

**Environment:** Hall of Stewards (Urban Unrest) - T2

**Description:** Once a grand bastion of civic order and law, the Hall of Stewards is now a war zone. Cultists of the Radiant Dawn have launched a coordinated attack on the building, and the defenders are either dead, scattered, or locked in desperate resistance. Smoke drifts through the corridors, broken stained glass and debris litter the once-pristine marble floors, and the sounds of distant fighting echo throughout the halls.

Every step deeper into the Hall brings new danger. Pockets of enemy forces, trapped survivors, or dangerous arcane remnants of the Council's wards can be found in nearly every room. The battle is not yet over and the Party is moving through a living, shifting battleground where allies and enemies can emerge at any moment.

**Tone & Feel:** Tense and volatile. The halls may feel eerily quiet one moment, only to erupt into sudden violence the next. The Party must stay alert and the building's defenders are few. Every encounter may tip the balance of the ongoing battle.

Tier 2 | DC 14 | 2d8+2

**Type:** Event

**Potential Adversaries:** Umbral Court Fighter | Radiant Dawn Adept | Radiant Dawn Initiate | Shadow Wight | Shadow Thrull | Shadowweaver | Wretched

**Feature: Smuggler's Run (Passive).** An old grate that is hidden behind a large bookcase in the Hall of Stewards - Dungeon Receiving and Processing room leads to an old underground passageway that exits along the banks of the Aiden River.

- **Smuggler's Stash:** Intrepid adventurers might search for a stash or cache. On an Instinct Roll, they discover some hidden treasure stowed away by smugglers some time ago.
- **Natural Predators:** 1x Giant Scorpion and 8x Scorpions attack the party.

**Feature: Wandering Patrol (Action)** - Spend a **Fear**. Radiant Dawn cultists are moving through the Hall, securing rooms and hunting survivors. 1x Radiant Dawn Fighter, 1x Cult Adept and 4x Cult Initiates become part of the scene; either the party encounters them in a random location or hears them approaching and must decide whether to fight, evade, or prepare an ambush.

*"Footsteps echo through the corridors — steady, methodical. A patrol of cultists moves into view, weapons ready and eyes sharp. If you don't act fast, they'll spot you..."*

**Feature: Bloodied Guard (Action)** - The Party stumbles across a surviving (but wounded) ally — who can fight if healed, or provide critical knowledge about the building's current state.

*"A battered figure leans heavily against the stonework, crimson staining his armor as he struggles for breath."*

**Feature: Trapped Survivor (Action)** - An innocent NPC or potential ally is trapped behind debris or a barricaded door. Freeing them may grant the Party an NPC ally or key information. Have the Party make a **Group Action Roll**, describing how they work together to free the trapped individual.

*“From behind a shattered office door, you hear weak banging and hoarse shouting — someone is still alive in there... but not for long.”*

**Feature: Not As Empty As It Looks (Action)** - Radiant Dawn cultists have rigged key corridors, chambers, and stairwells with improvised traps and barricades — pressure plates, tripwires, oil flasks, and spiked debris lie hidden beneath rubble or beneath seemingly untouched tiles. These traps are not elegant, but are deliberately placed to slow pursuit and funnel enemies into ambushes. Traps that are spotted can be disarmed with a **Finesse Check**.

- **Alarm Traps:** Make an **Instinct Check**. Glass bottles are rigged to fall and shatter. If triggered, the GM may activate **Wandering Patrol** without spending a **Fear**.
- **Barricades With Spears:** At key junctions, the Radiant Dawn have rammed tables, benches, and spears into a narrow barricade. Make a **Finesse** or **Strength Check** (or any other solution that makes sense) to clear the debris safely.
- **Broken Floorboards with Spikes:** Radiant Dawn cultists have covered partially broken floorboards with spikes with debris or rugs. Players can spot a subtle sagging or slight irregularities in the floorboards with an **Instinct Check**. If triggered, the spikes deal 2d8+2 physical damage.
- **Rubble Obstacle:** Radiant Dawn cultists have deliberately collapsed parts of the Hall in order to slow movement. It usually takes *significant* time to clear the rubble. Party members can make an **Agility Check** to navigate the unstable debris. Spend a **Fear** to trigger a further collapse that deals 2d8+2 physical damage.
- **Pressure Plate:** Radiant Dawn cultists have rigged tiles and floor boards with pressure plates. Make an **Instinct Check** in order to spot an irregular seam in the tile as well as evidence of recent tampering. If triggered, any player within **Very Close Range** of the pressure plate must make an **Agility Reaction Roll** or take 2d8+2 physical damage from a crossbow bolt that is rigged to fire.

**Feature - Turncoat Among Us (Action):** Spend a **Fear**. A neutral or allied NPC- someone the Party has interacted with or even trusted- suddenly reveals themselves to have been working against them from the start. At the right moment, they betray the Party, turning on them or sabotaging their efforts. This betrayal may be subtle at first, or immediate and violent.

*“The familiar voice turns cold: ‘You should have left when you had the chance...’ In one swift motion, their blade is drawn, their expression twisted with fanatical purpose.”*