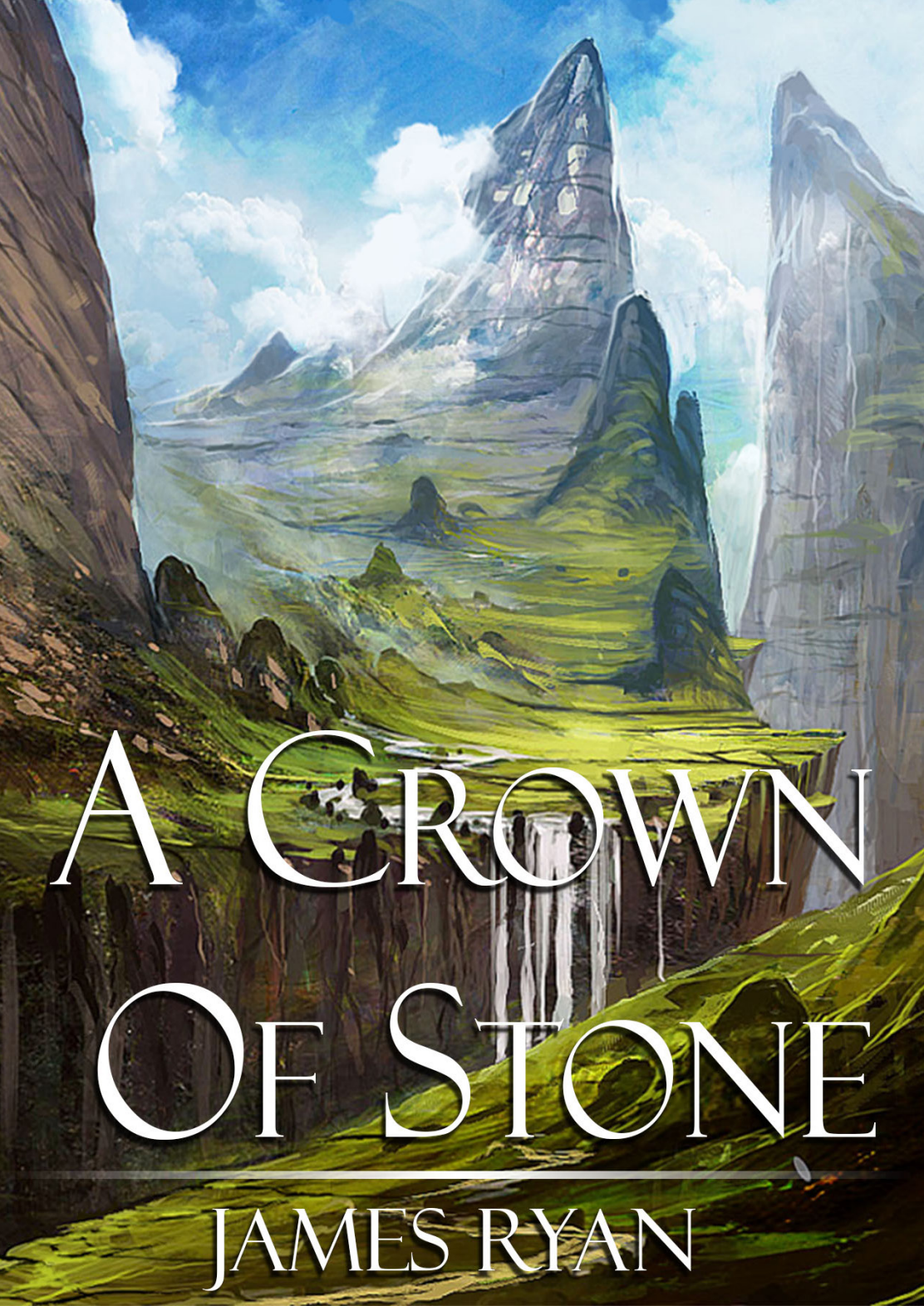




A CROWN OF STONE

JAMES RYAN

A Crown of Stone

Chapter Three A Wardens of Telehar Adventure For Fifth Edition

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Introduction

This is the third installment of the Crown of Stone adventure for the Wardens of Telehar series. It is designed for characters starting at level 6 to 7, with an optimal party size of four. This third chapter will take characters up to level 9, whilst the full adventure will take characters 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 of Chapter Three follow directly on from Chapter Two 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 a reason to defend the city of Dalmill.

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

The Battle for Dalmill

Once the land of Ramulia was known as Rûmil, a great and powerful elven nation. But after a terrible earthquake split the country in two the survivors slowly abandoned it, unable to cope with the losses and the unending tremors that plague it even today. The King of Rûmil survived the disaster but became a broken man and wasted away the last of his years reminiscing about his past glory in a drugged stupor. His son, Prince Voronwë Merilairon, vowed to rebuild Rûmil at any cost. He joined the Copper Kings, a rebel organization dedicated to returning rightful heirs to their thrones from their usurpers, and used their resources to ensure no one else claimed Ramulia until he could. But over the last 200 years all of Voronwë's attempts to settle or take control of Ramulia have failed and so now he prepares one last gambit to restore his ancient kingdom and his family's prestige.

It has taken months of planning, preparation and diplomacy but finally the southern nation of Trenton is ready to invade Ramulia. By using Voronwë's claim on Ramulia as the last prince of Rûmil Trenton hopes to secure the city of Dalmill, a key strategic asset in their war against their hated rival the eastern republic of Larsona. Whether or not Trenton will honour their deal is meaningless to Voronwë, the Elven Prince has planned many contingencies to secure his rule against any who would dare try to take it from him.

Voronwë has placed powerful allies throughout the city and has even convinced the Court of Seasons, the major faith of Ramulia, to betray their King. His assassins lie in wait to spread chaos and take control of the eastern district, and his own half-breed son makes preparations to assault the castle and kidnap the king. But on the eve of the battle documents are discovered, written by the now missing sheriff, that could uncover all of Voronwë's carefully placed plans.

Overview

The entirety of Chapter Three is dedicated to invasion of Ramulia by Trenton and the battle for the city of Dalmill, it's preparations and it's bloody confrontation. It's assumed the player characters have already completed chapter one and two, becoming protectors of the realm and Ramulia's stalwart defenders, but this isn't necessary to run the adventure. With most of the council busy with the defenses it's up to the party to follow the Sheriff's clues to uncover the dangers hiding in the city before it's too late.

Siding with the Villains

In the previous chapters there are a few opportunities for the party to show interest in the Copper Kings conspiracy, so it is definitely within the realm of possibilities that a player or even the whole party might decide to join the antagonists of the adventure. The revelation that the Court of Seasons has betrayed the king might also prompt the party to join them, especially if they've sworn themselves as Sarquins champions.

This adventure assumes the party side with King Alred against Voronwë, but if something else occurs then you just need to make a few adjustments. Vor might instruct the party directly to kidnap the King, facing off against Daimen's elementals as he betrays his father and sides with the King. Jacolins foolish Daemon Lord summon becomes a product of his own narcissism then a conspiracy to cause chaos in the city. Krator may need aid against the army retaking Laskway and finally the temple needs the player's aid to put down a number of priests that have revolted against their planned betrayal of King Alred.

Running the Adventure

Unlike the previous chapters the middle parts of this adventure do not need to be played sequentially.

- **Part One** introduces the main hooks and a few roaming events the party might encounter during their investigation around the city.
- **Part Two to Five** covers each of the possible investigations, which can be played in any order.
- **Part Six** introduces a number of new events and encounters as Trenton's army invades the city, these events can play out in between the last two investigations or right after them.
- **Part Seven** deals with the aftermath of the siege and the actions of any remaining antagonists.

For the purposes of balance the last two leads the party investigates can be interrupted by the encounters described in Part Six, greatly increasing their difficulty as they wear down the party's resources. The party can avoid these encounters if they are getting overwhelmed, but any that are not dealt with deal considerable damage to Dalmill and its defenders. Consider the impact each avoided encounter might have on the battlefield, as even if the party deal with the major threats victory for Dalmill is not necessarily guaranteed.

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, The Conspiracy

It has been almost a month since the events of chapter two and many things have occurred outside kingdoms control. In a fast and shocking invasion Trenton has declared war on Ramulia, overwhelming it's southern borders in mere hours. Ramulia's army has been recalled from all corners of the country to the city of Dalmill, the only bastion stopping Trenton from conquering the entire kingdom.

News quickly spreads that an elven Prince of ancient Rûmil is leading the Trenton army, claiming he is the rightful ruler of Ramulia. King Alred has gathered his court over the last few days debating and discussing Dalmills defenses but with few noticeable absences. The Sheriff, if he did not die in chapter two, disappeared a few days ago, and High Priest Bankath has not been seen for a week. Rumors of assassins and traitors have spread like wildfire and those who have not already fled the city cower in their homes.

During these events the party could have been busy with any number of things, here are some possibilities:

- Attending the council meetings to help plan a defense of the city
- Scouting Trenton's Army
- Helping civilians flee the city for the neighboring countries of Larsona or Deverus.

But regardless a message arrives to each of them from **Sergeant Janessa** of the City Watch, asking to meet them in secret at her home. Despite being a rude and brash young woman Janessa takes her duties seriously and always admired the Sheriff's dedication, so his sudden absence has affected her greatly. Once gathered she tells the party that she's unsure who to trust, especially after the events of the previous night.

After the Sheriff went missing Janessa went to search his home for clues and discovered a number of the watch destroying documents inside. They had opened a secret compartment and were burning it's contents, but they fled the scene after she accosted them. The only items she was able to save was a journal of notes, which included detailed information about all the goings on in Dalmill, and a **black ring**. She always knew the Sheriff was a bit paranoid, but after seeing her own men destroying evidence she is unsure who she can trust anymore. The men she saw in the sheriff's house never returned to duty.

She gives the journal and the ring to the party, the army has conscripted the members of the Watch so she can't freely investigate any of the leads and begs the party to do so in her stead. She can't promise them any rewards, but fears that Dalmill could be in grave danger on the eve of the battle. Janessa is most concerned with what's going on in Laskway, though each entry disturbs her. She has to get back with helping oversee the city's defenses, so she leaves it up to the party what they want to investigate before Trenton's army arrives.

The Journal

Many of the earlier pages of the journal have been damaged by the fire, but the most recent pages have survived. The Sheriff has an elegant writing style though many of the sentences seem rushed. The journal includes:

- Detailed information on the criminal organisations in Dalmill.
- A list of spies, along with the countries or groups they are spying for.
- A list of observations about prominent figures in Dalmill.
- Background checks on multiple people in Dalmill, including detailed information on the player character's own backgrounds.

The most interesting part of the journal however is its final page:

Adepts and priests have been arriving at the temple for weeks. But I never seen any of them in the temple or leaving it. Where did they go? Bankath has been missing from the council meetings for days now and nobody in the temple will let me see her.

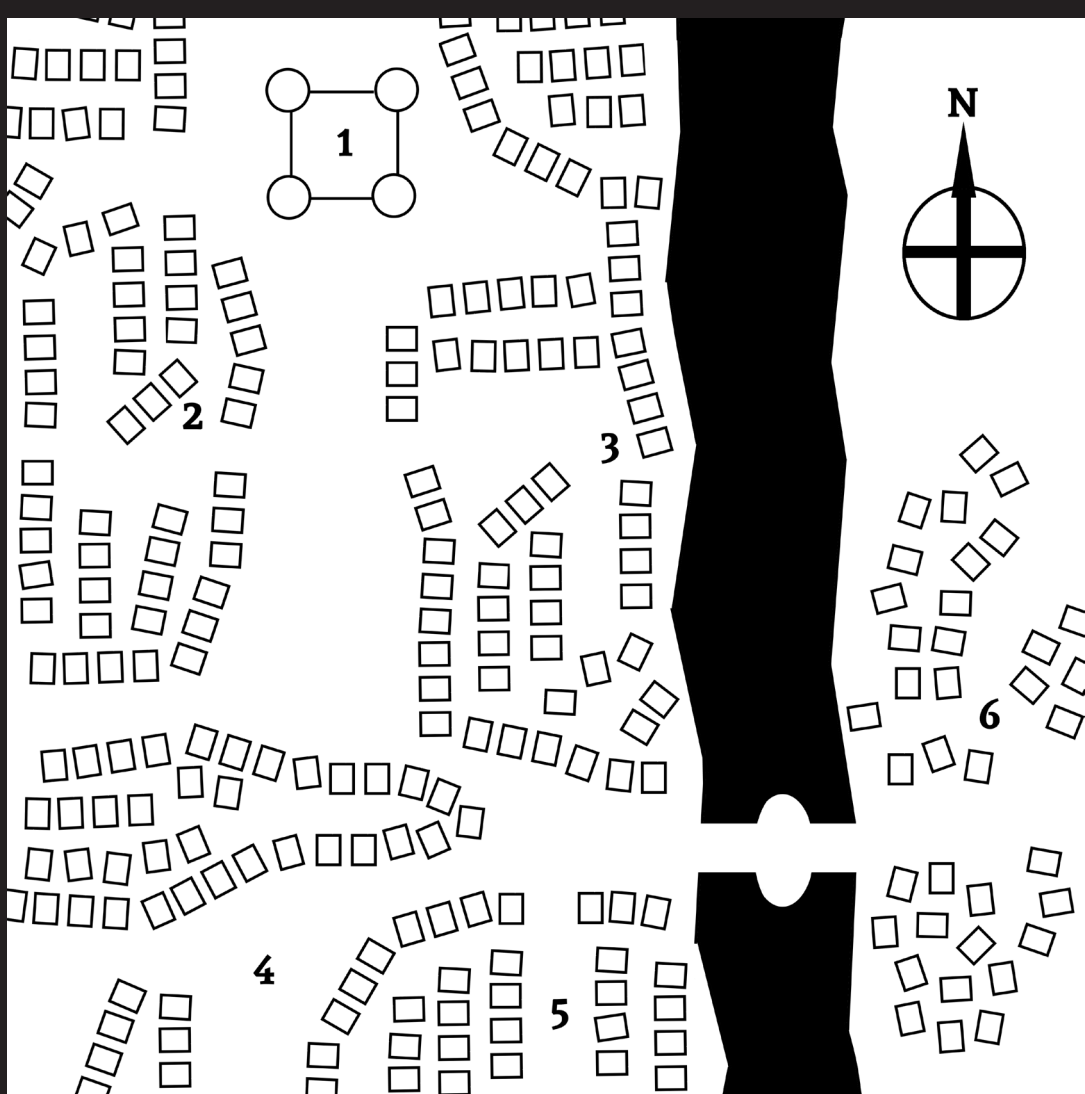
Many of the refugees from Trenton have been disappearing in Laskway. Men I sent to investigate those smuggled weapons turned up dead, throats slit. Professional looking. Need to convince Wymer to give back some of my men so I can search tent street.

Jacolins old students have suddenly gotten very active, collecting very expensive materials and disappearing into the old mill. Didn't find anything when I looked around. Magic?

The traitor in the castle has been getting sloppy. Almost caught him. Looked like one of the servants, but they have an alibi. More magic? They were carving something on the wall, like a rune. Daimen doesn't know what it is, but I found some more hidden down the hallway. I've instructed the guards to keep a lookout and destroy any they find.

What happened to the Sheriff?

Durlan, worried for Bankath, visited the temple in order to find out where she was. While he was there his natural curiosity got the better of him and he witnessed some of the acolytes opening a secret door. Before he could escape however he was discovered by Elro Jeron and captured, taken through the temple's secret portal to 'A vision of Paradise' where Bankath is also locked up. The Sheriff however is actually a member of a shadowy faction known as the Obsidian Dawn, so when he was captured the Dawn instructed their sleeper agents in the Watch to destroy his notes so no one could discover their influence or connection to the kingdom of Ramulia.



Dalmill Siege Map

1. Castle Dalmill
2. The Court of Seasons Temple
3. The Old Mill
4. General Wymers Camp
5. The Ironworks
6. Tent Street

Wymers Camp

General Wymer has his hands busy with organising the city's defenses, so if the party are able to meet with him he can only give them a few minutes of his time. The general is not interested in the vague descriptions left in a journal and won't act unless he has good intel on the situation, he can't afford to send his men away on distractions with the battle so close. If the party pushes it he'll lend them about 6 of his soldiers from the reserve army, but they will almost certainly die against the powerful threats the party must face. If the party come to the General with good intel, or a message of distress he will send in a squad of thirty men to try and help. However their loss or injury does affect the battlefield in slight ways, every time the party get assistance from the General in this way consider making the backline of Dalmill's defenses weaker.

The Countdown

Trentons army is only a day away from Dalmill, and since they outnumber the defenders considerably there isn't going to be a prolonged siege but a vicious and bloody melee instead. For the party this means that there is only enough time to investigate and defeat two of these leads before the battle. Each investigation has a list of differences if it's encountered before or during the siege, and typically all of the encounters increase in difficulty once the battle begins.

If the party are able to defeat one or more of these leads without performing a long rest in between them then consider letting them defeat a third before the battle begins. The party might also be tempted to split up to investigate multiple leads at once, so consider introducing or revealing a difficult looking encounter to help entice them to group up again.

Roaming Encounters

The Traitor Captains

At any point during the party's investigation they might be interested in speaking with General Wymer, perhaps to try convince him to lend them some men to help their investigation. Unfortunately many levels of the army has been infiltrated by agents of the Copper Kings, who have strict orders to try and kill the party at their first opportunity. As the party approach Wymers war camp the guards ask them to wait while they fetch someone of a higher rank to allow them inside, if they do wait a Copper Agent intercepts the message and offers to lead them to the General's tent. The parties 'guide' tries to hide his nervousness while he leads them into a tent full of **6 Copper Traitors** that attack the party. Anyone passing a moderate insight or investigation check will notice they are not being lead in the right direction.

Copper Traitors

Medium humanoid (human), Lawful Evil

Challenge 1
(200xp)

Armor Class 15 **STR** 10 (+0) **INT** 11 (+0)
Hit Points 26 (4d8 + 8) **DEX** 14 (+2) **WIS** 10 (+0)
Speed 30ft **CON** 14 (+2) **CHA** 12 (+2)

Senses Passive Perception 10

False Allegiance. Traitors are apt at lying, a DC 18 insight check is the minimum a character must beat in order to detect false intent.

Silence Trap. A squad of traitors can designate a 60ft area as a silence trap. Any noise inside this area cannot be heard outside of it.

Sneak Attack (1/Turn). The traitor deals an extra 6 (2d6) damage when it hits a target with a weapon attack and when the target is within 5 feet of an ally of the traitor.

Multitattack. A Traitor makes two shortsword attacks.
Shortsword. MWA +4 , 6 (1d8 + 2) slashing damage.

Looters

Many of the citizens of Dalmill have evacuated out of the city on the eve of the battle, and with the army and watch busy setting up defenses opportunistic looters have taken to the streets. They give the party no trouble and run away if confronted.

Reliable Richard, the weapon and armor merchant, is outside his store as looters have broken in and chased him away. He asks the party for aid in helping defend his store from looters, offering to give them any equipment they want for free in exchange. If Richard remains in the city during the battle then he is killed during the chaos.

A Bone to Pick

The strange black robed family working in the Tannery has packed up their things and are moving out of the city before the battle starts. As they cross paths with the party the little girl **Ellis Nor** gives one of them a rib bone. She informs them in a dry and creepy manner that it is for good luck.

The Lion's Share

All the inns and Taverns around Dalmill have been filled to brim with soldiers, who no more room or drinks to offer the party. In a slightly cruel jab any of the open innkeepers suggest that the Red Lion, Dalmills most expensive and empty inn, probably has rooms to spare. However unbeknownst to anyone outside of it the Red Lion is actually experiencing a surge in business, just from an odd assortment of clients. Daemons, fiends and celestials of all shapes and colours, have appeared in the Red Lion and are drinking, smoking, playing games with jewels and bones in it's bar. **Conner Theodwin**, the owner of the inn is over joyed with new customers and so overlooks their 'colourful' appearances.

If questioned the Daemons admit their waiting for the end of the battle, some of them will claim the souls of the deceased while others have come as agents of the gods to help guide them in the next realm. But they arrived early and got bored so decided to 'hang out' in this deliciously depressing inn first. The Daemons aren't interested in fighting but they can be challenged and beaten in games in return for knowledge, a temporary ally or even safe passage for certain souls if they die during the battle. Every Daemon will only accept a challenge if a character wagers a part of their true name, and after the party have won once the other Daemons lose interest in playing with them.

For the Good of the City

Jerro, Dalmill's magic potion seller, is at the end of his rope. Burdened by debt and with his reputation in tatters in almost every noble circle he has no choice but to try and wait out the battlefield from his rented home in Millway. Unfortunately a captain from the Dalmill army has ordered his men to confiscate all of Jerro's potions for the defense of the city. When the party pass near the market they can see Jerro pleading with the captain while his men take his crate of potions.

Without his stock of potions, or their equivalent cost of 3000 gold, Jerro will go broke and likely go to debtors jail. Even Redbarrow will not extend his debts any longer, forcing Jerro to flee the country. If he does then Dalmill loses it's potion seller until a new one arrives in two months time.

If the party pass nearby the market district they can see Jerro out on the street pleading with a captain from the Dalmill army. The captain has decided to 'confiscate' Jerro's stock of potions for the good of the city, and his men are currently carrying a pair crates full of his potions. The captain is trying to reassure Jerro that the Crown will repay him the cost of the potions after the battlefield, but Jerro nervously argues that could take weeks and he will be arrested for his debt before then.

Without his current stock of potions Jerro has no way of running his business, he has no money to fall back on and he's already delayed repaying his debts as much as he can. If he sees the party he begs them to convince the captain to not take his stock, or find some way of getting someone to pay for them soon. Altogether Jerro's current stock would cost 3000 gold to replace.

On the other hand the Captain will inform the party as defenders of Dalmill they are free to take some of the potions themselves.

If Jerro's stock is not returned, or he can't produce 3000 gold, then he has no choice but to flee the country. No one replaces his store for at least two months.

