

# Richester

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In order for the characters to begin their adventure in the Feywild, they must first arrive there. At their level, it's unlikely that they'll be able to travel there of their own volition. Below are some ideas on how to begin.

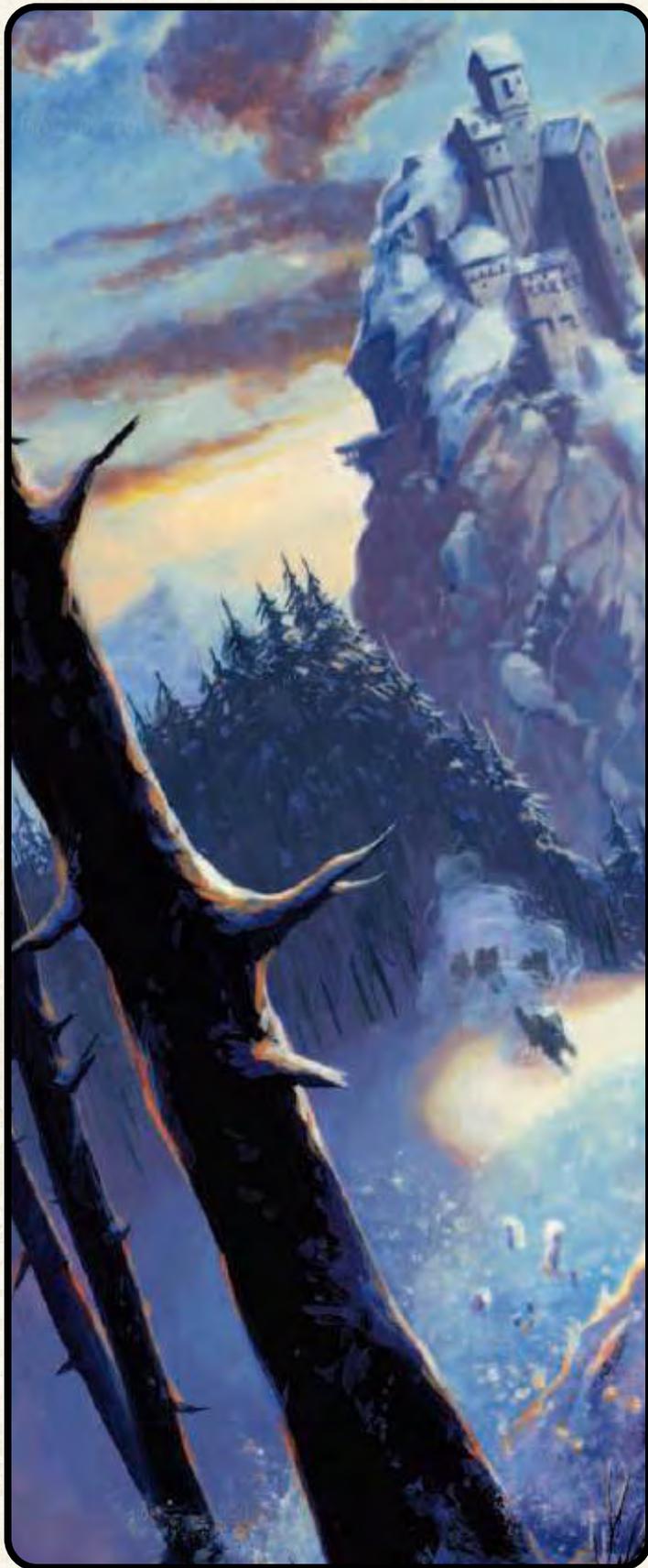
## Plot Hooks

**Letter from the Court.** The characters receive a letter from Queen Madeline of Richester, stating that she needs their help to find and destroy King Henry's assassins. Inside the parcel is a stone that will allow the characters to cast *plane shift* once to get to Feywild about a day's walk from Richester.

**Wild Magic.** While the characters are traveling, they come across a rift between planes and are suddenly transported into the Feywild during a wild magic surge near the rift. They find themselves in the middle of the Enchanted Woods of Nevernever, and their navigation will magically guide them to Richester.

**Curiosity.** During whatever adventure the characters are on that takes them from levels one to five, sprinkle in rumors about a castle that suddenly disappeared, a queen that killed her king to take the throne, and strange creatures have been appearing in the place where the castle once stood. If the characters decide to investigate, they will encounter a famous wizard studying the anomaly that made the castle disappear. After speaking with the characters, they will offer to take the characters with them to the Feywild to investigate further. Upon arrival, they find that the wizard became separated from them during the plane shift spell.

