

TGK1

**A campaign for 4-6 characters
starting Levels 1 and higher**

Dungeon Module TGK1 Assault on Theramour Keep

A 5E Dungeons and Dragons Campaign

Tim Krause



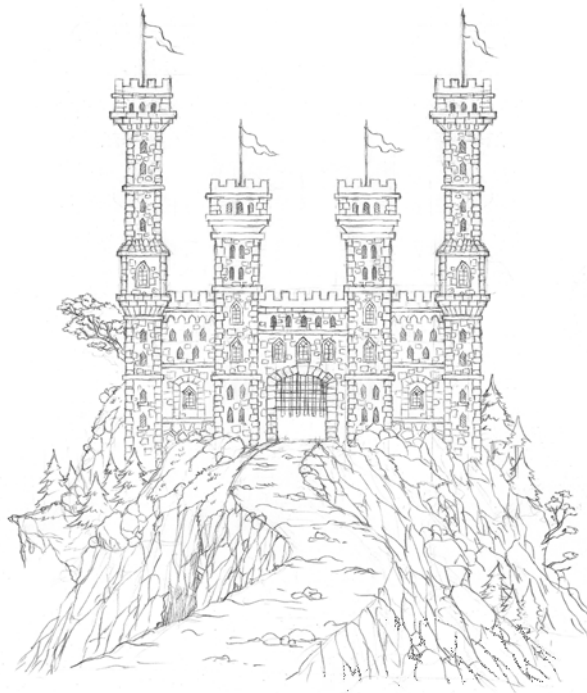

**TOMORROW
RIVER GAMES**

Dungeon Module TGK1

Assault on Theramour's Keep (TGK1)

by Tim Krause

A 5E MODULE FOR 4-6 PLAYERS, ANY LEVEL



The design of this module blends the look of old-school modules of the 1980s with 5E rules. Play a more tactical adventure and see if you and your party can save Theramour's Keep from complete destruction.

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The author may be contacted at tgkrause@tomorrowrivergames.com

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ASSAULT ON THERAMOUR'S KEEP

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Preface

I started playing *Basic D&D* in the 1980s, and fairly quickly, I moved on to the Expert rules, then *Advanced Dungeons & Dragons*. But by the late 1980s, I went off to college, and *Dungeons & Dragons* just didn't have the same feel for me whenever we tried to play.

In August of 2016, a colleague of mine, Andy Felt, invited me to join him and his friends for a day of D&D. It had been a long year, and many years without much of a vacation or a break, so I agreed.

And I was hooked again.

What struck me, though, is that some flavor of dungeon crawl still permeates the mythos of D&D. Occasionally, some DMs will throw in an adventure over the water, or in an exotic setting, but the underlying framework still feels like a dungeon crawl.

For this module, I wanted something different, something more tactical. Not riddles or puzzles, either. I was hoping to find something more calculated and grander in scale.

So, I started the process for *Assault on Theramour (TGK1)* a little differently by looking to see what was out there. I started with the classic *The Keep on the Borderland (B2)*. While the party might choose to turn on the Keep, that seems both a longshot and suicidal.

With its larger patrol sizes and other encounters, modules like *Secret of the Slavers Stockade (A2)* showed some promise but didn't reach the scale that I was hoping to achieve.

Finally, I stumbled across *Test of the Warlords (CMI)*. It had the tactical elements I was looking for. However, it is intended for 15+ level characters, and the module's setup relies significantly on the DM to manage the large encounters.

With the encouragement of students and friends, I also took a detour into strategic war games. They are replete with miniatures, card systems, and rulers. I admire the detail.

Where I struggled, though, was with a gaming system that seemed to drag down playtime and to create a combative "winner-take-all" approach. While there are certainly winners and losers in D&D, most often

the party has a collective goal, and they succeed or fail as a team.

Assault on Theramour's Keep (TGK1) is intended to accomplish what might easily, and best, be described as some kind of mash-up of the three D&D module examples but with some key differences.

First, this adventure really is intended for first-level characters who will have to rely more on their tactical abilities than on player characteristics to be successful.

Second, the scale of the battles is more significant, and will be more challenging, for the DM.

Last, however, the module is designed to truly aid the DM in managing an environment that attempts to provide some structure. However, it should nevertheless provide players the flexibility to think about a large number of ways to find a solution and protect the Keep.

In doing so, there is a rather extensive *Appendix* that is designed to provide resources so that the DM can effectively, accurately, and efficiently help his players have a rich and rewarding experience with this module.

Contributors

Publisher	Tim Krause
Editing	Christina Streiff
Cover Art	Cornel Robinson (External Cover)
Cover Art	Tim Krause (Internal Cover)
Illustration	Lezette Goosen

Dedication

To Andy Felt, who got me back into *Dungeons & Dragons*.

Introduction: Assault on Theramour's Keep

The party arrives at Theramour's Keep after dark. They will note that the guards are hesitant but do not refuse to let them into the Keep. They will point the party to the **Hall and Tavern (15)** for the evening. Rooms are **1 sp** per occupant per evening, but there are rooms available to the party.

In the morning, the party awakens early to loud rapping on their doors: breakfast is being served promptly! Assuming the party goes to the common area for breakfast, they will enjoy a vast assortment of breads, freshly cooked sausages, and hard-boiled eggs. If requested, ale is also served with breakfast.

Midway through breakfast, the party's table is approached by a rather officious looking fellow who introduces himself as Nyles Tilford, lead officer of the guard responsible for the Keep's safety.

He will openly share that the Keep has been surrounded by four armies for the past couple of weeks. The guards know the rough location of each army, as well as the type of humanoids comprising each army. Nyles is uncertain of the respective sizes of any of the armies. He suspects these are advanced armies seeking to secure the Keep because of its strategic location. He will share that the armies are comprised of:

■ **NW** **Humans**
■ **NE** **Orcs**
■ **SW** **Kobolds**
■ **SE** **Hobgoblins**

Note: The color-coding is used consistently throughout the adventure to aid the DM in keeping track of what will be a tactically complex adventure.

He knows if he musters the strength to attack one of the armies, the other three will descend on the Keep and it will fall. So, the men and women of the Keep feel that their defensive position is their only choice. However, their hope wanes.

He will also openly and honestly share that the leadership of the Keep knows that they are outnumbered by the four armies. (What the residents

of the Keep do not realize: there is less imbalance than they suspect **if** they can coordinate their forces at the Keep along with those at the two Outposts).

However, food is running low, and if an attack isn't imminent, the residents of the Keep will have to consider dire actions.

Nyles is convinced that the party can help and that perhaps under their leadership might be able to take on all four armies at once. Depending upon the party's response, he is also willing to consider an aggressive defense of the Keep.

Nyles will inform the party that the future of the Keep is in their hands and he will make them officers of the Guard of the Keep and they will help lead in defense of the Keep. Each of the possible scenarios that follow include potential roles for the players to assume. Most involve having the players lead some number of the Guard of the Keep.

Before the party chooses how to respond, Nyles will also share that because there is such grave harm that could come of the Keep, that the nobles of Theramour have authorized him to pay **500 gp** out of Theramour's coffers if the party successfully defends the Keep. He tells them that this nearly depletes Theramour's war chest, but that they fear they have no other choice.

If the party is able to determine why the four armies are holding the Keep under siege, Theramour will increase their reward to a total of **750 gp**. He hopes the party appreciates how generous their reward is to the party (**Note:** the 750 gp is in the **Keep's bank (7)**). Revealing the information from the hieroglyphs on the army leaders' belts after the end of the battle will grant the party their full reward, and full success.

The party will need to choose how to respond. The following parameters should guide the general decision-making process. Players should follow these guidelines:

1. In real-time, players will have:
 - 5 minutes (expert level)
 - 10 minutes (intermediate level)
 - 15 minutes (beginner level)

They may use their time however they choose. At the end, they need to have developed a plan. Failing to do so, Nyles will assign them to raiding parties to try and eliminate the four armies surrounding the Keep.

The amount of time listed is for the entire party. To facilitate what amounts to a lightening round, the DM should start with the player immediately on his or her left and rotate clockwise around the table, keeping track of actions, their results and elapsed time.

Players should be made aware that they may **pass their turn**. Doing so will cost an action, but it may be an important move to take if a player is holding up the rest of the party from making their actions.

If asked, Nyles does have hand-drawn maps of Theramour and of the Keep. He will only provide what is explicitly asked for and **each request counts as an action**.

2. During this time, players may complete up to six actions. Examples of actions include but are not limited to:
 - Ask if there are others who might assist (e.g. this could lead the party to the Wizard's guild)
 - Identify weak points in the Keep's defense.
 - Identify any tactical advantages (e.g. the teleportation rooms).
 - Locate any storage areas that might help provision party members.

Allow and reward players that are creative with their six actions by awarding **inspiration points** (3 maximum).

Significant findings are noted in building descriptions as **hints**. The Appendix includes a table for keeping track of this planning phase of the campaign; it also provides a way to remind the DM of some of the unique aspects of any given campaign as well as a way of ensuring the party does not achieve unfair advantage in this round of play.

3. Characters are told by Nyles that the Keep has limited resources, but that the entire populace supports their help. As they explore the keep, each party member may discover and choose to keep up to two items that they believe will help them to achieve their goals in protecting the Keep. While this may be entirely the characters' choosing, the more helpful items are noted as **items** in the descriptions of the Keep that follow.

The invading armies will need to determine their actions: while the party is planning their approach to this campaign, the DM should be planning initial reactions from the four armies as well. There are a number of possibilities. Rather than roll for these as random encounters, the DM should also be considering the best tactical moves for the armies. Although DMs are encouraged to be creative some of the more obvious strategies include the following:

- 1) Have the North-East and South-West armies take out the Outposts before all four armies descend upon the keep.
- 2) Circumnavigate the Outposts and attempt a coordinate attack on the Keep. With this approach there is a 50% chance the South-West army will discover the locks.
- 3) Do nothing. Play a waiting game with the Keep in the hopes of drawing them out and away from their defenses.

Tactical Notes: The combination of maps, tunnels and trails affords the party many options in terms of how they choose to defend the Keep.

As DM, it is up to you to establish reasonable parameters for how they approach the situation.

This section outlines some of the more obvious and direct possible solutions; however, it should certainly not be read as though these are the only options available to the party.

Note: Many of the buildings in the Keep may not ever be entered by the adventurers. As DM, make sure you are familiar with all of them. Many of the descriptions offer hints and information about the defense of the Keep with which you will want to be familiar.

Keep: The most vulnerable aspect of the Keep is the water system, which has to be wide enough to maintain. Therefore, for anyone who discovers the system, discovers a way into (or out of) the **Keep**.

Outposts: The Outposts clearly serve a predominantly defensive role in Theramour. With their siege weapons, they are at more advantage to defend an attack. One strategy would be for a small contingent to engage with a nearby camp in the hopes of provoking a full attack from them. Another strategy: wait and hope for an attack.

Depending upon how any battles unfold, defenders of the Keep and or the Outposts may have to be told of the Teleport Rooms (see below) as a way of gaining tactical advantage.

Outflank (Teleport Rooms): Although they serve additional purposes, rooms **(12)** in the Keep and Outposts are connected by teleportation portals. The party will note roughly five-foot diameter circles on the floor in each of the three locations. Each teleportation circle will have words etched into the floor noting the expected destination (e.g.: from the Keep, the options will be either the northern or the southern Outpost).

If the party becomes aware of the Teleportation Rooms (the military is, for some unknown reason, quiet about the Teleport rooms), they could use them to flank an enemy army. If they choose to do so, they should be given one round of **automatic surprise**.

Whether they are able to stealth or not, the move should be rewarded for being so unexpected by the attacking army.

Officers are aware of the Teleport Rooms, but regular soldiers are not.

Role for the players: *Players may assume leadership for one or both of the Outposts and the entire contingent of guards (n=32).*

Sneak Attack (Water System): Theramour's Water System may come into play in at least two different ways:

For the attacking armies: if the attackers discover the water system, they will note that it not only delivers water to Theramour (through the mess hall), but it has to take advantage of some rather large tunnels so that repairs can be made, as needed. The first army to use the tunnel access will be given an automatic first round of surprise.

For the defending armies: this may be an escape route, if necessary. It may also be an intentional attempt for some of the guards to flank the attacking armies from behind. Like the **Teleport Rooms**, this is another opportunity for the party to outflank one or more of the enemy armies.

Lake Theramour: The area surrounding the south-east army is swampy and dangerous. If the party follows the trails to Lake Theramour, they will encounter three canoes that will hold two apiece. Traveling across the lake will be uneventful.

Theramour Way: While a strategic part of the campaign, neither the party nor the attacking armies will find (most likely) any strategic advantage to Theramour Way.

Locks: Because the Keep sits atop a plateau there is no natural water source. Using a combination of advanced engineering and magic, the locks are a series of gates and channels that diverts part of the Theramour River into a human-made lake, under Theramour Way (through a series of pipes), and ultimately up to the Keep (through the mess hall).

If one of the attacking armies discovers the locks, they have a 33% chance of doing one of the following:

- 1) nothing
- 2) poisoning the water supply to the Keep
- 3) turning off the water supply to the Keep

Camps: There are four camps encircling the Keep:

1) ■ **NW Humans:**

Leader:	Aldous Wymar
Number of Troops:	36
AC:	12
HP:	11
Siege Weapons:	Mangonel, Ram

2) ■ **NE Orcs:**

Leader:	Braak Dench
Number of Troops:	36
AC:	13
HP:	15
Siege Weapons:	Mangonel, Ram

3) ■ **SW Kobolds**

Leader:	Ka 'Ena
Number of Troops:	36
AC:	12
HP:	5
Siege Weapons:	Mangonel, Ram

4) ■ **SE Hobgoblins**

Leader:	Ulanni
Number of Troops:	36
AC:	17
HP:	11
Siege Weapons:	Mangonel, Ram

The fourth army leader has a scroll that discloses the following plan to defeat Theramour. South on the river of Theramour there is a submerged mine that is believed to be rich with gold and silver. The **Lords of the East** believe that if they open up Theramour Way that the riches of the mines will be theirs to keep.

Divide and Conquer: Should the party go on the offensive their only real option is to split up and attack each of the four armies simultaneously.

As DM, pay particular attention to the geography. If the party has to move through swamp (fen) they will attack with disadvantage, for example. At the same time, they may also discover some creative uses of the river, lake and other local geographic features.

Role for the players: Each player will lead one of the four armies from the Keep. Each army will consider of 12 guards, leaving a net total of 12 guards back at the Keep (n=60).

Defend the Keep: If the party chooses to defend the Keep, they should be enlisted into the Watch of Theramour, and each party member will be assigned to one corner of the Keep where they will lead the defense of that part of the Keep. This is also the default choice if they party does not make a decision on their own in the time allotted them.

If the party chooses to defend the Keep, there are a number of NPCs in the Keep (eight in total). They cannot be immediately enlisted in defending the Keep. However, if the number of defenders drops below fifty percent, they will all rush to the aid of the Keep. They will fight like any other NPC and are noted as letters (e.g. A) in the statistics blocks in the Appendix.

Role for the players: Each player will lead a contingent of guards on one of the four exterior walls with a full contingent of 15 guards (n=60). The DM will determine which player controls which of the corner towers.

Option 1: Design of the Keep. The Appendix (**Map 4**) includes a blank template for a Keep that includes a central tower. As DM, you can design your own Keep if you choose.

Option 2: Tunnels: As DM you can use the optional tunnels in a variety of ways. Note: entrances to the tunnel system are not noted and are up to you to determine.

Options include:

- A. You need or want to extend the adventure. The tunnels should add at least one session of game play.
- B. Your party is finding it too easy or too complicated to complete the battle. The tunnel system can be used by the DM to adjust the difficulty of the module.
- C. At the end of the main adventure, the adventurers may be told about the tunnels and mine and ask for help removing the monsters and other creatures that have moved in.

Please see: Appendix **Tunnel System (Optional)**

The End of the Battle

The most likely way the party will be able to determine why the Keep has been under siege will be to keep the leaders of all four armies alive. None of them will know the complete reason for the siege; however, each hold a clue to the siege that may allow the party to determine the motivation of the four armies (thus providing a transition point for **TGK2, The Caves of Theramour**).

Note: The **caves** that are revealed below are in a location unknown to the party. Should they seek to understand their location or role in the siege, they will proceed to **TGK2**.

When interrogated, all four will plead for their lives if they share the information that they have about the siege. The clues are split between the four armies to hide their purpose should they lose the siege for the Keep. Once successful, the coordinators of the siege wanted to use Aldous's belt and the clues to unite the army and give them instructions for their next attack.

Aldous Wyman (Human): Aldous will tell the party that the humans were the coordinating effort behind the siege and it was their job to direct the other three armies.

Aldous will sacrifice his life rather than reveal that his instructions are inscribed on the inside of his belt.

If he is granted his life and an escape, he will give the party his belt.

The party has some rough hieroglyphic-like marks that appear to have been crudely and quickly burned into the leather of the belt. The first thing the party will notice is that there seems to be a series of locations that play out. The first shows what is likely Theramour Keep.

Between each of the four locations are similar sized spaces that, written in the same tongue indicate they are for marks provided by the leader of the orc, kobold, and hobgoblin armies respectively.

Each leader will have a small, locked chest (easily picked) as it appears they were likely looting on their way to Theramour Keep.

Small chest: sapphire ring (2 gp), pearl necklace (5 gp), 50 sp, 20 cp

Braak Dench (Orc): Braak will very quickly give up his belt and his hieroglyph in the hopes of sparing his own life. His is a hieroglyph of the locks. If the party chooses, or has explored the locks, the hieroglyph gives a very faint impression that they have been somehow tampered with. He will also reveal to the party the belief that not only does the Keep sit on a small mine, but that the Keep is also situated to protect some even more valuable mines (**TGK2**).

