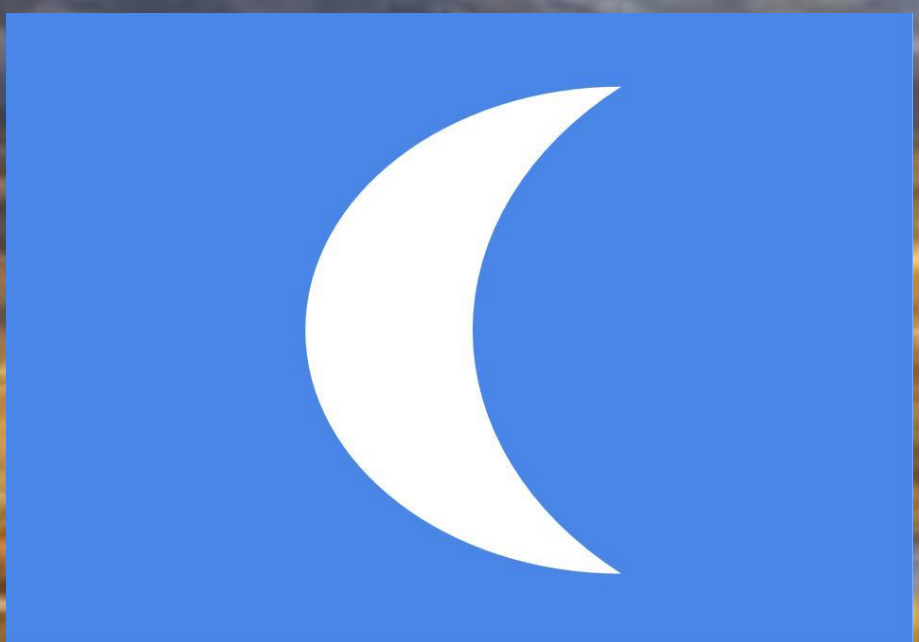
Adventure

Attack of Denise



The armies of Denise overrun Luche, causing disaster to all involved.



Many Isles

Part 1 - Assault on Lewellyn

This adventure plays in 321 b. OW. The characters are inhabitants of the Weluche Order who see their home town on Luche getting overrun by Denise soldiers. All seems saved when the Weluche Order's army arrives. But the battle takes place in the center of the town and hell becomes real. Disaster strikes all the people of the town of Lewellyn, Bregonshire.

No Rests

This adventure is quite special, as no rests are allowed for. The characters start as first level characters and stay with their beginning stats until they win - or die. No HP, no cast spell and no abilities will be able to be regained.

Background

Denise, quite new in the world of empires, is fueled by an expansionist drive out from its cramped homeland. The empire has a new goal: the far western islands. The entire Denise fleet, over 200 warships, is storming over the Luche Archipelago, destroying the Weluche Order fleet, and about to do so with the land forces as well. They have no chance against the task force of 10'000 that Denise sent.

On this fatal day of 22nd of Makling, assault craft appeared in the Myrloch Stream. A short half hour later, hundreds of soldiers disembarked on the shore of Lewellyn, storming up the light grass slope towards the small village.

Character Origin

The characters could be any of the townspeople. They are inhabitants of Lewellyn. Their house(s) have to have a grey roof, their family and themselves named after the map. The empty house to the north of Elbonshare's ruins can't be their home. Additionally, the characters can be farmers of the Grasssearch Farm. Their employment could be in one of the two farms, with the Griffinsword Merchants, the Elbonshare's servant, the Mayor's assistant, or town guards. If they are guards, then they are off duty at the moment of attack.

Embedding them into the Tale

Throughout this adventure, the characters will meet people somehow related to them. You could establish these relationships with your players beforehand to invest them into the story.

The Treefellas. They are old friends of one of the characters, renowned for their resistance to tough situations. Another character's life was saved a number of times by the Treefella father.

Old Yeng. Living outside the town proper, he's the grandfather of one of the characters.

1-Enemies in sight!

The characters are in the marketplace when this happens, talking to the mayor. Read:

> Terror has befallen you! On this nice sunny morning, during which you had been planning to go to the market, talk to that exotic Cuprien merchant you had seen the other day, and get a few berries in the Dwonshire Grass... None of this.
>
> The beach is filled with enemy soldiers. They laugh as they shake their weapons at you. You must hide, quickly.

They must flee the marketplace (map: Lewellyn). They see a couple people fleeing into the Grass Hill Inn, towards which the mayor, too, is running. They could decide to go to other places. The Town Hall is locked and the Griffinsword Merchants don't let anyone in. If they get into a house, there's a 50% chance it's empty. If it isn't, it's occupied by its scared inhabitants which hope the characters can protect them.

Once they found the hiding spot, read:

> You look out of the windows, observing with fear as the hordes of savage soldiers storm the beach. As the first ones run down into the Town Center, they shoot down the Old widow Toma. She crumples to the ground, arrows sticking in her legs. One of the soldiers approaches her and swings his sword down upon her neck, blood spraying everywhere. He plants a tasteless blue banner with white moon in her corpse.
>
> Finally, the horn of the Weluche Army's sounds. You see the guards as they run up, Jack and Rick Ron, Alize Jon, Fredrick Con... And one you don't know. No, two. A good twenty of soldiers you didn't know appeared. Dorset must've sent a force anitcipating the attack. The fight is joined, swords smash together.

Development

If the characters are in somebody's house, the people in there usher them to join the mayor who just got out of the Grass Hill Inn. If there is no one in the house, they get chased out by two soldiers who entered via the window. When they join the mayor, he smiles and tells them to quickly join him in the inn. He goes to it three turns later, after splitting the head of a Denise soldier in two.

If the players were in the inn when the fight developed, the mayor tells them:

> 'Oh, my dear townspeople! Our village is at great risk! Although his noble lord, the mayor of Dynegall, sent us his soldiers to support us, we cannot trust them to ensure our people stay safe. We can't even trust them to survive... I call upon your good sense of townspeople and ask you to save our people! Quick, go!

There are now a few options so as to what to do. The characters must save the townspeople, that is clear. They should save, in the followin order of importance (which they all know within their heads):

Savable Townspeople

Importance	Townsperson
5	Elbonshare Family
4	Woodforst Family
3	Priest of Tyr
2	Elbohkeep Family
1	The old Lady Jolanda

These people can all be saved. The characters must decide for themselves, knowing they won't be able to save all.

