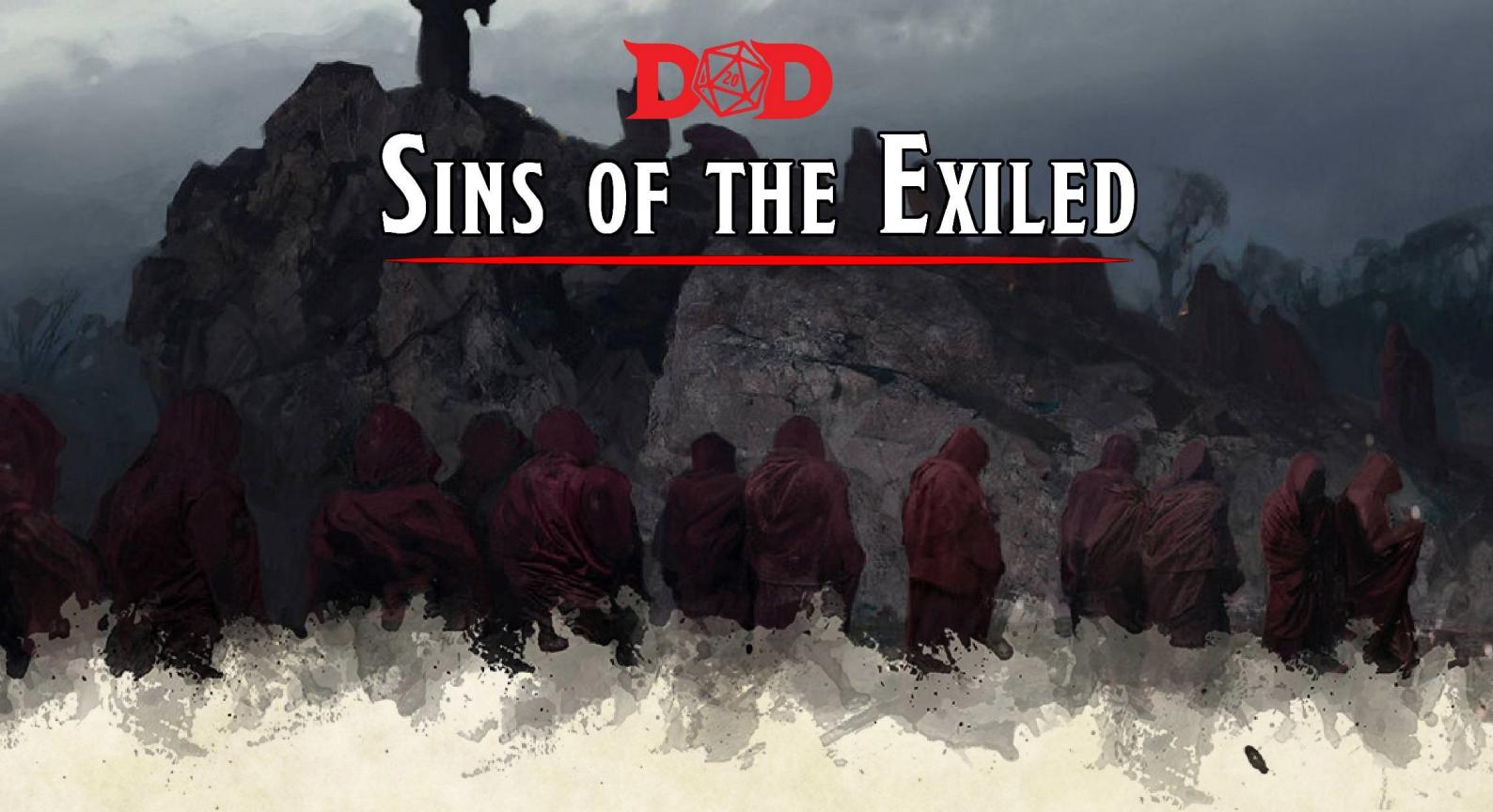




SINS OF THE EXILED



ACT 1: ORIGINAL SIN

The faint, filthy smell of foul sourcery lingers almost fecundently on the fetid air. Life source is what allows the living to think, to fight, to learn, to reason, and to live, thus the magic of life is simply pure power. Those that seek this power will go extremes to gain it as the process of harvesting source from the living is more gruesome and evil than simply taking a life. The process destroys soul and spirit to form the valuable life essence of source. Because of its heinous nature, all knowledge surrounding sourcery and the manipulation of life magic has been outlawed by the Emperor of Noriath.

PREFACE

This one-shot 5e D&D adventure module is loosely based on some lore elements from the games Divinity: Original Sin and Path of Exile for non-commercial reasons. The illustrative cover art was borrowed without permission from [mer11ncz](#). Creating this adventure was a hobby and this campaign is thus not intended for sale. The campaign is truly inspired by [Matthew Colville's](#) YouTube series Running the Game. This document was made using The [Homebrewery](#).

This campaign is made for two to five players of level 2. The one-shot is the introduction module to the overarching campaign of Sins of the Exiled and can be played stand-alone or as part of the completed campaign.

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RUNNING THE GAME

Use this document as a guide for your adventure. You may improve and tailor the campaign to your tastes. Familiarize yourself with the characters and general story-line of this adventure to improve overall gameplay. While it is possible to run on the fly, it is recommended that you read through the guide once to get your bearings.

