

# Chapter V – The River Runs Red

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Nearing the dragon Sourtooth's lair, fear grips Nasreen. She is about to turn back, when a soothing presence takes control of her frayed nerves and forces them back into submission: "Be at ease, pet, I am with you."

"Thank you, Ancestor," Nasreen sighs.

The exchange galvanizes her resolve. An undercurrent of confidence swells strongly from the core of her being and washes away all vestiges of doubt.

From the depths of the High Moor, an ancient being, masking as the Hooded Man, Nasreen's ancestor, follows her every move.

As it registers every aspect of the beautiful woman's approach, from the rapid beating of her heart to the sulfuric stench of the dragon-poisoned surroundings, Agelong sinks deep into its own memories.

It was at the dawn of time, through the intervention of Shar, that the ancient being was suddenly confronted with the reality of being a parent. Sinking in its ancient memory, it now seeks out that single moment in time: the awareness that came through the telepathic link when it felt its offspring imprinting, like ducklings on their mother.

Using a fraction of its consciousness, Agelong takes note of Nasreen's progress into the dragon's lair, helping her in subtle and not so subtle ways.

Registering the acrid conversation between Nasreen and Sourtooth, it notes the exact moment the green dragon inhales to unleash a torrent of noxious poison on the unprotected form of Nasreen.

Bending its intellect, Agelong turns the vapors up and around his protégée, before bringing its own brand of magic to bear. Channeling the feelings of his numerous offspring, all those ages ago, it makes the dragon remember.

Through the haze Caphrazizufrax, known to his victims as Sourtooth, sees the form of an ancient dragon projected over Nasreen and falters. The stream of noxious poison sputters and halts as the dragon stops to recognize the only being he ever loved in his long existence.

Taking a shape he hasn't worn in an age, Caphrazizufrax shapeshifts into the guise of a young boy. He hesitates a second, looking nervous and shy, before running headlong into his Nasreen's embrace.

"Mother!", he sobs, "I'm sorry... I didn't know..."

Smiling to herself, Nasreen kisses the top of the boy's head, reassuring young Sourtooth: "It's alright, it's all going to be alright..."

## Synopsis

In this chapter the party will act on their discovery of an army ready to besiege Loudwater. Having several tendays to prepare, they gather allies and call in favors.

During a tenday-long siege they will make decisions in defense of the city. They will fight atop its walls, in its streets, and in its sewers to beat back any and all attempts by the Five Dragons' army to take over the city. This will culminate in a tense battle when Nasreen's stone giant allies finally breach the South Wall.

At the height of the battle with the giants, they will witness a green dragon - bearing Nasreen - landing in the northern section of Loudwater, across the river.

The southern part of the city freed and the besieging army on the rout, they are left with a giant wyrm, occupying the northern bank of a bloody river.

The dragon defeated, they will discover Nasreen went into the catacombs below the city. Following her, they will finally defeat the leader of the Five Dragons and claim a second Stone of Guardians Four.

## Ongoing Quests and events

### The perfumer's daughter

In this chapter, the protagonist will catch a glimpse of her mother astride a green dragon and will follow Nasreen into the catacombs below the town for a final confrontation.

Afterwards she will be reunited with her father. Giving closure in her personal quest to reunite with her family.

### The defense of Loudwater

After piecing the puzzle together, the players should be aware of an imminent threat to the city of Loudwater. This threat will be at the core of this chapter.

### Neffsirakh Tun's Revenge

If the party disturbed the Sepulcher in the Dark Ziggurat (Chapter III) in any way. The Mummy Lord Neffsirakh Tun will be making her way towards them during this chapter. She will make an appearance again in Chapter VI, eventually forcing the characters to return to the Ziggurat to destroy her heart.

## Playing out a siege

Sieges contain exciting events such as siege preparation and special encounters. A siege is also a prolonged

struggle, where seemingly endless amounts of enemies need to be repelled day after day.

This can be tedious and is difficult to bring to life during a game.

To avoid a lot of dice rolling we've developed a simple and streamlined system, where players fight enemies at the same time as the Loudwater regiments defend other parts of the city.

This system was created with the intent to provide a solid basis for similar sieges in other campaigns and focusses on the actions of the players.

### War game or narrative

Depending on the style of your players, you may opt to handle the siege as a war game or a narrative.

### War game

If your players are interested in participating in the tactical decisions and want to know the mechanics behind it all, you can explain **Siege Mechanics – Player Information**.

### Narrative

If they are not, I advise you to determine the outcome of the different siege days yourself. You can do this by rolling on the spot, or by tossing the war game aspect aside and just deciding on the outcome of every day.

This last method has the advantage that you can gauge the mental fitness and eagerness of your players during the game and adjust accordingly. As explained, sieges often involve players fighting wave after wave of bad guys. To less combat-oriented character this can become old fast.

Focusing on the narrative stresses the actions of the players on the field and skips the part where they participate in the overall strategy of defending the town.

## Some tools

### Special encounters

Some players aren't that happy with prolonged combat. Whenever you feel your party needs a break from the fighting you can insert one of the special encounters listed at the end of the chapter.

These special encounters aren't all that long, but they do illustrate the atmosphere in the besieged town and allow the party to interact with its residents.

If players opt to stay in reserve and the enemy doesn't breach the defenses of the town, the DM could also use the special encounters to give the players the feeling that a lot is going on in the town and that even the

reserves aren't completely unaffected by the ongoing battle.

One of the special encounters listed is a sally, to disrupt the giant bombardments. This encounter should only be used if the players themselves decide to do something about the giants bombarding the city.

## Waves

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When the players fight upon the walls of the city, they will be facing several waves of enemies, one after the other.

The timing of each consecutive wave is determined by the DM. Having the enemy waves arrive too fast, can create an insurmountable situation for the players. Having them arrive too late, will take tension away from the confrontation.

It is advisable to let the next wave enter when the players have eliminated most adversaries already present on the battlefield. When the scales are indisputably tipped in favor of the party, it is time to tip those scales back.

## Specialists

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Every faction within the Five Dragon's army has its own specialist. These warriors are there to spice things up a bit.

Specialists can be introduced freely by the DM whenever he feels the party is starting to experience the combat as routine.

These specialists are not designed to turn the tide of battle, but to surprise the players and disrupt their momentum. A flying wizard may be hiding behind a siege tower and *counterspell* a wizard's otherwise well-aimed fireball before engaging in the battle. A duergar Norothor might bestow *magical weapon* on a duergar sergeant, making the duergar a lot more effective against the druid's *stoneskin*, ...

The specialists provided are all casters of some sort.

**Note:** Although these casters are not intended to be the ultimate damage dealers, they can surely influence a battle. If your players are having a hard time already, these specialists may turn a difficult encounter into an impossible one. Use better judgement.

## The quiet before the storm

Either the players piece together the pieces of the puzzle and go visit the new leadership of Loudwater, or they are summoned by the new Gauntlets, Sam Boatwright and Dagonus.

The meeting will take place in the smoking room in the High Lord's Hall. (See Chapter IV – The Heist, for layout and description)

**Note:** Above the smoking room is the High Lord's Hall observatory, from which the players have a good view of the surrounding lands.

Several people are gathered here to talk about the defense of the city. They are both Gauntlets, Jebedo Stumbleduck (Chapter II – Area 13. The Old Mage), and Elyse Whiteflower.

Gauntlet Boatwright will introduce Jebedo as a friend of his, from his time as an adventurer. According to Sam, Jebedo happened to be in the neighborhood.

### The topics of discussion

Create room for the players to give their input. It is preferable that the information below is given as answers to the players' questions instead of being read one after the other.

Give the players the idea they are actively involved in planning the defense of Loudwater. E.g. If the players advise the council to send out scouts, **don't tell them this has already been done**. Tell them this is a good idea and appraise them of the scouting situation when they meet with the council the next time.

If the party actively participates in the debate and brings to bear at least two of these topics themselves reward them.

**Quest xp: Actively participating in the war council:**  
3750 xp to be divided among the party.

### the state of preparedness of the cities defenders

Dagonus assures everyone that he can gather sufficient defenders. Four hundred of these will be trained militiamen. The rest will be drafted from the experienced veterans and archers among Loudwater's populace. Dagonus will form six regiments, intermingling the professional soldiers with the drafted citizens.

### Possible allies and reinforcements

Jebedo Stumbleduck will report that he contacted a friend of his from Waterdeep. The Waterdhavians, reacted with pleasant surprise to the elimination of the Zhentarim influence in Loudwater. They will be sending a contingent of 200 veteran city guardsmen to bolster Loudwater's defenses, hopefully they will arrive in time.

