

Red Lord's Rising

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 10-15 characters.

This was the somber backdrop as the party found themselves unjustly accused of a crime most heinous—the murder of the very deity who embodied the season they held dear. As they stood in chains, facing the judgmental eyes of the crowd, they knew that to clear their names and restore the light of The Red Lord, they would have to uncover the truth behind the divine silence and the malevolent forces at play.

The adventure was about to begin, with the stakes higher than ever, and the fate of their world hanging in the balance.

This 'Zine' summarises the detailed descriptions captured at www.brazenwolfetabletop.com. Search for Dice-ember 2024 or follow this link; <https://brazenwolfetabletop.com/tag/dice-ember-2024>, to see all the posts that build up this adventure in more detail.

What happened to the Red Lord?

Capture



In the bustling markets of Morlam, the party marveled at the array of goods available. From clothes and weapons to potions and scented

candles. Amid the chaos and noise of merchants hawking their wares, the party became increasingly aware of hushed voices spreading rumors. Whispers of the Red Lord's disappearance and supposed death filled the air, leaving the party concerned about the absence of the red-cloaked hymn singers, a staple of the season.

As the party watched a troupe of bards perform "The Red Candle", a play about the Red Lord's journey from a high priest of Tyr to a deity of mercy, the atmosphere suddenly changed. A procession of kingdom guards and clerics of Tyr appeared, accusing the party of the Red Lord's murder. Shocked and bewildered, the party was arrested, their innocence overshadowed by the divine guilt proclaimed by the clerics. Now, they face the daunting task of clearing their names and proving their innocence in a world that already believes them guilty of murdering hope and mercy itself.

DM Notes:

The party can try and escape but the objective is to be brought before the trial and to try and prove their innocence.

The Trial Begins



The party spent the last few days in a cell, awaiting their trial for the heinous crime of murdering the Red Lord. Red-cloaked clerics visited them with fresh food and kind words, but there was a dark accusation behind their eyes. These worshippers of the Red Lord offered mercy and a second chance to those accused of killing their deity.

At dawn, the party was brought before the Council of Sages, a stern and powerful group led by a high priest of Tyr. The grand hall was filled with onlookers, eager to witness the trial. The atmosphere was tense with a mixture of curiosity and fear. The hall was richly decorated with tapestries and symbols of various deities, with the crimson banners of the Red Lord hanging in solemn silence. The Council of Sages sat behind a large, ornately carved wooden table, their expressions grave and contemplative, while the audience's whispers filled the hall with anticipation.

Brother Colin's Testimony

Brother Colin, a respected cleric of the Red Lord and one of the individuals who provided comfort to the party while they were in their cells, was called to the stand. Distressed and exhausted, he clutched a small book tightly as he began his testimony. He explained that on the night of the Red Lord's disappearance, he sensed an unsettling presence in the temple and discovered the sacred Red Candle missing. Using divine magic to trace the culprits, the evidence pointed directly at the party.

The crowd gasped as Brother Colin detailed the importance of the Red Candle and its connection to the Red Lord. He emphasized that the loss of the candle had weakened their connection to the deity and their prayers had gone unanswered. With a voice filled with conviction, he urged the Council and the onlookers to understand the gravity of the crime, claiming the accused were beyond redemption and deserved swift execution.

As Brother Colin stepped down, the atmosphere was heavy with his accusations. The party was called to present their case, facing the daunting task of disproving Brother Colin's testimony and uncovering the truth behind the Red Lord's disappearance. The trial had just begun, and their fate depended on their ability to navigate the complex path of justice and deception.

Key NPC's:

- Brother Colin

Encounter: Trial and Judgment

Creature: N/A

Map - N/A

Social checks may be used to sway the judges and people in their favour but if they can debunk half or more of the evidence put against them they win over the judges and the trial is considered 'successful'.

If they are successful the Council of Sages will say that the evidence does indeed question their guilt and that they would need to deliberate together to come to a verdict by morning.

The outcome (In the Red Candle) assumes that they were sentenced as guilty. If they are not sentenced they are ordered to be jailed until a more suitable party is located, for safekeeping reasons.

DM Notes:

Objective for the Party:

- **Challenge the Evidence:** The party should try to find inconsistencies in Brother Colin's testimony and provide counterarguments to cast doubt on the accusations.
- **Present Alibis and Witnesses:** They can call upon any witnesses who might provide an alibi or evidence of their whereabouts during the time of the crime.
- **Highlight the Frame:** The party needs to start planting the idea that they have been framed and suggest alternative suspects or motives.

Role-Playing Opportunities:

- **Interrogate Brother Colin:** The party can question Brother Colin directly, probing for details and inconsistencies in his story.
- **React to the Crowd:** Handle the reactions and accusations from the onlookers, maintaining their composure and dignity.
- **Engage with the Council:** Persuade the Council of Sages to keep an open mind and consider the possibility of a frame-up.

The party had many previous employers and even criminals that they had locked up testify against them. It's their job to remember their previous adventures (or make them up convincingly) to debunk the defendant. Brother Colin can't be swayed and his story holds up to lie detection as they vehemently believe it.

The Red Candle

The party, despite their best efforts, faced a judgment of guilt from the nearly unanimous sage council. Various factions of clerics and mages presented evidence that implicated the party in the disappearance of the Red Lord and the sacred Red Candle. Bound in black metallic shackles that suppressed their powers, they were escorted to jail to await final judgment. Brother Colin, along with others, argued that the Red Lord's teachings of mercy warranted a second chance for the accused, or so it was claimed.

In their cell, the party received a visit from a kindly guard who assured them of their eventual release. However, the reality of their situation and the memory of the verdict weighed heavily on them. As they sat in the cold, dark cells, Sage Aramis, an elder of the Council, appeared and revealed his belief in their innocence. He freed them from their restraints and explained his suspicions of a deeper plot against them. Guided by Sage Aramis and his cleric Samaeus, the party escaped through secret passages. Aramis urged them to uncover the truth behind the Red Lord's disappearance and clear their names, warning them to act swiftly and cautiously. He suspected Brother Colin's testimony was untrue but could not prove it, hinting at this place being fundamental in clearing their names.

Key NPC's:

- Sage Aramis
- Brother Samaeus

DM Notes:

The party may encounter guards or patrols on their escape but without their armour this is a greater role play activity.

Objective for the Party:

- **Find Evidence:** Investigate Brother Colin and his connections. Look for any clues that might explain his behavior or reveal who is behind the framing.
- **Gather Allies:** Seek out individuals who might support their cause, including those within the temple who might have noticed strange occurrences.
- **Stay Hidden:** Avoid capture while gathering information. Utilize safe houses and keep a low profile to prevent being recaptured.

Role-Playing Opportunities:

- **Interact with Sage Aramis:** Gain more insight into the Council's inner workings and potential allies.
- **Investigate Clues:** Visit locations mentioned during the trial, such as the temple in Belmoor, to find discrepancies in the evidence.
- **Build a Network:** Finding people who believe them or people that they helped locally would make their next steps easier. They have quite a way to get to the next city so having friends will help.

The Temple to Tyr in Morlam

The Temple of Tyr is an imposing structure with high ceilings, grand columns, and intricate mosaics depicting the god of justice. The air is filled with the scent of burning incense and the low hum of prayers. The party must blend in with the crowd to avoid drawing attention as they make their way towards Brother Colin's private quarters.

The party slips into the temple however they see fit, disguised, magically cloaked or otherwise. They move through the hallways, avoiding direct eye contact with the clergy and worshippers. As they near Brother Colin's room, they notice Sage Aramis speaking with a group of senior priests. He catches sight of the party and subtly signals for them to proceed while he engages the priests in conversation.

Sage Aramis

While the party searches the room, Sage Aramis keeps the clergy occupied, preventing them from interrupting the investigation. He subtly manoeuvres the conversation to keep the senior priests engaged and away from Brother Colin's quarters. When he notices the party is nearing the end of their search, he orchestrates a minor distraction in the temple to ensure they can exit without suspicion.

