelves are locked in steel cages. **Magister Thurman** is in the midst of reading a book called "The Lords Beyond", anyone passing a DC 14 Arcane check can recall it's a book on Conjuraction magic. At first he looks excited at having visitors but his mood visibly drops when he finds out there just investigating the thefts. He offers the party tea as they sit down to discuss it.

- The book was stored beside a few other rare tomes on magic, but it was the only one taken.
- He's combed the room multiple times for unexpected magic or tripped alarms, but he's discovered neither.
- Only he and the chamberlain have keys to unlock the bookshelves. He found the shelf was still locked when he noticed the book was missing, so he doesn't think it was picked.

As he's drinking his tea Daimon looks progressively more nervous as the conversation reaches the subject of the key. Only a DC 8 Wisdom (Insight) is needed to notice that he's hiding something. If a character presses the matter with a DC 10 Charisma (Persuasion or Intimidate) check he will admit:

- He occasionally loans the key to basically anyone who asks for it, even though he shouldn't. He begs the party not to tell Ránëlisä, she already thinks very little of him and he doesn't want to make it worse.



- Mostly only other council members have borrowed the key. But a few servants and even one of the castle guards
- took an interest in the library and he left the key with them, sometimes over night.
- The book could have been missing for longer than three days. It was only recently that he noticed a book was missing.
- He's checked all the other shelves but nothing else is missing.

If the players follow up the names of the servants they find all of them working in the castle still:

- Susan, a maid who wanted to read the library's poems
- Richard, a cook researching old recipes
- Malcolm, a page looking up romance novels

Only the guard, Sergeant Clare Edgeson, is not in the castle. According to the other guards she's been on leave for the last five days. She has a good reputation amongst the guard, she can be a bit stuck up but otherwise is quite friendly.

Clare Edgeson's Home

The party might decide to investigate Clare before looking into the theft at Lord Turgons manor. Her home is not difficult to find and one of the guards can direct them towards it. Clare's home is a one story building in Dalway, across the street from the Green Boar Inn. Anyone knocking on the door gets no reply and there are no lights shining through gaps of the shut windows. A DC 14 Dexterity (Sleight of Hand) check can unlock the door or one of the windows, both could also be easily broken into after a minute of effort.

Maivans Cover

Maivan Merilairon has been acting as the slightly shy Daimon Thurman for years now and his deception is all but perfect. Any Insight checks the player characters use on him only count against his Daimon persona, never revealing his lies as the orchestrator of this and other events. However there are a few subtle clues that may help the party discover his deception before the climax of the conspiracy.

The Green Tea set. After each of enchanted victims are cured there is always something green about their hazy memories of the one who enchanted them.

An Interest in Conjuration. All of the events involving members of the Merilairon family, and Maivan's own plots, always include some form of conjured foe.

Victims Connection. All the victims of the enchantments have one thing in common, they all at one point or another had access to the castle.

If the party are able to put the clues together early, or happen to make an accurate guess, and tell anyone about their suspicions then the Copper Kings conspiracy takes a big hit. Until the Green Teacup is discovered Daimon's betrayal can't be proven, but if he's under any suspicion he can no longer use it and instead bides his time until the conspiracy is put into action.

furniture. A number of cups litter the dinner table and anyone passing a DC 12 intelligence investigation check can deduce that a number of people had gathered here and been celebrating. On the table are also a few discarded maps, numerous forests on the map have been crossed out. Anyone passing a DC 14 Wisdom Perception check notices a rolled up poster has been dropped on the floor near the door, unfurling the poster reveals in big bold letters *"Liberty for all! Join the Republic Front Today!"*

Lord Turgon's Manor

As an Elf Lord Turgon's manor matches his sensibilities, natural landscape and trees have been carefully carved into the pillars and mosaics of his home. He meets with the party since Ránélisa sent them, but he shows a clear disdain for any of them who are not Elves. He brings them to his private study where the theft took place.

- According to Lord Turgon a number of 'ruffians' broke in and took the book along with a few valuables.
- His guards fought them off and managed to injure one in the leg, but one of them was quite skilled and managed to push the guards back until they all escaped.
- Glass litters the floor where a window was broken.

Despite any misgivings Lord Turgon might have about the party he informs that after he heard about Ránélisa's stolen book he's concerned that the pair could be used to summon something practically nasty. The Ivy Road's stories often covered real places and few of those tales do come from Ramulia's ancient landscape.

If at this point the party has not discovered the Republic Front link, or otherwise are unsure where to go next then Lord Turgon remarks that the wound they gave one of the intruders was quite nasty. For a criminal, or at least

someone who doesn't want to draw attention, there's only one place in Dalmill to get fixed up. The Cutting Edge barbershop.

If the party follow up with Rakdra about any recent leg injuries he tries to be coy, since it's not polite to talk about his clients. But if the party pays him or donates some of their hair then he can tell them he doesn't know their name, but he does know she's part of the Republic Front.

The Republic Front

The Republic Front operates in an abandoned warehouse in Millway that they 'liberated'. When the party first enter the building Jano Hogs is giving a passionate speech to a small gathered group about their achievements pressuring for an elected mayor, but how they must keep up the pressure so more positions of power are opened up to the righteous people. If the party interrupts his speech he calls a break and asks his audience to think on new ways to spread their message to the people of Dalmill. Anyone with a passive perception above 12 will notice one of the women gathered in the crowd has an obvious limp.

Jano is at first friendly but at any sign of questioning anything about the organisation or its members he'll accuse the party of being the Sheriff's spies. He'll go off on a tangent about the law oppressing them and the people under an unjust system unless anyone interrupts him. Passing a DC 14 persuasion or intimidate check can get Jano to open up about recent events in his group.

Some members of Front have been a bit aggressive in the past, but just under a week ago a woman appeared in their hall and started holding private meetings with some of his members. He's absolutely sure there probably just discussing new protests or something, but one of them came back with a limp today and Jano is a little concerned they might be 'rough housing'. The member with a limp is Kryla, who is the only one to return to the Front gatherings.

Catching Kryla is not difficult since she can't move very fast with her limp, and while reluctant to reveal anything she will under the threat of arrest. She might even try to cut a deal with the party for leniency before telling them what she knows.

- Clare Edgeson approached them with a radical plot, she told them that she had a plan to get rid of the Sheriff. He's propping up the corrupt feudal system and once he's gone they can get an elected figure instead.
- They started meeting in her house where she revealed she had a book on elven magic. Using the book they could unseal a spirit of decay. Clare could then take it into the sheriff's office and release it, killing the sheriff.
- Kryla and the others were drunk on the possibilities and started helping Clare's plan in earnest by gathering supplies and investigating leads to where they might find a decay spirit.
- Eventually one of them caught wind of the Lords rare journal and so under the cover of night the group set out to steal it.
- Kryla was hurt but otherwise the plan succeeded. After a brief celebration they studied the book alongside some maps until they found the forest they were looking for, the **Red Oak Woods**.
- Because of her injury they left Kryla in Dalmill, she hasn't seen them since last night.

A Friendly Reminder

Once the party discover the whereabouts of the Red Oak Wood, before they manage to leave Dalmill a group of **6 hooded thugs** figures cut off their path. The figures are some agents of the Copper Kings organization, working directly under a man by the name of Michael Krator, with orders to prevent the party from interfering with Clare's plot. The leading figure reveals that he knows where the party are headed and tries to persuade them from doing so. He offers that if the party just turn around and forget everything they've learned, then a reward of twice what Ránélisa promised them will 'appear'.

A DC 14 wisdom insight check will reveal that the offer appears true, but also that he is likely going to attack if they refuse. Krator has actually ordered them not to fight the party, but looking for extra merits they will attempt to kill the party if they refuse. If three of the figures go down the others attempt to escape. If captured and questioned they reveal they were hired by Krator but they don't where he is or what is exactly being planned, only that Krator mentioned someone called Maivan had sent him orders to make sure the party didn't interrupt Clare's activities. Maivan is an Elven name but no one in Dalmill will have ever heard of him.

Thug: AC 15; HP 33; Spd 30ft; Melee shortsword +4, 5 (1d6+2); Str +1, Dex +2, Con +1, Int +0, Wis +0, Cha +1; CR 1/4; XP 50.

The Red Oak Wood

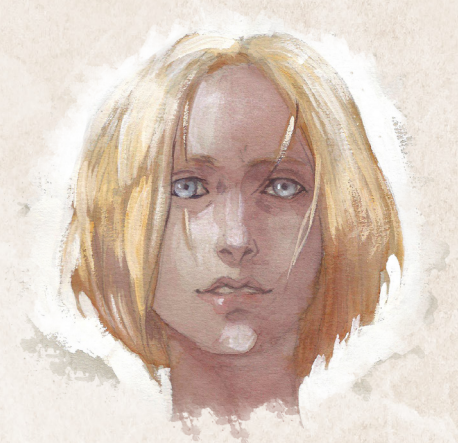
Following Kryla's directions, or after searching the wood for about an hour, the party are beset by an ambush of **5 Red Blights** leaping out from the surrounding trees. Anyone passing a DC 16 perception check is not surprised by this ambush. The Blights are a manifestation of the forests corruption, which can be caused by evil spirits or curses. The blights have only begun to awaken due to the actions of Clare further inside the forest, awakening as she unravels the seal on the spirit of Decay's prison.

Red Blight: AC 12; HP 26; Spd 30ft; Melee Red Vine +4, 9 (1d6 + 2) + 4 (2d4) acid; Str +2, Dex -1, Con +2, Int -3, Wis +0, Cha -3; CR 1/4; XP 50.

Once the party reach the heart of the forest they come across the following scene:

As you step into a small clearing in the forest you see a tall crimson red tree bound by ropes of Ivy, it's surface covered with carved runes. Stood around the tree are multiple people, cutting into it's roots with axes. Most of the roots are already cut and a thick black liquid oozes from them. A woman in fullplate oversees the others, holding a bottle in her right hand, with a slight manic look in her eyes as a thick black smoke rises from the trees wounds and begins to fill the bottle.

The gathering can be snuck up on with a DC 14 stealth check, but as soon as they notice someone approach the front members bare their weapons and warn the party to keep away. Anyone observing the bottle in will recognise it as similar as the one in Chapter One that Tonner Gekt used to summon the Fire Elemental. A DC 14 Arcana check informs a character that it is performing some kind



of conjuration ritual. The bottle Clare is using is a **Bottle of Binding**.

The Front members are clearly nervous that their act is being witnessed, which will only increase if the party reveal what they know about their plan. The Front members are guilty of treason and conspiracy to murder, so unless someone in the party makes a good case they will be spared with a DC 18 Charisma Deception or Persuasion check they won't surrender. While everyone is distracted, either by talking or because the party attack them Clare tries to finish sealing **Diemongo**, so that she can order it to attack the party. If the party disrupt Clare's ritual then **Diemongo** is freed and begins attacking the closest target.

Black ooze begins to spray violently out of the slashed roots as the runes on tree begin to bleed. A mist rises from the ooze, forming above the tree into a black smokey sphere. A deformed upper skeleton made of wood begins to form within the sphere as two skeletal arms break out from it, topped by an antler skull with two large twisted horns crowning its head.

Diemongo (18), a spirit of decay immediately attacks the closest target, but as the Front members flee from it it'll quickly turn its sights on the much more dangerous player characters. The spirit is very difficult to kill, but it's time sealed in the tree has weakened it considerably and it can be defeated. Alternatively anyone who steals the **Bottle of Binding** from Clare can continue the ritual and try to seal the spirit after it's been weakened.

If at any point the **Bottle of Binding** is broken or taken from Clare she falls over as the enchantment on her expires. All she remembers is a figure, cloaked by a green haze, telling her to join the Republic Front and together unseal a Spirit of Decay to kill the Sheriff. She's confused by the logic, adamant that she'd never want to hurt the sheriff, and is visibly angry and upset that she was enchanted. She has both the stolen books on her person.

Any remaining Front members try to flee into the woods during any fighting, knowing that they will likely be executed for their treason unless the party have convinced them otherwise.

Diemongo

large elemental, neutral evil

Challenge 5
(1,800xp)

Armor Class 16 **STR** 16 (+3) **INT** 15 (+2)
Hit Points 90 (12d8 + 36) **DEX** 15 (+2) **WIS** 18 (+4)
Speed 40ft fly (hover) **CON** 16 (+3) **CHA** 13 (+1)

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, necrotic

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

Senses Darkvision 60ft., Passive Perception 14

Decay Form. The elemental can enter a hostile creature's space and stop there. Any creature starting its turn in the elementals space takes 3 (1d6) necrotic damage.

Multitask. The elemental makes two claw attacks.

Claw. MWA +5, 7 (1d8 + 3) slashing damage and 6 (2d6) necrotic damage.

Decay Vomit (Recharge 5-6). The elemental exhales a black bile in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) necrotic damage on a failed save, or half as much damage on a successful one.

Reward

For resolving the event split 4500xp between the party. If they defeat Diemongo by sealing him in the bottle of binding grant each character an extra 500 xp.

