



**MONKEYDM**

# BESIEGED

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5TH EDITION ADVENTURE

DEFEND YOUR HOME WITH YOUR LIFE ON THE LINE



MonkeyDM

# Besieged

**AN ADVENTURE FOR 5E DESIGNED FOR 3-6 LEVEL 11 CHARACTERS, FOR USE WITH THE 5TH EDITION RULESET.**



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## Note

Besieged is quite a novel adventure design, based around first defending against waves of enemies on an evolving map, before pushing back against them. There is a preset series of enemies the party is set to face, however, feel free to change these enemies to better suit your party's capabilities. If your party is made of cold-blooded killers who have no fear whatsoever, then feel free to increase the difficulty. Consider either adding more monsters, more waves or even changing the composition of the enemies altogether. Anything is fair game.

## Background

The people of the Riverbed Rest have never been the best fighters. Settled in the middle of the Hornwoodian Empire, they've spent their entire existence being crafters. They've rarely if ever needed to pick up arms against enemies of a human kind, let alone devils. Now, unfortunately, things have changed. Using the war to the south of the empire as a distraction, a powerful worshipper of the Great Devilish Lords, a summoner by the name of Tukana of the Grimgorge, has gathered enough power to lay siege to the city. Now, with endless waves of devils, he plans to take over the Empire step by step, making way for the Devilish Lords to rule.

In response to this threat, knowing most of their forces are allocated to the south of the Empire, the Hornwoodian rulers have asked mercenaries for aid in defending the city, now under the command of Commander Allistair McArthur. The party is one of the few mercenary bands that have accepted this invitation to battle.

## Plot Hooks

The party has accepted an invitation to aid in defending Riverbed Rest, a main factory hub of the Hornwoodian Empire. As per the invitation, they are to meet Commander Allistair McArthur in the city and upon speaking with her they will be assigned further tasks.

## Chapter 1. Get Ready

In which the party meets with their employer.

### 1.1. Welcome to Riverbed Rest

Read this:

'The ride to Riverbed Rest is decently long and uneventful, though you are at times greeted by scouts watching from afar. Upon noticing you look distinctly humanoid and in no way dangerous, they reveal their positions and ask you about what you've seen on the road while guiding you on. As such, you are sure you've arrived, when the road slowly clears up and you arrive on the side of the river. You follow the river for another hour until finally, you find yourself in front of the massive stone walls of Riverbed Rest. A mass of 20 or so guards watch the walls, all of them manning various crossbows or other such weapons from afar. With a stern look, a guard points a crossbow at you and speaks with a grumbled voice: "Who goes

there? Name, occupation?" You have the odd feeling you should obey their command, lest you get shot.'

#### GM NOTE:

This is the proper time for the party to introduce themselves. Have them all state their names. If you are playing this adventure as a one-shot, encourage them to also describe how they look and their capabilities. If you are playing this adventure as part of an ongoing campaign, there should be no need for this.

After the party have all introduced themselves, have the guard eye them a final time, before they leave the wall. They return a few seconds later, joined by a large, red-headed woman. The woman will not introduce herself at first, but rather ask the party why they should let them in. "What do you bring to the table that others do not?" will be her exact words. The party must now explain what they can bring to the table and convince her either by making a **DC 18 Charisma (Deception), (Intimidation) or (Persuasion) check**.

If they fail the check, the woman will laugh in their face and say they're most likely looking for easy money, but that's no problem. She needs bodies as is. She'll ask the party to meet her inside the walls.

If they succeed the check, the woman will ask the guards to open the gates and ask the party to meet her inside.

Once inside, she'll introduce herself as Commander Allistair McArthur. Regardless of if they succeeded on their check against her or not, they will all be given 300 gold for aiding in the defense effort.