**Natives to the Feywild.** The characters have either already lived in the Feywild or were already there for some other reason. They've heard rumors about a castle that recently appeared on the eastern edge of the woods that is stuck in perpetual winter. Some say it is the ancestral home of Richmond, a legendary hero of Sylvan folklore.



## Approaching the City

When the characters are within a mile of the city, they see its walls and that the area around it is entirely snowed in. Read or paraphrase to your players:

*As you emerge from the wilds, you see a towering structure of stone akin to that you'd see on the Material Plane. The city and land around it lie in a globe of winter.*

There are three main gates into the castle. Each one is guarded by two human guards. They are apprehensive about letting strangers into the city because of their strange circumstances. The characters can convince the guard to let them in with a successful DC 12 Charisma (Persuasion or Deception) check. If they have a letter from Queen Madeline and present it to the guards, they have advantage on this check. If the character making the check is native to the Feywild or has the *Fey Ancestry* racial trait, they have disadvantage on this check due to the distrust the humans of Richester have of fey.

### Weather

The land surrounding Richester is extremely cold. For every hour traveled in its vicinity, each character must succeed a DC 15 Constitution saving throw. On a failure, they gain a level of exhaustion. If they fail the save by 8 or more, they gain two levels of exhaustion instead. Creatures who are properly dressed for winter weather, or who are resistant or immune to cold damage, do not need to make this check.

## The Streets of Richester

The city is dreary. Townsfolk seem to have low spirits and are certainly not accustomed to the new climate of Richester. Most wear summer clothes and cannot afford to dress properly for the weather. Most of the farmers and ranchers are completely out of work and who had to abandon their homes when the city was transported to Nevernever. There are a lot of people that are homeless and subsequently freeze to death on the streets. Most folks who do have homes within the city have opened their doors to as many people as they're able to take in and live in dirty and cramped conditions.

Despite the hardship, the people of Richester believe in their queen. They believe that they were spared a horrible siege that would have surely killed them all. They speak highly of Queen Madeline and her kindness, and if asked about King Henry they scoff, proclaiming that he was a fool that would have led them to war.

Characters that have a passive Perception of 17 or simply investigate as they walk about the city will notice an occasional townsfolk who has an icy growth on their skin.

## The Gilded Lotus Tavern

*Upon entering this decrepit Tudor-style building, you are greeted by a warm hearth and cheery folks that toast their queen. The air smells distinctly of cinnamon here.*

This tavern is one of the few safe havens where a commoner can take refuge from the bitter cold of the outside. Spirits rise as folks spend their hard-earned gold on alcohol. No one in this tavern is singing or partying, but the sounds are reminiscent of a crowded restaurant. People talk about their dreams for when the endless winter is over and how their hopes for the new leadership of Richester.

## Services

The Gilded Lotus offers the following services:

- Squalid, poor, and modest meals are available for 9 cp, 1 sp and 8 cp, or 1 gp and 5 sp respectively, three times the listed price in the *Player's Handbook*.
- Modest rooms are available for 2 gp, and comfortable rooms are available for 4 gp a night.
- The House Special, advertised as "Dwarven Fire Water," is 20 gp a glass. It's just cheap whiskey.

## Rumors

Many tales are spread within the tavern. Anyone within is likely to know the following bits of information:

- Richester was transported to Nevernever to prevent war with a neighboring kingdom. (False)
- The magic of the Feywild is turning people into beasts. (True)
- King Henry was assassinated, and the new King Consort Gerald was also assassinated shortly after arriving in Nevernever by agents of the neighboring kingdom that tracked Richester. (False)
- The city wasn't always shrouded in winter. It began about a month after arriving in Nevernever. (True)

## Sean O'Malley

*halfling male (he/him), commoner*

Sean is the owner of the Gilded Lotus and has made a lot of coin since arriving in the Feywild.

**Appearance.** Stout and dark-skinned. He wears braids that are held in a ponytail.

**Characteristic.** He taps his fingers on the bar when he's growing impatient.

**Secret.** Sean does not need to charge so much for his services. He could charge just a silver piece more for everything and make the same amount of money as he did before the winter.

## Bianca Griffin-Herder

*human female (she/her), scout*

Bianca was an adventurer during her youth. She has since retired in Richester to live out the rest of her days.