Conclusion

If the party is able to save the Sheriff then Maiven gets very angry with them. He enchants one of the castle servants to go burn down the home or shop of an NPC the party likes most. The Sheriff later summons the party to his office where he has the arson locked up, but there still under the enchantment with a message for the party. Daimon Thurman is also there studying the arson in order to uncover what magic they are under, he's certain he can break it with a dispel magic but is waiting to see what this message is. When the party enter the locked room with the arson they look up with a smile and repeat the following:

"I have a message... He says, the next time you interfere with one of my plans... I'll lock them inside the building when I have it burnt to the ground"

The arson then tries to kill themselves, but Thurman jumps in and dispels the enchantment when it gets too dangerous. Afterwards Thurman tells the party that after studying the victim he has to conclude it's either a forgotten spell, or more likely a God Item. He tells them that he'll send off for a catalog in order to research which one it is, but he's lying and never follows up on it. If any of the party have one of their own contacts research the matter then during Chapter 3 they will learn of the existence of the Green Teacup.

Part Four, Knives in Waiting

A day or two after the earthquake the party is once again summoned to the castle to speak with the King. This time however the runner can tell the party that the King has a task for them, though he doesn't know what it is. Before they reach the throne room however they cross paths with the elven ambassador from Aed'eri, **Beren Anwarinya**. He takes a moment to speak with the party, first on the topic of Vasatar, but leads into a conversation about his sister (the little vampire from the chapter one event, Laid to Rest). Beren's attitude towards the party depends almost entirely on how they resolved the situation with his sister's coffin:

- If they helped keep her at peace he thanks them, and feels obligated to do them a favor one day.
- If they let her escape or killed her he treats them like enemies, offering no aid for later events.

If questioned he can also go into a little detail on the nature of his sister's death. As far as he knows there was a vampire hidden amongst the elven court of ancient Rumil, who killed and turned his sister when his father started trying to investigate the vampires identity. After the fall of Rumil the trail went cold, every single court member was lost during the great earthquake. He doesn't care to dwell long on the subject and soon leaves the party to their own business.

When the party finally enter the Throne room they are met by King Alred and Sheriff Durlan who explains the situation.

Larsona, the country to the east, has sent a diplomat to Ramulia to discuss the terms of a possible alliance. Since such an alliance would make them enemies of Ramulia's southern neighbor, Trenton, the diplomat is travelling to Dalmill in secrecy. The only problem is she was supposed to arrive yesterday. There has been no runner from the diplomat to explain the delay and Durlan is afraid that something might have happened. The pair have concerns there are spies in the castle so they want to give the task to the party, since they don't have a permanent position within the castle or city no one will question their absence much. The King asks, but will demand if need be, that the party keep this matter a secret, for if it was leaked it would spell trouble with Trenton.

- According to the Sheriff the diplomat is masquerading as a merchant, identifying herself as 'Anora' with a purple coat of arms with two circles within it. His men however have seen no one wearing that symbol enter Dalmill.
- Durlan gives the party a map of the road the diplomat was thought to be taking, a series of side roads off the beaten path in order to avoid prying eyes. He wants the players to investigate the road.
- If it turns out she really is just late the King will reward the party anyway.
- For escorting the diplomat safely to the castle the King offers the party 600 gold each.

After concluding the meeting but before the party leave the castle they are approached by General Wymer, who at first gives them a friendly greeting but then asks them what they came to see the King about. He jokes and tries to guess it's something about hunting down a monster or another bandit lord, but he gives the impression he thinks it was about something else. If the party ask him why he wants to know, he explains it away as *"I've been away from the castle for months, I'd like to get caught up on the latest gossip"*. General Wymer is just personally curious and suspicious of the party, fearing their growing influence will be a threat to his own. In this instance he serves as a red herring for the spy in the castle.

Background

Just as the Sheriff and the King feared the diplomat has been attacked while she was travelling to Dalmill, but they could not have predicted the nature of the diplomats misfortune. The diplomat was actually carrying a god item *The Heart of Shadow* as a gift to the king to convince him of a deeper alliance between their nations. However Oskad the Gnoll received a vision from Narduru of it's whereabouts and it's use as a key to enter the Tomb of Shadows, and so set out with a raiding party to acquire it. The caravan guards were quickly defeated by Oskad's superior force but he left them alive after taking the heart from the diplomat.

Unfortunately for the diplomat and her party a group of local bandits witnessed the scene and decided to not let such a good opportunity to pass them by. They killed most of the remaining guards and took Anora hostage, thinking she was a rich merchant.

To compound Anora's situation even more Michael Krator, a famous assassin, was lying in wait for her back in Dalmill. Krator has been assigned the task of killing the diplomat by the Copper Kings to ensure that any treaty between Larsona and Ramulia does not take place, but after Anora never arrived in Dalmill Krator's had to rethink his plan. Thanks to the traitor Magister Thurman he knows that the King is going to hire the party to find the diplomat and so has gathered some of his best men to follow after them to ensure the diplomat never arrives in Dalmill.

Bad Luck Compounded

After a day following the side roads east of Dalmill the party quickly comes across a beaten and upturned carriage, which bears the coat of arms the Sheriff described to them. The horses are missing and a few guards, stripped of their weapons, lie dead amongst the wreckage. Footprints of various sizes and shapes litter the ground, the oldest appearing to come from beasts of some kind. A DC 14 survival check will reveal the older tracks belong to Gnolls, but the fresher tracks belong to humanoids wearing boots. The Gnoll tracks end towards a forest to the side of the road, hidden by a *pass without trace* spell, but the human tracks are fresh enough to continue following north.

From one of the bushes a groan rings out as one of the carriage guards is still alive but mortally wounded. He speaks of the diplomat as his charge, but if the party explain there from the King he drops the pretext and

admits he was protecting the diplomat from Larsona. According to him they were suddenly attacked by a raiding party of Gnolls lead by a 'big scarred one wielding a greatsword', describing Oskad. The Gnolls gravely injured anyone that stood in there way and ripped open the carriage, but they did not hurt the diplomat and instead took a box she was carrying and left. The guard doesn't know what was in the box, but just as they were trying to recover a group of bandits jumped out of the forest and killed the injured guards and kidnapped the diplomat.

If left alone the guard will eventually bleed out, he can be stabilized with a DC 12 medicine check, but if healed with magic he will join the party and help them track down the bandits.

The bandits are not difficult to track from the site of the attack, unlike the Gnolls who have used magic to cover their tracks. Eventually the tracks lead to a cave entrance, inside of which sits a wooden door with a closed eye slit.

Bandit: AC 14; HP 22; Spd 30ft; Melee shortsword +4, 1d6+2; Range Crossbow +3, 1d6; Str +2, Dex +1, Con +0, Int +0, Wis +0, Cha -1; CR 1/2; XP 50.

B1. Hideout Entrance

Hidden inside the cave is a wooden wall made up of thick lumber logs fastened together. A door has been cut into the middle of the door, marked by a closed eye slit. Just beyond the palisade you can hear a muffled conversation.

A DC 14 stealth check is needed to sneak up on the door, but if anyone makes a noise or knocks on it the slit opens and a man demands to know who goes there.

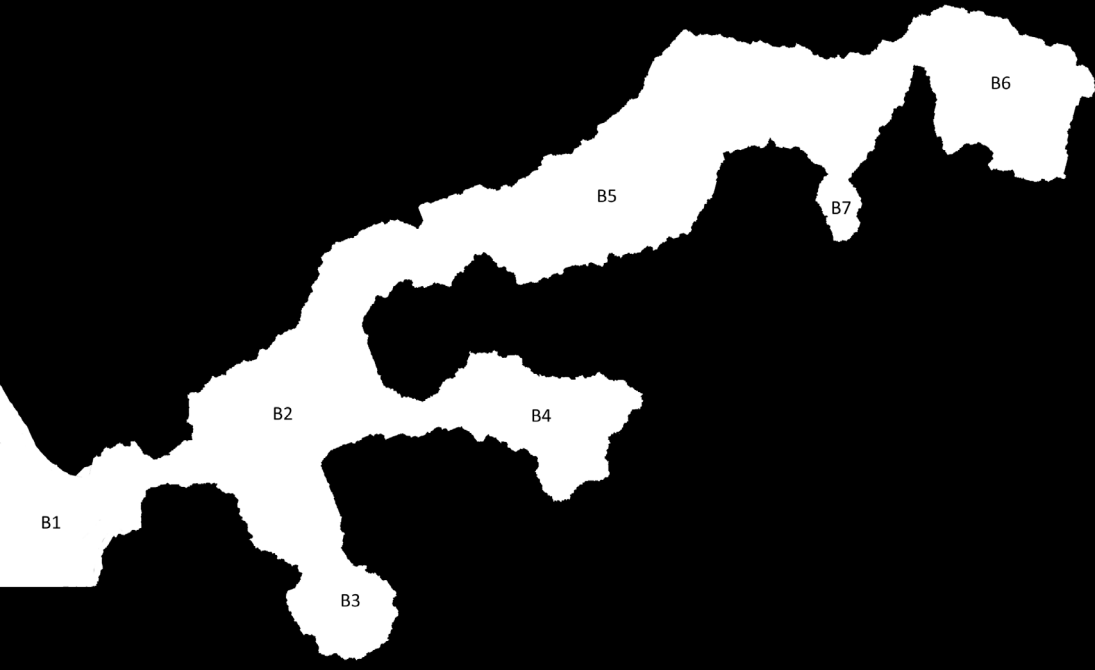
The door is locked by a wooden bar on the other side, but a DC 14 strength check is enough to dislodge the door from it's poor hinges. Behind the door are 3 Bandits who are quick to mention they have a rich hostage if anyone approaches and try to alert the other bandits if attacked. The bandits however can be convinced the party have come to negotiate for the release of the hostage, but they have to leave their weapons with the bandits if they are willing to meet their leader.

B2. Dining 'Hall'

4 Bandits are sat around a table here, gambling over some silver coins, though if alarmed by combat from the entrance they'll have their shortswords drawn and ready to engage. Anyone passing a DC 16 perception check will notice some of the cards on the table are marked, and if they point it out the bandits will start a fist fight with one another.

B3. Sleeping Chamber

Lines of bedsheets and bedrolls sit on the floor of this room in a disjointed arrangement. The room reeks of piss and sweat with ominous looking buckets in the corners. Luckily the buckets are empty at the moment, but it should be clear the bandits live in less than sanitary conditions. Anyone willing to risk searching the bed sheets find 5 gold coins.



B4. Supply Room

Small crates and brown sagging sacks litter this room, pushed to the side or thrown haphazardly into piles. A snoring bandit sits on a chair just by the entrance to this room. The **Bandit** suffers from narcolepsy and heavily sleeps for the majority of the day, nothing short of attacking him or pushing him off his chair will wake him. The crates and sacks are mostly filled with provisions, some of it recently stolen from the Diplomats carriage. There are some goods like cloth and grain, but there condition is quite bad and no one would buy them.

B5. Training Hall and Armoury

This room is lined of wood and sack dummies along the wall for target practice, but if alerted to combat the **4 bandits (19)** training in here move them to create a barricade they can shoot from behind.

B6. Bandit Leader's Office

Unlike the rest of the cavern this room is brightly coloured and decorated with fine furniture. The flags and crests of merchants hang from the walls. Guarded by **2 Bandits(19)**, the **Bandit Leader** greets his guests and enemies as a clerk would greet a customer. If the party have come in peace the bandit leader is willing to return their merchant to them for 1000 gold, and warns that any funny business will result in the hostage's death.

The bandit leader doesn't actually plan to give up the hostage, if the party have the money then he summons the rest of his bandits and tries to kill the party with their own weapons. Amidst his room is a hidden cache of 150 gold as well as a rusty key.

Bandit Leader: AC 16; HP 36; Spd 30ft; Melee **Kinslayer** (shortsword) +5, 1d6+2; Str +1, Dex +2, Con +0,Int +0, Wis +0, Cha +1; CR 1; XP 200.

B7. Hidden Prison

Hidden from plain site by a weapon rack is a hole leading towards a small circular prison cell. This is where the bandits hide their hostage, all of them know about it but the rusty key that opens it is held by their leader. A DC 16 sleight of hand can unlock the cell.

The Assassin Arrives

By the time the party reaches the bandit leader's chamber, either by fighting their way in or after being allowed inside, as any kind of negotiations or combat is underway a number of well armed and brutal soldiers begin streaming into the cave, killing any bandits they come across. They create a choke point in B5 to trap the party and any remaining bandits inside the cave.

From behind them, safely around a corner, a voice calls out asking that the diplomat be handed over. The voice is from Micheal Krator, who tracked the party to the bandits cave and lead his men inside. He'll introduce himself if asked, and anyone passing a DC 18 history check will recognise him as a famous assassin with a number of high profile kills in his career. He tells the party that they don't have to fight, they just have to give him the diplomat, and while he doesn't say it it's clear he plans to kill the diplomat.