#### ALLISTAIR McARTHUR

**Information:** A human woman in her mid to late 30s, Allistair does not look like the typical commander. She is bold, young and wears no distinctive bits of armor that would indicate her status. This is to keep her "under the radar" while on the front lines, where she likes to be. In terms of abilities, she is a barbarian, using her large claymore to great effect.

If the party managed to convince her as to their abilities, read this:

'After introducing herself to you, Allistair stretches her back and begins walking around the walls, urging you to follow. "It's good to see I've got some talented warriors by my side. Between you and me, I'm not sure the city has much of a chance of holding up for longer than a few days. We've got resources... but our forces are limited. Best we can do is fight them head on. Though, I must say, there are a few weapons and traps at the ready, all of which should be of massive aid to you lot. Also, since there's likely to be a bit of time before the siege, I recommend you go to the Totemcarver's Guild. They are likely to have some things of aid.'



With that said, the party can choose whether to go to the Totemcarver's Guild in search of magical items, as well as investigate the many tools at their disposal (map 1). They can also ask further questions as to what they are fighting or the history of the city, which Allistair will answer, although somewhat in a rush. Proceed to the next chapter.

If, instead, the party did not convince Allistair as to their abilities, they'll get a chance to talk with her on the inside. As they speak, they have one more chance to make a **DC 20 Charisma (Deception), (Intimidation) or (Persuasion) check**.

If they fail a second time, Allistair will tell them to quickly outfit themselves with whatever they can find at the Totemcarver's Guild, before returning to the front lines. This will limit the party to area 1 of map 1 during chapter 1.3. If they convince her, read the previous "read me" fragment. The party now has access to everything as normal. Proceed to the next chapter.

## 1.2. Final Preparations

Having spoken with their contact, the party now has a little bit of time to prepare before needing to return to the front lines. Bring the party to map 1. If they had previously convinced Allistair, they can investigate all the areas of the map without any issue. If not, each area that has a guard will require the party to either bribe the guard with 10 gold pieces or persuade them to gain access with a **DC 20 Charisma (Deception), (Intimidation) or (Persuasion) check**.

The party can also choose to leave the map and go to the Totemcarver's Guild. The Guild is detailed further along in this chapter.

### AREAS OF THE RIVER STRONGHOLD

#### 1 - FRONT LINES

These are the front lines. The party can gain access here without any issue. Once chapter 3 starts, if the party has not gained Allistair's favour, she'll order them to go on the front lines and defend.

#### 2 - MOUNTED CROSSBOWS

Read this:

'From afar, on the walls, you notice a series of large mounted crossbows, with bolts a few feet long. These are surely to aid in battle, provided you get to use them, or convince someone to use them for you.'

This area is guarded by 3 guards. Only one must be bribed in order to access.

If the party makes it inside the area of the crossbows, they can man them. Using a crossbow against an enemy requires

an attack roll using the party member's dexterity and proficiency bonus (only if they are proficient in martial weapons). A successful hit deals 4d10 piercing damage. Once the crossbow has been shot, two guards need to reload it.

The crossbows also have small runes on them. If a party member makes a successful **DC 17 Intelligence (Investigation) check**, they'll find these runes. These runes can be activated using a bonus action to make a **DC 17 Intelligence (Arcana) check**. This will empower the next bolt. It will deal an additional 4d10 force damage. Only one bolt can be empowered for each crossbow.

Once the party has gained access, they can also convince the guards to follow their commands with a **DC 17 Charisma (Deception), (Intimidation) or (Persuasion) check**. If they successfully do this, they can use their bonus action to command the guards to shoot at specific targets.

### 3 - JADE DRAGONS

Read this:

'You come upon two large dragons, which seem decorative, as far as you're concerned, but perhaps there's more to it.'

These dragons are guarded by 2 guards each. If the party did not earn Allistair's favour, they must convince the guards to let them investigate them.

