

DP-1



An OGL adventure for characters 1st to 3rd level



On the cusp of Midsummer, a disparate party of novice adventurers are brought together by a hitherto unknown patron, and offered a rich reward to recover something from a nearby abandoned temple. Of course, nothing is that simple: the temple is under a curse, and there seem to be other more immediate troubles in the village from which they are setting forth.

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The Accursed Templom of Gyepu

THE ACCURSED TEMPLUM OF GYEPU

This adventure is designed for new characters of 1st level, whether novices or experienced gamers. It can be played as a one-off, or as the first of the four part “Dravan Parishes” series, consisting of this adventure, DP-2 “Meetings at the Manor”, DP-3 “Muster at Kharn Turuhm”, and culminating in DP-4 “Cenobium of Chaos”.

These adventures are set in the Lost Kingdom of Gardzyka (zarasea.com), but can easily be adapted to any campaign setting. If using the Zara Sea setting, the adventure is set in the Parish of Tokol in the Dravan Parishes, a day’s journey west of the town of Tokol itself. A thorough party will work their way through a series of scenarios before reaching the templum itself: a confrontation with down-at-their-heels orc raiders; a clash with a kobold abductors; and a melee with the bestial guta. Each such encounter will provide a clue which will point the party in the direction of DP-2, “Meetings at the Manor”. These can, of course, be disregarded if the adventure is being played as a one-off.

A week or so previously, each member of the party will have received a letter, addressed to them in some cryptic manner, stating the following:

I have been watching you, and I believe you are the One that I seek. Come to the ruined cottage a league north of the village of Kiscigyepu, on the west side of the Domokos Stream. Follow the trail – do not ask for directions. Be there ten days before Midsummer Night. I will meet you there at sunset. I have a proposition of great value, for you and for me.

Letters might be left at an inn, slipped into a pocket, or pinned to a tent. In the case of illiterate characters, the message may be delivered by a sneaky urchin or a talking raven, who disappears before any follow up questions can be asked.

Presumably the party will arrive individually, and they may meet up on the road leading to the ruined cottage or at the cottage itself. The mutual introductions and human (or demi-human) equivalent of sniffing out their new colleagues offers a good opportunity for players to establish their characters.

THE RUINED COTTAGE

The ruined cottage can be easily seen from the road; little remains but crumbling walls and the hearth and part of the chimney. A tangle of scrub and small trees open into an overgrown clearing about 30’ across, with the cottage at the back. The party will see each other, if they arrive at the same time. If anyone arrives early, the **giant toad** which lives in the ruins will have been out foraging, and will return at sunset as they meet in the clearing. The toad will attack the member of the party nearest to the cottage with its tongue when the member is 15’ away; assuming the toad cannot pull the victim back into the ruins, it will hop out to eat its prey.

Should the party find itself in serious trouble, the toad will choke to death on a party member that it has attempted to swallow. Not the most auspicious start for the adventurers, and the GM may want to encourage the party to befriend some NPCs to join them on the next stage of their adventure. Once the

TOAD, GIANT (Large beast) CR 1 (XP 200)

AC 11 (natural armour) HP 31 Speed 20'

ST 15(+2) DE 13(+1) CO 13(+1) IN 2(-4) WI 10(+0) CH 3(-4)

Senses: passive perception 10

Languages: n/a

Melee/ranged: Bite +4 (1d4+1 bludgeoning damage plus grappled unless DC13 Athletics check) / tongue 15' +4 (1d3 damage plus grappled unless DC13 Athletics check). The toad has advantage on its next bite attack on a target grappled by its tongue

Swallow: A bite attack at a grappled target is at advantage. Upon a second successful bite attack on the same target, the target is swallowed and incapacitated for the remainder of combat (and dead if no one can rescue them!). Swallowing a second target will kill the toad, but that will not stop it from trying.

Poison skin: Anyone touching the toad's skin with bare flesh will take 1d3 poison damage (no save).

The giant toad's appetite is greater than its stomach (or brain!) and it will always attack.

toad has been killed, the party will hear slow applause, and see a cowed figure hidden in gloom watching. He will introduce himself as Barnabas, and tell them that he is glad they answered his request. He will apologize for the attack, pointing out that he did not summon the toad, but he thought it would demonstrate whether they are worthy of the mission he proposes. He will not be forthcoming with any information about himself, saying it does not matter. Barnabas was born with a notable limp, and his side

appears to pain him. His accent is strange, as if Gardzykos is not his native language, but it does not simply seem to be an Auld accent.

He wishes the party to acquire a precious gem, said to be hidden in a ruined temple of the Testverek, perhaps 10 leagues out of Kiscigyepu. The gem has no special powers, but certainly has material value. They cannot mistake it – a vivid blue circle enclosing a yellow and green centre, about a finger's length across. He has been authorised to pay the party 1,000 gp for its delivery. This is merely a first commission, should



Barnabas Orsky / Hernán Valera

ORSKY, BARNABAS (Medium humanoid) CR 3 (XP 700)

AC 15 (unarmoured) HP 55 Speed 40'

ST 11(+0) DE 17(+3) CO 13(+1) IN 11(+0) WI 15(+2) CH 10(+0)

Skills: Acrobatics +5; insight +5; stealth +5

Senses: passive perception 13

Languages: Common, Auld, Gnoll

Multi-attack: three unarmed attacks or two iklwa attacks

Melee: unarmed +5 (1d8+3 bludgeoning, plus DC13 CON save or be stunned till Orsky's next turn) or iklwa +6 (1d10 +3 piercing)

Barnabas Orsky is an adept of the Movement of the Free Spirit, travelling the Parishes to plant false tales to destabilise the land. He prefers to fight unarmed, but carries a short stabbing spear with a 12" blade – an iklwa – should it seem necessary.