SUMMARY

While its borders are engulfed in wars against the heretics, the inner Noriathan Empire is relatively peaceful. But recently, there has been a string of strange disappearances in the small town of Ad Pontes. Your players belong to the Order of the Inquisitors, a branch of the Imperial Bureau of Investigation trained to detect and prevent the evil use of magic. The Bureau is taking all precautions and assigning this case to your Inquisitors, as sourcery cannot be let loose in the inner Empire. The team will scout, detect, and investigate if there are any signs of sourcery surrounding the case. If there is, they are given full authority to put an end to the evil by whatever means possible before it can happen.

This is a covert secretive mission and your players will go undercover during their investigation to prevent alarming the sourcers. They will be using "false identities" that are their backgrounds they create during character creation. Essentially, they will roleplay Inquisitors who are masquerading as random heroes who your players will create.

When your adventurers arrive in town, they will realize the whole town is paranoid about the disappearances. Some say it's the government kidnapping people for research. Others say it's a serial killer. But your team can't shake the feeling that its sourcery. Only further investigation will tell.

Your team will later learn the truth that cultists have been using goblins to kidnap villagers from the town in order to use them in a summoning ritual. The cultists plan to summon a one-way portal to the Abyssal Plane and allow Orcus, the Lord of the Undead, to suck and devour the source from this realm. He will then use that source to empower himself and further expand his grand necropolis. With such an increase in raw power, it is possible that Orcus could topple the Demogorgon for the title of Prince of Demons, which is his real goal. It is up to your adventurers to figure out what is happening and put a stop to it before the citizens of Noriath perish in the upcoming battle against Orcus and his cultists.

SCENE 1: THE DEW DROP INN

The game begins in the evening when the party has arrived at Ad Pontes after a long day of travel from Arx Santus, the capital of Noriath. Hungry and tired, a comfy bed does not await them at the end of their long journey.

It is nighttime and you have finally arrived at Ad Pontes. The mission briefing from this morning is still fresh on your mind. Commander Fabor detailed that over the past few days, a number of people from this town have gone missing without any witnesses or a valuable trace.

This case got the attention of the Imperial Bureau of Investigation (the IBI) when the local marshal became a victim to these abductions. They have sent you, detectives from the secret Order of the Inquisitors, to come to this town and figure out what is going on.

As Inquisitors, you are trained in recognizing signs of evil magic, in analyzing each testimony for the slightest hint of a clue, and in piecing together the puzzle until an answer is revealed. There is no such thing as hopelessness to an Inquisitor. Your resolve is boundlessly limitless. No riddle is unreasonable; no beasts unbeatable; no case unsolveable.

Unfortunately, Commander Fabor instructed that this was to be a covert secret mission in case evil is afoot. Afterall, you don't want the abductors to catch wind that the IBI was on their trail and run away before you can catch them. You were told to adopt a false identity and become a band of traveling adventurers, eager to make a name for yourself in the region. While you can't make up your personality, your ideals, or your flaws, you try your best to hide your backgrounds as members of the elite Inquisitors.

As you cross a bridge and pass the gate into town, you notice that it is unusually quiet. No one is on the streets, no light emits from any homes, all the shops have long been closed, and only a few street lanterns light the way. You notice the only place in town that seems to be at all inviting is the tavern located on the western bank of the river that cuts and splits through town. Tired and hungry from your long journey, you decide to head there. You enter the Dew Drop Inn and find seats at a table in the far back right of the room.

STAFF AND CUSTOMERS

Agatha (A), Owner

Agatha is a tall, thin middle-aged woman with greying blonde hair tied up in a messy bun. She wears a plain blue gown and cloth apron stained with many years of alcoholic spills. She is both witty and friendly. Agatha usually welcomes all strangers to her tavern, but recently, she has become more weary with the recent disappearances but keeps a smile despite the circumstance.

Owen (O), Cook, Butcher, and Husband to Agatha

Owen is wider and taller than his wife, with a leather apron draped over his large belly. Curly red hair sits like a mop on his head.

Similar to his wife, he is usually friendly and outgoing, but is worried by the recent disappearances. He tries to remain positive and jolly for the sake of his family. Owen spends most of his time in the kitchen, accessed via a door behind the bar. The players may hear him talking to his wife through the door, or meet him once Chad comes in.

Pulptenks, the serving girl and daughter of A & O

Pulptenks is a 16 year old teenage girl. She wears a blue dress like her mother and has wavy reddish hair. She is the inn's waitress. While her parents try to smile and are friendly to the customers, she acts snarky and can be rude, chatising anyone who spills drinks, chews with their mouth open, or tracks mud into the inn (she hates cleaning with a passion). When she takes orders she typically asks "What do you want?" while glaring at the customers. Her mother will audibly "tch" at her causing her to smile fakely and ask "what will you be having?"

Hugh, a farmer

Hugh is a short, old man with a pointed, sharp face. He squints perpetually and his eyes are covered by thick white eyebrows. He is always suspicious of strangers, but now with with the recent disappearances, he's on high alert. He's worried that he'll be the next to go. Really, he's just a normal farmer who comes in for a drink to cool down before heading home.