Elbonshare Family: They are the rulers of old. They're the richest of the town and don't use theses riches to support it in any way. Their implications in the slave market are quite known.

Woodforst Family: The Woodforsts own the largest farm of Lewellyn. Their money was earned through hard work, but again, they don't share it. They buy themselves slaves which they let work during the night, so that it stays halfway covert, and store in the basement during day.

Priest of Tyr: He is priest of Tyr, god of Justice and Summer. She is also the town's patron. The people would hate seeing him die, as their connection to the god would be broken, but he is on the deal with the Elbonshares.

Elbohkeep Family: They gained a part of the Elbonshare's money by marrying their daughter, a few dozen years ago. They used that money to renovate the Town Hall, which was badly in need of it.

Lady Jolanda: She is wise in the ways of nature and passed her entire life healing people with herbs when the Weluche officials were away, which was the case most of the time. She lives in a poor little hut to the south of the village.

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Now the characters must go and save these people. For every turn they are in open space, you must roll for encounters. Increase the level whenever they are spotted on the Central Road or Town Center. Whenever they saved a new person, increase the table level by 1 as well. This means the highest table possible is 6. If they are being stealthy, then you can treat the rolling like it has advantage: roll twice, take the higher number.

Level 1

d12	Encounter
1-3	4 soldiers (50/50)
4-6	2 soldiers (Denise)
9-12	-

Level 2

d12	Encounter
1-6	4 soldiers (50/50)
7-8	2 soldiers (Weluche Order)
9-12	-

Level 3

d12	Encounter
1-3	8 soldiers (Denise)
4-6	4 soldiers (Weluche Order)
9-12	Denise soldiers hitting a house

Level 4

d12	Encounter
1-5	8 soldiers (Denise)
6-8	4 soldiers (Denise)
9-12	House being broken in

Level 5

d12	Encounter
1-3	10 soldiers (Denise)
4-6	6 soldiers (Weluche Order)
9-12	House being put on fire

Level 6

d12	Encounter
1-3	12 soldiers (Denise)
4-6	8 soldiers (50/50)
9-12	House being burned

Soldiers: The characters meet a group of soliders, as said in the table. If the group of soldiers is in the second option, they are somewhere in sight of the group, but not forcibly near. If the soldiers they meet are of the Weluche order, there is a 25% chance they know each other. If they do, the people don't attack each other. If they don't, two characters must pass a turn explaining or they get attacked.

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The characters should immediately go off to try saving the people. They can decide fo themselves where to go first, but they should be aware they won't be able to save everyone. Count the rounds: for every 5 rounds passed oustide, the table level increases by 1. This adventure ends when the difficulty reaches 6, because whatever house they go to then is wrecked, no one alive. Go to ***End*** once they reach Grass Hill Inn with level 6 tables.

Here is what happens at the various locations they are supposed to go to:

- **Elbonshare Family**: They find a locked door on the Town Center side, with the curtains closed. If they go around to the gardens, they find the entire Elbonshare family sitting against a wall, trembling of fear with a soldier just behind them. The Elbonshares consist of 5 **commoners**.
- **Woodforst Family**: The Woodforsts are in their house eating pudding. They are aware that there are enemy soldiers in town, but say they can well defend themselves. It needs a bit of convincing to get them headed for the Inn. If the characters actually go in the basement for the slaves they should know about, they find a potion of minor healing. If they simply forget the Woodforsts but take the slaves, they find another potion lying in a wrecked merchant wagon on the way back. The Woodforsts consist of 6 **commoners**, the slaves of 4 **commoners**.

- **Priest of Tyr**: The church is locked down firmly. It takes two turns of pounding to be let in. Inside is an enormous mess,benches upturned and candels lit. When asked to go with the characters to escape, he runs to the tower and retrieves a large heavy sash before joining the characters. The sash contains money. If the characters decide to take it, they find an Amulet of Endurance. However, the priest attacks. He has soldier stats.
- **Elbohkeep Family**: The Elbohkeeps open the door as the characters approach. They quickly walk out, keeping the two children in their midst, following the characters. They're 4 **commoners**.
- **Lady Jolanda**: The old woman is sleeping, unaware, in her hut on the outskirts of the town. When woken up, she swiftly agrees to follow the characters. However, she is weak and must be carried by a character, who then can't fight and suffers the encumbered condition.

End: Once the characters saved as many people as possible, they shall proceed to return to the Grass Hill Inn. Once there, they shall meet again with the mayor. He is rejoiced for the people that could be saved. The rewards are:

-200 xp per player for Lady Jolanda

-A Seed of Thorn per member of the Elbohkeep family

-A minor blessing of Tyr from the priest, either Heroes' Calling from the Handbook of Minor Blessings or Let Grow from the Handbook of the Star.

-The Woodforsts give a potion of minor healing.

-The Elbonshares thank the characters.

> But, just then, the door vibrates as it gets pounded on. Outside are two dozen Denise soldiers and some sort of officer. 'Get out!', he shouts. 'Your miserable existence is not justified. Your soldiers are dead, you are lost. Get out of here and sign the papers of submittance, as you are now on Denise territory. Maggots!'

Upon these words, the innkeeper quickly whisks the characters out of the back door. He says:

> 'Aye, companions, you must go now. They won't spare your lives, not you who assaulted them. Quick, go, and fight them in the name of all of us!'

As they close the door, a massive crash sounds, and they hear the Elbonshares offering money for freedom. They must quickly go, but the Denise soldiers were quick. All over the fields are military posts. It looks like an entire army was placed here!

2-Towards Agatha's

They hope to find a safe haven at Lady Agatha's. She is an old widow, very wise, and the mother of Lady Jolanda and the Elbohkeep family. She lives in a little hut one and a half kilometers out of Lewellyn. And she really is the character's only hope, as she is old and defenseless and Denise might leave her alone.

On the way there, the characters must check out a location, or two of them. These locations are Weedstretch Farm, whose keepers are old friends of a character, and the old Tolondir Manor, where a lot of ancient equipment is held. Denise might have gone there and maybe they can be hindered. After they visited one or both of the locations, they'll have to proceed towards Old Yeng's, who is the grandfather of one of the characters. After his house, they can go directly to Agatha's, or maybe check out the old Harlow ruins, although there shouldn't be anything there.

To get to Weedstretch or Tolondir, the characters can simply go cross-country, not encountering anyone. If they go through the swamp, let them know it's a dumb idea. If they still go into it, they get stuck, find a really deep river, and generally get back out of there and around. If they go along the road, which they have no reason to, they see a large group of soldiers coming from Dorset's direction. If they fight them, they'll have to battle thirty soldiers of Denise.