Small chest: 12 cp, garnet (3 sp), ruby (2 gp)

Ka 'Ena (Kobold): Ka 'Ena will also prove to not be a difficult interrogation, even less so if the other leaders have been tortured or killed. In surrendering his belt, Ka 'Ena reveals a hieroglyph of a lake (Lake Theramour). When placed, the hieroglyph of the locks and the lake seem to briefly shimmer. Water appears to magically flow on the belt from the locks to the lake, pause temporarily and reverse direction.

Small chest: raccoon pelt (4 cp), 6 cp

Ulanni (Hobgoblin): If he thinks he can, Ulanni will try to escape before revealing his hieroglyph. He will

also not negotiate for his life. Unless the party suspects a hieroglyph on his belt, he will not reveal it.

However, if the party kills Ulanni and removes his belt, the last hieroglyph reveals what appear to be a set of caves. Much like Ka 'Ena's hieroglyph, this one will also animate with the lake next to it, and show the water flowing into the caves.

Small chest: 10 gp, gold skull (25 gp), ruby ring (5 gp)

The Keep's Secret (Optional)

The primary clue in this adventure that something isn't quite right about the Keep is only that some of the individuals encountered by the party indicate that the location of the Keep seems unusual.

The Keep's Secret is an optional extension for the DM. The Keep sits on top of a young, developing mine that Theramour hopes will enrich its coffers. The tunnel system (see Appendix) can be used to play out that secret. This is a prelude to the wealth in the mines of **TGK2**.

As DM, the tunnels can also be used to adjust the ease or complexity of the adventure, depending upon how his adventurers are doing. The Appendix does not include some details in terms of exact locations of entrances and exits, or the number of supporting troops. The DM should use her or his discretion to determine how best these details might result in the best experience for the adventurers.

Awarding Experience

Traditional: The module does note individual XP levels for the enemies encountered by the party. It is possible for the DM to keep track of XP and award total points at the end. **This approach is not recommended** given the sheer number of NPCs and enemies encountered in this module.

If you take this route, decide if you'll track XP separately for each player's character, for each player and the NPC's that she or he controls, or collectively for the entire group.

Outcome-Based: Straight Win: If the party is completely victorious, meaning all four armies have somehow been defeated or surrendered **and the party has figured out the reason behind the siege**, award each character their next level of experience. Their total XP should be equal to the lowest amount required to attain that level.

Outcome-Based: Enemy Retreat: Presumably the party will also be unable to ascertain the reason behind the siege. In increments of 25%, award the party less than a full level based on your assessment of their performance between 50 and 75%.

Outcome-Based: Partial Win: While the Keep holds, not all of the armies were defeated and/or not all of the army leaders were successfully interrogated, nor was the purpose of the siege determined. Depending upon the particular reasons for the partial win, in increments of 25%, award the party less than a full level based on your assessment of their performance between 0 and 75%.

Outcome-Based: Loss: If the Keep falls, the party has failed. Award all of them 0 XP. Life isn't fair, but the fate of the Keep was in the party's hands and they failed!

Completion of (Optional) Adventure: Successful completion of this part of the module may result in an additional half of a level, but is at the DM's discretion.



Keep of Theramour

Overview: Many of the buildings in the Keep will house NPCs who may have clues and information for the party. As DM you have some latitude for how, when and where you share those clues. It is therefore important that you fully review the module before running this campaign.

The party will also begin to gather clues that suggest that things are not as they should be at the **Keep of Theramour**. There is something else going on that they will gain through **hints** that strongly suggest that someone is sabotaging the Keep. In the immediate term, the party needs to defend the Keep. In the long term, they need to try and identify the larger threats not only to the Keep but to Theramour!

Note: An observant party will note that there are no stables in the Keep. They will consistently be told by almost anyone they ask that the keep is too small to support a stables and herd of riding and warhorses.

1. **Barracks (7):** Once new recruits have completed training, they move quarters to the front of the Keep. The expectation is that they all rotate in shifts of 24 hours on, and 24 hours off. These barracks are more spacious, but also sleep four recruits each (**28 total**). Each barrack contains trunks for each recruit, and some common furniture as well: a table with four chairs, two small dressers, and torches on the walls for light.
2. **Barracks, Small (8):** These barracks and sleeping quarters are intended for new recruits who are busy with training. As such, these barracks contain bunk beds and each barrack sleeps four recruits (**32 total**). There is room for a trunk for each recruit, and that is all.
3. **Officer's Quarters:** Officer's Quarters are only marginally larger and nicer than the barracks that house the guards that protect the front outer wall of the Keep.

If the party encounters the officer who is on duty, Raif will tell you that he and his men have led some limited reconnaissance missions to try and learn more about the armies that lay the Keep under siege. He will confirm that they believe all of the armies are the same size (**hint**) and that it will be challenging to defeat all of them.

Of more significance, Raif will share that they believe they know what kind of humanoids comprise the armies, and even the relative strength and resilience of those armies (DM can share this translates roughly into AC and HP). From weakest to strongest (**hint**):

■ **SW** **Kobolds**
■ **NW** **Humans**
■ **NE** **Orcs**
■ **SE** **Hobgoblins**

Note: The party may choose to do a couple of things with this information. As players they may decide who will control the army to attack which enemy (with more experienced players taking on more difficult enemies). They may choose an order of attack based on relative ease or difficulty.

Last, they may choose to attack enemy armies with disproportionately sized armies of their own. If they choose this option, they will be warned if any army size seems almost sacrificially low—unless there is a clear strategy for both using them as a decoy while still returning them to safety.

4. **Homes, Commoners:** Some of the establishments in the Keep are managed and owned by Commoners. They live in homes (**4 total**) in the Inner Keep.



These homes are not noteworthy, though they are tidy and in good repair. They are all one-story and with other than a few design choices, are structurally identical. The Commoners are suspicious of outsiders and will not be willing to talk to anyone in the party under any circumstances.



5. **Chapel:** In addition to what Father Bernard has to offer, he will also share with the party that the Outposts have some chapels (12) on their third levels. They are of particular note because any bodies dropped in combat that are brought to the Chapel are stabilized and do not have to make death saving throws (**Hint**).

Fr. Bernard will underscore the fact that these are small chapels and there is only room for four bodies. Bodies removed from the chapel will have to resume their death saving throws. He will also beseech the party for a small donation to help with the ongoing support of his Chapel.

6. **Provisioner and Trader:** As an outpost, the Keep is as un-provisioned as one might

suspect. In terms of purchases, players might expect that anything valued at approximately **10 gp** or less is available in small quantities. There is a 10% markup on all items. Likewise, if the party has anything they wish to sell they may do so at a penalty of -15% as long as it does not exceed a final price of 10 gp.

Timm Henry, the provisioner, is unwilling to barter outside of the markup and penalty listed above.

Should the party or individual member choose to share that they are making a plan to save the Keep, Timm will share that there are four **items** that he might share to benefit the greater cause:

- 1) Mithril Mail: AC 17 STR 12
- 2) Shield: +2
- 3) Crossbow: +2
- 4) Longsword: +4

If the party is successful in defending the Keep, they will be allowed to keep these items.

7. **Bank:** Although the Keep is relatively isolated and under-funded, it does still pay its soldiers. Given the risks, many of them deposit extra funds in the bank in the hopes of keeping it safe should something happen to them.

Party members may also store valuables at the bank should they agree to do so for at least 30 days. If they do, they earn 5%. If they withdraw early, they do so with a penalty of 10% of the total value of their deposit. Aldous, the banker, is unwilling to negotiate on either percentage.

There are no human guards posted at the bank as the Keep is devoid of any crime. With the number of guards in the Keep, any attempts would surely end in failure.



The vault in the bank contains any valuables the party has stored, earned wages belong to the guards, the 750 gp reward promised the party, and the general coffers of the Keep.

Should the party attempt to loot the bank: they will have 1d4 rounds before guards begin to arrive. The Keep will use whatever resources it has to prevent the party from stealing from the bank.

Any attempts to loot the bank automatically ends the party's ability to complete this adventure. While the guards will attempt to take the party alive, they will not hesitate to kill if they must. Those captured will be kept in one of the **Holding Cells (14, 15)** in one of the two Outposts. Once tried for their crimes, they will be hung.

If the party manages to defend itself for 1d8 turns after guards arrive, each of the four siege armies has a 25% chance of noticing evidence of an internal fight at the Keep and they will attack. If one or more attack, the DM will have to determine if the party remains independent, is able to realign with the guards of the Keep, or somehow align with one or more of the invading armies.

Unless the party redeems itself and is somehow able to realign with the Keep, the outcome of this scenario is the same and the party fails their mission (earning 0 XP).

8. **Mess Hall:** The mess hall seems a bit small and out of place for the Keep. It consists of

three rows of dark wooden tables with solid looking matching chairs. The kitchen is an open area at the back of the Mess Hall (east) and appears to only be able to serve cold meals to the troops.

While the party may continue to gather evidence that the **Keep of Theramour** is woefully under-supported there are still no clues as to why that might be.

9. **Gardens, Communal:** The gardens are lush with fresh vegetables and herbs, though the party may find it hard to believe that this one garden might sustain a Keep of this size.

However, if the party has been to either Fountain (**F**) and received the **hint** about the garden, it will be an easy **Nature** check (**DC 10**) to identify enough herbs for the equivalent of **1d6 healing potions**. This is awarded through a **hint** not through an **item**.

10. **Entry Yard:** The Entry Yard is expansive open space with a reasonable amount of grass and trees given that it is located inside of a Keep. If the party explores the area, they will encounter a small number of Commoners and Troops that are off-duty. For each turn they spend, they may have conversations that lead to the following **hints** (1d6):

1) Troops are becoming restless and suspicious that their commanders are over-estimating the size of the invading armies. They think the best course of action is to go on the offensive and attack.

2) Some of the more astute commoners are aware of the source of their water. They are increasingly worried that it will become poisoned or that the approaching armies will discover how to use the water tunnels to breach the defenses of the Keep.

3) There is an officer who is colluding with the invading armies (treat this as a **hint**; however, it is not true).

4) There is a commoner who will point the party to the Wizard's Guild (**11**) in the belief that the lead Wizard may be able to help the party (**Note**: this is only a **hint** if the party has not yet discovered the Wizard's Guild).

5) The Weapon Storage (**12**) may provide a way to teleport to the Outposts (**Note**: this is only a **hint** if the party has not yet discovered the Weapon Storage).

6) Troops are becoming restless and suspicious that their commanders are underestimating the size of the invading armies. They think the best course of action is to abandon the Keep and Outposts in the dead of night and retreat.

11. Wizard's Guild: If there are any wizards in the party they will feel at home here. However, for any spell caster (sorcerer, warlock, wizard) that enters, they will immediately feel a sense of home and comfort. For the duration of this campaign they will have one additional spell slot (**item**) that will be granted to them by the head wizard, Johar.

If the party successfully defends the Keep, the Wizards Guild will identify any magical items that they manage to procure.

12. Weapon Storage (Teleport Room): Should the party need it, they will find any of the weapons in the standard weapons table in the DMG. There is no armor in Weapon Storage.

There is a storage clerk named Baraka. If the party engages with him, he will talk about the Outposts. Other than the officers, Baraka is the only other person who can reveal that this is a **Teleport Room (Hint)**. In the

center of the floor is a circle large enough for one medium-sized humanoid. There is a footprint at the top of the circle and a second at the bottom. Stepping on the top teleports to the northern Outpost, stepping on the bottom teleports to the southern Outpost.

13. Entrance to the Inner Keep: The Entrance is an open space designed as a defense against invading troops gaining access to the Inner Keep. It is an open area and may be defended by the two towers that flank it.

14. Lieutenant of the Guard: The Lieutenant of the Guard, Ettor son of Laios will inform party members that he grows anxious as food supplies run low and is considering more rash action like attacks on the four armies. Ettor expresses grave concern that these would be suicide missions, but he feels as though his hand is being forced.

If the party asks about any details about the Lieutenant's plans, Ettor will mention that he has drawn up all of the maps that he thinks he needs to muster his best attack. If the party engages further, he will reveal his maps in the following order:

- 1) Theramour (**item**)
- 2) The Keep of Theramour (**item**)
- 3) The Outposts (**item**)

One party member may accept all 3 items on behalf of the party if they agree.

Note: the maps provide significant strategic advantage to the party and are thus considered as three separate items.

15. Hall and Tavern: As DM you may choose to give the party a bonus action and have them start for breakfast in the Hall and Tavern. As they arrive late, the Hall is empty save for a server named Edlin.

Edlin will apologize for a meager breakfast of hardboiled egg, smoked rabbit, stale

bread and equally stale ale.

If the party engages, he will share his fear of what he believes is an impending attack and utter destruction for the Keep.

If the party continues to engage with Edlin, they will notice that he is becoming increasingly restless with the conversation. He will ultimately disclose that he has heard some of the men of the Keep talking about experiments with wrapping Ballista bolts with cloth wrapped in oil, setting them on fire and shooting them at the enemy (**hint**).

Edlin's frustration appears to stem from the fact that this approach has gone largely untested as officers are concerned by the limited number of bolts in their possession and the estimated size of the invading armies.

- 16. Main Yard:** The main yard is remarkably empty for a small Keep that already seems woefully unsupported. The party will not encounter anything of interest in the Main Yard.
- 17. Inner Keep:** The Inner Keep is a large open space that is primarily designed as a last defense for the Guild Hall, as it is flanked by four towers.
- 18. Guild Hall:** In many respects, the Guild Hall functions like an Officer's Club. Membership is required, though any member of the party may be granted a one-day pass for **5 sp**.

There is a large well-furnished common area for Officers to sit and socialize and a number of doors that lead off into private areas of the Guild. The party will be strongly discouraged from exploring the Guild.

If the party engaged with the officers they have respectively 50% odds of hearing each hint (they may hear both, or neither):

1) Officers believe that the Keep's location on Theramour Way only tells part of the story of its strategic location. They believe there is also something of significance of the combination of Lake Theramour, the locks and Theramour River (**hint**). They will confirm that they think it's something more significant than just a means of providing the Keep with a (much needed) water supply.

2) There is rumor that there are a series of caves not far from the Keep and part of the hidden purpose of the Keep is to prevent enemies of Theramour finding what is hidden in the caves and using it to overthrow the kingdom of Theramour (**hint**).

F (Fountains): The Fountains are communal spaces, though the party will quickly discover that the local Commoners use them as a source of water (the Mess Hall is inconvenient). Should the party spend some time at either of the Fountains, they will learn that the watering system also feeds directly into the **Gardens (9)** and local belief is that the Gardens have some kind of un-natural healing ability if one identifies and consumes the right herbs (**hint**).

T (Towers): The Towers of the Keep should use the same map as those for the Parapet for the Outposts. As DM, you will need to adjust the number of siege weapons and smaller towers based on the location of the Tower itself.

Siege weapons should not fire across a smaller tower.

There should be no smaller towers internal to the Keep.

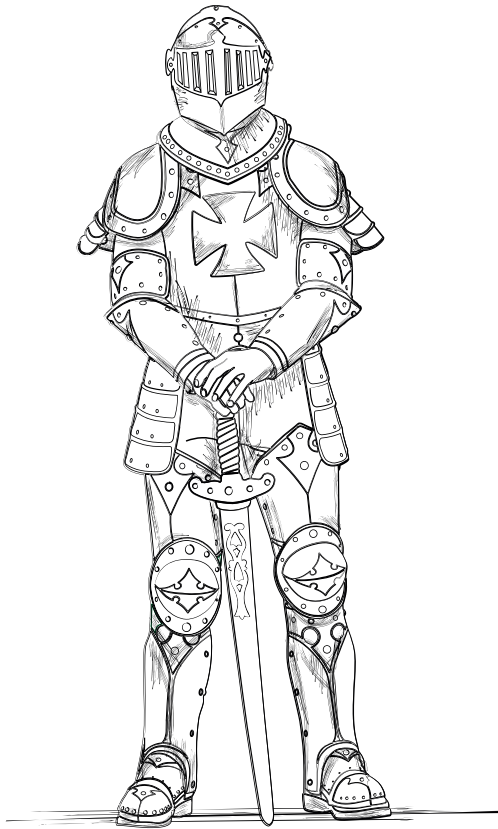
As an example, the two towers in the center of the northern-most side of the Keep should have

one north-facing siege weapon, and two smaller towers, one in each of the northern-most corners.

By contrast, the two towers that flank the northern-most side of the Keep should have one north-facing siege weapon and either one that is directed to the east, or to the north. They will each have three smaller towers in each corner, except for the corner internal to the Keep proper.



Outposts



Overview:

1. **Entrance:** The doors to the Outpost are unfortunately not terrible strong (AC 12, HP 24). If they are breached, the troops in the Outpost will launch an initial defense here (assuming they are not all on the parapet). The maximum number of defenders are eight.
2. **Inner Defense:** If the troops at the Entrance (1) sense that their defense is failing they will quickly fall back through (3) and (2). Both doors can be locked behind them (AC 10; HP 10).

Once in the room, there are arrow slots for up to eight hand-mounted cross-bows that are already loaded (+4 to hit because of proximity; 4 (1d6) damage to hit).