Part Two, A Trap For All

Over the last couple of months Michael Krator, assassin for the Copper Kings, has been running a smuggling operation from Trenton into Ramulia. He has helped prisoners and deserters escape across the border, sending some to become bandits and the rest towards the city of Dalmill. After arriving in the city Krator revealed the true reason he had helped them, they will help him take control of Laskway in the name of Trenton. With promises of great rewards and clemency for their crimes he has lured the most vicious and desperate into his service. Now with only a day before the battle Krator has expanded his operation to lure the downtrodden residents of Tent Street into his grueling gang.

Unfortunately for the men and women following Krator few of them are likely to survive the battle, they are merely a distraction to help weaken Dalmills defenders. Meanwhile Krator and his Copper Agents will seal off the bridge, trapping any soldiers who cross over to control the situation in Laskway.

On the eve of the battle Krator has ordered his Copper Agents to gather their recruits into a warehouse to north side of Laskway. Meanwhile he and the rest of his men have set up a base operations in the Ironworks of Millway, preparing his attack on the bridge.

When the party arrive in Laskway there are a few locations they can visit, some of which they may have been to before, which can help them get a lead on where the Copper Agents are hiding.

The Fool's Gold Hall

The local gambling den, its owner **Lethonia Crull** has actually been working with the Krator and helping him smuggle weapons into the district. Whatever happens to Dalmill doesn't concern her greatly, she's confident she'll always come out on top regardless. The Hall is closed at the moment, but if the party have spoken to Crull before or convince her guards they want to do business then they let them see her. She won't admit her part in the smuggling, but if she likes the party or they pay her she points them in the direction of the warehouse.

The Naked Dryad

The only tavern around Laskway, it's normal customers have fled the district leaving **Terrance Bower**, the barkeep, on his own. When the party walk into the inn Terrance is actually pouring alcohol all over the tables and floor, and he tells them that he's sadly out of ale as he keeps pouring bottles all over the tavern floor. Anyone speaking with him will notice he's wearing a **Black Ring**, like the one found in the sheriff's home. If confronted he admits in a civil manner that he works for a 'benign' organisation known as the Obsidian Dawn, who want to help bring peace to the region.

Terrance makes a case that the Dawn do want to help protect Dalmill, and even offers to help the party directly. If at any point the party need aid they can speak 'The Black Sun Rises' into the **Black Ring** they have and then the Dawn will come help them. He doesn't get into details and notes that they should rescue the Sheriff if they want to know more, suggesting that the last place anyone saw him was the Temple. After the party leave Terrance burns down the inn, destroying the evidence in the basement he was spying on the city, and he is never seen again.

Tent Street

Made up of refugees and the poor Tent Street is normally quite busy with charity efforts and beggars but things have gotten quiet on the eve of the battle. Those who remain are reclusive, unless the party have a good reputation then most people avoid their gaze in fear their looters. Krators Copper Agents lurk around Tent Street trying to recruit the downtrodden with promises of gold if they fight against Kind Alred in the coming battle.

When the party first start to investigate there are a number of ways events could unravel:

- If the party are subtle and careful they catch one of the Copper Agents giving a small speech to some gathered refugees.
- If the party are not subtle than the nearest Copper Agent tries to flee back to their base to warn Krator and the others.
- If the party successfully question the refugees they can learn about the men offering people gold, and suspensions of where they are. An older woman may even ask them to look for her son, who joined them yesterday and hasn't been seen since.

If discovered the party are ambushed by **6 Copper Assassins** in Tent Street, who attempt to harass them by jumping in and out of crowds and then fleeing after they deal damage. The Copper Agents have been warned of the parties known abilities and so they try to weaken them when possible so that their main force can defeat them.

Eventually, either by tracking the Copper Agents or speaking with the refugees the party are lead towards a street of warehouses.

Copper Assassins		Challenge 2 (450xp)	
<i>Medium humanoid (human), Lawful Evil</i>			
Armor Class 15	STR 10 (+0)	INT 12 (+1)	
Hit Points 27 (6d6 + 6)	DEX 16 (+3)	WIS 10 (+0)	
Speed 30ft	CON 12 (+1)	CHA 14 (+2)	
Senses Passive Perception 10			
Crowd Movement. Whilst adjacent to three or more creatures the Assassins movement does not trigger attacks of opportunity.			
Face in a Crowd. Whilst in a crowd the Copper Assassin can use a free action to hide, (+6 stealth).			
Sneak Attack (1/Turn). The traitor deals an extra 6 (2d6) damage when it hits a target with a weapon attack and when the target is within 5 feet of an ally of the traitor.			
Multiaction. An Assassin makes two daggerattacks.			
Dagger. MWA +5, 9 (1d4 + 3) slashing damage			

The Fodders Base

Krator has ordered his men to gather together all the people they have recruited to the northern warehouse so that they can arm them and prepare for the battle, but also feed them to keep them happy and on their side. The people are a varied mix of opportunists, criminals, the desperate and downtrodden.

Outside the warehouse **4 plain clothes Copper Agents** keep an eye out for any intruders and question anyone approaching. If they don't recognise the party they could even let them inside the warehouse if they believe there recruits for the 'militia'. A back entrance into the warehouse is guarded by **2 Copper Agents**. The warehouse contains around 100 people as well as **5 Copper Agents** giving them instructions on what to do during the battle.

The gathered 'militia' has barely any discipline and are not prepared for combat before the battle, if they suspect the army has arrived to quell them they panic. In any confrontation the Copper Agents attempt to order the militia to fight, but a moderately difficult deception, intimidation or persuasion is enough to cause half the people to route immediately. If combat does begin it becomes a race between the party and the Copper Agents, the agents will try to escape during the chaos and flee to their main base in the Iron works across the bridge.

The militia each counts as having 1 hit point for every fighting member, they are not difficult to fight but time consuming. If the party continue to perform well on any charisma checks they choose to make more of the militia surrender or tries to flee.

The main force of the Copper Agents are lying in wait in the Ironworks, and if they've been warned about the party they begin preparing their ambushes for them. The party could rout or defeat the militia to prevent Krators plan to trap part of the army in Laskway, but if Krator and his men are not found and defeated they could spell trouble during the battle.

To discover the Krators base of operations in the Ironworks the party could find the following leads:

- Capture a Copper Agent and interrogate them
- Each of the Copper Agents cloths are marked by soot, the bottom of their boots are especially filthy with the stuff.
- Some iron slag (discarded iron pieces) have fallen into some of the Copper Agents pockets
- If questioned the militia knows the Copper Agents don't live around Laskway and always arrive from across the bridge

Copper Agent		Challenge 2 (450xp)	
Medium humanoid (human), Lawful Evil			
Armor Class 14	STR 10 (+0)	INT 12 (+1)	
Hit Points 21 (6d6 + 0)	DEX 16 (+3)	WIS 10 (+0)	
Speed 30ft	CON 10 (+0)	CHA 14 (+2)	
Senses Passive Perception 10			
Uncanny Dodge. When an attacker that the agent can see hits them with melee weapon attack, they can use their reaction to halve the attack's damage against them.			
Sneak Attack (1/Turn). The traitor deals an extra 6 (2d6) damage when it hits a target with a weapon attack and when the target is within 5 feet of an ally of the traitor.			
Multiaction. An agent can make two attacks, two shortsword or one lightcrossbow.			
Shortsword. MWA +5, 9 (1d4 + 3) slashing damage.			
Light Crossbow. RWA +5, 6 (1d6 + 3) piercing damage.			

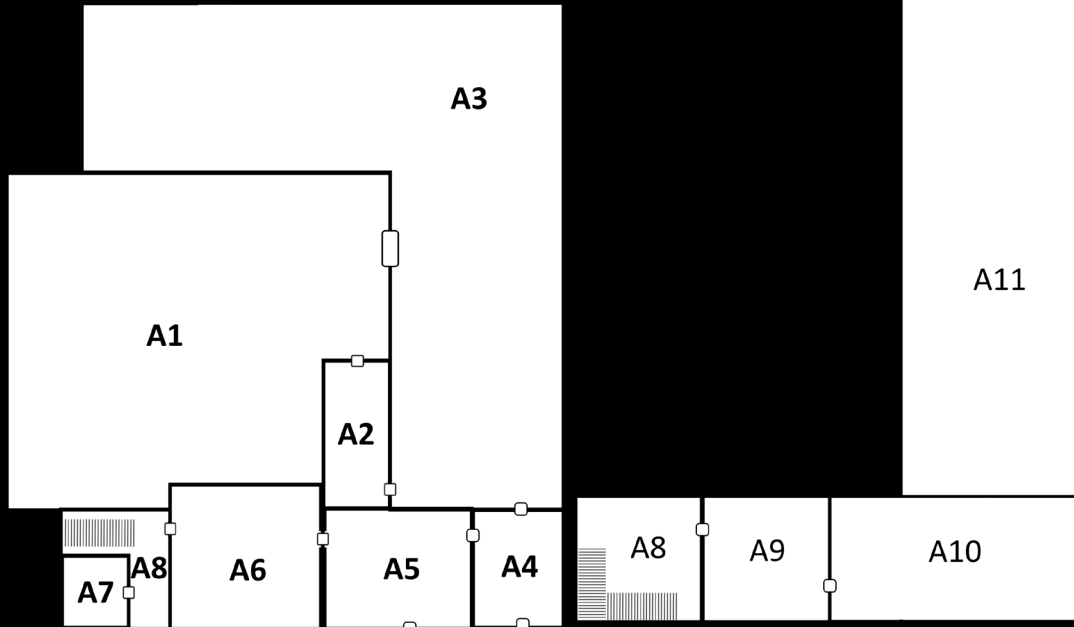
The Iron Works

One of Dalmills key industry sites is the large Ironworks run and owned by Lokar, who has gladly taken a bribe from Krator to allow his men to use his workshop as their base of operations. Allegedly Lokar shut down the iron works and left the city, but in truth he's inside conspiring with Krator to help him overthrow the king. He hopes by helping the Copper Kings he will finally earn the lordship he's always wanted.

Krator and his Copper Agents have transformed the Ironworks into a small fortress, one they hope to use during the battle as a place to strike from and retreat to. There are numerous traps throughout the building, which can be discovered with a DC 15 investigation check unless otherwise noted.

A1. The Yard

An open cobbled yard sits to the side of the Iron Works, with an abandoned stable to it's north. A large wooden door frames the western side of the building, while two smaller doors sit on the southern walls.



Only the northern and western doors have been sealed and trapped by the Copper Agents, who have also removed planks from the second story walls so they can fire down at anyone entering the Yard. Copper Agents lie in wait in the leather works (A2), ready to ambush anyone entering the yard, while more armed with crossbows hide on the second floor trusses (A7) ready to shoot down at intruders through gaps in the wall.

A2. Leather Works

Leather pelts line the across a rack in this room, positioned next to a desk covered in tools and pin objects. A number of finished belts sit heaped in the corner.

6 Copper Agents (8) are in this room, waiting for the signal to ambush anyone straying into the yard. The door behind them leading into the workshop is actually trapped, anyone pushing the door open from the leatherworks must make a DC 13 Dexterity save as a box of knives falls on top of them. Anyone failing the check takes 4d6 slashing damage, but only half damage if they succeed the save.

A3. The workshop

Smelters sit along the eastern wall of this building each flanked by an anvil, tools hang from hooks next to them. Crates of various metal and leather works are piled throughout the room in a haphazard manner, granting creatures half cover.

6 Copper Trappers stand guard in the workshop, preparing ambushes and traps for intruders. If the Copper Trappers are aware of the party's presence in the ironworks then they hide amongst the crates to take the party by surprise, a DC 19 perception check notices them. During any conflict the agents focus on using the hidden traps placed throughout the workshop, leading the party into them or

into them or activating them themselves, whilst any agents remaining on the ceiling trusses (A7) rain down bolts on any intruders.

Copper Trapper

Medium humanoid (human), Lawful Evil

Challenge 2
(450xp)

Armor Class 15

Hit Points 33 (6d6 + 12)

Speed 30ft

STR 10 (+0)

DEX 16 (+3)

CON 14 (+2)

INT 12 (+1)

WIS 10 (+0)

CHA 14 (+2)

Senses Passive Perception 10

Sneak Attack (1/Turn). The traitor deals an extra 6 (2d6) damage when it hits a target with a weapon attack and when the target is within 5 feet of an ally of the traitor.

Multiaction. An agent can make two attacks, two shortsword or one lightcrossbow.

Shortsword. MWA +6, 9 (1d4 + 3) slashing damage.

Light Crossbow. RWA +6, 6 (1d6 + 3) piercing damage.

Activate Trap. As an action a Copper Trapper can activate a hidden trap in their vicinity and aim it (Page 00)

A4. Reception

An empty desk backed by a large portrait of a lean smiling man sits in the centre of this room, with a wooden door sat behind it near the right corner.

The Reception room has been trapped, flanking the desk on both sides is a string attached to a barrel of slag and explosives. Anyone stepping past the desk causes the string to snap and the barrel to ignite, spraying fire and shards of metal across 20ft. Anyone caught in the blast takes 5d6 slashing damage, half if they pass a DC 16 Dex save.

Workshop Traps

Shrapnel Trap (3 Uses). By pulling on a cord this small box opens one of it's sides, unleashing an explosion of shrapnel over a 15ft cone that deals 3d6 slashing and 3d6 fire damage to any creature caught in the blast. A successful DC 15 dexterity save reduces this damage by half.

Steel Catcher Trap (3 Uses). With a push of a button this crossbow like device shoots out a spinning piece of steel wire, with two large balls on both ends, that wrap around any target hit by it. The steel wire uses a +8 attack, dealing 0d8 slashing damage and the target is restrained. On the targets turn they can use an action to free themselves by passing a DC 15 acrobatics or athletics check.

Poison Gas Bottle (2 Uses). A small glass jar that can be stepped on or thrown, as soon as the glass breaks it unleashes a 10ft cloud of poison that lingers for 3 turns. Any creature that starts its turn in the cloud takes 4d6 poison damage and must make a DC 16 constitution save or become poisoned for 1 minute.

A5. Store

Behind a long counter sits a large windowed cabinet full of metal tools, from hammers to small bolts. Various miscellaneous metal goods sit undisturbed in their display cases along the other walls.

Anyone passing by the counter to reach the northern door pulls a line of rope near the floor, activating the barrel of explosives behind the cabinet. The explosion itself deals 3d6 to anyone within 10ft of the cabinet, whilst anyone in the room (Not behind cover) takes 5d6 bludgeoning damage as the metal tools are blasted across the room. A DC 18 dexterity save reduces this damage by half.

A6. Fitting Workshop

Six cramped tables covered in tools and cranks sit side by side in the centre of this room, dust and wood shavings covering the tarp on the floor.

4 Copper Agents(8) lie in wait here, waiting to respond to any of the their explosive traps in A3 or A4 activating. If they hear one go off they rush to the scene to finish off any survivors.

A7. Gangmaster Office

This small room has almost no decoration save for a large metal cup on the desk which reads "Iron Dad". A bookcase next to the desk is filled to burst with iron orders, receipts and financial papers.

A safe is at the back of this room, requiring a DC 18 sleight of hand check to unlock. Inside is about 500 gold coins, as well as some records describing how recently Lokar has been meeting with **Lethonia Crull** and doing some kind of deal.

A8. Stairs Up

The stairs are of course trapped, but unlike the other more rudimentary traps these ones are more complex. Thin metal wires crisscross up and down the stair way, anyone walking through them pulls them and activates the hidden crossbows hidden under the steps. A DC 24 investigation check is needed to notice the wires, which reduces to DC 16 after the first wires have been triggered. Anyone activating the trap takes 5d6 piercing damage as bolts fire from the floor, a successful DC 18 dexterity saving throw reduces the damage by half. This trap can activate 4 times.

Anyone breaking open the wooden steps can disable the crossbows with a DC 15 sleight of hand check.

A9. Ironworks Archives

Rows of writing desks fill this room, flanked by bookshelves on all the walls. Unfinished orders and documents sit on the desks, white feathered quills neatly left by their side.

Small thin wires have been tied between the tables, attached to a number of potent gas traps. A DC 18 investigation check is needed to notice the wires. Anyone passing between the tables causes the trap to activate, filling the room with a thick gas cloud. Anyone caught in the cloud must make a DC 15 constitution save or become poisoned and inflicted by a terrible cough for 1 minute.

Once the trap has been triggered **5 Copper Agents (8)** step out from A10, with face wraps, and try to use the gas cloud to get an ambush on any intruders.

A10. Lokars Office

A richly decorated room, with a carpet of red and purple on the floor leading towards a very finely crafted desk depicting an eagle from each of its corners. A long window on the north side of room looks down across the workshop below.

Lokar is currently here along with **Krator(11)** and **2 Copper Agents(8)** and **2 Red Blades(11)**. If Krator becomes aware of the party's presence he tries to predict where they will attack from and prepare an escape route should they get too close. Whilst losing the Ironworks would be a blow to his effectiveness in the battle, Krator values himself and his men more than the building. Unless he believes he can defeat the party he orders his men to keep them busy while he and his chosen men escape into the city either over the ceiling Trusses (A11) or down the stairs.

He leaves Lokar behind in such an event, and if caught the Ironworks owner will try to convince the party that he was taken hostage. In the corner of the room is a crate full of **20 Alchemist bombs** Krator was planning to use on the Dalmill army. There is also a safe in the room, which Lokar can open (Or with a DC 22 Sleight of Hand check), which contains 1000gp.



Michal Krator

Medium humanoid (human), Lawful Evil

Challenge 8
(3900xp)

Armor Class 15 **STR** 11 (+0) **INT** 12 (+1)
Hit Points 78 (12d8+24) **DEX** 16 (+3) **WIS** 11 (+0)
Speed 40ft **CON** 14 (+2) **CHA** 10 (+0)

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Senses Passive Perception 15

Assassinate. During his first turn, Krator has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Krator scores against a surprised creature is a critical.

Evasion. If Krator is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/Turn). Krator deals an extra 13 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Krator that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Magic Items. Krator is equipped with a *Ring of Invisibility* and the *Boots of Atrau*. Combined these items give him access to the following spells once per day: *Invisibility*, *Misty Step* and *Pass Without Trace*.

Multiaction. Krator makes two shortsword attacks.

Shortsword. MWA: +7, 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Red Blade

Medium humanoid (human), Lawful Evil

Challenge 3
(450xp)

Armor Class 16 **STR** 14 (+2) **INT** 11 (+0)
Hit Points 36 (8d6 + 8) **DEX** 12 (+1) **WIS** 10 (+0)
Speed 30ft **CON** 12 (+1) **CHA** 11 (+0)

Senses Passive Perception 10

Pack Tactics. The Red Blade has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The Red Blade deals an extra 9 (3d6) damage when it hits a target with a weapon attack and when the target is within 5 feet of an ally of the traitor.

Multiaction. A Red Blade can make two attacks. **Red Blade.** MWA: +6, 9 (1d8 + 2) slashing 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 base damage of the weapon taken, damage modifiers are not included. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A11. Ceiling Trusses

Support trusses line the ceiling above the workshop, with boards and pitons embed into the wood allowing climbing access across them.

To the east of the second story the Copper Agents have removed some planks from the wall to create an opening to the ceiling trusses, which serves as the agents safe entrance into the workshop. The trusses can be easily climbed across, counting as difficult terrain, but anyone who takes damage whilst climbing must make a DC 14 acrobatics check or fall 20ft to the workshop floor (A3).

6 Copper Agents(8) armed with crossbows sit here on the western side, ready to fire down at anyone in the Yard (A1).

Battle Changes

During the battle the Copper Agents instruct their gathered militia to take over Laskway, attacking any guards or soldiers they find. The Copper Agents insure that the army hears of this development, forcing them to send a squadron to suppress the militia. The moment the soldiers cross the bridge however Krators men deploy their sealing stones and alchemist bombs on the bridge, cutting off Laskway from the rest of the city.

Leaving the militia to fight the soldiers by themselves Krators Copper Agents then use the confusion to strike the flanks of the Dalmill army, aiming to assassinate their captains. As soon as they make an attack they retreat back to the Ironworks, using its traps and ambush points to kill any pursuers before preparing another assassination.

The party could enter this conflict into two ways, either by joining the suppression squadron entering Laskway or pursuing Krator and his men back to the Ironworks after they assassinate a captain.

Consequences

Laskway. Whilst the situation in the district doesn't present an immediate threat to the battlefield, getting an entire squadron sealed off from the battle does weaken the Dalmill army slightly. If the situation is resolved before the battle or quickly then the army is able to patch up a gap in their line with the extra soldiers.

Ironworks. If Krator and his agents are not dealt with then they strike with impunity, dealing heavy damage to the armies hierarchy. If they are defeated or driven away before the battle or quickly then the army is able to keep its organisation and better respond to developments across the battlefield.

Krators Escape

Unless the party are very careful with their approach, or lucky, then it's likely Krator makes an escape with his chosen men. After losing his position in the Ironworks Krator is forced to retreat into the Trenton army where he aims to rejoin with Voronwë. If Trenton loses the first battle then Krator joins Voronwë's guard in part seven.

Rewards

For defeating the militia and the Copper Agents grant the party 17550 xp. If they defeated Krator before he could escape grant each party member an additional 1600 xp.

Part Three, Cursed Seasons

The Court of Sarquin has always been a strong faith, but it has never developed a very large following outside of its homeland of Deverus. This has frustrated the priests of Sarquin endlessly, despite the many blessings of their god other nations and cultures often rebuff their attempts to spread their gospel. So when King Alred came to them with a request for a priest for his new country they leaped at the chance and assigned Bankath, the most diplomatic member of their clergy, to help foster a branch of their faith in Ramulia.

But Sarquin is unhappy with the results. Regardless of all the influence Bankath holds in the King's council or the good the temple has done for the city of Dalmill the people of Ramulia have never really accepted the faith in their hearts, and the gods can feel this. Worse yet despite inviting them to his nation King Alred does not swear by their faith and refused when they offered to give his coronation a divine blessing from Sarquin, for it would bind him to the faith above the needs of his new nation.