The Weedstretch Farm

It seems that the Treefellas (Weedstretch's keepers) have had a bad day. A dozen wagons are upturned in a ring around the farmhouse. The Treefellas, fear in their eyes, cower beneath the windowsills, crossbows pointing towards outside. It seems they knew about the Denise assault.

And they were right. On the small path that leads to the farm, two wagons are visible. They seem to be stuffed full in blue-clad figures. 'Protect us!', shouts out the Treefella father, who had helped a character out many times. The characters, of course, prepare to defend the farm, even if they must sacrifice their lives for it.

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Out of the wagons jump a dozen soldiers and a Denise officer. They shout in rage as they see the attempted resistance against them and charge.

The Treefellas support the characters with crossbow fire. Three crossbows, firing every two rounds, support them. A crossbow has +4, 1d8+4 piercing damage. The players can decide when and on what the crossbows shoot.

End: Once the battle was fought, and won, read:

> The head of the last soldier falls to the ground in a geyser of blood. Victory! Cries of joy echo from the farmhouse.

Because the characters saved their dear friends, they get kisses from the young girls and old men alike. The Treefellas give them all they have to help them go on and save all of Grassreach (the region around Lewellyn): A potion of greater healing and 10 seeds of thorns.

The next step is going to Old Yeng's, a character's grandfather.

The old Tolondir Manor

This place was used by the Griffinsword Merchants, back when trade was good. Before that, some priests of Waukeen had erected it. Now, it is an abandoned place, and has been so for four years.

Or is supposed to be so. Because now, the large plaza before the manor, overgrown in grass, is covered in wagons branded with the white moon. A wagon on the outside has a strong-looking weapon leaning against. There is no one too close to it. Maybe... ?

Development

The characters might try to steal it. If they do, every character that approaches the wagon must do a stealth check against the soldiers (+2 for the soldiers, min 12). If all of them succeed, they can steal that weapon. Upon inspection, it is revealed that the weapon is a Dancing Sword, a sword of extraordinary might. There is nothing else to do without danger around here, so they continue onwards toward Old Yeng's.

If they get dicovered, a completely different story evolves. 12 soldiers, enraged, appear from the wagon and storm the characters. Every turn, 6 others appear. The characters should want to flee. On the way, they find a little sash with 4 Seeds of Thorns.

End: In any outcome, the characters set off toward Old Yeng's.

Old Yeng's

Old Yeng, grandfather of one of the characters, lives in a small house along the road. Today, he had an unexpected visit: a wagonload of soldiers, come to destroy his house and set it on fire.

> As you arrive, you spot the Denise wagon parked next to the house. And old Yeng, prone on the dusty ground, the boot of a soldier pressing him down. That cannot be! You must save him!

They see this from 30 feet's distance. Count the turns they take to run up and save the grandfather: if it is more than three, the house starts burning, and the second encounter starts then.

The soldier is a basic Denise soldier. Once killed, the second encounter starts, if it didn't already.

Second Encounter: Once it starts, the characters have a difficult time. Four soldiers, an officer and a drake exit the house and throw themselves upon the characters.

> These soldiers throw themselves on you, death gleaming in their eyes. The drake howls and starts biting. Your eyes spell utter despair before this horrible force.

The battle is difficult. Yeng (a **commoner**) is too weak to participate in the battle. Anyway, once the enemies are beaten, Yeng is greatly rejoiced. If the house didn't burn, he gets them a sash with 20 Seeds of Thorns. If the house burned, he can give them 5 of them. In any case, he gives them a potion of minor healing.

End: The characters may now proceed to Lady Agatha's, or maybe check out the Harlow Ruins first. Old Yeng wishes to go with them.

Harlow Ruins

The Harlow castle was abandoned a century ago. In that time, it had served the prestigious King of Bregonshire, one of the Lords of the Weluche Order. When the state was reformed and the king had fallen from power, the castle was abandoned. Now, it is simply a heap of ruins.

There are no soldiers of Denise around. However, there are many old stones.

Development

There are a couple patrols of Denise on the road. Whenever it seems that the characters waste too much time, send 1d4 soldiers after them. If they attempt resting, a group of 1d4 soldiers, an officer and a drake approach.

Lady Agatha's

Finally, the characters reach Agatha's house.

3-Agatha's Word

> As you approach the small hut, you are greeted by a delightful odor of onions. The old woman sits on her chair in her little garden, the birds in the trees around her chirping joyfully. You ignore the empty white-mooned wagon parked near the trees. 'Welcome, fellow surivors', she greets you. 'I have been expecting you.'

Agatha, as the characters surely guessed, is wise in the ways of magic. She will not reveal what happened to the soldiers that surely came in that cart. However, she is very willing to discuss the character's next move. Play this as a discussion between the characters and Agatha, with the characters trying to find out about what to do and where to go.

She has seen into the near future and knows that although Denise will win, they won't stay on Bregonshire, or at least Grassreach, for long. But they are strong, and they will return to her house, with more power than she can stop. She says she can hide, but not the characters. They must go. For that, she proposes to pass by the Weed's Swamp, where they should meet a spirit who, she assure the characters, won't attack them, but point them in the right direction. Agatha herself doesn't really have an idea for herself about what the characters should do, or she doesn't wish to say it. She does, however, give the advice that the characters should disguise themselves. She does not say they should disguise as Denise soldiers; the players must think of that themselves.

If specially asked, she gives the characters a greater potion of healing or 15 Seeds of Thorns. Once the talk ended, Agatha quickly ushers them into the woods, as she says that Denise is coming. They quickly reach a stream, the Bregonstream. She tells them to follow it downstream to the Weed's Swamp, where they shall search for Yeeelon, the spirit.

Searching for Yeelon

Going down the stream, they see rows after rows of Denise soldiers marching along the road. They follow the water for three hundred meters before entering the thick bog of Weed's Swamp.

Weed's Swamp

The search for Yeelon is difficult. To find the spirit, the characters must search through the entire swamp. For every ten minutes passed, roll encounters.

Weed's Swamp Encounters

d12	Encounter
1	Displacer Beast
2	Drake
3-5	Stirges
6	Zombies
7	Bog
8-9	Soldiers
10	Skeleton
11-12	Spirit

Displacer Beast: The beast is rummaging in the mud. It doesn't attack, unless disturbed.