Outcome:

Armed with the evidence of Brother Colin's falsehoods, the party must now decide their next steps. They can choose to confront the imposter directly, gather more allies, or present their findings to the Council in a bid to clear their names. The journey to uncover the truth behind the Red Lord's

disappearance and their own innocence continues, with new leads and challenges ahead.

Key NPC's:

- Sage Aramis
- Brother Samaeus
- Tyr Priests

Encounter: Sneaking into the Temple

Creature: 3 commoners (cleaning rooms) 5 priests in different rooms around the area.

Map - 449ThDe245

The combat, if any, should be to subdue. The objective is to sneak around and find evidence once Brother Colin's room is located.

DM Notes:

The party should decide how they get about investigating this room. It's up to them to work out how they go about it.

Regardless if it's in or on the desk or in the hidden compartment the party should find a **strange amulet** - the symbol they don't recognise that was in the hidden compartment.

Objective for the Party:

Investigation:

- **Searching the Desk:** The party begins by examining the papers on the desk. They find letters and notes, some of which are written in a code. After deciphering the code, they discover correspondence with their previous employer – the one who gave testimony against them. The letters are from their employer and it discusses the party in some detail, describing what they look like and, wrongly so, the wrongdoings they did to the employer which is later admitted to being fabricated.
- **Hidden Compartment:** While searching the shelves, one of the party members notices that a section of the wooden panelling is loose. Behind it, they find a hidden compartment containing a sealed vial of a strange, dark liquid and a dagger with an unusual emblem, a symbol they don't recognise immediately.
- **Personal Journal:** They find Brother Colin's personal journal, which stopped two weeks ago despite being written in daily up until that point. The last few

entries talk about haunted dreams and a dark presence in the temple in Felmore.

Other skill Opportunities:

- **Deciphering the Code:** The party uses their skills to decode the letters, revealing the plot against them.
- **Finding the Hidden Compartment:** A keen eye or an investigative check leads them to discover the secret hiding place.
- **Reading the Journal:** As they read through the journal, the party learns about the days leading up to, what they assume, the candle being stolen.

Visiting Lorkan / Lorkan's Shop

Armed with crucial information from the Temple of Tyr, the party travels to Felmore, determined to investigate their previous employer, Lorkan, for more leads on Brother Colin's manipulations. Felmore, a bustling trade city known for its merchants and craftsmen, is also home to the main temple of the Red Lord.

As the party enters the vibrant city, they are greeted by crowded streets, noisy markets, and a diverse mix of cultures and races. The air is filled with the sounds of hawkers, blacksmiths, and street performers. Navigating through the maze-like alleys and busy squares, the party makes their way to Lorkan's place of business, hoping to uncover evidence that will help clear their names.

Lorkan, a wealthy merchant with a large building in the heart of Felmore, was known for his self-proclaimed prosperity and influence. Despite his grandiose displays, he had a bad reputation for cheap goods and worse manners, making many people hesitant to do business with him.

The party, familiar with Lorkan from previous dealings, knew he kept a chest in his office containing important business records. Gaining access to this chest could provide them with crucial information for their quest. However, their first challenge was to overcome the thugs and experienced mercenaries Lorkan had hired to protect his business.

Key NPC's:

- Lorkan

- Head Guard, Bruto

Encounter: Lorkan's Shop

Creature: 1 Gladiator acting as the boss or head of the bodyguard, the others are all thugs with an assortment of crude weapons.

Map - N/A

The combat, if any, is fighting off the thugs while they get evidence that Lorkan falsified his records too.

Lorkan will laugh and gloat that
'even if his testimony is false that they are still doomed.'

DM Notes:

The party should decide how they get about investigating this room. It's up to them to work out how they go about it.

Objective for the Party:

Infiltration and Investigation:

- **Entering the Building:** The party must find a way to enter Lorkan's business without drawing attention. They might choose to disguise themselves as customers, staff, or sneak in through a less guarded entrance.
- **Exploring the Offices:** Once inside, they make their way to Lorkan's private offices. The building is well-guarded, with several locked doors and patrols of hired guards. The party must use stealth and cunning to avoid detection.
- **Discovering Evidence:** In Lorkan's office, the party finds incriminating documents that link Brother Colin to Lorkan. These documents reveal payments and instructions for framing the party and details about Brother Colin's true identity and mission.

Combat Encounter:

While the party is gathering evidence, they are discovered by Lorkan's guards. The alarm is raised, and the party must fight their way out.

- **Enemies:** The guards are well-trained and equipped with standard weapons and armor. Lorkan himself may join the fray, wielding a masterwork longsword and using minor magical items to enhance his combat abilities.
- **Battlefield:** The combat takes place in the cramped confines of Lorkan's office and the adjacent hallways. There are

desks, shelves, and other obstacles that the party can use for cover and strategic advantage.

- **Objectives:** The party needs to defeat the guards and escape with the evidence. They might also choose to incapacitate Lorkan for further questioning or as leverage.

Role-Playing Opportunities:

- **Interrogating Lorkan:** If captured, Lorkan might reveal more information under duress, providing additional clues or even confessing his involvement.
- **Interacting with City Watch:** After the fight, the party could encounter the city watch, who may be bribed by Lorkan or genuinely seeking to maintain order.
- **Building Trust:** The party can use the evidence they gather to gain the trust of other potential allies in Felmore, furthering their mission to clear their names

The Hidden Temple

With further evidence from Lorkan pointing to Brother Colin as the mastermind behind their framing, the party sets their sights on the Temple of the Red Lord in Felmore. Determined to uncover more clues about the Sacred Red Candle's last known location and the Red Lord's whereabouts, they navigate through the ancient city's bustling streets and rich history to the temple, blending in with evening worshippers to avoid detection.

Inside the temple, they discover a dimly lit chamber filled with ancient relics and a large statue of the Red Lord. Using an amulet found earlier, they activate a hidden portal, transporting them to an otherworldly temple between realms. Here, they encounter spectral elves and learn that the temple serves the Forgotten Deity, who seeks to imprison the Red Lord. With newfound knowledge about their enemy, the party plans their next steps, determined to clear their names, unravel the mystery, and restore hope to their world.

Key NPC's:

- Temple Guardians

DM Notes:

The party is here to learn more about the Forgotten One, the deity who has had conflict with the Red Lord for Years. They also may find out more information about the Red Lord, the temple or the candle from the guardians. I

Objective for the Party:

Investigating the Temple:

- **Examining the Altar:** The party inspects the altar where the candle was placed. They find scorch marks and traces of the same dark liquid found in Brother Colin's room, suggesting a connection.
- **Secret Passage:** One of the party members discovers a hidden mechanism beneath the altar. Activating it reveals a narrow, winding staircase descending into the temple's depths.

The Amulet's Power:

Recalling the amulet they found earlier, the party realizes its significance. They place the amulet in the outstretched hand of the statue, and a soft, pulsating light fills the room. The statue begins to shift and move, revealing a hidden portal behind it—a gateway to a temple between realms.

The Hidden Chamber:

At the bottom of the stairs, the party enters a small, dimly lit chamber filled with ancient relics and statues of various deities. In the center of the room stands a large statue of The Red Lord, with a serene expression and an outstretched hand.

Entering the Hidden Temple:

The party steps through the portal and finds themselves in an otherworldly temple suspended between realms. The architecture is ethereal, with floating platforms and shimmering energy fields. The air is filled with a sense of ancient power and mystery.

Exploration and Challenges:

Guardian Spirits: The temple is protected by spectral guardians who challenge the party's right to be there. The party must prove their worth through combat or by demonstrating their knowledge of The Red Lord's teachings.

Role-Playing Opportunities:

Interacting with Spirits: The party can engage in dialogue with the guardian spirits, learning more about the hidden temple and the history of The Red Lord.