**Appearance.** Slender and elderly. She has gray hair that doesn't bother to brush or keep out of her face.

**Characteristic.** Loud and rambunctious. She jokes and appreciates a good story.

**Secret.** She has a goblin named Phillip living in her house that she raised from birth after raiding a goblin camp.

**Guide.** If the characters pay Bianca 50 gp a week, she will guide the characters through the woods, but she refuses to fight. While she is with the party, the characters have advantage on Perception checks made while traveling at a normal pace.

## Spit

*dragonborn male (he/him), champion (VGM)*

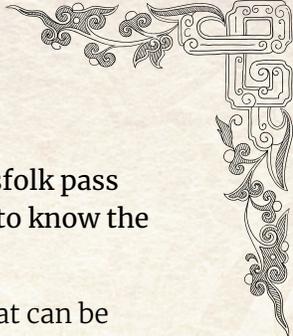
Spit is a mercenary who was passing through Richester when the place was transported into the Feywild. He is bitter about his situation.

**Appearance.** He has dull silver scales and wears rugged, battle-worn armor. His horns are thick and dark gray. The horns start from his forehead and curve around like a ram.

**Characteristic.** He punctuates every sentence by spitting chewing herbs into a brass cup.

**Secret.** He hates the monarchy and knows Queen Madeline personally. He would help commit regicide for the right price.

**Companion.** Spit will offer to join the characters and assist them in combat if they commit to taking down Madeline and leaving the Feywild. He asks for an equal cut of any treasure that they find during their travels.



## Scoop McGuffin

*human male (he/him), commoner*

Scoop McGuffin spends his time in the tavern drinking himself into a stupor day and night. No one knows where he lives or where he gets his seemingly endless stream of gold for booze.

**Appearance.** Haggard and dirty. His overgrown hair is matted and has become one with his scraggly beard. He looks as if he's lived in the woods his whole life.

**Characteristic.** He speaks in a backwoods manner and yells, "Hoo-wee!" whenever something excites him.

**Secret.** He owns a manor in the city and is one of the richest nobles in Richester. This may also be a secret to him.

## Rumors

Many beggars, commoners, and townsfolk pass through the temple. Each one is likely to know the following bits of information:

- The Morninglord is the only god that can be openly worshipped in the city. (True)
- Heretics live within the castle and are performing occult rituals. (Half-Truth)
- There is a curse set upon the people of Richester by the neighboring fey in the Jade Metropolis. (False)

## Mother Simhollow

*human female (she/her), priest*

Simhollow came to power as the high priest 20 years ago. Many folks claim that she hasn't aged since taking on the mantle of the Morninglord.

**Appearance.** She is chubby with olive skin. Her youthful features do not reveal her actual age.

**Characteristic.** She speaks in a wispy tone and often answers questions with another question.

**Secret.** She was given a boon from her god after ascending to her position. It slows her aging and protects her from curses and contracting diseases.

## Temple of the Morning Lord

*This stone cathedral boasts an angular gothic style and opens to the street through a set of extravagant double doors made of refined ebony and rosewood. Inside, the ceilings loom over you like a storm cloud, making you feel half your size.*

The Temple of the Morning Lord is the main place of worship in Richester. It was made illegal to publicly worship any god other than Lathander during the reign of King Richimo III about 150 years ago. During the day, the homeless are fed warm stew and given battered blankets. At night, the temple shelters up to 100 folks who need it for free. The characters can stay here as well if need be.

## Services

The temple offers the following services:

- A priest can remove one disease for 100 gp.
- A priest can remove one curse for 200 gp.
- A congregation of high priests can resurrect a humanoid creature that has been dead for no more than 10 days for 1,200 gp. There is a 15% chance of this ritual failing.

## Grimgully Anklecutter

*gnome male (he/him), berserker*

Grimgully is a mysterious fellow that lingers within the temple. He rarely speaks, and no one knows anything about him. He is likely staring down the characters.

**Appearance.** He has a scarred face and calloused hands. His eyes are covered in cataracts, and he wears a red hat covered in dried blood. He wears 10 daggers around his body.

**Characteristic.** He mostly grunts in response to anything. He has a cutting stare.

**Secret.** He has killed hundreds of redcaps in his past and hundreds more since reappearing in the Feywild.

**Companion.** Grimgully will accompany the characters if they offer him at least 100 gp upfront without being asked. When Grimgully is with the characters, any redcaps or gnomes the characters encounter will flee upon seeing him.

## Kenway Square

*The street opens up into a glamorous piazza lined with beautiful, snow-covered trees. The smell of fresh baked bread and fine meats fill the air as a violinist performs for onlookers.*

This plaza is in the near center of Richester and is named after the legendary general Krigard Kenway, a half-orc that had, against all odds, risen to the top of military command about 50 years ago. He was killed in battle defending Richester from invasion. The town square was named after him to honor his sacrifice.