Drake: The dragon is branded with the moon. It escaped the soldiers a few hours ago and tries leading a normal free life. It isn't specially interested in the characters.

Stirges: 2d6 stirges are flying, far up. They try attacking with surprise, in two waves.

Zombies: Two undead lie in a puddle. They look vaguely humanoid, refuse to speak, and have AC 10, 2 HP.

Bog: The mud is specially thick here, it must be walked around.

Soldiers: 1d8 soldiers of Denise are wading through the swamp. They had tried getting to Weedstretch Farm, where they were supposed to go raiding, but had gotten lost. If showed a way out, they are grateful.

Skeleton: The characters find a skeleton rotting ahead.

Spirit: FInally, they find Yeelon. This swamp holds a surprising lot of creatures.

Yeelon's Idea

> Out of the swamp rises a vaguely humanoid mess of green light. A head forms and asks in a deep and echoing voice: 'Who are you, and why do you disturb me?'

Against all appearances, Yeelon is quite nice. He loves talking and recalls various tales abut his adventurous youth, when he was a colonizer from Luche, when he fought against savage orcs in the great north of Litchy... It takes a long time to get anything interesting out of him.

Well, he knows that Denise has appeared in the Luche Archipelago. He also knows that the Weluche Order's government, in Luche city, has fallen a day ago. But he has nothing against helping the characters to attack Denise. He loves a good battle. That is why he tells them they should take the Bang-a-Balls and Thorn Throwers that are in the stock he set up in the Harlow Ruins. He tells the characters that with these weapons, they should attack convoys of Denise, centering on the food carts, as no farmers are left in Lewellyn and all has to be brought from Dorset. If the food can be shorted enough, maybe Denise will go away...

And so he sends out the characters again, off to find the magic weapons and end Denisite occupation. The fact that it lasted only a few hours yet is to be ignored.

Off to the Stock

Yeelon wishes the characters best of luck as they set off through the bog towards the Harlow ruins. They will have to overcome the few obstacles in the way first. These are:

Weed's Swamp

Getting out of the bog again is a difficulty. Roll once on the Weed's Swamp encounters table.

Old Yeng's

After the Weed's Swamp, they can quite easily walk the three hundred meters from the bog to the small hut. It looks very sad and empty. If the characters wish to enter it, they may.

Development: If the characters enter the house, they see wreckage. Drake tooth marks are all over the furniture, the pottery is broken. If the characters stay inside too long, especially if they try resting, four soldiers of Denise enter. They carry torches and want to burn the place down. Outside are three other soldiers and a drake. They help their companions if they get attacked.

The Road

Getting over that, too, is a difficulty. The characters have to hide on the side of the road, waiting for an opening in the flow of soldiers. For every ten minutes waited, roll on the table.

d6	Encounter
1	Officer Patrol
2	Food Wagon with soldiers
3	Path free!
4	Patrol
5	Food Wagon
6	Drake Patrol

Officer Patrol: Six soldiers and a Denise officer march by.

Food Wagon with Soldiers: Two wagons filled with wheat roll by. 8 soldiers escort them.

Path Free!: For a moment, there is no traffic. The characters can rush over.

> Finally! The path is free! You rush over, overjoyed at this great event. Full of happiness, you skid off towards the ruins.

Patrol: Four soldiers march by towards Dorset.

Food Wagon: A cart loaded with hydromel, escorted by two soldiers, rolls by towards Lewellyn.

Drake Patrol: Four soldiers and a drake march by.

Harlow Ruins

There's a great lot of grassy stones around here.

The Spirit's Stock

You search for a full hour, cursing that spirit for not specifying where his stock was. After moving the twenty-two-thousandth stone, you find it! Joy! What a sublime crappy old wooden box!

The box is branded with the Nordic Kingdom (a realm far to the north)'s symbol. inside is a lot of moss. Once cleared away, it reveals a small metal flask containing 5 Bang-a-Balls. Stored next to it are three Thorn Throwers and fourty "Thorns", the missiles a Thorn Thrower launches.

And as you look at these weapon, at this might hidden behind them, you know you will fight. You will attack Denisite convoys as they bass by, wrecking them, ridding the world of this disease! Yes, victory to the people!

Part 2 - Death to Denise

1 - 'Splode that Convoy

With these new weapons, the characters are very motivated to destroy those Denise people. They stole their houses, their loved ones, their very lives! No Denise creatures shall be left to survive!

The characters will now hide along the road and wait for an acceptable convoy to pass. The mission: destroy as many food carts as possible.

The Waylayers

The characters can hide anywhere along the road. They shouldn't be too close to any buildings and cannot get to Old Yeng's house. While they are hiding, these convoys pass them:

Road Users

d8	Encounter
1	Officer Patrol
2	Food Wagon with soldiers
3	Food Convoy
4	Patrol
5	Food Wagon
6-7	Drake Patrol
8	Platoon

The characters must decide which passing things they attack, remembering the amount of weapons they have is limited. They must destroy 5 wagons to succeed in this mission and have 5 Bang-a-Balls, so remind them they cannot waste their material. So, these are the attackables:

Officer Patrol: 12 soldiers and a Denise officer march along the road with stern faces (75% chance they are going to Dorset, 25% they're headed for Lewellyn)

Food Wagon with Soldiers: A food wagon, escorted by 6 soldiers, rolls along towards Lewellyn.

Food Convoy: This is their lucky day. Three carts of food, escorted by 6 soldiers, are rolling towards Lewellyn. Two carts may be destroyed with one Bang-a-Ball.

Patrol: 8 soldiers are marching towards Dorset.

Food Wagon: A cart filled with wheat and escorted by a Denise officer is rolling towards Lewellyn.

Drake Patrol: Six soldiers and a Drake are marching along the road (50/50 chance as to what direction). If the characters already attacked an encounter, they must do a stealth check against a soldier or be discovered and attacked.

Platoon: Twenty soldiers and a Denise officer are marching along (50/50 as to what direction).

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End: Once the characters destroyed the 5 carts, read:

> The last Bang-a-Ball exploded in a very satisfactory bang. But now, you are out of bangers! You won't be able to waylay much longer. Something must be come up with.

Now let the characters think. If they consult Yeng, he says he doesn't know. And as they think, they realize that there are various possibilities

2 - Out in the Field

They could decide to go back to Lady Agatha's, maybe check on Tolondir manor or Weedstretch Farm. Finally, they might wish to go back to Lewellyn. All of these options are possible. This part of the campaign consists in the characters walking around Grassreach. It ends when they go to Lewellyn.