NOTE: Orsky will survive the initial encounter with the party at the ruined cottage.

youth. Trouble will be dealt with by all of them, plus any locals present.

After noon in the common room there will be 2-5 (1d4+1) locals present; in the evening, 5-12 (1d8+4) locals plus as many guests as rooms are occupied. There is a 1 in 8 chance the common room will be closed for a meeting of the Village Council; if a child has disappeared, this will be guaranteed.

The one person of note in the common room will be **Portia Grub** (see Appendix A: NPCs), a halfling rogue staying at the Kobold's Head. She will watch the party closely before approaching, and – given any opportunity – will seek to join the party. If they refuse, she may trail them to the templom anyway. (Perception DC 15 / hour to spot trail; DC 18 to identify). Portia is from a halfling village in Encs, in the hills near the mountains. She left home because she figured there was more to life than gardening, and she is determined to find some adventure. Portia arrived the same morning as the party and knows less than they do.

Locals are generally more than happy to exchange gossip, especially if a round has been purchased.

The following are stories which can be picked up in the common room, or by chatting in the village. ("F" denotes a completely false rumour):

- 1) The Templom of Gyepu is located on the South Trail, about ten leagues distant. Since the trail has been abandoned, it is likely heavily overgrown today. Hunters sometimes go part way up the trail.
- 2) The inn's sign used to be a real kobold's head; in the speaker's great-grandfather's day, a tribe of kobolds tried to establish themselves between Kiscigyepu and the now-ruined templom. The villagers, with modest assistance from the Patriarch's Guard, promptly dispersed them.
- 3) Everyone is on edge because for the past three years, a child has disappeared from the village just before Midsummer.
- 4) The Apostasy of Gyepu: during the horrors of the aftermath of Arpad's Folly and the Guta Wars, the deacon at the Templom marking where Gardzykos first descended from the mountains went mad, and swore his soul – and those of his parishioners – to some unspeakable power. Finally, the Patriarch himself (Testverek protect him!) rode out from Tokol with his guard. The Patriarch went on alone, accompanied only by a loyal servant with a pair of mules, from where the Templom Road crosses the Old Road south of town. Flashing lights and howls were heard in the night; the Patriarch (Testverek protect him!) and his servant returned, the mules laden down with documents, and said the blasphemy had been averted. No one has been there since.
- 5) Gyorgy Tisza went up to the templom himself once – there's nothing there but ruins (F).
- 6) The Patriarch didn't take a pair of mules, but an entire mule train, which hauled away treasure from the templom (F)
- 7) The Old Road (it predates the Parish) sometimes sees strange caravans pass by at night. They never come to Kiscigyepu.
- 8) Sometimes, the smith (see section D, below) is seen heading up the path on moonless nights – is he going to the Old Road, or further along towards the Templom?
- 9) More members of the Movement of the Free Spirit have been seen passing through the village in the past year. They're just harmless cranks.
- 10) Old Tunda swear she saw an orc up by the Old Road – no orcs have been seen here in decades! But Tunda always was fond of her home brew. She says she shot him with her longbow – and Tunda never misses, even if she's had a skinful – but there was no body to be found.
- 11) Anyone who enters the templom will acquire a wasting disease, which will kill them in 10 days. (F)
- 12) A strange flying lizard – a wyvern!- now nests in the ruined dome of the Templom. (F)

RUMOURS (continued):

- 13) Many of the old records from the Templom of Gyepu are now stored in the Templom here in the village, under the care of **Lector Zoltan** (see section C).
- 14) Old **Mother Bolcesseg** (see section D) is an amazing wise woman; she brewed up a draught that brought young Aladar back from the very brink after that boar gouged him last summer.
- 15) Lector Zoltan is restless – he'd like to do a lot more than simply minister to his flock in Kiscigyepu.
- 16) The Fey from the Great Wood are sneaking around Kiscigyepu; Nandor saw a pair two nights' back, but they runned off into the night (F- they were kobolds).
- 17) Mother Bolcesseg says there are strange whispering on the winds – there's a storm a-coming, but it's not the weather.
- 18) Constable Geza is determined there will not be another child abducted this year. He stays up all hours, watching the edges of the village.
- 19) Secret tunnels under the templom lead to an underground realm – that's where the demon lords fled! (F)
- 20) The Old Road leads to a much easier pass than the one of legend by the ruined templom; there are dwarfs up there.