The Copper Kings learnt of the faiths dissatisfaction with King Alred and so offered them an alternative. If they would help Vor win the crown of Ramulia then he would recognise their divine mandate, accept their blessings upon his crown and ensure the people of Ramulia hold only Sarquins faith in their hearts. The priests of Sarquin agreed and began to make preparations to betray King Alred during the battle.

High Priest Bankath strongly objected to this betrayal, trying to argue she just needed more time but Elro Jerond, a priest sent by the faith, would not hear it and had her

locked up so she could not warn anyone of the faiths plans. Beneath the temple Jerond cast a powerful ritual to summon a portal to 'A Vision of Paradise', a demiplane created by Sarquin to give his followers a refuge in times of need. Since then Jerond has been gathering priests and acolytes from across the land into the demiplane as they prepare a ritual to unleash the wrath of the season's upon Dalmill.

The Court of Seasons

1. The Four Shrines

The main room of the temple is only occupied by 5 **Acolytes(13)** who are tending to the rooms five shrines. One of the acolytes greets anyone entering the temple and informs them that services have been unfortunately suspended in light of the coming battle. Under questioning they feign ignorance, mentioning that the High Priestess is in private prayer for the coming battle, but anyone passing a DC 16 insight check will notice they are trying to appear calm when they're actually nervous.

They don't stop the party from entering the temples quarters or private chapel, but they will follow them inside. They only attack if the party discover the secret entrance in the private chapel (B3).

If interrogated the acolytes don't know all the details, only that 'A vision of paradise' has come to Dalmill and they were assigned to make sure no one disturbs it.

B2. Temple Quarters

This room functions as the temples living quarters but also their storage, holding temple items and personal effects in cupboards along the walls. There are 5 **potions of healing** and 3 **bottles of Silver Oil** stored across the room.

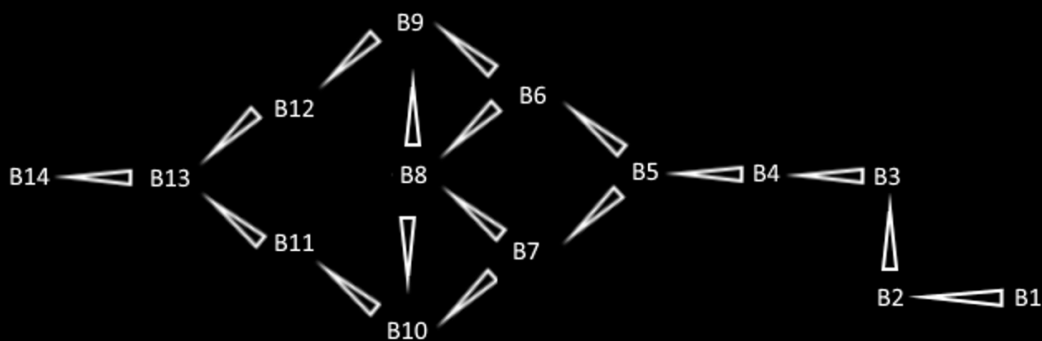
B3. Private Chapel

A candle lit room for private prayer for the temples staff, the private chapel also has the secret stairway to the Ritual Room (B4). The stairway is closed at the moment but a careful search of the room reveals one of the candles is fake and pulling it reveals the stairway down.

B4. Ritual Room

A multi-coloured portal sits in the middle of this room, inside of which you can see vision of a forest changing rapidly between seasons. An intricate five piece rune has been drawn on the floor just below the portal, bearing the symbols of Sarquin and his court.

The runes on the floor have been painted with aether imbued ink, even removing the stones they're painted on won't move them. A DC 18 Arcana check will reveal that the runes are linked to the portals destination imbuing it with the power of a season, and if one of the four outer runes is dispelled then the corresponding season effect inside the portal is suppressed for an hour. Only one rune can be suppressed in this manner at a time.



The Changing Seasons

Within the demi plane 'A vision of Paradise' the seasons rapidly change between the four seasons over a few minutes. Followers of the faith are protected from the negative effects of these changing seasons, but intruders are given no mercy. As the GM you can either change the season when you want in order to adjust an encounters difficulty, or roll a d6 at the end of each round and change the season on roll of 6. In each encounter the season should change at least once.

Summer. A sun appears overhead and bathes the plane in a rays of hot light. Anyone outside of shade must make a DC 10 constitution save. Anyone failing this check in heavy or medium armor gains a level of exhaustion, while everyone else suffers from heat stroke which grants disadvantage on Wisdom, Charisma and Intelligence saving throws until the season changes.

Autumn. Plants begin to turn brown and wither slightly as fallen leaf's begin to flow through the air in a great storm. Creatures of the faith gain the benefits of half cover whilst in the storm, and intruders vision is obscured beyond 50ft.

Winter. As the cold wind sweeps through the plane every creature without resistance or immunity to cold damage must make a DC 12 constitution save. Anyone failing this save is marked by Frostbite, taking 2d6 cold damage. Anyone near a fire or with winter clothes has advantage on this check.

Spring. The dead plants surrounding the area suddenly burst into life, colourful flowers blooming as far as the eye can see. Any intruder within 5ft of a bush or tree must make a DC 12 Dexterity saving throw or become restrained by the growing vines until the end of their turn.

B5. Into Paradise

Emerging from the other side of the portal you find yourselves in a dream like forest, the sky above you a pristine blue, the trees and plants a vibrant green. But just as you become accustomed to the sight a wind blows over the forest, it's season rapidly altering summer to autumn. The once green forest has given away to shades of red and brown in mere moments.

Standing just a few steps away from the portal, but watching it carefully, are **4 Temple Guards**. They will immediately notice anyone passing through the portal

Acolyte

Medium humanoid (human), Lawful Neutral

Challenge 1
(200xp)

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed 30ft

STR 12 (+1)
DEX 10 (+0)
CON 12 (+1)

INT 10 (+1)
WIS 14 (+2)
CHA 13 (+1)

Senses Passive Perception 12

Channel Divinity. As an action the Acolyte presents their holy symbol, granting the benefits of the Bless spell to any allies and curses hostile creatures with the effect of the Bane spell within 30ft of the Acolyte for 1 turn unless they pass a DC 13 Wisdom save.

Spellcasting. DC 12

At Will: *Scared Flame* (1d8)

1/Day: *Cure Wounds* (1d8+2), *Sanctuary*

Mace. MWA +4 , 4 (1d6 + 1) bludgeoning damage.

Temple Guard

Medium humanoid (human), Lawful Neutral

Challenge 2
(450xp)

Armor Class 17
Hit Points 37 (5d10 +10)
Speed 30ft

STR 15 (+2)
DEX 10 (+0)
CON 14 (+2)

INT 10 (+1)
WIS 13 (+1)
CHA 11 (+0)

Senses Passive Perception 11

Divine Smite(1/day). When the Temple Guard hits a creature with a melee attack it can as a free action deal an additional 8 (2d8) Radiant damage to the target.

Divine Protection(1/day). A Temple Guard can use a reaction to add +4 onto any saving throw dice.

Multiattack. A Temple Guard makes two attacks.

Warhammer. MWA +5 , 9 (1d10+ 2) bludgeoning damage.

unless their invisible. If anyone but the acolytes or other members of the faith step through the guards attack immediately. If they are brought to half strength one attempts to make an escape to alert the Temples forces about the intruders.

Beyond the portal the forest splits off into multiple paths. Check the flow map to see which areas lead to one another.

Interrogation

Once the party have entered the Demi Plane, anyone they question has bits and pieces of information about the situation:

- The Faith has sided with Trenton. Their going to summon the 'Wrath of Seasons' on Dalmill in order to weaken its defenses.
- The ritual is taking place in the glade of prosperity (B14), further inside the demiplane.
- The demiplane was created by Sarquin for his most loyal followers, the portal to it was originally back at their main church in the country of Deverus but they've moved the portal here so they could use it as a base of operations.
- The Sheriff is being held in B10, he was sneaking around the temple and found the portal. They grabbed him and locked him up in the villa's basement.
- The High Priestess disobeyed the church and was going to tell King Alred about the faiths plans. She has been taken to B12 for punishment.

Some members of the faith, like the Temple Guard, are stubborn and difficult to interrogate without enchantment magic.

B6. The Lake

A wide crystal clear lake stretches out before you, with white pillars of stone erupting from it's deep depths. Old ruins, with tiled coloured floors, dot its surface, echoing a forgotten era.

6 Acolytes(13) are standing on the ruined floors of the old ruins, constructs designed in the image of the faiths lost temples. **2 Merlions**, great aquatic beasts with the body of a shark and the head of a lion, lurk in the water and attack anything that falls into it. During the winter season the whole lake freezes solid allowing anyone to safely walk over it, but anyone in the water takes 3d6 cold damage and are frozen solid until the season changes. Just before the season changes the Acolytes rush onto the ruins so they won't fall in.

B7. Spring Party

Beyond the forest in a small clearing your senses are assaulted by a powerful scent of perfume and nectar. A white statue of a beautiful smiling goddess, a pot in one hand and a snake resting on her neck, stands in the middle surrounded by drunken followers lost in a stupor.

Surrounding the statue of the goddess of spring, Drun-Banda, **6 Acolytes(13)** are half praying half sleeping on the floor. All of them are incredibly drunk after performing a ritual in Drun-Banda's name and can barely form coherent sentences. If they spot the party they likely don't register them as intruders and invite them to partake in 'after party drinks'. Whilst drunk the acolytes count as having damage resistance to all forms of damage. Just beneath the statue, surrounded by a reef of flowers, is the **Necklace of Growth** and 700 golds worth of diamonds. If anyone touches or attempts to remove the necklace or treasure the **stone snake** on the statue comes alive and attacks. The Acolytes shortly rose themselves and join the battle after 1 round.

Merlion

Medium Monstrosity, unaligned

Challenge 2
(450xp)

Armor Class 12 **STR** 18 (+4) **INT** 4 (-3)
Hit Points 45 (6d10 + 12) **DEX** 13 (+1) **WIS** 10 (+0)
Speed 40ft Swim **CON** 15 (+2) **CHA** 4 (-3)

Damage Immunities Cold
Senses Passive Perception 10

Water Breathing. The Merlion can breathe only underwater.

Bite. MWA: +6, 13 (2d8 + 4) piercing damage.
Sonic Roar(5-6 recharge). As an ac ion theMerlion can target a creature in water, forcing it to make a DC 14 cons itu ion save, if the creature fails it is stunned for 1 round.

Stone Snake

Small Construct

Challenge 2
(450xp)

Armor Class 16 **STR** 10 (+0) **INT** 6 (-2)
Hit Points 32 (5d10 + 5) **DEX** 16 (+3) **WIS** 8 (-1)
Speed 30ft **CON** 14 (+2) **CHA** 5 (-2)

Damage Immunities acid, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Passive Perception 16

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

Multiattack. A Stone Snake makes two bite attacks.
Bite. MWA +6, 6 (1d6 + 3) piercing damage and the creature must make a DC 12 constitution save or partially petrify, reducing their movement speed by half for 10 minutes. If a creature fails this save 3 times they become permanently petrified.

B8. Beast of Summer

A field of golden wheat stretches out before you, shimmering like gold whenever the sun is overhead.

The field hides the **Beast of Summer(15)**, a monstrous dog like creature which once served as the summer god Auxoria's companion. If anyone enters the field he starts to hunt them, loudly growling from different directions to unnerve any intruders. If anyone stays in the field for over a minute, or tries to cross it, then he attacks. If an object is thrown however, doesn't matter what it is, the Beast of Summer will race to catch it and bring it back. If this done a few times, perhaps with an additional belly rub, then eventually he gets tired and goes to sleep.

Anyone passing a DC 18 Nature check while observing the Beast of Summer will recognize its movements and mannerisms are similar to a dogs.

Beast of Summer

Large Monstrosity, Chaotic Good

Challenge 3
(700xp)

Armor Class 12 **STR** 14 (+2) **INT** 6 (-2)
Hit Points 65 (10d8+20) **DEX** 16 (+3) **WIS** 15 (+2)
Speed 30ft **CON** 18 (+4) **CHA** 8 (-1)

Skills +10 Perception, +10 Stealth

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

Senses Darkvision 60ft., Passive Perception 12

Immortal. Whenever the Beast of Summer is reduced to 0 hit points, it goes to sleep. After one minute it regains all of its hit points and reawakens if anyone fails a DC 12 stealth check.

Multitattack. The beast makes two attacks, one claw and one bite

Claw. MWA +5, 9 (1d4 + 3) slashing damage.

Bite. MWA +5, 9 (1d4 + 3) piercing damage, grab DC 15 escape.

B9. Sword of Paradise

An open air temple breaks up the landscape here, gleaming with pure white stone and soft blue mosaics. Images depicting the tales of the gods stand extravagantly out from the stone walls of the temples, lit by bright glowing braziers.

Anyone attempting to pass through the temple will be halted by an angelic figure floating out from behind a wall. **Melene**, the Sword of Paradise, is a celestial Daemon sworn to serve Sarquins Divine Court as a weapon against enemies of faith, she will not let anyone pass who does not truly have a faith. Lying to her is pointless as she can see the mark of faith in a mortal's soul and is incredibly insulted if someone attempts to do so, and focuses her attacks on them in any combat.

She will attack the party if any without a faith attempt to pass her, but during combat she avoids attacking creatures with a strong faith.

Melene

Medium Daemon (Celestial), Lawful Good

Challenge 4
(1,100xp)

Armor Class 17 **STR** 18 (+4) **INT** 12 (+1)
Hit Points 45 (6d10+12) **DEX** 16 (+3) **WIS** 14 (+2)
Speed 40ft Fly **CON** 15 (+2) **CHA** 14 (+2)

Saves +6 Wis

Senses Passive Perception 11

Blur. Until Melene is hit with an attack, all attacks against her have disadvantage. This ability resets at the start of her turn.
Prayer of Healing(1/day). Melene recites a prayer of healing which restores 2d8+6 hit points to herself.

Multitattack. Melene can make three attacks.

Holy Greatsword. MWA +7, 10 (2d6 + 4) slashing damage and 3(1d6) raident damage.

Holy Bolt. RWA +6, 60/120 t range, 7 (1d8+3) raident damage.

B10. Villa of Dreams

A picturesque villa stands atop a small hill here overlooking the landscape below. It's beautiful light brown roof tiles and painted white walls give it a sun bleached look during all the seasons.

The villa was actually built by mortal hands, a sort of 'vacation' spot for senior members of the faith. Outside overlooking the land is a table with street maps of Dalmill where **Elro Jerond(Acolyte)** is planning out their attack on Dalmill once the wrath of seasons is unleashed. Jerond is accompanied by 3 **Temple guards(13)**, and another 3 **Acolytes(13)** who are praying to a Shrine of the Spring god Saraz inside the villa.

Below them through a wooden trap door is the wine cellar where **Sheriff Durlan** has been tied up. If freed he'll help the party if they ask for it, but otherwise he wants to return to Castle Dalmill as soon as possible to ensure the Kings safety. If he does return to the castle before the battle begins there is a chance he prematurely causes the events of Part 5 to begin.

The remaining wine in the cellar is finely brewed and blessed, 5 bottles in particular are worth 200 each. They also grant the benefits of Lesser Restoration to anyone who drinks them. There is also a chest of items in the villa, containing some of the churches equipment and 800 gold.

The Sheriff's Confession

It's possible the party may have learned about Sheriff Durlans connection to the Obsidian Dawn, or it might be their simply suspicious about all the secrets he knew and the **Black Ring**. If they confront him about it he tries to change the subject, but can be put on the spot to answer the parties questions. He'll admit that he is a member of a shadowy organization called the Obsidian Dawn, who are obsessed about creating a new Empire under their control. But he is not a member by choice, they offered to prevent an assassination attempt on King Alred back when he was a Prince in return for Durlans allegiance. They've been useful as their information network is unparalleled, but he's never been happy about the arrangement because he fears their machinations will lead him and Alred to disaster one day. He pleads with the party not to tell anyone, if King Alred found out it would be a deep betrayal. Though he won't say it out loud Durlan sees Alred like a son, he could not bare to lose his friendship.

B11. Nest of Lightning

A tall mountain range dotted by white snow cuts off your path, stretching out to the sides as far as you can see. A rope propped up by wooden beams sways in the wind, leading up the mountain and lit by hanging lanterns.

The mountain is home to the gigantic bird of lightning known as the **Stormlord**, bound to Sarquins will and the instrument of his divine wrath. As the party scale the path beside the rope, they are first beset by heavy winds which will knock them prone if they fail a DC 13 athletics check. Once the wind passes the Stormlord will crash down, lashing out with it's beak and claws until flying back up when it's **Lightning Crash** ability recharges.

Stormlord

Medium Daemon (Celestial), Lawful Good

Challenge 4
(1,100xp)

Armor Class 17 **STR** 22 (+6) **INT** 8 (-1)
Hit Points 135 (10d20+30) **DEX** 10 (+0) **WIS** 10 (+0)
Speed 20ft, 120ft Fly **CON** 14 (+2) **CHA** 9 (-1)

Damage Immunities Lightning
Condition Immunities Paralysis, Charm, Fear
Senses Darkvision 120ft., Passive Perception 10

Lightning Aura. Every creature who starts their turn within 10 ft of the Stormlord takes 2(1d4) lightning damage.

Multiaction. The Stormlord makes two attacks.
Talons. MWA: +8, 12 (2d6 + 6) slashing damage.
Lightning Crash(5-6). While the Stormlord is in the air he can use an action to descend upto 100 ft, landing on the ground with a crash that emits a wave of electricity that strikes every creature within 30ft of him. Every creature struck by this ability must make a DC 15 dexterity save or take 25(5d6) lightning damage, and only half if they succeed.
Lift. As an action the Stormlord can fly directly up by 40ft, dealing 6(2d6) lightning damage to any creature within 10ft of it's movement. This movement does not cause attacks of opportunity.

B12. Winter Barracks

A large thatchwood building sits within an icy clearing, even in the hottest of seasons white and blue frost continues to form the walls of this structure.

The inside of the building is permanently chilled, not cold enough to freeze anything but enough to send a shiver through anyone entering. The front door is guarded by **2 Temple Guards(13)**, while the interior contains **2 more Temple guards** and **2 Acolytes(13)** who are currently meditating, but they will jump into action if any intruders are discovered.

High Priestess Bankath is here also, pinned to the floor by a large block of ice resting on her chest. Her breath is weedy and dry, but if freed she'll become withdrawn. Bankath is in the middle of a crises, her faith in the Court of Seasons is still strong and she sees this betrayal as a sin of mortals doing everything she can to avoid the thought that her gods would condone any of this. She won't help the party fight against her church, but once this is resolved and if they are victorious she swears to help them and the kingdom in any way she can.

B13. The Knight of Autumn

A ring of mountains, dotted with sheer cliffs and sharp looking outcroppings bars your path further into this realm. A single pathway, adorned with a beautiful white archway, cuts through the mountain, with a beautiful glade just beyond it. Standing under the arch a row of knights, adorned in all the colours of the seasons, blocks the path.

The Knight of Autumn, **Lady Leliana**, and **4 Temple Guard(13)** stand guard protecting the glade from intruders. If the party openly approach her she gives them one last chance to turn back, to join their quest or be



Leliana

Medium humanoid (human), Lawful Evil

Challenge 6
(2,300xp)

Armor Class 18 **STR** 16 (+3) **INT** 10 (+0)
Hit Points 60 (8d10+16) **DEX** 10 (+0) **WIS** 14 (+2)
Speed 30ft **CON** 14 (+2) **CHA** 14 (+2)

Saves +5 Con, +6 Wis
Skills Athletics +5, Insight +5
Senses Passive Perception 12

Smite (2/day). Whenever Leliana deals damage she can as a free action deal an additional 12(3d8) radiant damage.

Multiaction. Leliana makes two attacks.
Halberd of Rot. MWA: +7, 8 (1d10 + 3) slashing damage and 4(1d8) Acid damage.
Lay on hands(1/day). As an action Leliana can restore 25 hit points to herself or one other touched target.
Parry. Leliana adds 3 to its AC against one melee attack that would hit her. To do so, Leliana must see the attacker and be wielding a melee weapon.

regarded as enemies of the faith. If the party make their refusal clear, in words or action, then she challenges their strongest looking fighter to a divine duel. If the duel is refused then the party must each immediately make a DC 18 wisdom save or become cursed, taking an additional 1d8 radiant damage from all damage sources until they leave the end of combat.

If the duel is accepted Lady Leliana explains that until one of them falls anyone else who attacks them will be struck by a divine curse, and likewise if they attack anyone else (Same as if they refused the duel). 2 rounds into the duel, if the party have not already attacked them, the Temple Guard will attack the rest of the party. If accused of treachery Lady Leliana will grin and remind them that her men and 'your friends' are not stopped from killing each other.

B14. Glade of Prosperity

Beneath you in the valley below rests a beautiful glade, untouched by the changing seasons of the plane. Pristine white marble pillars dot the glade, and colourful mosaics join seamlessly with the lush green grass. Robed figures stand in four groups around a great bonfire in the centre of the glade, their serene singing carried by the wind out of the valley.

The glade is a massive field itself, measuring about 400ft across with the giant brazier of fire sitting in the middle of them. Each group is made up of **4 Ritualists**, their power and the colour of their robes matching the season they are sworn to, and are about 100ft apart from each other. If they are attacked at by range they continue their ritual, which causes the the brazier to cast seasonal spells against the party, but if they are met in melee range then the entire group stops their part of the ritual in order to engage the party.

Ritualist

Medium humanoid (human), Lawful Neutral

Challenge 2 (450xp)

Armor Class 15	STR 10 (+0)	INT 10 (+1)
Hit Points 32 (5d8 + 10)	DEX 14 (+2)	WIS 16 (+3)
Speed 30ft	CON 14 (+2)	CHA 13 (+1)

Senses Passive Perception 13

Spring. Ritualists sworn to serve Spring regain 5 hit points at the start of their turn so long as they are not at 0 hit points.

Summer. Ritualists sworn to serve summer deal an extra 3(1d6) fire damage on all melee weapon attacks.