Borin, another farmer Borin is another old man but he's got more gray hairs than white. He sits with Hugh. The two have known each other decades and while Borin is pretty boring and he's still suspicious of strangers. He doesn't want his friend Hugh to go missing as well and lose his only drinking buddy. Where Hugh is quick to speak and quick to judge, Borin rarely talks, but when he does, he's the reasonable one.

Greedith the Merchant, and Joy his daughter

Greedith is a middle-aged man with a wide square face and optimistic demeanor. He sits at the table with his young daughter, Joy. Some silver and copper coins sit on the table between them, as they count their profits from their recent peddling to Lorem. This is a ritual they perform after every journey. Greedith and Joy probably know more about the local area than anyone in the town. Once it becomes clear that Goblins are kidnapping the townsfolk, Greedith will warn that the Mortuus Woods are to the East are extremely dangerous and should be avoided if possible.

Margaret the Seamstress

Margaret is a stout, middle-aged woman, depressed and quiet, and is the town's main seamstress. She refuses to talk and is in a state of shock. Her husband, Richard, the town's Marshal, is the most recent person to be abducted only two days back when he went out to the old watch tower to the southeast of town. He was investigating the recent disappearances and decided he'd stake out at the watch tower to see if the abductors were taking people into the Mortuus Woods like he had suspected. Of course without their Marshal, no one in town wanted to risk going into the woods after he went missing to look for him despite Margaret's pleas. When Chad comes in, Margaret will beg him and the party to look for Richard as well.

WHAT THE PEOPLE IN THE TAVERN KNOW:

- There have been three cases of people disappearing, including the marshal's. He is the fourth and most recent.
- The other three people were Betty, a dairy farmer, Dale, the town's carpenter, and Alice, the person in charge of the farmer's market.
- All these people did not live inside town and were abducted at various times throughout the day depending on the victim's schedules.
- They were all abducted when they were alone and walking in places where there would be no witnesses such as when they traveled to and from the town.
- Whoever abducted them was highly intelligent and knew the victim's schedule well enough to abduct them with no one else was looking.
- They never left any traces other than kicked up dirt around the area where they abduct them and are smart enough to cover their trail and make it almost impossible for anyone in town to track their movements.
- Everyone in town is on high alert and even the children try to stay off the streets if they can now. The only people that go about are those that have work in town or want a drink at the tavern.

TAKING ORDERS

Pulftenks can greet and take orders from the players seeing as how they arrived in the inn just in time for supper. Scrawled in chalk on a piece of slate by the bar is the following:

THE DEW DROP INN

- Breakfast - 3sp** Toast, Eggs, Jam, Goat Cheese, Fried Ham, Oatmeal
Lunch - 4sp Leg of Mutton, Roasted Potatoes, Grilled Chicken on Bread, Foraged Salad
Dinner - 5sp Grill Mixed Meats, Roasted Veggies, Pot Pie, Hot Beef Stew with Toast
Drinks - 2sp Ale, Mead, Beer, Cider, Apple Juice, Fruit Juice Mix

Have Pulftenks serve the food and you can let the players introduce themselves using their "fake" identities they will be using during this mission. Now its time for some fun!

THE BLACKSMITH'S DAUGHTER

As your players are enjoying their food or are talking to the townsfolk, this happens:

A large man with square shoulders wearing a dark studded leather apron bursts in. His face is in pain and his eyes bloodshot as if he had been holding back tears. He smells of sulfur and his face is darkened with soot.

"They took Bess," he says. "They took my girl."

This is Chad the Blacksmith. Chad is a simple man and all he wants to do is provide for his family. His daughter, Bessy, was kidnapped by goblins and now he's going to save her, but he needs people to help him.

ROLEPLAYING CHAD

Chad and his family live outside Ad Pontes on a small farm on the outskirts of town. Chad's wife Helen was at their farm when it happened. She tried to stop the goblins from kidnapping Bessy but was attacked by them and is now nursing at home. Chad firmly believes that it is the goblins who are behind the recent abductions of the townsfolk. Helen told Chad that Bess was taken alive. The reason he didn't immediately go after them was because he knew he couldn't fight the goblins alone. He's looking for people to help him go after the goblins. Now, this is a dangerous decision and the other people in the inn will try and talk him out of it. But Chad is determined, angry, sad, and will do anything to save his daughter.

The players may interject at any time. If they don't, you could allow the townsfolk to debate. We should go together! No, that's still suicide. We should send to Arx Sanctus for help! No, that will take too long and we already tried when the others went missing. Remember to include Margaret and her begging of Chad to look for Richard as well. Ideally the players will offer to help, but if they don't, feel free to have Pulftenks suggest them. She has that kind of no nonsense, snappy attitude.

If your players ask what they get for doing it, Chad will say he does not have much but is willing to reward them with the finest weapons from his shop and Margaret will give gold as well.

SCENE 2: HELEN'S FARM

Once your players agree to help, Chad will recommend that they head to his farm. Helen can recount the story better than he can and they can get a better lead that way. As it is night time, most areas in the town will be inaccessible to the players. All the shops will be closed and most people will be at home with their families. The only shop in town in the general store, Chad's foundry, and the farmer's market.

JOURNEY TO THE FARM

Chad will accompany the players as an NPC on their quest to save Bess. His stat-block is included in Appendix A.

The trip to Helen's Farm will be relatively uneventful. The night is quiet. The sky is clear. The moon is out. It is dimly lit conditions.