The party may investigate the dragons with a **DC 15 Intelligence (Investigation) check**. This will reveal some religious writings on each. These can be deciphered with a **DC 18 Intelligence (Religion) check**. On a success, the party discovers they can activate the dragons with an old draconic keyword. When they say that word, the dragons will activate, breathing directly forward in a 10-foot wide, 50-foot long line. All creatures in that line must make a **DC 18 Dexterity saving throw** or take 8d6 lightning damage, taking half on a success.

#### 4 - FISHING HUT

Though the hut is not guarded, there seems to be a lonely fisherman, minding his own business. He'll say his name is Gorg and ask to be left alone. A **DC 20 Wisdom (Insight) check** will reveal something is odd about him. In truth, he is a doppelganger working for the enemies. If the party spots this, they may try to kill him before the fight. This has implications in the next chapter.

If the party decides to go to the Totemcarver's Guild, read this:

'Using directions given to you by Allistair, as well as a few of the other guards in the surroundings, you maneuver yourself through Riverbed Rest, all the way to a large wooden building, whereupon you notice the front yard is filled with intricate totems, some larger and some smaller. This is, without a doubt, the Totemcarver's Guild.'

Upon walking inside, the party meets Old Um Pinehoof, the leader of the guild.



### OLD UM PINEHOOF

**Information:** Um Pinehoof is a centaur man, around 200, with long white hair and overall looking old. He's an expert carver and used to be a strong warrior, but has retired a long time ago. Because of his background as a fighter, he is intent on helping soldiers. He will be kind to the party and offer them his best wares.

Upon speaking with Um, he will present the party with the following items: a totem of displacement going for 600 gold, three bonding totems going for 200 each, a totem of endurance going for 1000 gold and a totem of swiftness going for 400.

### BONDING TOTEM

*wondrous item (requires attunement), very rare*

This totem can be worn inside clothing or as a necklace around the neck. Once you bleed You cannot bind yourself to more than 1 totem and cannot unbind yourself unless you destroy your totem.

As an action, you can cast warding bond on another creature wearing a bonding totem, requiring no concentration. This effect lasts for 1 minute. A creature under the effects of the spell cannot cast the spell on any other creature. No more than 2 creatures can be under the effects of the spell at any time. After the totem is used, it loses its power until you complete a long rest.

### TOTEM OF DISPLACEMENT

*wondrous item (requires attunement), very rare*

This totem can be worn inside clothing or as a necklace around the neck. Once you bleed You cannot bind yourself to more than 1 totem and cannot unbind yourself unless you destroy your totem.

As an action, a creature wearing this totem can cast the dimension door spell, requiring no components. They may do so three times. After the totem is used three times, it loses its power until you complete a long rest.

### TOTEM OF ENDURANCE

*wondrous item (requires attunement), very rare*

This totem can be worn inside clothing or as a necklace around the neck. Once a creature bleeds on a totem, the totem instantly binds to its blood. This instantly attunes the totem to the creature. A creature cannot bind itself to more than 1 totem and cannot unbind itself unless it destroys its totem.

Your Constitution score is 19 while you are attuned to this totem. It has no effect on you if your Constitution is already 19 or higher without it.

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### MAP 1





#### TOTEM OF SWIFTNESS

wonderous item (requires attunement), very rare

This totem can be worn inside clothing or as a necklace around the neck. Once a creature bleeds on a totem, the totem instantly binds to its blood. This instantly attunes the totem to the creature. A creature cannot bind itself to more than 1 totem and cannot unbind itself unless it destroys its totem.

Your movement speed is increased by 10 feet. If grappled or restrained, you may use 10 feet of movement to instantly break the grapple or restraint.

While in the shop, the party can make a **DC 15 Wisdom (Perception) check** to notice that there seem to be totems with glowing bright eyes, watching from the corners. As such, any attempt at stealing from the shop will instantly be seen. They can, however, convince Um to lower the prices by making a **DC 18 Charisma (Persuasion) check**.