Escape and Revelation

As the party prepared to leave the hidden temple to the forgotten deity, the air grew colder, and an unsettling presence caused their vision to blur. The guardian spirits sensed the change, flickering with unease. Suddenly, menacing and ancient guardian spectres materialized, their eyes burning with cold hostility. A towering figure with a jagged spear declared that the intruders would not leave alive.

A fierce battle ensued, with the party bracing themselves against the swift and deadly guardians. The grand hall erupted into chaos as the terrain shifted, separating the party. The guardians they had befriended fought alongside them, and together they defeated the spectres. A dark guardian's final words revealed that the Blank Citadel held the last light of the Red Lord. With this crucial information and the hidden temple's secrets unveiled, the party now had a new lead pointing them to the Blank Citadel in the Darkstone Mountains. Determined to uncover the truth and restore hope, the party prepared for the perilous journey ahead.

Key NPC's:

- Forgotten One's spectres

Encounter: Forgotten ones Spectres

Creature: These Spectres use the **Wraith stat block** and fight as unrelenting cursed spirits.

Balanced enough for the party to be challenged but not overwhelmed.

Map - N/A

Enemies: The new guardians are powerful spectral warriors, each wielding ancient weapons and channeling dark energy. They move with supernatural speed and strength, making them formidable opponents.

Battlefield: The combat takes place in the grand hall, with its floating platforms and shimmering energy fields. The party must navigate the treacherous terrain while fending off the relentless attacks of the guardians.

Tactics: The guardians use coordinated attacks and dark magic to weaken and overwhelm the party. The party must use their abilities strategically, exploiting the environment and their knowledge of the temple to gain an advantage.

DM Notes:

The new **Spectres** are not friendly and they exclusively serve the Forgotten One. In their dying words they reveal that there is something kept at the Blank Citadel, that the party would fail in their quest to reach it and that their agents are growing as loneliness and despair rule the land.

Objective for the Party:

Role-Playing Opportunities:

- **Interrogating the Spirits:** If any of the friendly guardian spirits remain, the party can ask them about the Lost Citadel and its significance.
- **Reflecting on the Battle:** The party can discuss the implications of the guardian's words and plan their next steps.

Locating the Red Lord

The Journey Begins



The party exits the Hidden Temple through a shimmering, mirror-like portal, returning to the central chamber of the Red Lord. As the portal closes, the clerics and guard remain unaware of their return. Armed with cryptic clues, the party sets out for the Blank Citadel, navigating the bustling roads of Felmore while evading patrols searching for them.

Their journey is fraught with danger, and despite their cautious movements, they encounter a vigilant patrol. After narrowly avoiding detection,

their luck runs out when the patrol follows them to the Darkstone Mountains. A fierce battle ensues, ending with the knight's ominous warning.

Battered but victorious, the party takes a moment to regroup and prepare for the uncertain journey ahead, now more aware of the dangers they face.

Key NPC's:

- Elara (Cleric who obviously doesn't engage in the fight)

Encounter: Devout Scouts

Creature: 2 Knights, 2 Priests (a 3rd, Elara, only stops wounds on the party and the enemies from taking their life - stabilising all those she can), Guards to bolster forces to suit parties level.

Map - N/A

Combat Encounter

- **Enemies:** The patrol consists of seasoned guards equipped with swords and shields, a knight in gleaming armour wielding a greatsword, and two clerics who use divine magic to protect and heal their comrades.
- **Battlefield:** The combat takes place on a rocky, uneven path flanked by steep cliffs. The terrain is challenging, with loose rocks and narrow ledges adding to the danger.
- **Tactics:** The knight leads a frontal assault, while the clerics provide support with healing and protective spells. The party must use the terrain to their advantage, employing ranged attacks, spells, and guerrilla tactics to overcome their foes.

DM Notes:

Evasion and Strategy:

- **Blending In:** Disguised as humble travellers, the party joined a group of merchants heading north. They exchanged quiet pleasantries, keeping their heads down as the patrol questioned the merchants. The disguise worked, and the party passed through the checkpoint unnoticed.
- **Utilising Local Knowledge:** They made contact with a local smuggler who provided them with a map of secret paths and hidden routes. This network of

trails allowed them to bypass the main roads and avoid further patrols, though the journey became more treacherous as they delved deeper into the wilderness.

- **Setting Diversions:** When another patrol came dangerously close, the party set up a diversion. They used illusion spells to create a disturbance on the opposite side of the road, drawing the patrol away and allowing them to slip through undetected.

Role-Playing Opportunities:

- **Interacting with Allies:** The party's interactions with the merchants and the smuggler provide opportunities for role-playing and gathering information.
- **Tactical Decisions:** Choosing when to use disguises, diversions, or brute force to deal with patrols.
- **Building Trust:** Strengthening bonds within the party as they rely on each other's skills and instincts to survive

Allies and Old Adversaries



After the battle with the patrol, the party continues their journey north into the harsh and treacherous terrain of the Darkstone Mountains, where the Blank Citadel lies hidden among jagged rocks and towering peaks. The deeper they venture, the more dangerous and untravelled the path becomes, with narrow passes, steep cliffs, and winding trails. The memory of the patrol's ambush remains fresh, heightening their senses to potential threats.

While navigating a narrow ledge, the party spots a figure trailing them. They recognize her as Elara, a cleric from the ambush who had hesitated during the attack. Confronting her in a sheltered clearing, Elara explains her doubts about their guilt and her ability to still sense the Red Lord. As the party debates her intentions, Brother Colin, suspecting Elara's betrayal, emerges and launches a dark energy attack. The party springs into action to defend Elara, recognizing the threat posed by Brother Colin and the importance of their connection to the lost lord.

Key NPC's:

- Elara
- Brother Colin

Encounter: Brother Colin

Creature: Brother Colin (dark Priest), 2 shadows at 1/2 hit points per party member to act as his shadowy summons.

Map - 450ThDe2412

Enemies: Brother Colin is a powerful spellcaster, using dark magic and summoning shadowy minions to aid him. He is relentless and cunning, targeting Elara and the party with precise, deadly strikes.

Battlefield: The combat takes place in the narrow mountain clearing, with rocks and boulders providing cover and obstacles. The uneven terrain adds an additional layer of challenge, making movement tricky and strategic positioning crucial.

Tactics: Brother Colin uses his knowledge of dark magic to create barriers and illusions, attempting to separate the party and isolate Elara. The party must work together to counter his spells, protect Elara, and ultimately defeat him.

Visibility and Cover: The rocky terrain provides plenty of cover for both the party and Brother Colin, allowing for tactical movement and surprise attacks. Characters can use the rocks and boulders to gain half or three-quarters cover.

Strategic Positioning: The party and Brother Colin must consider their positioning carefully, using the natural obstacles to their advantage while avoiding the hazardous areas. Travelling further up

the mountain cliff edge would be considered difficult terrain but will grant cover more readily due to the rocky outcrops above. If the party can make it to these ledges they may be able to avoid detection for some time.

DM Notes:

Brother Colin is meant to feel powerful, more so than a regular priest but he isn't a boss and should be defeated easily. Make his attacks seem impressive but not overly dangerous.

Role-Playing Opportunities:

- **Interacting with Elara:** The party can gain more insight into Brother Colin's plans and Elara's doubts about his intentions.
- **Uncovering Motives:** As they fight, Brother Colin's taunts and monologues might reveal more about his true objectives and the deeper plot at play.

Gatekeeper of the Citadel



Their journey was arduous, but the party pushed forward, leaving the body of Brother Colin behind. As they neared the legendary Blank Citadel, the sun set, casting a golden glow over the Darkstone Mountains. The temperature dropped, and a biting chill settled in as they approached a sheer cliff face covered in ancient ice. Elara confirmed it was the entrance they sought.

Using a multifaceted gem to refract the sunlight, they revealed a hidden doorway and entered the

Blank Citadel. Inside, they found ancient inscriptions and artifacts, leading them to a grand chamber with the Sacred Red Candle. The Oracle, a dark-toned creature, entrusted the candle to them, revealing that the Red Lord was held in a place of darkness. The Oracle directed them to seek the ruined fortress within the Meldwel Forest for answers and the means to restore the Red Lord.