B. The Pokey

Geza Eszterhazy (see Appendix B: NPCs) is the entirety of the town, Kiscigyepu, and the surrounding area. He is employed by the magistrate's office in Tokol, receiving a modest stipend, which generally equals his modest duties: picking up drunks from the tavern, dealing with a trader giving short measure, or other shenanigans from outsiders. On the rare occasions where the case cannot be quickly resolved by judgement from the Village Council and a fine (or at worst a lashing), Constable Geza escorts the ne'er-do-well to Tokol for sentencing. He's only had to do this three times in his two years as constable. He usually spends much of his time tending the large garden behind his cottage/station, and keeps goats in the adjoining brick lockup. He usually borrows a mule from the inn when he needs to do his rounds in the countryside.

These days, Constable Geza is very much on edge as Midsummer approaches, and he expects and dreads the disappearance of another child. He barely sleeps these days, spending his nights patrolling the edges of the village, and his days questioning parents on their children, and everyone on what they might have seen the previous night. He checks in on every newcomer to the village, and will come and question the party early on the first morning of their arrival.

Geza has absolutely no idea or theories as to what might be behind the abductions, and is still haunted by the disappearance of last year's child. Once convinced that the party means no harm, and after a child has been abducted, he will insist on accompanying the party. Only a very persuasive argument (DC18 Persuasion, or a just a damn good argument) will persuade him to leave before a child disappears; if the party has left before a disappearance, he will set off following them as soon as the abduction occurs. He will insist on returning immediately when the child has been rescued.

THE ROAD TO THE ACCURSED TEMPLOM

The party will set out on the South Trail leading from Kicigyepu to the Accursed Templom. The first league is marked by farmland and pastures, though there are no farmhouses. The edge of the final field is marked by a low stone wall, which winds out of sight to either side of the South Trail. By this time, the land has become slightly more rolling, with numerous copses of small trees.



Skirmish at the Crossroads / László Pintér

A. Skirmish at the crossroads

Assuming the party starts on the hour of dawn, they will near the crossroads in the mid morning. Two leagues beyond the final field, a DC 14 Perception will reveal smoke – the smell of wood and burning meat. If the party does not detect this immediately, they can re-roll every five minutes, with a +1 bonus. When the party crests a small hill (15 minutes after first possibly smelling the smoke), they will see the crossroads below them (100' away), with two broken wagons and bodies on the ground. One wagon is smouldering. If the party is moving with any degree of caution, they will hear harsh orc voices as they approach. Two **orc pillagers** (see section B. Draahaash Ootone's horde, below) are picking through items across the area, while the third (who is presumably supposed to be on guard) is slouched on the far side of the remaining wagon, watching his comrades. He carries a bow. The orcs will attack the party on sight, but quickly turn and try to run if they are getting the worst of the affair. Should any escape, they can expect a full-scale ambush from **Draahaash Ootone's** band (see below).

Near the remaining wagon are two orc corpses (the pillagers are supposed to carry them away), stripped of anything of value. No signs of the orcs' opponents can be found, though there are indications of human-like booted prints, and five sets of fine, gray dust in the shape of fallen bodies (DC 15 Perception to notice). A thorough search of the ground will find traces which appear to be silverish green blood (DC



Dannatu / Hernán Valera

15 Survival) leading to the nearest copse of trees 60' away. If anyone follows the trail to the copse, they will see a body holding a sword, slumped against a tree, with an arrow in its gut. A DC 20 History check will let a character realize that this could be one of the fabled Dannatu! The body and all its possessions will begin to dissolve into dust within 1 minute of being discovered, leaving only a +1 *bastard sword* (treat as longsword one-handed; great sword two-handed) of a strange, shimmering metal. None of the party will be able to identify it, though Smith Rudolf would recognize it as the same alloy as his stolen fragment.

The entire orc band of Draahaash Ootone attacked the wagons last night; they expected there would be a handful of dwarfs,

and still do not understand what they battled. The last three were supposed to dispose of any evidence. Another 300' along the South Trail is a copse hiding even more bodies, stripped of valuables.

South of the Old Road, the frequency of brush and copses increases, while the trail becomes more faint. It eventually reaches a ruined stone archway crossing the trail, with woods beginning in earnest on the far side.

B. Draahaash Ootone's horde

If any orcs escaped the skirmish site, the party will find an ambush set up on the south road on either side of the side trail leading to the horde.

A DC 8 Perception roll will spot a poorly hidden side path; a DC 12 perception will reveal that hobnailed boots have trampled this path recently; they are overlain, so it could be anywhere from 10-30 sets (DC 13 Survival). As the party moves halfway down the side path, they will hear a soft, roaring snuffling — the sound of an orc sentry snoring, 15' away. (Stats as pillager, below). He will only be awake if they have made a great deal of noise. If combat takes more than two rounds, he will raise a warning cry, which will be heard by the Horde.

Draahaash Ootone is the leader of the remnants of this band. He assembled a war band by killing the leader of every other band he has come across so far. He has been planning to lead the band to pillage Kiscigyepu, but took unexpectedly high casualties in last night's raid on the Dannatu caravan: 12 dead in the battle; eight more who have died of their wounds back in the camp, and three with serious injuries (half the orcs in the camp).