#### GM NOTE:

The extent to which Um will lower the prices (and even the original prices themselves) highly depend on what your game's economy looks like. Think a while before offering the players magical items, if that's your game's style.

Once the party has discussed strategy, bought totems (if need be) and done everything they wished to, you may proceed to the next chapter.

## Chapter 1.3. Let Them Fight

Read this:

'The calm is quickly overtaken by the sound of a simple and repetitive horn. A warhorn, to be precise. Within a few seconds, citizens begin closing down the doors to their homes and warriors rush all around, moving to the front gate. The battle is approaching. You reach the front gate as Allistair is giving out commanda. She looks at the lot of you and nods. "Don't let me down!" She points you towards a small crate, buried in a corner. "Grab no more than one, understood?" After that, she rushes to the wall.'

If the party failed to convince her, add this:

'As she rushes up the stairs, you hear her voice a final time: I want to see you on the front lines, soldiers. You fall first.' And then, the gates open.'

The party can grab 1 potion of healing from the box, but they can make a **DC 18 Dexterity (Sleight of Hand) check** to take more. Once they've taken the potions, they can move to their battle positions.

After the party has readied themselves, have them roll initiative. They will now enter the Siege Encounter.

During this encounter, every two rounds, at initiative 20, more enemies will arrive and attack. The fight is broken into 3 distinct phases, with each phase lasting 3 rounds. This means that each phase will have 2 waves of distinct enemies. The party must survive all phases until they can continue the adventure. In addition, each phase will have an extra goal, which, if fulfilled, will give the party extra benefits.

#### GM NOTE:

As this is supposed to be a large battle, feel free to add extra guards and enemies attacking all at once, but which fight amongst each other. This will aid in the atmosphere, but keep the party focused on the enemies at hand.

**PHASE 1** - On initiative 20 of rounds 1 and 3, 8 lemures and 4 bearded devils will attack. 2 of the bearded devils are joined by 1 hell hound. During this phase, Allistair will yell to the party to protect the bridge.

#### GM NOTE:

Remind the party that their goal is not to kill all enemies, but to survive. If they accomplish that, they've done enough.

If the party successfully reaches round 4 with no enemy being on the bridge, reinforcements will arrive in the form of clerics, healing each party member for 40 hit points, before leaving to fight other devils.

**PHASE 2** - On initiative 20 of rounds 4 and 6, 10 lemures will attack the gates directly. There will also be 2 bearded devils riding nightmares, who'll attack the crossbows. If the fisherman was not killed before the fight (area 4), then he'll unleash 5 imps on round 6. The party's goal is to kill the devils attacking the crossbows.

If the party successfully reaches round 7 with no enemies on the crossbows, then they will hear Allistair's rallying cry, granting them advantage on all attacks and saving throws for the next round.

**PHASE 3** - On initiative 20 of rounds 7 and 9, 12 lemures will attack the gates directly. On turn 7, there will also be 1 chain devil. The party's goal is to take down the chain devil as quickly as possible.

If the party successfully reaches round 10 with the chain devil being dead, then the devilish forces will start retreating long enough for the healers to reach them again, restoring 40 hit points to each of them.

Once the party reaches round 10, proceed to the next chapter, no matter if the goal is accomplished or not.



## Chapter 2. Keep It Steady

In which the party defends the city to the best of their ability.

### Chapter 2.1. Behind Our Lines

Read this:

‘You fight devil after devil, taking in deep breaths, but you don’t see their forces stopping anytime soon. Many of the forces seem to be drained. Even Alistair looks tired. She looks at all of you, then listens intently. You begin to hear it too. Bells from inside the city. Something has reached past enemy lines. She looks at all of you, then back at the devils who are approaching fast. ‘I’ll handle it! You get on the river and go! It’s the fastest way inside the city. There must be some large threat! Take it down! We can’t let our villagers die! Don’t return unless it’s dead.’ With that, it’s time go!’