Kenway Square is perhaps the busiest part of Richester and the most luxurious. Boutique shops, expensive manors, and lavish restaurants can all be found within the square. Rich folk spend a lot of their free time here, and the guards tend to chase off the common rabble. The characters may have a hard time getting into this part of the city if they aren't wearing fine clothes or magical weapons, armor, or robes.

Characters can bluff their way into the square with a successful DC 17 Charisma (Deception) check.

## Services

You can find the following services in Kenway Square:

- Magic item identification can be done free of charge.
- Magic items from Magic Item Table A, B, or C in the *Dungeon Master's Guide* can be found for sale. Roll 1d6 times on any table or just pick and choose what is available.
- Inns offer aristocratic quality rooms for 10 gp a night.
- Restaurants offer wealthy and aristocratic meals for 16 sp and 4 gp respectively, two times the price listed in the *Player's Handbook*.

## Rumors

Mostly just nobles and aristocrats frequent the square, and gossip runs rampant through the upper class. Anyone you encounter here is likely to know the following information:

- There is a scraggly mountain man that owns the biggest mansion in the city. No one knows who he is or how he came into wealth. (True)
- The Queen is mourning the loss of the recently deceased King Consort Gerald. (False)
- The restaurants found in the square don't mark their prices up as much as lower-class taverns are. (True)
- The beggars and commoners are contracting a disease causing them to grow frost giant skin. (Half-Truth)



## Guard Captain Agenilda

*human female (she/her), veteran*

Agenilda is a younger woman who was recently promoted to Captain of the Kenway Square guards. Her guards are often ridiculed as being incompetent and “left to protect the rich from the beggars.” She seeks to change this.

**Appearance.** She stands rather short and has short, well-kept brunette hair that is swept back with pomade. She wears plate armor plated in silver and gold and emblazoned with the crest of Richester.

**Characteristic.** Agenilda always stands up straight and keeps her hand on the pommel of her longsword.

**Secret.** Agenilda keeps a trophy from the first person she killed in battle as a constant reminder that everyone is capable of awful things.



*Captain Agenilda's Helm*

## Quinten Faith-Hand

*high elf male (he/him), spy*

Quinten is secretly involved in every bit of dishonesty in Richester. He knows most things and is willing to sell information for favors. Most wouldn't want to owe Quinten one, however.

**Appearance.** Lavishly dressed and incredibly tall. Quinten wears tasteful makeup and a new wig every day.

**Characteristic.** His eyes subtly move from left to right before he lies to someone.

**Secret.** Quinten knows about what really happened to King Henry and King Consort Gerald, and is aware of Madeline's plan to become the true monarch of Richester. He plots to overthrow Madeline at the last second and take the crown for himself. He will use the characters as pawns to achieve this.

## Trimm's Potion Shoppe

*This two-story wooden building has an especially pointy roof and many chimneys from which multicolored smoke floats into the atmosphere. Inside, colored glass windows with wire grating line the walls. Tall shelves lined with herbs, minerals, monster parts, and potions are scattered throughout the shop.*

Being the only apothecary in town, this shop has grown to be quite the success in Richester.

### Services

The following services are available in Trimm's Potion Shoppe:

- Common and uncommon material components for spells are available for sale.
- Common potions can be crafted for 25 gp and will be completed in one week. Uncommon potions can be crafted for 100 gp and will be completed in two weeks. All ingredients required to craft these potions are included in their listed price.

Rare and very rare potions are only available upon request. Rare potions sell for  $2d10 \times 1200$  gp each and very rare potions sell for  $(1d4 + 1) \times 12,000$  gp each. These orders can be obtained within two weeks of purchase. There is a 25% chance that a potion is especially hard to come by, in which case the price is doubled and it can be obtained within four weeks of purchase.

## Trimm

*nonbinary tiefling (they/them), mage*

Trimm is the titular owner of Trimm's Potion Shoppe. They became an alchemist when sickness was a major problem in Richester and became incredibly successful.

**Appearance.** Trimm has slender horns that start from the sides of their head and curl like that of a ram. They wear a lot of loud jewelry, all of which is fake.

**Characteristic.** They are friendly toward paying customers but will never indulge in gossip. They will, however, discuss gardening at length.

**Secret.** Trimm grows deadly nightshade in their basement. It is illegal to grow poisonous substances and create poisons in Richester.