Should the pike be killed, and the kobold band has been left intact, they will prowl the trail *en masse* to wreak vengeance (and likely end up battling the guta, orcs, and eventually, attacking Kicsigyepu if they survive!).

F. Choke Cherry

At this point on the path, there are only trees on the right side of the trail, with a few spans of clear space between the trail and the stream. Boughs reach over the path 15' overhead, with an **Choke Cherry** coiled around them. The main stalk runs down the tree to the ground, The only possible warning the party will get is if they see a small pile of kobold skeletons and a decomposing winged guta against the far side of the tree (DC 14 Perception). The vine will strike at the tallest of the party first.

A DC 18 Perception will reveal another body 15' into the trees: a dead humanoid (a fey, in fact). The body is skeletal, with nothing more than rotted rags, but there are 3 stone-tipped magical *flaming arrows* (-2 to hit, but burst into flame causing 1d6 flame damage plus regular damage).

CHOKES CHERRY (Large Plant) CR 3 (XP 700)

AC 14(natural armour) 12 (branch) HP 30 (8 per branch) Speed n/a

ST 15(+2) DE 11(+0) CO 13(+1) IN n/a WI 9(-1) CH 5(-3)

Senses: tremorsense 30'

Languages: n/a

Immunities: Mind-affecting effects; paralysis; poison

Vulnerabilities: Cold, fire

Multi-attack: up to 3 branches (different targets only) plus cherry bombs

Melee: Cherry bombs (initial attack only; DC 12 CON save or blinded, repeat save each turn; branch +2 (1d4 bludgeoning plus constriction);

Constriction: Once a target has been hit, it may only attempt to break the choke cherry's hold as an action (DC 15 Athletics or Acrobatics check). Failure results in 1d6 bludgeoning damage. A constricted target may not cast spells with somatic or material components.

The choke cherry appears to be a mature cherry tree in full bloom (late in this time of year). As targets pass under its branches, there will be a shower of blossoms whose caustic pollen can blind passersby. After the shower of blossoms, branches will lash out at targets, attempting to constrict them. Slain victims will be dragged over to the trunk, where they will decompose and nourish the chokecherry.

A target constricted can be freed by its own successful Athletics or Acrobatics check, a successful DC 15 Athletics check by an ally, or by doing 8 points of damage to the branch (the constricted target takes ½ damage). Damage done to branches does not affect the choke cherry's overall HP. A choke cherry has 1d3+1 branches which can constrict. Damaged branches regrow in 1d4 weeks.

G. Pilgrims' Hostel

The Templom itself finally comes into sight at a point where a path runs down a slope to a hollow. Three small hostel dormitories, in various state of deterioration, can be seen down the slope from the path. Casual observation (DC10 Perception) will note smoke rising from a hole in the roof of the central dormitory.

Two guta reivers are cooking dinner inside: roast kobold, spitted whole. One guta has a wolf head, the other that of a ram; their weapons are within easy reach. They are part of a small raiding party; every four hours, there is a 1 in 4 chance that the remainder of the party, **two more guta**, will return. Should they find their colleagues have been killed, they will try and hunt down the party, though they will not enter the Templom.



Guta Reiver / Hernán Valera

GUTA REIVER (Medium humanoid) CR 1 (XP 200)
 AC 15 (natural armour plus scraps) HP 33' Speed 30'
 ST 16(+2) DE 11(+0) CO 16(+3) IN 7(-2) WI 6(-2) CH 8(-1)

Skills: Survival +3

Senses: passive perception 9

Languages: Guta (a pidgin version of Common, virtually unintelligible unless DC 13 INT check)

Immunities: Poison

Melee/ranged: flail or great sword +3 (2d6+2 bludgeoning or slashing) / short bow 30' +1 (2d4+2 piercing plus 1d4 slashing when attempting to remove projectile)

The four guta reivers around the hostelry were led by a half-souled which was killed by the choke cherry. Two (armed with sword and flail) are in the hostelry when the party arrives; two more (armed with swords, one with a bow) are out foraging, and will return in 1d8 hours).

In the absence of their half-souled leader, all are confused and angry. They will immediately attack, but flee if the battle goes poorly.

One of the original guta has a non-magical, foul smelling draught which will heal 1d6+1hp. (DC18 Medicine check to identify). The guta have no other treasure.

H. The Bone Yard

On the other side of the stream which forms a moat around the Templom lies the old cemetery, used only for clerics who died in office, or pilgrims who could not be healed. Over the course of the centuries, however, those do add up. The forest encloses the cemetery on three sides, while the fourth is barred by a broken iron fence and gate. There are overgrown stone headstones, three larger raised tombs, and a small mausoleum.

Closer inspection will reveal many of the graves appear sunken, the lids are ajar on two of the tombs, and entirely removed from the third. The lock on the door to the mausoleum is gone, and the rusty iron door is ajar. During the day, four zombies (the slow and stupid kind) will be shuffling about in the crypt; after dark, they roam the graveyard, but do not venture beyond the fence. Within the crypt, the party will discover a dead undead, pinned through an eye socket to the crypt wall with a magic +1 dagger.