Key NPC's:

- Elara
- The Oracle

Encounter: Social with the Oracle

Creature: Oracle

Map - N/A

The Oracle is an ancient creature that seems impervious to damage. It doesn't take kindly to being attacked but doesn't attack back and will merely damage their weapons as a warning before breaking them completely.

DM Notes:

Interactive Moments:

- Describe how the party interacts with the environment to rotate the gemstone. Encourage teamwork and problem-solving.
- Allow the players to discuss and interpret the Oracle's cryptic clues. Encourage them to plan their next steps and consider the challenges they might face.

Player Actions: Have the players describe their approach to turning the gemstone. Use skill checks where appropriate, such as Strength (Athletics) to move the gem or Intelligence (Arcana) to understand its magical properties.

Conclusion: With the Sacred Red Candle now in your possession and the Oracle's cryptic guidance echoing in your minds, you steel yourselves for the journey ahead. The fate of the Red Lord and the very essence of mercy and hope rest upon your shoulders. The path to the heart of the Darkstone Mountains awaits, shrouded in darkness and danger.

Role-Playing Opportunity: Encourage the players to engage in dialogue with the Oracle. They may ask questions, express their intentions, and seek guidance.

The Haunted Forest

As dawn broke, the party stood at the edge of the Darkstone Mountains, the warmth of the morning sun gradually dispelling the night's chill. They began their descent into the valley, heading towards the Meldwel Forest, a place steeped in ancient magic and hidden dangers. The journey to the forest was quiet, with only a few goats accompanying them. As they entered the forest, the towering trees formed a thick canopy, casting deep shadows. The air grew cooler, and a mist enveloped the area, creating an otherworldly atmosphere. Elara felt faint surges of the Red Lord's connection, guiding them deeper.

The forest became increasingly dark and foreboding, with the once steady sounds of wildlife giving way to an eerie silence. Suddenly, laughter erupted, and glowing orbs launched from the trees, causing the party to react. They soon realized they were encountering the trickster spirits of Meldwel Forest. After a series of pranks and tests, the party convinced the spirits of their true intentions. The spirits, now friendly, guided them to a hidden crypt beneath the roots of an ancient tree.

Upon reaching the crypt's entrance, the trickster spirits warned the party of the trials that awaited them inside but expressed their belief in the party's strength. With the crypt revealed, the party prepared to descend into its depths, ready to face the challenges ahead and seek the answers they needed to restore the Red Lord.

Key NPC's:

- Elara

Encounter: Role Play encounter with Trickster Spirits

Creature: Dozens - non-combative

Map - N/A

Notes on combat. Creature tactics etc.

<more supportive images>

DM Notes:

Role-Playing Opportunity:

Encourage the players to interact with the trickster spirits. They may need to persuade the spirits of their intentions, using charm, wit, and diplomacy.

Convincing the Spirits: The trickster spirits initially believe that the party wishes to harm the Red Lord, their playful demeanor masking a deep-seated wariness. They conjure illusions and obstacles to delay the parties progress, testing their resolve and intentions. As the party navigates their tricks, they must prove their sincerity and convince them that the party seeks to save the Red Lord, not harm him.

Checks and Challenges:

- **Persuasion and Deception:**

Challenge: The party must use Persuasion (DC 15) to convince the trickster spirits of their good intentions. If they fail, they can attempt Deception (DC 18) as an alternative.

- **Navigating Illusions:**

Challenge: The trickster spirits create illusions that confound and mislead. The party must make Wisdom (Perception) checks (DC 16) to see through the illusions and stay on the correct path.

- **Overcoming Obstacles:**

Challenge: Physical obstacles such as false vines, shifting paths, and illusory walls appear to block the way. The party must use a combination of Strength (Athletics) and Dexterity (Acrobatics) checks (DC 14) to overcome these obstacles.

Success and Revelation:

After successfully navigating the challenges and proving their sincerity, the trickster spirits' demeanor shifts from wary to welcoming. They gather around the party, their giggles turning into joyous laughter as they recognize the parties noble intentions.

The Ancient Guardian



The ancient tree of Meldwel Forest stood tall as the party approached its twisted roots entwined with stone ruins. Descending into a bowl-like recession at the base, they were greeted by a cold fog and an earthy smell. As they walked towards an open archway leading to a steep staircase, the candle Elara carried suddenly ignited, illuminating the fog. However, their surprise was short-lived as a giant creature of twisted roots and rubble emerged, snatching Elara and the candle.

The Guardian of the crypt, a menacing entity, declared its intent to prevent the party from passing, suspecting deceit. A fierce battle ensued, with the Guardian's roots forming barriers and its voice booming like a landslide. Despite the chaos, the party managed to defeat the Guardian, whose form crumbled and fell inert. As the roots receded, they approached the stone archway, the red-yellow glow of Elara's candle growing stronger with each step, revealing the dark passageway beyond. The air grew colder, and the scent of damp earth and ancient decay filled their senses as they ventured deeper into the crypt.

Key NPC's:

- Elara

Encounter: The Guardian Tree

Creature: A giant tree that uses the Treant stat-block. It animates the trees around it. It's Giant sized though and has no movement speed.

Map - N/A

The creature likes to grab one party member before throwing them away from the door. It prioritises anyone who attacks the roots it creates that prevent access to the crypt. It retreats when falling to critical levels of HP and appears to be defeated to rest and restore.

DM Notes:

If the party can talk to the creature (speak with plants or Sylvian) they may be able to talk their way out of a combat encounter.

The Crypts Trials/ The Lost Crypt



The party descended sixty feet into the crypt, leaving the night sky behind. They navigated a maze of corridors designed to confuse, eventually discovering a hidden passage. In the first chamber, they answered a riddle to proceed. The next challenge was a labyrinth filled with mirrors and illusions, where guardian creatures forced them to move quickly. They reached the maze's exit and entered a hall with statues holding weapons.

In this third chamber, they had to match weapons to the correct statues to reveal the path forward. After solving the puzzle, they faced a final statue that presented them with another riddle, threatening to isolate them if they failed. The party prepared to answer, determined to continue their quest.

Key NPC's:

- Crypt Guardians (Animated Armour)

Encounter: Guardians

Creature: 3 Guardians per room, 1 at the end for 10 guardians in total.

Map - N/A

The guardians are there if the party takes too long for the trails. 1 riddle, 1 puzzle and 1 map where the rolls make more difference. Refer to the [451MoDe2416 post](#) for more information.

DM Notes:

Room 1: **Riddle:** 'I speak without a mouth and hear without ears. I have no body, but I come alive with wind. What am I?'

- **Answer: an Echo**

Room 2: Puzzle

- The symbol matches a type of weapon damage, bludgeoning, slashing or piercing damage. Match the symbol in front of the statue to the weapon. Get it wrong and three strikes and the statues attack with the incorrect weapons in play. After constructs are defeated the door opens regardless.

Room 3: Maze

- **Answer:** DC16 checks to get through the maze, see through illusions and navigate the maze.

Hallway: Riddle 'My life can be measured in hours, I only serve to be devoured. Slim, I am quick. Fat, I am slow. Wind is my foe'

- Candle
- **For riddles DC 15** investigation or insight will give a strong clue. (or just answer it)
- **For Puzzle same DC** but investigation, arcana or history. Warrior classes get advantage on the checks.

The Rescue

Having successfully navigated the trials and defeated the guardian constructs, the party approached the entrance to the final chamber with a sense of apprehension. Inside, they found a vast

room filled with treasures and the Red Lord, bound in black chains and barely breathing. The candle Elara held flickered weakly but grew brighter as they neared the Red Lord.