3. **Barracks (8):** The party will quickly note that the barracks at the Outposts are different than they are at the Keep. Although they are slightly larger and sleep the same number of troops, the Outposts don't have the leisure of extra barrack space like the Keep does. Therefore, there is no rotating in and out of a barracks. Each troop is assigned to one barrack (32 total).
4. **Officer's Quarters:** Although the furnishings of the Officer's Quarters are fairly lavish, there is nothing of value that is easily portable. Anything of true value is stored in the Bank's vault at the Keep.
5. **Provisions:** The Outposts are provisioned with only the very basic of supplies—most of which are foodstuffs for the kitchen.
6. **Kitchen, Small:** This small kitchen is provisioned with the basics, including a small wood cooking area. It will be evident to the party that the troops in the Outposts eat in small shifts, and that the best the Outpost can provide is the most basic of fare.
7. **Barracks (8):** See (3).
8. **Barracks (8):** See (3).
9. **Dining Area:** Immediately across the hall from the **Small Kitchen (6)** is an almost equally small dining area, reinforcing that troops eat in small shifts. The dining area is spartan, consisting of a long, dark wooden table and a dozen or so chairs. The area, when used, is lit by candles and torches in sconces. A perceptive party will begin to realize that Theramour has placed a minimum of resources into both the Keep and the two Outposts.
10. **Storage, Weapons:** The party will once more realize the extent to how limited the Outposts are being supported. There are a

handful of basic weapons, some shields and helmets. This storage space otherwise appears rather barren for its size.

11. Barracks (8): See (3).

12. Chapel, Small (Teleport Room):

The chapel has room to stabilize up to four bodies that do not have to make death saving throws—the party is only aware of this if they have the **hint**. Anyone who falls in battle needs to be physically brought to the chapel. They will have to make one death saving throw if they are brought immediately to the chapel.

In the center of the floor is a circle large enough for one medium-sized humanoid. There is a footprint in the middle of the circle and a second at the bottom. Stepping on the middle teleports to the Keep, stepping on the bottom teleports to the other Outpost.

13. Storage: The storage area is an odd and disarrayed combination of mattresses, pillows, blankets, empty sconces, torches and the like. It is unlikely that the party will find anything of use in Storage. Depending upon how a siege of the Outpost plays out this is not a room where they might easily take cover either.

14. Holding Cells: This holding cell is unoccupied.

15. Holding Cells: This holding cell is unoccupied.

16. Barracks (8): See (3).

17. Gathering Area: As it may be needed, this area serves the troops as a staging area to be ready to defend the Outpost in either direction: either at the front gate or from the parapets.

18. Parapet: The parapet is able to stage as many troops as needed to defend the Outpost. Any troop will be able to step in for a fallen comrade and attack on the same turn.

Of note: The DM should use the same map of the parapet for each Outpost and for each Tower. Refer to the maps to determine the precise locations and numbers of the towers as they are likely less and in different directions than indicated.

19. Turret: The turrets are able to hold up to four troops, three of who may attack on any given turn. If any of the troops fall, the fourth may step in and attack on the same turn (held action).

20. Turret: The turrets are able to hold up to four troops, three of who may attack on any given turn. If any of the troops fall, the fourth may step in and attack on the same turn (held action).

21. Turret: The turrets are able to hold up to four troops, three of who may attack on any given turn. If any of the troops fall, the fourth may step in and attack on the same turn (held action).

22. Central Stores: The Central Stores contain enough bolts for as many shots as the Ballistas can shoot. There are also arrows and replacement shields and arrows.

In a corner of the Central Stores is a barrel of oil and bolts of cloth. These may only be used if the party has received the **hint** for wrapping bolts in oil-dipped cloth and setting them on fire. Doing so will, however, add an additional 8 (2d10) fire damage, and inflict 4 fire damage on any other troop within 5 ft. of the target.

S. Siege Weapon: Given the limited size and storage space of the Outposts, the siege weapons

are limited to Ballistas. There are four of them on the parapet. At any given time no more than three (maximum) will have a clean shot, unless the attacking enemy is attacking from multiple sides.

If the party uses the Ballistas: they are massive crossbows that fire heavy bolts. It will require two soldiers per Ballista to operate them.

It takes one action to load the weapon, one action to aim it, and one action to fire it with two soldiers, they may fire every two rounds instead of every three rounds.

AC 15	Immunities	poison, psychic
HP 50	Range	120/480
Hit +6	Damage	16 (3d10)



Appendices

DM Assist: Planning Phase

Directions: Use the chart below to keep track of the planning phase in the **Introduction: Assault on Theramour's Keep** (p. 6).

Time allotted is real-time and the total allotted to the entire party, not to individual players.

In the **Example**, the character was able to complete 3 actions and received 1 inspiration point. The character also found a shield and oil (6). Their actions allowed the character to learn about the teleportation portals between the Keep and the Outposts. The character also discovered the Wizards Guild and gained a Spell Slot for the duration of this adventure.

Time Allotted (circle one) 5 min. 10 min. 15 min.						
Character	Actions	Inspiration	Item One	Item Two	Hint One	Hint Two
Example	☒ ☒ ☒	☒	Shield	Oil (6)	Teleport	Spell Slot

NPC Tracking Sheets: An Overview

General Notes: There is a lot going on simultaneously in this adventure, providing a challenge for even the most experienced DM to manage. The **Tracking Sheets** are an effort to assist with record-keeping. They are not required for game play. There are two primary Tracking Sheets: one for the armies and one for their siege weapons.

North-West Army: Human																		
Core Statistics Block										AC 12		HP 11		XP 25				
Weapon Attack: +2 to Hit										Hit: 5 (1d6+1)				Spear				
n	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
HP	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
tHP																		

Names of **armies** are consistently color-coded in the module as a visual aid to find information on the army you are looking for.

Core Statistic Blocks are intended to provide quick vital statistics for the Dungeon Master. For this module, all NPC statistics can be found in the *Monster Manual (5e)*.

- n* There are separate columns for each NPC, and *n* is just a reference number. DMs may use the same numbers on a battle matt, markers or other ways of visualizing the battles (optional)
- HP* Starting hit points
- tHP* Temporary hit points

<i>North-West Army: Mangonel (Siege Weapon)</i>		
<i>Core Statistics Block</i>	AC 15	HP 100 Immunities: poison, psychic
Weapon Attack: +5 to Hit	Hit: 27 (5d10)	
Range: 200/800		
Two actions to load, two to aim and one to fire (-1 if 2 arming it). No disadvantage for cover.		

Siege Weapon is color coded against one or more NPCs (*n*) indicating which ones are running the siege weapon. If an NPC is eliminated, the DM will need to choose a replacement, or to abandon the siege weapon.

NPC Tracking Sheets: Enemy Armies

North-West Army: Human

Core Statistics Block AC 12 HP 11 XP 25
Weapon Attack: +2 to Hit **Hit:** 5 (1d6+1) Spear

<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
<i>tHP</i>																		

North-West Army: Human

Core Statistics Block AC 12 HP 11 XP 25
Weapon Attack: +2 to Hit **Hit:** 5 (1d6+1) Spear

<i>n</i>	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
<i>tHP</i>																		

North-West Army: Veteran Human

Core Statistics Block AC 17 HP 58 XP 700
Weapon Attack: +5 to Hit **Hit:** 8 (1d10 + 3) Longsword, H. Crossbow

Multiattack: 2 longsword attacks or two heavy crossbow attacks (same attack and hit stats)

North-West Army: Mangonel (Siege Weapon)

Core Statistics Block AC 15 HP 100 **Immunities:** poison, psychic
Weapon Attack: +5 to Hit **Hit:** 27 (5d10)

Range: 200/800

Two actions to load, two to aim and one to fire (-1 if 2 arming it). No disadvantage for cover.

North-West Army: Ram (Siege Weapon)

Core Statistics Block AC 15 HP 100 **Immunities:** poison, psychic
Weapon Attack: +8 to Hit **Hit:** 16 (3d10)

Requires four to operate.

North-East Army: Orc

Core Statistics Block

AC 13 HP 15 XP 100

Weapon Attack: +5 to Hit

Hit: 9 (1d12+3)

Great Axe/Javelin (6 hp)

<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<i>HP</i>	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
<i>tHP</i>																		

North-East Army: Orc

Core Statistics Block

AC 13 HP 15 XP 100

Weapon Attack: +5 to Hit

Hit: 9 (1d12+3)

Great Axe/Javelin (6 hp)

<i>n</i>	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
<i>HP</i>	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
<i>tHP</i>																		

North-East Army: Orc War Chief

Core Statistics Block

AC 16 HP 93 XP 1,100

Weapon Attack: +6 to Hit

Hit: 15 (1d12 + 4)

Great Axe/Spear (12 hp)

Multiattack: 2 longsword attacks or two heavy crossbow attacks (same attack and hit stats)

Battlecry (1/day): creatures within 30 ft. can attack with advantage for one turn; War Chief may make one attack as a bonus action

North-East Army: Mangonel (Siege Weapon)

Core Statistics Block

AC 15 HP 100 Immunities: poison, psychic

Weapon Attack: +5 to Hit

Hit: 27 (5d10)

Range: 200/800

Two actions to load, two to aim and one to fire (-1 if 2 arming it). No disadvantage for cover.

North-East Army: Ram (Siege Weapon)

Core Statistics Block

AC 15 HP 100 Immunities: poison, psychic

Weapon Attack: +8 to Hit

Hit: 16 (3d10)

Requires four to operate.

South-West Army: Kobold																																																																											
Core Statistics Block AC 12 HP 5 XP 50 Weapon Attack: +4 to Hit Hit: 4 (1d4+2) Pack Tactics Dagger/Sling																																																																											
Core statistics Block <table><tr><td>n</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td></tr><tr><td>HP</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td><td>5</td></tr><tr><td>tHP</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			n	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	HP	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	tHP																		
n	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18																																																									
HP	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5																																																									
tHP																																																																											

South-West Army: Kobold																		
<i>Core Statistics Block</i>					AC 12 HP 5 XP 50													
Weapon Attack: +4 to Hit					Hit: 4 (1d4+2) Pack Tactics Dagger/Sling													
<i>N</i>	19	20	21	22	23	24	25	16	27	28	29	30	31	32	33	34	35	36
<i>HP</i>	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
<i>tHP</i>																		

<i>South-West Army: Kobold War Chief</i>		
<i>Core Statistics Block</i>	AC 14	HP 63 XP 700
Weapon Attack: +3 to Hit	Hit: 8 (1d10 + 3) Long Sword/ H. Crossbow	
Multiattack: 2 longsword attacks or two heavy crossbow attacks (same attack and hit stats)		

<i>South-West Army: Mangonel (Siege Weapon)</i>		
<i>Core Statistics Block</i>	AC 15	HP 100 Immunities: poison, psychic
Weapon Attack: +5 to Hit	Hit: 27 (5d10)	
Range: 200/800		
Two actions to load, two to aim and one to fire (-1 if 2 arming it). No disadvantage for cover.		

<i>South-West Army: Ram (Siege Weapon)</i>		
<i>Core Statistics Block</i>	AC 15	HP 100 Immunities: poison, psychic
Weapon Attack: +8 to Hit	Hit: 16 (3d10)	
Requires four to operate.		

South-East Army: Hobgoblin

Core Statistics Block

AC 17 HP 11 XP 100

Weapon Attack: +3 to Hit

Hit: 5 (1d8+1)

Longsword/Longbow

<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
HP	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
tHP																		

South-East Army: Hobgoblin

Core Statistics Block

AC 17 HP 11 XP 100

Weapon Attack: +3 to Hit

Hit: 5 (1d8+2)

Longsword/Longbow

<i>N</i>	19	20	21	22	23	24	25	16	27	28	29	30	31	32	33	34	35	36
HP	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
tHP																		

South-East Army: Hobgoblin Captain

Core Statistics Block

AC 17 HP 39 XP 700

Weapon Attack: +4 to Hit

Hit: 7 (2d6 + 2)

Longsword/Javelin

Multiattack: 2 longsword attacks or two heavy crossbow attacks (same attack and hit stats)

South-East Army: Mangonel (Siege Weapon)

Core Statistics Block

AC 15 HP 100 Immunities: poison, psychic

Weapon Attack: +5 to Hit

Hit: 27 (5d10)

Range: 200/800

Two actions to load, two to aim and one to fire (-1 if 2 arming it). No disadvantage for cover.

South-East Army: Ram (Siege Weapon)

Core Statistics Block

AC 15 HP 100 Immunities: poison, psychic

Weapon Attack: +8 to Hit

Hit: 16 (3d10)

Requires four to operate.

NPC Tracking Sheets: The Keep

<i>Humans</i>																		
<i>Core Statistics Block</i> Weapon Attack: +2 to Hit AC 12 HP 11 XP 25 Hit: 5 (1d6+1) Mace/Heavy Crossbow																		
<i>n</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>11</i>	<i>12</i>	<i>13</i>	<i>14</i>	<i>15</i>	<i>16</i>	<i>17</i>	<i>18</i>
<i>HP</i>	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25
<i>tHP</i>																		

<i>Humans</i>																		
<i>Core Statistics Block</i>										AC 12		HP 11		XP 25				
Weapon Attack: +2 to Hit										Hit: 5 (1d6+1)					Mace/Heavy Crossbow			
<i>N</i>	<i>19</i>	<i>20</i>	<i>21</i>	<i>22</i>	<i>23</i>	<i>24</i>	<i>25</i>	<i>26</i>	<i>27</i>	<i>28</i>	<i>29</i>	<i>30</i>	<i>31</i>	<i>32</i>	<i>33</i>	<i>34</i>	<i>35</i>	<i>36</i>
<i>HP</i>	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25
<i>tHP</i>																		

Humans																		
Core Statistics Block					AC 12 HP 11 XP 25													
Weapon Attack: +2 to Hit					Hit: 5 (1d6+1)										Mace/Heavy Crossbow			
N	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54
HP	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25
tHP																		

Humans																		
Core Statistics Block							AC 12		HP 11		XP 25							
Weapon Attack: +2 to Hit									Hit: 5 (1d6+1)		Mace/Heavy Crossbow							
n	55	56	57	58	59	60					A	B	C	D	E	F	G	H
HP	25	25	25	25	25	25					12	12	12	12	12	12	12	12
tHP																		

Note: Only the outer-most towers have ballistas, for a total of eight.

<i>Ballista</i> (<i>Siege Weapon</i>)							
<i>Core Statistics Block</i> AC 15 HP 50 Immunities: poison, psychic Weapon Attack: +6 to Hit Hit: 16 (3d10) Range: 120/480 Three actions to load, aim and fire. No disadvantage for cover.							
1 (50)	2 (50)	3 (50)	4 (50)	5 (50)	6 (50)	7 (50)	8 (50)

NPC Tracking Sheets: Outpost One

<i>Humans</i>																		
<i>Core Statistics Block</i> AC 12 HP 11 XP 25 Weapon Attack: +2 to Hit Hit: 5 (1d6+1) Mace/Heavy Crossbow																		
<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
<i>tHP</i>																		

<i>Humans</i>																		
<i>Core Statistics Block</i>										AC 12		HP 11		XP 25				
Weapon Attack: +2 to Hit										Hit: 5 (1d6+1)					Mace/Heavy Crossbow			
<i>N</i>	19	20	21	22	23	24	25	26	27	28	29	30	31	32				
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11				
<i>tHP</i>																		

<i>Ballista</i> (<i>Siege Weapon</i>)									
<i>Core Statistics Block</i>			AC 15		HP 50		Immunities: poison, psychic		
Weapon Attack: +6 to Hit			Hit: 16 (3d10)						
Range: 120/480									
Two actions to load, aim and fire if fired by two guards. No disadvantage for cover.									

<i>Ballista</i> (<i>Siege Weapon</i>)									
<i>Core Statistics Block</i>			AC 15		HP 50		Immunities: poison, psychic		
Weapon Attack: +6 to Hit			Hit: 16 (3d10)						
Range: 120/480									
Two actions to load, aim and fire if fired by two guards. No disadvantage for cover.									

<i>Ballista (Siege Weapon)</i>									
<i>Core Statistics Block</i>			AC 15		HP 50		Immunities: poison, psychic		
Weapon Attack: +6 to Hit			Hit: 16 (3d10)						
Range: 120/480									
Two actions to load, aim and fire if fired by two guards. No disadvantage for cover.									

NPC Tracking Sheets: Outpost Two

<i>Humans</i>																		
Core Statistics Block AC 12 HP 11 XP 25 Weapon Attack: +2 to Hit Hit: 5 (1d6+1) Mace/Heavy Crossbow																		
<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
<i>tHP</i>																		

Humans																		
Core Statistics Block					AC 12 HP 11 XP 25													
Weapon Attack: +2 to Hit					Hit: 5 (1d6+1)										Mace/Heavy Crossbow			
N	19	20	21	22	23	24	25	26	27	28	29	30	31	32				
HP	11	11	11	11	11	11	11	11	11	11	11	11	11	11				
tHP																		

<i>Ballista</i> (<i>Siege Weapon</i>)									
<i>Core Statistics Block</i>			AC 15		HP 50		Immunities: poison, psychic		
Weapon Attack: +6 to Hit			Hit: 16 (3d10)						
Range: 120/480									
Two actions to load, aim and fire if fired by two guards. No disadvantage for cover.									

<i>Ballista (Siege Weapon)</i>									
<i>Core Statistics Block</i>			AC 15		HP 50		Immunities: poison, psychic		
Weapon Attack: +6 to Hit			Hit: 16 (3d10)						
Range: 120/480									
Two actions to load, aim and fire if fired by two guards. No disadvantage for cover.									

<i>Ballista</i> (<i>Siege Weapon</i>)									
<i>Core Statistics Block</i>			AC 15		HP 50		Immunities: poison, psychic		
Weapon Attack: +6 to Hit			Hit: 16 (3d10)						
Range: 120/480									
Two actions to load, aim and fire if fired by two guards. No disadvantage for cover.									

Tunnel System (Optional)

Overview: Use the Tunnel System to extend the adventure, adjust the complexity, and/or adjust the difficulty of the adventure, as you see fit. There are a number of places in this section where you, as DM, will have a variety of options to adjust the adventure for your players.