Resting

They are not allowed to rest. If at any moment they try resting, read:

> You feel great, finally able to go to bed. Sleep, rest, ah... But what is that? Do you hear some draconic grunting?

A patrol of six soldiers and a drake appear within 50 feet's distance when they try resting. Fleeing is possible, but resting definitely not.

Lady Agatha's

There isn't much back here.

> You walk into the little clearing, birds chirping and the day looking great. But it is dead silent. Where... ? Agatha is nowhere.

Agatha isn't there. The woods are devoid of information. If the characters try entering the hut, the one who had the idea gets 1d4 psychic damage and hears:

> You fool! You attempt entering Agatha's home! Get away, get away, or you shall be doomed!

Anyone that tries penetrating the house gets 1d4 psychic damage and falls prone. There is no way in. As they walk away, they hear:

> Haha, you fools! Mighty right you are, get away, and do never be seen here again!

Old Tolondir Manor

There are still a lot of military wagons around. Read:

> You observe these old walls, weakened yet still strong. In the plaza, there are still many wagons of the white moon. However, below a window, you see a small dark opening. Maybe there is loot?

The manor was built by Waukeen's priests a long time ago. When the love for Tyr rose in Grassreach, the manor was abandoned and reused a few years later by the Griffinsword Merchants as depot. Then, four years ago, the manor was abandoned again. Until bloodthirsty invaders claimed it for themselves.

Use the map Tolondir Manor.

1. Abandoned Storage Room

This place looks like it hasn't been entered since the Griffinswords abandoned it. Which is probably true. It's quite dark and there's rotten wood all over the place. A door with a faint strip of light showing leads out.

Inside the room are good many pieces of rotten wood, but nothing of interest. Except if a rusty dagger found with DC 18 investigation is interesting.

The door opens easily, although it squeaks horribly loud.

2. Hallway

The hallway is empty, but sounds can be heard from the door leading out. The heavy blue curtain is immobile. The statue represents Waukeen, over which was engraved "Property of Griffinsword".

3. Rest of the Hallway

Again, all is still. The many crates contain various foodstuffs.

4. Guardroom

The room is quite stinky. It is occupied by 4 soldiers, two of them sleeping. They look enraged when they see you and reach for their swords.

The crates contain wheat, which the soldiers usually eat raw.

5. Trash Room

Oh, it stinks in here. Heaps of wood mixed with trash rot ahead. And it's really dark.

Behind all the trash is a chest flanked by statues of Waukeen's angels. Inside the chest is a Dancing Sword.

6. Stables

The room contains 2 soldiers and 6 horses. The horses are exhausted.

Stealth in Tolondir

Stealth works quite well in here. If the characters are disguised as Denise soldiers, they might quite easily get through certain encounters.

7. Troop Lodgings

There are quite a lot of soldiers sleeping in here. 9 soldiers are sleeping and snoring quite loudly. The crates contain wheat. The doors can be quite easily opened. The one leading to 14 is well decorated and had a great white moon attached to its front.

8. Entrance Hall

It is very occupied. When the characters first see it, there are 5 soldiers and an officer in it. However, the officer and two soldiers go out.

Cycle: There are constantly people going in and out here. There is a minimum of three soldiers and can be up to 6 soldiers, an officer and a drake at the maximum. Anyone staying inside for a while will be discovered and attacked. If the characters get attacked in here, two soldiers appear every round, with up to 8 reinforcements.

9. Crossroads

A guard of Denise (officer stats) stands here. He is very aware and cannot be surprised; however, he suprises careless characters.

One door (towards 14) is well decorated and has a white moon on it.

10. Storage Room

Yay, another muffy and dark room! You are greeted by very happy wooden crates.

The place is empty of life, except for a few rats. The many crates contain wheat, except for one labeled "Luxury Meals" that contains three rotten fish.

11. Another Stable

In the stables, three soldiers and an officer care for 4 horses and a drake.

12. Another Hallway

In the hallway are stuffed twelve soldiers and an officer who is bellowing orders. They don't budge and the officer goes on to talk about how great the achievements of Denise are. If the characters try going into this room, they find the door locked.

13. Another Storage Room

Yay, another muffy and dark room! You are greeted by very happy wooden crates.

In contrast to the other storage room, this one doesn't only hold crates of wheat and fish. Placed on one of the crates is a Bang-a-Ball labeled "do not use indoors".

Development: If the characters use the Bang-a-Ball inside Tolondir manor, they all gain 100 xp.

14. Officer's Quarters

Sweet perfume greets your noses as you enter. The room is dimly lit. There is a desk with a couple papers on it, as well as a chest. A heavy blue curtain cuts through the room. Snores emanate from the other side.

On the other side of the room is Anna Waterflow, a male general. They are the commander of the armed forces in Grassreach.

Once he is beaten, read:

> As its blood spills out, the long hair whisks around, the full red lips losing their life. Its eyes turn glassy.

After the most epic death of all time (award 200 xp to all in addition), the characters may search the area. On the table are various boring papers and one from the Denise Dragon Division saying "Krullik is sent". In the chest is a fair amount of money, which doesn't interest the characters, as they are noble and kind-hearted, with no interest in the material. Thier only dream is in the beauty of thoughts and moral justice.

There's 200 gp in there.

15. Another Guardroom

In this room stuffed full with sleeping guards of Denise (officer stats) is a locked door. Let wisdom play and the characters get out of there again.

-

End: The characters may go out of the manor at any time. If they go out the double doors and into the plaza, however, they won't live long. Awards:

Well they already gained that from the adventure itself.

They may now leave, off for even more incredible events.

Weedstretch Farm

The characters might, or might not, have already been here. In any case, read:

> Cows moo in happiness as they see you coming. It is obvious, this place was attacked, as you can see from the many bodies with bolts in them. The father of the Treefellas comes out to join you, crossbow in hand.

The Treefellas are the keepers of Weedstretch Farm. If the characters have been here before, he thanks them. Otherwise, he asks what his old friends want here and where they have been.

Once informed about their goal, the Treefella father is happy. He tells them to go by Tolondir manor if they haven't been there already, because some kind of important officer is there, and then go to Lewellyn. He also gives them a potion of minor healing.

But then, he shouts out in fear: the Denise bastards are back! He tells the characters to stay there, then runs into the farmhouse and locks the door. The fight commences.

Battle for the Treefellas

The Treefellas hide in the safety of their house. However, they support the characters with cover fire: the characters can decide on what and when they shoot. There is three of them and each has +4, 1d8 + 4 piercing damage, shooting once every two rounds.