With quick thinking, the party broke the magical chains sapping the Red Lord's strength. As Elara placed the Sacred Red Candle in his hand, a surge of energy restored his strength. The Red Lord rose, expressing gratitude and urging haste to restore mercy and compassion to the world. After a tense journey through the crypt, the party emerged into dawn's light, the Red Lord a beacon of hope. They knew their journey was far from over, with a stop in Felmore to reveal Brother Colin's betrayal and clear their names. The Red Lord vowed to ensure that mercy and compassion would once again light the way for all.

Key NPC's:

- Elara
- The Red Lord

Encounter: Social

Creature: The Red Lord

Map - N/A

DM Notes:

Navigating the Crypt: As you retrace your steps, the crypt seems to pulse with a new energy, the presence of the Red Lord rejuvenating its ancient halls. The guardians, once hostile, now stand aside, allowing you safe passage.

Interactive Moment: Encourage the players to describe their actions as they navigate back through the crypt. Use skill checks where appropriate to overcome any lingering challenges.

Checks and Challenges:

- **Avoiding Traps:**
Challenge: The party must make Dexterity (Acrobatics) checks (DC 14) to avoid any remaining traps or hazards.
- **Navigating the Maze:**
Challenge: The party must make Wisdom (Perception) checks (DC 16) to remember the correct path and avoid getting lost.

Confrontation



The Return

As the party made their way back through the dense, ancient forest, they almost forgot they were being hunted. Jovial trickster spirits, seeing the Red Lord as their patron deity, skipped around him, engaging in playful antics. The Red Lord's attempts to activate his magical powers resulted in only minor effects, highlighting his weakened state. As they neared the forest's edge, the trickster spirits' laughter faded, and a chill ran down their spines.

Bursting out of the forest into the sunlight, the party felt warmth and relief. However, they soon faced three shades with long goat-like horns, their presence turning the sunny plain into a grey, suffocating landscape. The shades attempted to isolate and attack the party members, but Elara's encouragement and the Red Lord's presence helped them fight back. In a chaotic and disorienting battle, the party managed to defeat the shades, their senses returning as they rallied together to bring the wraiths down.

Key NPC's:

- Elara
- The Red Lord

Encounter: Shades

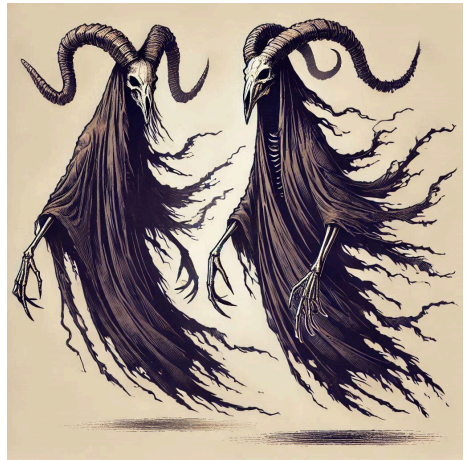
Creature: 3 **Isolation Wraiths**. Each **Isolation Wraith** has a special DC14 Wisdom saving throw attack or the party slowly becomes blind and deafened to only their allies.

Map - N/A

Combat Challenges:

Maintaining Awareness:

Challenge: Each party member must make Wisdom saving throws (DC 16) at the start of each round to resist the isolation effect. Failure means they lose the ability to perceive their allies for that round, making coordination more challenging.



Protecting the Red Lord:

Challenge: The Red Lord, weakened from his captivity, needs protection. The party must use Strength (Athletics) or Dexterity (Acrobatics) checks (DC 15) to position themselves defensively and shield him from attacks.

Combating the Creatures:

Challenge: The creatures are spectral and difficult to hit. Attacks against them require attack rolls with disadvantage unless the party uses magical or radiant abilities to reveal their true forms.

DM Notes:

The Party is the heroes here - focus on the interaction between the party and the wraiths as opposed to the god amongst them. Play on his weakness and his slowly returning powers instead of what he could normally do.

Back to Felmore

The road back to Felmore was busier than expected. As the party, accompanied by the Red Lord in human form, traveled down the roads, they attracted attention, with many stopping to stare and follow. A small village even sprung up around their camp, bringing them food and drink. However, not all was celebratory; some travelers influenced by the Forgotten Deity marched sullenly away from the city.

Upon their approach to Felmore, the city's guards and inhabitants were awestruck by the sight of the Red Lord, quickly spreading word of his return. A large crowd gathered at the Red Lord's Church to witness his arrival. Addressing the crowd, the Red Lord revealed the truth about the party's innocence and the dark plot of the Forgotten One. He urged the people of Felmore to stand together against the looming threat of isolation and despair, just as the party had done to free him.

Key NPC's:

- Elara
- The Red Lord

Encounter: Interactive session with people of Felmore

Creature: People of Felmore

Map - N/A

Persuasion:

Challenge: The party may choose to speak to the crowd, using Persuasion (DC 15) to calm any doubts and assure the people of their intentions.

Insight:

Challenge: The party can make Wisdom (Insight) checks (DC 14) to gauge the crowd's reaction and ensure their message is received positively.

DM Notes:

The party's real objective here is to rally the people to begin to fortify the city. Barricades, weapons, people to defend the walls etc.

- **The Revelation:** The Red Lord, standing tall and regal, addresses the crowd, his voice carrying a tone of authority and compassion.

- **Interactive Moment:** Encourage the players to describe their reactions and interactions with the crowd. They may choose to speak, answer questions, or simply stand in solidarity with the Red Lord.
- **Brother Colin's Betrayal:** The crowd listens intently as the Red Lord reveals the truth about Brother Colin's betrayal. Gasps of shock and murmurs of disbelief ripple through the gathered townsfolk.

Preparation for Battle: The party, along with the Red Lord and the city leaders, begin to strategize and prepare Felmore for the imminent attack. The atmosphere is tense, but determination fills the air.

Checks and Challenges:

- **Planning and Strategy:**
Challenge: The party must use Intelligence (Investigation) or Wisdom (Insight) checks (DC 16) to devise effective defenses and fortifications for the city.
- **Rallying the People:**
Challenge: The party can use Charisma (Persuasion) checks (DC 15) to inspire the townsfolk and encourage them to stand firm against the coming darkness.

The Siege Begins

As night falls over Felmore, a palpable tension grips the city. The once-bustling streets are now filled with hastily constructed barricades, and the cityfolk have taken up arms alongside the soldiers and the party. The Red Lord stands at the steps of his temple, rallying the defenders with his booming voice and hymns of joy and hope. Despite the preparations, the early arrivals of the Forgotten One's army have rattled the defenders, who face the grim reality of fighting their friends and family turned husks.

As the battle begins, arrows fly towards the rushing horde of pale, lifeless figures driven by the Forgotten One. The party rushes to the main gate, bracing against the onslaught. Amidst the chaos, Elara's hymn creates a glowing red barrier around herself and the Red Lord, protecting them from the Isolation Wraiths. The fight is quick and brutal, but the party successfully defends the cleric and her

deity. As their resources dwindle, a screeching call from the field beyond the city signals the retreat of the Wraiths and husks, leaving the defenders to regroup and lick their wounds.

Key NPC's:

- Elara
- The Red Lord

Encounter: HUSKS

Creature: Countles Husks 2 wraiths

Map - N/A

Combat with the Cursed Husks: The battle begins as the husks throw themselves at the defenders with a relentless, mindless fury. They are driven by a singular purpose—to destroy the source of their perceived torment.

Checks and Challenges:

Holding the Line:

Challenge: The defenders must hold the city gates against the onslaught. The party can use Strength (Athletics) checks (DC 15) to reinforce barricades and prevent breaches.

Defending the Red Lord:

Challenge: The husks are drawn to the Red Lord's light, attempting to overwhelm him. The party must use Dexterity (Acrobatics) checks (DC 16) to maneuver through the chaos and protect him.

Combating the Husks:

Challenge: The husks are tough and resilient. Attacks against them require attack rolls with a higher DC (DC 14) to represent their unnatural endurance. Magical or radiant abilities are particularly effective, reducing their resilience.