The players have made allies during their stay in the High Moor. If they don't offer to contact these assets, have Dagonus ask them if they know where to recruit possible allies to the city's cause on short notice. (See below: Battening down the hatches – High Moor allies)

The council doesn't expect the army will start moving in the next four to five tendays, because of the weather conditions near Llork, and wants to make the best use of this window of opportunity.

If the dwarves of Grom's Bounty are mentioned, Sam Boatwright will add that he has had contact with Elder Anvilsplitter. Since Grom's Bounty is on the invading army's path, the dwarves will need to see to their own defenses first. They will retreat into the mountain and have promised to bloody whoever tries to dislodge them from their home. This will make it harder for the invading army to consolidate its forces. As long as they have the threat of the dwarves to their rear, they will have to divert forces to keep the stout folk out of their flank.

### Food and water stores

If rationed properly, the cities food stores should hold out for four to five tendays, not counting any food the citizens have stocked themselves. The city has liberated funds and send out representatives to buy and transport as much food as possible in the time that is left.

Water will not be a problem, since the cities cisterns are full, and can be filled with water from the river through a system of underground pipes.

### Outlying lands

Messengers are sent to the farmers living on the outlying lands. Their stock will be seized, but they will be receiving fair compensation.

They are also advised to be ready to retreat into the city should the warning come.

### Scouts and other ways of observation

Scouts have been sent out to observe the approach of the enemy. We will know as soon as they are moving. Since large armies move slowly, we estimate it will take the enemy a full tenday to reach the walls of Loudwater once they break camp.

## Various topics

This part is an open invitation to the players. Do they have any further ideas that could help the city?

A few possibilities have been prepared in the previous chapters:

- The main sewer entrance is a possible entry point into the city and lies outside the walls. (Dungeons – Loudwater Sewers). If the players bring this topic forward, Sam will advise them to go talk to Old Fentan, who lives at the Loudwater Flood Control. (See below: Battening down the hatches - Talking to old Fentan)
- There are still parts of the wall that are not fully repaired. (See description of Loudwater in Chapter I). If the players decide to tour the walls or the defenses, remember the state of the walls as described in Chapter I, or they happen to be near the West Gate during this chapter, they can alert the war council. (See below: Battening down the hatches – Repairing the wall)
- The outlying fields might still feed the besieging army. Burning those fields down will make it harder for them to maintain the siege.

## The war council

It is to be expected that the players will be meeting with the war council on a regular basis. You can hold these meetings as often necessary to work out the points addressed above. Don't overdo it though, as you want these gatherings to stay relevant.

## Battening down the hatches

### High Moor allies

When travelling around to find the missing dwarves, the party met some of the High Moor's inhabitants and made some of them grateful enough to be called upon in a time of need.

These possible allies are:

<b>Cliffside</b>	High Moor area 4
<b>The Fist of Uledor</b>	High Moor area 6
<b>The Elves of Ul'Ichta Dorei</b>	High Moor area 5
<b>Feyra Alaricsdotr</b>	High Moor area 10

**Note:** If the Fist of Uledor is an ally, Cliffside can't be, and vice versa.

If the players contact these allies, they will come to the aid of Loudwater and will appear during the next few tendays, in time for battle.

Contacting these allies will probably mean heading back into the High Moor.

**Quest xp: If the players remember to call their allies to the defense of Loudwater:** 3750 xp to be divided among the party.

Note: If the party neglects to call their allies to the defense of Loudwater, they will be having a hard time defending the town, since these allies provide a direct bonus to the combat capabilities of the Loudwater Regiments.

### The appearance of Cliffside

Your breakfast consists of a chunk of bread, some hard cheese and a mug of watered-down wine. Through the rationed provisions, you are reminded for the tenth time this morning of the upcoming invasion.

You and your friends are debating some of the finer points of the town's defense when a militiaman barges in. It takes him ten seconds to catch enough breath to stammer: "You... are needed... in the High Lord's... Hall... We're under... attack!"

Arriving in the High Lord's Hall you are led to the other members of the War Council gathered in the observatory. From up high, you can see a single giant shape, shouldering an enormous club. The behemoth is standing a hundred yards outside of East Gate. Cliffside has come to the defense of Loudwater.

### The appearance of the Fist of Uledor

The description for the appearance of Cliffside and the Fist of Uledor are virtually identical, since only one of these possible allies will be available to help.

Your breakfast consists of a chunk of bread, some hard cheese and a mug of watered-down wine. Through the rationed provisions, you are reminded for the tenth time this morning of the upcoming invasion.

You're debating some of the finer points of the city's defense when a militiaman barges in. It takes him ten seconds to catch enough breath to stammer: "You... are needed... in the High Lord's... Hall... We're under... attack!"

Arriving in the High Lord's Hall you are led to other members of the War Council gathered in the observatory. From up high, you are witness to a strange sight. Outside of East Gate a group of grey skinned goblins is stoically opposing a nervous Militia patrol. The Captain has kept his word. The Fist of Uledor has come to the defense of Loudwater.

### The appearance of other allies

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Spinning a dramatic entry for each of your allies, will become boring fast. To introduce them to Loudwater, they will be present in the next meeting of the war council.

This meeting will take place the day before the Five Dragons' army becomes visible in the east. (See Organizing the defenses)

### Talking to old Fentan

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If the players talk to Fentan he is exited with the prospect of using the floodgate in defense of the town. He explains that they can be used several times if needed, because the cistern feeding the floodgate can be connected to the river.

If the players need him to operate the floodgate, they can find him in the Floodgate Control Building on Sluice Street.

He warns them he should probably introduce them to Toady first. Toady is his pet beholder, living in the floodgate cistern.

Toady isn't a beholder, he's a froghemoth raised by Fentan since he was a tadpole. Fentan has heard stories about beholders describing them as round with eyestalks and drew the wrong conclusion.

For more information on the floodgate, see the Dungeons booklet – Loudwater Sewers – The cistern and flood control.

### Repairing the wall

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Part of the western wall, near the West Gate is still damaged from the Giant Wars, all those years ago. Although the wall itself is structurally sound, the parapet is gone in some places.

Adventurers who inspect the walls of the city, will automatically spot this.

Adventurers travelling through the West Gate spot this on a successful **wisdom (perception) DC 15**. Dwarves can use the double proficiency bonus granted by their stonemasonry for this check.

The adventurers can opt to repair the wall themselves, if they are skilled in this regard, or they can report it to the war council, in which case they will organize the repairs.

Failing to repair the wall, will result in a small penalty for regiments defending this section of the town.

**Quest xp:** If the party repair the wall or have it repaired: 3750 xp to be divided among the party.

## Organizing the defenses

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Once preparations have been made, some days will pass by uneventfully. You can use this time to allow players to engage in down time activities, or you could just fast forward.

Depending on which allies the players have summoned to their aid, you can use some of the description below.

One morning you are summoned to a war council meeting.

Today some new people are in attendance.

Use what is appropriate:

Feyra Alaricsdotr is a familiar red-headed sight. The strength present in her features and the authority radiating from her tall northern frame, make it clear she was born with the ability to lead many. She would feel at home in any war council.

Sent by his uncle Evarishu, Herion Clearwater is a mage of no small accomplishment. He represents the elves of Ul'Ichta Dorei, leading a detachment of twenty expert bowmen.

Uncomfortable in these surroundings Cliffside has chosen not to attend the meeting, stating that he will bash anything you will point him at and that talk only makes his head hurt.

The Fist of Uledor has chosen not to attend. Awaiting your orders in the small camp they put up in South Square, they prefer to meditate on the coming battle and rely on you to find the best place for them to be put to use.

#### The topics of discussion

#### Handout G – Loudwater Zones of Protection

Dagonus will produce a map of the city. The map has been divided into different zones of protection.

It has been decided that the forces from Waterdeep will protect the northern bank, while Loudwater's forces and their allies will take care of the southern bank.

**Note:** The Waterdhavians are on their way but haven't arrived yet.

Dagonus will explain he will post four of his regiments on the city walls. Unless the adventurers would like to defend a section themselves?

Whatever they party decides, the forces not defending a section of the wall will stay in reserve.

**If any of the regiments defending the walls falters, they will send up a flare, provided by Jebedo. This will alert the reserves.**

Dagonus will discuss the High Moor allies with the players: The allies the players have gathered are not strong enough to defend a section of the city on their own. Nor should they fight as a separate regiment, they are simply not used to working together.

They will be detached to an existing regiment of the Loudwater Militia. Since the adventurers are familiar with the capabilities of said allies, it is up to them decide where to deploy their allies at any given time.

Since the players don't need this kind of back up, Dagonus will oppose any suggestions of having the allies fight with the players.