Out of two white-mooned wagons jump 6 soldiers, one Denise officer and a drake. The next turn, two soldiers join the fight. If the battle goes well for the characters, an additional drake appears after three turns.

Many Thanks

The Treefellas, once all Denise are dead, come out and give the characters three Seeds of Thorns or three Thorns (for the Thorn Throwers), as the characters wish. On these parting words, they send the characters off towards either Tolondir manor or Lewellyn. The characters should have gotten the idea that they'll have to be strong for Lewellyn, because there will be a lot of enemies there.

Lewellyn

Finally, once the characters go to Lewellyn, this adventure ends. On comes the great finale!

3 - Back Home

In this (final) adventure, the characters will have to infiltrate the Denise-controlled Lewellyn to finish off these invaders. Also, it's night.

Getting In

The way to get in is difficult to decide. There are three options: Grasssearch farm, the beach or Woodforst Farm/Old Cooperative. The characters can choose one of them, then try it out. Resting is still forbidden.

Grasssearch Farm

> The place looks abandoned. They must have shut down work a while ago. The tools are all over the place, but not a human in sight.

First looks deceive. As they clear the buildings, they see a long column of Denise wagons along the Grassy Road, with guards placed all along it.

That's not a good option. There are two possibilities left: the Cooperative's and the beach.

The Beach

> The beach is covered in various ships. There are tons of guards to go with them. There are additional fires all across the sand.

Again, not the best option. Two other possibilities: Grasssearch and the Cooperative's.

The Old Cooperative's

The last, and best, possibility. Read:

> The area is dead silent. The still and rusty fence stretches along before you, the sihlouettes of the silos framed against the starry sky.

The characters must find a way in. As they see guards and lights around the Woodforst Farm, as well as a lot of activity from the beach carrying over to the few houses in the west, they realize that the best way in is over the fence. As they majestically swing over it, hoping they won't get tetanos from it, they softly land in the cooperative's territory. From there, they can sneak around.

Inside

The characters sneak around the village, trying to see how to wreck some Denisite equipment. Every encounter will help them with the final mission (Town Center). Use the map Occupied Lewellyn.

Note: All black buildings on the map are unused and empty, the orange ones occupied by either Denise soldiers or Lewellyn's townspeople.

Resting: Resting is, of course, still impossible. If they attempt resting, they hear footsteps approaching. A turn later, two sentinels (soldiers) appear.

During this adventure, the amount of encounters beat counts. Keep track of how many encounters they end successfully before they reach the Town Center encounter.

As the characters go along and leave the Old Cooperative's, they are drawn by the metal box placed on the far side of the Stables.

Stables

Denise reworked the house as Stables. Read:

> The smell of manure greets you as you sneak up to the building. Resting against it is a mysterious metal case branded with the white moon and the letters "Highly Explosive". Interesting...

Inside the stables are four soldiers and seven horses. It's warm and well-lighted.

Metal Box: Resting against the outside wall of this building is the metal box. It seems locked, but can easily be opened. It contains seven "Pyrobombs", fire explosives. They can throw it against various buildings using an action. If they do so against the stables, the walls crumble and go up in a ball of fire, attracting a patrol of 7 soldiers. If battle erupts, two soldiers appear every round until combat ends.

Central Camp

It is located directly behind the stables. If a pyrobomb went up at the Stables, Officer's Quarters or Town Center, twelve soldiers are awake and standing. Otherwise, they're divided in the three tents, sleeping cozily.

Pyrobomb: If the characters throw a pyrobomb at the location, no matter if the soldiers are awake or not, the entire thing goes up in a large flame, but without a sound. The flame dies down soon after, attracting only two soldiers. If battle is launched, two reinforcements arrive.

Elbonshare's Ruins

The castle is silent. There's no way to get in. If the characters stay for too long, a soldier with drake appear. After two rounds of combat, another soldier appears.

Woodforst Farm

A party is going on right there. Read:

> Music echoes from the farmhouse. Light shines out of the windows, illuminating the dank grass. A few soldiers, immobile, stand near the house, doing their duty.

Before the house are three soldiers. Inside are various officers and young ladies, some of them known by the characters as natives of Lewellyn. They shouldn't enter the building, but pyrobomb it.

Pyrobomb: The house shatters. Read:

> That wicked place goes up in a loud boom. Stones fly everywhere, the fire burns and starts eating off the other buildings. Cries come from the south.

A turn later, 15 soldiers and a Denise officer come from Outer Camp.

Wrecked Guardhouse

It is wrecked. There's stones around.

Outer Camp

If a Pyrobomb was used on Woodforst Farm, there's no one here. Otherwise, 15 soldiers are sleeping in the tents.

Pyrobomb: If a pyrobomb is used on the camp, the tents go up in a silent flame that dies out after a turn. Only a drake comes sniffing around three turns later.

Parking Lot

> The shadow of six wagons are visible in the dim light coming from the Town Center.

Standing around the wagons are five soldiers. Each wagon has 50 HP. Every destroyed wagon counts as 1 successful encounter.

Pyrobomb: It takes a pyrobomb to destroy three wagons. Every successfully destroyed wagon counts as a successful encounter.

Five soldiers per round appear, coming from Town Center, after the firebomb has gone off.

Tyr's Church

There is a soldier on the outside. The chapel can easily be penetrated. The inside is bare except for a heap of wood; the destroyed benches. A character can use an action to light a fire, burning down the church. Two soldiers appear 5 rounds after the fire started burning.

Pyrobomb: A pyrobomb can be thrown at the church. If done so, the church explodes in a loud bang. 5 soldiers per round appear from Town Center.

Griffinsword Merchants

The place is locked down. However, obvious signs show that they had freedom from Denise's blade. *Pyrobomb*: One of the houses go up in a flame. 6 soldiers per round appear from Town Center. It is not counted as a successful encounter.

Grassy Road

All along Grassy Road is a long column of military wagons and soldiers. The characters should definitely not attempt attacking this.

Pyrobomb: A few wagons and soldiers blow up, but all the others are attracted to the characters. They get attacked and die under the sword of Denise.

Main Camp

Two dozen tents are aligned all along the shore. There must be a good hundred soldiers sleeping here, not counting the various sentinels.

Pyrobombs: The characters can attempt pyrobombing this. If they throw one pyrobomb and run away afterwards, this is a successful encounter. If they do anything more risky, they quickly get overwhelmed and succumb to the blade of Denise.