*A Portrait of Trimm*

## Ditto Heavyhanded

*goliath male (he/him), scout*

Ditto has been an outcast in Richester since he was a child. It wasn't until he was taken in as Trimm's apprentice that he was finally shown kindness.

**Appearance.** He is very tall and has a very heavy build. Ditto is bald with no facial hair and he has a youthful face.

**Characteristic.** He is clumsy as can be. He frequently knocks merchandise off shelves and breaks things despite being as careful and gentle as possible.

**Secret.** Ditto is afraid to leave the Potion Shoppe and lives in a small bedroom upstairs.

## Rumors

Trimm and their employees follow a strict policy to only talk about business. They do not indulge in rumors or gossip.

## Finnegan's Finery

*Lining the walls of this fine establishment are garments of many different colors, materials, and cultural designs. The interior is decorated with strange curios that tell stories of adventure to any that gaze upon them.*

Finnegan's Finery is owned by Alcides Finnegan, a master tailor known for providing the royal family with lavish garments. If the characters visit this shop before arriving in Albyn, Finnegan will be present in the shop. Otherwise, he will be in Albyn at Hammond's House or in General Warner's camp, and his apprentice Lynne runs the storefront and takes any custom orders.



Finnegan's Finery, before the infinite winter

## Services

The following services are available at Finnegan's Finery. If the characters have befriended Finnegan, all services are half price:

- Fine clothes listed in the *Player's Handbook* are available for sale.
- Characters can commission custom clothing for 20–50 gp depending on the complexity of the request. Commissions are ready within one week.

## Rumors

- General Warner has gathered a force of rebels in the woods and is looking for folks to aid in his cause. (True)
- Finnegan has always been a loyal friend and servant of the crown. (False)
- Alec Hammond, a known critic of the Queen, has been writing articles against the monarchy. (True)

## Alcides Finnegan

human male (he/him), spy

**Appearance.** Burly and dark-skinned. Finnegan wears expensive clothing that he made himself.

**Characteristic.** Confident and prideful. He advertises his wealth.

**Bond.** Finnegan is an old friend of Alec Hammond.

**Secret.** Finnegan is an informant for General Warner. He uses his professional position to gather intel on Queen Madeline to aid in Warner's revolution. He would die to defend this secret.

**One-Liner.** "I need no introduction; I'm immune to the prone condition!"

## Lynne

*nonbinary half-elf (they/she), commoner*

Lynne is Finnegan's apprentice, she is quite talented in tailoring and is often left to tend the shop on her own.

**Appearance.** Slender with olive skin. Lynne wears a combination of masculine and feminine clothing that they've made during their studies. They keep their hair neatly barbered and wear a variety of jewelry and accessories that compliment their outfit perfectly.

**Characteristic.** Lynne fiddles with a thimble on their thumb during conversations.

**Bond.** Lynne traveled to Richester from another kingdom and sent money home to her family before Richester arrived in the Feywild.

- There is always one random piece of **+1 armor** in stock for 2,000 gp to 3,000 gp, depending on the base armor's value.
- One set of winter gear to use with armor can be purchased for 50 gp. A standard winter clothing set can be purchased for 10 gp, and fine winter clothing can be purchased for 25gp.

## Rumors

- Trimm, the potion seller, illegally makes and distributes poison in the black market. (True)
- Many people in Richester have been taking up the adventuring business since arriving in the Feywild. (True)
- Weather is unpredictable in Nevernever, which is why the city is having an early winter this year. (False)

## Gretchen and Co. General Store

*This utterly mundane establishment has walls lined with traveling gear. It looks as though the place was recently stocked.*

Gretchen and Co. used to have stores all over the land around Richester. Unfortunately, since being moved to the Feywild, this shop is now their only location. They sell a variety of gear needed to survive in the wilds and are capitalizing on the fact that more and more folks venture into the wilds of Nevernever every day.

### Services

The following services are available at Gretchen and Co. General Store:

- Any non-magical adventuring gear listed in the *Player's Handbook* is available for sale.
- Non-magical weapons and armor listed in the *Player's Handbook* are available for sale for 30gp more than their listed price with the exception of ammunition which is sold at a normal price.
- There are always two random **+1 weapons** in stock for 400 gp to 800 gp, depending on the base weapon's value.

## O'Hare Contrair

*nonbinary human (they/he), (see appendix B)*

O'Hare wants nothing more than to become a legendary minstrel. They want to explore the Feywild and write epic poems of their travels. Currently, he works at the general store to support his sick parents and his younger siblings.