DM Notes:

Potential Key Moments in Battle

- **Elara's Light:** Elara, filled with determination, casts a radiant shield around the Red Lord, her holy symbol of the Red Candle glowing brightly. Her divine magic cuts through the darkness, repelling the husks and providing brief moments of respite.
- **The Red Lord's Command:** The Red Lord channels his power to bolster the defenders, his voice carrying words of

encouragement and resolve. His presence instills a newfound strength in the townsfolk and party members alike.

- **Rallying the Defenders:** The party can make Charisma (Persuasion) checks (DC 15) to inspire the townsfolk and rally them to fight with greater fervor.

Breaking Ranks

As the last rays of dusk cast long shadows over battle-torn Felmore, the city is filled with tense silence, broken only by the cries of the wounded and the murmured singing of weary defenders. The Red Lord and the party gather, observing the enemy and the wraiths commanding the husks. The Red Lord confirms that defeating these wraiths is crucial to turning the tide of battle.

The party devises a plan to isolate and destroy the wraiths, drawing them out with the Red Lord's light. They move through the quiet streets, setting traps to separate the wraiths from the husks. As they approach their targets, the air grows colder, and the wraiths emerge, ghostly figures with malevolent eyes. A fierce battle ensues, with the party fighting to break the curse and bolster each other with the Red Lord's light. The experienced wraiths fall one by one, but a final shriek of anger signals the enemy's awareness, urging the party to retreat to camp.

Key NPC's:

- Elara
- The Red Lord

Encounter: Taking the head of the Snake

Creature: 4 or 5 Isolation Wraiths

Map - N/A

Checks and Challenges:

- **Resisting Isolation:**
Challenge: Each party member must make Wisdom saving throws (DC 17) at the start of each round to resist the isolation effect. Failure means they lose the ability to perceive their allies for that round, making coordination more challenging.
- **Targeting the Wraiths:**

Challenge: The wraiths are elusive and difficult to hit. Attacks against them require attack rolls with a higher DC (DC 15) to represent their spectral nature. Magical or radiant abilities are particularly effective, reducing their elusiveness.

- **Defending the Red Lord:**

Challenge: The wraiths, sensing the Red Lord's power, may attempt to target him. The party must use Dexterity (Acrobatics) or Strength (Athletics) checks (DC 16) to shield him from harm.

DM Notes:

Hunting the Wraiths: The party sets out to locate the wraiths, using their knowledge and skills to track these elusive specters. The streets of Felmore are littered with debris and the remnants of last night's battle, creating a labyrinthine environment filled with potential ambush sites.

Checks and Challenges:

- **Tracking the Wraiths:**

Challenge: The party must use Wisdom (Survival) or Intelligence (Investigation) checks (DC 16) to follow the wraiths' trail and pinpoint their location.

- **Setting Traps:**

Challenge: The party can use Dexterity (Sleight of Hand) or Intelligence (Arcana) checks (DC 15) to set traps and magical wards to ensnare the wraiths.

- **Divination and Detection:**

Challenge: If the party has access to divination spells or abilities, they can use them to detect the wraiths' presence. Wisdom (Perception) or Intelligence (Arcana) checks (DC 14) may be required to interpret the results.

The streets of Felmore are eerily quiet as you move through the city, your senses heightened for any sign of the wraiths. Shadows flicker at the edge of your vision, and the hairs on the back of your neck stand on end. The air grows colder, and you know you are close.

Confrontation with the Wraiths: The wraiths, sensing the party's approach, emerge from the shadows. Their forms are ghostly, with long,

goat-like horns sprouting from skeletal faces and tattered dark cloaks fluttering in the wind. They move with an eerie grace, their eyes burning with a malevolent light.

Combat with the Wraiths: The battle begins as the wraiths attempt to isolate the party members, stripping away their senses and plunging them into a void of solitude. The party must rely on their skills and teamwork to overcome this challenge and defeat the wraiths.

Battle for Felmore

Days have passed since the battle of Felmore began, and the city's defenders, including the Red Lord and Elara, have helped several husks regain their senses by singing hymns of praise. As more cursed individuals are freed, the attacks on the city walls lessen and eventually stop. The Red Lord, standing at the forefront, draws the last of the cursed husks towards him, filling the air with joy and hope.

However, a chilling wind and oppressive dread signal the arrival of the Forgotten One, who confronts the Red Lord and the defenders. Elara's hymns and the collective singing push back the darkness, but the Forgotten One makes a desperate move, snatching Elara and dragging her into a shadowy portal. The Red Lord, determined to rescue her, declares that they must follow the Forgotten One to the demiplane of loneliness to save Elara and seal away the malevolent deity for good.

Key NPC's:

- Elara
- The Red Lord
- Grehy, The forgotten one

DM Notes:

Elara has been taken to the demi-plane where Grehy, the Forgotten one, deity of isolation and banishment resides. The party must plan for what they need in a quick time frame before following the red lord into the void beyond

Confronting Isolation

The Red Lord steps towards the empty archway where a gate to Felmore once stood, humming a jolly tune that creates sparks of gold and red,

forming a passageway to the demi-plane of Isolation. After brief preparations, the party steps through the gate into a monochrome world devoid of warmth and color. The desolate landscape, filled with cracked ground and eerie shadows, wears down their resolve as they navigate the realm.

They follow the sound of Elara's hymn, leading them to a towering fortress. Inside, they find the Forgotten One, Grehy, and Elara bound in chains of shadow. The party engages in a fierce battle, with Elara's songs bolstering their resolve and the Red Lord using his strength against Grehy. After a powerful blow, they free Elara and lock away Grehy's power using a red candle, placing the deity in a suspended state. With the Forgotten One no longer a threat, the Red Lord guides the party back to the gate, ensuring their escape before the demi-plane collapses.

Key NPC's:

- Elara
- The Red Lord
- Grehy, The forgotten one

Encounter: Grehy, The Forgotten One

Creature: Grey's tendrils (Shadows statistics)

Map - n/a

Checks and Challenges:

Resisting Isolation:

Challenge: Each party member must make Wisdom saving throws (DC 19) at the start of each round to resist the isolation effect. Failure means they lose the ability to perceive their allies for that round, making coordination more challenging.

Freeing Elara:

Challenge: The party must use Strength (Athletics) or Dexterity (Sleight of Hand) checks (DC 17) to break the chains of shadow binding Elara.

Combating the Forgotten One:

Challenge: The Forgotten One is a powerful foe. Attacks to hit her AC of 18 and immunity to spells that affect her status conditions. She passes all saving throws made by mortals (except for radiant damage) She can take damage and will be defeated after taking 200 damage or 30 hits, whichever comes first. This represents her formidable defenses and the manipulative nature of her demiplane. Magical or physical attacks that deal radiant damage are particularly effective and count as double damage or 2x hits. A simplified combat session is recommended.

Grehy will summon 3 shadowy arms that attacks the closest party member to Elara or the last to deal damage to her. In that order. These appendages have the same statistics as a shadow but don't count towards her health pool.

The Red Lord deals 3 hits per round.

DM Notes:

Checks and Challenges:

- **Resisting Despair:**

Challenge: The demiplane saps the willpower of those who enter. Each party member must make Wisdom saving throws (DC 18) at the start of each hour to resist the effects of despair. Failure means they suffer from disadvantage on attacks and skill checks until they can find a way to bolster their resolve.

- **Tracking the Forgotten One:**

Challenge: The party must use Wisdom (Survival) or Intelligence (Investigation) checks (DC 16) to track the Forgotten One and locate Elara.

Ideas for Key Moments in Combat:

- **Elara's Resilience:** Despite her captivity, Elara channels her faith and casts supportive spells to aid the party. Her divine light provides moments of clarity and hope.
- **The Red Lord's Command:** The Red Lord, standing as a beacon of hope, channels his power to weaken the Forgotten One and bolster the party. His presence instills a newfound strength in the defenders.
- **Breaking the Chains:** The party must find creative ways to free Elara, using spells, tools, and sheer determination to break the chains of shadow.