**DM's note:** This last paragraph is inserted to make the DM's job a bit easier. Having the party run around with these extra NPC's in tow during the engagements will mean a lot more work and slower combat. Since these combat encounters were tailored to the party, victory will come easily, but it is likely other sections of the city's defenses will fall more often.

## Siege Mechanics

### Player information

If the players want to have a direct hand in the organization of the city's defense, you should give them the following information.

Each time the opposing army attacks, there will be a roll by the defenders against a DC depending on the strength and composition of the attacking force. This roll will be made separately for each section (Zone of Protection) that is fought over.

If the players decide to defend a section themselves, there will be no such roll. The players will be fighting wave after wave of enemies until they fall or are victorious.

If the players judge the situation correctly at the beginning of each battle, they might be able to determine which section of the city is under attack by the heaviest force.

Based on this, they can send out their allies to provide a bonus to the defending regiments or choose to defend a section themselves.

Judging the situation can only be done effectively from the observatory in the High Lord's Hall.

If a section of the city wall is breached, the attackers will move to an adjoining section of the city. The players can go face them there or leave it up to the reserves.

If the players choose to defend a section of the city and subsequently leave their post to defend the city itself, one of the regiments in reserve will take up the defense of the abandoned section automatically.

In this case the players will not be allowed to rest, as they rush to oppose the enemy in the streets. The players can cross the entire city in this time if need be. Loudwater isn't that large after all.

If the enemy is able to win a battle for the center of the city, the small area around South Square, the city falls. The enemy can only move to an adjoining section if they win the battle for the section they are in.

Depending on the combat result, regiments can incur penalties they will carry on to the next day. These penalties can result in the regiment's refusal to fight, or even their destruction. For every night of fitful sleep, a small portion of these penalties will be eliminated.

If allies were detached to a regiment that is subsequently destroyed, they have a small chance of dying with the regiment.

### Dungeon Master information

#### Sections

There are seven different town sections the players and their allies will need to defend.

Four of them are wall sections:

- East Gate
- West Gate



- Dock Wall
- South Wall

The inner part of the town is divided into two sections:

- Eastern Section
- Western Section

Inside the eastern section is a last, but very important section.

- South Square

If the South Square section falls, the city is conquered, and its defenders will surrender or flee. This section falls if the enemy succeeds in reaching it and defeats a Loudwater regiment, or the players in a battle for the South Square.

### Movement

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Since Loudwater is less than a mile across, the movement of Loudwater's forces within the city doesn't take a lot of time. Reserve forces can be deployed anywhere in the city after a round of battle.

Before or after a round of battle, the adventurers can move through the city at will, if they do so to confront an enemy force that broke through, they are not allowed a short rest. If they do take that short rest, one of the reserve units will automatically engage said enemy.

An enemy that breaks through can move to an adjoining section within the city. Here they will be engaged by the players or the city's reserves.

### A round of battle

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An all-out assault on the defenses of the city is represented in rounds of battle. If the assault is stopped at each separate wall section during the first round of battle, the assault will be repelled, and the city saved for the time being. In this case, there will be no subsequent rounds of battle.

If the enemy breaks through, a new round of battle will start, and their forces will need to be stopped inside the city proper. The enemy will be able to move one section further into the city. If they are not stopped they will be able to proceed again, meaning a third round of battle will start.

During a round of battle there are two standard things that can happen.

- Attacking enemy forces are opposed by a defending regiment. The defenders will roll a

single time against a fixed DC, determined by the type of attackers.

- Players defending against enemy forces will fight a number of enemy waves. No short rests are allowed in between waves.

The composition of the different attacks and assaults on the city will be addressed in 'The Battle for Loudwater'.

### Defending

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#### The adventurers

If the adventurers defend a section of Loudwater or rush out to oppose an enemy force that penetrated the city, this will be resolved by further encounters as detailed in 'The Battle for Loudwater'.

#### The Loudwater Regiments

If the Loudwater Regiments defend a section of Loudwater or rush out to oppose an enemy force that penetrated the city, this will be resolved by rolling a d20, modifiers to this roll are described in Table 5-1 below.

DC's of the different attacks and assaults on the city will be addressed in 'The Battle for Loudwater'.

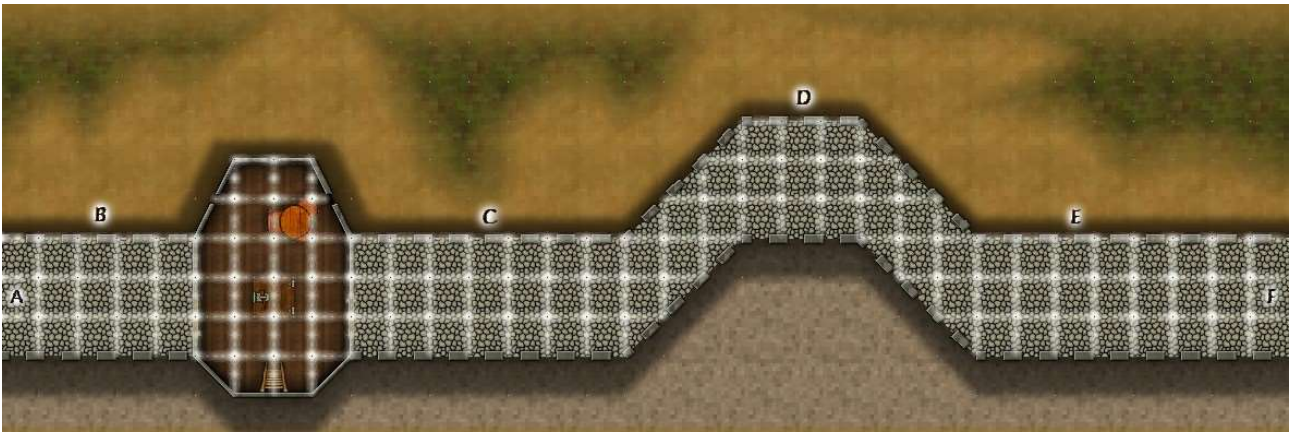
The result of this roll will influence the status of the defending regiment. Exactly what effect can be found in Table 5-2 below.

Each regiment has 5 morale points to begin with. These are the regiment's hitpoints. Resting or fighting, can increase or reduce the amount of morale points a regiment has. As soon as a regiment has less than 5 morale points, it will incur penalties, as described in Table 5-1 below.

At the beginning of each day, you should determine the status of each regiment to find out what penalties they incur (if any) or if they are still willing to fight. You can keep score on **Sheet 1 - Loudwater regimental chart**.

If a regiment accompanied by one or more of the player's allies is destroyed, roll a d20 for each of the accompanying allies. These allies are killed on a roll of 1 on a d20. If not, they live to fight another day.

**DM's note:** The Loudwater Regiments are best suited for fighting on the walls. Once they are fighting in the streets they are at a disadvantage. The adventurers don't have this problem.

**Battlemap C1**

When adventurers defend the walls

#### **Battlemap C1 – Loudwater Wall**

If the players fight on the wall use Battlemap C1. Several points are marked on the schematic above. In the description of the actual battles, you will find these points are used to indicate the place of arrival for the different enemy waves.

**The players need to set up before they become aware of the location of arrival of the first wave.** Explain this as follows: The characters are busy fending off the attack when the enemy is finally able to set foot upon the wall. There is no guarantee they are immediately in the right location.

We leave the description of the actual assault to the DM. It is important to describe how the enemy is getting on top of the walls.

When narrating, assume both the defenders and the attackers are fully equipped to perform both defense and offense. The attackers are equipped with ladders and siege towers, the defenders with boiling oil, ballistae, etc...

The players will be killing a lot of enemies, before the first wave needs to be fought on the walls. This should be described, not played out.

**The waves the players are fighting in the encounters, are the enemies that made it within fighting distance.**

Some circumstances will allow the players the possibility of a single round to hurt the first wave they will be fighting. This illustrates the advantage they have when fighting on the walls. In this round they could toss a *fireball* at an approaching siege tower or try to hurt the giants that are climbing the city wall.

Once the first wave is engaged, more will follow at intervals determined by the DM.

More on this topic in the description of the Battle for Loudwater.

#### **Siege towers**

##### **Battlemap C2 – Siege Tower**

Sometimes the enemy will be using siege towers to attack the walls. For siege towers the following applies:

- The enemies have three-quarters cover while in the siege tower and advantage on dexterity saving throws when attacked from the outside.
- Assume half of the enemy wave can be affected by attacks from the players. The other half is in the lower part of the siege tower, ready to climb up.

#### **Fighting from the wall's tower**

##### **Battlemap C3 – Tower Top Floor**

Attacks aimed at characters or enemies on top of the tower suffer the same penalties as mentioned under 'Siege towers'.