Officer's Quarters

The old Town Hall is locked off from all sides, surrounded by a large number of watchful soldiers. If the characters try entering it, they encounter two soldiers. if a fight ensues, they quickly get overwhelmed and die to the sword of Denise.

Pyrobombing is not a good idea. If they do, they are rewarded with death.

Town Center

This is the final encounter. In the Town Center, the characters see many soldiers. They number 100 soldiers, 10 drakes, 5 officers and 1 general. These decrease with the following modifiers:

- -1 drake for every successful encounter in this adventure
- -1 general if they killed Anna Waterflow in Tolondir manor
- -10 soldiers if Yeng is still alive
- -10 soldiers if they didn't get psychic damage at Agatha's
- -10 soldiers for every time they were at the Harlow Ruins (max 20)
- -10 soldiers if they stopped Yeng's house from burning
- -10 soldiers for every additional food cart they blew up during 'Splode that Convoy
- -10 soldiers for every Dancing Sword they have
- -10 soldiers for every pyrobomb they have left (removing the pyrobombs from the character's inventory)
- -1 drake for every 2 Seeds of Thorns the characters have
- -1 officer for every second "moral" person they saved in Enemies in Sight (aka all saved ones except for the Elbonshares, Woodforsts and the priest)

That's it. The minimal encounter is two Denise officers, five soldiers and a drake. If Anna Waterflow is dead, one of the officers is Thomas Waterflow, the sister. In any case, the leader of Denise shouts out:

> 'Ah, so it is you who dare oppose the might of Denise! Let this fight show who is better, and wipe you from the surface of the world!'

The battle begins. It ends once all the opponents are dead, or when the characters die. If they do, read:

> My, but what a dreary end this has taken! How could you not protect Lewellyn of this terrible host, these bloodthirsty easterners! But you will go into legend, your passing remembered forever.

If they don't die, tell them they won. But a horn sounds from somewhere on the beach, and hordes of soldiers of Denise erupt. Quick! They must flee! Head over tails, they run away along the Central Road.

> As you run, panting mightily, you see the dark walls of Elbonshare Castle passing by on your left. That is when you have the idea: get in there! Hearts filled with hope, you run off towards the dark ruins.

Elbonshare castle

They open the great iron doors, still intact after all these years, banging them shut behind them. Lock after lock fall in place, and when the soldiers start pounding the walls, the characters are well in safety.

> Finally, safety! You can rest, recover, regain your forces! But, just then, you hear something stirring in the darkness, against the wall.

Not to worry, it is simply the mayor. He had been hiding there from the Denise occupants. Everyone is happy, talks about the interesting events, and sists down dor the good rest.

> This time, you get your rest for good. Everyone sighs and lies against a wall. Your eyes close slightly... but suddenly, it is dark. Too dark. The stars, the moon have been blotted out. You hear a low flapping as an enormous shadow lands inside the court.

It is a blue dragon called Krullik. He says he has come to annihilate the characters, as they are too puny to exist. The final battle commences.

Because the dragon is not attacking just yet, one character can try hitting it. Its AC is 19. If the character misses, read:

> The dragon laughs, stomping his foot down upon the attacker. This creates a dull squishing sound. Then he turns towards you, saying: 'See you in Acheron'. A blue wave overcomes you and the world blacks out. You feel your souls being torn from your body.

The campaign ends. If the character hit, read:

> The dragon moans in extreme agony. 'What', he stutters, 'did just happen? Was I hit by.. by this thing? How... how is this possible? How can I possibly put up with this? What..what? You know what, screw you. I'm not putting up with this. Get around yourselves, I'm off.

And the great dragon flies off, blotting out the sky for a moment. Then, all is silent, and the characters fall asleep, absolutely exhausted.

The campaign ends.

Appendix

Monster Stats

Anna Waterflow

Human (male), lawful evil

Armor Class 16
Hit Points 53
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	10 (+0)

Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Spellcasting. Anna can cast *light* as a bonus action.

Actions

Sword *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d8 + 5 slashing damage

Commoner

Human

Armor Class 10
Hit Points 4
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 Common
Challenge 0 (10 XP)

Actions

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

Denise Officer

Human, lawful

Armor Class 15
Hit Points 23
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Senses passive Perception 12
Languages Common
Challenge 2 (450 XP)

Actions

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

Displacer Beast

Large monstrosity, lawful evil

Armor Class 13
Hit Points 85
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft, passive Perception 11
Languages -
Challenge 3 (700 XP)

Avoidance. If the Displacer Beast is subjugated to an effect that requires it to make a saving throw to take half damage, the beast takes half damage on a fail, and no damage on a success.

Displacement. The beast projects an illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. The trait is disrupted if it is hit by an attack.

Actions

Multiattack. The beast makes two attacks with its tentacles.

Tentacle *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

Drake

Medium dragon

Armor Class 14
Hit Points 52
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	14 (-3)	10 (+0)	7 (-2)

Senses passive Perception 12
Languages Common
Challenge 2 (450 XP)

Actions

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

Soldier

Human, lawful

Armor Class 15
Hit Points 11
Speed 30 ft.

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

Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

Actions

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

Stirge

Tiny beast

Armor Class 14
Hit Points 2
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft, passive Perception 9
Languages -
Challenge 1/8 (25 XP)

Actions

Blood Drain *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 3) piercing damage, and the Stirge attaches to the target. While attached, the Stirge doesn't attack. Instead, it at the start of each of the Stirge's turn, the target loses 1d4+3 HP, due to blood loss. Any creature can spend an action to remove the Stirge.

Magic Items

Amulet of Endurance

Wondrous item, uncommon

While you wear this amulet, you have advantage against checks against gaining exhaustion, advantage in losing exhaustion, and your speed increases by 50%.

Bang-a-Ball

Wondrous Item,uncommon

If this small disk is attached to a surface (it can also be thrown), it explodes after two turns, destroying any structures within 10 feet.

Dancing Sword

Magic weapon, legendary (requires attunement)

The sword hits a Critical Hit on 17-20. It deals an extra 1d12 damage to the sword damage (1d12+Str/Dex). Once per the attuned's long rest, it can deal 100 radiant damage to a certain creature that dealt damage to the attuned before. This damage is doubled against undead or constructs.