The Red Lord's Feast



As the party steps through the gateway, landing on the solid ground of Felmore, a grand cheer erupts from the townsfolk. The adventurers have returned with the Red Lord, victorious over the Forgotten One. The streets are alive with joyous celebration, music, and laughter. The Red Lord walks beside the party, beaming at the city's transformation, while the townspeople offer heartfelt thanks and small tokens of gratitude.

The party and the Red Lord stop before his temple, where he addresses the crowd, praising the heroes for their bravery. They are then ushered to a feast, filled with the scent of roasted meats and fresh bread. The Red Lord raises a goblet in toast to the heroes and presents them with magical artifacts as a token of gratitude. As he departs to resume his duties, the city of Felmore is forever changed. The light of hope shines brightly, and the party, honored and blessed, prepares for the next chapter of their adventure.

Key NPC's:

- Elara
- The Red Lord
- Sage Aramis
- Brother Samaeus

DM Notes:

The party celebrates and experiences first hand what it means to celebrate mercy and togetherness. The items provided should be very rare with a property of merciful strike which grants advantage

or disadvantage on one attack roll by or against the wielder of the weapon.

Lore & NPCs

Brother Colin



Brother Colin is a tall, gaunt man with a haggard look that reflects his recent distress and exhaustion. As a respected cleric of the Red Lord, he is deeply committed to the teachings of mercy and second chances. He is usually seen clad in his crimson robes, clutching a small book tightly, which symbolizes his devotion. Despite his outward appearance of kindness and mercy, there is a dark undercurrent in his actions, revealed through his involvement in the framing of the party. His eyes often betray a mixture of sorrow and accusation, especially when he speaks of the Red Lord's disappearance and the Sacred Red Candle. This complex character embodies both the virtues and flaws that can exist within devout individuals.

Sage Aramis



Sage Aramis is an elder member of the Council of Sages and a devout cleric of Tyr, known for his wisdom and fair judgment. He is an elderly man with a weathered face, marked by deep lines that speak of years of service and contemplation. His piercing blue eyes hold a depth of knowledge and a hint of sadness, reflecting the heavy burdens he has carried. Aramis's hair is silver, and he often wears long, flowing robes adorned with symbols of Tyr. Despite his age, he moves with a quiet strength and purpose. His demeanor is calm and compassionate, yet he possesses a steely resolve when it comes to matters of justice and truth. Aramis is a figure of respect and authority, a guiding light in times of darkness.

Lorkan



Lorkan is a wealthy merchant with an appearance that perfectly blends the look of a successful businessman and a sly con-artist. He operates out of a large building adorned with banners and signs, reflecting his self-envisioned prosperity and influence. Lorkan is a man of medium height with a portly build, often dressed in elaborate, gaudy clothing that screams of ill-gotten wealth. His thinning hair is slicked back, and he sports a meticulously groomed mustache that he twirls when deep in thought or negotiating a deal. Lorkan's eyes are sharp and calculating, always scanning for opportunities to swindle his next customer. His smile is charming but insincere, often used to mask his true intentions. Despite his grandiose displays, Lorkan has a notorious reputation for selling cheap goods at inflated prices and having deplorable manners. His office is filled with trinkets and documents, where he keeps a chest of important business dealings, further cementing his image as a cunning and unscrupulous merchant.

Elara



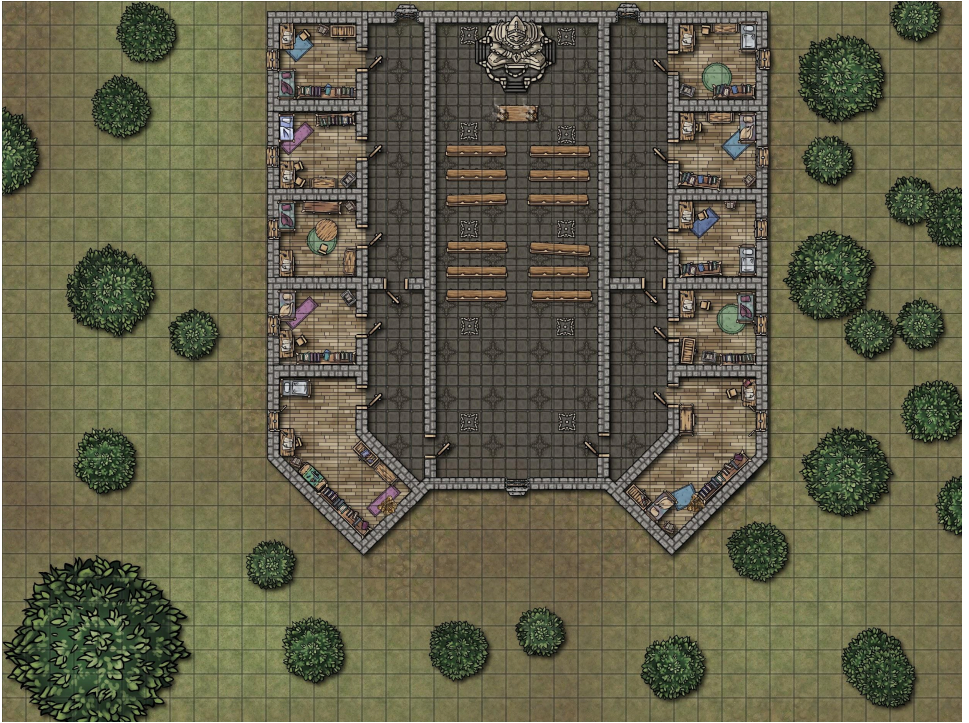
Elara is a young and dedicated cleric of the Red Lord, known for her unwavering faith and compassionate nature. She has a youthful and earnest appearance, with bright, expressive eyes that reflect her determination and inner strength. Her long, dark hair is often tied back in a simple braid, allowing her to move freely as she tends to her duties.

Elara typically wears the crimson robes of her order, adorned with symbols of the Red Lord, and she carries a small, intricately designed holy symbol that she holds close during her prayers. Her demeanor is warm and approachable, making her a comforting presence to those in need. Despite her gentle appearance, Elara possesses a strong will and a fierce sense of justice, driven by her deep belief in mercy and second chances.

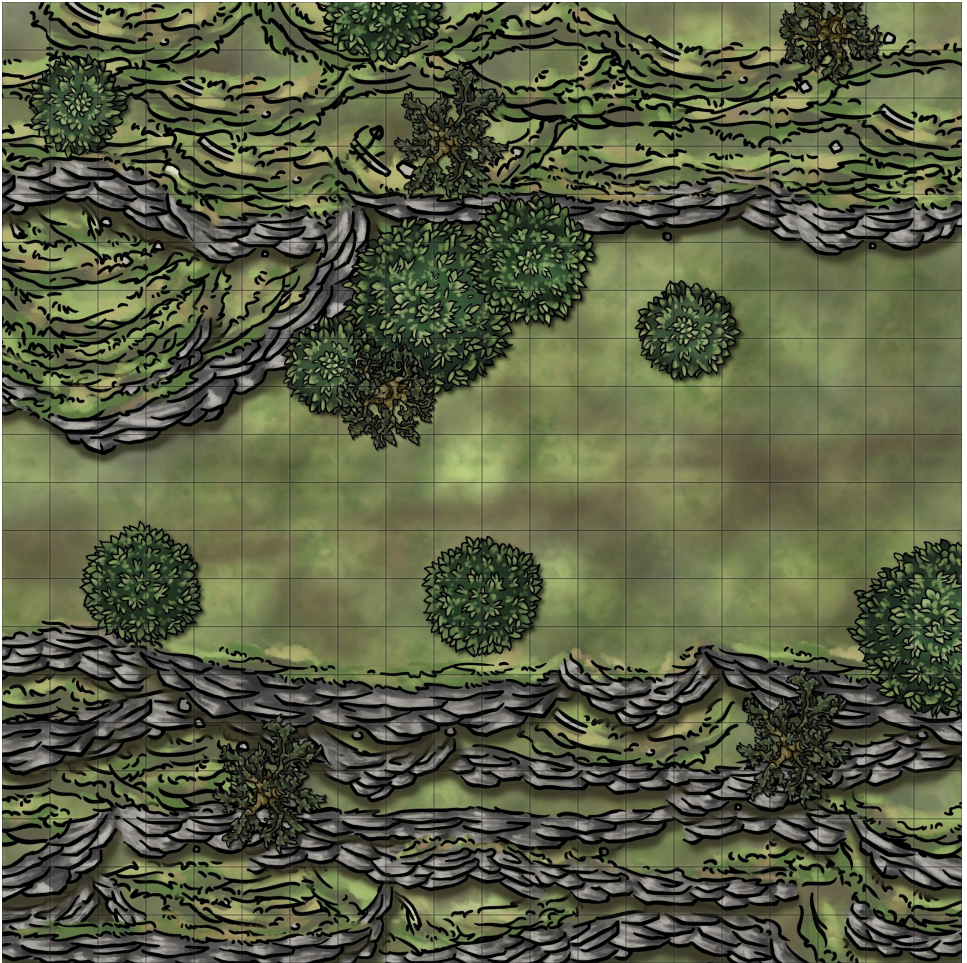
In times of danger, Elara's bravery shines through, as she stands firm against adversity to protect those she cares about. Her voice, when raised in hymns and prayers, carries a soothing and inspiring quality, capable of lifting the spirits of even the most downtrodden souls. Elara's devotion to the Red Lord and her unwavering commitment to his teachings make her a cherished and respected member of her community.