Alternatively, after the armies have been defeated, the party may be told about the tunnel system. The Keep leaders will then tell the party that they have neglected the tunnels while they have been under siege. During that short time it has been over-run by wild creatures and monsters. The Keep needs help removing them. They will be rewarded with **100 gp** and may keep any treasure that belongs to the monsters.

At any point, if the party requests that Theramour troops assist in the effort, they will be provided 5 (1d8) troops with the same statistics of those they fought with earlier. At the DM's discretion, the troops may flee from battles that they feel they may lose. They will also complain if they feel their lives are being unfairly and unreasonably put at risk.

Note that the only way to solve some questions, like the reason the Keep is located where it is, will be to have your players complete this optional part of the adventure.

The party may know specifics about the tunnel system, like where each tunnel leads. This will depend on the level of the complexity that the DM is hoping to achieve.

The party will not know, however, that the tunnel system also sits on where the Keep stores the vast majority of its treasure. They will also not know that it protects a small, burgeoning mine that Theramour relies on for its future.

The party will also not know that a number of factions have heard rumors of the mine below the keep and, in the absence of a Theramour presence, have sent a small number of their kind to explore the mine. Those factions currently have an uneasy truce as each evaluates prospects within the mine. The Derro are working a large open area (P), the Duergar, a similar open area (Q) adjacent to the Derro, and the Yuan-ti the largest area at the opposite corner of the mine (U).

Difficult (Option): One of the invading armies as found an entrance to the mine. Determine the tunnel by rolling 1d4:

- 1) Escape tunnel (B)
- 2) Outpost tunnel (C)
- 3) Lock tunnel (D)
- 4) Outpost tunnel (E)

And the number of invaders (matching profiles from the module, rolling 1d4):

- 1) Two, acting as scouts. They will quickly flee if they feel outnumbered. They will warn their invading party.
- 2) Four, who have secured their position, but will still flee if they feel outnumbered. They will warn their invading party.
- 3) Six, who have secured their position. Only the last will flee in order to warn their invading party.
- 4) Eight, who have secured their position and who will fight to the death.

All four of the Entrances are carefully hidden magically to appear as though they are just part of their environment. They require a DC 20 (Perception) check to be discovered.

A. Keep Entrance: The exact location, and how the players learn of the location, are entirely up to you as DM. Once the party locates the entrance to the tunnels, there is nothing unique about this space other than as an entry-point to the tunnel system. Access to the north-east outpost is through the door in the north wall.

For each of the exits (A), (B), (C), (D) and (E) the DM may decide whether or not the party gains an element of surprise in entering into battle.

A1. Tunnel Junction: This is the staging point for the tunnel system and provides access to all of the entrances that are key to the ensuing battle.

- B. **Escape:** The party may or may not be aware of the fact that this tunnel is intended as an emergency exit from the Keep. Regardless, this escape route will end in an exit in the approximate location of the north-west invading army.
- C. **Outpost Entrance:** The party may or may not be aware of the fact that this tunnel leads to the north-east outpost.
- D. **Locks Entrance:** The party may or may not be aware of the fact that this tunnel leads to the lock system.
- E. **Outpost Entrance:** The party may or may not be aware of the fact that this tunnel leads to the south-west outpost.
- F. **North Room:** The party will find a large number of pick axes and other mining supplies strewn haphazardly around this room. If they are not aware of the mine on this level, this room should provide a solid clue as to its presence.
- G. **North (West) Room:** This room contains four single beds, and four storage chests. It appears to have been used as a small guard post, designed to stop anyone who may have discovered the **Outpost Entrance**. It is currently unoccupied as the residents of Theramour have been focused on the four invading armies.
- H. **North (East) Room:** This room is identical to the **North (West) Room (G)**.
- I. **West Room:** This room is well-stocked with a variety of mining tools.
- J. **Southwest Room 1:** This room is identical to the **North (West) Room (G)**.

K. **Southwest Room 2:** This room is identical to the **North (West) Room (G)**.

- L. **Treasure Room 1:** The secret door requires a DC 18 perception check to discover. The treasure rooms have an artfully designed security system. Discovering it will require a party member explicitly asking to check for traps, and then a DC 20 perception check.

If the save fails, and the party takes treasure:

1) If the leadership of Theramour thinks they can defeat the party after being saved from the invading armies, they will attack without asking any questions.

2) If the leadership of Theramour thinks they can't defeat the party they will ask for their treasure back. If the party refuses, they will have an ongoing warrant (death) on their heads should they return.

In either case, it will take 4 turns for Theramour troops to appear on the scene. The number of troops should be adjusted accordingly by the DM to be appropriately challenging to the party.

If the save succeeds:

1) The party steals treasure and leaves without being caught. Although suspected, the leadership of Theramour will not doubt the party because of their heroism in saving Theramour from enemy invaders.

2) Any party member who is any combination of lawful and/or good loses 1/2 level for their participation in the theft.

If the party chooses to take treasure, each party member can carry a maximum of 750 gp in value +/- 250 gp for each point above or below 12 (e.g. a Strength score of 11 allows a character to carry 500 gp in value; a

Strength score of 13 allows a character to carry 1,000 gp in value).

Treasure: This room contains a combination of what appears to be unfinished and finished gems from the mine. There are 150 unfinished gems valued at 7 gp each. Another 200 finished gems valued at 14 gp each are also in this room. The gems are in medium-sized bags.

- M. **Treasure Room 2:** The secret door requires a DC 18 perception check to discover. The conditions for saving or failing the check is the same for all three treasure rooms (see Treasure Room 1).

The party has 30 seconds to identify a switch-plate on the inside-left of the door. If they don't a series of flames will erupt from the wall opposite the secret door. Party members need to make a DC 13 Dexterity save taking 6 (1d10) damage on a failed save, or half as much damage on a successful one. The flames will fire every-other turn for a total of three times before fuel for the flames run out.

Treasure: Treasure in this room is stored in larger sacks, and totals 2,500 gp.

- N. **Treasure Room 3:** The secret door requires a DC 18 perception check to discover. The conditions for saving or failing the check is the same for all three treasure rooms (see Treasure Room 1).

The entry-way to this room contains a trip wire located a couple of inches off of the floor. If the party explicitly looks for traps, they find the wire on a DC 15 (Perception) check. If they do discover it, disabling it requires a DC 16 (Dexterity) check.

If the trap is triggered, the ceiling collapses and party members in the room need to make a DC 15 Dexterity saving throw or

take 22 (4d10) bludgeoning damage, or half as much on a successful save. If the trap is triggered, 25% of the treasure in the room will not be easily recovered.

Treasure: In the center of the room is a golden crown and scepter that look like they are used in official ceremonies. Together they are worth 3,500 gp though the party will find it challenging to find a buyer for them. Medium-sized bags contain an additional 5,000 gp in finished gems from the mine. Small-sized bags contain an additional 5,000 gp.

- O. **Teleportation Room (Barracks):** this is an easy (**Option**) designed to help bolster the party in any situation where they seem to be hopelessly outnumbered. There are four teleportation sites. Additional troops will teleport to the location nearest the party's location.

The number of troops may be entirely at the DM's discretion. Alternatively, roll 1d4 to determine the number of troops (stats match those associated with Keep troops):

- 1) Two troops;
- 2) Four Troops;
- 3) Six Troops;
- 4) Eight Troops.

TA. **Teleport to Keep Entrance**

TB. **Teleport to Escape Entrance**

TC. **Teleport to Outpost (NE) Entrance**

TD. **Teleport to Lock Entrance**

TE. **Teleport to Outpost (SW) Entrance**

- P. **North Mine Staging:** Wherever the party enters the mine (P) or (T), there is a risk of a random encounter with the creatures that have taken over the mine. The GM should roll every five turns or so, and there is a ten percent chance of a random encounter per roll.

Random rolls should not be suspended when the adventurers encounter the mining factions. Creatures encountered randomly have a 50-50 chance of attacking either the adventurers or members of the mining factions. Once they make their choice, they will continue to attack until their targets are destroyed.

Use the following table to determine the creature and number of creatures encountered by the party:

Roll (1d6)	Creature	n
1	Badger, Giant	1d8
2	Bats, Giant (Axe Beak Stats)	1d4
3	Bear, Brown	1-2
4	Bugbears	1d4
5	Scarecrows	1-2
6	Snake, Constrictor	1

There is a small, dingy looking camp in this area that consists of a handful of small, grey tents, a site for a fire (still smoldering) and that is scattered with picks, sacks, half-burned torches and other small mining instruments. Against the walls are small piles of rubble from recent mining.

The camp belongs to 5 derro. They are small humanoids, covered in dust from their mining activities.



When the party arrives, the derro will be busy mining and the party can roll for surprise. The derro will fight fiercely but if they feel out-powered, or if they lose 3 of their kind, they will surrender.

They will have little information to offer, noting primarily that they are exploring the mine to see if it is worth fighting to take. They will beg to be released in exchange for a promise to not return to the mine.

There is little of value in the derro camp, but a search will reveal that each derro has 12 sp in small pouches attached to their belts.

One of the tents includes a handful of very rough looking gems—they appear to have been mined from this area. There are a total of 7 gems, worth 7 gp each.

Q. North (South)

Mining: Standing at the entrance to this area of the mine is a Duergar Kavalrachni. Dwarves in the party will recognize the duergar given that it is their life goal to kill all other dwarves.



The duergar will not immediately attack, but will tell the party to leave the area immediately. He will only repeat himself twice before attacking the party. The duergar cannot be surprised.

At the same time, he will alert the Duergar Hammerer. It will take the hammerer two turns before it can join in combat. When it does, the Kavalrachni will warn the party to leave one last time or to face their deaths.

In combat, the duergar will attack any dwarves in the party first and exclusively.

The duergar have made significantly more

progress exploring the mine than either the derro or the yuan-ti as evidenced by the holes in the wall, and the gems they have amassed. Like the other gems mined in other areas, these are rough, unfinished gems and are therefore worth less. The duergar have collected, and stored near their camp, a total of 21 gems worth 7 gp each. It would appear that the quality of the gems (so far) is consistent across the areas of the mine in this area (P) and (Q).

- R. **North (Top) Mining:** This area looks to have been more recently mined. The party will notice pieces of gems sticking out from the rock. Should they attempt it, there are six that might be pried from the rock. Each requires a DC 12 Dexterity check or they will shatter and lose their value. Each recovered gem is worth 7 gp. It will take 2 turns to recover each gem.
- S. **North (Bottom) Mining:** This area also looks to have been recently mined, though if the party has been in the (North Top) mine, they will notice more rubble in this mine shaft. Like the other shaft, there are gems that might be pried from the rock—a total of eight. They also require a DC 12 Dexterity check or they will shatter and lose their value. Each recovered gem is worth 7 gp. It will take 2 turns to recover each gem.

For each of 2 turns, there is a 10% chance of a small cave-in. In the event of a cave-in, party members in the area must make a DC 14 Dexterity save or take 6 hp damage from a partial cave-in, or 3hp on a successful save.

- T. **South (West Tunnel) Mining:** This tunnel looks like the miners were starting to look for new veins of gems. It ends abruptly, is well-constructed, and there is no risk of cave-ins. There is also nothing of value.

- U. **South (Main) Mining:** This is the final area of the mine being explored by outside factions—the yuan-ti. There is only one yuan-ti in this area of the mine and he cannot be surprised.



The yuan-ti has setup a tent and a small camp fire. This part of the mine is otherwise empty and there are no signs of mining activity.

The yuan-ti will engage with the party but will surrender if its HP drop below 10. It will offer to exchange information for being allowed to leave the mine and not return. The yuan-ti will tell you that rather than sending a larger party to mine, he has been spying on the derro and duergar. He has concluded the mine likely has enough potential to be profitable that he will tell the yuan-ti to prepare to occupy it.

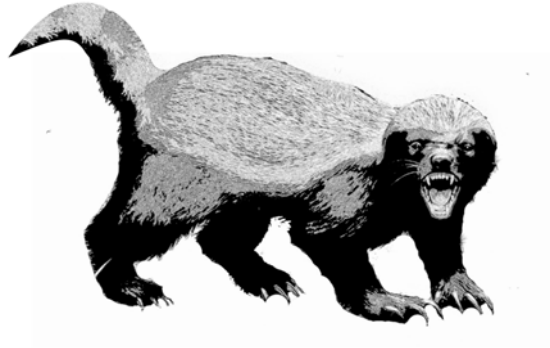
The yuan-ti has nothing of value on him or in his camp.

- V. **South (East Tunnel) Mining:** This tunnel looks like the miners were starting to look for new veins of gems. It ends abruptly, is well-constructed, and there is no risk of cave-ins. There is also nothing of value.

Creature Stats for Tunnel System

BADGER, GIANT Challenge 0 (XP 10)

Tiny, Unaligned



Armor Class 10
Hit Points 3 (1d4 + 1)
Senses passive Perception 11
Keen Smell Advantage on Wisdom checks for smell

STATISTICS

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

ACTIONS

Bite. +2 to hit, reach 5 ft. Hit: 1 piercing damage.

BATS, GIANT

Large, Unaligned

Challenge 1/4 (XP 50)

Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 50 ft.
Senses passive Perception 10
Keen Smell Advantage on Wisdom checks for smell

STATISTICS

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

ACTIONS

Bite. +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

BEAR, BROWN

Medium, Unaligned

Challenge 1/2 (XP 100)

Armor Class 11 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 40 ft., climb 30 ft.
Skills Perception +3
Senses passive Perception 13
Keen Smell Advantage on Wisdom checks for smell

STATISTICS

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

ACTIONS

Keen Smell. Advantage on Wisdom (Perception) checks that rely on smell.

BUGBEARS Challenge 1 (XP 200)

Medium humanoid, chaotic evil

Armor Class	16 (hide armor, shield)
Hit Points	27 (5d8 + 5)
Speed	30 ft.
Skills	Stealth +6, Survival +2
Senses	darkvision 60 ft., passive Perception 10
Languages	Common, Goblin
Keen Smell	Advantage on Wisdom checks for smell

STATISTICS

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Brute. Melee weapon deals one extra die of damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Javelin. +4 to hit, reach 5ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing at range.

DERRO Challenge 1/4 (XP 50)

Small humanoid, chaotic evil

Armor Class	13 (leather armor)
Hit Points	13 (3d6 + 3)
Speed	30 ft.
Skills	Stealth +4
Senses	darkvision 120 ft., passive Perception 7
Languages	Dwarvish, Undercommon

STATISTICS

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	9 (-1)

Magic Resistance. Has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. In sunlight derro have disadvantage of attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Hooked Spear. +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing. If the target is Medium or smaller, derro can choose to deal no damage and knock it prone.

Light Crossbow. +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing.



DUERGAR HAMMERER

Challenge 2 (XP 450)

Medium construct, lawful evil

Armor Class	17 (natural armor)
Hit Points	33 (6d8 + 6)
Speed	20 ft.
DMG IMM	poison
CON IMM	charmed, exhaustion, frightened, paralyzed, petrified, poisoned.
Senses	darkvision 60 ft., passive Perception 7
Languages	understands Dwarvish but can't speak

STATISTICS

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

Engine of Pain. Once per turn, a creature that attacks the hammerer can target the duergar trapped in it. Attack has disadvantage on the attack. On a hit, the attack deals an extra 5 (1d10) damage to the hammerer, and the hammerer can respond by using its Multiattack with its reaction.

Siege Monster. Hammer deals double damage to objects and structures.



ACTIONS

Multiattack. Makes two attacks: one with its claw and one with its hammer.

Claw. +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning.

Hammer. +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning.

DUERGAR KAVALRACHNI

Challenge 2 (XP 450)

Medium humanoid (dwarf), lawful evil

Armor Class	16 (scale mail, shield)
Hit Points	26 (4d8 + 8)
Speed	25 ft.
DMG RES	poison
Senses	darkvision 120 ft., passive Perception 10
Languages	Dwarvish, Undercommon

STATISTICS

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Duregar Resilience. Advantage on saving throws against poison, spells, and illusions, as well as resistance to being charmed or paralyzed.

Sunlight Sensitivity. In sunlight, has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. Makes two war pick attacks.

War Pick. +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing plus 5 (2d4) poison damage.

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

Shared Invisibility. Can magically turn invisible for up to 1 hour or until it attacks. It casts a spell, or its concentration is broken.

SCARECROWS

Challenge 1 (XP 200)

Medium construct, chaotic evil

Armor Class	11
Hit Points	36 (8d8)
Speed	30 ft.
DMG VLN	fire
DMG RES	bludgeoning, piercing, and slashing from nonmagical attacks
CON IMM	charmed, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses	darkvision 60 ft., passive Perception 10
Languages	understands the languages of its creator but can't speak

STATISTICS

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

ACTIONS

False Appearance. While it remains motionless, it is indistinguishable from an ordinary scarecrow.

Multiattack. Makes two claw attacks.

Claw. +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage. Target must save on DC 11 Wisdom throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. Scarecrow targets on creature it can see within 30 ft. If the target can see the scarecrow, it must succeed on a DC 11 Wisdom throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

SNAKE, CONSTRICTOR

Challenge 1/4 (XP 50)

Large beast, unaligned

Armor Class	12
Hit Points	
Skills	Perception +2
Senses	blindsight 10 ft., passive Perception 12

STATISTICS

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

ACTIONS

Bite. +6 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) piercing.

Constrict. +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning, and the target is grappled (escape DC 16). Until grapple ends, creature is restrained and the snake can't constrict another target.

YUAN-TI BROODGUARD

Challenge 2 (XP 450)

Medium humanoid (yuan-ti), neutral evil

Armor Class	14 (natural armor)
Hit Points	45 (7d8 + 14)
Speed	30 ft.
SVG THR	Str +4, Dex +4, Wis +2
Skills	Perception +2
DMG IMM	poison
CON IMM	poison
DMG RES	poison
Senses	darkvision 60 ft., passive Perception 12
Languages	Abyssal, Common, Draconic



STATISTICS

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Mental Resistance. Advantage on saving throws against being charmed, and magic can't paralyze it.