Chad takes the players to Helen's farm using the path he's walked every day for the past two decades. The trip is around 30 minutes of walking time and the players can learn more about Bess:

- Bess is 12 years old
- She has brunette brown hair but has cut it short into a pixie cut and looks very much like Emma Watson when she had short hair.
- She has striking blue-gray eyes.
- Average size for a girl her age.
- Acts like a tomboy and always wanted to work as an apprentice for her father when she grows up.

ARRIVAL AT HELEN'S FARM

When the players reach the farm, they will see that it is composed of three main structures. The buildings look aged with time and there seems to be evident signs of an attack.

As your approach from the west, you can begin to make out the farm. The moonlight illuminates three structures which seem to be a large red barn, a two-story white house, and a wind mill that sits southeast of the farm. The buildings seem to be worn with time and as you get closer, you notice that the paint seems to be chipping off the house and the barn.

THE HOUSE

Chad will lead the players up to his house where there will be signs of an attack. There are blood drops on the front porch that go from the door to the small wood steps and trails into the grass to the southeast towards the windmill. Amongst the clutter on the ground and the dimly lit conditions, it can be hard to spot the blood so you can either have your players roll a DC 12 Wisdom (Perception) check to see the blood or use the highest passive perception of the party members to see if they can spot it. The door appears to have been smashed down and off its hinges but hastily put back in place after Chad returned home. The windows are shattered and there are broken flower pots and a spilled log pile demonstrating signs of struggle.

The blood trail will lead towards the windmill but you can have your player's make a DC 14 Intelligence (Investigation) check to determine if they are able to closely follow the blood into the grass or not.

ROLEPLAYING CHAD

Chad will try to hurry the players in their investigation as every passing second means his daughter could be closer to death. He will let the players investigate the farm and understands that without a lead, there is little chance they will find his daughter. Regardless, he is anxious and prefers the party head out as soon as possible.

HELEN'S STORY

Helen can be found inside the house and will describe further what happened during the attack. Helen is wounded and is nursing her right ankle she sprained while grappling with the goblins. She is slightly in shock and has a tough time recalling what happened during the attack.

Bessy was out in the barn working on some chores while Helen was inside cooking when the Goblins attacked. Two goblins broke down the door and tried to grab Helen and take her. Helen was grappled by the goblins and her ankle was injured in the fight, but she was quick, managed to slip out of their grasp and grabbed the pan she was cooking with to defend herself. Bessy heard the commotion and rushed to help her mother.

She tried to use the poorly-smelted shortsword she made which broke when she lunged for a goblin and he dodged, causing it to break against the wall and cut her in the leg. She then tripped and rammed her head into the wall, knocking herself out cold with a concussion.

The goblins saw she was unconscious so they grabbed her and ran off, leaving Helen with a sprained ankle behind unable to chase.

The broken blade remains on the floor with blood on it and this where the blood trail originates. Helen will point to it as she tells her story. There are pots, cooking utensils, and various kitchen ingredients like spices strewn about everywhere.

CLUES, CLUES, CLUES

If your players want to inspect the room closer, you can have them roll a DC 13 Wisdom (Perception) check to see that there are also traces of dirt and mud the goblins tracked in and also some distinct dirty mushrooms on the ground with a strong smell. The players can ask Helen if she was using mushrooms when she was cooking and she will say no. If given the option, Chad can closely inspect the mushroom and recognize that it is from the Southern part of the Mortuuus Woods a little ways east of here. The mushroom is not poisonous but has a very pungent taste too strong for humans to consume. The players can deduce the goblins had some on them and in the struggle dropped the mushrooms on the ground. There are also deep scratch marks in the wooden floor and walls.

The upstairs area of the house is where the bedrooms are. There are two rooms: the master bedroom and a smaller room for Bessy. They have an outhouse in the back. As these places were not areas where the goblins attacked, there is nothing to note. They are ordinary rooms.

THE BARN

There are two cows in the barn, Nettie and Clarabelle, and a bull named Brad. If the players inspect the inside, they will see hay strewn about and a trolley and pulley system to hoist hay up to the top of the barn. There is also various farm equipment like plows, shovels, hoes, scythes, and pitchforks. There is not much to note about the barn other than the various tools and the cows. By the looks of the hay and the pulley system, Bessy was most likely hauling hay up to the top of the barn when the goblins attacked.

THE WINDMILL

If the players follow the blood trail to the windmill or they just decide to check it out, the door to the windmill is locked. Chad can open it, but insists they get on with trying to find Bessy. If the players want to open it, there is nothing to note inside other than there is a large windshaft that connects to the milling machine made of gears and wheels.

On the outside, the blood trail continues southeastward but it gets harder and harder to see the trail because Bessy's wound stopped bleeding as her blood clotted. Once this happens, Chad could recommend the players to either track for the goblin's footprints with a DC 10 Wisdom (Survival) check or head to the place where Richard was taken at the watch tower to get another lead on the goblins. Either way, the party will stumble across the watch tower by tracking the goblins or by Chad's instructions.

SCENE 3: MORTUUS WOODS

As the players continue following the goblin's tracks or go to the watch tower per Chad's recommendation, they will walk for an additional 30 minutes.