If things have gone against the party then the diplomat is still trapped in B7, right in the middle of this encounter. If the party take too long to come up with a plan then one of Krators men notices the secret entrance and goes to

investigate. If they are able to kill the diplomat then they retreat, leaving the party be.

Krator is not a man that relishes combat and personally avoids any confrontation he cannot win with a single precise attack. After giving the party his ultimatum he leaves his men behind to take care of the situation while he moves to B2 and B1 and starts laying traps in case the party get past his men.

New Encounters

B5. Training Hall and Armoury

5 Copper Knights setup a shield wall here, whilst **4 Copper Hunters** sit behind a hastily made barricade a little behind them. The Knights focus on preventing anyone moving past them while the Hunters focus their attacks on easy to hit targets.

B2. Dining 'Hall'

Krator places a trip wire trap on the entrance to B5, which when triggered sets off a small explosive. Once triggered any creature within 20ft of it takes 12 (4d6) fire damage, half on a DC 14 dexterity saving throw.

The floor of the room is completely covered by ball bearings and spikes, turning the ground into difficult terrain. **2 Copper Hunters** and **1 Copper Knight** are each taking cover in B3 and B4, ready to take shots at the party as they move through B2.

B1. Hideout Entrance

Waiting outside the cave are **2 Copper Knights** and a **Copper Troll** (a troll trained to wear armor), the last of Krator's forces. If the party have gotten to B2 Krator sends them inside. The troll isn't bothered by the ball bearings and spikes and moves normally. If it looks like the fight is turning against his men then Krator makes his escape into the woods.



Copper Knight

Medium humanoid (human), lawful evil

Challenge 2
(450xp)

Armor Class 18 (shield) **STR** 16 (+3) **INT** 11 (+0)
Hit Points 32 (5d8 + 10) **DEX** 10 (+0) **WIS** 10 (+0)
Speed 30ft **CON** 14 (+2) **CHA** 11 (+0)

Senses Passive Perception 10

Group Tactics. When a creature within 5 feet of the copper knight makes an attack against a target adjacent to them, they can use their reaction to make a melee weapon attack against the attacking creature.

Longsword. MWA +5, 7 (1d8 + 3) slashing damage.

Copper Hunter

Medium humanoid (human), lawful evil

Challenge 2
(450xp)

Armor Class 16 **STR** 12 (+1) **INT** 10 (+0)
Hit Points 27 (5d8 + 5) **DEX** 16 (+3) **WIS** 13 (+1)
Speed 30ft **CON** 12 (+1) **CHA** 10 (+0)

Senses Passive Perception 11

Shortsword. MWA +5, 6 (1d6 + 3) slashing damage.

Longbow (hook arrows). RWA +5, range 150/600 ft., 7 (1d8 + 3) piercing damage and a hook arrow becomes embedded into the target. Removing a hook arrow without a DC 12 medicine check causes the target to take 1d4 piercing damage.

Mark(1/day). As a bonus action the Copper Hunter can choose a creature within 60ft of it. This creature takes 1d6 extra piercing damage from weapon attacks from the Hunter for 4 turns.

Copper Troll

Large giant (troll), neutral evil

Challenge 3
(700xp)

Armor Class 16 **STR** 18 (+4) **INT** 7 (-2)
Hit Points 54 (6d10+30) **DEX** 13 (+1) **WIS** 9 (-1)
Speed 30ft **CON** 20 (+5) **CHA** 7 (-2)

Senses darkvision 60ft; passive perception 9

Regeneration. The troll regains 5 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Multiattack. The troll makes two claw attacks.

Claw. MWA +7, 11 (2d6+ 4) slashing damage.

Fighting Micheal Krator

As a professional assassin Krator avoids any kind of direct combat, making im engaging him difficult. His access to the spells, *invisibility*, *pass without a trace* and *misty step* from his magic items make catching him difficult as well. Check the **DM's guide for Ramulia** for his statistics if he's drawn into combat.

Conclusion

If the party are able to transport the diplomat safely to Dalmill Castle, then she remains there for a month until an armed escort arrives from Larsona to pick her up. Due to her presence in the castle her identity is revealed in short order by a number of rumors spreading throughout Dalmill, rumors that Trenton will no doubt catch wind of eventually. The party are given their reward and Sheriff Durlan, if he hasn't already, confides in them his fear there is a conspiracy to overthrow the King.

On the other hand if the diplomat dies then Ramulia's chance with an alliance with Larsona passes, and the Kingdom will have to make do with it's own forces against any acts of aggression from Trenton. For reporting on the assassination King Alred rewards the party only 200 gold each, thanking them for doing their best in a difficult situation. The player's relationship with Sheriff Durlan however plummets, for failing at this critical juncture he can't be confident they won't let the King down in his time of need in the future.

As a professional assassin Krator avoids any kind of direct combat, making im engaging him difficult. His access to the spells, invisibility, pass without a trace and misty step from his magic items make catching him difficult as well. Check the DM's guide for Ramulia for his statistics if he's drawn into combat.

Rewards

For surviving the encounter with Krator and the Copper Agents split 8000xp between the party. If the diplomat survives grant an extra 600xp to each player.

Interrogation

If any of the Copper agents are captured they can divulge that they work for an organisation known as the Copper Kings, which is devoted to restoring old monarchies that have been overthrown. Krator works for one of their members directly, but they don't know any details about it. Each of the agents are always informed of the minimal amount they need to know in case of capture. There are likely more agents hidden in Dalmill, but they don't know anything about them.

Part Five, Slumbering Gods

Whilst the party are in Dalmill they are once more summoned by the King to his throne room to discuss a 'threat to the kingdom'. But when they arrive they are met by only the King and General Wymer. With the army back from the border the General wants to sweep the land of any dangerous creatures, and his first target are the Gnolls. If the party previously described the Gnolls part in attacking the Diplomat the General cites it as the main reason the Gnolls need to be driven from the land, not only have they hurt innocent people but they have also jeopardised the security of the state.

Wymer congratulates the players as he wants to put them in charge of purging the Gnolls from the land, killing them wherever they are found until they are driven away. King Alred reluctantly agrees, while he finds such remorseless

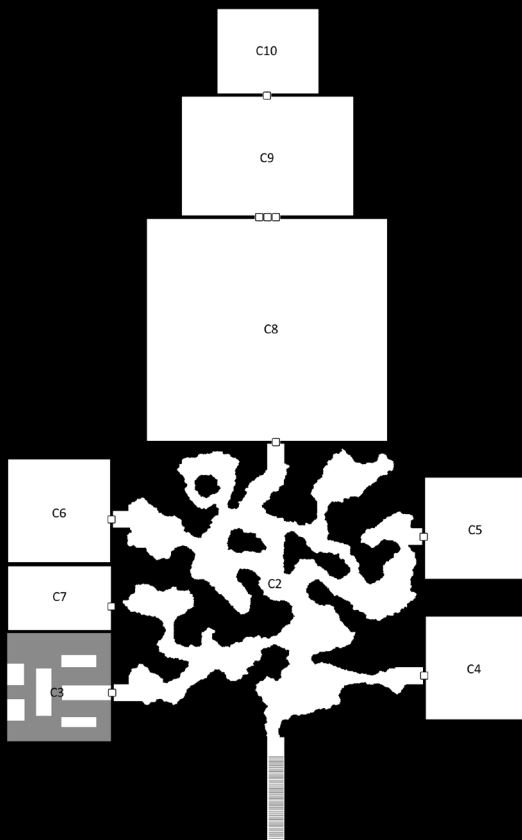


killing to be distasteful he cannot ignore the threat the Gnolls pose to the people of Ramulia.

The position however is a political trap set by Wymer to discredit the party and hurt their relationship with the King. If any of the party show sympathy or a reluctance to kill these 'monsters' then Wymer calls them out on it, jokingly pointing out that Gnolls are not like people and don't deserve mercy. If the party accept the role on the other hand then not only will it keep them busy, it will take them outside of Dalmill for a prolonged time. Gnolls are historically very difficult to dislodge once they have settled in a region, so it wouldn't be far fetched to estimate this could keep the party busy for a whole year. Anyone passing a DC 15 History or Insight check can determine that Wymer is trying to get rid of them for an extended period of time.

If the party refuse the position King Alred gets a bit annoyed with them if they can't produce a satisfactory reason. As King he does command that if the Gnolls are found then the party will be summoned to deal with the matter, but he doesn't commit to how they should deal with it. After accepting, or forced to agree to dealing with any appearing Gnolls, the King grants the party 1500 gold and Wymer supplies ten soldiers to aid them. The soldiers are useless and have orders from Wymer to drag out any commands given to them, they will likewise refuse to enter 'dangerous' areas until reinforcements are supplied to them. But they can be intimidated or bribed into being more 'proactive'.

As it happens though only a day after their appointment a report comes in that Gnolls have been sighted digging up some old ruins a few days south east from Dalmill.



The Tomb of Shadows

Built to house the remains of the Shadow God Sazirak, the tomb has laid undisturbed for centuries hidden from all eyes by it's natural illusions. After acquiring the **Heart of Shadow** Oskad dispelled the illusions hiding the tomb and set his people to dig it up. Though it took many days to unearth the tomb and overcome its challenges the Gnolls were able to break into the deepest chamber where they found the **Sword of Vengeance**. One of the Gnolls turned traitor and attacked Oskad to try and stop him from taking the sword but was easily defeated, left for dead beside the corpse of the shadow god. Oskad and the other Gnolls have left the Tomb with the sword by the time the party arrive at its entrance, but the traitor Gnoll is still in the deepest chamber, alive despite bleeding out hours ago.

C1. Stairway Down

A beautiful green meadow, with a circle of colourful flowers, surrounds the strange dig site before you. The holes and trenches are disordered, with piles of dirt already beginning to fall back into them. Sitting inside the deepest part of the dig site is a passage down, made from a dark and dull stone.

A few broken tools litter the ground around the dig site, abandoned by the Gnolls once they had found their prize. At the top of the staircase is a symbol of an upside down heart, anyone passing a DC 14 history check can tell it's presentation likely makes it a God symbol. However no sense of pressure or magical aura surrounds the symbol. If the party are accompanied by Wymers soldiers they refuse to enter the 'tomb', mostly out of fear of the dangers that are likely inside.

C2. The Razor Forest

At the end of the stairway, only a few meters underground you are faced with a forest of petrified black trees. Branches as sharp as knives cut off paths between the trees, creating only small passages to safely pass through. Black steel ivy clings to bark of the trees, covered in sharp razors that tear anything that touches them to pieces.

The tree's in the 'forest' are not true trees, instead they are a combination of stone and metal with enough sharpness to draw blood easily. Many of the passages in the forest are tight and low, medium or large creatures need to go prone in order to safely travel through it. All of the passages eventually lead to one of the five stone doors, but the door to C8 has an indentation in the shape of a heart. Each of the

to C8 has an indentation in the shape of a heart. Each of the four side rooms contains a shard piece which fits into the indentation, the door to C8 will only open once all the shards are placed into it.

The forest serves as an environmental hazard as the party move between the various rooms, every time they return parts of it appear changed and hostile creatures appear in increasing frequency. Any creature that is pushed into one of the walls of the maze immediately takes 2d6 slashing damage.

C3. Plunging into Darkness

Great and empty pits lie at the sides of the long narrow bridge of this chamber, a thick black fog obscuring its depths. The ceiling above appears as a reverse of the floor below you, roofs sitting above pits and black fog sitting above the bridges. At the end of the room, embedded onto the back wall below the ceiling is a shard of red glass.

This room has a special property, anyone entering the pits or the ceiling fog has their gravity reversed. Through this method a character can jump into the pit by their side and land on the ceiling above them. The fall is slightly hazardous though, anyone falling must succeed on a DC 12 acrobatics check or take 1d6 bludgeoning damage before falling prone.

After the party has been in the chamber for at least three rounds 6 **shadow guardians**, humanoid shaped creatures made of shadow with elongated limbs, jump from the ceiling pits beside the shard to land in front of it. Three will remain there on the roof and shoot down at the party, while the other three make use of the reserve gravity to reach them with their claws.

Shadow Guardian

Medium elemental, unaligned

Challenge 1
(200xp)

Armor Class 15 **STR** 14 (+2) **INT** 11 (+0)
Hit Points 33 (6d8 + 6) **DEX** 14 (+2) **WIS** 12 (+1)
Speed 30ft **CON** 12 (+1) **CHA** 9 (-1)

Skills Acrobatics +5, Stealth +5

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.

Claw. MWA +5, 5 (1d6 + 2) slashing damage.

Shortbow. RWA +5, range 60/120 ft., 6 (1d6 + 3) piercing damage.

Razor Forest Change

The bodies of three Gnolls, casualties of Oskads expedition into the tomb, appear tied to the black trees with the razor ivy. They have long since died, their bodies pierced with black spears. The spears can be removed and reused, counting as **Shadow Spears**. 3 **Shadow Guardians** hide in the forest and attack the most injured looking character.