Maps

449ThDe245



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Environmental Hazards:

Loose Gravel and Rocks:

Hazard: The ground is littered with loose gravel and small rocks that can cause characters to lose their footing.

Checks: Characters moving quickly or engaging in combat must make Dexterity (Acrobatics) checks (DC 13) to avoid slipping and falling prone.

Steep Cliffs and Drop-offs:

Hazard: The clearing is bordered by steep cliffs and drop-offs, posing a significant fall hazard.

Checks: If a character is pushed or falls near the edge, they must make a Dexterity saving throw (DC 15) to catch themselves or a nearby ledge. Failure results in falling 20 feet, taking 2d6 bludgeoning damage.

Rockslides:

Hazard: The unstable terrain can trigger small rockslides.

Checks: During the battle, there is a 1-in-6 chance each round that a rockslide occurs. Characters in the affected area must make a Dexterity saving throw (DC 14) to avoid taking 2d4 bludgeoning damage and becoming restrained by the debris. Explosions or collisions with the wall of the hill above the party may also trigger these rock slides.

Narrow Pathways:

Hazard: Some areas of the clearing are connected by narrow pathways along the cliffside.

Checks: Characters moving along these pathways must make Dexterity (Acrobatics) checks (DC 12) to maintain their balance. Failure results in falling prone and potentially slipping off the edge (see Steep Cliffs hazard).

Thin Air:

Hazard: The high altitude and thin air make physical exertion more difficult.

Checks: Characters engaging in strenuous activity (e.g., running, fighting) must make a Constitution saving throw (DC 13) every 10 minutes or gain one level of exhaustion. This is more relevant if they decide to retreat and a chase occurs or if they wish to create substantial distance for themselves from whatever else Brother Colin may be working with

Monsters

Adventure Encounters

Commoner

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Priest

PRIEST

Medium Humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 12 (+1) | 13 (+1) | 16 (+3) | 13 (+1) |

Skills Medicine +7, Persuasion +3, Religion +5

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

- * Cantrips (at will): *light, sacred flame, thaumaturgy*
- * 1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
- * 2nd level (3 slots): *lesser restoration, spiritual weapon*
- * 3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Thug

THUG

Medium Humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 11 (+0) | 14 (+2) | 10 (+0) | 10 (+0) | 11 (+0) |

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Bruto

GLADIATOR

Medium Humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)**Hit Points** 112 (15d8 + 45)**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 15 (+2) | 16 (+3) | 10 (+0) | 12 (+1) | 15 (+2) |

Saving Throws Str +7, Dex +5, Con +6**Skills** Athletics +10, Intimidation +5**Senses** passive Perception 11**Languages** any one language (usually Common)**Challenge** 5 (1,800 XP)**Brave.** The gladiator has advantage on saving throws against being frightened.**Brute.** A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.**Shield Bash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Wraith

WRAITH

Medium Undead, neutral evil

Armor Class 13**Hit Points** 67 (9d8 + 27)**Speed** 0 ft., fly 60 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 16 (+3) | 16 (+3) | 12 (+1) | 14 (+2) | 15 (+2) |

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons**Damage Immunities** necrotic, poison**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained**Senses** darkvision 60 ft., passive Perception 12**Languages** the languages it knew in life**Challenge** 5 (1,800 XP)**Incorporeal Movement.** The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.**Sunlight Sensitivity.** While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.**Create Specter.** The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Knight

KNIGHT

Medium Humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 11 (+0) | 14 (+2) | 11 (+0) | 11 (+0) | 15 (+2) |

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Guard

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 12 (+1) | 12 (+1) | 10 (+0) | 11 (+0) | 10 (+0) |

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Husk

HUSK

Medium Humanoid (any race), any alignment

Armor Class 11

Hit Points 13 (2d8 + 4)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 14 (+2) | 10 (+0) | 10 (+0) | 10 (+0) |

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Husk Fortitude. If damage reduces the husk to 0 hit points, it must make a Constitution saving throw with a DC of 8+the damage taken, unless the damage is from a critical hit. On a success, the husk drops to 1 hit point instead.

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Brother Colin

DARK PRIEST

Medium Humanoid (any race), any evil alignment

Armor Class 19 (splint, shield)

Hit Points 58 (9d8 + 18)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 10 (+0) | 14 (+2) | 13 (+1) | 18 (+4) | 15 (+2) |

Saving Throws Str +4, Wis +6

Skills Medicine +8, Persuasion +4, Religion +5

Condition Immunities frightened

Senses passive Perception 14

Languages any two languages

Challenge 4 (1,100 XP)

Divine Eminence. After a successful melee attack as a bonus action, the dark priest can expend a spell slot to cause its melee weapon attack to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If the dark priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The dark priest is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The dark priest has the following cleric spells prepared:

- * Cantrips (at will): *light, toll the dead, thaumaturgy*
- * 1st level (4 slots): *cure wounds, guiding bolt, sanctuary, command*
- * 2nd level (3 slots): *spiritual weapons, animate dead*
- * 3rd level (3 slots): *dispel magic, spirit guardians*
- * 4th level (1 slot): *guardian of faith*

ACTIONS

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.

Shadowy Servants

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 6 (-2) | 14 (+2) | 13 (+1) | 6 (-2) | 10 (+0) | 8 (-1) |

Skills Stealth +4

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

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

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Treant

TREANT

Huge Plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|---------|
| 23 (+6) | 8 (-1) | 21 (+5) | 12 (+1) | 16 (+3) | 12 (+1) |

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

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

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Crypt (and corrupted) Guardians

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 14 (+2) | 11 (+0) | 13 (+1) | 1 (-5) | 3 (-4) | 1 (-5) |

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened,

exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Isolation Wraith

ISOLATION WRAITH

*Medium Undead, neutral evil***Armor Class** 13**Hit Points** 60 (8d8 + 24)**Speed** 0 ft., fly 60 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 16 (+3) | 16 (+3) | 12 (+1) | 14 (+2) | 15 (+2) |

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

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

Sunlight Sensitivity. While in sunlight, the isolation wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Senses Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Wisdom saving throw or its becomes blind and deafened but only to its allies. The target can attempt this saving throw again at the end of each of its turns and if it fails this saving throw a second time it becomes frightened. The creature removes all conditions on a successful saving throw.