ZOMBIE (Medium Undead) CR 1/4 (XP 50)
 AC 8 (natural armour) HP 22 Speed 20'
 ST 13(+1) DE 6(-2) CO 16(+3) IN 3(-4) WI 6(-2) CH 5(-3)
Senses: passive perception 8, Darkvision 60'
Languages: n/a
Immunities: Poison
Resistances: Bludgeoning
Melee: Slam +3 (1d6+1 bludgeoning damage)

The revenants retreat inside of the mausoleum during the day, and roam the cemetery aimlessly in the dark, seeking to destroy all that lives.

THE ACCURSED TEMPLOM (See Appendix A: Maps)

As the party stops to take its first clear look at the Templom, they will see a squarish building, with eight small domes at the corners and the midpoint of each wall. A huge central dome can be seen. There appears to be only a single story, though the domes each seem to rise high enough to contain a second floor. The domes appear to be pierced by windows, but at least one of the domes on the left front corner appears partially collapsed.

A grand sweeping fleet of steps lead up to the Templom, which seems to be set on a low hill. A moat about 15" wide flows around the Templom, apparently joining under the steps and flowing out from the front. The steps serve both to reach the entry and as a bridge from the hostel side to the cemetery side.

The doors are huge: two doors, possibly made of brass – each 15' wide and the same in height. They are centred on the wall, with an intact dome above them.



The Accursed Templom / László Pintér

1. **MAIN DOORS:** The doors are brass, but hollow – they can be pulled open easily. A broken red wax seal, a full foot in diameter, appears to have sealed the doors in the past. The seal shows signs of weathering and age; it was placed there by the Patriarch. Any follower of the Testverek, or a DC10 Religion check, will recognize it as a *turul*, the mythological bird which is sacred to the Testverek. A DC15 Religion check will let the party know that this is the personal seal of the Patriarch.

When the doors are opened, a bell will peal in the dome above – a morose, cracked sound, rather than a harmonious ring. If any of the party are of evil alignment (or if evil creatures enter in search of the party), this will begin the countdown to the arrival of the **Archon's Wardens** (see end of this section) in 60 minutes.



Battle with the bearded devil / Setvasai

25. **WATCHING TROGLODYTE:** A solitary troglodyte (see stats at area 26) is lurking in this area, scavenging for something unspeakable. The troglodyte is screened from view by the large rock and the sealed chamber. Unless the party is being extremely stealthy, the troglodyte will become aware of them long before they can possibly see it. A DC 15 Perception check will detect the stench once a party reaches the pool around area 24. Unless the party appears very weak or injured, the troglodyte will attempt to sneak away undetected (DC 18 Perception to spot).

26. **TROGLODYTE SHRINE:** For centuries, a partially visible crystal in this natural cavern has served as a holy site for troglodytes who live up the stream from the Templom. According to a schedule which may only make sense to troglodytes, worshippers come here to pay reverence at intervals varying from decades to a few years, and they stay at the site for anywhere from a few days to several weeks. The construction of the Templom's cellars, perhaps two hundred years ago, has made this practice more stealthy, but it has continued. The troglodytes really only now seem to be aware that the Templom is no longer frequented by humans, and have become much braver in hunting prey in the cellar, forcing the dire rates to relocate upstairs.

The current party of three troglodytes (including the scavenger in 25) – **two troglodyte warriors** and a **troglodyte diviner** – has been here two weeks. Their primary concern is to protect their crystal, and drive off or mislead any possible pillagers. The entire party will watch any adventurers in areas 22-25, but will only act if they appear to be heading down the passage leading to 26.

ARCHON, HOUND (Razael) (Medium Celestial) CR4 (XP 1,100)

AC 18 (celestial armour) HP 65 Speed 40'

ST 15(+2) DE 10(+0) CO 13(+1) IN 10(+0) WI 13(+1) CH 12(+1)

Skills : perception +5; Stealth +4; Survival +5

Senses: Darkvision 60', passive perception 15

Languages: Common, Celestial, Abyssal

Immunities: Lightning; Petrification

Resistances: Necrotic

Melee/Ranged: Great sword +5 (1d10+2 slashing) or bite +5 (2d4+2 piercing) / composite bow +4 (1d8+2 piercing)

Spell-like abilities: Detect evil (at will); Shape change (at will; any small to large canine); Sending (once per day); Cure wounds (five times per day; 2d8+3); Cure poison (three times per day); Cure disease (twice per day)

Razael leads the Wardens who guard the Accursed Temple. Its normal corporeal manifestation is that of a shepherd-like bipedal canine, clad in shimmering fish scale armour and wielding a massive sword, though it also carries a deadly bow. Unless confronting overtly evil characters, Razael will attempt to persuade intruders to hand over the Star of Isten; should a party refuse, combat will ensue. After defeating the intruders, Razael and its comrades will attend to the injured, treat their wounds, and sternly advise them to go their own way; they will then disappear. When confronting evil creatures, they will show no mercy, and toss the bodies into the sanctum. Should the huecuva in area 17 have been slain, Razael will contact the Patriarch via sending.