Autumn. Ritualists sworn to serve Autumn can use a reaction to reduce the damage they receive from one source, weapon or spell, by half.

Winter. Ritualists sworn to serve Winter have their AC increased by 2.

Spellcasting. DC 14, +5

1/day: *Scared Flame* (2d8), *Guiding Bolt* (4d6)

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

The Brazier

Acting as a conduit for the ritual, the brazier itself or it's fire cannot be manipulated by outside forces. On initiative 20 one of the following effects occurs, but if a group has stopped their part in the ritual then remove their corresponding effect:

Spring. All the faithful within the glade regain 2d4 hit points.

Summer. A ring of fire spills out from the brazier, dealing 1d8 fire damage to any intruder in the glade unless they make a DC 14 Dexterity saving throw.

Autumn. A green gas begins to fill the glade, all intruders must pass a DC 15 constitution saving throw or be poisoned until the end of their turn.

Winter. Ice shards being to rain down on a small area from the sky. A 30ft wide area is struck by shards dealing 2d6 damage to intruding creatures unless they make a DC 15 dexterity saving throw, on a success they take half damage.

After the ritualists are defeated the plane loses some of it's stability and the changing seasons effect ends, settling on a calm day. At this point the party can either continue exploring or leave the plane, but as soon as they do leave the portal closes and the plane returns home in the faith's main church in the country of Deverus, any npc's still in the plane are taken prisoner by them.

Battle Changes

During the battle the ritual is finished, merging the plane partly with the mortal realm. The Court Yard district begins to take on many elements of the planes, from a sudden rushing river filled with Lion Sharks, to small mountain pushing up from under the streets. The unique seasonal effects of the plane (00) also begin to sweep over Dalmill, weakening its defenders. The Temples forces, along with their unique monsters, move to secure the district cutting off the castle from the rest of the army.

Only the B14 encounters remain in the shrunken plane, while the B13 encounter moves to B1 to defend the portal from any who would try to stop them. Whilst in the temple Lady Leliana gains an extra 00 hit points, blessed by the surrounding shrines. Finally the prisoners are moved to B2, to keep them out of the way during the fighting.

Consequences

Court Yard. With the army seperated from the castle they lose access to not only their reserve forces, but lose their retreat point within it's walls. The heavy pressure from Court Yard likewise splits their attention, giving Dalmills enemies ample time to make deadly blows. If the Court of Seasons faithful are defeated quickly then the chaos is kept to a minimum.

Daemons. If the Daemons from Part Four are unleashed along with the faithfuls advance then the two begin fighting, the Daemons uninterested in cooperation against Dalmills forces. The confusion of this battle gives the Dalmill army time to focus on Trenton, but eventually this fight between church and daemon will spill over to every corner of Dalmill if one or both sides are not halted.

Rewards

For defeating the Court of Seasons and stopping the ritual grant the party 25,750xp. If they rescued both of the temples prisoners then grant each party member an additional 1600xp.

Part Four, Foolish Pacts

Jacolyn Vart, Dalmill's self proclaimed arcane academic, has always desired power. While he is a mage of some skill he was never able to break into the avenues of legend, instead forced to teach others subpar magic in order to trick them out of their gold. But on the eve of the battle Jacolyn was approached by the Magister, Daimen Thurman. Daimen offered him a powerful spell of binding as well as a position in the 'new' king's council if he used it to help Trenton take over the city. Jacolyn greedily accepted and retreated to the forgotten crypt beneath the cities old windmill, where he could gather his newfound powers in peace. He invited his old students to join him in this

prestigious moment, showing them how to summon minor Daemons of their own to command.

However unbeknownst to Jacolyn summoning a Daemon Lord is not something that can be achieved with magic alone, it also requires the life force of the caster. Daimen knew this when he gave Jacolyn the spell, confident the 'hack' would never realize that he was just a sacrifice to further the Copper Kings plot. Drunk on his new power Jacolyn has successfully brought the Daemon Lord Rathumar into the mortal realm and now works to bind him to the task of destroying the Dalmill army as the magic of the spell feeds on his life force.

In Prison or Dead?

If Jacolyn is in Prison due to events in Chapter One then Daimen has him secretly released a few days before the battle, and while disguised as a guard promising him power in exchange for his aid. If Jacolyn is dead on the other hand then Daimen approaches one of his students with an offer for power that Jacolyn could never have given him.

Higher Learning

Jor-Ute, Dalmills only librarian, has stayed in the city in order to try and protect his collection from looters and 'enemies of knowledge'. A pair of Jacolyn's students, emboldened by their new powers, have come to the library to steal the giant's private collection of rare books. As the party pass through the Court Yard district they might hear a commotion coming from the library as Jor tries to prevent the theft of his books. The two of students are accompanied by **2 Daemon Swarms**, made of small red bloated creatures with sharp teeth, who they command to attack Jor as they move to the back of the library. Despite the giants great size he is no fighter and doesn't stand a chance against the swarms. If no one comes to his aid then he dies in this encounter.

Daemon Swarm

Medium Swarm (Fiendish), Chaotic Evil

Challenge 1/2
(100xp)

Armor Class 12	STR 5 (-3)	INT 8 (-1)
Hit Points 27 (6d6 + 6)	DEX 16 (+3)	WIS 12 (+1)
Speed 30ft	CON 12 (+1)	CHA 11 (+0)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities Charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses Darkvision 60ft., Passive Perception 11

Swarm. The swarm can occupy another creature's space and vice versa. Any creature that starts its turn on the swarms space takes 3 (1d6) slashing damage.

Multiaction. A swarm makes two attacks.
Bite. MWA: +4, 6 (1d6 + 3) piercing damage.
Red Mist(Recharge 5-6). As an action the swarm can release a cloud of red mist from it's body, any creature within 10ft that fails a DC 13 wisdom saving throw immediately makes an attack on their closest ally.

The Old Windmill

Sitting atop a small green hill just to the edge of Court Yard is the Old Windmill of Millers Hill, the original village Dalmill eventually emerged from. It's walls are made of a light grey stone, and the wooden windmill itself still turns with the wind on faded and moth eaten sheets. An old wooden door sits just behind the spinning arms, embedded with a tall metal frame keeping it from falling apart.

Region Effects

The following effects take place within a mile of the The Daemon Lord's presence:

- Summoning a Daemon (Hit Dice of 1-4) only takes a level 1 spellslot
- Every open flame turns a deep crimson red
- Animals become more aggressive
- Music is louder and echos slightly

Inside the Windmill

Dust collects in the air of the old windmill, wafting up from the still turning wooden equipment. The wood creaks as it turns in a pointless but serene motion.

Within the windmill is a small hatch leading down to an old underground crypt built inside the will. An illusion has been cast over it to make it look like part of the wooden floorboards, but a careful search of the room reveals its true form. The hatch leads down to a wooden ladder, which looks much newer than the rest of the wood of the Windmill.

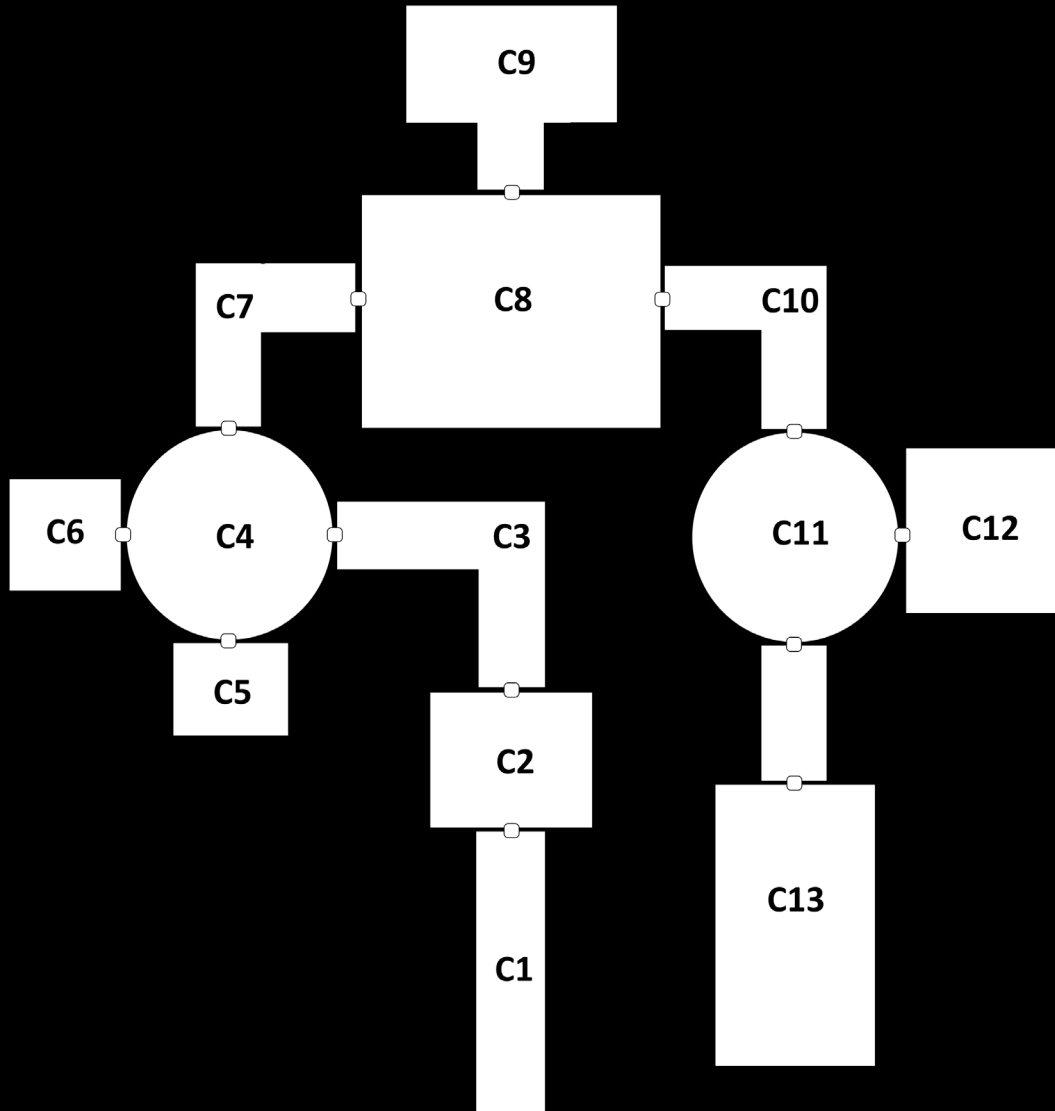
C1. The Puppet Hallway

Carved into the rock is a long hallway decorated with bones on either side. Skulls, leg and arm bones rest in alcoves dug into the walls, piled on each other with little care.

Anyone passing a DC 19 perception check will notice one of skulls along the hallway has some sort of seashell stuffed in it's mouth. Anyone detecting magic will discover the seashell has an *Alarm* spell cast on it, intruders who pass it by cause the skull give out a high pitched scream that doesn't stop until the shell is smashed. The seashell can be easily destroyed by a ranged attack once it has been found.

If the skull activates then the bones on either side of hallway seemingly come alive, pulling together into new bodies to attack the party in between their formation down the hallway. The skeletons are not undead, but instead **4 Puppet Daemon Swarms (20)**, small swarms of red Daemons who hold onto the bones like muscles.

At the end of the hallway 2 tall purple **Brute Daemons(22)** with boar like tusks stand guard at the door. The pair of them don't attack the party unless attacked, and are much more interested in being bribed. They will let the party pass them by uncontested if they give each of them 200 gold, or promise them their first born child. Whilst speaking the pair show off their disgusting habits like picking their noses, their ears, spitting loudly and etc.



C2. Summoning Chamber

Amulets and scrolls litter the many tables of this room, surrounding a number of chalk circles drawn onto the floor. Three Novice Mages are in this room, making pacts with **3 Pact Daemons(20)** trapped in the chalk circles. If they become aware of the party's presence they panic and try to seal a deal with the Daemons quickly in order to try and stop the party. If the pact is stopped the Daemons return to their own realm. If questioned the students can tell the party the promises Jacolyn made them, for power and wealth, but now that there are consequences they are very sorry for their part in his plot.

C3. Hallway

Skulls line the alcoves of this hallway, sitting atop carefully piled bones like small shrines. The hallway has been magically trapped by the Daemons in the crypt in order to stop anyone, including the students, from going deeper and realizing that the Daemons have taken over. Anyone passing a DC 20 investigation check or viewing the hallway with a *Detect magic* spell discovers the star shaped runes carved on the foreheads of the skulls (Evocation). As soon as someone steps into the middle of the hallway the skulls open their mouths and shoot out great gouts of fire. Anyone in the hallway takes 6d6 fire damage, while anyone passing a DC 16 Dexterity saving throw reduces this by half. The trap can be prevented by destroying the skulls before they activate, or with a *Dispel magic* spell.

Puppet Daemon

Medium Daemon (Fiendish), Chaotic Evil

Challenge 2
(450xp)

Armor Class 14 **STR** 14 (+2) **INT** 10 (+0)
Hit Points 39 (6d8 + 12) **DEX** 10 (+0) **WIS** 12 (+1)
Speed 30ft **CON** 14 (+2) **CHA** 10 (+0)

Saves +5 Con

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

Condition Immunities Poisoned

Senses Darkvision 60ft., Passive Perception 11

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

Multitask. A puppet Daemon makes two attacks, one slam and one bite.

Slam. MWA: +5, 5 (1d4 + 2) bludgeoning damage.

Bite. MWA: +5, 5 (1d6 + 2) piercing damage. If hits target must make a DC 12 constitution save or their strength ability score is reduced by 2 until they take a long rest.

Pact Daemon

Medium Daemon (Fiendish), Chaotic Evil

Challenge 3
(700xp)

Armor Class 12 **STR** 18 (+4) **INT** 12 (+1)
Hit Points 27 (6d6 + 6) **DEX** 11 (+0) **WIS** 14 (+2)
Speed 30ft **CON** 12 (+1) **CHA** 10 (+0)

Saves +6 Str, +4 Wis

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

Condition Immunities Poisoned

Senses Darkvision 60ft., Passive Perception 11

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

Sneak Attack (1/Turn). The Daemon deals an extra 6 (2d6) damage when it hits a target with a weapon attack and when the target is within 5 feet of an ally of the Daemon.

Multitask. A Pact Daemon makes two claw attacks.

Claw. MWA: +6, 6 (1d6 + 3) slashing damage.

Stunning Screech (1/Day). The Daemon emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a daemon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the Daemons next turn.

C4. The Daemon Doors

Dominating the end of this semi circular room are two thick red doors each decorated with the big green eyes and large revolting teeth. The faces in the doors move, yawning and lipping their lips as you approach.

The two doors introduce themselves as **Yora and Aroy**, declaring that one of them leads to death whilst the other leads to safety. They also announce that one of them always tells the truth and that the other lies and the party get two questions to try and determine which is the safe door. Of course they're both lying as they are actually a

a single Daemon masquerading as a wall with the true doors hidden behind it. Anyone passing a DC 18 insight check learns only that the pair find this situation hilarious but are trying to hide their amusement.

The pair of Daemon doors will open when a creature commits to enter, both revealing an illusionary stone hallway. Whilst inside the Daemon a creature can make a 12 Wisdom saving throw to disbelieve the illusion every round. But every round they are inside the Daemon they take 2d6 acid damage. If they have failed the wisdom save then they are not aware any damage has actually occurred.

If attacked from outside or inside the Daemon defends itself, revealing its true nature. Once defeated it's body fades away, freeing anyone still inside it.

Yora and Aroy

Huge Daemon (Fiendish), Chaotic Evil

Challenge 6
(2,300xp)

Armor Class 12 **STR** 20 (+5) **INT** 12 (+1)
Hit Points 76 (8d10+32) **DEX** 10 (+0) **WIS** 10 (+0)
Speed 30ft **CON** 18 (+4) **CHA** 14 (+2)

Damage Resistances acid, bludgeoning, piercing, slashing from non-silvered weapons

Condition Immunities Exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses Darkvision 60ft., Passive Perception 10

Sealed Door. Once shut the door faces of the Daemon require a DC 23 athletics check to force open.

Iron Stomach. Any damage the daemon suffers from inside it's stomach is reduced by half.

Multitask. The Daemon makes two slam attacks

Slam. MWA: +6, 11 (2d6 + 5) bludgeoning damage.

Swallow(5-6). MWA: +8, 9 (3d6) acid damage, if hits target must make a DC 14 strength save or they are immediately swallowed and locked inside the daemons stomach.

C5. Slumbering Monsters

A loud snoring noise engulfs the blood stained room, twisted bodies littering the floor with their faces frozen in painful screams.

Standing on the shoulder of the sleeping form of the **Savage Daemon(21)** is a tiny Daemon holding an aged green bell almost the same size as him. Upon seeing any of the party enter he laughs with glee and threatens to ring it, awakening the larger Daemon, unless they can solve his riddle. If anyone answers him correctly he gets very angry and then turns to dust dropping his bell, alternatively someone could just kill him before he has time to ring the bell.

"Some try to hide, some try to cheat, but time will show, we always will meet. Try as you might, to guess my name, I promise you'll know, when you I do claim. Who am I?"
"Death"

The larger Daemon only awakens and fights if the bell is rung or someone attacks him. The bell counts as a **Bell of Awakening**.

Savage Daemon

Large Daemon (Fiendish), Chaotic Evil

Challenge 6
(2,300xp)

Armor Class 15 **STR** 22 (+6) **INT** 8 (-1)
Hit Points 85(10d10+30) **DEX** 10 (+0) **WIS** 12 (+1)
Speed 30ft **CON** 16 (+3) **CHA** 10 (+0)

Saves +9 Str, +7 Con, +4 Wis

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

Condition Immunities Poisoned

Senses Darkvision 60ft., Passive Perception 11

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

Multiattack. A Brute makes three attacks, two slam and one bite

Slam. MWA +9, 12 (2d6 + 6) bludgeoning damage.

Bite. MWA +9, 11 (1d10 + 6) piercing damage.

C6. Study Room

Notes and scrolls litter the stone floor, surrounding a circle of bones in the middle of the room. Amongst the scrolls on the floor is a *Conjure Daemon* scroll with the name 'Alurndax' written hastily on the end of it. The scroll and the circle of bones, or any drawn circle, can be used to summon a Daemon the party knows the name of.

If summoned **Alurndax** is a female Daemon, dressed in thick blue robes, with some books held under her left arm and glasses resting on her nose. Her skin is a mix of blue and red, with small smooth horns erupting from her forehead. Alurndax is a scholarly Daemon who considers herself always the intellectual superior in the room, with little patience for 'dullards'. She knows what's going on in the crypt and will tell the party about the Daemon Lord summoning if they give her either a rare book, a magic scroll or a page from a spellbook. It doesn't matter if she already has a copy, she considers each to have their own individual traits and worth, but if given something very valuable or rare then she will actually join the party and assist them in battle with her spells. If her deal is refused or can't be met then she casts a *fireball* on the party before returning to her own realm.

Alurndax

Medium Daemon (Fiendish), Chaotic Evil

Challenge 4
(1,100xp)

Armor Class 14 **STR** 10 (+0) **INT** 18 (+4)
Hit Points 65 (10d8 + 20) **DEX** 12 (+1) **WIS** 10 (+0)
Speed 30ft **CON** 14 (+2) **CHA** 9 (-1)

Skills Arcana +8, History +8, Religion +8

Senses Darkvision 60ft., Passive Perception 11

Spellcasting. DC, +8 Hit

Cantrips: *Firebolt* (1d10), *Message*, *Mage Hand*

3/day: *Magic Missile* (3d4+4), *Shield* (+5)

2/day: *Enhance Ability*, *Mirror Image*

1/day: *Fireball* (8d6)

Book Slap. MWA +3, 2 (1d4) bludgeoning damage.

C7. Ambush Hallway

Incense and smoke waft in the air like haunted spirits in this hallway, with the bodies of robed figures lying on the floor. The figures on the floor aren't actually dead, rather they are **4 possessed students** pretending to be dead in order to get a surprise round on any intruders. Anyone passing a DC 14 medicine check finds no wounds, but can feel an erratic heartbeat. If attacked or interacted with too much the possessed students lose the benefit of their surprise round.

Possessed Student

Medium humanoid (human), Chaotic Evil

Challenge 1
(200xp)

Armor Class 13 **STR** 10 (+0) **INT** 14 (+2)
Hit Points 18 (4d6 + 4) **DEX** 13 (+1) **WIS** 10 (+0)
Speed 30ft **CON** 12 (+1) **CHA** 5 (-3)

Senses Passive Perception 10

Possessed. When the student is reduced to 0 hit points, a Pact Daemon(20) appears in it's space. If a *Protection from Evil* spell or similar ability is cast on the student they automatically fall to 0 hit points and no Pact Daemon appears.

Spellcasting. DC 14, +5 to hit

Cantrip: *Firebolt* (1d10)

1st(2/day): *Burning Hands* (3d6), *Fog Cloud*

Dagger. MWA +3, 2 (1d4) piercing damage.

C8. Daemon Market

A cacophony of noise fills the hall as you approach the large burial chamber, conversations and strange alien words smothering out almost every other noise. Within the room an improtue and exotico bazzar has been established by strange Daemonic figures of differing sizes, peddling the bones of the deceased, their coffins, and stranger items of flesh and metal.

So long as the party don't enter the room the Daemons inside pay them no mind, but as soon as someone enters they'll be approached by one of the 'merchants' offering to sell them an exotic item. Each of the **9 Daemon Merchants (22)** sell something different and strange, some of the items might be beneficial while others could easily be cursed but the Daemons will always hide any ill effects they might have. Below are some examples of their wares and their costs:

- **Bronze Earrings of the Desert Empress**, anyone wearing them believes they are beautiful.
- **The Skull of a Lovestruck Human**, which hums when put in the dark.
- **Stone coffin of Deathly Sleep**, when a creature goes to sleep inside of it they don't wake up for 24 hours.
- **Pipe of Bliss**, when smoked from heals a level of exhaustion, but is addictive and reduces the user's max hit points by 5 until their addiction is cured.
- **Steel Bracelet of Remorse**, grants the owner +1 on all saves but also gains the heavily encumbered condition.
- **Tarot Deck of Misfortune**, the owner must draw a new card each day, which determines an unlucky event or accident that will happen to them soon.