The area around here is an open grassy plain with the occasional lonely tree greeting you as you trek southeastward. You walk by an old watch tower that Chad indicates is the one Richard, the town's Marshal, was using to scout and stake out before he was abducted a few days ago. It stands eerily against the forest behind it, broken down and dilapidated despite its important purpose of providing overwatch for the town.

The watch tower is made of dark wood planks and held unsteadily together by rusted nails. It is about 15 foot high with a small ladder that leads up to the bucket where a lookout would sit. On the ground beneath the watch tower, there is a pile of spilled planks and a hammer. There is also a broken spyglass on the ground. There are signs of a struggle such as kicked up dirt, deep footsteps, scratches on the wood. In the bucket up top, the players can find a small table with a bag of nails and a note hidden underneath that reads:

Four goblins spotted wandering around Mortuus Woods. Big head goblin seems intelligent and tries to hide his tracks. Other goblins leave tracks everywhere, but big guy helps them hide their tracks. Could be suspects? So far no traces at crime scenes at all and no witnesses either, so no confirmation... but the head goblins seems unusually smart.

INTO THE WOODS WE GO

Once the players have taken a look around the watch tower, they can continue following the goblin's tracks or they can pick up on the goblin's track if they came to the tower by Chad's recommendation (DC 10 Wisdom (Survival) check). If they don't have a plan or haven't thought of one, have Chad recommend tracking the goblins to them. The tracks lead into the southern region of Mortuus Woods.

As you continue, the tree line on the horizon grows until you reach a wall of greenery both left and right as far as the eye can see. The trees are large and old and the undergrowth thick with shrubs and bushes. Trekking through these woods will be no easy task, but you must get to the bottom of this.

The Mortuus Woods is a deciduous forest and as it is summer time, the forest is growing and all seems well. But there does appear to be some trees randomly scattered that are dead. The players can deduce via their ability skills (intelligence or wisdom skills) that this is a definite sign that there is something magical going on and it's like the trees were sucked of their source. They are dead with no signs of parasites or disease. These trees appear to be amongst healthy trees but are dead which is unusual.

As the party travels further in, they can hear owls hooting, the occasional chirping of crickets, the humming of insects, a fox calling out, a bird tweeting etc.

If they decide to track the goblins through the woods, it will be more difficult than before with a DC 14 Wisdom (Survival) check. If they are unable to track the goblins, the party can still attempt to trek through the woods and find other signs of where the goblins might have gone. The goblins have set up camp deeper in, and perhaps the party could do a Wisdom (Perception) check and smell the stew the goblins are cooking or see the fire/smoke they started. Eventually they should reach or stumble upon the goblin camp.

GOBLINS LOVE MUSHROOM STEW

If the players were able to detect the goblin camp with ability checks, they can attempt to sneak nearer to the camp. If they were not able to pass the earlier tracking/perception checks and stumble upon the camp randomly, have the players and the goblins contest their passive perceptions to give the players a chance of detecting the goblins before the goblins notice them.

The camp has three goblinoid creatures with two **goblins** (*MM p166*) and a **hobgoblin** (*MM p186*) huddling around a fire boiling a pot of mushroom stew. They have sleeping mats rolled out and a small wagon nearby. Players can attack, capture, and interrogate the goblins for more information. The goblins are hired and pressured by the Cult of Obligation (whom they call men in red robes) to kidnap villagers from the surrounding area and bring them to the cult's hideout. These particular goblins don't know where the hideout is and only their leader Smort-one knows where to take the captured villagers. The goblins do not know much other than that. Smort-one left a while back with two captured victims (Richard and Bessy). The party can keep the goblins around and they will try to escape periodically (goblin's Dexterity (Stealth) check vs. highest player passive perception) or kill them off.

COMBAT TACTICS

The goblins are willing to fight the party but their battle strategy is that they will also try to run away if they see the other two go down and are on their own. The goblins can converse with each other during combat in goblin and to the players in broken common.

After the fight, in order to continue, the players can continue tracking to find Smort-one (DC 18 Wisdom (Survival) check because he covers his tracks really well) or investigate the wagon in the camp. If they check the wagon, they can find various camping gear, blankets, pots, and clothes. They will find a letter in common amongst the various items that reads:

"Smort-one, go east and follow the signs of sourceful sacrifice and you will reach the Magisters' Tomb. You will deliver our guests and be given 20 gold pieces per individual you invite. We demand that the guests be old and weak for purposes you need not know. I am sure you can handle this task, because you are so smart after all."

From this the players can head east either through tracking or by searching and finding the letter.

SCENE 4: MAGISTER'S TOMB

When the party travels closer to the Magisters' Tomb, they will slowly begin to see dead trees becoming more and more apparent until all the trees around them are dead. This is due to the cultists having sucked the life source out of the trees for the summoning ritual occurring inside the tomb. There is the smell of rot and decay in the air. These are obvious indicators that sourcery is at play. Carcasses of small dead animals like rabbits and squirrels litter the forest ground with no apparent wounds. They died on the spot when their source was sucked out. Your players can make ability skill checks to learn about this information.

It is to be noted that sentient creatures and large creatures have larger amounts of source in their bodies. Smaller creatures like birds, rodents, and insects as well as non-sentient beings like trees have less source in them. While the cultists initially started with harvesting source from the surrounding forest without blood letting, they found that the most efficient way to harvest source was by cutting open sentient creatures, especially humanoidal due to ease of control, and taking the source directly from the blood.