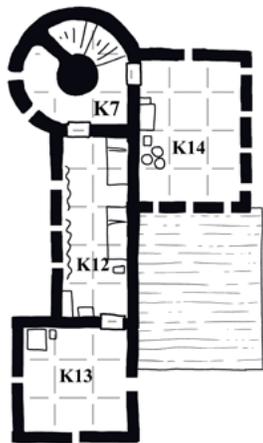
**Appearance.** O'Hare wears a shop apron over a colorful outfit and always has a lute or quill nearby to jot down ideas as they come to him. He has fair skin, strawberry blonde hair, and dashing green eyes.

**Characteristic.** They always speak dramatically, as if reciting an epic poem. Always.

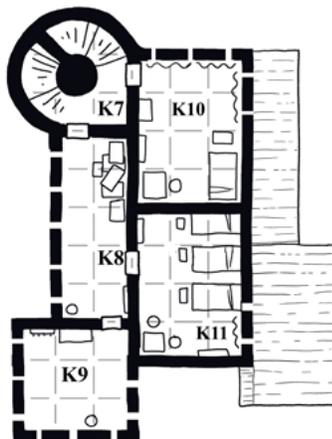
**Flaw.** O'Hare has a hard time separating real encounters with those in epic poems. He always acts in a dramatically heroic manner, even when it is foolish to do so.

**Sidekick.** O'Hare is a sidekick that can aid the characters as they explore the Feywild to find all of the chapters of *The Bards' Tale*.

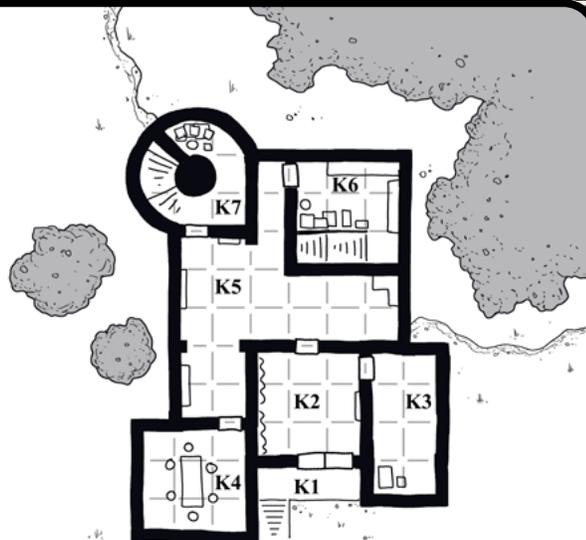
# Richester Keep



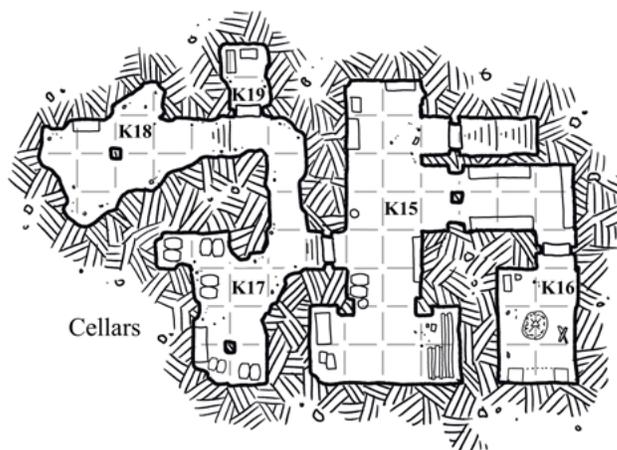
Third Floor



Second Floor



Ground Floor



Cellars

## Richester Keep

The keep is where the noble court conducts their day-to-day business and where the Queen hears appeals from the commoners. Normally, the monarch of Richester would live outside the castle, but the royal residence was lost during the transition into the Feywild. Queen Madeline had her servants set up her private quarters on the third floor of the keep, where she spends most of her time.

### High Alert

The keep is kept under high alert to reinforce the facade that both recent kings were assassinated by an enemy kingdom. Patrols make their way down the halls at all hours of the day but will only enter private chambers if they hear a disturbance. Each patrol is

composed of two knights. They wear the new black and red garment of Madeline's court and carry torches.

If any Richester soldier is attacked within the keep, an alarm is raised within 1d4 +1 rounds, assuming the patrollers survive to raise it. The same will occur if a dead body is discovered by a patrol.