FABRIKUT (Medium Construct) CR 1 (XP 100)

AC 15 (natural armour) HP 26 Speed 40'

ST 15(+2) DE 11(+0) CO 15(+2) IN 11(+0) WI 8(-1) CH 7(-2)

Senses: passive perception 11; darkvision

Languages: understands common (or language of maker) but cannot speak

Immunities: Poison; paralysis

Resistances: Piercing

Melee: Spear +3 (1d6 +2 piercing)

Medic: Fabrikut have excellent knowledge of biological and mechanical anatomy, and can heal or repair 1d4 damage on a humanoid or construct. This can only be done once per wounded per combat in which wounds were taken.

Constructed according to a formula devised in some unknown plane of Absolute, a fabrikut is an absolutely faithful servitor, precisely following orders and taking direction from any who been given the authority to issue commands. Though they can come in many variants, the most common are designed as humanoid guards, but following the formula of their construction, they are gifted with minor healing abilities.

DOG, BLINK (Medium Fey) CR 1/4 (XP 50)

AC 13 (natural armour) HP 22 Speed 40'

ST 15(+2) DE 11(+0) CO 12(+0) IN 10(+0) WI 13(+1) CH 11(+0)

Skills: Perception +3; Stealth +5

Senses: passive perception 13; keen hearing and smell (advantage on perception checks)

Languages: understands Celestial but cannot speak

Melee: Bite +3 (1d6+1 piercing)

Blink: As a bonus action, the dog may blink and reappear 40' away, to any unoccupied space it can see

Loyal faerie hounds, blink dogs make useful companions for law enforcers. The blink dog will normally begin any combat by disappearing and reappearing behind its master's enemies, and constantly blink to a new location after every round of combat.

THE WATCHER OUTSIDE

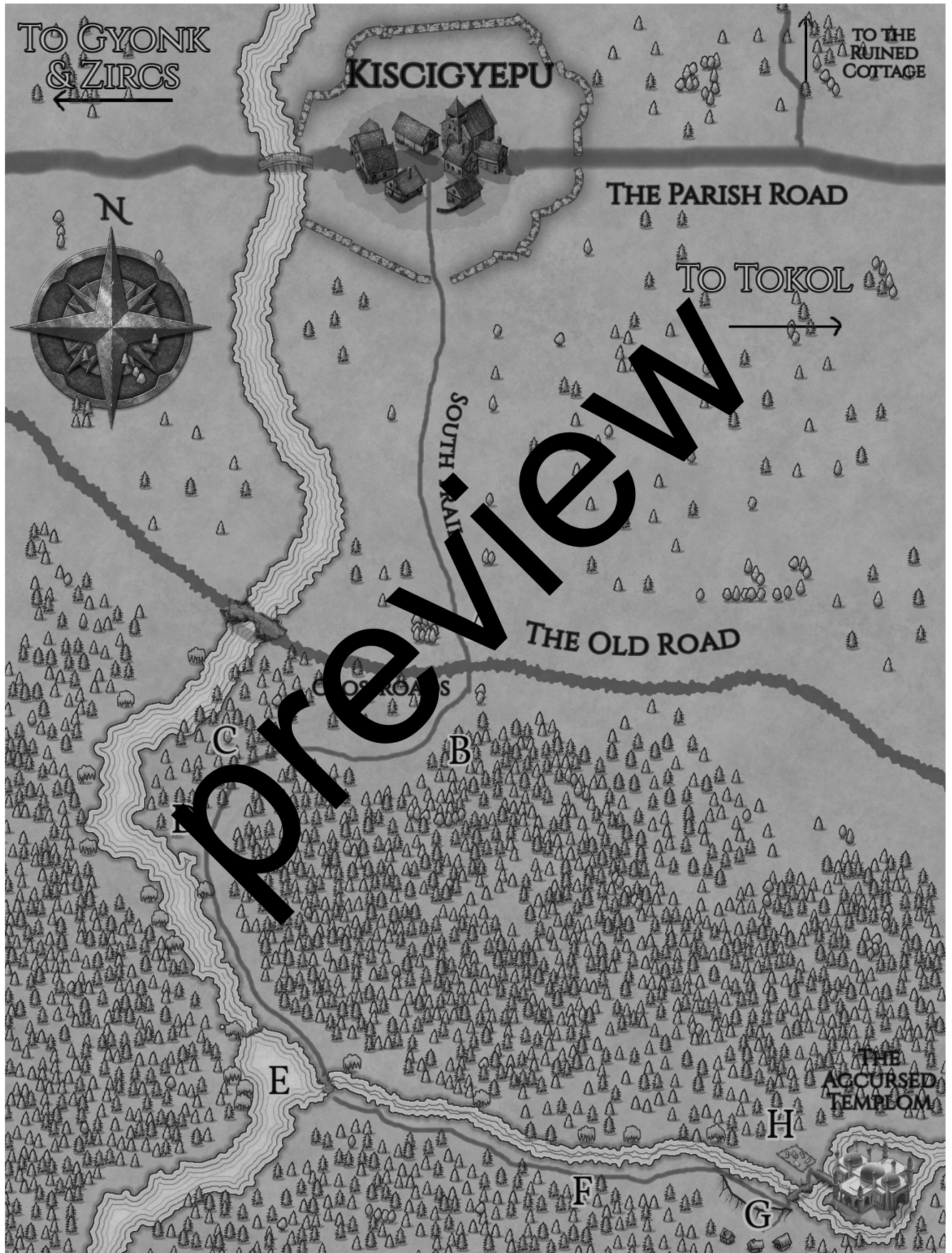
Upon leaving the Temple for the final time, the party will see a creature perched on the mausoleum in the cemetery, watching the Temple doors (make them roll a DC, but they will see the creature). It is like nothing seen before, resembling a bizarre, human-sized bipedal salamander. It will leap away and disappeared once spotted. It is a thuluth, a beast which will reappear in DP-3 "Muster at Kharn Turuhm".