SMORT-ONE THE SMARTEST GOBLIN

As the party approaches the Magisters' Tomb, read this to your players:

As you trek deeper into the forest in the dead of the night, it becomes apparent that it is unusually quiet. Other than the breaking of the occasional twig or the trampling over of dead grass, there are no crickets chirping or owls hooting. There is nothing but the wind whistling through the stiff branches of the dead trees. But then you suddenly hear it! The sound of arguing, voices raised, and invectives fill the air. You are approaching strangers, an unknown amount, perhaps they are your enemies, or maybe they are just travelers.

It is easy for the party to sneak and continue listening in because the enemies are busy bickering with each other and not paying attention to their surroundings. But if the players decide they want to go guns blazing and run in, refer to the combat tactics section in the later paragraph on the enemies' fighting strategy.

SNEAKING AND EAVESDROPPING:

If the party decides to sneak up and listen in on the goblins, read this to them:

As you sneak up and peer out of the trees towards where the voices come from, you see a large grassy rock mound with stone ruins and pillars that dot the clearing in front of it. Two persons in dark red robes with cowls that hide their faces stand amongst the ruins about 40 feet away from what looks to be the entrance of an old tomb. The two cowled figures are arguing with a large goblinoid creature.

You listen in and hear the creature hiss, "You promise me pay for those two! I did not get coins I want! Give me my coin humans or you will pay with blood!" to which the larger of the two figures snaps, "You got your fair coins Smort-one!"

The deal was you bring us OLD people and we will give you 20 gold pieces for each. The old people from before were perfect. Even the old man you brought today was perfect, but then... you brought us the young girl as well. That was not part of the deal. She may prove more trouble than she is worth. It is as I have already said. 20 gold pieces for the old man and 10 gold pieces for the girl. That is fair. You should be happy you're getting paid for the girl at all, you stupid creature. Now scram! And come back with someone older if you want your coins..."

Smort-one, the goblin, gets very angry at this statement. All the other creatures he has known have always called him the smartest one and his intelligence among the goblins was highly renowned. And this red robed man dared insulted his reputation by calling him stupid? Smort-one, in a fit of anger, yells back, "You win humans! You are so so smart! But Smort-one always gets his way! You win my blade!" and the goblin engages in combat with the Cultists. BUT! The conversation of kidnapping and trafficking Bessy like she was just some object, an item, merchant goods to be sold around causes Chad to burst with anger and he runs out charging at the cultists and the hobgoblin. Your party, surprised that Chad just ran out, is still in the tree lines and hidden.

The party is still sneaking and not in combat yet. Only Chad will be entering combat initiative. The party can decide to charge out and attack with Chad and then enter initiative for the first round. Chad will then yell something along the lines of, "Come help me slay these evil creatures! There is no time! We have to save Bessy!"

If they decide to continue to hide, Chad will get upset later and say that he thought they were hired to help him. If the players continue to hide, have the hiding players roll stealth checks against passive perception of the cultists and hobgoblin each combat turn to determine if they continue to hide.

COMBAT TACTICS

Chad will rush out and attack the closest creature (**Smort-One**) but will attack the two **cultists** (MM p345) as well when Smort-One goes down. The cultists will attack both the party and Smort-one. (It's a threeway fight). Smort-one will fight against the insulting cultist until that cultist is dead because he's extremely angry at him. Then he will switch to Chad. The insulting cultist will stay and fight Smort-One while he tells his companion to run alert the others and get help.

If the other cultist makes it close to the entrance of the tomb (10 feet away), she can yell for help and two more **cultists** will join the fight. The female cultists and the two backup cultists attack the rest of the party. The cultists will not let the party live and will attack relentlessly even if the party gives up. They will shout "you will not live to tell what you have seen here!", "the ritual will go on!", "we will not let you disturb the grand priestess!", "he will be summoned!", and "You will die and your source consumed!" and other sayings similar to what a cultist would scream and use to intimidate.

Once the cultists and goblin(s) are dead, the players can choose what they want to do next such as loot the bodies, take a short rest (you can determine a consequence or not), heal up, or head inside.

ROLEPLAYING CHAD

If the party confronts Chad after the fight about him charging out, Chad will apologize and say that he has always had anger issues and has been trying to keep it in. It is one of the primary reasons why he decided to live out on the farm away from the town as the walk from town to the farm allows him to meditate and reflect on his anger before he gets home to his family. But the recent stressful situation and kidnapping of his daughter has caused him to be swallowed up in his anger. He will try to keep his anger in check

SCENE 5: INTO THE TOMB

As the party approaches the tomb, they will hear a cult priestess chanting and performing a ritual with lots of magical sounds, humming, yelling, screaming, and general loud noises that have to do with a cult ritual.

This explains why the cultists deeper in have not heard the fight going on outside and will be oblivious to the fact that they are being attacked. Use the dungeon map/notes provided (*Appendix C*) to understand the layout better. There will be two guarding cultists stationed at the bottom of the stairs of the entrance to the tomb unless they were alerted by the female cultist guard from the fight outside and have already been killed.