When adventures defend the city

##### **Battlemap D1 – Western Section**

##### **Battlemap D2 – Eastern Section**

##### **Battlemap D3 - The South Square**

If the enemy breaks through the city walls, the adventurers might need to defend one of the sections inside the city.

Use better judgement to determine the starting locations of the players and the enemy. If the enemy broke through at the east gate, it is illogical to have them coming from the west when the players defend the eastern section.

**Table 5-1: Combat Modifiers for Regiments**

Circumstance	on D20	
Defending a section of the wall, except West Gate if unrepaired	+5	
Defending West Gate if the parapets weren't repaired	+4	
Jebedo is attached to this regiment	+3	
The elves are attached to this regiment	+3	
Cliffside is attached to this regiment	+2	
The Fist of Uledor is attached to this regiment	+2	
Feyra is attached to this regiment	+2	
Fighting in the city	no modifier	
Defending South Square	advantage	
m orale points: 5	no modifier	A regiment cannot exceed 5 morale points.
m orale points: 4	-1	
m orale points: 3	-3	
m orale points: 2	-6	This regiment refuses to fight on the walls.
m orale points: 1	-9	This regiment refuses to fight on the walls.
m orale points: 0	regiment destroyed	

**Table 5-2****Calculating moralee points**

Natural 1 rolled on the combat check	Ignomous Defeat	-4 moralee
Failure on the combat check	Defeat	-3 moralee
Success on the combat check	Victory	-1 moralee
Beating the combat check's DC by 5 or more	Resounding victory	+0 moralee
After a full night's rest		+1 moralee

## Adjusting the system

These rules were designed to fit standard situations, it is encouraged not to let them stand in the way of player creativity.

A bard performing for a regiment, might influence their combat bonus the following day. A rousing speech from a paladin or a fighter might have the same effect. A cleric might reduce the severity of a regiments injuries by devoting some of his time to treating them.

Etc. ...

In such cases it is advised to allow the players to influence the morale points of a regiment. (+1 morale point for the affected regiment)

The rule should be that player creativity is rewarded.

When judging similar situations, you should take the factor time into consideration. A cleric doesn't have the capability to treat two regiments in a single day. Nor does a charismatic warrior have the possibility to go bolster the morale of every regiment. Furthermore, it is unlikely that a rousing speech will have the same outcome in two consecutive days.

## Siege Mechanics: Example

### Preparation

On the sixth day of the siege the players head to the observatory to deduce the enemy's battle plan.

One of the players attempts to determine where the brunt of the enemy's attack is focused. For this to succeed he needs to be successful in an **intelligence (investigation) check DC 10**. He is aided by his friends and gets advantage on the check.

He rolls with advantage and is successful in his effort. The party now knows the enemy is attacking each section of the wall separately, but that the brunt of the attack is aimed at the East Gate.

- The party dispatches their allies. Jebedo is sent to the West Gate, providing the First Loudwater Regiment stationed there with a +3 bonus to their check. (See Table 5-1)
- The elves are sent to defend Dock Wall, providing the Second Loudwater Regiment there with a +3 bonus. (See Table 5-1)
- The Fist of Uledor is sent to the South Wall, assisting the Third Loudwater Regiment in the defense there. This amounts to a +2 bonus. (See Table 5-1)

- The adventurers themselves choose to defend where the attack will strike hardest and head for the East Gate.

### The part of the adventurers

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To build suspense, we first handle the battle at the East Gate, putting the adventurers in the spot light. Only when they are victorious here, will they learn how the other defenders fared.

From the description of ‘The siege: day six’ we learn what the adventurers will face when defending East Gate. They will encounter three waves of Five Dragons’ soldiers: a medium encounter, an easy encounter and a medium encounter in that order. The composition of these encounters can be found in the ‘Five Dragons’ army’ section.

For this encounter we use **Battlemap C1 – Loudwater Wall**.

We also learn how this battle will proceed i.e. that the enemy will be using a siege tower and where the three waves will gain the wall.

For the representation of the siege tower, use **Battlemap C2 - Siege Tower**.

Our adventurers are victorious. Finding out how the other defenders fared comes next.

### The part of the Loudwater Regiments.

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For the purpose of this example we will calculate the result of the First Loudwater Regiment, stationed at the West Gate. We will assume all others are victorious.

Since it is the first battle these troops face, they are completely fresh and have five morale points, which doesn’t give them a modifier.

- They are assisted by Jebedo, which gives them a +3 to their roll.
- The wall they are defending is the unrepaired West Gate Wall, which give them a +4. If the players had remembered to repair the broken wall this would be +5.

The modifiers mentioned here can be found by checking Table 5-1. Adding all these bonuses together gives us a total of +7 bonus to the combat roll. ( $0 + 3 + 4 = 7$ )

In the description of ‘The siege: day six’ we can read that the West Gate is facing an attack with a **DC 11**.

The Dungeon Master, or one of the players, rolls for result, but comes up with a natural 1.

Referencing Table 5-2 we learn this constitutes an ignominious defeat. The First Regiment’s morale points total is reduced by 4 and the enemy breaks through. They are left with only one morale point, which brings them on the brink of destruction. ( $5 - 4 = 1$ )

At the start of the following day, this regiment will have been able to rest and gain one morale points, bringing their total to 2 morale points.

From Table 5-2 we learn, this means they will refuse to fight. If they are forced to fight anyway, they will have a -6 penalty on their roll.

### Breakthrough

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After the defeat of the First Loudwater Regiment, the enemy moves into the Western Section of the city. Where they will be met by the players or one of the reserve regiments.

If the players go out to fight the enemy, they will do so on **Battlemap D1 – Western Section**. In the description of ‘The siege: Day six’, we read that they will be facing a Five Dragons easy encounter. The composition of this encounter can be found in the ‘Five Dragons’ army’ section.

If one of the Loudwater regiments confronts the enemy, we can read they do so against a **DC 10**. Since these regiments are not fighting atop the wall anymore, they will be having a tougher time than the regiments that were defending the wall.

Once all enemies in the town are defeated. The battle ends, and we can proceed to the next day at the DM’s leisure.

### Book keeping

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#### Sheet 1 – Loudwater Regimental Chart

Make sure to note the combat results of the different regiments, using Table 5-2, so you can adjust the morale point total of the different regiments.

# The Battle for Loudwater

What follows is the day to day description of the siege, starting when the first enemy troops are seen on the horizon. Each part describes 24 hours, unless noted otherwise

When the adventurers are fighting enemy waves, the type of wave will be mentioned. See below under ‘Five Dragons’ army’ to see the composition of each wave that needs to be fought.

## On the northern bank

If the players managed to get the Waterdhavians inside the walls, those troops will be defending the northern bank of Loudwater.

Since the story focuses on the southern bank, the northern bank isn’t mentioned a lot during the siege. Assume there are small skirmishes between the Waterdhavians and Nasreen’s army, but no significant assaults.

If the Waterdhavian Guard isn’t able to make it to the city (see Slowing down the vanguard) the northern bank is left to its own devices. The war council doesn’t have the manpower to defend both banks. All citizens will be evacuated to the southern bank.

## Tuning the encounters

Don’t forget you can use the timing for the consecutive waves to make the battles easier or more difficult for the players.

You can also use the specialists listed under ‘Five Dragons Army’ to spice things up.

## Slowing down the vanguard

### Battlemap E – The Vanguard

Jebedo has received word, that the detachment from Waterdeep is only a day’s march from Loudwater.

At the same time, the vanguard of the Five Dragons army was seen east of the town.

Dagonus and Jebedo will ask the players to ride out and slow the enemy’s vanguard for as long as possible. This allows the Waterdeep contingent to reach the town safely.

If they don’t succeed, the reinforcements will be stuck outside the walls. The players are the only unit able to mobilize fast enough to interfere with the enemy advance.

Allow the adventurers a few hours to set up an ambush.

The players will be faced with wave upon wave of enemy attackers, until they are forced to retreat, or all waves have been defeated. If they stop the first three waves, the Waterdhavians are able to reach safety.

A signal flare will be sent up from the city to signal the Waterdhavians’ arrival in the city

**Quest xp: Slowing down the vanguard sufficiently so the Waterdhavian forces can reach Loudwater:** 3750 xp to be divided among the party.

## Enemy waves

If the adventurers retreat to the city, they will not be chased by the vanguard, since the enemy fears walking into an ambush.