- **Ring of Marriage**, the owner is soul bound to another creature. The owner has no knowledge of who or what this creature is.
- **Chair of Retirement**, who ever sits in the chair appears as a very old version of themselves to any onlookers as the Disguise Self spell (DC16).
- **An exotic potted plant**, has no magical properties

The door towards C10 is blocked by a large invulnerable Daemon, whose body is partly fused with a large shield. If approached he warns only 'paying customers' can pass safely, pointing back at the market unless each member of the party has bought something. Once they have an item each, or they attack him, he tells them that they can pass once the 'Merchants' have been reimbursed for their time here. Every merchant the party has not bought an item from then attacks, and once they're defeated the Shield Daemon moves out of the way of the doorway.

Daemon Merchant

Medium Daemon (Fiendish), Chaotic Evil

Challenge 1
(200xp)

Armor Class 15 **STR** 10 (+0) **INT** 12 (+1)
Hit Points 30 (4d10 + 8) **DEX** 14 (+2) **WIS** 10 (+0)
Speed 30ft **CON** 14 (+2) **CHA** 16 (+3)

Senses Darkvision 60ft., Passive Perception 10

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

Multitask. A Daemon makes two steal attacks.
Steal. MWA: +5, 10 (2d10) gold vanishes from the targets purse

C9. The Slaver

Colourful beads hang from the doorway to this chamber, where thick black smoke wafts across its floor. The inside of the crypt has been almost entirely refurbished with colourful sofas and pillows. At the corner of the room you spy a coffin has been stuffed with comforts and the corpse inside carefully left to rest on top of them.

2 Brute Daemons watch the party as they enter, though they don't attack them unless the party act hostile. Sat atop a small mound of cushions is **Drezorkan**, a slaver Daemon with the appearance of green man and yellow women merged halfway in the middle. The Daemon greets the party, curious if they're interested in buying or sell anything. The Daemon primarily trades in slaves, revealing some of Jacolyin's students from inside a coffin if the party convince them to show off their wares. Drezorkan will sell their 2 slaves for 300 gold each, or will offer to purchase any 'people' the party bring to them for 100 gold each.

If attacked Drezorkan and their Brute Guards will try and knock the party out, escaping with their slaves. Once the Daemon Lord returns to his own realm Drezorkan vanishes along with any slaves they still have.

Drezorkan

Medium Daemon (Fiendish), Chaotic Evil

Challenge 3
(700xp)

Armor Class 16 **STR** 10 (+0) **INT** 20 (+5)
Hit Points 65 (10d8 + 20) **DEX** 16 (+3) **WIS** 14 (+2)
Speed 30ft Fly **CON** 14 (+2) **CHA** 16 (+3)

Saves +8 Int, +7 Wis

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

Condition Immunities Poisoned

Senses Darkvision 60ft., Passive Perception 12

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

Spellcasting. DC 17, +7 Hit
 Cantrip: *Poison Spray* (2d12), *Minor Illusion*
 3/day: *Charm Person*, *Sleep*, *Color Spray*
 2/day: *Blindness/Deafness*, *Hold Person*, *Suggestion*
 1/day: *Hypnotic Pattern*, *Slow*

Touch. MWA +5, 9 (2d6 + 5) psychic damage.

Brute Daemon

Medium Daemon (Fiendish), Chaotic Evil

Challenge 2
(400xp)

Armor Class 14 **STR** 18 (+4) **INT** 12 (+1)
Hit Points 45 (6d10 + 12) **DEX** 10 (+0) **WIS** 12 (+1)
Speed 30ft **CON** 15 (+2) **CHA** 9 (-1)

Saves +6 Con

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

Skills Athletics +8

Senses Darkvision 60ft., Passive Perception 11

Zap. On the start of the Daemons turn if it has a creature in a grapple it can as a free action deal 6(2d6) electricity damage and force the creature to make a DC 12 Wisdom save. On a failure the creature is stunned until the end of it's next turn.

Multitask. The Daemon makes two attacks, one pincer staff and one kick.

Pincer Staff. MWA +7, 9 (1d4 + 3) piercing damage, grab (DC 15 escape)

Kick. MWA +7, 6 (1d4 + 4) bludgeoning damage.

C10. The Painters Hallway

All along this hallway of remains, bright coloured paint has been dashed across all of it's surfaces. A thin gangly creature is painting something just out of sight in one of the alcoves.

The painter daemon cannot speak, when the party enters the hallway he raises a hand to motion them to stop. If they do he presents to them a skull he has painted, covered with detailed patterns, and then gives them an unpainted skull along with his painting equipment. He waits to see if any of the party paint the skull, if they do an average job he melts away and **3 Paint Daemons(23)** attack the party, but if they do a good job he smiles and melts away without causing an encounter.

If the party ignore him, or attack him, or just do a bad paint job he melts away and the party are attacked by 8 Paint Daemons rising from the floor. If rises again after the encounter with the skulls to give the party one more chance, if they fail they must fight another 8 Paint Daemons.

Paint Daemon

Medium Daemon (Fiendish), Chaotic Evil

Challenge 1
(200xp)

Armor Class 14 **STR** 10 (+0) **INT** 10 (+1)
Hit Points 45 (6d10 + 12) **DEX** 16 (+3) **WIS** 10 (+1)
Speed 30ft **CON** 14 (+2) **CHA** 13 (+1)

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

Senses Darkvision 60ft., Passive Perception 10

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

Multiattack. The daemon makes two attacks.

Slam. MWA +5, 5 (1d4 + 3) bludgeoning damage.

Paint Target(1/day). As an action the daemon paints a part of a creature's body it can touch with its colour. Until the daemons next turn all attacks on the creature have advantage.

C11. Gauntlet of Spikes

Metal spikes have sprouted from the walls and floor of this chamber, encircling the flat centre of the room, with bones and old stone coffins hang impaled from the ceiling.

This room is guarded by **Malcoktes**, a torture Daemon uninterested in bargains or pleas of mercy. As soon as someone steps into the room he and 4 **Spike Daemons** jump down from the ceiling to surprise any intruders, anyone passing a DC 18 perception check is not surprised by this ambush. The centre of the room is safe but anyone stepping near the walls takes 2d6 piercing damage from the spikes, but the Daemons are not affected by the spikes.

C12. Spirits Resting Chamber

A hunched figure covered in rags and chains stands in this room, surrounded by small fiendish creatures that pine for his attention. A large cage rests on the hunched figures back, containing a see through man who looks in distress.

When the hunched **Brute Daemon (22)** notices the party he asks for parley, he has no wish to fight them or impede their progress. He freely tells them about the Daemon Lords summoning, though he doesn't divulge any details about the Lord, in an attempt to convince the party to move on. If they stick around then the figure in the Daemons cage quietly begs for help, but the Daemon angrily hits the cage in order to silence him.

If asked about the spirit the Daemon will reluctantly tell them he found this lost soul in the crypt, but it now belongs to him. If they ask him to release it he gets very angry and commands his 4 **Daemon Swarms(18)** to attack.

Malcoktes

Medium Daemon (Fiendish), Chaotic Evil

Challenge 4
(1,100xp)

Armor Class 18 **STR** 14 (+2) **INT** 12 (+1)
Hit Points 75 (10d10 + 20) **DEX** 17 (+3) **WIS** 10 (+0)
Speed 30ft **CON** 14 (+2) **CHA** 8 (-1)

Saves +7 Dex, +6 Con, +4 Wis

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

Condition Immunities charmed, frightened, poisoned

Skills Acrobatics +8

Senses Darkvision 60ft., Passive Perception 10

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

Dash. As a bonus action the daemon can move 30ft without triggering attacks of opportunity.

Multiattack. The daemon makes two attacks.

Spikesword. MWA +7, 7 (1d8 + 3) piercing damage.

Spikeride(5-6 recharge). As part of his movement the daemon can use the spikes of it's own body to mesh with the spikes of the wall, allowing it to roll at incredible speed along the spikes until it finishes a complete circle. Any creature along this path takes 16(4d8) piercing damage as the daemon rolls over them.

Spike Daemon

Medium Daemon (Fiendish), Chaotic Evil

Challenge 3
(700xp)

Armor Class 15 **STR** 10 (+0) **INT** 12 (+1)
Hit Points 52 (7d10 + 14) **DEX** 16 (+3) **WIS** 10 (+0)
Speed 30ft **CON** 14 (+2) **CHA** 9 (-1)

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

Condition Immunities charmed, frightened, poisoned

Senses Darkvision 60ft., Passive Perception 10

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

Multiattack. The daemon makes two attacks.

Spikesword. MWA +6, 7 (1d8 + 3) piercing damage.

Spike Shot(5-6 recharge). RWA +6, 7 (1d8 + 3) piercing damage, and the target must make a DC 14 strength saving throw. On a failure they are pushed into the spike wall and nailed to it. On their turn they can use an action to try and escape with a DC 12 athletics check.

The freed the spirit thanks the party and introduces himself as **Mark Turning**, in the past he was the founder of the original village that Dalmill was built on. He promises to aid them in their struggles against the Daemons, lest a terrible fate befall the people of his home. He heals the party 3d6 Hit Points and also grants them 2d6 temporary hit points from his own spiritual vigor

C13. The Daemon Lord

The air here is hot like a sauna, heat pulsing from the large figure sat upon a stone throne at the end of this long room. His smooth skin is dark as ash, his cloths are a vibrant array of red and purple, with two large horns resting on his head as. He smiles towards you sat inside a pristine white chalk circle, white smoke rising from it's edges.

It is here at the end of the crypt where **Jacolyin** is engaged in a ritual to fully summon the **Daemon Lord Rathumar (00)** and bind him to his contracted task. He appears visibly drained by the process, out of breath, sweating and with large black rings under his eyes, but will try to deny any assertion that he can't handle the strain of the ritual. If the party speak to Jacolyin he might try and gloat, commanding the Daemon Lord to smite them, but Rathumar will refuse. The contract only compels him to set his minions on Dalmill, nothing more, and by the end of it Jacolyin will die.

With Jacolyin humbled or knocked out by the party the Daemon Lord will make them an offer, he doesn't want to attack Dalmill but the ritual can't be stopped. Instead the ritual could be overwritten by a contest of names, a powerful challenge amongst Daemons that can void even the most powerful of bindings. If the party win the contest then Rathumar and his minions will return to the Sunless Realms, and he'll also give them the **Sceptre of Might** as a reward. If they lose on then Rathumar will be still leave the mortal realm, freed of his contract, but he'll take a True Name from each of the party.

Once the challenge is accepted the room begins to shift and turns into a large arena, where Daemons of all shapes and sizes fill it's stands loudly clapping, cheering and stamping their feet. A small Daemon dragging a wagon full of musical instruments approaches the party and asks them each to take their 'weapon of choice', whilst a horde of Daemons carry a large guitar to Rathumar's hand.

Contest of Names

The contest of names plays like a combat encounter, but a character could also use their performance or musical tool proficiency to deal damage instead. For example if a character rolls a 15 performance check, then Rathumar counts as taking 15 damage. If a player rhymes as part of their check or attack then they roll with advantage.

Once everyone is armed (With a weapon or musical instrument) a small blue Daemon begins the contest with a rhyme:

*Come one come all
As mortal and Daemon set their claims!
Come one come all
For the contest of names!*

Rathumar begins by using his Devil's Solo ability and singing the following:

*So a mortal comes to me,
thinking he can challenge my majesty?
Full of pride and bluster,
I think you've made a mistake buster*



*I am a Lord of many names,
Stolen from kings and peasants all,
Lost lives and tears of pity are all that remains,
When I sing my song that enthralls their domains*

Every time Rathumar's HP is reduced by 40 he uses his **Devil's Solo** ability on his turn and sings his next verse.

Verse One:

*You think a simple tune will help you now?
Give up, admit it, you're out of your league,
A contest of names is nothing like battle fatigue*

Verse Two:

*My song has bested great minds and small,
Each thinking they could beat a Lord above all,
But now they are supper in my great hall*

Verse Three:

*The last laugh is always mine mortal bores,
I'll mash your names, make them fit for me
And celebrate with a cup of tea*

Verse Four:

*You've impressed me mortals,
You've stood tall and proud like immortals,
Lasting much longer then I would have thought,
But here comes my killing retort*

Rathumar

Large Daemon (Fiendish), Chaotic Evil

Challenge 9
(5000xp)

Armor Class 14 **STR** 25 (+7) **INT** 20 (+5)
Hit Points 210 (20d10+100) **DEX** 18 (+3) **WIS** 18 (+4)
Speed 30ft **CON** 30 (+10) **CHA** 26 (+8)

Saves +14 Dex, +20 Con, +14 Wis

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

Condition Immunities charmed, frightened, poisoned, grappled, restrained, silenced, disarmed

Skills Performance +15

Senses Truesight 120ft., Passive Perception 20

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

Legendary Actions(1). Rathumar can use his *Bring Together*, or *Hellish Melody* at the end of other creatures turns by spending 1 point, recharging at the end of his next turn.
Bring Together. 30ft Cone, DC 16 Charisma, on a failure targets move next to each other and take 10 (2d6+4) thunder damage.
Hellish Melody. 20ft line, +10 to hit, 13 (3d6+4) thunder damage.
Devils Solo. 25ft square, 24 (8d6) thunder damage, DC 14 Cha for half.

Battle Changes

Jacolyns ritual ends with his death, unleashing a torrent of Daemons upon Court Yard that begin to rip a tidal wave of chaos and destruction wherever they go. Multiple kinds of Daemons begin to appear, attacking everyone and anything in earnest. In order to reach the Old Windmill the party must face the following encounters: **7 Swarm Daemons(19)**, **4 Brute Guard (22)** and **4 Pact Daemons(20)** before having to fight the Possessed Windmill to gain entry to the Crypt and it's normal encounters.

Consequences

Court Yard. With the army separated from the castle they lose access to not only their reserve forces, but lose their retreat point within it's walls. The heavy pressure from Court Yard likewise splits their attention, giving Dalmills enemies ample time to make deadly blows. If the Daemon Lord is banished back to his realm quickly then the damage is kept to a minimum.

The Church. If the Church from Part Three finished their ritual to merge their plans with Court Yard, then the Daemons begin to fight them as well. The confusion of this battle gives the Dalmill army time to focus on Trenton, but eventually this fight between church and daemon will spill over to every corner of Dalmill if one or both sides are not halted.

Rewards

For banished the Daemons grant the party 28,400 xp. If they won the contest of names grant them each an additional 1000 xp.

Windmill

Huge Construct, Chaotic Evil

Challenge 6
(2,300xp)

Armor Class 12 **STR** 22 (+6) **INT** 8 (-1)
Hit Points 65 (10d8 + 20) **DEX** 8 (-1) **WIS** 14 (+2)
Speed 20ft **CON** 20 (+5) **CHA** 7 (-2)

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

Condition Immunities charmed, frightened, poisoned,

Senses Darkvision 60ft., Passive Perception 12

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

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

Multiattack. The windmill makes two slam attacks.

Slam. MWA: +8, 15 (3d6 + 6) bludgeoning damage.

Gust of Wind(5-6 recharge). 60ft cone, every affected creature must make a DC 14 strength saving throw or be pushed back, or forwards, 30ft. On a failure each creature also takes 18(6d6) slashing damage.

Double Cross?

At first the daemons incursion on Dalmill might seem counterproductive to the Copper Kings goals, for if it's assumed everything goes as planned then the Church will unleash their powers but then be attacked by these rampaging Daemons. But this is because the Copper Kings have double crossed the church, whilst Voronwë's promise to the church might be genuine his allies in the Copper Kings would rather see the Court of Seasons influence diminished in Ramulia. So in secret they gave Maiven the means to set up this betrayal.

Whilst the party might never directly learn of these details, they do affect character and faction relations.

Part Five, Elements of a Traitor

The Magister Daimen Thurman, real name Maiven Merilairon, has been masquerading as a friend to the crown for Ramulia's entire existence. On the eve of Trentons invasion it is time for Maiven to lead the Copper Kings most crucial step in their coup plot, to take over Castle Dalmill and kidnap King Alred. The Magister is well known to be a master of evocation magic, but in truth many of his powers of destruction stem from his knowledge of conjuration magic. For the last couple of nights Maiven has been disguising himself as other members of the castle and etching arcane runes across it's halls. Once the battle for Dalmill begins Maiven plans to activate the runes, which serve as the focus points for a powerful conjuration ritual he has already prepared.

Whilst the castle is thrown into chaos by the sudden invasion of elementals the Copper Kings agents, led by the powerful monk Fei Tora, will work their way to the Kings Throne room in order to kidnap him. Once they have the King secured they will escape with him outside of Dalmill, ensuring the success of Trenton's invasion.

The Castle

Whilst Castle Dalmill is a young fortress it is still an imposing defensive structure, with a strong outer wall and choke points dotted throughout its design. Unlike the previous Parts which are mainly linear, the castle encounter can flow in a number of different directions. Make sure to familiarise yourself with it's layout and the most likely ways the characters will react to changing situations.

The Plan

Maivens plan relies on two prime elements, chaos and the skill of Fei Tora and his monks. With the castle guard busy defending themselves from a sudden surge of elementals flooding the halls, Fei will be able to move in and seize the King before anyone can react.

- Before the battle is met Maiven will move to D31, the top of the Western Tower, on the premise he is preparing his spells to defend the castle.
- Once he sees the battle underway he'll activate his ritual, causing elementals to appear throughout the castle where he has etched his runes.
- Fei Tora, and his monks, are hiding at the top of the unfinished Eastern Tower (D32). As soon as the elementals are summoned they'll jump down and move for D17, the kitchen.
- From the Kitchen they'll move fast, knocking out anyone who obstructs them, and move in the following sequence: D17>D16>D15>D19>D20>D21>D24>D30
- If the King is not in his throne room as expected, they'll have to go find him.
- Once they have the King they'll make a break for the Western Tower, by jumping from balcony in D27, to join up with Maiven.
- Once together Maiven will use a scroll of *Teleportation* to bring him, the monks and the King to the heart of the Treton army.

The Complication

There is one element that Maiven does not know about, which will immediately throw a wrench into his plans. D30, the throne room, has a secret security lockdown that only the King and Troy Redbarrow knows exists. At any point the King can activate it, causing all the doors to become sealed in solid stone. The King knows some very basic magic, and he's canny enough to know when his castle has been breached, so he almost immediately activates it after the elementals are summoned.

With no easy method of removing the stone Fei Tora and his monks will be forced to try and break inside. Thus anyone coming to the Kings defense has a little bit of time before the monks will manage to reach him.

Maiven's Reaction

Depending on how the party confront Maiven during their investigation before the battle his encounter can go a number of different directions:

- If they don't suspect him then he suggests they might be able to find all the runes by splitting up. He also might ask for one of them to stay behind to help him research the runes. If the party agrees to this then he waits until they're a good distance away before trying to trick the one with him into drinking from the Green Tea Cup, forcing them to attack their companions as he activates the runes and begins the attack.
- If they suspect him by openly questioning him then he tries to turn his back on them to hide his face. This close to the end of pretending to be Daimen he can hardly keep from gloating. He unleashes his Elemental Protectors on the party at a suitably dramatic moment.
- If the party suspect him but don't reveal that (With moderate deception checks), then it's possible to catch Maiven by surprise. He tries to summon his **2 Elemental Protectors (00)** in order to escape once attacked.

Regardless of their approach once Maiven knows his cover is blown, or is attacked, then his ritual activates.

A Letter of Concern

In the previous chapter there was an opportunity for the party to do their own investigation into the 'Man in Greens' God Item, by themselves or by contacting a friend. If the party took the initiative to do this, not trusting Daimen to discover something, then it is around the time they begin heading to the castle they should receive a reply or an answer which details the Green Cups properties (Page 00 of the DM's Guide to Ramulia). If the party acquire this clue it should become immediately obvious that Daimen is a prime suspect.