THE BRAZIER ROOM

The next room has two **cult enthusiasts** (*Appendix B*) and two **cult zealots** (*Appendix B*) standing around looking into the flames of the brazier. The northern wall has a bas relief as described in the dungeon map and the southern wall has the Magisters' daily burdens engraved into it. The tomb is old and the walls are made of a light gray stone. It is damp and cold and a metallic smell of blood fills the entire tomb. The large room is dimly lit by the brazier but the hallways in the tomb are in low light conditions.

Read this to your party as approach the large brazier room:

As you round the corner and peer into a larger, dimly lit room, there are four more of those strange red robed men staring intensely into the flames of an open brazier. It surprises you that the crackling of the fire resonates so well with the chaotic sounds of the ritual occurring further in. The sounds fill your ears to form a strange harmony of horrific music. But the large rooms connected by narrow hallways of the tomb turns that music into a loud, echoey, dissonant, cacophony of madness. No wonder they couldn't hear your fight outside. The four men don't seem to have noticed you approaching. They are locked away in their deep trance, hypnotized by the chaotic music and burning flame.

COMBAT TACTICS

The party can try to sneak around the cultists or the cult enthusiasts will fight the party using their short swords while the cult zealots will use spells and cantrips. You can have them attack realistically and target the weaker party members.

THE SACRIFICIAL CHAMBER

The next hallway leads into the sacrificial chamber. It has a **net trap** triggered by a tripwire that has a net fall on the players and will alert the cultists in the sacrificial chamber of the player's presence.

IT'S A TRAP! NET TRAP MECHANICS

If the players check for traps, have the DC to spot the trip wire and net be 10. A successful DC 15 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers. When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net and Restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section.

When the players pass the trap and enter the sacrificial room, read this to them:

The screams, the humming, and the chanting crescendos as you approach the sacrificial chamber. Candle light casts dancing shadows of entranced cultists against the walls of the room. The metallic smell of blood fills your nostrils and the taste of iron bleeds onto your palette. The once gray walls are now coated in a thick layer of caked blood that seems to be giving off the intense rancid smell. You identify the source of the screaming. A young girl covered in gore lies huddled in an iron cage near the sacrificial altar. On the altar itself lies the body of an old man cut in various places to expose his red delicate flesh underneath. His blood spews over the sides of the altar and a cultist wearing dark red robes with bright gold trimmings stands elegantly over him with a sharp dagger in her hand. She mumbles some words that you cannot understand, but the sounds that rasps out of her throat feel evil. In a fit of mania, a scream escapes her as her blade cuts across the flesh of the old man and his blood sprays onto the walls and the people in the room.

IF THE PLAYERS DISARMED THE TRAP

Read this next part if your players managed to disarm the trap in the prior hall:

There are 4 red robed cultists slowly swaying with their hands raised up in a semicircle behind a reliquary situated near the sacrificial altar. As you enter, they do not notice you but continue to sway entranced by the ritual.

IF THE PLAYERS FAILED TO DISARM THE TRAP

Read this next part if your players failed to disarm the trap in the prior hall:

There are 4 red robed cultists slowly swaying with their hands raised up in a semicircle behind a reliquary situated near the sacrificial altar. As you enter the room, their hands lower, their heads raise, and they stare directly at you. In unison, they all state, "The Ritual is in process. The blood lord will arrive today. You are welcomed here as our guests and may participate in the ritual. Put down your weapons and join us." After they say this, they stand silently awaiting your answer.

Regardless of what your players choose to do, the Cult Priestess will become aware that the players are in the room either after the first surprise round if the party decides to sneak attack or if they activated the trap in the prior hall and are caught by the cultists. After the cult priestess realizes the party is in the room, read this to your players:

The priestess snaps her head toward you and yells, "This old man and this girl's source will not be enough to complete the ritual! Bleed our new guests and let them greet the master!"

COMBAT TACTICS

There are two **cultist zealots**, two **cultist militants** (*Appendix B*), and a **cult priestess** (*Appendix B*) in the room. The zealots will use their spells and cantrips in the fight while the militants will attack with their scimitars. The cult priestess will first use shield of faith on herself and continue. She will not be attacking until the ritual is complete.

Once someone is downed regardless of side, read this to the players:

As the first body hits the floor, the priestess deep in her ritual screeches "Yes! Perfect! Source ripe for harvesting! Your sacrifice will not be in vain!"

If the downed person is a player, each time the player fails a death save, they lose source to the priestess' dagger and suffer a temporary reduction to overall HP (1d4) until they take a long rest. The priestess will act as if she is draining them of their source. If they fail all three death saves, they die and lose all their source. If it is just an NPC, the NPC dies and its source consumed. The process of source leaving the body looks like a stream of teal-white wispy essence that escapes the body's open wounds and twirls toward the cultist's knife.