C4. Mural of Despair

Across this room murals depict the journey of a figure through a dense and lonely forest. A light bleeds over the top of the trees, and the figure searches endlessly for a way through the forest. The mural ends with the figure kneeling on the ground in defeat, before tripping over a large green shard now embedded into the mural itself.

As the party enter the room or approach the shard the long mural begins to peel off the wall, revealing it as merely the shell of a gigantic millipede creature. The shard is embedded in it's forehead, it begins combat by spraying acid in the parties direction.

Despair Centipede

Huge beast, unaligned

Challenge 4
(1,100xp)

Armor Class 13 **STR** 18 (+4) **INT** 6 (-2)
Hit Points 75 (10d8+30) **DEX** 10 (+0) **WIS** 8 (-1)
Speed 30ft, climb 40ft. **CON** 16 (+3) **CHA** 6 (-2)

Damage Immunities Poison, Acid

Condition Immunities Poison, Charmed

Senses Darkvision 120ft, Passive Perception 11

Despair Cloud. Any creature that comes within 5ft of the centipede must make a DC 14 Constitution save or become Poisoned for 1 minute. While under the effect of this poison the creature becomes depressed. Any creature that passes it's save is immune to this effect for 24 hours.

Multitask. The Centipede makes two bite attacks.

Bite. MWA +7, 10 (2d6 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Acid Spray (Recharge 5-6). The Centipede sprays acid from it's mouth in a 15ft cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Razor Forest Change

The steel ivy clinging to the trees of the dark forest begin to animate on each of the passages to the doors, becoming Razor Ivy traps.

Razor Ivy Trap. The Ivy clinging to the steel trees begins to move and react to the passage of intruders, trying to entangle them and cut them to ribbons. Any creature passing a Razor Ivy Trap must make a DC 18 Dexterity save, taking 1d8 slashing damage and becoming restrained on a failure. A creature that becomes restrained can break free with a DC 14 Athletics or Acrobatics check, but every round they remain restrained they take 1d8 slashing damage.

C5. The Chamber of Sacrifice

The room before you is humbly decorated, colourful banners of green and blue cover the walls. A simple bed sits against the back wall, and sat behind the table in the middle of the room is young tired looking elven women.

The woman greets the party with a slight sigh, offering them a seat around her table. She asks them if they want anything to eat or drink, preparing some tea and snacks regardless what they say. She never says what her name is but she admits she is one of the trials to enter deeper into the tomb, though she tries to ignore the subject while she prepares the tea and snacks.

In truth the woman is a magical copy of a mortal who served Szazirak while he was alive, and unfortunately she is aware of the nature of her non-reality. She has no soul and her thoughts are merely a fabrication of the magic that created her, she can't exist outside the room. Anyone using Detect Magic on her can determine she is a magical construct, and that there is a purple shard piece within her chest.

Once she's finished her own tea she looks to the party and asks them "Are you ready?". She reveals that to get the next shard piece they must cut it out of her chest. If the party seem distressed by this she tries to calm them down. She explains she's not a real person but a memory of someone who was once alive, and once the party leave the tomb she will stop existing anyway.

If the party refuse she looks a bit sad at them, but smiles and tells them they don't have to make that sacrifice. She tells them that there is a secret room in the black forest, if they are willing to suffer to get to it they will find another shard there. If anyone passes a DC 20 insight check they will realize she is lying about the shard piece, in truth as soon as the party leave the room she will take out a knife and cut out the shard herself.

The party might ask her why such an act is necessary, why this is a trial at all, and she answers:

"The God of this Tomb knew much pain in his life. He dealt it and recieved it. You must walk the same path as he did, or his heart will never open to you"

Razor Forest Change

Blood begins to seep from the trees where the razor ivy clings to it, forming great crimson pools on the rocky floor. In the middle of the room the pools begin to form into 3 **Blood Elementals** that attack any intruders they find.

Malace

Medium elemental, unaligned

Challenge 2
(450xp)

Armor Class 15 **STR** 11 (+0) **INT** 9 (-1)
Hit Points 33 (6d8 + 6) **DEX** 16 (+2) **WIS** 14 (+2)
Speed 30ft **CON** 13 (+1) **CHA** 10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from weapons that are not silvered

Senses Passive Perception 12

Multiattack. The Malace can make two attacks, either two claw attacks or two shortbow attacks.
Claw. MWA: +5, 5 (1d4 + 3) slashing damage.
Shortbow. RWA: +5 to hit, range 60/120 ft., 7 (1d6 + 3) piercing damage plus 3 (1d6) acid damage.

Blood Elemental

Medium elemental, unaligned

Challenge 3
(700xp)

Armor Class 9 **STR** 14 (+2) **INT** 5 (-3)
Hit Points 59 (7d8 + 28) **DEX** 14 (+2) **WIS** 7 (-2)
Speed 30ft **CON** 18 (+4) **CHA** 9 (-1)

Damage Vulnerabilities poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses Passive Perception 8

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

Blood Drain. MWA: +4, Hit: 8 (2d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

C6. The Dieners Chamber

Across the walls of this room are faded paintings of a roaring crowd, smudged into a blur of colour and movement. A giant sized knight stands triumphantly in the centre of the room, a yellow shard piece embedded into his decorated breastplate. He smashes the two shields together that are in his hands like a gong as two golden skinned creatures step out from behind him.

The **Denier** fights almost completely defensively, blocking blows directed at the 2 **Malice's** and pushing threats away from them. If the two **Malice's** are defeated before the **Denier** then he enters a rage and tries to smash the party with the shields in his hands.

The Denier

large construct, unaligned

Challenge 4
(1,100xp)

Armor Class 17 **STR** 18 (+4) **INT** 7 (-2)
Hit Points 65 (10d8+20) **DEX** 10 (+0) **WIS** 10 (+0)
Speed 30ft **CON** 15 (+2) **CHA** 10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses Passive Perception 10

Deny. When a friendly creature within 5 feet of the **Denier** receives damage from an attack, the **Denier** can use its reaction to absorb half the damage.

Multiattack. The **Denier** makes two attacks: 1 Slam attack and 1 Shove attack.
Slam. MWA: +5, 10 (2d6 + 4) bludgeoning damage.
Shove. MWA: +5, 7 (1d6 + 4) bludgeoning damage and the target creature is moved back 10ft.

Razor Forest Change

4 Guardians appear in the middle of the razor forest who try to block the party's path to the next room they need to get to. They focus on trying to push characters into the Razor Ivy to do damage to them.

C7. Secret Room

Hidden in the forest by a thick patch of razor ivy is a small passage that leads to a secret chamber. The patch is well hidden and needs a DC 17 investigation check to discover. The passage itself is very small and covered in razor ivy, any small or larger creature passing through automatically takes 2d6 slashing damage, even while prone.

Inside the secret room are some treasures from the long forgotten city of Sanctuary, buried with Sazirak so some memory of it would still exist in the world. The room contains 2100 worth of treasure from detailed pottery, busts, silver jewelry and gold figurines. Amongst the treasure there is also a **Vest of Shadow Silk**, a **Helm of Vigilance** and a **Shield Wall**.

C8. The Gate

Once all four pieces of the heart shard have been collected and inserted into the door, the shard pieces melt together into a solid purple crystal heart shape. The heart turns upside down before the door sinks into the floor, opening the way forward.

Within the massive chamber before you a grand a beautiful landscape has been painted onto all of it's surfaces. The southern wall depicts a grim and sinister looking black forest, whilst the floor gives way to a glorious green grassland. A bright blue sky has been painted onto the ceiling with a great glowing sun sitting at it's centre. The northern wall looks more like the wall to a great city, with painted bricks on. Running across the floor just in front of you is a long pit of spikes. A massive stone gate sits ahead of you, guarded by an imposing figure dressed in golden armor.

The armoured figure, known as **Justice**, doesn't react to the party until someone jumps over the spike pit and into the room, but then he'll raise his hand and order them "Back villains! Return to the forest where you belong, your kind are not welcome in the light of Sanctuary". If asked about Sanctuary the figure will continue "Sanctuary is a safe haven for good souls who need protection from the likes of you. Murderers, thieves and charlatans will feel only the swift sting of my blade"

If the party offer to prove they are no villains then Justice humors them, but he always denies them. He judges their appearance, their weapons, any strange looks they might have, and signs of any sort of anger as proof they are nothing more than vile monsters that should return to the black forest.

If the party approach the gate, or attack Justice, then he declares vindication and an oath to see them cast out from the light of the world. **6 Guardians** spring from the painted wall to assist Justice with his battle, trying to push the party into the 10ft deep spike pit behind them.

Lair Action

On initiative 20 Justice can cause the following effect:

No Room for the Wicked. The spike pit at the end of the room grows in size, turning a 5ft line of floor next to it into spike pits. Any creature standing on a space that turns into a pit must make a DC 12 dexterity save or fall into the pit.

Justice

medium celestial (daemon), lawful neutral

Challenge 5 (1,800xp)

Armor Class 17

Hit Points 65 (10d8+20)

Speed 30ft

STR 16 (+3)

DEX 12 (+1)

CON 14 (+2)

INT 11 (+0)

WIS 14 (+2)

CHA 14 (+2)

Saving Throws +5 Con, +5 Wis

Damage Resistances bludgeoning, piercing, and slashing from non silvered weapons

Condition Immunities charmed, frightened

Senses Passive Perception 12

Face Me. Any hostile creature within 5ft of Justice suffers disadvantage on all attack rolls that target any creature other than Justice.

Multiattack. Justice makes two longsword attacks.

Longsword. MWA: +6, 7 (1d8 + 3) slashing damage plus 4 (1d8) raident damage.

Counter. If a melee weapon attack misses Justice he can as a reaction make a single longsword attack.

Stand Firm(Recharge 5-6). Justice performs a battle cry to fill his men with new vigor, any friendly creatures within 50ft of Justice heal 3d8 hitpoints.

Guardian

medium construct, unaligned

Challenge 3 (700xp)

Armor Class 17

Hit Points 31 (5d8 + 10)

Speed 30ft

STR 18 (+4)

DEX 10 (+0)

CON 15 (+2)

INT 7 (-2)

WIS 10 (+0)

CHA 10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses Passive Perception 10

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

Shield Bash. MWA: +5, 8 (2d6 + 2) bludgeoning damage.

Push. MWA: +5, 5 (1d6 + 2) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or it is pushed 10ft away from the Guardian.

The Gate itself is firmly sealed but it will open either after Justice and his guardians are defeated, or after it takes 100 Damage. Once the Gate is opened all the creatures in the room fade away and the floor returns to normal.

C9. A Memory of Joy

Floating spheres of black liquid fill this room, some as small as a human's head or as large as a cart. As you look at the spheres you can make out images, reflections of people living out their peaceful lives in a strange city. A black mist drips from them, obscuring the floor from your sight.

As the party step through this room a loud crunching noise can be heard under their feet, as if they were stepping on something hard but fragile. The black mist prevents anyone from seeing what it is there stepping on, but the floor is actually completely covered in bones. The bones are piled up on top of each other, and there could easily be hundreds or even a thousand bodies placed here.

The black spheres are dangerous, anyone casting Detect Magic or passing a DC 15 Religion check can determine they are Grudge Orbs. The Orbs form due to leftover Malice of victims who died a terrible death, but they often only form in the presence of a genocide, becoming bigger the more victims there are. Anyone touching a Grudge Orb takes 2d6 necrotic damage.

From the bones littering the floor **5 Grudge Skeletons** rise, attacking the party and stepping into the Grudge Orbs to heal themselves.

Grudge Skeleton		Challenge 2 (450xp)
<i>medium undead, chaotic evil</i>		
Armor Class 14	STR 16 (+3)	INT 7 (-2)
Hit Points 45 (7d8 + 14)	DEX 12 (+1)	WIS 10 (+0)
Speed 30ft	CON 15 (+2)	CHA 14 (+2)
Damage Resistances piercing, and slashing weapons		
Condition Immunities exhaustion, poisoned		
Senses Passive Perception 10		
Dead Healing. Whenever a Grudge Skeleton is dealt Necrotic damage, it takes no damage and instead regains Hit Points equal to the damage dealt. This ability does not allow the Grudge Skeletons Hit Points to go above it's maximum.		
Slam. MWA: +4, 5 (1d6 + 3) bludgeoning damage, plus 3 (1d6) necrotic damage.		
Guilty. The Grudge Skeleton points a finger at a creature, forcing the target to make a DC 12 Charisma Saving throw. On a failed saving throw the creature can't take any reactions and at the start of it's next turn it uses it's movement action to step inside the nearest Grudge Orb.		

C10. Sazirak's Final Sanctuary

Kneeling atop a simple altar you spy the body of a tall gaunt man in black robes, his eyes shut with a pensive look on his face. A thick black mist spews from a wound in his chest, rolling to the ground and covering the floor of the whole chamber. A deathly silence fills the room, shattered only by the coughing of a wounded Gnoll hunched down on the floor beside the altar.