### First wave

**Five Dragons scouts (5), use scout statistics, MM p. 349**

**Five Dragons thugs (4), use thug statistics, MM p. 350**

**Five Dragons veteran (1), use veteran statistics, MM p. 350**

### Second wave

**Five Dragons scouts (3), use scout statistics, MM p. 349**

**Five Dragons thugs (6), use thug statistics, MM p. 350**

**Five Dragons veteran (2), use veteran statistics, MM p. 350**

### Third wave

**Five Dragons scouts, (8) use scout statistics, MM p. 349**

**Five Dragons veteran (1), use veteran statistics, MM p. 350**

### Fourth wave

**Five Dragons scouts (2), use scout statistics, MM p. 349**

**Five Dragons thugs (3), use thug statistics, MM p. 350**

**Five Dragons veteran (2), use veteran statistics, MM p. 350**

### Fifth wave

**Five Dragons scouts (3), use scout statistics, MM p. 349**

**Five Dragons thugs (3), use thug statistics, MM p. 350**

**Five Dragons veteran (4), use veteran statistics, MM p. 350**

## The liaison

Once the Waterdhavians have reached Loudwater, their liaison officer, shieldlar (lieutenant) Gilles Ornvale will

become part of the war council, representing the forces from Waterdeep.

He will be reporting to the leader of the Waterdhavians, aumarr (captain) Justitius Gayne, through the use of *speaking stones*.

## The siege: day one to five

The Five Dragon army arrives early in the morning. Engineers start building floating bridges to the east and west of the town, allowing their troops to move between the north and south banks with ease. Come nightfall the enemy has laid a solid perimeter around Loudwater, choking off all traffic to and from the town.

In the following days you watch as the besiegers build their siege towers. The time for battle is approaching fast.

## The siege: day six

Glaring horns rally the defenders early in the morning. It is time to take up arms, the enemy is moving upon the city.

If the party heads for the observatory, they can observe the following.

The attacking force is made up predominantly of humans marching under the Five Dragons' banner. Their spears are gleaming under an unusually clear sky. Several siege towers are moving towards the walls and many of the attackers carry long ladders.

If the party is watching the advance from the observatory in the High Lord's Hall, one of them is allowed to make an **intelligence (investigation) DC 10** to determine the brunt of the attack is aimed at the East Gate.

Once the decision was made on how the defenders should be deployed, the actual battle begins.

### Enemy waves

If the players **fight on the wall** use **Battlemap C1**.

The first wave will arrive at point c, using a siege tower. Both the players and the enemies can act out one round before the siege tower touches the parapet and melee begins.

The second wave will arrive at point f. These attackers are already on the wall.

The third wave will arrive using the siege tower to climb up at point c.

### East Gate

Loudwater regiment vs. Attackers DC 13

If the players defend this location, they will need to fight the following waves:

- Five Dragons medium encounter
- Five Dragons easy encounter
- Five Dragons medium encounter

### Other locations

Loudwater regiment vs. Attackers DC 11

If the players defend this location, they will need to fight the following waves:

- Five Dragons easy encounter
- Five Dragons medium encounter
- Five Dragons easy encounter

If the enemy breaks through

If the enemy breaks through and the players decide to fight the enemy in the city, use **Battlemap D1, D2 or D3** depending on the situation.

### Breakthrough at the East Gate

Loudwater regiment vs. Attackers DC 12

If the players defend they will need to fight the following encounter:

- Five Dragons medium encounter

### Breakthrough at other locations

Loudwater regiment vs. Attackers DC 10

If the players defend they will need to fight the following encounter:

- Five Dragons easy encounter

## The siege: day seven

Heavy mist lays across the Delimbiyr Valley, making the sounds coming from the advancing army appear muffled and distant. Little can be seen of the approaching enemy as they are using the fog blanket to cover their approach.

If the party is watching the advance from the observatory in the High Lord's Hall, one of them can make an **intelligence (investigation) DC 10** at

**disadvantage** to determine the brunt of the attack is aimed at the East Gate again.

Once the decision was made on how the defenders should be deployed, the actual battle begins.

### Enemy waves

If the players **fight on the wall** use **Battlemap C1**.

The first wave will arrive at point b, using a siege tower. Both the players and the enemies can act out one round before the siege tower touches the parapet and melee begins. All attacks made outside melee range are treated as if the enemy is heavily obscured, due to the thick fog.

The second wave will arrive at point f. These attackers are already on the wall.

The third wave will arrive using the siege tower to climb up at point b.

### East Gate

Loudwater regiment vs. Attackers DC 15

If the players defend this location, they will need to fight the following waves.

- Five Dragons medium encounter
- Five Dragons easy encounter
- Five Dragons hard encounter

### West Gate

Loudwater regiment vs. Attackers DC 13

If the players defend this location, they will need to fight the following waves.

- Five Dragons medium encounter
- Five Dragons easy encounter
- Five Dragons medium encounter

### Other locations

Loudwater regiment vs. Attackers DC 11

If the players defend this location, they will need to fight the following waves:

- Five Dragons easy encounter
- Five Dragons medium encounter
- Five Dragons easy encounter

### If the enemy breaks through

If the enemy breaks through and the players decide to fight the enemy in the city, use **Battlemap D1, D2 or D3** depending on the situation.

### Breakthrough at the East Gate

Loudwater regiment vs. Attackers DC 14

If the players defend they will need to fight the following encounter:

- Five Dragons hard encounter

### Breakthrough at the West Gate

Loudwater regiment vs. Attackers DC 12

If the players defend they will need to fight the following encounter:

- Five Dragons medium encounter

### Breakthrough at other locations

Loudwater regiment vs. Attackers DC 10

If the players defend they will need to fight the following encounter:

- Five Dragons easy encounter

## The siege: day eight and nine

**If Feyra Allaricsdottr is allied with the party:** Feyra comes to meet the party at dawn, she is leaving Loudwater. Her tribe is near, and she will be joining them to lead them against the Five Dragons. She tells the players to expect her arrival in a few days.

**From this point on Feyra is no longer available to support the Loudwater regiments.**

Around noon, the arrival of dozens of giants can be observed from the walls of Loudwater. Morale begins to flag as memories of the Giant Wars clouds the resolve of the defenders.

In the early evening the bombardments start. Few people are killed as the residents of Loudwater, warned by recent history, move their families into sturdy cellars below the streets. Nobody gets a lot of sleep though, as uprooted trees are propelled overhead, slamming into the city.

The bombardment persists throughout the following day, when suddenly it stops. Under the cover of night, the enemy is moving again.

Have the party make a **constitution save DC 10**. Upon failure they receive a level of fatigue.

If the party is watching the advance from the observatory in the High Lord's Hall, one of them can

make an **intelligence (investigation) DC 17** to determine the only sections of the wall that are under attack are the East Gate and the West Gate.

Once the decision was made on how the defenders should be deployed, the actual battle begins.

**Note:** The DC for this investigation check is high because most of the attacking duergar use their ability to turn invisible. The observing characters aren't without a chance, however. Although the duergar are invisible, an astute observer can mark where they make their way through bushes, disturb wild birds, etc.

### Enemy waves

If the players **fight on the wall** use **Battlemap C1**

The first wave will arrive at point d, using ladders. Since the duergar are invisible while climbing the walls and their ladders are too (carried equipment) the duergar in the first wave get a surprise round.

The second wave will arrive at point e. These attackers are already on the wall and are no longer invisible.

The third wave will arrive at point c. These attackers were able to climb up without resistance and are invisible.

### West Gate

Loudwater regiment vs. Attackers DC 14

If the players defend this location, they will need to fight the following waves:

- Duergar medium encounter
- Duergar easy encounter
- Duergar medium encounter

### East Gate

Loudwater regiment vs. Attackers DC 14

If the players defend this location, they will need to fight the following waves.

- Duergar medium encounter
- Duergar easy encounter
- Duergar medium encounter

### Other locations

No attack takes place here.

### If the enemy breaks through

If the enemy breaks through and the players decide to fight the enemy in the city, use **Battlemap D1, D2 or D3** depending on the situation.

**Note:** These duergar are no longer invisible.

### Breakthrough at the West Gate

Loudwater regiment vs. Attackers DC 12

If the players defend this location, they will need to fight the following encounter:

- Duergar easy encounter

### Breakthrough at the East Gate

Loudwater regiment vs. Attackers DC 12

If the players defend this location, they will need to fight the following encounter:

- Duergar easy encounter

### Defending the South Square

Once the players have defended the walls and pushed back any duergar that broke through, a runner will arrive. Assume at this point that the players were allowed a short rest.

Gauntlet Dagonus sent me. The dark dwarves have penetrated our defenses and are coming up through the sewers. The Gauntlet requires your presence in the South Square

When the players arrive Dagonus asks them to hold South Square, while he takes a regiment to clean up any stragglers coming up elsewhere.

This should be played out using **Battlemap D3**. Assume the first Duergar come from the cistern i.e. the northern edge of the map. You may allow the second wave to come from the eastern or western edge of the map.