### Ground Floor

#### K1: Courtyard

Despite the globe of winter that has wrapped itself around Richester proper, the courtyard itself is full of lush greenery that seems to thrive in the fresh snowfall. In the center, a white stone statue of King-Regent Gerald stands vigil, solemnly juxtaposing the beautiful scene before him.

The courtyard opens up into a set of marble stairs in front of the lofty white castle that acts as the centerpiece of Richester. The golden double doors loom above you and open smoothly as you enter.

**Man of Stone.** The statue of Gerald is Gerald himself, petrified by Queen Madeline after she learned of his betrayal. He can be restored to his original form by casting *greater restoration* on him or by pouring a Basilisk's Blood vial (see appendix A) over him.

**Security.** Two knights adorned with the classic tabards of Richester flank the doors. The knights will only admit people who have a symbol of Queen Madeline, a written invitation, or a permit for an audience with the court.

## K2: Entry Hall

This polished stone hall contains the coats and outerwear of any guests within the walls of the Keep. The walls are adorned with paintings of the forest that Richester once resided in on the Material Plane. Upon their entrance, Chives, the lead butler, will rush to greet the characters. He assumes they intend to make their arrival known. He will ask that they leave their arms and spellcasting components with the guards to prevent enemy spies from bringing harm to the queen.

Chives is a male human with light skin and slicked back hair with 4 hit points and an AC of 10.

**Security.** There are two guards here that watch over a chest. The chest contains the weapons and spell components of the Keep's current guests. There is a 50% chance that royal guards are patrolling in this area.

## K3: Waiting Room

Commoners await their audience with the Queen in this room. It is sparsely decorated and doesn't contain much in the way of seating. During the day, 2d10 commoners wait in this chamber. Several are disgruntled, having waited and returned several days in a row without being granted an audience.

## K4: Dining Hall

The queen often hosts banquets and feasts for Richester's elite in this hall. It contains a 15-foot long glossy mahogany table that can seat up to 32 people. On one side of the room is a marble fireplace and a large, flattering portrait of Queen Madeline.

## Gerald

human male (he/him), champion (VGM)

Gerald was once the captain of the guard, appointed by King Henry. He was perhaps one of the only true friends that Henry had. They grew together as boys. While they were inseparable, Gerald always felt jealous of the power Henry had and misused. When Queen Madeline approached Gerald about her plan to kill Henry and take the throne, Gerald agreed to do so if he would be allowed a kingly station in return.

On the night before he was to kill Henry, Gerald couldn't help but remember the times he spent with his friend. He approached Henry and told him his life was in danger and that he could never return to Richester, and Henry trusted him. Gerald killed a peasant look-alike in Henry's place to trick Madeline into thinking that he did the job.

As promised, Gerald was named King Consort, and he grew to love Madeline as he watched how effectively she used the power at her disposal. Pressured by growing rumors of the dead king's return and his own guilt, Gerald confessed to her that he let Henry go. Enraged, Madeline used the *Ring of Want* to cast *wish*, turning Gerald to stone.

**Characteristic.** Gerald is blunt and gruff. He speaks in short, direct sentences.

**Appearance.** Gerald has a shaved head, blue eyes, and an earring in his left ear. He has a heavy build and is covered in scars.

**Bond.** Gerald wants forgiveness from Henry, his childhood friend, and Madeline, with whom he fell in love.

**Flaw.** Gerald is not intelligent or thoughtful. His answer to most problems is violence.

**Treasure.** On the dining table there are three bottles of Richester Vintage worth 250 gp each. The portrait of Madeline could be sold for up to 5,000 gp to the right collector on the black market.

The doors to the dining hall are always locked. The keys are carried by the cooks found in area K6 and by all guards that patrol the Keep. It can also be unlocked with a successful DC 15 Dexterity check using thieves' tools.

## K5: Throne Room

*Pure white pillars dot the edges of the room, and an ornate crimson rug lies on the walkway leading to the throne.*

If Queen Madeline happens to be here, read: A beautiful woman with long black hair and a jagged crown sits slouched in the throne, appearing bored.

Against the eastern wall of this room, a massive marble throne adorned in cold iron embellishments looms over anyone who walks in. A brilliant crystal chandelier hangs over the center of the room.

The chandelier has 25 hit points and an AC of 12. It is 10-foot by 10-foot in size. If it is reduced to zero hit points, it will fall from the ceiling and burst into flame. Anyone beneath it must succeed on a DC 16 Dexterity saving throw or take 2d10 bludgeoning damage and 2d10 fire damage.