The Watcher / Hernán Valera

APPENDIX A: MAPS

Kicsigyepu and the road to the Templom



The Accursed Templom—Lower Level



APPENDIX B: BESTIARY

NPCs

Portia Grub (Halfling NPC) N

AC 15 (leather armour) HP 15 Speed 25'

ST 8(-1) DE 19(+4) CO 15(+2) IN 17(+3) WI 15(+2) CH 11(+0)

Skills: Deception +2; Investigation +5; Perception +4; Sleight of hand +8

Senses: passive perception 14

Languages: Common, Auld

Melee/ranged: Short sword +6 (1d6+4 piercing) / Sling 30/120' +6 (1d4+4)

Sneak attack: Once per turn, can do an additional 1d6 damage if Portia has advantage, or if another enemy of the target is within 5' of the target.

Portia Grub decided there are better things than gardening, and left home seeking adventure. She may choose to attach herself, overtly or covertly, to any party which seems like it could offer interesting times.

Constable Geza Esterhaszy (Human NPC) LG

AC 14 (chain shirt) HP 20 Speed 30'

ST 17(+3) DE 13(+1) CO 15(+2) IN 11(+0) WI 10(+0) CH 10(+0)

Skills: Insight, Investigation, Stealth, Survival +2

Senses: Passive perception 10

Languages: Common

Melee/ranged: Truncheon +5 (1d4+3 bludgeoning) / light crossbow 80/320' +3 (1d6+1 pier.)

Constable Geza is determined that no further children will be abducted on his watch, and will stop at nothing to put a halt to the kidnappings.

Lector Zoltan Lelet (Half-elf NPC) CG

AC 14 (scale armour) HP 26 Speed 40'

ST 14(+2) DE 11(+0) CO 12(+1) IN 7(-2) WI 11(+0) CH 13(+1)

Skills: Insight, Medicine, Survival +5; Athletics +4; Intimidation +3

Senses: passive perception 13; Darkvision 60'

Languages: Common, Elvish, Orcish

Immunities: charm; magical sleep

Melee/ranged: Maul +4 (2d6+2 bludgeoning) / thrown stone 20/60' +4 (1d4+1 bludgeoning) or net 5/15' +4 (target restrained upon successful hit; DC12 STR check to free or 1d6 points slashing in breaking free)

Spells & spell-like abilities: Turn undead (DC12 WIS save); At will: Light, Resistance (touched target can add 1d4 to any saving throw), Word of Radiance (all opponents visible within 5' DC12 CON save or 1d6 radiant damage); three slots per day: Bless (up to 3 creatures can add 1d4 to an attack or save), Cure Wounds (heal one target 1d8+3), Divine Favour (own weapon deals extra 1d4 radiant damage), Shield of Faith (creature within 60' gains +2 bonus to AC)

Though far from the sharpest knife in the clerical drawer, Lector Zoltan is devout in his duties, but he longs for adventure. He has trained with a massive two-handed maul in emulation of the Ermite of Karboag; his surprising proficiency with net and thrown stone are legacies of his feral youth.

Barnabas Orsky (Medium humanoid) CR 3 (XP 700) CN

AC 15 (unarmoured) HP 55 Speed 40'

ST 11(+0) DE 17(+3) CO 13(+1) IN 11(+0) WI 15(+2) CH 10(+0)

Skills: Acrobatics +5; insight +5; stealth +5

Senses: passive perception 13

Languages: Common, Auld, Gnoll

Multi-attack: three unarmed attacks or two iklwa attacks

Melee: unarmed +5 (1d8+3 bludgeoning, plus DC13 CON save or be stunned till Orsky's next turn) or iklwa +6 (1d10 +3 piercing)

Barnabas Orsky is an adept of the Movement of the Free Spirit, travelling the Parishes to plant false tales to destabilise the land. He prefers to fight unarmed, but carries a short stabbing spear with a 12" blade— an iklwa – should it seem necessary.

NOTE: Orsky will survive the initial encounter with the party at the ruined cottage.