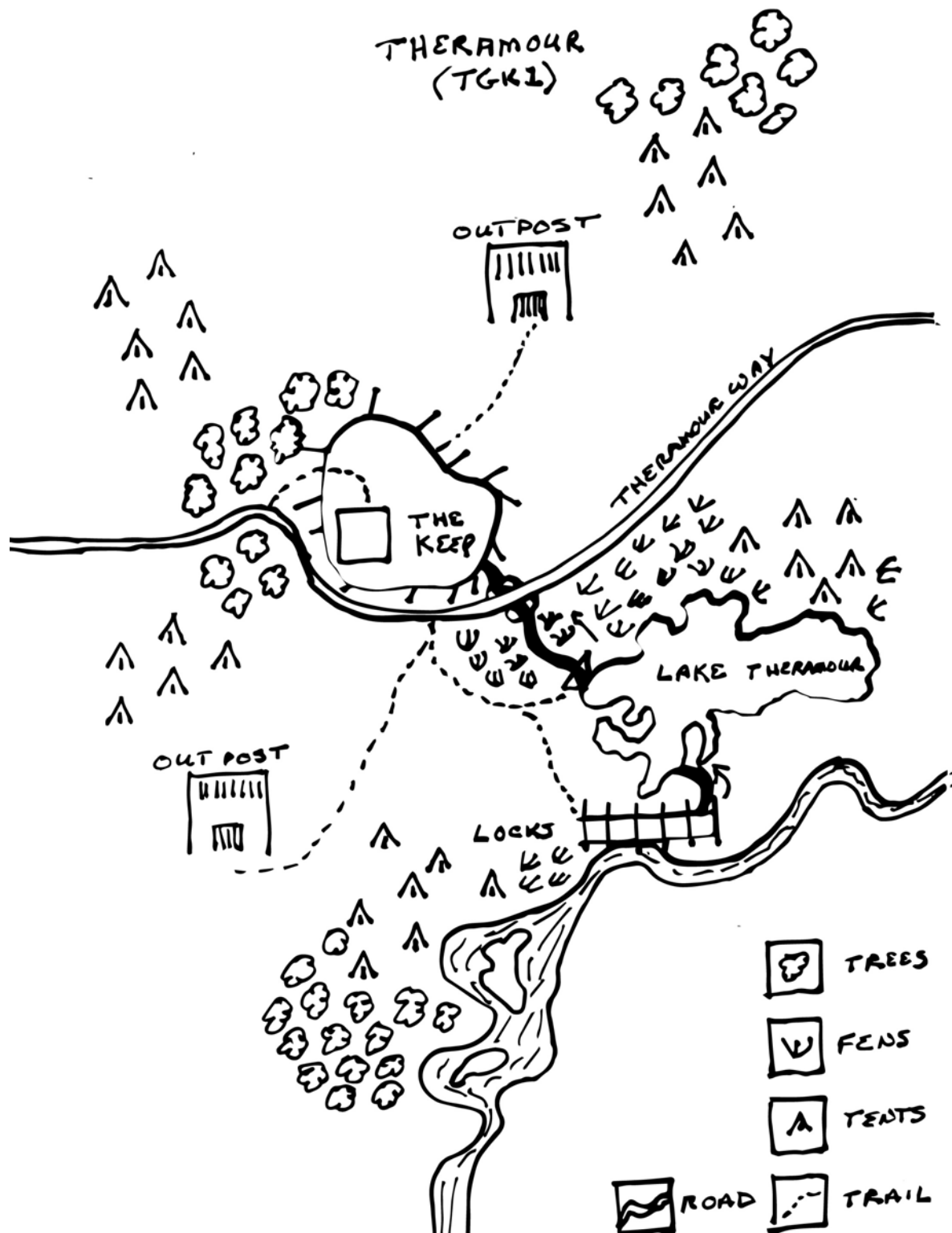
Reckless. At start of its turn, can gain advantage on all melee weapon attacks it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. Makes three attacks: one with its bite and two with its claws.

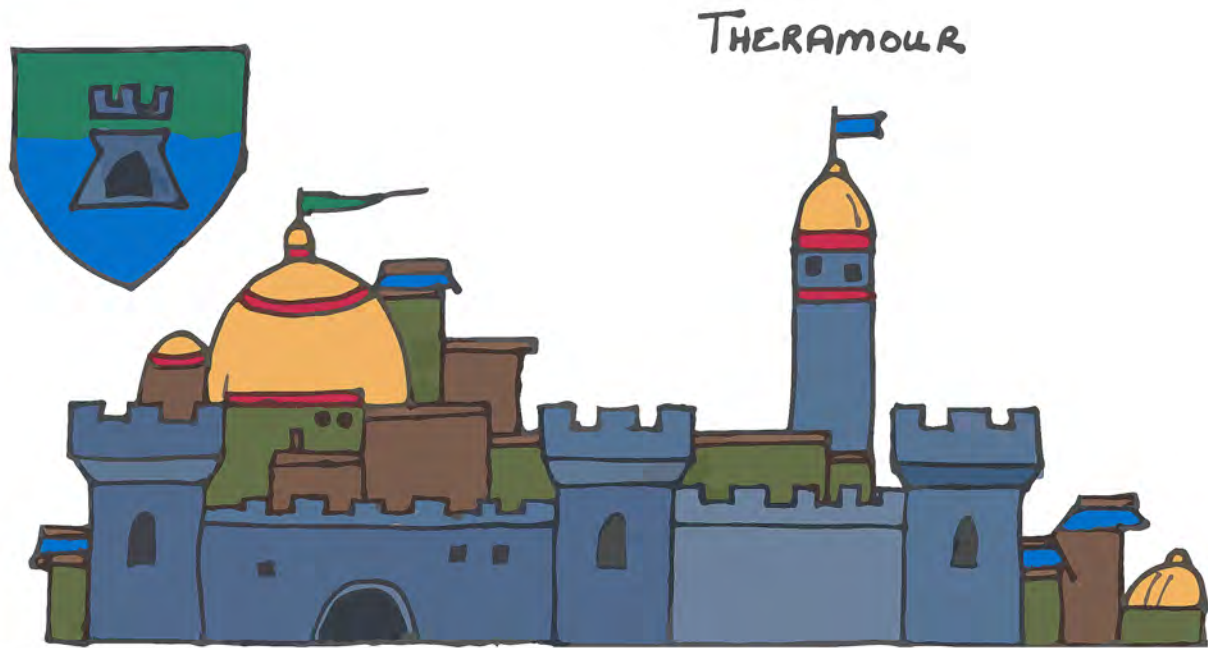
Bite. +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 +2) piercing damage.

Claws. +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 +2) slashing damage.





LEGENDARIA
(A LIVING MAP)

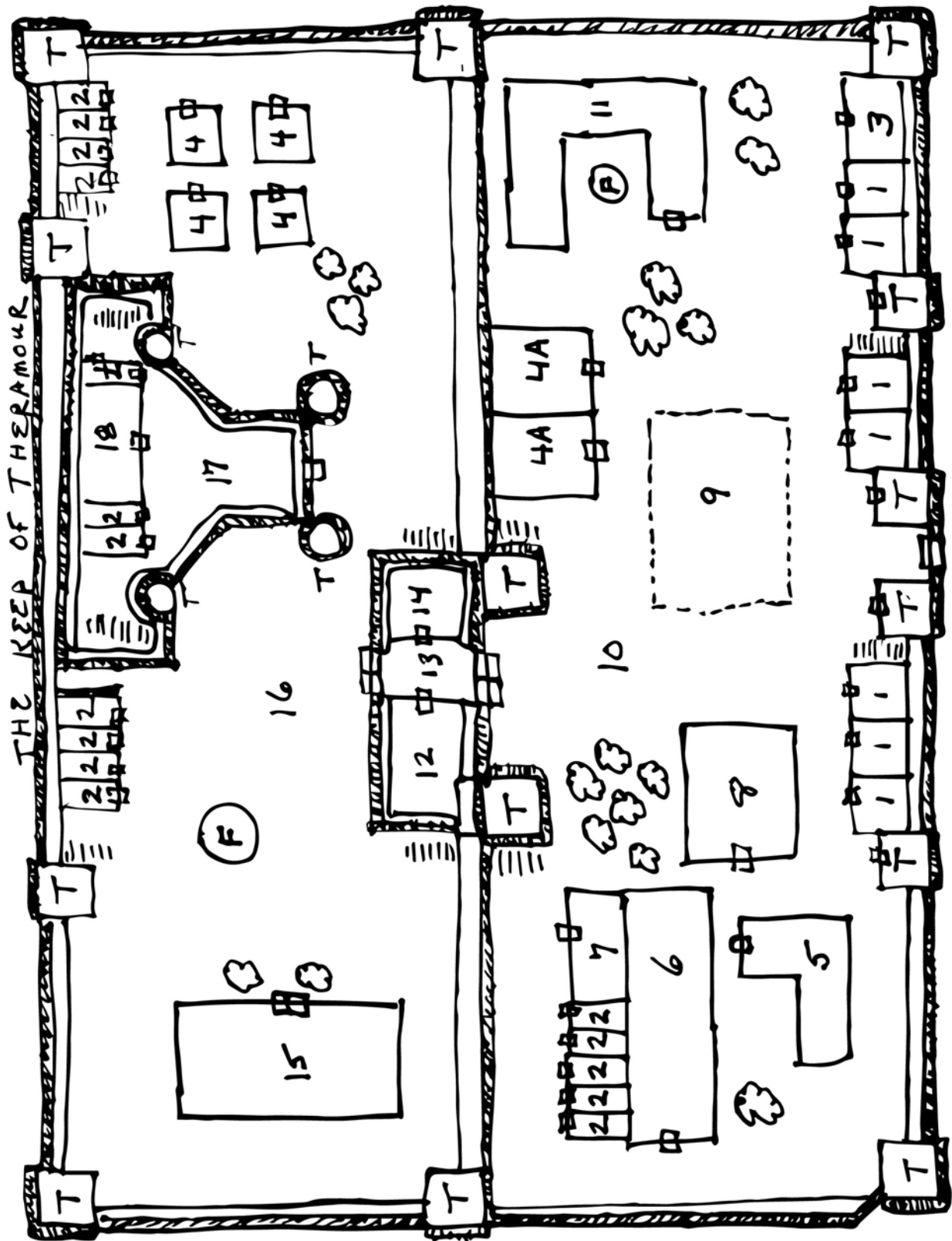


Theramour has always been a sleepy region, just south of *On Ouisconsin!* Recently, however, everyone is noticing that Theramour has built a new Keep, their tiny village has grown, and its defense have grown.

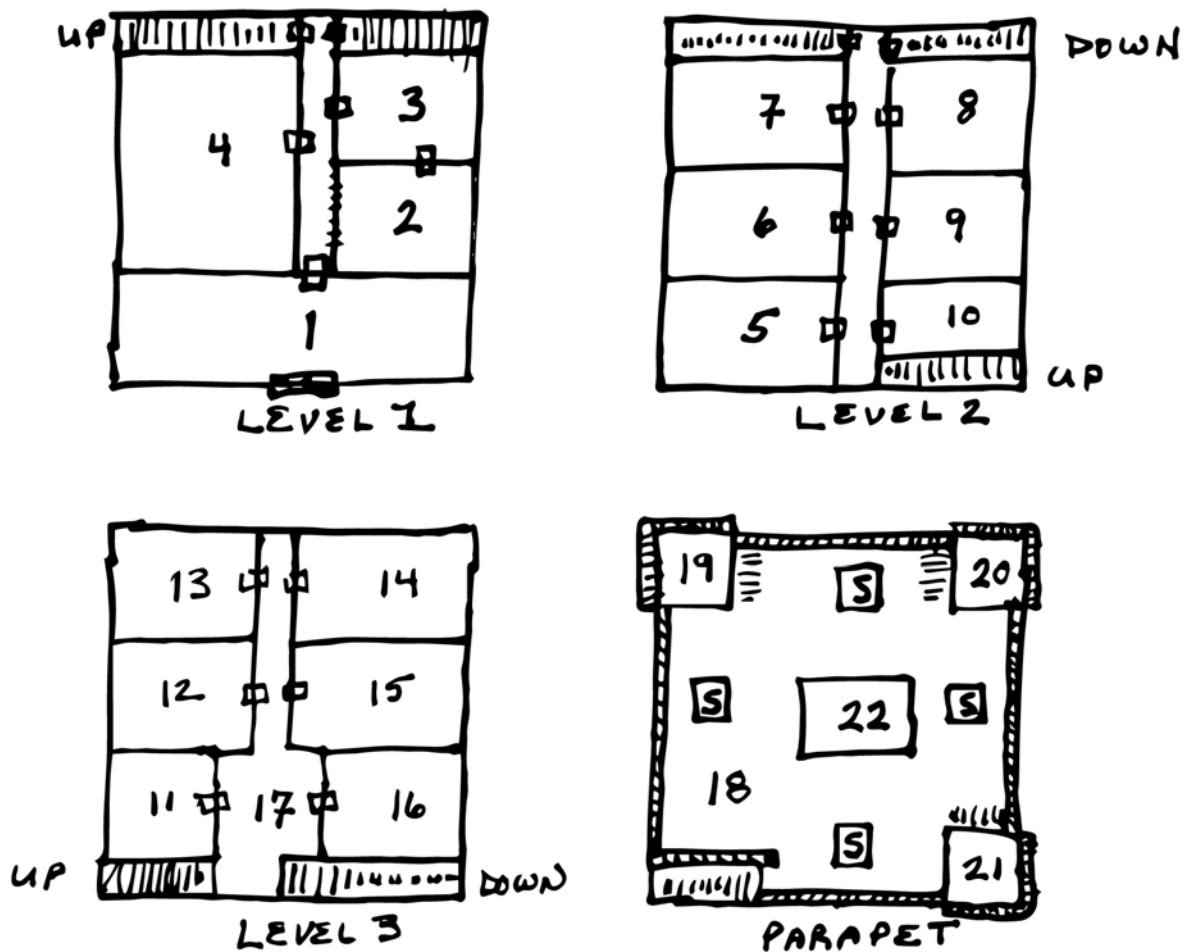
While Theramour has made no overt threats to their neighbors, they have certainly attracted attention—likely the cause of the four armies that have attempted to over-take the Keep of Theramour.

Theramour will not be quick to give up their secrets. Should the party defend the Keep successfully there's much more to explore to uncover the secrets of Theramour.