### Enemy waves at the South Square

- Duergar medium encounter
- Duergar easy encounter

### The duergar in the sewers

#### Handout F – Loudwater Sewers

Once the players have cleared South Square of enemies, allow them a short rest. Dagonus will reappear to discuss the situation.

All sewer entrances are defended by Loudwater regiments, but the militiamen aren't able to push the enemy back any further.

Dagonus will produce a map of the sewers (handout F) and will let the players choose how to handle this. He can guarantee confining the duergar to the sewers for the time being, but if they aren't expelled, they will remain a serious threat in case of attack.



There are five entrances to the sewers visible on the map, the players can choose to enter either of them. Every entrance has an area of the sewers linked to it, which is held by duergar, except for the area underneath South Square. The players will need to defeat the duergar in every section to eliminate the threat. These sections are:

- The cistern
- The eastern part of the sewers
- The western part of the sewers
- The docks entrance to the sewers

Use maps **Dungeon 5A & 5B – Loudwater Sewers** to flesh out the battle map for these encounters.

The players will be able to take a short rest between every separate encounter.

**DM's note:** If the party recalled their encounter with Fentan in the sewers, they can make short work of the duergar by using the floodgate to purge the sewers.

### Underneath Floodgate Control

Inside Floodgate Control Building is a staircase that connects directly to the cistern and flood control (Dungeons booklet - Loudwater Sewers – Area 13)

#### Encounter in the cistern and flood control

- Duergar medium encounter

Toady

Use Loudwater Sewers area 13. If Fentan is present, Toady will attack only the duergar. If he isn't present, Toady's attacks will be randomized among duergar and adventurers.

#### Using the floodgate

Is the players ask Fentan to operate the floodgate, or successfully operate it themselves, enemy presence is eliminated from the sewers. Purging the sewers takes a while, the players will need to guard Fentan while he performs this task, meaning they will have to eliminate the duergar at the cistern.

**Quest xp: successfully flushing the duergar out of the sewers:** 8000 xp to be divided among the party.

A low rumbling sound can be heard throughout the town as the floodgate is opened to the limit. Several vortexes appear in the river as the system draws in water to cleanse the sewer pipes.

Half a minute later sewer grates and covers are forcefully catapulted into the sky forming impromptu geysers, the sound of their clattering

descent drowned out by the deafening rush of the water.

### The eastern part of the sewers

- Duergar medium encounter

### The western part of the sewers

- Duergar hard encounter

### The docks entrance to the sewers

- Duergar easy encounter

## The siege: day ten

After a second night of bombardments you awake groggily. Sitting upright in your bed, you are sure something awoke you, other than the giants' projectiles.

Moments later a deafening roar can be heard over the screams of terrified city folk.

Have the party make a **constitution save DC 10**. Upon failure they receive a level of fatigue.

Nasreen has arrived astride her green dragon. She has flown over the city to inspect the defenses and confront the people of Loudwater with the hopelessness of their situation.

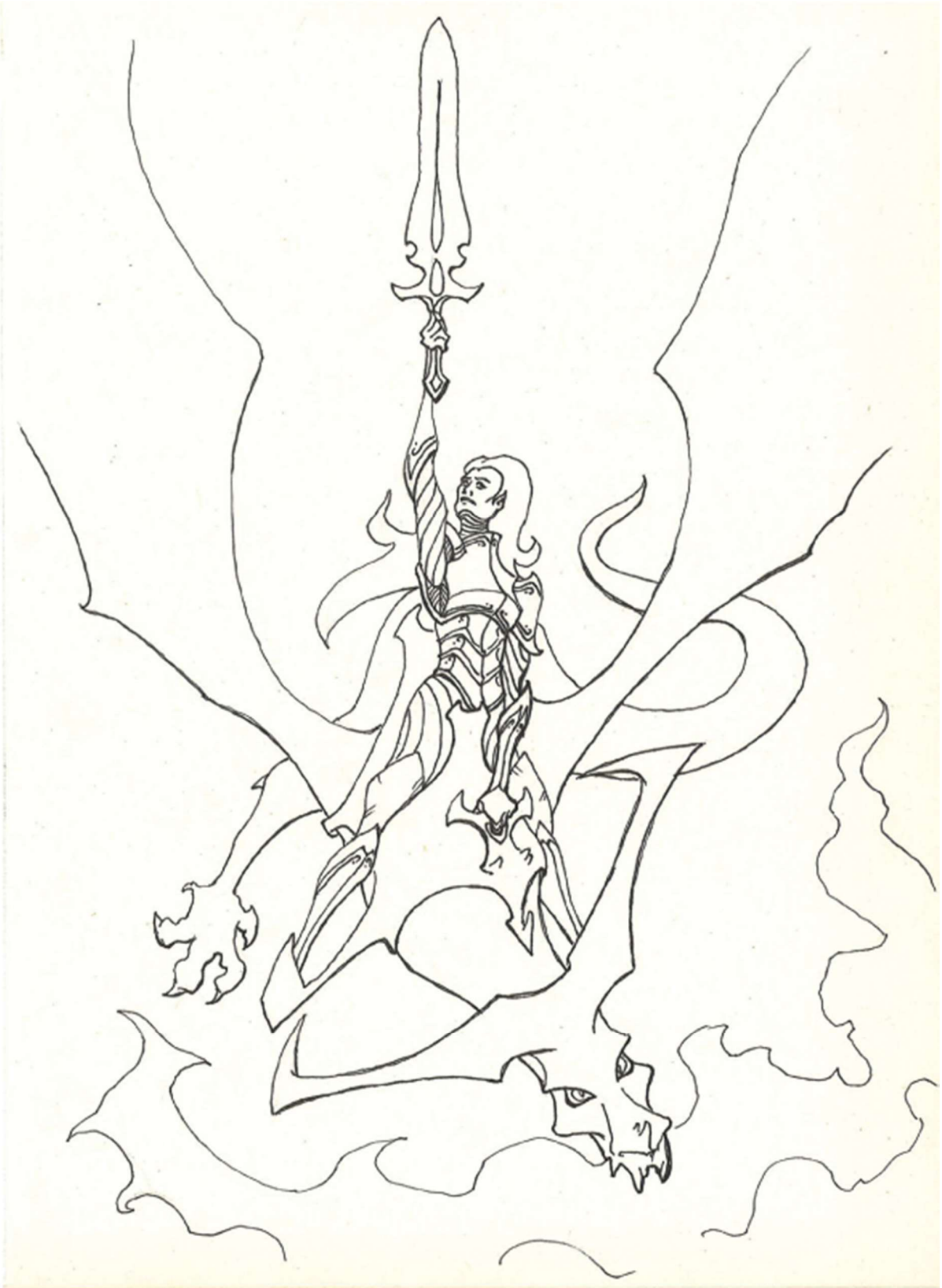
Nasreen will stop the bombardment of the city. She is convinced it is unnecessary and will only damage the town of her ancestors further.

If the players investigate the roaring:

- People in the streets can tell them they saw a dragon flying over the city. A woman was astride the monster.
- If the adventurers observe the enemy army from a high vantage point:

A green dragon descends in a flurry of whipped up leaves and dust. Its landing in the center of the attacking army sends the soldiers scurrying. Moments later a woman slides down its wing to stride in front of the dragon's snout. What is being said, you cannot say, but even from afar, the dragon looks chastised.

No fighting happens today.



**Nasreen astride Sourtooth**

## The siege: Day eleven

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No giant projectiles come flying at the city this night. You are finally able to enjoy a decent night's sleep.

A soft knock on the door announces a courier. The man looks haggard. A blood soaked linen bandaged is covering his scalp and left eye socket. His uniform is a dirty and shredded mess.

“Gauntlet Dagonus sends his regards. He told me to inform you that the giants are moving.”

If the party is watching the advance from the observatory in the High Lord's Hall, one of them can make an **intelligence (investigation) DC 10** to determine the giants are attacking the West Gate, the South Wall and the North Wall. The giants are preparing to wade through the river to reach the North Wall, which will suffer the brunt of the attack.

Once the decision was made on how the defenders should be deployed, the actual battle begins.

When the adventurers are halfway to their posts, the following happens:

A low rumbling can be felt through the soles of your boots. A feeling of foreboding forces your gaze south to seek out the origin of the disturbance. During the next few seconds nothing seems to happen, but then one... two... three flares streak into the sky to indicate trouble to the south. The defenders stationed there were barely able to get the flares up, when part of the south wall collapses on itself.

Duergar sappers have tunneled up from underneath the city and have used clerical magic (*move earth*) to weaken the southern wall's foundation, causing it to collapse.

### Enemy waves

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If the players decide to **fight on the East, Dock or North Wall** use **Battlemap C1**

The first wave will arrive at points b & c. The giants will be climbing the walls at a rapid pace. The players get one round to attack the giants before they reach the top of the wall. During this round the giants have half cover.