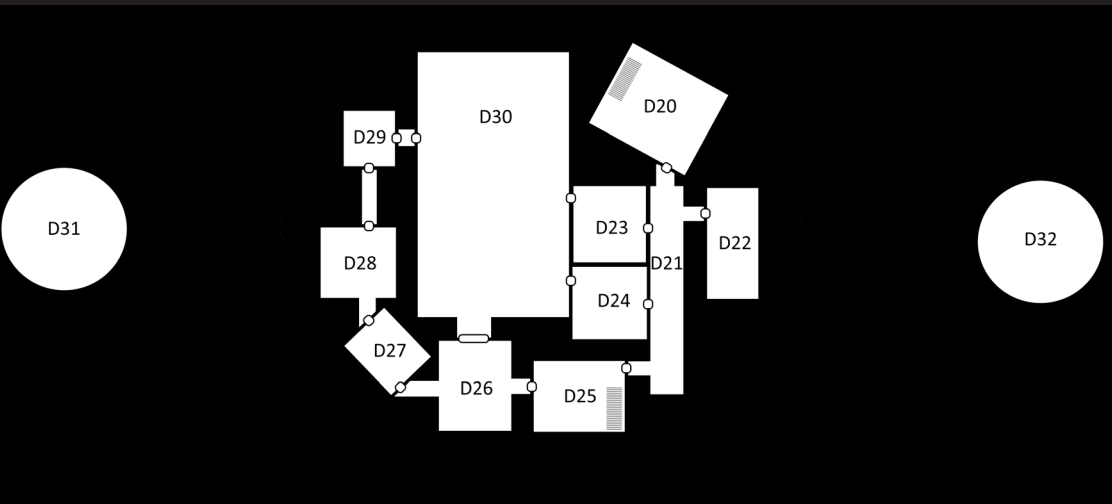
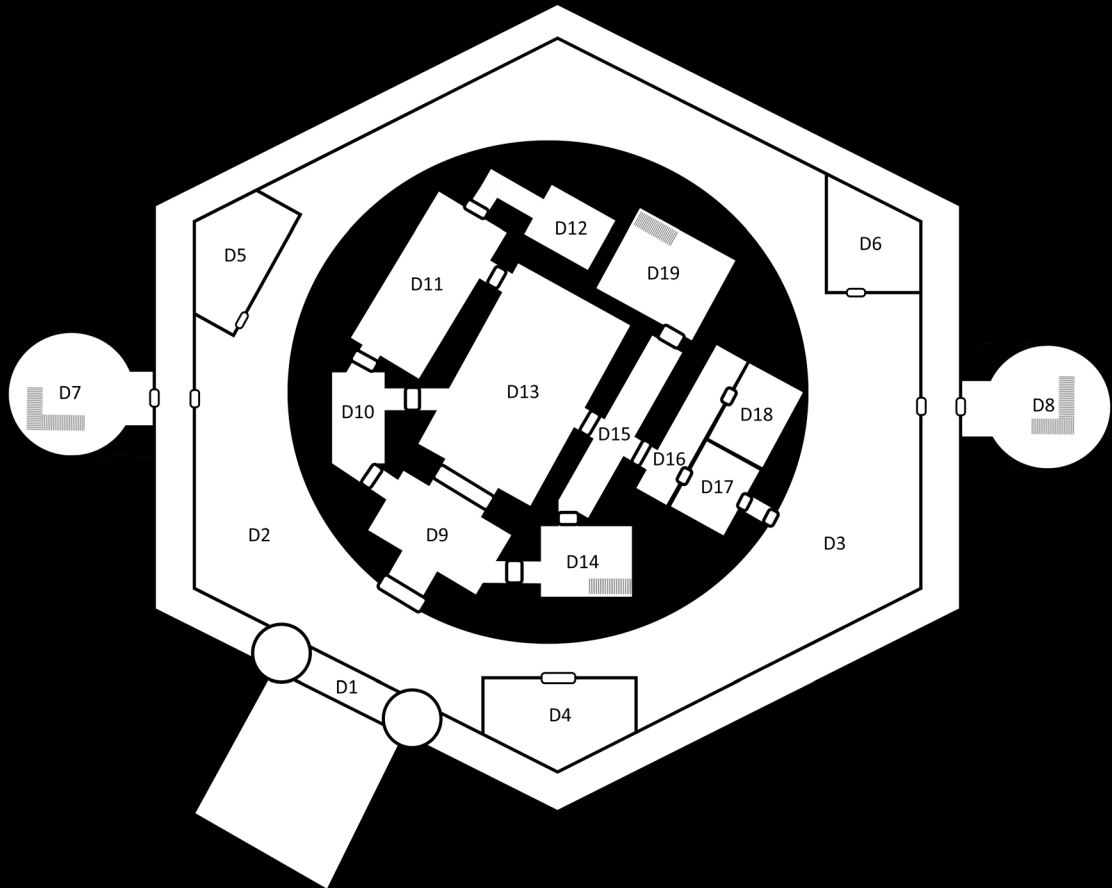
Why is the King in the Throne Room?

As much as King Alred would like to lead his armies in the cities defense, his council universally agreed that putting him in danger is too high of a risk. With no heir or clear successor Alreds death would mean the end of Ramulia, so they managed to convince him that his responsibilities hold him to do what's best for the Kingdom. Which is why Maiven is confident he'll be in the Throne Room during the battle.

Last Clue, The Runes

If the party investigate the castle before the battle there's one piece of evidence that puts great suspicion on Daimen. After the Sheriff disappeared the magister actually ordered the guards to cease their search for the runes, citing they were not dangerous. If questioned about this Daimen will make up a flimsy excuse, and anyone passing a DC 18 insight check will notice that Daimen's reactions are too perfect. Too rehearsed. Like he's acting a character from a play.

If the party go looking for the runes on their own, it's not difficult to find one after spending some time searching for them. Anyone passing a DC 18 Arcana check will know that they serve as a target for a spell, which must be at least within a mile. However if it's tampered with Maiven will know, and if two are destroyed he'll activate the ritual and try to escape to the western tower.



Before the Battle

The day before the battle a few placements are different, as well as how the characters react to the party's investigation.

- King Alred is in either D29 or D28, lost in thought and upset he can't join the battle.
- Maiven (With his Magister Daimen persona) is in D12, reading.
- There is an extra guard in every location they are placed in.

Exploring the Castle

Unlike the dungeons of this adventure it's highly likely the party have been to the castle before, but might have never seen a map of it. Because of this the map, and it's descriptions, are aimed for once the Elementals are summoned. You can reveal the map to the party, as they likely have a basic idea of the castle's layout, but it's advised you wait until they trigger the encounters. Nothing makes a player more suspicious then suddenly having a battle map in front of them.

D1. Castle Gate

The tall imposing structure of grey stone is marred and cracked where a large figure of stone and rock has bashed into it. The figure stands in front of the gate, barring the path inside the castle.

The exterior of the castle gate is guarded by a giant **Stone Elemental**, who attacks and chases any creature it perceives as hostile. If Maiven is not in his tower the elemental goes on a rampage and ignores the gate. **5 Guards** are here, but they are unable to damage the creature.

Guard: AC 15; HP 16; Spd 30ft; Melee longsword +4, 6 (1d8+2); Str +2, Dex +0, Con +1, Int +0, Wis +0, Cha +0; CR 1/4; XP 50.

Stone Elemental

Large Elemental, unaligned

Challenge 5
(1,800xp)

Armor Class 17 **STR** 20 (+5) **INT** 5 (-3)
Hit Points 126 (12d10+60) **DEX** 8 (-1) **WIS** 14 (+2)
Speed 30ft, 30ft Burrow **CON** 20 (+5) **CHA** 5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, slashing from nonmagical weapons

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses Temorsense 60ft., Passive Perception 10

Earth Glide. The elemental can burrow through non magical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Multiattack. The elemental makes two slam attacks.

Slam. MWA +8, 10ft reach, 14 (2d8 + 5) bludgeoning damage.

D2. Castle Field, West

The normally lush green fields of the castle have been whipped into a frenzy by spinning whirlwinds, cutting a swath through the grass and anyone caught in their path. The **5 Whirlwind Elementals** stay in this part of the field, focusing their attacks on the creature who has moved the furthest in some messed up game of tag. **3 Guards** are fighting the creatures, but have trouble striking them.

D3. Castle Field, East

Scorch marks and burning patches now dominate the field as small figures of flame toss fireballs between each other, bouncing across the floor whenever they miss. The **5 Fire Throwers** follow their namesake, attacking any creature foolish enough to get within their range.

D4. Stables

The sound of panicked horses fills the stables as a fire begins to spread over the structure, with a large figure of fire biting into the wooden beams. The large **Fire Elemental (30)** is trying to 'eat' the wood, turning it into charcoal in it's mouth as it's engulfed by its flames. It doesn't immediately react to other creatures unless they get to close or attack it.

Whirlwind

Medium Elemental, unaligned

Challenge 2
(450xp)

Armor Class 15 **STR** 12 (+1) **INT** 6 (-2)
Hit Points 37 (5d10 + 10) **DEX** 18 (+4) **WIS** 10 (+0)
Speed 40ft Fly (Hover) **CON** 14 (+2) **CHA** 6 (-2)

Damage Resistances lightning, thunder

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

Senses Darkvision 60ft., Passive Perception 10

Multiattack. The elemental makes two slam attacks.

Slam. MWA +5, 8 (1d8 + 4) slashing damage, target lifted 10ft off the ground unless they pass a DC 10 strength save.

Movement speed becomes 0 until the end of target creatures next turn.

Fire Thrower

Small Elemental, unaligned

Challenge 2
(450xp)

Armor Class 13 **STR** 10 (+0) **INT** 6 (-2)
Hit Points 42 (5d10 + 15) **DEX** 16 (+4) **WIS** 10 (+0)
Speed 30ft **CON** 16 (+4) **CHA** 6 (-2)

Damage Immunities fire, poison

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

Senses Darkvision 60ft., Passive Perception 10

Multiattack. The elemental can make two touch attacks or throw one fire orb

Touch. MWA +5, 6 (1d6 + 3) fire damage.

Throw Fire. MWA +5, 60ft range, 9 (2d6 + 3) fire damage.

D5. Barricks

6 Guards (28) are currently fighting **5 Stone Soldiers**, bulky figures made up of granite. The barracks furniture has been completely destroyed, creating big patches of difficult terrain.

D6. Servant Quarters

Unusually, unlike the rest of the castle, the servants quarters does not have a an elemental summoned into it. The majority of the castles civilians have retreated inside for safety.

7. Western Tower, Lower

The lower level of the caster's tower has been locked shut, the men inside under orders from the magister to ensure no one disturbs him. The **3 Guards (28)** inside will refuse to unlock the door, but a social check above DC 15 (Deception, intimidate, persuasion) will convince them to open it. The lower level of the tower is mundane for the most part but anyone stepping up the stairs will cause a magical trap to trigger for 5d6 fire damage, half if they pass a DC 14 dexterity check.

D8. Eastern Tower, Lower

The door to the eastern tower is not locked, but only **2 Guards (28)** are inside. Distracted by the noises they will run out of the tower into D3 to see what's going on, likely dying. Up the stairs to their is a sealed door with a large warning sign that reads "Unfinished Construction, No Permission".

D9. Greeting Room

A strong wind blows through the first chamber of the castle, sending its decorations scattering across the room and ripping the red carpet on the floor apart.

At the start of their turn anyone in the room takes 1d6 slashing damage from the Razor Wind's aura ability, who focuses its attacks and abilities on the least armoured creature. When it is first summoned **3 Guards (28)** and **Chamberlin Charles** try to fight it, before falling back into the armoury. If they save Charles, who is dressed in a full plate of armour, he'll credit them for their appropriate dress sense for once (I.E. Ready for battle).

D10. Armoury

The weapons that normally hang on the shelves of this room spin in the air, before attaching to the stone figures in the room with a loud metallic bump.

The **3 Magnetic Elementals** focus their efforts against the creatures wearing the most metal, trying to take their weapons and armour.

D11. The Chapel

The floor of the white stone chapel lies wet, with large puddles spread across the room. A serpent made of water dashes in and out of the puddles effortlessly, arching across the room at a rapid pace.

Razor Wind

Large Elemental, unaligned

Challenge 5
(1,800xp)

Armor Class 15	STR 14 (+2)	INT 6 (-2)
Hit Points 90 (12d10 + 24)	DEX 20 (+5)	WIS 10 (+0)
Speed 40ft Fly (Hover)	CON 14 (+2)	CHA 6 (-2)

Damage Resistances thunder, lightning, bludgeoning, piercing, slashing from nonmagical weapons

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

Senses Darkvision 60ft., Passive Perception 10

Air 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. Any creature who starts their turn in the elementals space takes 6 (2d6) slashing damage.

Razor Aura. Any creature within 60ft of the elemental takes 3 (1d6) slashing damage at the start of their turn.

Multiattack. The elemental makes two slam attacks.

Slam. MWA +7, 14 (2d8 + 5) bludgeoning damage.

Cutting Winds (5-6 recharge). Every creature in the elementals space must make a DC 14 strength save or be flung 20ft in a random direction and fall prone, taking 9 (3d6) slashing damage. If they hit a creature or object they both take 3 (1d6) bludgeoning damage.

Magnatron

Medium Elemental, unaligned

Challenge 3
(700xp)

Armor Class 17	STR 18 (+4)	INT 6 (-2)
Hit Points 52 (7d10 + 14)	DEX 10 (-1)	WIS 10 (+0)
Speed 30ft	CON 14 (+4)	CHA 6 (-2)

Damage Vulnerabilities thunder, lightning

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses Temorsense 60ft., Passive Perception 10

Magnetic Body. Every time an attack roll from a metal weapon resolves to lower than 13 it becomes stuck to the elementals body. As an action the weapon can be pried off the elemental with a DC 14 athletics check.

Multiattack. The elemental makes two slam attacks.

Slam. MWA +6, 9 (2d6 + 4) bludgeoning damage.

The **Water Serpent (30)** attacks anyone who enters the room, trying to bite them as it passes by and pulling them into its domain in the puddles. Anyone stepping on a puddle immediately drops into what appears to be a bottomless ocean, the surface blocked like ice save for where the puddles on the floor are. Four normal servants and a priest are in this room, but are no match for the Water Serpent and are all drowned unless it is encountered early.

Water Serpent

Large Elemental, unaligned

Challenge 4
(1,100xp)

Armor Class 14 **STR** 18 (+4) **INT** 5 (-3)
Hit Points 95 (10d10+ 40) **DEX** 14 (+2) **WIS** 10 (+0)
Speed 20ft, 40ft Swim **CON** 18 (+4) **CHA** 9 (-1)

Damage Immunities cold

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

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

Senses Darkvision 60ft., Passive Perception 10

One with Water. Whilst submerged in it's extraplanar dimension of water, the elemental has damage resistance from all damage.

Puddle Portal. At the end of the elemental's turn a large sized puddle appears below it, remaining for 1 minute. Any creature that steps onto the puddle falls into a bottomless extraplanar dimension of water, but can treat any puddle as the surface of the water.

Multiattack. The elemental makes two bite attacks.

Bite. MWA +6, 9 (3d6 + 4) cold damage.

Slipstream Drag (5-6 Recharge). Using its long body the elemental creates a 50ft line of flowing water, out from one of the puddle portals and into another. Every creature along this line, including the elemental, are dragged into the puddle portal unless they make a DC 14 strength saving throw, taking 18(6d6) cold damage and half damage on a success.

D12. Library

The room is engulfed in flames, the books in the locked shelves burnt away to nothing but ash as a large figure of fire presses its hands onto any flammable surface.

Left behind by Maiven is a **Fire Elemental** as a trap for anyone coming to rescue 'Daimen', but unlike the other elementals he has direct control over it. He spreads fire throughout the room to make it difficult for anyone to enter it safely and focus's his attacks on the most 'troublesome' target.

D13. Grand Hall

With 4 **Stone soliders**, 4 **Fire throwers (28)**, 4 **Whirlwind Elements (28)** and 8 **Guards (28)** the Grand Hall serves as the largest combat in the castle and the main distraction from the attackers real goal. Whilst it's possible to defeat this encounter with the aid of the guard, too long here will give the Fei Tora enough time to break into D30 and grab the King.

D14. Southern Tower, Ground

The stairway up has been blocked by a regiment of statues that look like soldiers, thrusting out spears of stone at anyone approaching. 3 **Stone soldiers** are trying to take over the Southern Tower, to help impede anyone trying to get to the next floor. 3 **Guards (28)** are here also but don't stand much of a chance against the stone soldiers unless their helped early.

Fire Elemental

Large Elemental, unaligned

Challenge 5
(2,300xp)

Armor Class 13 **STR** 10 (+0) **INT** 6 (-2)
Hit Points 102 (12d10+ 36) **DEX** 17 (+3) **WIS** 10 (+0)
Speed 20ft, 40ft Swim **CON** 16 (+3) **CHA** 7 (-2)

Damage Immunities fire, poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses Passive Perception 10

Multiattack. The elemental makes two touch attacks.

Touch. MWA +6, 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Stone Solider

Medium Elemental, unaligned

Challenge 4
(1,100xp)

Armor Class 16 **STR** 18 (+4) **INT** 5 (-3)
Hit Points 47 (5d10+ 20) **DEX** 8 (-1) **WIS** 10 (+0)
Speed 20ft, 40ft Swim **CON** 18 (+4) **CHA** 5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses Passive Perception 10

Multiattack. The elemental makes two attacks.

Stone Spear. MWA +6, 7 (1d6 + 4) piercing damage.

D15. Main Hallway

The main hallway of the castle has been almost entirely consumed with fire, with sparks of flame drifting in the air like pollen. Anyone starting their turn in the burning hallway takes 3d6 fire damage from the sparks which ignite on contact, but if a character is wet they don't ignite and deal no damage.

D16. Servant Hallway

Small fire creatures burst from the torches of this hallway, running up and down it in erratic zig-zags. The small fire creatures are an environmental hazard, any creature walking through the hallway takes 1d6 fire damage. If the three torches are put out they stop producing the creatures and they shortly burn themselves out.

D17. Kitchen

If Fei Tora and his monks have already passed through the kitchen then there are 5 unconscious castle servants on the floor. If awoken one can recall that someone burst through the exterior door before kicking him in the face so hard he flew over the table.

D19. Northern Tower, Ground

Hiding amongst the shadows is a **Fire Monk (33)**, left behind by Fei Tora to keep a watch and delay anyone coming to the King's rescue. A number of guards are unconscious on the floor, knocked out by the Fire Monk when they tried to go upstairs. Depending on the situation the monk acts in a few different ways, he'll ambush any small groups entering the Tower, attack and escape to warn Fei Tora if the plan is going well, or try to sneak up behind the party when they face Fei Tora.

Anyone passing a DC 20 perception check notices their presence.

D20. Northern Tower, Second Level

A large **Fire Elemental (30)** stands in this room, under Maiwans control if he's in his tower. They attack anyone trying to get past them to D21.

D21. Grand Hallway

Lined with burning portraits of King Alred and some of his ancestors, this hallway looks more like the interior of a furnace. A creature made of burning bronze stands in the middle of it, fanning the flames with a large bellow under his arm. The **Bronze Smith** mainly focuses on increasing the heat of the hallway, dealing increased damage to anyone pulled into it.

Bronze Smith

Medium Elemental, neutral evil

Challenge 3
(700xp)

Armor Class 15 **STR** 10 (+0) **INT** 12 (+1)
Hit Points 59 (7d10 + 21) **DEX** 17 (+3) **WIS** 10 (+0)
Speed 30ft **CON** 16 (+3) **CHA** 9 (-1)

Damage Vulnerabilities cold

Damage Immunities fire, poison

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

Senses Darkvision 60ft., Passive Perception 10

Furnace. Every creature that enters or starts its turn within 60ft of the elemental takes 6(2d6) fire damage.

Bellows. RWA, 30ft range +7, 9 (2d6 + 3) fire damage and the target is pulled 10ft towards the elemental.

Heat it Up. As an action the elemental can use it's bellows to increase the damage from it's Furnace ability to 15(5d6) fire damage. If it receives damage it must make a DC 15 constitution save or this effect ends

D22. Noble Chambers

A series of rooms for the noble servants of the castle, as well as dignified guests, is currently occupied by **3 Stone Soldiers(28)** battling **4 Guards(28)**.

D23. Castle Guard Captain's Office

No elemental is summoned into this room, but the captain is knocked out once Fei Tora and his monks arrive. The door to the D30 is sealed with stone unless the monks have managed to break through it. You can run Fei Tora's encounter here if the party are fast enough, otherwise the party likely runs into them in D30 once King Alred has been knocked out.

D24. Councillors Office

The normally ordered office of the councillor has been torn apart by fire and strong winds, papers swirling through the air as sparks ignite the furniture. **Councillor Ránëlisä** is in her office at the time of the attack, defending herself from the **Fire Elemental (30)** summoned inside of it. Ránëlisä is not a pushover however and summons her own **Whirlwind Elemental(28)** to help defend herself. By herself she could win, but the struggle would put her out of the fight unless she was healed. If no one comes to her aid there's a small chance she dies.

D25. Southern Tower, Second Level

The second level of the Tower is guarded by **4 Stone Soldiers(30)**, who try to push down any intruders down the stairs while **3 Fire Throwers(28)** rain their attacks down on them.

D26. Vestibule

The waiting chamber for those visiting the king, there are **2 Guards(28)** standing by the door to D30 who don't know what to do since it turned to stone. If Fei Tora and his monks have passed through they knock them both out.

D27. Castle Balcony

The grey room stretches out towards a balcony, giving a view of the Gatehouse below and the city of Dalmill beyond it. Knights and warriors have been decorated along the bannisters of the balcony, conveying a scene of strength and valor.

The edge of the Balcony is about 50ft off the ground below it, Fei Tora and his monks plan to slide down the side of the castle in order to safely escape it. Anyone jumping down without a similar ability takes 4d6 bludgeoning damage from hitting the floor, half if they make a DC 15 acrobatics check.

D28. Queens Chamber

The room is filled with rich red and purple colours, with large wardrobes and beautiful mirrors. The bed is perfectly made, and the feminine items on the desk are neatly arranged.

No one lives in the Queen's chamber since King Alred is unmarried at the moment, but he does have a betrothal so the room was prepared with a high lady in mind. One of the servants is hiding here at the moment, scared after hearing terrible noises from outside the castle.

D29. Kings Chamber

A blue room fit for a king stretches out with oversized and expensive furniture covering every detail. Three swords sit on the far sized wall, different sizes and makes, and an empty armor stand by their side.

The King is usually here or on the Balcony if he's not in the throne room. In preparation for the battle ahead he has put on his armor, but is incredibly frustrated he can't join it personally. If he's attacked he moves to defend himself, but is not a match Fei Tora or his men.

D30. Throne Room

At the back of the long hall, with bright blue banners running alongside the grand pillars, is a great stone throne. Smooth expensive wood has been imbedded into the throne, giving it a strong but comfortable look. A few steps below the throne sits a circular table, littered with battle plans and maps of Ramuia.

On the day of the battlefield **King Alred** is here, awaiting news from the front line of how things look. He has with him **4 Guards(28)** who fight to the death to protect him from all harm. When the castle is attacked by the elementals King Alred feels the change in the castle and activities the secret security, sealing him inside. With no way of knowing what's happening outside King Alred only grows more frustrated, and may unseal the path to his chamber in order to escape towards the balcony so he can get a better grasp of the situation.

As the DM move King Alred where you think it would be most dramatically appropriate. Ideally the Copper Kings plan shouldn't go perfectly, but it should still have a chance to succeed if the party don't intervene.

D31. Western Tower, Higher

Circles of magic line the floor of this room, pulsing with arcane energy. Open windows around the tower give a clear view of the city and the castle below.

The door to the second floor of the tower is blocked with an Arcane Lock spell if **Maivan** has managed to escape back here, giving Fei Tora the password ahead of time. Inside Maivan concentrates on his ritual in order to take direct control over some of the elementals. In his hand is a scroll of teleportation, which he uses once Fei Tora reaches him or someone unexpected breaks into his room.

