

## Five Against The Cult

Five heroes arrive in Orlane.

- Shev'ahrr, Female Goliath Fighter (Folk Hero)
- Ussok, Male Half-orc Cleric (Outlander)
- Quentin Littlebranch, Male Halfling Druid (Hermit)
- Malinda, Female Human Bard (Spy)
- Zeribex, Female Dragonborn Sorcerer (Noble)

How the party knows each other is sort of up to them. But certainly Shev'ahrr, being a folk hero, has met folks leaving Orlane talking about the curse. Maybe one of them entreated upon her for aid? Melinda and Zeribex maybe were recruited by her in a nearby town. It's up to the Hermit and the Outlander to come up with their own reasons for entering Shev'ahrr's orbit.

If queried, Malinda's contact sends her a coded message. "The Road runs through Orlane. And if they have anything to say about it, nothing else ever will. Not in charge, though. A parasite. Feeding off some greater evil."

The Road is the name of Dalgliesh's thieves' guild. So, that's accurate.

## The Cult in Orlane

The normal people in Orlane don't know what's going on. They don't know why some people suddenly act different, act like they don't know anyone. But they don't talk about this to strangers. They don't trust strangers. I mean, most peasants don't trust strangers even when the town ISN'T cursed!

But these same people know of Shev'ahrr, she's famous! They entreat upon her; return our loved ones to us, return our town to us. Lift this curse, please! But they do so with furtive glances, lest a cultist overhear. Questions like "What are you afraid of?" Go unanswered, because they don't really know.

Cultists will generally avoid the heroes, not confront them, observe them, then report to Misha at the Church of St. Isolde. The party may notice this if they're paying attention.

They'll summon nearby Trogs (some of which may be in their house, or a nearby abandoned house) if one or two PCs come calling. If three or more are there, they wait. They want to overwhelm the heroes.

## People in Orlane

**1: Farmer Hewitt.** No matter which direction the party approaches the town from, they'll meet this farmer and his family. He's primarily interested in minding his own business and not attracting attention, but a PC who attempts to authentically relate to him as a peasant could get him to open up.

- Branwyn, wife
- Alyn, oldest son
- Wynne, daughter, middle child
- Pyr, youngest son

**2: Reeve Grover.** Cultist! Urges the party to leave town because, he claims, they're mercenaries just looking for trouble, but in fact he's a cultist! Or he might act perfectly friendly, and sing the praises of

the Black Frog. That puts the party in Dalgliesh's orbit and gives the master thief a chance to poison them.

**6: The Black Frog.** Bad guy inn. Run by Bartender Bertram, but actually run by Dalgliesh, the head of the Road in town. **Dalgliesh** and his men aren't cultists, aren't mind-controlled, but are very happy to use the potions Misha gives them to mind control others, poison in the food and drink at the Black Frog. They are allies of the cult. Happy to feast off the dying town.

Bertram will only try and poison the PCs if one or two of them come in to check the place out. If the whole team comes in, they'll leave them alone.

**10. Mayor Lilian Ormond** suspects her husband is dead. He got word that some of the townsfolk were headed into the swamp. He went to investigate and hasn't been heard of since. If she trusts the heroes, which she won't unless her bodyguard Traver does, she'll tell them this. Traver, for his part, needs some convincing.

### [The Reluctant Pig](#)

This is the actual nice place to stay. **Belba and Ollwin** are just happy to have customers and bust their ass to make them feel at home. There are some farmers here, though they don't like talking to strangers. They might open up around Shev'ahrr. Or they might be tongue-tied in the presence of the famous hero!

The plot doesn't really advance here. No one in here knows anything, none of them are cultists. Maybe they wonder what happened to Zakariah Ormond, that leads the players to the Mayor's house.

### [Complications](#)

The cultists in town will only attack the PCs if they're dealing with one or two PCs at a time. If the whole party sticks together, they won't do anything except tell Misha later, which results in Troglodytes attacking the PCs.

### [Trogs!](#)

I mean, there aren't troglodytes walking around in broad daylight, but if some PCs are ever sneaking around somewhere, Trogs ambush them

If worse comes to worst, the Trogs will attack the whole group. They'll have some combination of Trogs, Stirges, and a Guard Drake from Volo's.

### [The Temple of Merrika/St. Isolde](#)

This was a church of St. Isolde the Purifier, but Ajax destroyed it. Its walls and rooms still stand, but the ceiling is destroyed.

### [Dalglie is a Master Thief](#)

His men are **Spies & Thugs**.

Misha is a **Priest**, but evil. Needs better spells.

Her acolytes are...**Acolytes**. Some **Martial Arts Adepts**.