Potion of Healing

Potion, rarity varies

You regain HP as defined by the potion's rarity. visible in the table. It is a glimmering red liquid

Potion of...	Rarity	HP Regained
Minor Healing	Common	2d4+2
Greater Healing	Uncommon	4d4+4
Superior Healing	Rare	8d4+8
Supreme Healing	Very Rare	10d4+20

Seeds of Thorns

Wondrous Item, uncommon

You can throw a seed to a certain location within 30 feet, where it expands in a 5-foot bush of thorn. Every creature inside it gets 1d4 piercing damage. The damage increases by 3 for every additional seed thrown. The bush is then difficult terrain that dies off if it is in a location in which a plant couldn't normally grow.

Thorn Thrower

Magic Weapon, rare

This crossbow adds 2 to your attack modifier. It throws Thorns, missiles specially made for this weapon. Upon impact, a Thorn expands in a 5 feet wide bush, dealing 1d6+8 piercing damage to everything in its radius, then disappears after a turn.

The Many Isles thank you!

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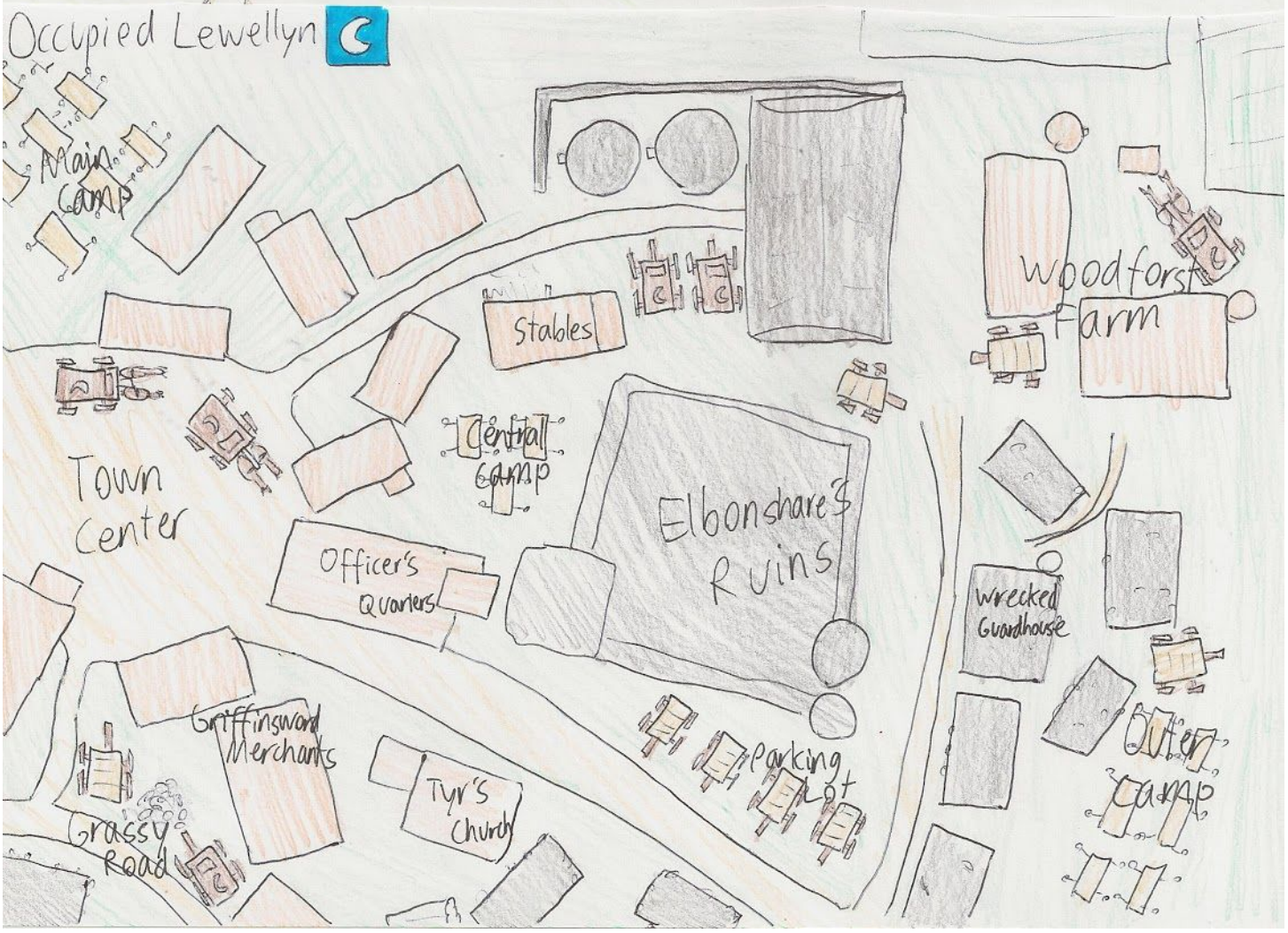
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Made with the Homebrewery


Lewellyn
Bregonshire, Luche
3946.ow
MYRLOCH STREAM
DWONSHIRE GRASS
Old Cooperative's
Woodforst Farm
Woodforst Well
Family Thompson
Jacker Brothers
Ross Family
Loop Road
Lady Eliza
Ombiss Family
Elbonkeep Family
Town Center
Elbonshare Family
Elbonshare's Ruins
Jon Sisters
Bob Family
Guard House
Town Hall
Grass Hill Inn
Ulricks Family
Corn Family
Jeck Family
Griffisword Merchants
Central Road
Sword's Path
Tyr's Church
Jun Family
Grassy Road
Grassearch Farm
Con Family
Rackler Family
Josh Family
Lady Jolanda
Town Well
Rick Family
BCC Family
Ron Family
Jack Family
Toma widow
GREAT BREGANSHIRE GRASS
30ft.


Grassreach Region
Bregonshire, Luche
384 b.aw-Denise Occupation
MYRLOCH STREAM
GREAT BREGONSHIRE
GRASS
Lewellyn
Woodfast Farm
Grassreach Farm
Lewellyn's Swamp
weedlake
Weedstretch Farm
weeds swamp
Old Talondir Manor
Old Yeng's
GRASSREACH
Lewelstream
Harlow Ruins
Lady Dathas
300m
1 km


Tolondir Manor
Grassreach, Breganshire
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
30ft


Occupied Lewellyn
Main Camp
Stables
Woodforst Farm
Central Camp
Town Center
Elbonshare's Ruins
Officer's Quarters
Wrecked Guardhouse
Griffinsword Merchants
Tyr's Church
Parking Lot
Outer Camp
Grassy Road