The party needs to reach the fishing hut (area 4) and get on the boat. All devils will try to prevent them from reaching this location.

Once on the boat, one party member needs to make a **DC 15 Wisdom (Nature)** check to operate the boat down the river. In 2 turns time, the party begins to see a bridge fast approaching, with a large, wery creature on it. They have a little time to prepare themselves, before they arrive. They can either fight it head-on or try to get off the boat early and sneak up on it. Once they make their decision, proceed to the next chapter.

### Chapter 2.2. Push Back

Bring the party to map 2. On the bridge in the middle, there is a bone devil, surrounded by bodies of guards who have tried and failed to kill it. The party can either sneak up on it with **DC 17 Dexterity (Stealth) checks** or rush straight into the battle. Either way, they must roll initiative and fight the bone devil.

Once the bone devil is brought below 40 HP, the party will hear distant chants.

Read this:

‘You deal savage blow after savage blow to the devil, until you begin to hear a distant chant. Then, out of nowhere, you watch a series of mystical, ethereal chains take form around the devil’s body. It begins to yell in pain, but the chains form into a harness, bringing it to the ground. You turn to face the chants and find a large centaur. It’s Um Pinehoof, hand out, having cast a spell. With no word said, he tosses a totem at your feet. While you have this, you’ll be able to ride the devil. It should know the location of its master. It’s the only way to win this battle. Fear not. We’ll protect the city to the best of our ability.’ He nods, before rushing away towards the main gate.’

The party can now ride the Bone Devil as a mount, which will lead them all the way to the summoner of these devilish legions.

**GM NOTE:** This should be a medium length journey, a few minutes long, during which the party can make **DC 15 Wisdom (Perception) checks** to look at the carnage below. If successful, they’ll see many bodies, both devilish and human, falling by the wayside, especially at the main gate.

The party will keep riding for a while, until they finally reach Tukana’s lair (map 3). When they reach, proceed to the next chapter.

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### MAP 2





## Chapter 2.3. Turn the Tide

Read this:

'After a flight which seems to never end, you find yourself descending upon a break in the foliage. An old mine, by the looks of it, with its wooden gate brimming with devils. In the middle of the courtyard, an old figure, with long beard and orcish features, its tusks unnaturally long, admires its work. Yet the admiration suddenly stops when you descend in front of it. The eyes widen. "Impossible. After all my years of work? NO! I WILL NOT BE THWARTED!" The figure's eyes burn with anger, as it readies itself, summoning 5 imps by its side. It won't go down without a fight.'

The party must now fight Tukana (vile summoner), alongside his 5 imps.

Once he's defeated, Tukana will bow to his knees and yell in anger, then die. With his death, all the surrounding devils will begin to shiver, then turn to dust, one by one, being returned to hell.

Proceed to the next chapter.

## Chapter 3. Riverbed Resting

In which the party finishes their dealings.

## Chapter 3.1. What Now?

Read this:

'You watch all the devils turn to dust around you and instantly... there's a feeling of relief. But then, a second thought. You look behind you... and there's no more bone devil. No more ride back. And so, bruised and beaten, you take your steps back to Riverbed Rest. One step in front of the other, you move and move and move and then... You reach the gate. Bodies on top of bodies, but a few soliders still breathing. You've done it. The fight is over. You see, in the middle of it all, Allistair McArthur, leaning on her sword, but alive. She nods in your direction and barely whispers "It's over". And it is.'

The End.

**GM NOTE:** And this marks the end of the adventure. The party has held off the battle. And all is right in Riverbed Rest again. The devils are gone.

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### MAP 3





# THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

COVER ART BY **T STUDIO**, USED WITH PERMISSION.

MAPS CREATED BY [CZEPEKU](#) ON PATREON.

AND NOW ONTO THE NEXT PROJECT...

CHEERS !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMs !

A MASSIVE THANK YOU TO ALL MY PATRONS!