Map 2: The Keep of Theramour

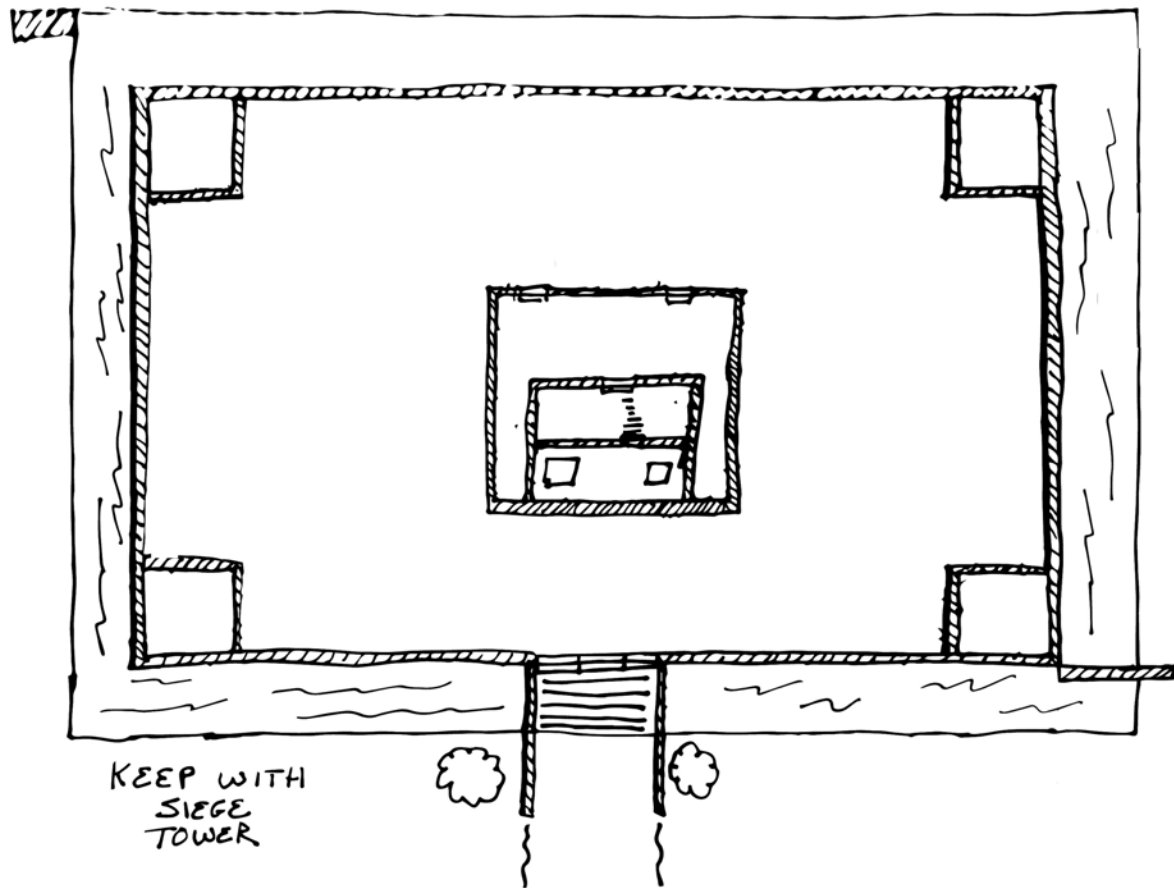


THE OUTPOSTS

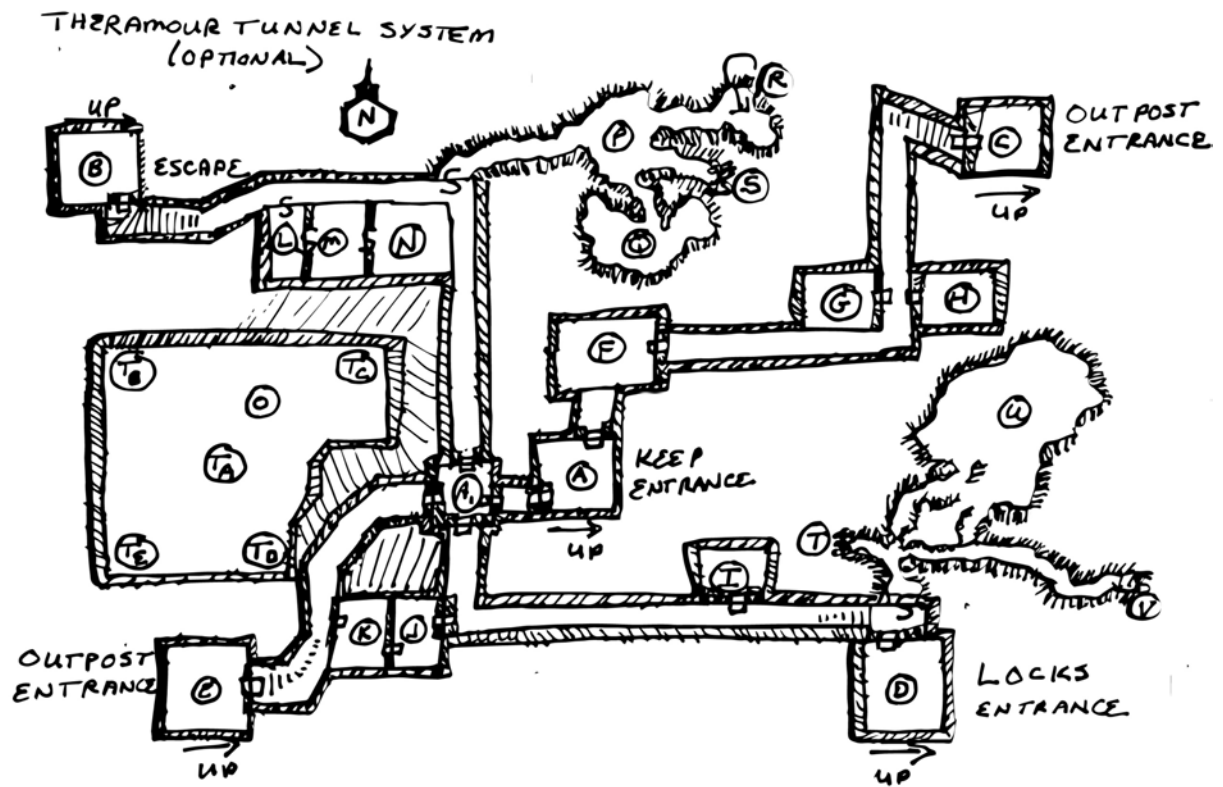


S SIEGE-ENGINE

Note about the Parapet: The Parapet should also be used as the standard blueprint for Towers in the Keep. Corner towers will have three smaller towers (19, 20, 21) and they must all be outward facing. They will have siege-engines on the same edges. *Internal towers*, however will only have two smaller towers (19, 20) and only one siege-engine, on the same edge as the towers (19, 20).



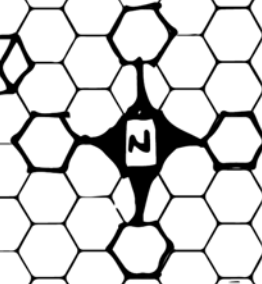
Map 5: Tunnel System (Optional)



Map 6: Planning Grids (for players)

THE RAMOUR - OUTPOST PLANNING MAP

INDICATE
NORTH

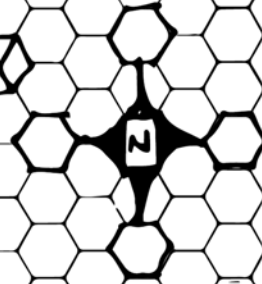


LEGEND
(AS NEEDED)

- TREES
- ENEMY
- ARMY
- LEAD

THE RAMOUR - OUTPOST PLANNING MAP

INDICATE
NORTH

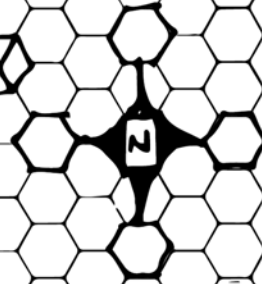


LEGEND
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THE RAMOUR - OUTPOST PLANNING MAP

INDICATE
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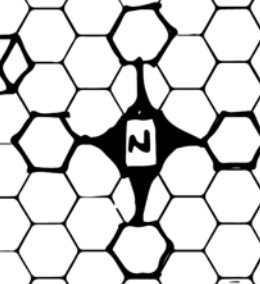


LEGEND
(AS NEEDED)

- TREES
- ENEMY
- ARMY
- LEAD

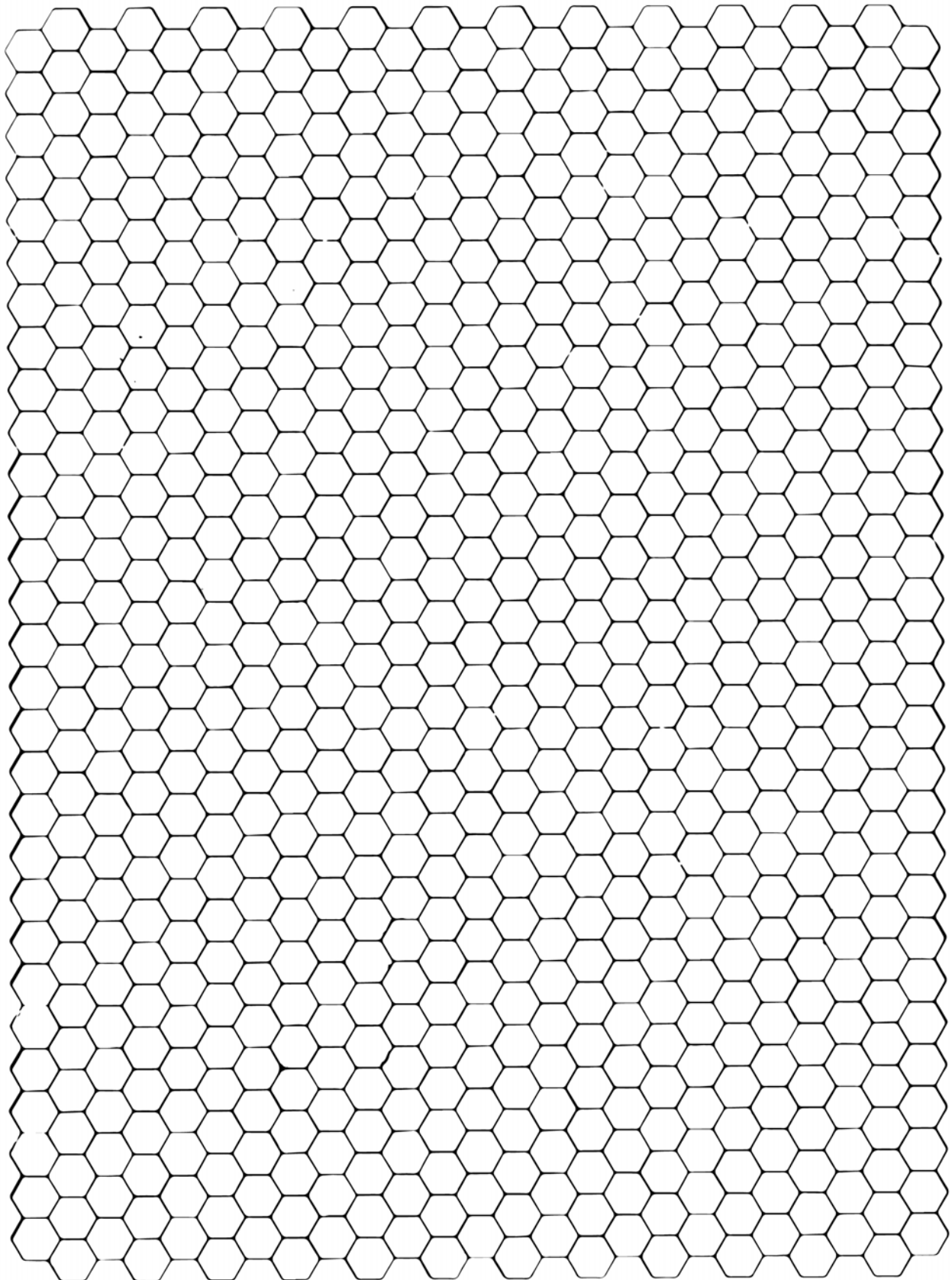
THE RAMOUR - OUTPOST PLANNING MAP

INDICATE
NORTH



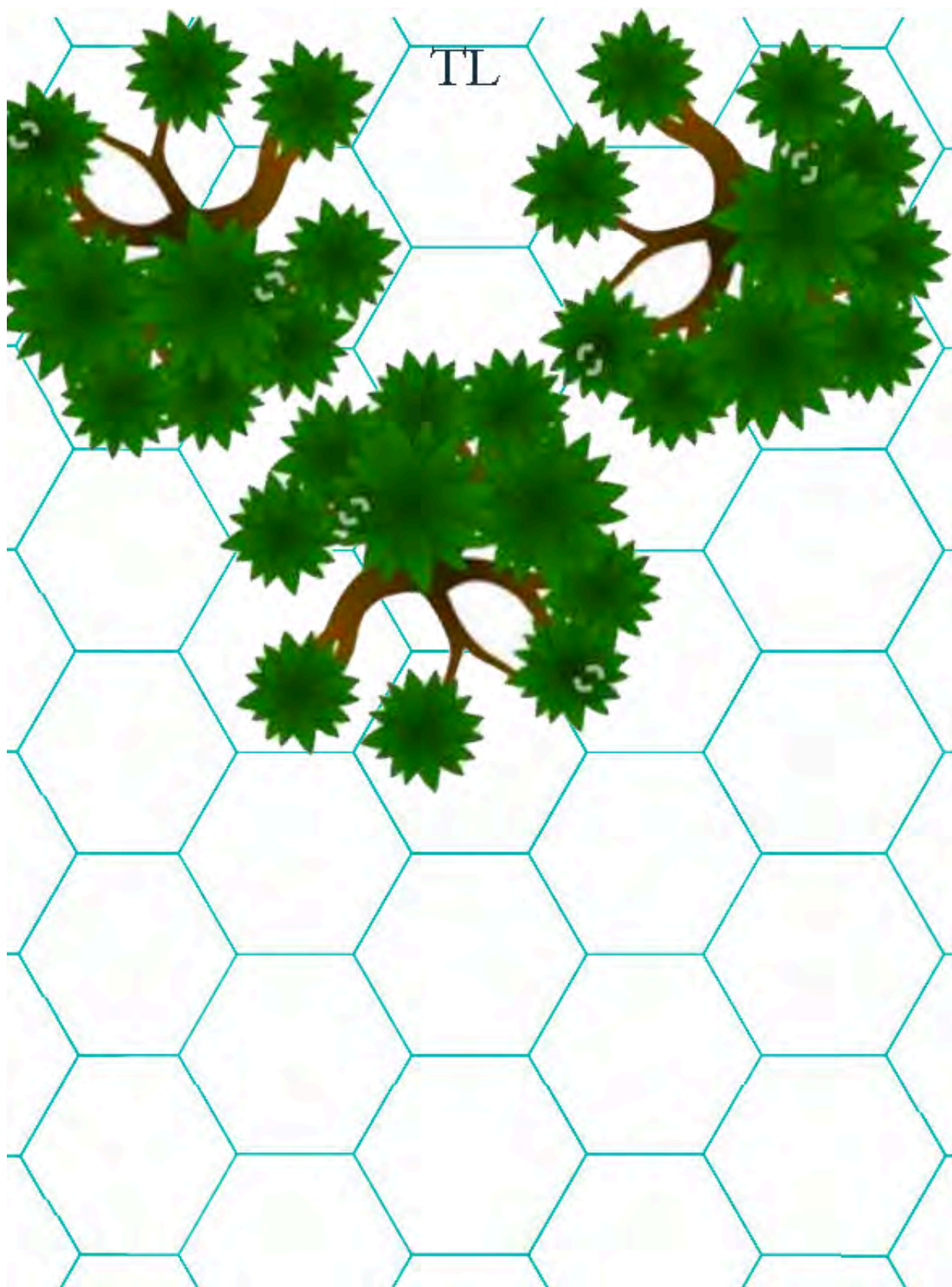
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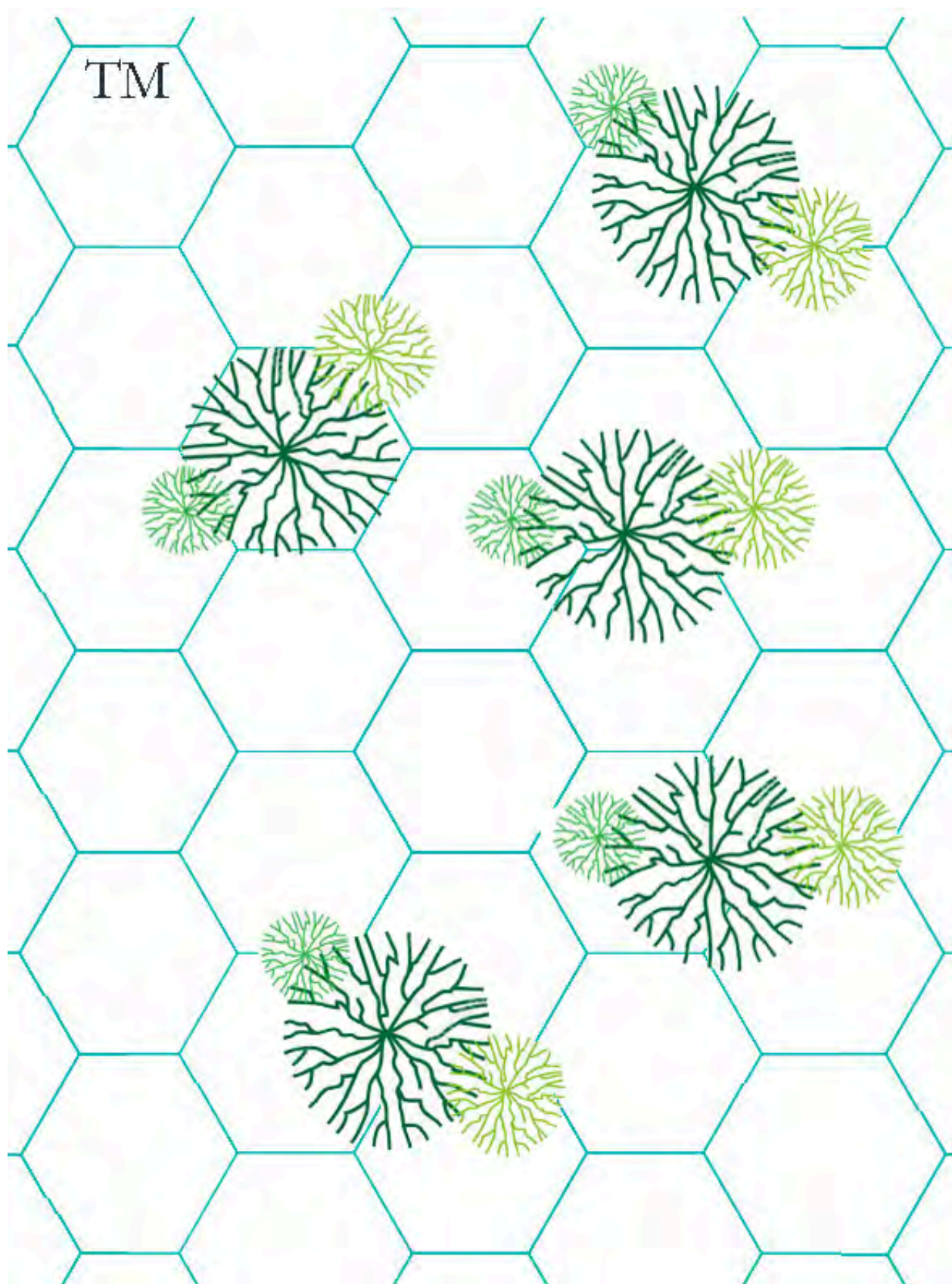
- TREES
- ENEMY
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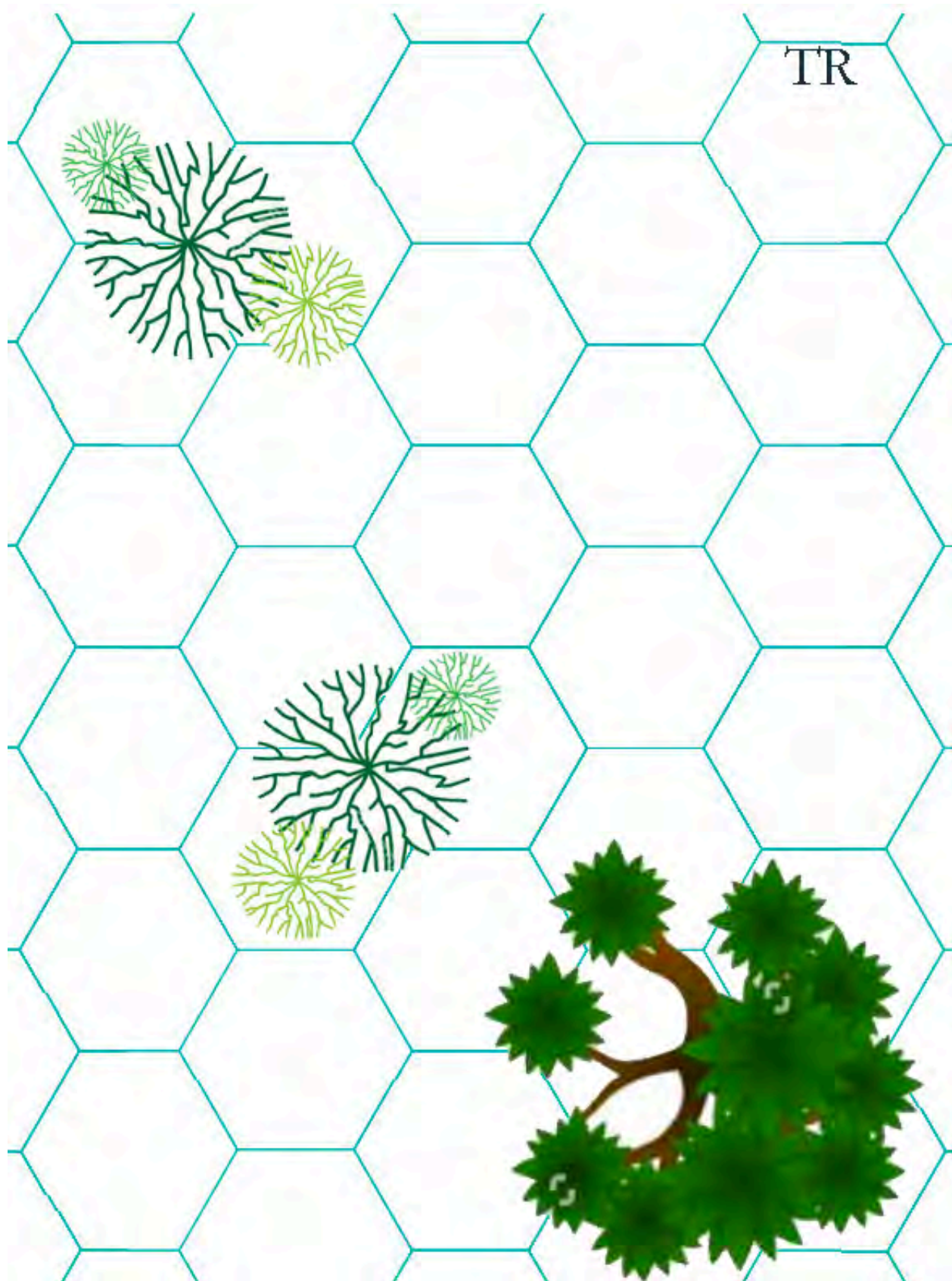