The god upon the altar does not react at all to the party's presence, his corpse has frozen to match his last living moments and his spirit has moved on from the mortal

realm for good. The fog bleeding from his corpse does mark the party, but they will not feel its effects until they leave the tomb.

Rapt, the dying Gnoll, is none too pleased to see the party. Dried blood stains the edge of his mouth and the large wound across his chest, and he takes a moment to lament the irony before him. Rapt hates the 'imperial' races, especially halflings, for the countless atrocities they've committed against his people, but now he needs the 'murderers' help to die. He should have died some time ago, but something about the chamber is preventing his loss of blood from claiming his life. He does not beg, he simply asks to be removed from the room so he can finally die. If questioned about what the Gnolls were doing here, or where they are, he's reluctant to answer unless they promise to finish him off or take him out of the room. On offers of healing or help he'll interrupt and coldly inform them that if they help him he will try to kill them. He would rather die than accept help from their filthy hands.

If party convinces Rapt to speak he can tell them the following:

- Oskad, their chief has gone 'mad' and sworn himself to a God. This is unusual because the Gnolls as a race reject the gods ever since their own creator tried to kill them.
- Oskad had been receiving 'visions' of a way to summon his 'god' to the mortal realm. He wants to unleash the god on Dalmill to make them pay for killing his daughter.
- The Gnolls came to this tomb in search of a Divine Sword, which was inside this gods chest.
- Rapt and the tribes Shaman tried to talk Oskad out of this madness, but taking the sword was the final straw and Rapt attacked him. But Oskad was too strong and left him here to die.
- Oskad's God's tomb lies to the south, hidden in a small valley.

Rapt considers the Gnolls with Oskad to be traitors to their kind, it pains him to sick the 'imperial dogs' on them but if it will end this madness so be it. If the party don't uphold their end of the deal and leave him in the chamber he curses them, calling them monsters.

Of treasure there is some signs that the room held a number of items, but the Gnolls under Oskad took them as their prize.

Part Six, Shadows of the Past

As the party make their way up the staircase out of the Tomb of Shadows they are stuck by a sudden feeling of vertigo as they slip into unconsciousness. By opening Sazirak's tomb the party have been marked by the gods misma, which inflicts visions of the past upon them. Oskad and his Gnolls received 'protection' from these visions with Narduru's blessings, but more to hide his true nature from them. Whilst in these fragments of memories any interactions the party have with the environment feels real. But any character who passes a DC 18 Religion or Arcana check can determine it is a powerful vision, strong enough to cause them real injury if they are not careful. Injuries sustained during these visions do not go away when the characters awaken, but any items they took from the dreams do not join them in the waking world.



First Vision

You awaken in a thick and gnarled forest, it's tall twisted branches almost entirely block out the daylight sky. The soil beneath you is grey as ash and the air is dry, no movement or signs of life stem from the dark trees surrounding you. A figure in long black robes, pale skin and moonlight eyes stares at you with a quiet fury from within the shadow of one of the tall trees.

The figure is **Sazirak**, a memory from when he was still trapped in the Forest of Sorrow. He is angry at the party for entering his domain without his permission and demands they give him offerings, lest they attract his wrath. If they delay, or 'presume' to question him he lashes out and attacks them, otherwise no matter what offerings they give him he is not 'satisfied' and moves to punish them for their insolence.

Before the fighting gets out of hand however a figure crashes through the branches above them, wielding a sword of fire and attacks Sazirak who flees into the shadows. The new figure, dressed in a glorious plate of silver and gold is **Narduru**, God of Justice. He greets the party and asks if any are hurt, healing them if they are. He talks with the party briefly but stresses they should leave the forest as soon as possible:

- They are in the Forest of Sorrows. Many gods are said to have died here, their bodies turned to ash and mixed with the soil.
- The 'fiend' who attacked them was Sazirak, the God of Shadows. He is an evil but cowardly deity, Narduru often searches the forest for him so he can finally put an end to him.
- Narduru is from Sanctuary, a town he helped settle as a refuge for mortal creatures who have lost their gods or their homes.

Of Ramulia or the lands the party come from Narduru knows nothing, and suggestions that Sazirak is already

dead only convinces the God that the party have been struck by trauma or Daemons. He invites them to Sanctuary telling them they can safely rest there. He happily leads them out of the forest if they agree, but if they refuse and instead wander the forest they come across the next scene anyway.

As you near the edge of the dark forest a soft golden light begins to bath you as the vision of a city meets you on a horizon. Tall white walls protect a city of trees and twisted spiral stone towers. As Narduru approaches it from the treeline a woman runs out from the gate and embraces him, the pair overcome with joy at their reunion. As you watch the happy pair your vision fades to darkness, and in the distance where the city was you can now feel the beating of a heart.

The party awakens back on the steps of the Tomb, but they can still feel the heartbeat's direction. The Heartbeat the party experiences is the **Heart of Shadow** and serves as a compass for finding Oskad and the tomb of Narduru. The trip to the southern valley will take at least a day and a night to reach, if the party do not appear to be in a rush to reach it emphasize the beating of the heart. A delay will ensure that Narduru escapes his prison, so the party should feel some pressure to resolve the matter.

If they were accompanied by Wymers soldiers there still at the entrance of the Tomb, having set up a perimeter to guard it. They have nothing to report and aren't happy if they are ordered so soon to start dredging through more of Ramulia's wild lands. However they are happy if given a reason to return to Dalmill, even if it's a call for reinforcements to deal with the Gnolls camp. Otherwise they will continue to follow the parties orders unless given a reason not to.

Hours into the party's journey to the south, or when they next rest, they are overcome by a new vision.

Second Vision

As your eyes open you find yourself running through the dark ash covered forest of your last dream. Beside you is Narduru, running with all his might, cutting apart trees that impede him. You feel out of breath as a panic grows in your chest, though you can't pinpoint the source or reason for it.

Narduru doesn't respond to the parties presence, he continues running in an almost blind panic through the forest. Even if the party don't run after him their vision continues to follow him, until finally they arrive at the next scene.

The God cuts away a tree in front of him to reveal a small clearing and there, with her chest cut open and sprayed with blood, is the woman that embraced him before. Before her, standing triumphantly is the pale god of Shadows, and in his bloodied hand rests an obsidian beating heart. There are no words between the two gods, only a mighty clash of power and roars of vengeance.

The two gods begin to fight, and the party can choose to intervene, but even if they don't **6 Shadow Guardians (24)** summoned by the Heart of Shadows attack them. Anyone investigating the woman's body with a DC 12 medicine check can tell that her heart has been carefully removed

from her body. She bares none of the hallmarks of divinity and appears to be merely a mortal human.

As soon as all the Shadow Guardians are defeated the parties vision blurs, until reforming to witness the next scene.

All around you the forest has been flattened by the battle between the two gods, but in the end Narduru lies broken and shattered on the ground. The Pale god laughs as he holds up the obsidian heart, a mass of creatures bursting from it to surround them.

"I banish you Narduru, I shall take your city and make it my own. Be gone! Suffer as I did trapped in this accursed forest"

The Pale God laughs, leaving the broken and crying god to mourn over the body of his mortal lover. The Gods laugh begins to fade, replaced once more by the beating of a distant heart.

After an hour or two into their journey the party will discover a small valley, winding down into a arid and rocky bottom. Almost no plants grow at the bottom of this valley, even the weeds appear sick and dying. At the very bottom, carved into the side of a cliff edge is the entrance to the Tomb of Justice. Unlike the previous tombs the party

has witnessed there are no markings, or even a holy symbol to signal this as a god tomb, but even so they are drawn towards it by the heartbeat that lead them here.

But before they step inside they are overcome by the third vision.

Third Vision

Opening your eyes you find yourselves thrust into the heart of a battlefield, men and women in plated mail are pushing back a horde of yellow scaled lizardmen. You are pushed to the frontline by the soldiers behind you, face to face with a frontal assault by the lizardmen.

The armoured soldiers assume the party are on their side and fight with them accordingly, the Lizardmen are ferocious and attack with a mad zeal. **6 Yellowtale Lizardmen** attack the party directly whilst the battlefield rages on all sides. Once the six are defeated the battle shifts in the soldiers favour as their God takes to the field.

A bolt of purple lightning strikes the battlefield, creatures of shadow pouring out from the blast and attacking the lizardmen. Floating above the battlefield the Pale God lifts an obsidian heart above him, summoning shadow creatures with it to battle the lizardmen. A great cheer cries out amongst the soldiers who begin to push the horde back. As you are swept up by the advancing ranks your vision blurs and you fall through the ground into darkness.

A soft light welcomes you to a richly decorated room, urns of incense burning in the corners and filling the air with a thick musky smell. Sat in a throne is the Pale God, looking tired and old despite his unchanged body. He looks towards you sadly.

This memory is many decades after Sazirak took over sanctuary, happy but remorseful. He confides in the party that the people of sanctuary love and worship him now

Yellowtale

Medium humanoid (lizardfolk), neutral

Challenge 1/2
(100xp)

Armor Class 15 (shield)	STR 15 (+2)	INT 7 (-2)
Hit Points 22 (4d8 + 4)	DEX 10 (+0)	WIS 12 (+1)
Speed 30ft	CON 13 (+1)	CHA 7 (-2)

Damage Immunities lightning

Senses Passive Perception 10

Conductor. Any creature that comes within 5ft of the lizardmen must make a DC 11 Constitution save or take 1d8 lightning damage. On a successful save the creature becomes immune to this effect for 1 hour.

Multiattack. The lizardfolk makes two melee attacks, each one Bite and One Heavy Club

Bite. MWA: +4, 5 (1d6 + 2) piercing damage.

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

like he always wanted, but he still remembers all the horrible things he did to them and others. For a brief moment he seems aware of who they are and asks them "Would you ever forgive me? After seeing what I did?"

Regardless of the parties answer an elven women, identical to the construct in C5, steps past them and answers "It doesn't matter if I'd forgive you, you have to be able to forgive yourself first". The pair, god and mortal, softly hug each other as Sazirak thanks her "I just hope my work here will make up for all those I have hurt in the past..."

A wave of pressure rolls over you, sending shivers through your skin and teeth. A malicious aura seeps into every inch of the room, tinting the very air around you with a crimson hue. The Pale God stands from his throne with a look of concern muttering "What... What is that?". The crimson light surrounds you until you find yourself in a great expanse of darkness facing an obsidian door with an empty heart slot, the echos of a heartbeat ringing in your ears.

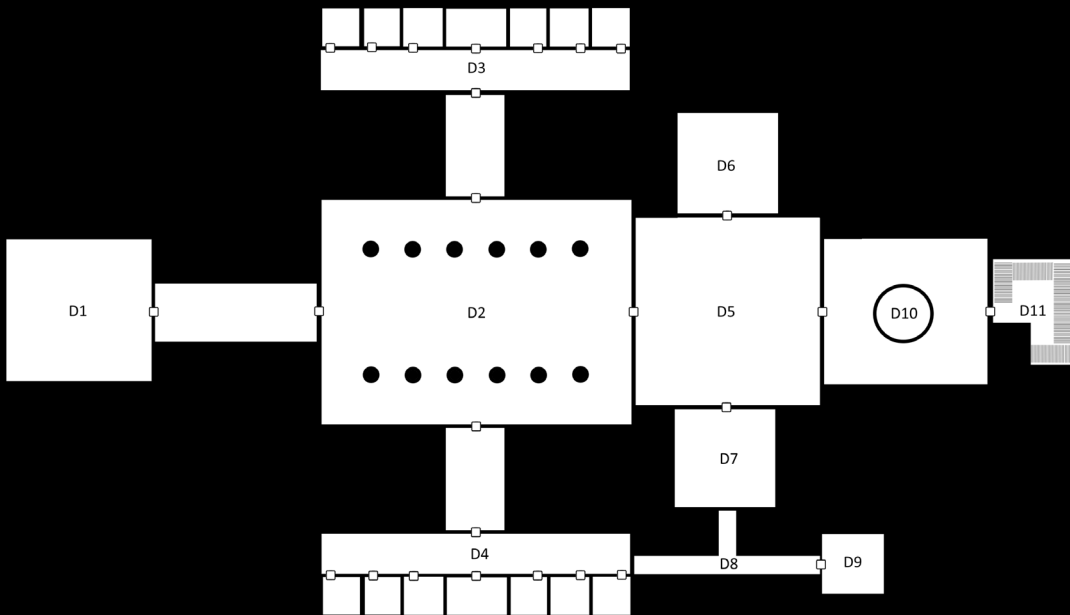
Part Seven, Justice for All

The party soon reawaken at the entrance of the strange passage, the heartbeat leading them deeper inside of it.

Background

Driven insane by the loss of his love Narduru became a God of Vengeance who rampaged across the land, bringing suffering and death to all he came across. In the end Narduru was defeated by Vartrus, who gave up his swords in order to keep the mad god's power at bay. In order to ensure Narduru remained sealed Vartrus had his followers construct a prison to house the gods corpse. The prison served as a perfect seal for the mad god, so long as new prisoners were locked inside Narduru would waste his power punishing them instead of trying to find a means to break his seal.