**Security.** There are always four **knights** in the throne room during the day. If Queen Madeline is in the throne room, two additional knights accompany her. At night, the room is empty, but there is an 80% chance that a patrol will be in this room at any given time.

## K6: Kitchen

The royal servants prepare and cook meals in this chamber day and night. The head chef, Gaelieth, spends about 18 hours a day in the kitchen, only stopping briefly for meal breaks and to trance before continuing to cook.

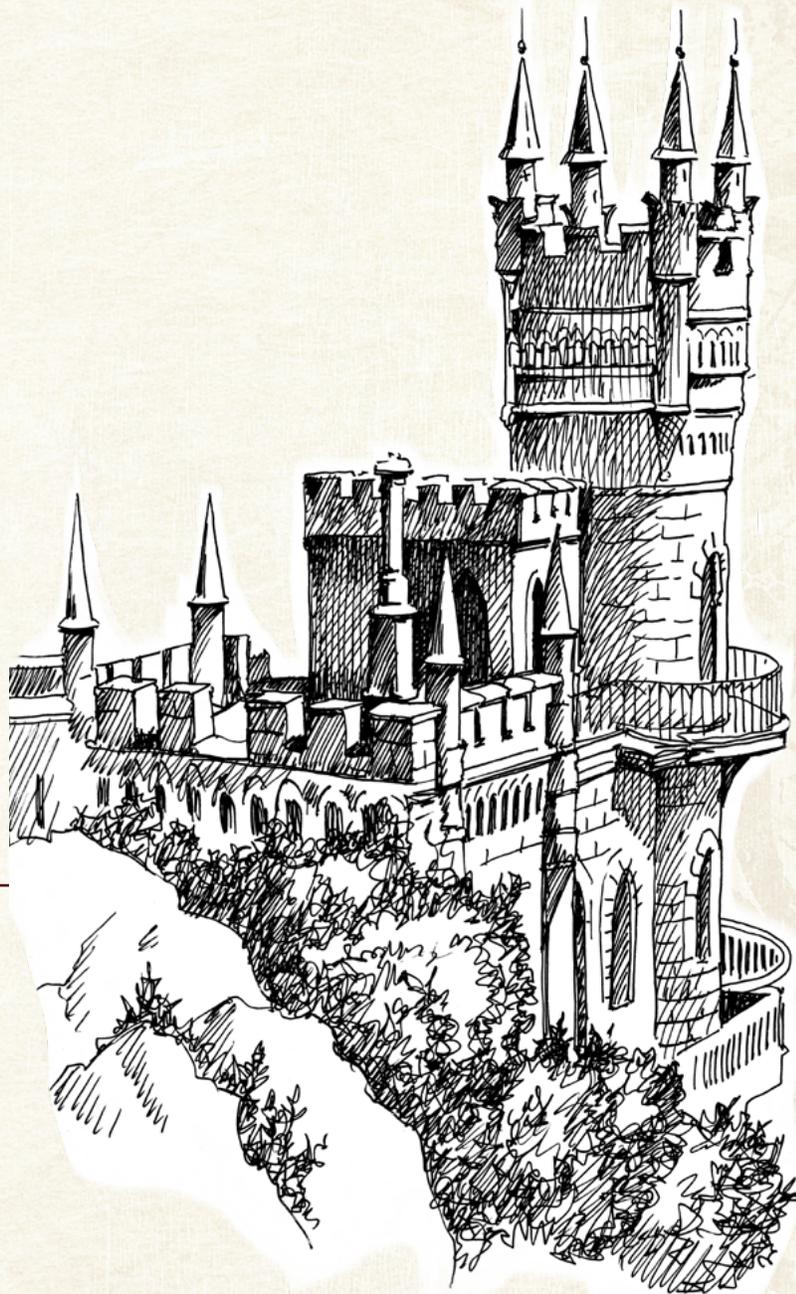
Gaelieth (they/them) is a high elf and has the statistics of a **commoner**. They are incredibly overworked and would revel at the opportunity to leave the service of the Keep.

**Stairs.** There are stairs that lead down to area K15 in the cellars.

## K7: Stair Tower

This spiral staircase leads up to the top floor of the Keep. It has archways that lead to area K5 on the first floor, area K8 on the second floor, and area K12 on the third floor. The door leading to area K12 is locked. It can be opened with a successful DC 18 Dexterity check made with thieves' tools check or be busted down with a successful DC 14 Strength (Athletics) check. Breaking down the door will cause a patrol to investigate the noise.

There are arrow slits located on the third-floor landing that the guards use to rain arrows upon attackers.



Richester Keep