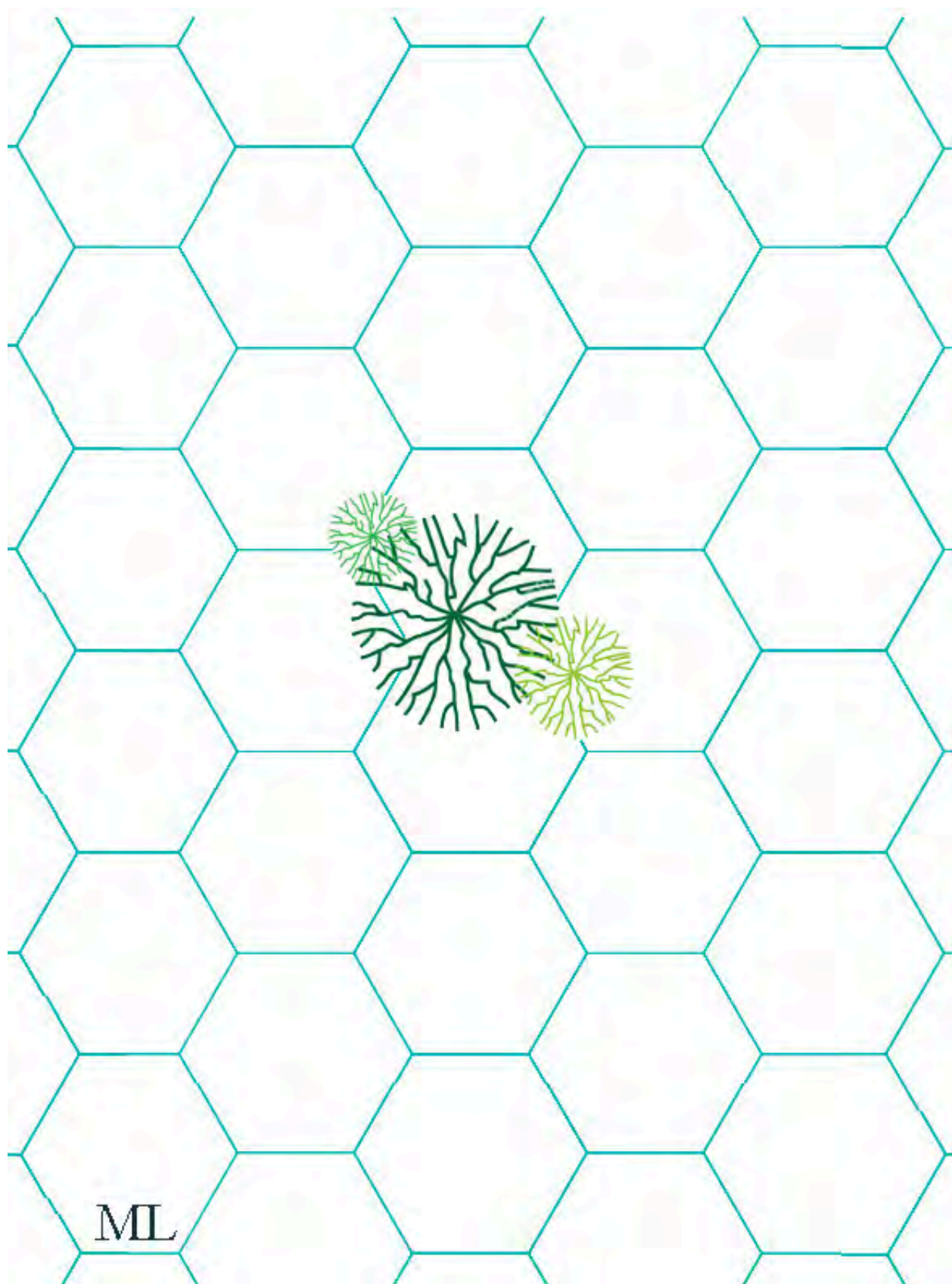
War Grids

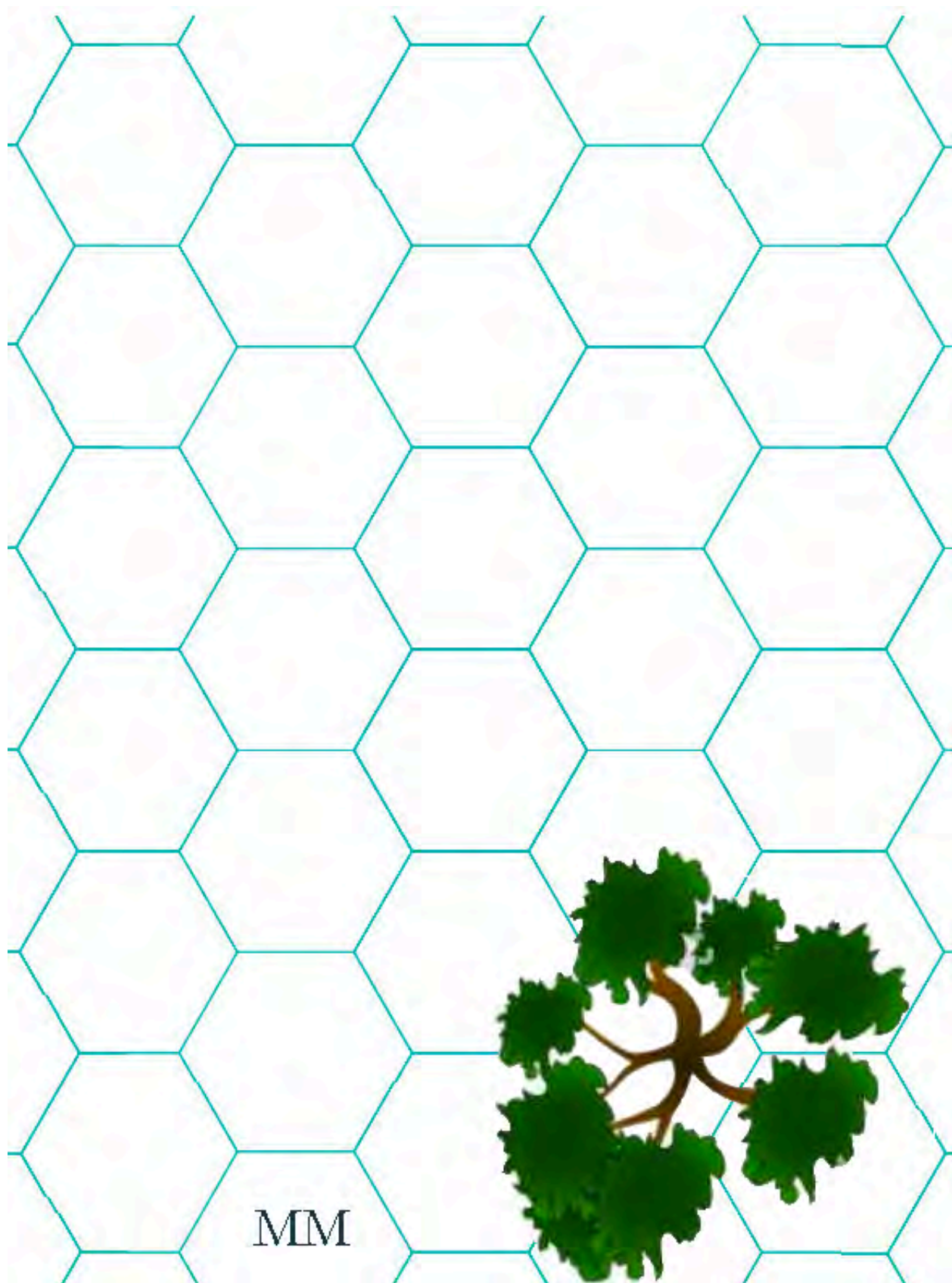
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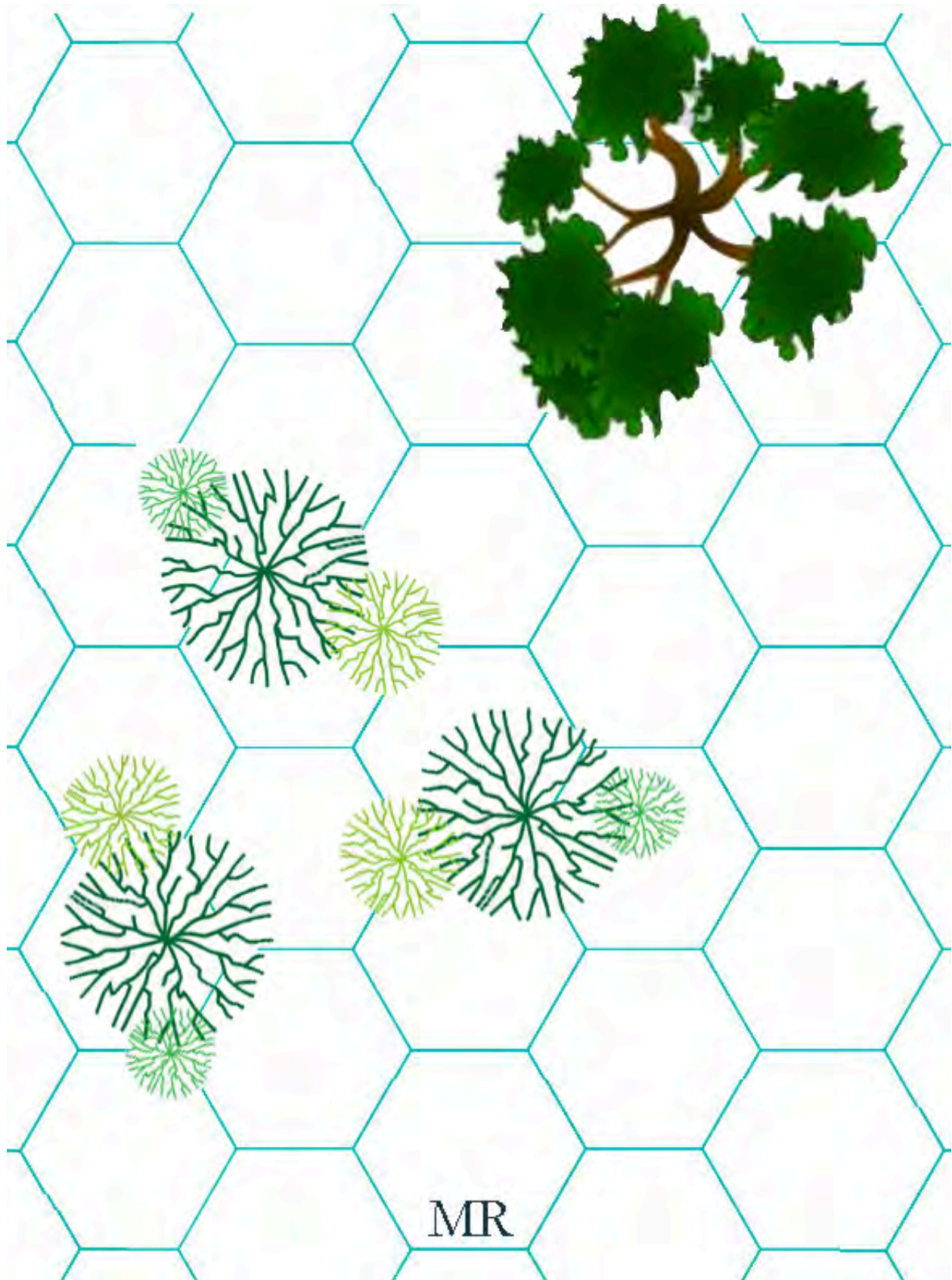