After many generations however the prison was forgotten and ever since Narduru has been biding his time, waiting for when he could unleash his rage upon the mortal realm once more.



Oskad and his Gnolls originally came across the prison by happenstance, it's entrance revealed during one of Ramulia's many earthquakes. By this point Oskad's daughter had been killed in Dalmill and he went alone further into the prison to fight it's terrors as his way of coping with his loss. He eventually came across Narduru's corpse, and because of his need for revenge the God was able to give him a vision. Ever since his first vision Oskad made the prison his base of operations while he worked to summon Narduru's avatar into the mortal world.

Despite being their chief many of the Gnolls rejected Oskad's new beliefs, they respected his strength but they would not share his goals. Those still loyal to Oskad joined him in the tomb, while the rest of the tribe moved on.

D1. Prison Entrance

The room has been carved out of the yellowstone of the cliff, no effort has been made to decorate the room or it's walls. Rubble and small stones litter the unkempt floor where they have crumbled off the ceiling and walls. Four Gnolls are laying on the floor, sleeping, with a fifth standing above them. The Gnoll has a big brown cloak on with small animal skulls hanging from its belt, it turns to look at you with its milky white eyes.

The standing Gnoll is Toratha, the tribe's shaman, and she greets the party and tells them she is not their enemy. She had recently communed with the spirits who told her that some people were coming who could quell Oskad's anger and stop the red tide from washing over the land. She put the guards to sleep, her favorite deluded 'children', so that they would not need to die. The other Gnolls in the prison have succumbed to the 'red tide', they cannot hear her words any longer and will try to kill the party. She can take a few moments to tell the party what she knows about the Prison, and also more about what set Oskad on his path for vengeance.

- Toratha doesn't know what the 'Red Tide' is exactly, only that it fills this prison with a terrible malice that makes creatures angry and violent.
- The Gods name is Narduru, Oskad believes it can grant him justice against his daughter's murderers.
- Oskad's daughter, laol, went to Dalmill to start a peaceful dialog with them in hopes the Gnolls could find someplace safe to settle. But only one of her party returned and they said the people of Dalmill had simply killed her.
- The complex is some kind of ancient prison, filled with malice and the lament of the dead. Oskad and the God's corpse are in the level below.

Toratha: AC 15; HP 38; Spd 30ft; Melee Quarterstaff +4, 1d6+2; Str +1, Dex +2, Con +1, Int +0, Wis +3, Cha +2; CR 3; XP 450.

Toratha's Spelllist: +5, DC 13

At Will: Produce Flame (1d8)

2/day: Cure Wounds (1d8+3), Thunderwave (2d8), Entangle

1/day: Flaming Sphere (2d6)

D2. The Wardens Pillars

A long hall opens up before you, square pillars running down both sides of it. Inside each of the pillars is a bell that starts ringing loudly as you step forward. An overly large Gnoll in fullplate stands at it's centre, flanked by archers, who growl in your direction.

With Narduru so close to the mortal realm he is able to control the traps of the Prison and influence the more weak willed Gnolls to do his bidding. The ringing of the bells draws the Gnolls out as the defenses of the Prison begin to activate. If Toratha is with the party the **Gnoll Warden** remarks he always knew she would betray them, and moves to attack the closest target while the **5 Gnoll's (32)** use the pillars as cover to support him.

Gnoll Warden

large humanoid (gnoll), chaotic evil

Challenge 2
(450xp)

Armor Class 18 **STR** 16 (+2) **INT** 8 (-1)
Hit Points 49 (9d8 + 9) **DEX** 12 (+1) **WIS** 11 (+0)
Speed 30ft **CON** 13 (+1) **CHA** 9 (-1)

Senses Passive Perception 10

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Muiltattack. The Gnoll Warden makes two greatclub attacks.
Bite. MWA: +5, 6 (1d6 + 3) piercing damage.
Greatclub. MWA: +5, 9 (2d6 + 3) bludgeoning damage.

The **Gnoll Warden** is wearing the **Wardens Armour**, once he goes down to 0 hit points he reverts back to his original size.

D3. The North Cells

Open prison cells line the back of this room, rags of cloth and collections of meat and bone litter the floor of the cells. A small clump of worn and chipped weapons sits in the corner of the biggest cell, along with a few bottles filled with a strange purple liquid.

The Gnolls have been using the north cells as a sleeping chamber and storage, making it smell appropriately bad. In the middle cell there are a number of weapons, as well as **2 potions of Pass Without Trace** and **3 Healing Potions**. If anyone steps into any of the cells the door suddenly slams shut, trapping them behind the cells bars. The doors can be unlocked with a DC 15 sleight of hand check, otherwise they break after taking 30 damage. As soon as the door slams shut **2 Starved Spectors** leak out from the wall and attack the trapped character.

D4. The South Cells

Prison cells line the back of this room, behind their bars are corpses in varied displays of suffering and frozen screams. Their bodies have been contorted into malformed shapes, their spines twisted around or bent in the wrong direction. A golden key hangs at the end of the eastern wall.

If Toratha is with the party she admits she and the other Gnolls decided to stay away from this room, they didn't want to disturb the bodies or whatever restless spirits might still linger in them. If any character lingers a little too long in the room, or takes the key, then the cell doors burst open and the corpses, **6 Broken Bodies**, begin to scramble out with erratic and unnatural movement to attack any living creature. The wall behind the key is actually a secret door, a DC 18 investigation check reveals a push brick that can open it. If it's undiscovered and the party become busy fighting the Broken Bodies then the **Invisible Torturer(32)** might open the door and kidnap one of the player characters.

Starved Spector

medium undead, chaotic evil

Challenge 1
(200xp)

Armor Class 13 **STR** 1 (-5) **INT** 10 (+0)
Hit Points 22 (5d8) **DEX** 14 (+2) **WIS** 11 (+0)
Speed 50ft fly (hover) **CON** 11 (+0) **CHA** 10 (+0)

Damage Immunities acid, lightning, thunder, necrotic, poison

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

Senses Passive Perception 10

Incorporeal Movement. The spector can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Life Drain. MWA: +6, 11 (2d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.

Broken Body

medium undead, chaotic evil

Challenge 1/2
(100xp)

Armor Class 13 **STR** 16 (+3) **INT** 4 (-3)
Hit Points 26 (4d8 + 8) **DEX** 12 (+1) **WIS** 5 (-3)
Speed 30ft., climb 30ft. **CON** 14 (+2) **CHA** 2 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses Passive Perception 7

Slam. MWA: +5, 5 (1d6 + 2) bludgeoning damage, and the target is grappled (DC 12 escape).

Dislocate. If the Broken Body begins its turn grappling another creature it can use it's action to try and dislocate one of the creature's limbs. The creature makes a DC 14 Constitution saving throw, taking 3d6 bludgeoning damage and becoming stunned for 1 turn on a failure. If this happens to a creature four times they become paralyzed until they are healed with a DC 14 medicine check.

D5. The Seal

A large steel door flags the end of this room, depicting images of torture and people in pain. A few Gnolls are pushing against it, unable to open it.

The **5 Gnolls (32)** are busy and don't immediately see the party, anyone making a DC 14 stealth check can get within 30ft of them before they'll be noticed. If a character rolls higher than a DC 18 they can sneak right up next to the Gnolls undetected. When the bells in the previous room began ringing the steel door shut, locking away the rest of the prison. The door will only open after the chains in D6 and D7 have been loosened.

When the Gnolls first came to the prison this door was open, none of them know how to unlock it.

Gnoll

medium humanoid (gnoll), chaotic evil

Challenge 1
(200xp)

Armor Class 15 (shield) **STR** 14 (+2) **INT** 6 (-2)
Hit Points 22 (5d8) **DEX** 12 (+1) **WIS** 10 (+0)
Speed 30ft **CON** 11 (+0) **CHA** 7 (-2)

Senses Darkvision 60ft, Passive Perception 10

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Bite. MWA: +4, 6 (1d4 + 2) piercing damage.

Spear. MWA: +4, 9 (1d6 + 2) piercing damage.

Longbow. RWA: +3, 150/600ft range; 5 (1d8 + 1) piercing damage.

D6. Lock One

A complex construct of steel and stone sits in the middle of this room, with large metal chains embedded into the eastern side of the room. At the front of the device is an open circular slot with a metal rod at the very back of it.

The device is part of the mechanism that keeps the door locked, a creature can put their whole arm in the slot to reach the metal rod and turn it to loosen the chains. However as soon as the bar has been turned 90 degrees two stone blocks slam into the slot, trapping the arm inside and dealing 3d6 bludgeoning damage. A character can avoid this with a DC 18 dexterity saving throw, but on a failure they count as restrained. A DC 20 athletics or acrobatics check is needed to free the creature, other creatures can help with this check.

If the lock has been turned 90 degrees the **3 chains** fall off the wall and begin to animate and attack.

Chains: AC 14; HP 33; Spd 30ft; Melee slam(+4, 1d6+2 piercing, grab DC 14 escape); Str +2, Dex +1, Con +0, Int +0, Wis +0, Cha -1; CR 1/4; XP 50.

D7. Lock Two

A construct of steel and stone sits in the middle of the room, but parts of it looks broken and it's mechanism has been jammed with broken twisted bodies.

The jam in the construct is made up of **8 Broken Bodies (31)**, if the party attack or try to remove one then five of them twist out of it and attack back. As one broken body is defeated the next one in the jam untangles itself and joins the battle. Once all the Broken Bodies have been removed from the construct it's chains loosen and removes a lock on the door in D5.

The back of the room also has a secret door to D8 which can be discovered with a DC 16 investigation check. If the party are busy fighting the broken bodies then the **Invisible Torturer** opens it and kidnaps one of the characters and takes them to D9 to torture. If the hidden passage is never found, and the Invisible torturer doesn't have an opportunity to attack, then it follows them to D10 and attacks there.

Invisible Torturer

medium monstrosity, neutral evil

Challenge 3
(700xp)

Armor Class 15 **STR** 16 (+3) **INT** 16 (+3)
Hit Points 52 (8d8 + 16) **DEX** 18 (+4) **WIS** 11 (+0)
Speed 40ft **CON** 14 (+2) **CHA** 10 (+0)

Senses Passive Perception 10

Invisible. The Invisible Torturer is permanently invisible, while it remains unmarked all attacks on it have disadvantage.

Free Movement. If the Invisible Torturer controls a grapple it retains its full movement speed.

Claw. MWA: +6, 10 (2d6 + 4) slashing damage.

Kidnap. MWA: +6, 9 (2d6+3) piercing damage, and the target is grappled. The Invisible Torturer has a large cavity in it's chest surrounded by teeth which it can use to grab a creature it's size or smaller. The target must make a DC 15 constitution save or become Stunned for 4 rounds, if they succeed they are only Stunned for 1 round.

D8. Hidden Passage

Carved behind the wall is a rocky passage filled with mould and the smell of rotting flesh. The mould along the floor and ceiling of the hidden passage hides **5 Giant Spiders**, anyone passing a DC 16 perception check spots them. Anyone failing this check is caught by surprise.

Giant Spiders: AC 14; HP 23; Spd 30ft; Melee Bite(+4, 1d6+2 piercing, 2d6 poison); Str +2, Dex +1, Con +0, Int +0, Wis +0, Cha -1; CR 1/4; XP 50.

D9. Torture Room

Dried blood paints almost every corner of this room and the stone table at it's centre. Shackles lie in each corner of the table, and hanging from the walls are various macabre devices and pieces of rotting flesh.

The lair of the **Invisible Torturer**, if he manages to kidnap a character and bring them here he wastes no time and straps them to the stone table. Every round the Invisible Torturer can use an action to start dissecting anyone shackled to the table, dealing 6d6 slashing damage. If this damage would bring a character to 0 Hit Points they don't die but new torture actions lower each of their ability scores by 1, which only heal after a long rest or from a restoration spell or similar ability.

The Invisible Torturer is difficult to hit or detect but it tends to give itself away with an evil giggle which characters can hear with a DC 11 perception check.

Within the torture room is also a chest which can be opened with a DC 18 sleight of hand check or with the golden key. If the chest is broken open then a trap is set off, destroying the magic belt inside. Within the chest are some gems worth 700 gold and the **Belt of the Lord**, taken from one of the Prisoners who died here long ago.

D10. The Pit

As you push the heavy steel doors open you see a large 20ft wide pit in the centre of the room, with another door sitting at the opposite end of the room. A salty sea breeze fills the room, rushing up from the pit.

The **Kurana**, a breed of Kraken, was placed in the prison long ago as a guardian and an execution method. When the Gnolls settled inside the prison the Kurana was asleep, but Narduru has reawoken it to kill the party or at least delay them. As soon as one or more characters step close to the pit it reaches its tentacles up to attack them.