Critters

ARCHON, HOUND (Razael) (Medium Celestial) CR4 (XP 1,100)

AC 18 (celestial armour) HP 65 Speed 40'

ST 15(+2) DE 10(+0) CO 13(+1) IN 10(+0) WI 13(+1) CH 12(+1)

Skills : perception +5; Stealth +4; Survival +5

Senses: Darkvision 60', passive perception 15

Languages: Common, Celestial, Abyssal

Immunities: Lightning; Petrification

Resistances: Necrotic

Melee/Ranged: Great sword +5 (1d10+2 slashing) or bite +5 (2d4+2 piercing), composite bow +4 (1d8+2 piercing)

Spell-like abilities: Detect evil (at will); Shape change (at will; any small to large creature); Sending (once per day); Cure wounds (five times per day; 2d8+ 3); Cure poison (three times per day); Cure disease (twice per day)

Razael leads the Wardens who guard the Accursed Temple. Its normal corporeal manifestation is that of a shepherd-like bipedal canine, clad in shimmering fish scale armour and wielding a massive sword, though it also carries a deadly bow. Unless confronting overtly evil characters, Razael will attempt to persuade intruders to hand over the souls of Isten; should a party refuse, combat will ensue. After defeating the intruders, Razael and its comrades will attend to the dead, treat the wounded, and sternly advise them to go their own way; they will then disappear. When confronting evil creatures, they will show no mercy, and toss the bodies into the sanctum. Should the huecuva in area 17 been slain, Razael will contact the Patriarch by sending.

BOAR, WILD (Medium Beast) CR 1 (XP 200)

AC 12 (natural armour) HP 26 Speed 40'

ST 15(+2) DE 11(+0) CO 13(+1) IN 4(-3) WI 9(-1) CH 5(-3)

Senses: passive perception 9

Languages: n/a

Melee: Tusks +4 (1d8+1 slashing)

Charge: If the boar moves 20' before hitting on a tusk attack, the target must make a DC 13 STR save or be thrown 10' for an additional 1d4 bludgeoning damage and knocked to the ground.

The resident boar is extremely territorial, and will seek to drive off any intruders who approach within 30' of its den

RAT, GIANT SUMATRAN (Small Beast) CR 1/4 (XP 50)

AC 12 (natural armour) HP 26 Speed 40'

ST 7(-2) DE 15(+2) CO 11(+0) IN 2(-4) WI 9(-1) CH 4(-3)

Senses: passive perception 12; darkvision 60'

Languages: n/a

Resistances: Poison

Pack Tactics: Advantage on attack rolls if at least one non-incapacitated ally is within 5'.

Melee: bite +4 (1d4+1 piercing damage plus DC10 CON save or infected with filth fever)

Filth fever: Onset 1d20+10 minutes. The victim loses 1 point DEX and 1 point CON daily, until a successful DC10 CON save is made (check each long rest) or a cure disease treatment is administered. Lost ability points are regained at a rate of 1 point per hour, or instantaneously if cure disease or lesser restoration is used.

The rats have been forced to move their lair upstairs to the kitchen with the arrival of the troglodytes downstairs. They have scavenged everything vaguely edible from the ground floor of the templom, and are very hungry.

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Senses: passive perception 12; darkvision 60'

Languages: n/a

Resistances: Poison

Pack Tactics: Advantage on attack rolls if at least one non-incapacitated ally is within 5'.

Melee: bite +4 (1d4+1 piercing damage plus DC10 CON save or infected with filth fever)

Filth fever: Onset 1d20+10 minutes. The victim loses 1 point DEX and 1 point CON daily, until a successful DC10 CON save is made (check each long rest) or a cure disease treatment is administered. Lost ability points are regained at a rate of 1 point per hour, or instantaneously if cure disease or lesser restoration is used.

The rats have been forced to move their lair upstairs to the kitchen with the arrival of the troglodytes downstairs. They have scavenged everything vaguely edible from the ground floor of the templom, and are very hungry.

STIRGE (Tiny Beast) CR 1/8 (XP 25)

AC 14 (natural armour) HP 2 Speed 10' / 40' flying

ST 4(-3) DE 16(+3) CO 11(+0) IN 2(-4) WI 8(-1) CH 6(-2)

Senses: passive perception 9; darkvision 60'

Languages: n/a

Melee: Bite +4 (1d4+1 piercing damage plus blood drain)

Blood drain: Once a target has been bitten by a stirge, it attaches itself and will drain 1d4 points of blood each turn at the start of the victim's turn, until 10 points have been drained. The stirge can be removed by a successful attack, or a DC12 Acrobatics check.

Resembling bat-winged hummingbirds from the forest, the stirges will swarm down on any warm-blooded creatures which enter their dome.

TOAD, GIANT (Medium Humanoid) CR 1 (XP 200)

AC 11 (natural armour) HP 31 Speed 20'

ST 15(+2) DE 13(+1) CO 13(+1) IN 2(-4) WI 10(+0) CH 3(-4)

Senses: passive perception 10

Languages: n/a

Melee/ranged: Bite +4 (1d4+1 bludgeoning damage plus grappled unless DC13 Athletics check) / tongue 15' +4 (1d3 damage plus grappled unless DC13 Athletics check). The toad has advantage on its next bite attack on a target grappled by its tongue

Swallow: A bite attack at a grappled target is at advantage. Upon a second successful bite attack on the same target, the target is swallowed and incapacitated for the remainder of combat (and dead if no one can rescue them!). Swallowing a second target will kill the toad, but that will not stop it from trying.

It's a giant toad: big, ugly, and hungry. It will try and eat anything and everything that comes near,

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