The second wave will arrive at point d. These attackers are already on the wall.

The third wave will arrive at point f. These attackers are already on the wall.

If the players want to **defend the broken South Wall**, they will need to fight the giants that have entered the city through the breach first. They will fight in the eastern or western section of the town, whichever is most logical. Use **Battlemap D1 or D2** for this encounter. The first wave of giants will come from the south, subsequent waves can come from the east, west or south.

To make sure the battle doesn't become too complicated, assume the giants have only penetrated either the eastern or the western section, not both. This section happens to be the section the players rush through in their attempt to reach the breached South Wall.

After defeating the giants inside the city, the players can push on to defeat the giants at the broken South Wall. (**Battlemap C4**).

### Nasreen and the dragon

Before fighting the last wave in the first round of battle, the players will witness the following:

As feared, the enemy commander has finally chosen to enter the battle. Astride her dragon mount she flies low seeking her target.

Singling out your group the dragon dives down at a steep angle, aiming to strafe friend and foe alike with a torrent of noxious poison.

The dragon's strafing run cuts a 15 feet wide path from one edge of the battle map to the other. Since the dragon expends its breath weapon across a larger area, its damage is reduced significantly.

The players are allowed advantage on the saving throw to avoid the dragon's breath weapon, since they saw it coming.

The unsuspecting giants aren't so lucky.

Breath weapon: **constitution saving throw DC 18**, 10d6 poison damage on a failed save, half as much on a successful save.

The party will be required to take a **wisdom saving throw DC 16** to avoid becoming frightened. Since the dragon will fly off immediately, this effect lasts only for two rounds. The giants aren't required to make this save.

### Recognizing the rider

The Perfumer's Daughter will recognize the rider as her mother.

After the attack the dragon flies straight up, its wings beating slowly but forcefully. Banking sharply the great beast heads away, aiming for the northern part of the city.

Nasreen and her dragon will fly to the northern part of the city, where Caphrazizufrax will land. The Waterdhavians won't attack the dragon, knowing that if they do, most of them will die.

Nasreen will disappear from sight. The Waterdhavians will have seen her entering a tunnel leading into the earth.

Defeating the dragon will be left up to the players.

#### Inside the town, western or eastern section

Loudwater regiment vs. Attackers DC 14.

If the players defend this location, they will need to fight the following waves.

- Giants' medium encounter
- Giants' hard encounter

#### Broken South Wall

Loudwater regiment vs. Attackers DC 15. No bonus for defending the wall.

If the players defend this location, they will need to fight the following waves.

- Giants' medium encounter
- Giants' easy encounter
- Giants' medium encounter

#### West Gate

Loudwater regiment vs. Attackers DC 15

If the players defend this location, they will need to fight the following waves.

- Giants' medium encounter
- Giants' easy encounter
- Giants' medium encounter

#### North Wall

Loudwater regiment vs. Attackers DC 18

If the players defend this location, they will need to fight the following waves.

- Giants' medium encounter
- Giants' easy encounter
- Giants' hard encounter

#### If the enemy breaks through

If the enemy breaks through and the players decide to fight the enemy in the city, use **Battlemap D1, D2 or D3** depending on the situation.

#### Breakthrough at the South Wall

Loudwater regiment vs. Attackers DC 13

If the players defend this location, they will need to fight the following waves.

- Giants' easy encounter

#### Breakthrough at the West Gate

Loudwater regiment vs. Attackers DC 13

If the players defend this location, they will need to fight the following waves.

- Giants' easy encounter

#### Breakthrough at the North Wall

Loudwater regiment vs. Attackers DC 16

If the players defend this location, they will need to fight the following waves.

- Giants' hard encounter

## The army's retreat

The giants defeated and their leader invisible behind the walls of the city, the bulk of Nasreen's army is uncertain on what to do next.

At this point the dwarves of Grom's Bounty will launch a surprise attack, targeting the army's rear. If the players are fighting at the east gate, they will spot several columns of smoke coming from the enemy camp to the east.

If Feyra Alaricsdottr was allied with the party, the Blue Bear tribe will arrive on the northern bank shortly after.

The giants defeated, a cheer goes up from the weary defenders. Soon after a runner comes seeking you out. "Sir/Madam, the Gauntlets wish to see you in the High Lord's Hall! Apparently, the dwarves are attacking the enemy's baggage train. Our forces are sallying forth, the enemy's rout is imminent!"

Arriving at the observatory inside the High Lord's Hall you find Sam and Dagonus gazing down at the battlefield with bated breath. From the windows you can see one of the stone giants' leaders facing Kromdir Anvilsplitter, the leader of Grom's Bounty.

A cry of dismay escapes Sam's lips, as he sees his dwarven friend disappear underneath the blow of the giant's enormous maul. A glaring flash erupts from the scene and before your eyes, the giant is incinerated in mere seconds. From the swirling ashes strides the heavily armored figure of Elder Anvilsplitter, shrouded in the raw and radiant power of his god.

If Feyra didn't fetch the Blue Bear tribe:

Soon the Five Dragons army is crushed between the hammer of Loudwater's forces and the anvil of Grom's Bounty's dwarves.

If Feyra went to fetch the Blue Bear tribe:

A large part of the Five Dragon's army is trying to escape the battlefield via the northern bank of the Delimbiyr when in the distance you see a fourth army joining the battle. From their tall stature they appear to be northerners. Their arrival shatters what is left of the Five Dragons' coalition. Giant-kin, sellswords and duergar alike are butchered by the axes and hammers of the proud barbarians.

Dagonus will address the party telling them the battle seems over, but... there is still the matter of the dragon and its rider in the northern part of the town...

If the players don't offer to get rid of the dragon, Dagonus offers them as much as 5000 gold pieces to get rid of the wyrm.

At this point the party can rest and prepare.

If the Waterdhavians made it to the city, the party will have free access and can face Caphrazizufrax at its leisure.

If the Waterdhavians didn't make it inside the walls, the party will need to fight a few more waves of Nasreen's most staunch supporters. They are loyal Five Dragon mercenaries and fanatical duergar trying to keep the party from retaking the northern part of the city.

If captured these enemies can only reveal that Nasreen descended below the city at the site where Caphrazizufrax rests.

#### Northern bank

Loudwater regiment vs. Attackers DC 14

If the players want to reclaim the northern bank themselves, they will fight the following waves:

- Duergar medium encounter
- Duergar easy encounter

- Five Dragons medium encounter

These enemies won't try to break through. If they are attacked and defeat Loudwater's forces, they will subsequently be defeated by the forces of Waterdeep.

Use **Battlemat D1 or D2** if the players decide to rid the northern bank from the Five Dragons themselves.

## Caphrazizufrax

Lying on top of a mountain of rubble, amidst dozens of corpses, the green dragon surveys the area like a dark king presiding over his shattered domain. Of its rider there is no trace.

Once the dragon is defeated the players will learn that Nasreen has descended below the city via a vertical shaft in the rubble, guarded by the dragon.

They might learn this from the forces of Waterdeep, provided the soldiers made it into the city and were defending the northern bank.

If the Waterdhavians didn't make it into the city, they will be apprised of the situation by Donra, one of the priestesses of Ilmater residing at the House of Endurance. The priestess saw the dragon rider, a beautiful woman, descend through a tunnel following some kind of 'digging creature'. She will address the adventurers and offer to heal them after the battle with the dragon. She will offer shelter in the House of Endurance if a long rest is needed.

#### Encounter

**Green dragon, adult (1), MM p. 94**

## On the trail of Nasreen

Once the players investigate the area, they find a freshly tunneled shaft leading downward into the earth.

The shaft leads into a mausoleum that was forgotten when the elves, who founded Loudwater, left the town.

**See the Dungeons booklet – Silversong Mausoleum.**

## Aftermath

### Alistair

Alisair will be awaiting his daughter in the Green Tankard after she has defeated Nasreen.

He is very glad to see his daughter and wants to hear all about her adventures over a well-deserved meal. Subsequently, he will tell her what he has found out.

Before his return to Loudwater, Alistair was investigating the bond between the Hooded Man and Nasreen.

Through friends in their shared past and several magical rituals performed, he has learned the Hooded Man is in fact the undead form of Pasuuk Rensha, erstwhile ruler of Loudwater and ancestor to Nasreen and the perfumer's daughter. Pasuuk was the mortal enemy of Nanathlor Greysword, the first High Lord, and believed killed by the latter.

Pasuuk seduced Nasreen into reclaiming her legacy. To that end she was raising an army to conquer Loudwater and the Delimbiyr Vale.