- The pit itself is 50ft deep and leads to D12, the Kurana's tentacles can reach up to 90ft, giving it ample range to strike anything that steps inside the room.
- The Kurana swings its tentacles around the room in order to try and detect prey. A character needs to make a DC 16 Acrobatics check to remain undetected while in the room. It only sends 4 of its 6 tentacles up at a time, if one is severed it replaces it with a new one.
- If all of its tentacles are severed or it's reduced to 40 Hit Points or less the Kurana dives into the underground lake in order to flee.
- Whilst the Kurana is active it fills up the Pit in D12. Any character falling down the pit takes 5d6 bludgeoning damage, but also deals 3d6 bludgeoning to the Kurana as they slam into it.

D11. Stairway Down

A staircase runs along the walls of this chamber, leading you deeper underground. Arches have been carved alongside the path, illuminated by small black candles.

The entire staircase is 70ft long, mostly serving as a way for characters to safely get down a level after or during the encounter with the Kurana. The centre of the room is another 50ft pit to the bottom, but a character could go down the steps and jump to take less fall damage. The candles are **Night Candles**, whilst in the dark they absorb light sources and burn that in order to illuminate a room.

Kurana

Gargantuan monstrosity (titan), chaotic evil

Challenge 6
(2,300xp)

Armor Class 16	STR 20 (+5)	INT 14 (+2)
Hit Points 119(14d8+56)	DEX 10 (+0)	WIS 12 (+1)
Speed 20ft., Swim 60ft	CON 18 (+4)	CHA 13 (+1)

Saving Throws Str +7, Con +6, Wis +4

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened, paralyzed

Damage Vulnerabilities lightning

Senses Passive Perception 11

Tentacles. The Kurana's 6 tentacles each have their own Hit Point total. Any damage applied to the tentacles lowers the Kurana's total Hit Points, but once a tentacle has received 20 damage it counts as severed and falls to the floor. Any damage that goes over this total does not lower the Kurana's Hit Points.

Any small flames, lamp light, torch light or even magic light within 10ft of a Night Candle goes out and the candle 'burns' for the amount of time the original light source would have lasted.

D12. The Underground Lake

A pit filled with deep blue water rests at the centre of this room, crusts of salt lining its walls, with small puddles of water dotting the eroded floor.

If the Kurana is still active it tries to bite any creatures that come within range of the pool of water, otherwise it continues to lash out with its tentacles. Anyone exploring the the underground lake can discover the remains of a body 60ft below the surface, armed with a **Bracelet of the Spider**. But if the Kurana is still alive it fights any creature that invades its watery lair to the death.

D13. Guardian Chamber

Swirling brightly coloured patterns have been painted across all the surfaces of this room, causing your eye to lose focus as you try to make sense of them. A number of broken pieces of armor litter the ground, as well as some riving and injured Gnolls.

The patterns on the wall are a magical trap designed to confuse and disorient intruders while the prisons guardians destroy them. The broken pieces of metal are all that remains of the guardians after they were defeated by the Gnolls. Now Narduru has directed some of the Gnolls into the room in order to use its effect to weaken and kill the party. There are **5 Gnolls(32)** and 3 Gnolls stunned on the ground, the standing Gnolls have tied a piece of the broken armor to protect themselves from the rooms effect while the 3 Gnolls didn't manage too before their will failed them.

Every round a character can see the swirling patterns in the room they must make a DC 8 Wisdom saving Throw or become stunned for one round. Creatures touching a piece of broken armor are immune to this effect.

Multiattack. The Kurana makes three tentacle attacks, each of which it can replace with one use of its Bite.

Bite. MWA: +8, 16 (3d8 + 5) piercing damage.

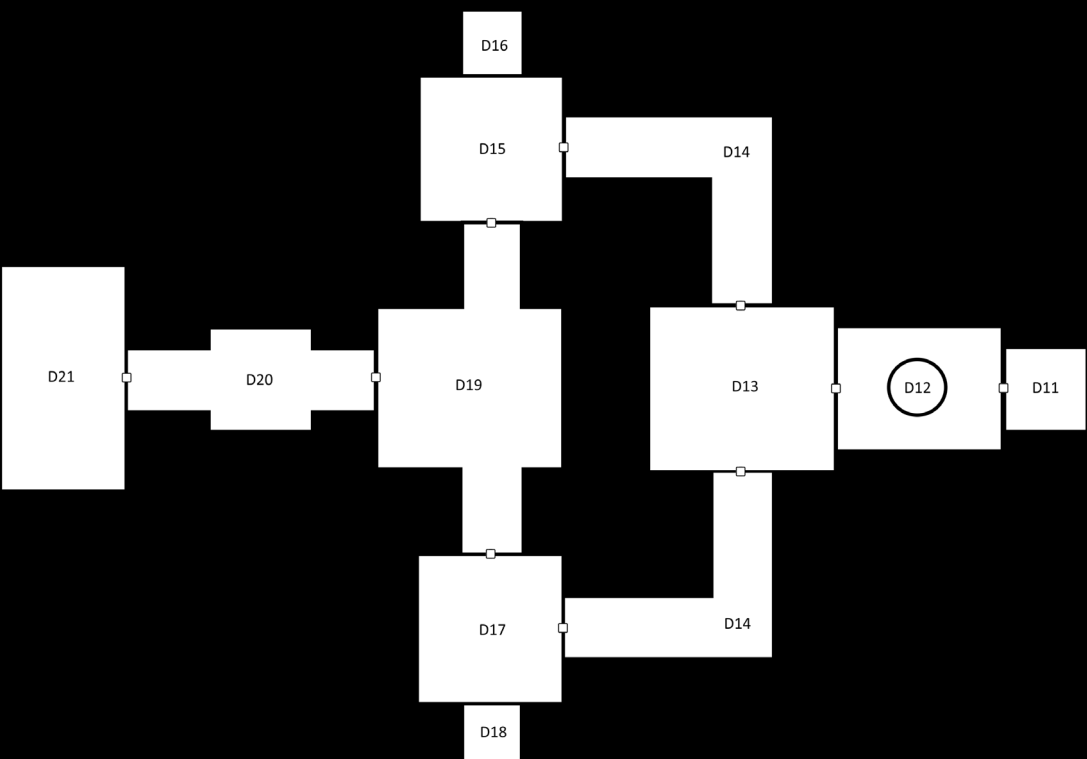
Tentacle. MWA: +8 to hit, reach 90ft., 11 (2d6 + 5) bludgeoning damage, and the target is grappled. (escape DC 15). Until this grapple ends, the target is restrained. The Kurana has six tentacles, each of which can grapple one target.

Legendary Actions

The Kurana can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Kurana regains spent legendary actions at the start of its turn.

Tentacle Attack. The Kurana makes one tentacle attack.

Draw Closer(2 points). The Kurana moves one creature it has grappled into range of its bite attack.



D14. Trapped Hallways

Murals depicting prisoners and executions line the wall of this hallway, each more grim and gruesome than the last.

The north and south hallways are identically trapped, anyone passing through runs the risk of stepping on a pressure plate and activating one. Any character passing a DC 16 investigation check notices the pressure plates running across the floor, if they fail this check they may reroll after a plate is activated.

Not all of the pressure plates are traps however, the steel doors at the end of each hallway is locked with no keyhole. The door will only open after each pressure plate aligned with a prisoner mural is stepped on, plates aligned with an execution mural set off a **Swinging Blade Trap**. If the plates are undetected there is a 50% chance the leading character steps on a trapped plate.

Swinging Blade Trap

A blade swings down from the ceiling over the activated pressure plate, slicing anything in it's path. Any creature within 5ft of the trap must make a DC 14 dexterity save or take 4d6 slashing damage, on a success the damage is reduced by half.

D15. The Chain Room

Steel chains hang from the ceiling of this room, bones and rotten appendages tied to ends of many of them. They rattle loudly, shaken by some unseen disturbance.

3 Pain Daemons lurk in the ceiling of this room, swinging from one chain to another to move around. They hid from the Gnolls but have been roused by Narduru to attack the party if they try and pass by. The Daemons try to remain up in the ceiling, about 20ft off the ground, in order to stay out of range of any melee fighters.

Pain Daemon

small fiend(daemon), chaotic evil

Challenge 1
(200xp)

Armor Class 11

Hit Points 22 (5d8)

Speed 20ft, 30ft Climb

STR 14 (+2)

DEX 12 (+1)

CON 11 (+0)

INT 6 (-2)

WIS 10 (+0)

CHA 7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't silvered

Damage Immunities cold

Senses Darkvision 120ft, Passive Perception 10

Bite. MWA: +4, 4 (1d6 + 1) piercing damage.

Whip Chain. MWA: +4, 30ft range ,6 (1d4 + 4) bludgeoning damage. Cannot attack with the chain during any reaction.

D16. North Isolation

An isolation cell hidden by a secret door, the cracks in the wall can be discovered with a DC 15 perception check. The door is not locked, and after about 3 rounds of battle with the Pain Daemons **3 Broken Bodies (31)** crawl out from it and attack.

D17. Slime Chamber

A 2ft high thick viscous fluid pools in this room, filling the air with a mouldy smell. Thick bubbles rise on the surface and pop with a wheezing splutter.

4 Green Slimes lurk underneath the surface of the liquid filling the room. As the party enter the room they move to surround them and knock them over so they can climb on top of them and suffocate them.

Green Slime

small ooze, unaligned

Challenge 1
(200xp)

Armor Class 11	STR 12 (+1)	INT 1 (-5)
Hit Points 22 (5d8)	DEX 8 (-1)	WIS 6 (-2)
Speed 20ft, 30ft Climb	CON 16 (+3)	CHA 2 (-4)

Damage Resistances acid, cold, fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60ft., passive perception 8

Pseudopod. MWA: +3, 5 (1d6 + 1) bludgeoning damage plus 3 (1d6) acid damage
Trip. MWA: +3, 5 (1d6 + 1) bludgeoning damage, and if the target is a medium or smaller creature it becomes prone unless it passes a DC 14 Strength saving throw.
Suffocate. If the Green Slime is within 5ft of a prone creature it can use its action to climb onto of the creature's face begin to suffocate them. At the start of the creatures turn it can make a DC 15 athletics check to pull the slime off, on a failure they take 4d6 acid damage.

D18. South Isolation

Another hidden isolation cell, the door to it can be discovered with a DC 12 investigation check. This cell is empty save for the statue of a robed man, a look of pain on his face. The man is actually an ancient wizard, imprisoned for heinous and terrible crimes against his fellow man. In order to escape Narduru's torture he petrified himself. If he were ever unpetrified he would live again, but the man is a serial killer, and after feigning an unjust imprisonment he will move on to murder people in secret so he can collect their eyes.

D19. The Eye of Absolution

Lines of soot and ash mark the floor of this chamber, scorch marks left behind by an intense heat. Carved above the western door is a large stone eyeball, with a glowing red gem embedded into it's iris, decorated with a burning motif.

Like many of the traps in the prison the Eye was designed to deter intruders and execute escaping prisoners, but now serves as Narduru's final trap against the party. The eye reacts to movement in its field of view, shooting out a stream of fire at the target. If two or more objects move in it's field of view it shoots at the closest target.

Any creature struck by the Eye's gout of flame must make a DC 14 dexterity saving throw or take 6d6 fire damage, taking only half on a successful result. The gem, the source of the fire, can either be destroyed after taking 30 damage

or removed with a DC 18 sleight of hand check. If a character manages to remove the gem it counts as an **Eye of Absolution**.

D20. The Confrontation

A grand mosaic of a golden knight lays on the floor of this chamber. It's colour has faded and pieces of it have broken off, but it still retains much of it's old majesty. Large braziers burn in each corner, bathing the room in a warm golden light. The heartbeat that drew you to this place rings loudest in this room.

Oskad stands in the centre of this room, waiting for the parties arrival after hearing the bells ring out from above. He's flanked by **7 Gnolls (32)**, all ready to die for the 'justice' promised to them. Unlike the other Gnolls however Oskad has not fallen under Narduru's malign influence, his will power and belief in true justice has awakened him to the divine powers of a Paladin. Narduru thought he had a champion in Oskad and opened the door to power for him, but their natures are not in alignment and Oskad managed to draw from that pool of power by himself.

He is surprised that the people he met back at Part One have come here, and he is upset with Toratha for leading them here if she is with them. Although Oskad is angry at the murder of his daughter, he could still be brought back from the brink with a logical or passionate argument. His stubbornness and anger blind him to the changes happening in the other Gnolls, and to what the actual result of his plan will be.

Oskad

medium humanoid(gnoll), chaotic good

Challenge 1
(200xp)

Armor Class 15	STR 17 (+3)	INT 10 (+0)
Hit Points 65 (10d8+20)	DEX 15 (+2)	WIS 12 (+1)
Speed 30ft	CON 15 (+2)	CHA 13 (+1)

Saving Throws Con +4, Wis +3, Cha +3
Senses Darkvision 60ft., passive Perception 11

Smite. In exchange for one of his daily spells Oskad can smite a creature he has hit with a melee weapon attack. In addition to weapons damage the smite causes an extra 2d8 radiant damage.