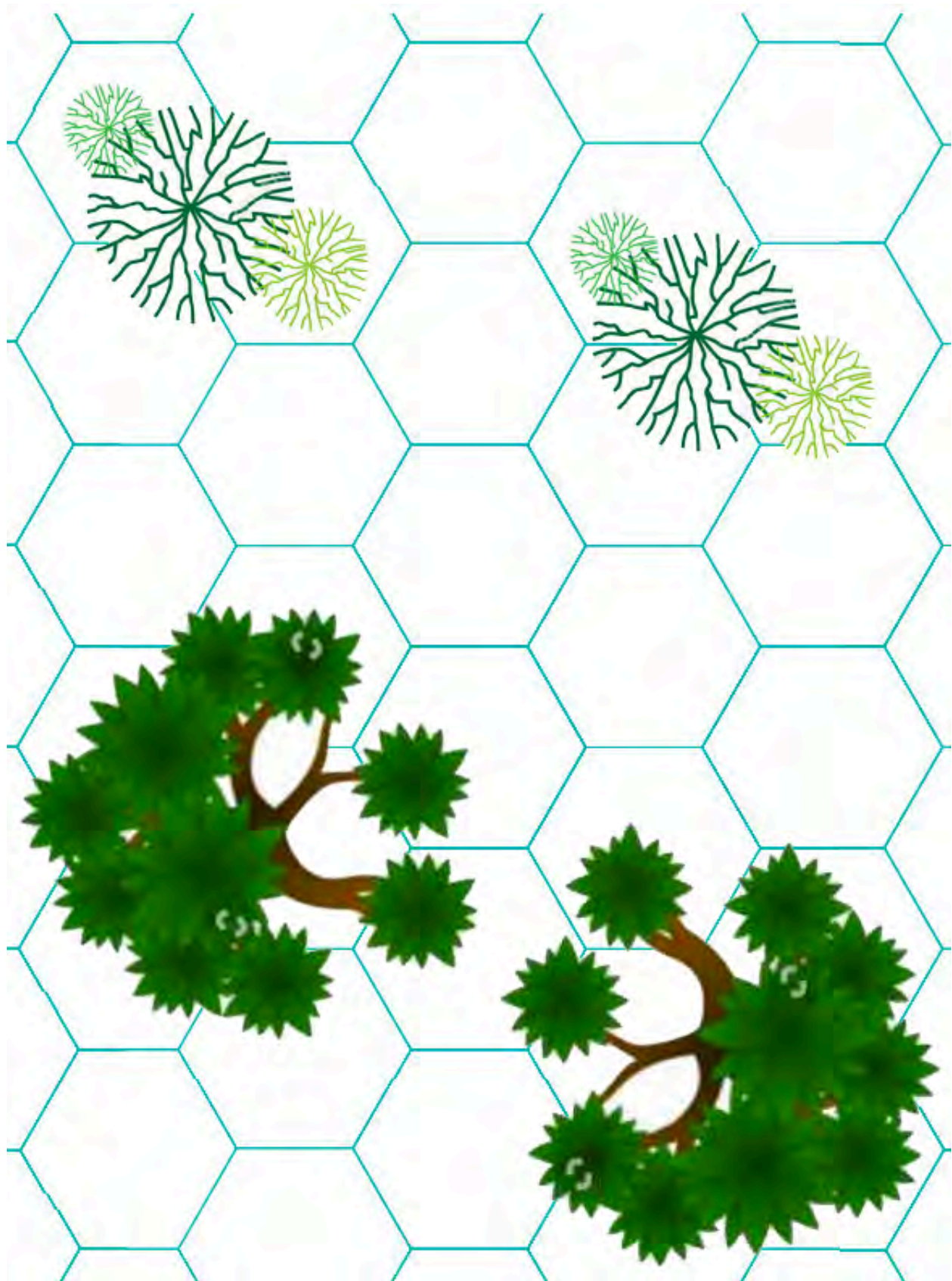


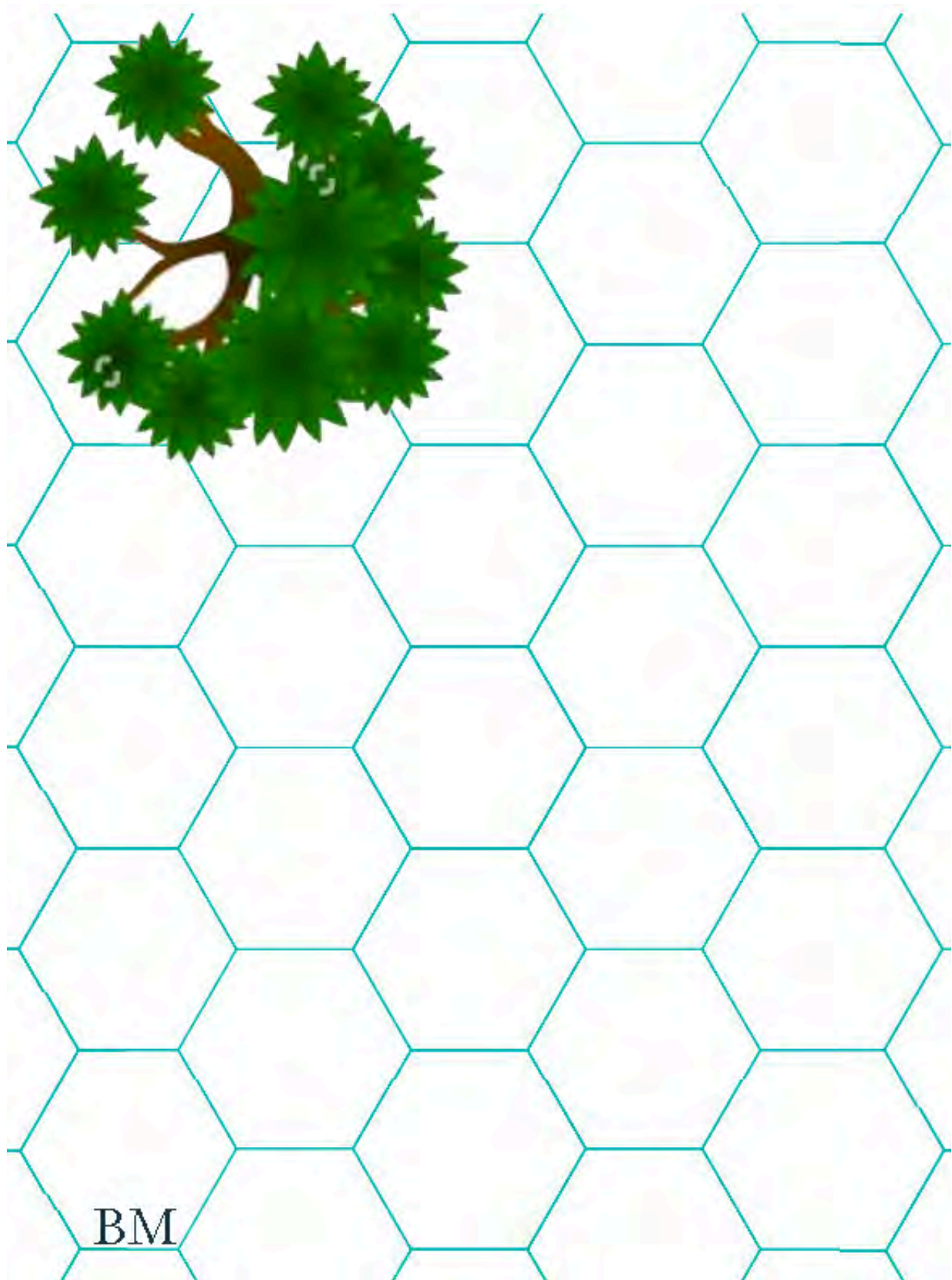


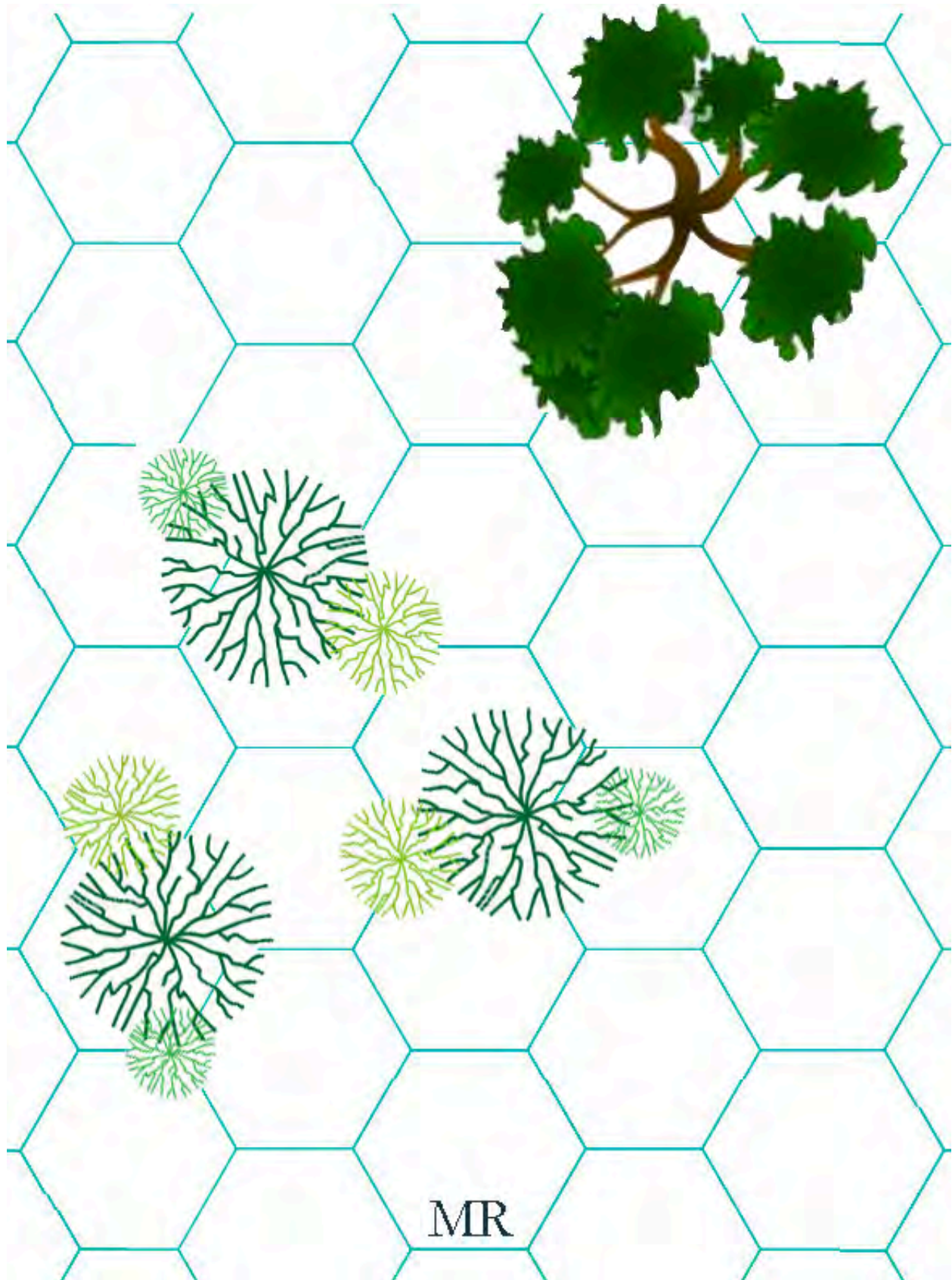


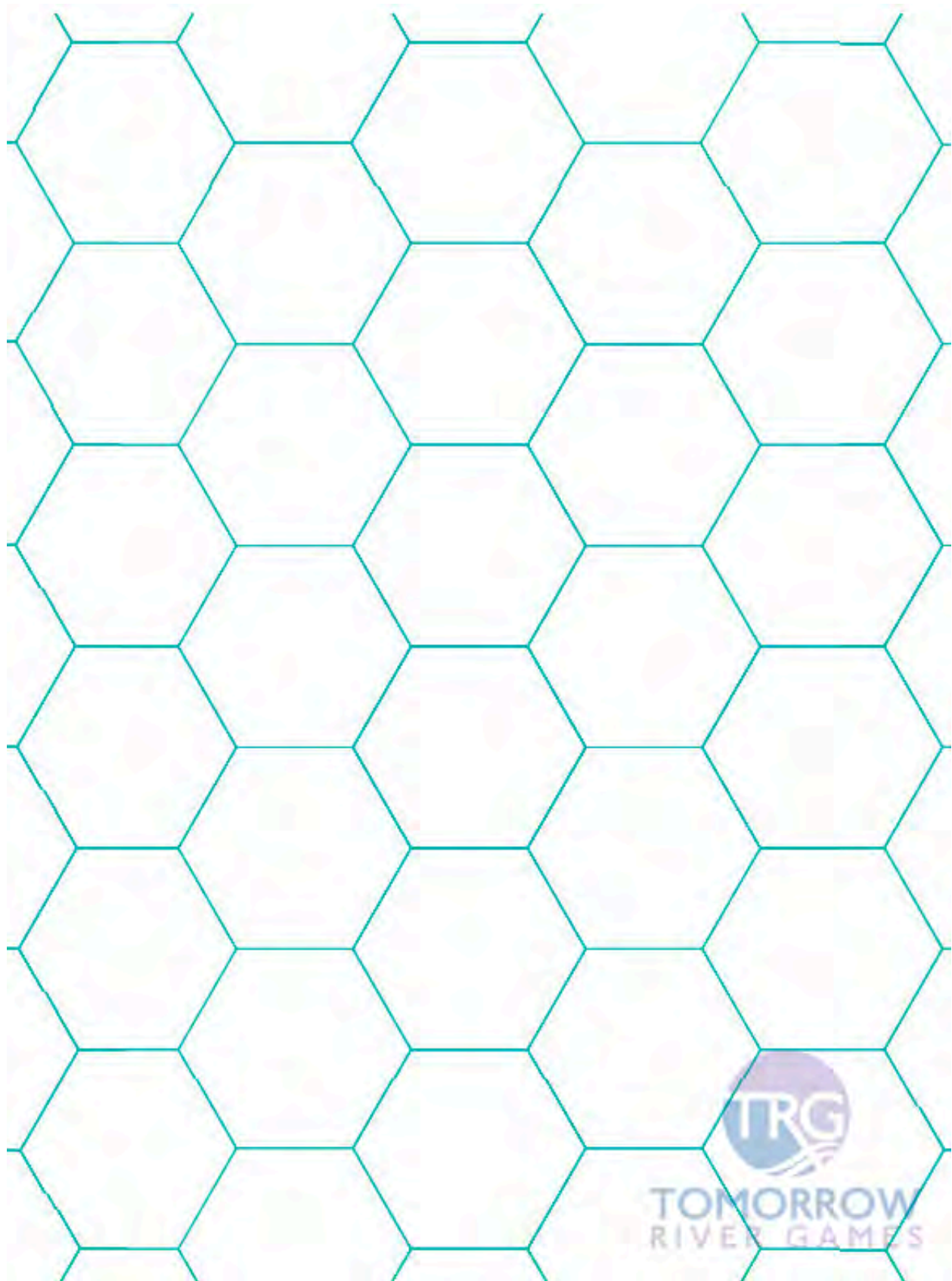












Bonus: NPC 1 – Berei

Human	Paladin	Level 1	Neutral		
Armor Class	18 (20)		Initiative	+2	
Hit Points	11		Proficiency	+2	
Speed	30 ft.				
STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	12 (+1)	11 (+0)	11 (+0)	18 (+4)



Saving Throws Wisdom +2, Charisma +6
Skills Athletics +6, History +3, Medicine +2, Persuasion +6

Languages Common, Orc, Goblin

Weapon	ATK Bonus	Damage
Javelin	+4	1d6 + 2
Long Sword	+6	1d8 + 2

ACTIONS

Divine Sense: Take 1 turn to detect any celestial, fiend or undead within 60 ft. Know type but not identity (5/day).

Lay on Hands: Pool of healing that restores total number of hit points equal to level x 5. Or can use one to cure a disease or neutralize a poison.

INVENTORY

Chain Mail, Shield

Signet Ring
Holy Symbol
Explorer's Pack
Backpack, Bedroll
Mess Kit, Rations (10)
Tinderbox, Torches (10)
Water Skin
Rope (50 ft)

Bonus: NPC 2 – Kura

Half Orc	Fighter	Level 1	Chaotic Neutral		
Armor Class	17 (15)		Initiative	+2	
Hit Points	12		Proficiency	+2	
Speed	30 ft.				
STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	13 (+1)	13 (+1)	10 (+0)



Saving Throws +6 Strength, +5 Constitution
 Skills +6 Athletics, +2 Intimidation, +3 Perception, +2 Persuasion, +3 Survival
 Dark vision (60 ft.)
 Languages Common, Orc, Goblin

Weapon	ATK Bonus	Damage
Great Axe	+6	1d12 + 4
Hand Axe (2)	+4	1d6 + 2
Javelin (4)	+4	1d6 + 2

ACTIONS

Fighting style Defense, +1 to AC
 Second wind Bonus action to regain 1d10 + level HP (1/rest)

INVENTORY

Scale mail, Shield
 Explorer's pack
 Backpack, bedroll
 Mess kit
 Tinderbox, torches (10)
 Rations (10), water skin
 Rope (50 ft.), grappling hook
 Staff
 Hunting trap

Bonus: NPC 3 – Berna

Half Elf	Cleric	Level 3	Chaotic Neutral		
Armor Class	18 (16)		Initiative	+0	
Hit Points	19		Proficiency	+2	
Speed	30'				
STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	8 (-1)	16 (+3)	10 (+0)



Saving Throws +6 Wisdom, +2 Charisma
 Skills +6 Insight, +5 Medicine, +3 Perception, +2 Persuasion, +1 Religion
 +5 Spell attack bonus, 15 Spell save DC
 Advantage on saves vs. charm, can't be put to sleep

Languages Common, Elvish, Orc, Goblin, Draconic

Weapon	ATK Bonus	Damage
Mace	+4	1d6 + 2
Light Crossbow	+3	1d8 + 1

ACTIONS (Fey Ancestry; Divine Domain: Life)

Divine Domain: Cure wounds, Bless, Cure: add 3 +2/spell level (d8 + 6), Channel divinity (1/rest), Turn undead, Preserve life (5hp/level; can share)

Spells:

Cantrips: Sacred flame, Resistance, Spare the Dying
 1st: Bless (life), Cure light wounds (life), Detect magic, Shield of faith, Guiding bolt

INVENTORY

Chain Mail, Shield	Backpack
Bolts (20)	Blanket
	Candles (10)
Holy symbol	Tinderbox
Prayer book	Alms box
Incense (5)	Censer
Vestments	Rations (2)
Clothing	Water skin

Bonus: NPC 4 – Gorgo

Human	Wizard	Level 3	Neutral		
Armor Class	12		Initiative	+2	
Hit Points	20		Proficiency	+2	
Speed	30 ft.				
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	18 (+4)	14 (+2)



Saving Throws +6 Intelligence, +6 Wisdom
 Skills +3 Arcana, +3 History, +4 Insight, +3 Investigation
 +5 Spell attack, +3 Spell casting, 13 Spell save DC
 Languages Common, Elvish, Farfey, Draconish

Weapon	ATK Bonus	Damage
Dagger	+4	1d4
Quarterstaff	+2	1d6 (1d8)

ACTIONS (School of Necromancy)

Spells:

Cantrips: Dancing lights, Minor illusion, Fire bolt
 1st (6 in spell book): Comprehend languages, Detect magic, Mage armor, Tasha's hideous laughter, Unseen servant, Hellish rebuke, Shield
 2nd: Hold person, spider climb

INVENTORY

Ring of Protection +1
 Ioun Stone, iridescent +2 Wisdom

Spell book
 Quill, small knife
 Clothes
 Horse (riding), bit bridle, saddle, saddle bags
 Rations (7)
 Rope, 50 ft.

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The Assault on Theramour's Keep

A 5E Dungeons and Dragons Campaign

Tim Krause

On their journeys home, the adventurers stumble across Theramour Keep-- a local outpost at the edges of the legendary land of Theramour. After settling in for a meal, they are approached by the head of the keep.

The keep has been under siege by four armies of four different races for many weeks. Everyone fears an assault on the keep will begin any day.

The request of the party is simple: help vanquish the armies on their own by working as independent agents, or join forces with the head of the keep.

This is designed as a mixed wilderness and tactical adventure. The hope is that the party will choose to join forces with the keep. They may help defend the keep directly, or they may choose to lead their own small armies assigned to them by the head of the keep.

The module is printed in full-color to facilitate a variety of tactical field encounters. It also includes a number of DM aids to help keep track of battles and injuries. Finally, planning sheets help the DM stay organized throughout the entire adventure!

A campaign for 4-6 characters levels 1 and higher.