For one reason or another the Hooded Man is obsessed with finding the artifacts known as 'the Stones of Guardians Four'. Alistair has learned these stones are a powerful tool of binding. If the adventurers pursue these stones, an encounter with Pasuuk Rensha is very likely, allowing the players to put an end to his scheming and punishing him for corrupting Nasreen.

**Note:** Alistair has quite a bit of information to give to the players. Still it is important to lay the emphasis of this meeting elsewhere, at least in the beginning.

Alistair and his daughter haven't seen each other for months. On top of that, they've just had to come to terms with the fact that Nasreen, wife to one, mother to the other, turned into an evil overlord. This evil overlord was so far gone, her own offspring had to rise up and kill her. The situation is heart-breaking to say the least. Nasreen is dead, but they lost her in more ways than one.

The main emotions dominating this encounter should be grief for a lost mother and partner, anger at Nasreen for her betrayal, and joy for finding each other again. It is quite probable Alistair will feel quite dumb about chasing a wife that didn't love him in the first place, thereby endangering his daughter.

### The Stones of Guardians Four

Combining the knowledge they've gained from the shrine of Angharradh and Silversong's tel'kiira, they can deduce the next stone is at the bottom of Highstar Lake.

They now have to find a way to get there safely.

More on this in the next chapter.

## Five Dragons' army

Nasreen's Five Dragons army is a coalition of several groups.

The backbone of her army are Five Dragons mercenaries. These men and women would have been shunned by the original Five Dragons company all those years ago. They are thugs, criminals and sellswords. They are people who fight for coin and aren't bothered

with trivial things like questioning the morality of their actions

The duergar of Clan Leadhand view Nasreen as a prophet of Deep Duerra. They are fanatically loyal and extremely capable. Nasreen uses them as shock troops, knowing their heritage will instill fear on their surface adversaries.

Nasreen has forged alliances with two small giant clans, one clan consists of ettins, the other group are stone giants who participated in the original assault on Loudwater during the Giant Wars. These last giants have never forgiven the town for assassinating their beloved leader Thane Kayalithica, and are fervent in their desire for vengeance. The giants are Nasreen's replacements for common siege engines. Not wanting to lose too many of them in the siege she will be hesitant to deploy them until the final battle.

Last but not least, Nasreen has succeeded in binding the green dragon Caphrazizufra - better known as Sourtooth - to her will. She was able to succeed in this endeavor thanks to the whispered words of the Agelong, posing as the Hooded Man. She uses the dragon as her mount and will task it to guard her way back when she heads into the northern section of the city to look for the Stone of Guardians Four.

## Five Dragons encounters

Easy encounter 5000/2000

**Five Dragons thugs (6), use thug statistics, MM p. 350**

**Five Dragons veteran (2), use veteran statistics, MM p. 350**

Medium encounter 7000/2800

**Five Dragons thugs (7), use thug statistics, MM p. 350**

**Five Dragons veteran (3), use veteran statistics, MM p. 350**

Hard encounter 10000/4000

**Five Dragons thugs (5), use thug statistics, MM p. 350**

**Five Dragons veteran (5), use veteran statistics, MM p. 350**

Specialist

**Sellsword wizard (1), NPC's & Mobs.**

## Duergar encounters

Easy encounter 4200/2100

**Duergar (5), MM p. 122**

**Duergar sergeant (1), NPC's & Mobs**

Medium encounter 8000/3200

**Duergar (5), MM p. 122**

**Duergar sergeant (2), NPC's & Mobs**

Hard encounter 11250/4500

**Duergar (6), MM p. 122**

**Duergar sergeant (3), NPC's & Mobs**

Specialist

**Duergar Norothor (1), NPC's & Mobs.**

## **Giant encounters**

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Easy encounter 6000/4000

**Ettin (1), MM p. 132**

**Stone giant (1), MM p. 156**

Medium encounter 6000/4000

**Ettin (4), MM p. 132**

Hard encounter 8700/5800

**Ettin (3), MM p. 132**

**Stone giant (1), MM p. 156**

if Bimbara survived Chapter IV:

**Bimbara, NPC's & Mobs**

**Ettin (2), MM p. 132**

**Stone giant (1), MM p. 156**

Specialist

**Ettin shaman (1), NPC's & Mobs.**

## Special encounters

Each of the following encounters can be introduced by the dungeon master to spice up things.

There is one exception. ‘The Sally’ special encounter is for groups who show exceptional initiative in dealing with the threat to Loudwater during the bombardment by the giants.

### The Sally

The special encounter can only take place if the adventurers decide to do something about the giants’ bombardment.

Several giants have taken up position to the south. The cover provided by the forest’s edge keeps them safe from retaliatory fire from the town’s ballistae. They are uprooting trees to use as ammunition in their nightly bombardments. The last few days have seen a strong southern wind, allowing the giants to throw the devastating trunks all the way from the tree line to the Dock Wall.

If the adventurers decide they want to do something about the giants, they will need to sneak out of the city and attack the giants there.

Smart adventurers might even sneak up behind the giants and set part of the forest on fire. If they decide on this course of action, the strong southern wind will drive the fire northwards, forcing the giants out in the open and into the devastating fire of the town’s artillery.

If the players opt for this solution, grant them experience points as if they bested the giants in combat.

If the adventurers face this encounter, the giants’ bombardment will stop.

#### Encounter

#### Handout N – The Sally

The giants are at work in three different spots. It is not difficult to find them since they are making a lot of noise, uprooting trees.

#### Point A - Artillery team 1

These giants are standing next to a large pile of lumber, taking turns to drag out a log and lob it towards the city.

**Stone giant (2), MM p. 156.**

#### Point B - Artillery team 2

This stone giant’s pile of lumber ammunition has been dwindling. When the adventurers arrive an ettin is bringing a few more logs to add to the stack.

**Stone giant (1), MM p. 156.**

**Ettin (1), MM p. 132.**

#### Point C - Logging team

A team of ettins are chopping and pulling down trees to bring to the stone giants at the forest’s edge.

**Ettin (4), MM p. 132.**

### Fire!

Shouts of alarm can be heard in the streets. People are rushing towards a black column of smoke rising above the city.

If the players head for the area.

A small wooden building is ablaze, threatening to ignite the adjoining houses. Dozens of citizens are forming a chain, bringing buckets of water to bear on the inferno.

The building cannot be saved, but if the fire spreads, it will reduce this block to ashes.

If the players join the chain and help, the fire is contained. Several men will demolish the adjoining buildings with axes and halt the spread of the fire.

The players can decide to take a more active hand in quenching the blaze. Some of their actions may include demolishing the adjoining buildings by force or with spells to halt the spread, or countering, quenching or delaying the fires with spells.

**Quest xp: Reward the players depending on their level of initiative and creativity:** between 3750 and 5000 xp to be divided among the party, as the DM sees fit.

### I want my daddy!

In the middle of the street sits a small child, forgotten by the world around her. Her dirty face is streaked with rivulets of tears as she hysterically cries at the top of her lungs: "Daddy! I wa..hant my daddy!"

The girl’s name is Iana. She was separated from her father during the last bombardment or attack. What happened to him and whether Iana will be reunited with her father is up to the DM.

Give the adventures plenty of leeway to handle the situation.

They could take care of the child themselves or they could try and find the girl a temporary home. Elyse Whiteflower is not fond of children and won’t take her in. Another NPC might be more open to this.



One possibility is that a relative living in Loudwater will take the girl in after the siege.

If the adventurers make sure she is safe, Iana will refer to them as uncles and aunts from then on.

**Quest xp: If the players take care of Iana:** 3750 xp to be divided among the party.

## **Cadavers in the street**

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Choose one of the adventurers, preferably one that is more prone to venture out alone.

This adventurer comes upon the following scene in the streets of the town.

A light drizzle blankets Loudwater while hand carts carry the victims of the recent bombardment to South Square to be burned. Whenever a town is suffering there are those who will profit from the situation. Carrion birds descend on the city, trying to eat their fill. They are chased away by desperate citizens trying to protect the remains of their loved ones.

Some of the carrion birds are not that easily deterred. They are the two-legged kind, robbing the dead of their belongings. Rounding a corner, you come upon a grievous scene. A couple of ruffians are searching the body of a fallen merchant, while two others are holding his hysterical wife at bay.

The DM can choose freely how to handle this situation. Maybe the adventurer can reason with the ruffians, maybe they are satisfied with the man's belongings, maybe they have more sinister plans with the woman. Maybe combat is unavoidable, maybe it isn't.

**Quest xp: Making sure the woman is safe:** 3750 xp to be divided among the party.

### **Encounter**

**Bandits (3), MM p. 343,** treasure: 6 gp, 10 sp, 12 cp.

**Bandit captain (1), MM p. 344,** treasure: 13 gp.