Spellcasting. +3, DC 11
1/day: Bless, Cure Wounds (1d8+1), Heroism

Multitattack. Oskad makes two greatsword attacks.
Greatsword. MWA: +5, 9 (2d6 + 3) slashing damage.

Oskad's Argument

Laol was a rare kind hearted Gnoll that wished to help her people find a safe haven from all the persecution they suffer. Despite the warnings she travelled to Dalmill unarmed in order to speak with the people there, opening a dialog and a chance for peace. But none of Dalmill leaders ever met her, and the crowd and guards that had gathered murdered her and most of her companions.

Ever since meeting Narduru and thinking on the concept of Justice, Oskad has come to the conclusion that until

there are consequences for murdering his people they will never be safe. There can be no fairer arbiter to dispense this justice, between imperial races and Gnoll alike, then a God of Justice. He will summon Narduru into the mortal plane and take him to Dalmill where he will punish Laol's murderer and all the wrongs committed by all races. Once justice has been delivered a new age will begin for the Gnolls, the slate will be wiped clean and they will for the first time in their lives be able to live without fear.

Oskad's plan and his desire for a clean slate is not exactly wrong, but it can be countered with a number of arguments. Below are some ideas, but listen to the parties argument and come to your own decision if it would sway Oskad.

- Dispensing Justice won't wipe the slate clean, it will only increase the resentment between the races.
- People won't suddenly believe in a Gnolls right to live, they will simply be in terror of a god's wrath.
- Something is wrong about Narduru. Why would a God of Justice be sealed inside a prison?
- A dialog is still possible, but we must overcome our tragedies to make it happen.

He tries to debate back at any argument thrown at him, but there should be a hint of hesitation in Oskad, a sense that at the back of his mind he knows what he's doing is wrong.

Whether or not they convince Oskad he admits it's too late, Narduru has already been summoned. The Gnolls in the room suddenly attack at that, even striking at Oskad if he has turned against them. They have succumbed to Narduru's madness and know only anger and vengeance now.

If Oskad has previously died then no dialog takes place here and it's simply an encounter with the Gnolls. One of the Gnolls has the **Heart of Shadows** in this scenario.

Once the battle has ended the Heartbeat echoes even louder, directing the party to Oskad's satchel where he is keeping the **Heart of Shadows**. He hands it over if they ask about it and the moment it touches one of the party the final vision plays out before everyone's eyes.

The Final Vision

Darkness envelops your sight, but the sound of a beating heart directs your gaze to a door sitting within the infinite. The Obsidian heart beats like the organ it was designed after, getting louder the closer it is brought to the door. The door begins to slowly open, pouring out a crimson wave of blood that rises above your head.

You find quickly washed onto the street of the strange city you saw before. But now the walls, the ground, and even the air itself has been stained with splatters of blood. Corpses hacked into pieces and mangled beyond recognition line the streets, their blood forming a thick red river. A man, still alive, hangs onto the edge of a door frame, screaming for mercy before he is pulled away into the darkness. A sickening chopping noise ends his screams.

Stepping out from the building, his golden armor stained with blood and rust, is Narduru. Dragging a vicious serrated sword behind him he walks past you and stands before the tortured and bleeding form of the Pale God, Sazirak.

The vision is from when Narduru, after going insane with vengeance, returned to sanctuary and began to systematically slaughter it's entire inhabitants. The sword he drags behind him is the Sword of Vengeance, **Blood Letter**, a terrible weapon forged by unspeakable acts on his behalf.

The vision doesn't acknowledge the party as Narduru walks over to Sazirak's kneeling form and impales him with his sword. Just as the God of Justice seems overcome with insanity the clouds open up and Vartrus, The Sin Eater God, crashes down with his four heavenly swords and attacks Narduru. He tries to defend himself but Sazirak grabs the sword in his chest and keeps it stuck there, leaving Vartrus to impale Narduru with his four swords. As Narduru screams out the party's vision blurs and they return to the waking world.



D21. Narduru's Tomb

A malign red hue fills the air of the room giving everything a crimson edge. An altar tied with rune covered silk ropes lies empty at the back of the room. Standing before it, flanked by four Gnolls wielding softly glowing scimitars, stands Narduru reborn. The trappings of the once holy god are gone, his features stretched like a corpse, his eyes glowing with a black and gold light. He smiles towards you.

Narduru greets the party and Oskad if he is with them. He tells them to rejoice for he shall bring justice to Dalmill for the murder of an innocent Gnoll. First he will kill all of their children so they may share in Oskads suffering, then he will kill the women so none of them will have the solace of love, only then will he allow the rest to die. If Oskad is with the party he is horrified at what Narduru truly is, and swears to stop him here and now.

Narduru

Medium celestial, lawful evil

Challenge 10
(5,900xp)

Armor Class 16
Hit Points 136(16d8+64)
Speed 30ft

STR 18 (+4)
DEX 18 (+4)
CON 18 (+4)

INT 17 (+3)
WIS 20 (+5)
CHA 20 (+5)

Magic Resistance(2 Swords). Narduru has advantage on saving throws against spells and other magical effects.

Mortal Resistance (3 Swords). Narduru has damage resistance against all slashing, piercing and bludgeoning damage.

Legendary Actions (4 Swords). Narduru can take 3 Legendary Actions every round.

Saving Throws Wis +9, Cha +9

Skills Athletics +9, Perception +9

Damage Resistance radiant, fire

Condition Immunities charmed, exhaustion, frightened
Senses Truesight 120ft., passive Perception 19

Legendary Resistance (3/Day). If Narduru fails a saving throw, he can choose to succeed instead.

Build Vengeance. Every time Narduru's takes 10 damage or more he gains 1 V point.

Spellcasting. +10, DC 20

At will: *Sacred Flame* (2d10)

1/day: *Spiritual Weapon, Silence, Hold Person*

Sword Impale. Every time Narduru is impaled by one of the Heavenly swords of Varturus he loses the bonuses detailed below depending on the number he has been impaled with, and also loses one 1 V point;

Regeneration(1 Sword). Narduru regains 10 hit points at the start of his turn.

Multiaction. Narduru makes two longsword attacks.

Blood Letter (Longsword). MWA: +9, 8 (1d8 + 4) slashing damage plus 8 (2d8) radiant damage.

Vengeance (5 V points). A shockwave of red energy emits from Narduru in a 30ft large circle. Any hostile creature caught in the blast must make a DC 14 Dexterity saving throw or take 32 (6d8) radiant damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Narduru can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn.

Narduru regains spent legendary actions at the start of his turn.

Sacred Flame. Narduru casts *Sacred Flame*.

Longsword. Narduru makes one longsword attack.

Vengeance (2 Points). If Narduru has 5 or more V points he uses his Vengeance ability

The God of Vengeance isn't interested in parleys or negotiations with the Gnolls or the party. Either they kneel to him now or face his divine wrath. Despite Narduru's great power and potent resistances the key to his defeat stands with him. When he was defeated by Varturus the God left his swords impaled in Narduru's corpse in order to seal his powers, and if one of the blades strikes him again it immediately impales him and weakens his defenses. The Gnolls holding the swords are completely under Narduru's control but he keeps them at the back of the room and away from the fight, he's arrogant but he gets visibly angry if someone goes near the swords.

Blessings of the Sin Eater

If any character is still blessed by Varturus then they regain the use of his blessing if they spent it already, and it deals 4d8 force damage if used on Narduru.

Conclusion

As soon as Narduru is brought down to 0 Hit Points any remaining Heavenly Swords impale him and blood begins to spray out of his form until he is nothing but a petrified corpse. Any remaining Gnolls snap out of his control, confused and feeling sick. If Oskad has survived to this point he promises to make up for what he almost did, offering to lend the party one boon that is in his power to make. The party could ask him to take the Gnolls away from Ramulia, strike up peace talks with Dalmill or even get him to take his own life.

If Oskad is not around anymore the remaining Gnolls, never hearing from their chief again, begin to abandon Ramulia. In only a few weeks sightings of Gnolls drop away until there are almost none at all.

Delay and Loss

If for whatever reason the party delay reaching the tomb, take too much time, or die there is still a chance to stop Narduru. Whilst powerful he is not invincible and Dalmill can call upon enough forces to defeat him if he's alone. In order to destroy Dalmill Narduru must travel the land and prepare an army of monsters and bandits. The Heavenly swords he leaves in the Prison, guarded by the dominated Gnolls.

Back in Dalmill High Priestess Bankath received a vision from her God, Sarquin, on the party's victory and informs the King of their great deed. Though the common people are never aware of it the King thanks the party once more for protecting Ramulia and names them Protectors of the Realm. This new distinction grants them rights to a plot of land in Ramulia which they can do with as they please, as well as a closer relationship with the castle and it's court.

Rewards

For defeating Narduru split 11,000xp between the party. If they managed to convince Oskad to fight with them grant them an additional 500 xp each. Narduru's tomb contains the Sword of Vengeance as well as the 2000 worth of gold and jewels the gnolls took from Sazirak's tomb.

Downtime and Preparation

Defeating a God, even with some aid, is no small task. While it's not widely known what the party have achieved there is a shift how they are treated. The party are no longer everyday adventures or heroes, they are a power in their own right with the ability to decide the fate of the nation. The numerous factions, especially the Copper Kings, begin to take a personal interest in the party.

Whether that interest is benign or hostile depends upon the actions and known sensibilities of the characters. If the Copper Kings feel the party are not going to act in their interests they will send a handful of assassins to try and deal with them before they become a problem.

Take note of the following details in preparation for the next chapter:

Are the Gnolls still present and friendly? If Oskad has been made an ally he is a potential powerful friend in the coming strife. While he won't be able to help against the conspiracy, when push comes to shove his oath to the players will compel him to wade into any battle on their side. If the party are interested in pursuing peace talks between the Gnolls and Ramulia, Oskad agrees to help though avoids directly speaking with the King for now. His people have many grievances against the local humans and he wishes to try and bring them back onto his side before committing to the act of peace.

What is happening with Vasatar? The effects on the decision with the Elder Golem won't be felt until the next chapter. If Ramulia controls access to the Golem then the decision starts to play out, but if the Elves control it they discover the King's decision and react with varied hostility depending on what it was. But Vasatar is far more durable than anyone could guess, and destroying it or even just weakening it barely affects it at this stage.

Bestiary

Gnolls

Throughout the civilized world of Telehar Gnolls are known as monstrous raiders, attacking peaceful villagers and murdering everyone they come across. Whilst their reputation is not undeserved, many Gnoll tribes have been forced into greater heinous acts by the constant threat of displacement they face from the civilized races of Telehar.

Cursed Origin. The Gnoll race was born from the power of a living god, although for what purpose is not known. This god however took affront at the Gnolls, perhaps for their actions or demeanor, and he began to kill them himself. The Gnolls fled their creators wraith and become nomadic hunters, but this first trauma would entrench mistrust through their entire culture.

The Strong Take. Gnolls believe in the hierarchy of strength, if you're strong enough to take something then it belongs to you. Tribes, their supplies and even their members all belong to their chief who allows them to take his food in return for service. If they attack a human or halfling village and they cannot defend themselves, then they are little better than cattle and don't deserve whatever goods they have.

Self Taught. Passing on knowledge is an alien concept to Gnolls. A Gnoll who discovers the art of smithing would never teach his peers what he knows, if anyone else could do it then his place in the hierarchy of strength would lower. Even on their deathbed they would not reveal the secrets of their skills, lest they rob their spirit of an advantage they can use in the hunting grounds beyond. Because of this almost all Gnolls are self taught, to varying degrees of success, and so when a tribe is in need of

complex tools or weapons sometimes the only way to obtain them is to steal them from other races.

The Hunger. A deep seated hunger lies in the heart of every Gnoll, even in times of plenty Gnolls can feel on the verge of starving. To a Gnoll the idea of waiting and working for something like a harvest is an absurd concept, as they need to fulfill their desires as soon as possible. When a tribe of Gnolls moves through an area they will strip it clean of animals and edible plant life, which can even blight an area for years to come. This often brings them into conflict with other races that live nearby, and in truly dire circumstances it's not unheard of for Gnolls lead by villainous chiefs to raid villages and eat their population.

Gnoll		Challenge 1 (200xp)	
<i>medium humanoid(gnoll), chaotic evil</i>			
Armor Class 15 (shield)	STR 14 (+2)	INT 6 (-2)	
Hit Points 22 (5d8)	DEX 12 (+1)	WIS 10 (+0)	
Speed 30ft	CON 11 (+0)	CHA 7 (-2)	
Senses Darkvision 60ft, Passive Perception 10			
Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.			
Bite. MWA: +4, 6 (1d4 + 2) piercing damage.			
Spear. MWA: +4, 9 (1d6 + 2) piercing damage.			
Longbow. RWA: +3, 150/600ft range; 5 (1d8 + 1) piercing damage.			

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