Summoned from the bottles on his person are **2 Elemental Protectors**, who defend Maivan while he escapes. Once he's gone they try to thwart any attempt to undo the magic of the ritual. To dispel the summoning circles requires 1 minute of concentration and a successful DC 16 Arcana check made by a spell caster. After an hour has passed the ritual loses power on its own, unsummoning all the elementals in the castle.



Maivan Merilairon

Medium humanoid (human), Neutral Evil

Challenge 8
(3,900xp)

Armor Class 15	STR 10 (+0)	INT 20 (+5)
Hit Points 54 (12d8 + 0)	DEX 14 (+2)	WIS 12 (+1)
Speed 30ft	CON 10 (+0)	CHA 14 (+2)

Saves +8 Int, +4 Wis

Skills +8 Deception

Senses Darkvision 60ft., Passive Perception 11

Spellcasting. DC 17, +8 to Hit

Cantrips: *Firebolt* (3d10), *Acid Splash* (3d6)

2/day: *Disguise Self*, *Grease*, *Shield* (+5 ac)

1/day: *Mirror Image*, *Scorching Ray* (3, 2d8), *Counterspell*, *Fireball*(8d6), *Slow*, *Greater Invisibility*, *Conjure Elementals*

Dagger of Loss. MWA: +5, 2 (1d4) piercing damage. Once per day the wielder can force the target to make a DC 15 Wisdom save. On a failure they become blind and deaf for 1 minute.

Protector

Large Elemental, neutral evil

Challenge 4
(1,100xp)

Armor Class 13	STR 10 (+0)	INT 12 (+1)
Hit Points 102 (12d10 +36)	DEX 17 (+3)	WIS 10 (+0)
Speed 30ft	CON 16 (+3)	CHA 9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses Darkvision 60ft., Passive Perception 10

Protect. As a reaction the elemental can absorb the damage aimed at an ally within 10ft.

Multiattack. The elemental makes two slam attacks.
Slam. MWA: +7, 8 (2d8 + 4) bludgeoning damage.



Fei Tora

Medium humanoid (human), Lawful Neutral

Challenge 8
(3,900xp)

Armor Class 18 **STR** 12 (+1) **INT** 12 (+1)
Hit Points 91 (14d8 + 28) **DEX** 20 (+5) **WIS** 16 (+3)
Speed 40ft, 30ft climb **CON** 14 (+2) **CHA** 10 (+0)

Damage Immunities Fire (*Beads of Fire*)

Saves +5 Str, +8 Dex, +7 Wis

Skills +8 Acrobatics

Senses Passive Perception 13

Slow Fall. Fei Tora takes no fall damage from upto 60ft.

Deflect missiles. As a reaction a Fei Tora can reduce the incoming damage from a ranged weapon attack by 1d10+13.

Deflect Fire. As a reaction when Fei Tora is the target, or is within the area of effect of a spell with fire damage, he can alter it's target back at the caster.

Blue Fire Fists (8 Ki). When Fei Tora hits with a melee weapon attack he can as a free action spend a Ki point to deal an additional 12 (4d6) fire damage.

Multiattack. A Fei Tora makes three unarmed attacks.

Unarmed. MWA: +8, 9 (1d8 + 5) bludgeoning damage.

D32. Eastern Tower, Higher

The top of the eastern tower is unfinished, the castle's budget overrunning and it's head architect missing. Nobody, not even the guards, go up into the tower for safety reasons which has given **Fei Tora** and his **3 Fire Monks** an opportunity to climb up to it and hide their until their given their signal to attack.

Fire Monk

Medium humanoid (human), Lawful Neutral

Challenge 8
(3,900xp)

Armor Class 16 **STR** 12 (+1) **INT** 10 (+0)
Hit Points 65 (10d8 + 20) **DEX** 18 (+4) **WIS** 14 (+2)
Speed 40ft, 30ft climb **CON** 14 (+2) **CHA** 10 (+0)

Damage Immunities Fire

Saves +6 Dex, +4 Wis

Skills +6 Acrobatics

Senses Passive Perception 12

Slow Fall. A Fire Monk takes no fall damage from upto 60ft.

Deflect missiles. As a reaction a Fire Monk can reduce the incoming damage from a ranged weapon attack by 1d10+13.

Fire Fists (5 Ki). When a Fire Monk hits with a melee weapon attack he can as a free action spend a Ki point to deal an additional 6 (2d6) fire damage.

Multiattack. A Fire Monk makes two unarmed attacks.

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

Consequences

Castle. With the castle thrown into chaos many of Dalmills defenders lose a bit of hope in their chances. But on the battlefield the chaos loss doesn't imdede the army immediately, it's command structure is in Wymers camp, but with rumors spread the castle is lost the defenders moral drops significantly.

The King. If Maivan is successful in kidnapping King Alred, he takes him deep into the Trentons war camp. Shortly afterwards Trenton will announce their new hostage and force the defenders of Dalmill to surrender. Unless the party can come up with some quick scheme to rescue King Alred, the battle is lost.

Rewards

For ending the ritual spilt 41,800xp between the party. If they're able to prevent King Alreds abduction grant each an additional 1500 xp. 1500xp. If they defeat Maivan or Fei Tora spilt an extra 3900xp for each one beaten.

Part Six, The Battle

With Trenton arriving at the border of the city, the battle of Dalmill begins. Like the chaos of war it doesn't care what the party's situation is, whether they need healing or rest, it comes knocking at their doorstep all the same. Whilst the party are investigating any of their leads the encounters of this part try to interfere with their progress, cutting them off from their path or posing a big threat to Dalmills defenders.

Unexpected Result

Whilst difficult it is possible to defeat all four major investigations before the battle starts. If this does happen the following encounters do not pose any real danger to a fully prepared party. Feel free to add a few more soldiers to each encounter, but let the party enjoy their dominance on the battlefield as a reward.

The Frontline Push

Whilst the party are travelling the roads of Dalmill part of the frontline is pushed into their path, creating a bloody and confusing brawl. This happens on a major path, so circumventing it by the back alleys or paths will take much longer. If the party attempt to push through the conflict, treat it like an environmental hazard. Anyone passing a DC 14 athletics check can push through, anyone failing is struck by 3 Melee weapon attacks (+5 Attack, 1d8+2 Slashing Damage) before they break through.

If they try to help the defenders then they have to beat back **6 Trenton Soldiers** to tip the balance in the defender's advantage, pushing the frontline off the main street.

Battle Mage

A powerful Battle Mage from Treton joins in a nearby conflict, raining down powerful and deadly spells on the defenders. Whilst he doesn't pose a direct threat to the party at the moment, the Dalmill army will take heavy losses trying to bring him down. The **Battle Mage**, wields the *Spellbook of War* and is guarded by **5 Trenton Soldiers**, just behind their frontline.

The Golems of Aed'eri

With the golem Vasatar still in Ramulia, the elves of Aed'eri have an interest in the outcome of the battle and attempt to manipulate it slightly by giving the side they favour some of their golems. If Ramulia has proven somewhat cooperative, at least promising to give the **2 Wood Golems** back even with it's powers diminished, then the golems march on their side. Otherwise the golems are given to Trenton to smash Dalmills defenders.

The Cutting Edge!

When the players pass near the Market District it has erupted into a large melee, soldiers everywhere outside their formations and battling to the death. Amongst the defenders is the barber shop owner, the Narolith Rakdra, killing people with his razor. If rescued from the **4 Trenton Soldiers** he's fighting he offers to patch up the party with his medical supplies (heal 3d4+4 hit points), and will throw in a free haircut as well.

Artillery

Stones and burning coals begin to rain down upon the city, spraying anyone outside of cover. Anyone passing a DC 16 perception check can hear a distant but closing whistling noise from above, giving them time to jump to cover or warn their peers. Anyone caught in the downpour takes 2d6 bludgeoning damage and 2d6 fire damage, or half as much if they succeed a DC 18 dexterity save.

Best Merchant is Here

Just a little away from the battle, down the side streets of Dalmill, the familiar figure of the gnoll **Grethkak** can be seen. If he survived his encounter with the party in Chapter One he greets them warmly and explains he's come to Dalmill to get some good deals for trade. If questioned he brings up the point that dead men often

Trenton Soldier: AC 16; HP 19; Spd 30ft; Melee longsword +4, 6 (1d8+2), Ranged longbow +3 (1d8+1); Str +2, Dex +1, Con +1, Int +0, Wis +0, Cha +0; CR 1/2; XP 100.

Wood Golem

Large construct, unaligned

Challenge 4
(1,100xp)

Armor Class 13	STR 20 (+5)	INT 4 (-3)
Hit Points 85 (9d10 + 36)	DEX 8 (-1)	WIS 8 (-1)
Speed 20ft	CON 18 (+4)	CHA 1 (-5)

Damage Resistances bludgeoning, piercing, and slashing
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses Passive Perception 9

Lacquer. The golems body has been washed with a sickly lacquer, granting it damage resistance against fire. If the golem is drenched in water this washes off and the golems gains a vulnerability to fire damage.

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

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

Multiattack. The golem makes two slam attacks.
Slam. MWA: +6, 9 (2d8 + 5) Bludgeoning damage.

Battle Mage

Medium humanoid (human), Lawful Evil

Challenge 8
(3,900xp)

Armor Class 16	STR 10 (+1)	INT 16 (+3)
Hit Points 65 (10d8 + 20)	DEX 12 (+1)	WIS 12 (+1)
Speed 30ft	CON 10 (+0)	CHA 10 (+0)

Senses Passive Perception 11

Spellcasting. DC 16, +5 to Hit
 Cantrips: *Firebolt* (1d10)
 3/day: *Burning Hands* (3d6)
 2/day: *Flaming Sphere* (2d6), *Ray of Enfeeblement*
 1/day: *Fireball* (8d6), *Counterspell*

Human Shield. So long as the Battle Mage is within 5ft of an ally, it can as a reaction force the ally to become the target of a weapon attack aimed at the battle mage.

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

confident he'll be fine. As he puts it "Whilst *Grethkak* is like glowing star, he can also be quiet like them too. Can you hear stars? No, don't be silly. Stars are silent"

He offers to trade them various items he's come across since he's met, able to sell healing potions as well general items. If **Oskad**, the gnoll antagonist from Chapter two, is an ally of the party *Grethkak* can also get a message to him to send aid to the Dalmill defenders if they want. If he does Oskad and his gnolls appear in Part Seven as part of the volunteer force.

An Old Face

The party come across a breach in Dalmills defenses, with a large number of Trenton Soldiers rushing through the street looking to do damage. Just as the party meet them in battle a tidal wave rushes over them, sweeping away most of the soldiers and leaving only **5 Trenton Soldiers(00)** to fight the party. A masked figure dressed in light leathers joins their fight, casting spells of water to knock over the soldiers. Whilst he does help the party he speaks somewhat rudely to them, reminding them *"If you want to save your stupid city, isn't there somewhere you should be right now?!"*. He tells them that he'll take care of anymore soldiers passing here, and that they should hurry to their next destination.

The figure is **Feredir Merilairon**, the final antagonist from the end of Chapter one. After his near-fatal/fatal injuries during their battle around Vasatar his body was abducted by the Obsidian Dawn, who used dark magic to forcibly heal his wounds/bring him back to life. The faction that caught him however was not the one looking after King Alred, but a rival group. They tortured him for information on the Copper Kings plans, until he was rescued by Sheriff Durlans faction in the Dawn. They set him free but he decided to travel to Dalmill to see if he could stop his Father's ambition in revenge for the terrible upbringing he made him suffer through.

Later on Feredir might join up with the party in Part Seven in order to convince them to help him kill Voronwë. After their battle Feredir is still not a good person, but his brush with death has brought some perspective to his life and he's a bit more aware of the suffering of others now. If anyone is interested in his story he can tell them about Voronwë's own tragic upbringing, sworn to rebuild a kingdom he never knew by a fallen king who had become deranged and fearful of earthquakes.

The Eldritch Furnace

The Orlos twins have always experimented with their strange alien magic in an attempt to make better crafts, but their ambition leads to the creation of a great and terrible monster. Animated by foul energies beyond the scope of men and gods the twins furnace comes alive, forming legs and arms from the brick and mortar surrounding it. The furnace begins it's new life by eating one of the twins before rampaging across the city and attacking anything it lays its eyes on.

In the aftermath of the furnaces defeat the remaining twin is still alive and unusually 'normal'. He responds to either of the twins names, and gets confused from now on which one he is. He still holds onto the twins combined knowledge and can continue to enchant the parties weapons after the battle.

A Loan for your trouble

Troy Redbarrow, along with a number of grizzly looking knights in fullplate, is wondering the edge of the battlefield with an exasperated look. He considers the battle a liability to his business and his contract with King Alred and none too pleased with how it's progressing. If the party are in need of supplies, magical or mundane, Troy offers to let

Feredir Merilairon

Medium humanoid (Half-elf), Neutral Evil

Challenge 3
(700xp)

Armor Class 15	STR 10 (+1)	INT 12 (+1)
Hit Points 45 (7d10 + 7)	DEX 14 (+2)	WIS 12 (+1)
Speed 30ft	CON 12 (+1)	CHA 16 (+3)

Senses Darkvision 60ft, Passive Perception 11

Sneak Attack (1/Turn). Feredir deals an extra 6 (2d6) damage when it hits a target with a weapon attack and when the target is within 5 feet of an ally of him.

Rapier. MWA: +6, 6 (1d8 + 2) piercing damage.

Pressure Spike. As an action Feredir can fire a pressurised steam of water with a +6 to hit, dealing 6(2d6) cold damage to a target within 50ft.

Tide(5-6 Recharge). As an action Feredir can summon a 10ft wide, and 40ft long tidal wave. Every creature caught in the wave must make a DC 14 strength saving throw or become prone.

Furnace

Huge construct, Chaotic Evil

Challenge 4
(1,100xp)

Armor Class 12	STR 18 (+4)	INT 8 (-1)
Hit Points 95 (10d10 + 40)	DEX 8 (-1)	WIS 10 (+0)
Speed 30ft	CON 18 (+4)	CHA 7 (-2)

Damage Resistances bludgeoning, piercing, and slashing
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses Passive Perception 10

Smelt the Flesh. Any creature that starts its turn inside the furnace takes 15 (5d6) fire damage. They can use an action to escape with a DC 14 athletics or acrobatics check.

Into the Furnace. Any creature the Furnace grapples are thrown inside it's stomach.

Multiaattack. The Furnace makes two attacks.

Slam. MWA: +8, 9 (2d6 + 4) bludgeoning damage, grab, DC 14 acrobatics check to avoid the grapple.

them 'borrow' them from him. He doesn't ask for any gold in return, but suggests he might ask them for a favour one day. If the party havn't been to the castle yet, he tells them about the secret security in the Throne Room (D30) and the password to get through it. He's concerned for the King's safety and leaves it in the parties hands to resolve the issue.

The Conspiracy is Defeated

Once all four plots against Dalmill have been defeated the party can join in with the battle, helping push Trenton out of the city. General Wymer summons them to his camp, via runners, where he's preparing a large push into the invaders lines in order to force them to retreat for the day.

If they join him then they're sent to spearhead part of the army into the Trentons frontline, otherwise he's forced to send his lieutenants who only manage to breach as far as the Siege Beasts.

Morale

The army by the players side is more fueled by morale then hit points, thus every time the party do well they do as well and vice a versa. The party can also use spells and social rolls to re-energize the army if they losing some of their morale. Every time a party member rolls above 15 on a check related to the battle then the army hears it and pushes themselves harder to defeat the invaders.

The Frontline

A long line of soldiers wielding shields and spears blocks the main street, stabbing and pushing the Dalmill defenders back. In order to deal heavy damage to the besiegers this frontline needs to be broken. As the parties army smash into the line run an encounter of about 8 **Trenton Shields**, who try to keep their formation under the parties assault. If the party are able to break through this group, whether it be by bringing them to 0 hit points or causing their formation to fall apart then a similar event occurs across the armies line.

The Archers

Past the frontline is a large formation of archers raining arrows down across the city streets. Seeing the parties charge they break into two formations, 10 **Trenton Soilders** with shortswords and 5 more armed with their longbows. If the party are able to engage in melee with both groups, causing them to abandon their bows, the same begins to happen throughout the army and the Trenton archers are forced to make a retreat.

The Siege Beasts

After losing the formation of their frontline the Trenton army quickly unleashes their **Siege Beasts** in order to try and break the charge of the parties army. Though there's only 6 Siege Beasts in total they have the capacity to deal heavy damage if their not brought down quickly. If the party are banged up give them one to fight, but if they still have it in them to push themselves then have them fight two.

If they're able to bring it down then their army is able to keep their cool and take down the beasts by using their formation to overpower them. If the party are very hurt then the army might start to fall back in order to recuperate.

The Captains Regiment

If the parties army are able to break pass the Siege Beasts then they reach into the main bulk of Trenton's advance, as well as where their commanding officer is leading them from. Pushing through their forces, the parties army keep Trenton's busy allowing the party to engage the captain directly in combat.

Captain Heinrich is accompanied by a **Battle Mage (34)** and **6 Trenton Shields**. He doesn't shrink from the parties charge and goes to meet them head on in battle, knowing that if he takes them down their army will follow.

Trenton Shield

Medium humanoid (human), Lawful Neutral

Challenge 1
(200xp)

Armor Class 16 (18)	STR 14 (+2)	INT 10 (+0)
Hit Points 22 (4d8 + 4)	DEX 12 (+1)	WIS 12 (+1)
Speed 30ft	CON 12 (+1)	CHA 10 (+0)

Senses Passive Perception 11

Formation. So long as a Shield is next to two adjacent allies then it gains the following benefits:

Shield Wall. The creatures AC is increased by +2

Shield Defense. Whenever the Shield has to make a Dexterity saving throw, it suffers only half damage on a failure and none on a success.

Multiattack. The shield makes two attacks, one spear and one shieldbash.

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

Shieldbash. MWA: +5, 5 (1d4 + 2) bludgeoning damage.

Siege Beast

Large Monstrosity, neutral

Challenge 4
(1,100xp)

Armor Class 15	STR 20 (+5)	INT 3 (-4)
Hit Points 76 (8d10 + 32)	DEX 10 (+0)	WIS 10 (+0)
Speed 30ft	CON 18 (+4)	CHA 8 (-1)

Senses Darkvision 60ft, Passive Perception 11

Trampling Charge. If the Siege Beast moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the beast can make one attack with its claws against it as a bonus action.

Multiattack. A Beast makes two attacks, one with it's gore and one claw attack.

Gore. MWA: +7, 18 (2d12 + 5) piercing damage.

Claw. MWA: +7, 11 (2d6 + 5) slashing damage.

Heinrich

Medium humanoid (human), Lawful Neutral

Challenge 4
(1,100xp)

Armor Class 20	STR 16 (+3)	INT 12 (+1)
Hit Points 75 (10d10 + 20)	DEX 10 (+0)	WIS 10 (+0)
Speed 30ft	CON 14 (+2)	CHA 14 (+2)

Saves +7 Str, +6 Con

Senses Passive Perception 11

Mental Ward(1/day). If Heinrich fails a wisdom save he can choose to succeed at it instead.

Battlecry. If Heinrich rolls a 20 on his attack dice, he and every ally within 30ft gain the benefits of the bless spell for 1 round.

Multiattack. Heinrich makes two attacks.

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

Captain's Rosary. Once per day Heinrich can use this magic item to regain 2d8+4 hit points for himself and two other allies within 15ft.

Conclusion

When Captain Heinrich falls in battle the Trenton army begins to carefully retreat from the city, in order to patch their wounds and prepare for the next day's attacks. If the captain does not fall then his army continue fighting for a few more hours, grinding down some of the defenders numbers and leaving them weakened. The city is left in a state of semi ruin, with burning and collapsed houses surrounded by dead and wounded soldiers. Priests in white robes walk amongst them aiding them regardless of their allegiances. The soldiers who survived fall to rest, preparing themselves for another day of bloody conflict.

The party have an opportunity to rest themselves now, and also seek out and speak to any surviving npc's they have an interest with.

Rewards

For defeating Captain Heinrich split 10,400xp between the party. If they're able to beat all four encounters with few casualties on their armies side grant an additional 1000 to each player.

Part Seven, The War Camp

Night begins to fall over Dalmill as the Trenton army, blooded but not beaten, falls back to recuperate outside the city. The defenders have likewise been damaged, but the extent of that damage depends on the successes of the party. By defeating the four plots and the random encounters during the battle the party can minimise the damage the defenders have taken.

If on the other hand the party have been only moderately successful, or outright failed to prevent some of the major damage then the defenders are gravely and it's clear they will not be able to hold out for long. General Wymer sends a runner to summon the party to his tent if they haven't already gone there, to tell them about some news and the battle plan for tomorrow.

Gathered together in Wymers tent are any of the surviving NPC's of the Kings Council, from Sheriff Durlan to even Troy Redbarrow. King Alred is there as well, adamant he be included in these crucial talks regardless of the danger. Once the party have gathered he tells them that they've received word that an army from Larsona, to the east, is coming to Dalmill and will reach Laskway in two days time. Whilst this is good news nobody in the tent seems happy about it, and Wymer will explain to the party why this aid could be a problem.

While it's true that Ramulia and Larsona have been working on an alliance with one another, this doesn't mean that there friends. With Larsona's aid it's more than possible Trenton could be beaten back, but once Larsona have an army presence on the western side of the bridge there's little reason for them to give that up. It's unlikely Larsona would try to conqueror Dalmill themselves, but by placing an army within the city they can dictate whatever terms they like and weaken Ramulia's influence greatly. In order to safeguard the country's sovereignty, they need to force Trenton to retreat before Larsona arrives.

The Battle for Dalmill

Wymers Plan

General Wymer is a cunning and political figure, he understands the working of soldiers and generals well, and so has an idea how they could force Trenton to retreat. Trenton will likely hear that Larsona is arriving in a few days, which means they can't continue besieging the city and need to secure the bridge as fast as possible. Trenton will have to throw everything they have at the bridge which will lead part of their flank and their general open for a surprise attack.

General Sigard of Trenton is a well known figure and there's no one else in their army that could replace him before Larsona arrives. Thus once he's dead Dalmill can open talks with the Trenton army, to promise them they won't let Larsona cross the bridge so they can retreat back to their homeland with their army in tact. Since the dead general can take the blame for the defeat his officers are more likely to accept the deal.

There is however one complication.

Wymer has discovered that Voronwë Merilairon is also in the Trenton army, but his own forces are settled at the opposite side of the army. Dalmill's strike force could go for him instead, ending his threat against the country once and for all, but the General would escape and likely continue the battle.

The council is at an impasse, some believing the threat from Voronwë is so great that it's worth letting Larsona into Dalmill, while others are wary that they might not even be able to hold the bridge long enough and could lose the battle if the general is not defeated. The King waits to hear what the party want to do, since they will be the ones spearheading this flanking attack.

Recruiting a Strike Force

Once the party have determined who their target is Wymer instructs them to go outside and pick out which forces they'll take with them in the attack. Each squad the party can take with them is lead by an NPC they either saved in this chapter or become allies of in a previous chapter. Here is a general idea of who turns up to help the party, but adjust for who you think would come march with them:

Sheriff Durlan
Sergeant Janessa
Feredir Merilairon (see page 35)
Lizz Markana (Chapter One)
The Sin Eater Knights (Chapter Two)
Clare Edgeson (Chapter Two)
Oskad and the Gnolls (Chapter Two)
Beren Anwarūnya (GM Handbook)

Running the Battle

Much like the previous battle encounter in Part Six this flanking strike is based around the ideas of morale and momentum. Instead of trying to act out a war game the flow of the battle is simulated through the actions of the

party. To keep things simple the following guide is very mechanics light to make sure the encounters flow and to place more importance on the parties actions and decisions.

Whenever the parties army meets a part of Trentons army the encounter plays out with only the player characters fighting. If the party do well their army likewise is inspired to push forward and vice versa. When one of the party rolls a 20 the army around them gives out a triumphant war cry, and when they roll a 1 or receive a critical hit themselves the army takes injuries and slows down.

The key to the flanks successes is momentum, the parties army have to keep moving deeper in, if they slow down or stop for too long it gives time for Trenton to respond and surround them. Wymer will explain the importance of this when discussing the plan with them. To simulate this whenever the party break through an encounter part of their army and one of their NPC's may stay behind, leaving the path of retreat open and making sure they aren't surrounded. By the time the party reach their target they'll be separated from their army, leaving it up to them to land the finishing blow, before rejoining the army to escape. Depending on how you want to adjust the last encounters difficulty you can have one or more of these NPC's join party in the war camp encounter.

Regardless who their target is the encounters to reach them are the same.

The Road Out of Dalmill

Before the party and their army can engage in their flanking attack they have to maneuver out of the city whilst the Trenton army is busy pushing towards the bridge. Whilst marching through the last roads of the city the army comes across a skirmishing force from Trenton, and while not a threat to the army's numbers if they are not beaten quickly and escape they could quickly spread the word of the parties flanking attack.

The parties spearhead encounters **4 Trenton Scouts**, but only have 5 rounds to beat them, or a number of the skirmishing force manages to escape from the conflict. If they do escape add an additional enemy unit to the next three encounters.

Field of Battle

As the parties army leaves the city and enters the surrounding fields they are faced off by a cavalry detachment, held back by Trenton to keep an eye out for sneak attacks like the parties. With no good cover in the surrounding fields the party and their army must brace themselves for the cavalry's charge.

5 Trenton Cavalry charge the party, aiming to knock them down and move past them in order to prepare another charge. Using their ride by attack they try to keep up to 60ft away from the party to keep out of range of their melee attackers. If the party are able to dispatch them before their first charge hits, **4 Trenton Cavalry** break off from attacking the army and try to charge the party.

Shield Detachment

Beyond the field, closer to Trentons war camp, is a long line of Trenton Shields. They charge in formation at the parties army, aiming to keep them busy whilst the rest of the army organises itself to surround them. The party face off against **8 Trenton Shields (36)** in a tight and difficult to break formation.

Trenton Cavalry <i>Medium humanoid (human), Lawful Neutral</i>		Challenge 2 (450xp)
Armor Class 16	STR 14 (+2)	INT 10 (+0)
Hit Points 27 (5d8 + 5)	DEX 12 (+1)	WIS 10 (+0)
Speed 30ft (60ft on Horse)	CON 12 (+1)	CHA 10 (+0)
Senses Passive Perception 10		
Mounted Combat. The Cavalry rides a horse, which counts as having 20 Hit Points and shares the riders AC. Charge. Whenever the Cavalry moves more than 15ft and hits a creature with it's lance, then it deals an extra 12 (2d12) damage.		
Lance. MWA: +5 , 10ft reach, 8 (1d12 + 2) piercing damage. Shortsword. MWA: +5 , 5 (1d4 + 2) piercing damage.		

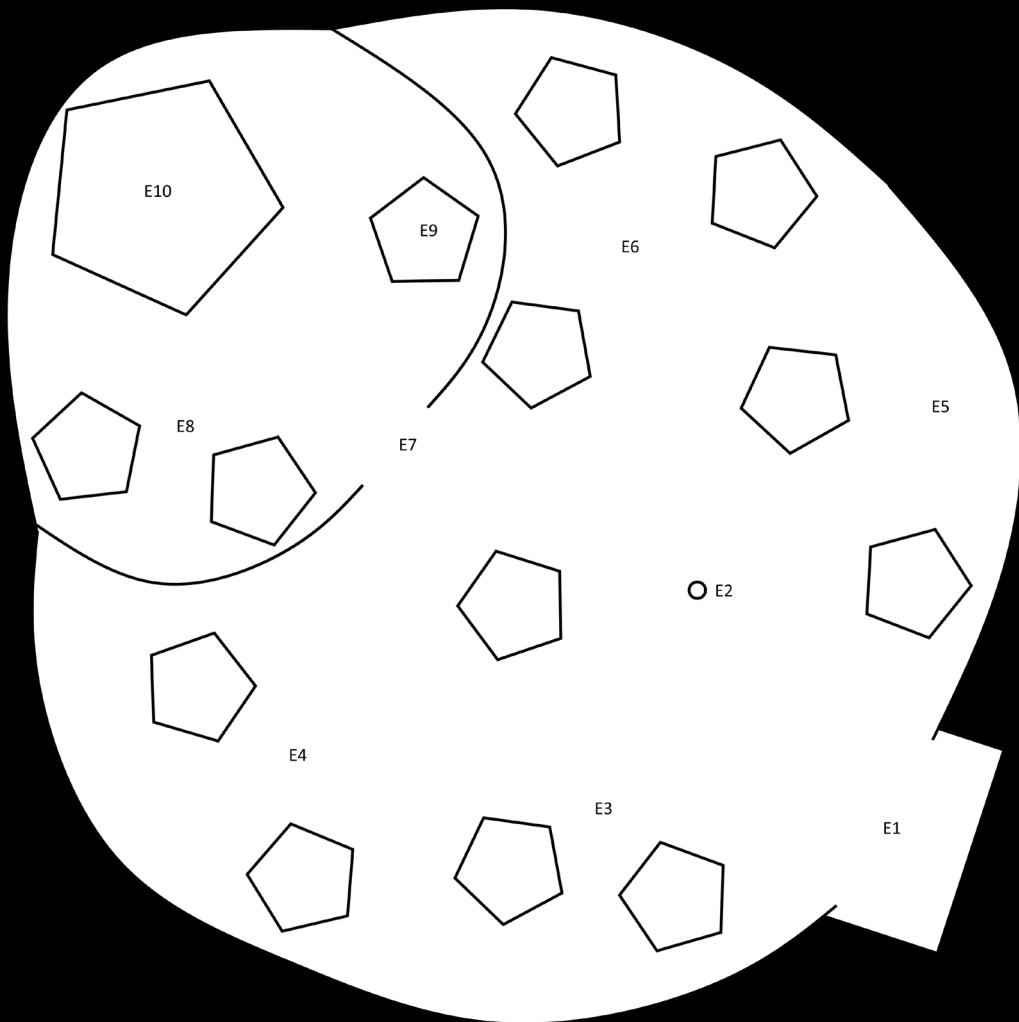
Artillery Crews

After punching through Trenton's defenses their war camp lies just ahead, but to the side and open for an attack are the catapults and trebuchets firing into Dalmill. The artillery crews are a bit off their parties intended path, so turning to meet them will slow down the parties army but it will also help the defenders survive the battle just a bit more. It's up to the party to decide if it's worth it to spend the time to reach them.

The catapult is guarded by **10 Trenton Soliders**. Killing the crew will stop the attack for a short time, but unless the catapult is destroyed it can be reused later. The catapult counts as having 50 Hit points and damage resistance from all slashing, piercing and bludgeoning attacks.

Trenton Soldier: AC 16; HP 19; Spd 30ft; Melee longsword +4, 6 (1d8+2), Ranged longbow +3 (1d8+1); Str +2, Dex +1, Con +1, Int +0, Wis +0, Cha +0; CR 1/2; XP 100.

Trenton Scout: AC 15; HP 16; Spd 30ft; Melee shortsword +4, 6 (1d6+2), Ranged longbow +4 (1d8+2); Str +2, Dex +1, Con +1, Int +0, Wis +0, Cha +0; CR 1/2; XP 100. **Smoke Bomb(1).** As an action the scout can throw a smoke bomb, causing a 20ft area to be filled with a dense smoke, blocking line of sight. Any creature inside the smoke has disadvantage to hit with melee and ranged weapon attacks.



Trenton War Camp

By the time the party arrive at one of Trentons war camps most of their own army is busy fighting back in the field. The following encounters can be run individually or one after the other joining in each round, depending on your preferred method. If the party still have NPC's with them they can send them and some of their remaining troops to fight off some of these encounters.

E1. War Camp Entrance

A red flag with the symbol of a black bird can be seen just over the wooden walls of this campsite. Tents of brown and bright red can be seen just inside, with troops forming up and readying their weapons as you approach.

The entrance to the war camp is guarded by **8 Trenton Soldiers** and **4 Trenton Soliders** shooting down from two watch towers. They attempt to keep the party outside the camp whilst the rest of the encounters race to back them up. It takes about 2 rounds for one more encounter to join the fight.

E2. Trenton Flagpole

Forming up around the flagpole are **6 Trenton Soliders** and a **Siege Beast (36)**, getting ready to try and split the party in half so some of their troops can reach their backline.

Trenton Soldier: AC 16; HP 19; Spd 30ft; Melee longsword +4, 6 (1d8+2), Ranged longbow +3 (1d8+1); Str +2, Dex +1, Con +1, Int +0, Wis +0, Cha +0; CR 1/2; XP 100.

E3. War Camp Encounter

10 Trenton Soldiers from up here, bracing for an attack and shooting at any targets away from their allies.

E4. Priest Encounter

6 Trenton Soldiers and a **War Cleric** are picking up their equipment here, getting ready to join the fray. If the soldiers start to go down the War Cleric retreats to E7.

E5. Camp Stable

Guarded by **4 Trenton Soldiers** are the camps 7 riding horses. The horses don't seem to be adjusted to the heat of battle and panic against the ropes tying them to a post.

E6. Camp Supplies

5 Trenton Soldiers guard the camps supplies, mostly food and water but there are also **4 potions of healing** locked inside a small ornamental box on top of one of the crates. A successful DC 12 sleight of hand check unlocks it.

E7. Commanders Camp

Beyond the war camp and a second wooden wall appears to be the commanders camp, more decorated and with larger tents.

5 Trenton Knights guard the entrance to the commanders camp, keeping to their position so they can be backed up by the Commander Knight and War Mage encounters just a 1 turn away from coming to their aid.

E8. Commander Knight Encounter

A **Commander Knight** is putting their armour on here, just finishing shortly before the party reaches E7.

E9. War Mage Encounter

The **Battle Mage (34)** here waits until the Knights join the battle before moving to back them up. In the casters tent are a number of arcane supplies worth 900 gold.

E10. Command Tent

Within the largest tent of the war camp lies parties goal.

War Cleric

Medium humanoid (human), Lawful Good

Challenge 4
(700xp)

Armor Class 16	STR 14 (+2)	INT 12 (+1)
Hit Points 44 (8d8 + 8)	DEX 10 (+0)	WIS 16 (+3)
Speed 30ft	CON 12 (+1)	CHA 12 (+1)

Senses Passive Perception 13

Spellcasting. DC 15, +5 to Hit
Cantrips: *Scared Flame* (2d8)
2/day: *Cure Wounds* (1d8+3)
1/day: *Warding Bond*, *Hold Person*, *Beacon of Hope*, *Mass Healing Word* (1d4+3)

Mace. MWA: +6, 5 (1d6 + 2) bludgeoning damage.

Trenton Knight

Medium humanoid (human), Lawful Neutral

Challenge 2
(450xp)

Armor Class 18	STR 16 (+3)	INT 10 (+0)
Hit Points 52 (8d8 + 16)	DEX 11 (+0)	WIS 11 (+0)
Speed 30ft	CON 14 (+2)	CHA 14 (+2)

Senses Passive Perception 10

Brave. The knight has advantage on saving throws against being frightened.

Multitattack. A Knight makes two greatsword attacks.
Greatsword. MWA: +5, 9 (2d6 + 3) slashing damage.
Heavy Crossbow. RWA: +2, 5 (1d10) piercing damage.

Commander Knight

Medium humanoid (human), Lawful Neutral

Challenge 3
(700xp)

Armor Class 20	STR 16 (+3)	INT 10 (+0)
Hit Points 64 (10d8 + 20)	DEX 11 (+0)	WIS 11 (+0)
Speed 30ft	CON 14 (+2)	CHA 14 (+2)

Senses Passive Perception 10

Brave. The knight has advantage on saving throws against being frightened.

Multitattack. A Knight makes two greatsword attacks.
Longsword. MWA: +6, 9 (2d6 + 3) slashing damage.
Heavy Crossbow. RWA: +3, 5 (1d10) piercing damage.
Leadership. For 1 minute, the knight can utter a special command whenever an allied creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll. This effect ends if the knight is incapacitated.

General Sigard

The General of the Trenton army is accompanied by a **Trenton Knight**, a **Battle Mage (34)** and a **War Cleric**. He focuses his attacks and abilities on the most heavily armoured opponent, trying to keep them away from the War Mage so they can blast them away. If the party have a main fighter the War Cleric uses his *Hold Person* spell on them to try give the General a chance to bring them down.

Voronwë Merilairon

The antagonist of the Copper Kings conspiracy, **Voronwë Merilairon** is accompanied by **Michael Krator (11)**, **Fei Tora (33)** and **Maivan Merilairon (32)** if they are alive. If any of the named npc's are dead or captured they are replaced by a Trenton Knight. If Voronwë has his entire party then this is the hardest encounter of the adventure, and Voronwë is spiteful enough that he'll purposely aim for player characters when they drop to 0 hit points.

By bringing some Npc's of their own the party can mitigate some of the risk, but at the end of the day it falls to the party how well they have prepared for this fight.

General Sigard

Medium humanoid (human), Lawful Neutral

Challenge 8
(3,900xp)

Armor Class 18 **STR** 18 (+4) **INT** 10 (+0)
Hit Points 78 (12d8 +24) **DEX** 11 (+0) **WIS** 11 (+0)
Speed 30ft **CON** 14 (+2) **CHA** 14 (+2)

Saves +7 Str, +6 Con, +4 Wis
Senses Passive Perception 10

Brave. Sigard has advantage on saving throws against being frightened.

Multiattack. Sigard makes three attacks.

Glaive of the Crow. MWA: +7, 10ft reach, 9 (1d10 + 4) slashing damage, plus 4 (1d8) lightning damage.

Power Blow (5-6 recharge). MWA: +10, 10ft reach, 18 (2d10 + 8) slashing damage and the target is pushed back 20ft.

Parry. As a reaction Sigard adds 2 to his AC against one melee attack that would hit him. To do so, Sigard must see the attacker and be wielding a melee weapon.

Voronwë Merilairon

Medium humanoid (Elf), Lawful Evil

Challenge 8
(3,900xp)

Armor Class 16 **STR** 12 (+1) **INT** 20 (+5)
Hit Points 90 (12d10 + 24) **DEX** 18 (+4) **WIS** 12 (+1)
Speed 30ft **CON** 14 (+2) **CHA** 10 (+0)

Saves +8 Dex, +5 Wis

Skills +8 Acrobatics, +9 Arcana

Senses Darkvision 60ft, Passive Perception 11

Legendary Saves(3/day). If Voronwë fails a saving throw, he can choose to succeed instead.

Evasion. When Voronwë is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeded on the saving throw, and only half damage if he fails.

Spells. DC 19, +10 to hit.

1/day: *Misty Step*, *Dominate Person*, *Chain Lightning* 64 (8d8)

Multiattack. Voronwë makes two attacks.

Vulred, Rapier. MWA: +9, 9 (1d8 + 5) piercing damage. Once per day Vulred can extend out 20ft in a straight line, striking each creature in that line unless they make a DC 14 Dex save, dealing 20 (5d8) damage on a failure.

What happens if there is a TPK?

Whilst there is always a danger that a round of combat goes against the party, it is downer if they fail at the last encounter. If this does happen consider continuing, either with new characters trying to help Dalmill win the battle, or soldiers of Trenton trying to survive the battle for the bridge, or even some of Dalmill's NPC's. Whilst the party have failed their mission the battle over Dalmill's fate continues. Trenton might also take the party hostage to ensure their victory.



Rewards

For defeating the War Camp split 12700 xp between the party. If they defeat their intended target grant each player an additional 2900xp. For every NPC accompanying Voronwë add another 3900 xp to split.

During the conclusion if their side is victorious the party are also granted 4000 gold each by the King for their efforts.

Conclusion

After successfully dealing a heavy blow to Trentons backline the party must escape, which while easier then fighting in could still be challenging as they'll be pursued by quite a large force. This escape event however is just to keep up the tension until the party return to Dalmill, by all rights they have had a great victory and deserve a moment to enjoy it.

Ending the Battle

As the GM it'll be up to you to decide what has happened to Dalmill during the attack. Were the defenders able to hold? Is the Trenton army considering Wymers deal in light of their sudden setbacks? Have the defender's been badly injured, forcing them to rely on aid from Larsona? Or has the worst come to pass and the defenders have lost the bridge?

Consider the actions of the party, how well they lead their troops and aided Dalmill in their time of need. If they went out of their way to help they should be victorious but if it's unclear don't just give an easy victory, sometimes bad things happen outside of a person's control and nothing is more chaotic than a warzone.

Victory for Dalmill

Whether it be because the Trenton army withdraw or because Dalmill was able to hold out until Larsona's army arrived, the city stands wounded but triumphant. Already the King and his council set their sights on the challenges of tomorrow, rebuilding the destroyed buildings and the lost lives of their fair city.

If the party are so inclined they could be deeply involved in this healing process, encouraging developments they want to see happen, or securing themselves positions of power and influence. During this period there's plenty of opportunity to run more social and politically minded events, giving the party time to rest their bodies and exercise their minds.

Dalmill's Defeat

Taken over by either Trenton or Voronwë the city of Dalmill is rapidly transformed to prepare itself for it's new liege. But this need not be the end of the parties adventure, King Alred is mostly likely still alive as a key hostage to dissuade his home country of Deverus from invading, and the city of Dalmill may have even fallen after the party switched their allegiance to it's new ruler.

If this happens take a moment to speak with your players about what sort direction they'd like the adventure to go in. If the party swear allegiance to Dalmills new ruler then the future chapters are largely unchanged, but with all the npc's swapped around.

The game could take on a rebel theme on the other hand, with the party fighting against Dalmills tyrannical conqueror and seeking to return Dalmills throne to it's rightful owner. Or they may wish to go a completely different route. Whilst the future chapters don't support these options, don't let that dissuade you from what the party want to get involved in, and the future chapters may still occur but greatly altered.

Downtime

Once the war is concluded the party have an opportunity to have an extended downtime period, which could be from a month or to a year depending on how much time you'd like to give them. As the heroes of Ramulia the party should be able to pursue their interests easily within the country, if they want a position of power and influence in the government they can gain it. If your players do opt to join the King's Council or otherwise try to effect change in the country considering running some events and challenges before the next chapter begins.

Miscellaneous

A number of npc's and antagonists appear in this chapter which have their own goals and interests after the battle.

Beren Anwarünya. With all of Ramulia's soldiers busy, the Elves of Aed'eri have seized control over Vasatar. Putting its defenders to sleep the elves now guard the gigantic golem for 'everyones safety'. Sadly for Ramulia Aed'eri is so powerful and influential there's no way to force them away from the golem, leaving it as a complicated political problem.

Feredir Merilairon. What Feredir does now depends on the party's attitude to him. It's possible to recruit him into the kingdom, now that it's in need of a new Magister, but Feredir is a controversial choice. If he's pushed away or even attacked then he leaves, becoming an adventurer himself and having a life of freedom that was always denied to him.

Michael Krator. Returns to work for the Copper Kings, unlikely appearing in Ramulia again unless Voronwë is still active.

Fei Tora. If Voronwë dies then Fei Tora's oath to him is complete and he returns to his hidden monastery of the sacred flame. He bares the party no ill will, he was simply fulfilling a job for Voronwë, in exchange for knowledge and some items of power he can return to the monastery with.

Maivan Merilairon. If Voronwë is dead then Maivan joins the Obsidian Dawn, their macvillion and ambitious goals synching well with his own personality. He may one day meet the party again, when the Dawn decides it's time to show their hand.

Voronwë Merilairon. After this chapter, even if he's alive, Voronwë place in the adventure is finished. New and much worse anagnostis begin to show themselves from now on, linked to the destruction of Voronwë's original elven kingdom. Voronwë could serve as a side villain, or hidden long term threat, he might even send aid to the players when it's finally revealed where the earthquakes are coming from.

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