THE PORTAL IS OPEN

Once three people have been downed (regardless of side), the ritual will be complete. Read this to the players:

As the third body hits the floor, the priestess screeches with bloodlust and joy, "YES! The ritual is complete! The master will arrive and feast on the source of this realm! Your source will serve him well! Come now, master! Join us!" The priestess then turns away from you, holds out her hand, and drops the dagger to the ground. Just before the tip of the dagger hits the ground, it stops, seems to levitate, and from the bottom of the hilt a tealish-white wisp emerges continuously to form a large circular portal. It is a portal into the Abyssal plane. Through it, you hear guttural maniacal laughter as a gargantuan winged demon approaches slowly into view. It is a bestial creature with a diseased and decaying look. He stands on lower goat-like limbs, has a massive humanoid upper body with a corpulent belly swollen and bloated with rot. His head is akin to the skull of a goat with ram-like horns and flesh rotting from it. As you observe him, in the corner of your eye, you begin to see the whitish-teal essence of source seeping through the walls of the sacrificial chamber. The source snakes its way like living vines to the portal and is consumed by the demon. You see the fiend's mouth open and hear a harsh demonic voice in your head. "My servants... Bring me power and bring me source... Let me feast... and I will become the Prince of Demons... HE will lose his throne and once he is gone, together, we will rule our grand necropolis..." After hearing these words, the cult priestess shrieks "No one can stand in his way! Cut them and take their source! You will join us in the necropolis!" Her voice is commanding and harsh, but she seems hesitant to move from the sacrificial altar. She stands over the dagger, almost shielding it from your eyes.

OPTIONAL: To make the fight more interesting you can have Orcus raise the downed players or cultists to become **zombies** (*MM p316*). The three downed persons as well as Richard have source infused back into them and are turned into **zombies** in the fight.

If you decide to do this, read this to the players after having read the paragraph from before:

As you see the cultist defending the dagger, you notice that the four bodies on the floor including the one near the altar have a vine of source creeping towards them and infusing into their bodies. As the source enters, the bodies violently shake as if undergoing a seizure, and then they are brought back, they raise to their feet, not as living, but as undead.

COMBAT TACTICS CONTINUED

The **cult priestess** will then join the fight. She has a defensive play style and will not attack in melee range. She will use her spells and cantrips to avoid close engagements and will try to protect the dagger. The remaining cultists will attack as they have and the zombies will also attack in melee. The players won't be able to attack Orcus and the damage to the portal is instead rerouted to the dagger.

PORTAL & ORCUS MECHANICS

On each player's turn, the player must succeed on a DC 10 Constitution saving throw or lose 1 HP and have their max HP be reduced by one. This is due to their Source being absorbed by Orcus. Anyone trying to enter the portal will die upon entering the portal and their source absorbed by Orcus. While the players are in Orcus' range of vision and madness should apply, it will be up to you to decide whether or not the players will be affected by his madness effects (maybe it is because the gate is a one-way portal and the madness effects does not go out the portal).

Regardless, in order to close the portal, the dagger must be attacked and the enchantment on it destroyed. The dagger has an AC of 19 and 20 HP. When its HP reaches zero, the enchantment on it breaks and the dagger shatters, closing the portal and cutting Orcus off from this plane. The zombies will lose their source and become dead again while the cultists and cult priestess will commit suicide.

DAGGER DESTROYED

Read the following descriptive texts to your players depending on whether the dagger was destroyed before or after the priestess dies.

DAGGER DESTROYED BEFORE PRIESTESS DIES

As the dagger is struck once more, the magic enchantment on it is destroyed, and it falls over, shattering into pieces. The wisp from its hilt slowly dissipates away and the portal to the Abyssal plane is cut off. The source that was feeding the demon, with nowhere left to go, settles out and disappears. Without source channeling into them, the undead are again dead. The realization that her plans have been foiled causes the priestess to stare at the broken dagger in shock. Today was to be the day the world ended and she would share the power of the Demon Lord. But now, all that effort and all that sacrifice have been in vain. She lets out a blood curdling screech and with another dagger she produces from her robes, slits her own throat and commits suicide on the spot, her body crumbling onto the sacrifice altar.

DAGGER IS DESTROYED AFTER PRIESTESS DIES

As the dagger is struck once more, the magic enchantment on it is destroyed, and it falls over, shattering into pieces. The wisp from its hilt slowly dissipates away and the portal to the Abyssal plane is cut off. The source that was feeding Orcus, with nowhere left to go, settles out and disappears. Without source channeling into them, the undead are again dead. The priestess lies dead on the sacrificial altar, having sacrificed herself to empower Orcus. The cultists are dead, but you have a feeling that this won't be the last you hear of Orcus and the source he craves.

AFTERMATH

After the fight the party will probably loot the bodies, go unlock Bessy, or look around the room depending on if Chad is alive or not. Read how Bessy will react depending on if Chad makes it through the fight or not.

IF CHAD IS ALIVE

Before the player does anything Chad will rush to Bessy and see if she is alright. Bessy is still locked in her cage. In order for it to be unlocked, the players will need to loot a key off the priestess' body or lockpick the lock with a DC 10 Dexterity check using Thief's Tools or something equivalent. Read this to the players:

After the fight, Chad rushes over to Bessy. She is somehow miraculously still alive but is traumatized by the experience. Her cage remains locked but the father and daughter have finally been reunited. Tears stream down their faces as Chad checks to see if Bessy has been physically hurt. Other than the wound she received after cutting herself earlier, she has not been hurt since. The wound is now festering. If it is not taken care of, she may lose leg and possibly her life.

The players can attempt to pick the lock, find the key, and heal Bessy's leg with healing spells or a healing potion. Once that is done, Chad will thank the players, pick up Bessy, and wait for the players to finish up inside the Dungeon.

IF CHAD HAS DIED IN THE FIGHT

After the fight, the players will hear Bessy crying loudly while reaching out for her dead father. In order to unlock the cage she is in, the players will need to loot a key off the priestess' body or try to pick lock it with a DC 10 Dexterity check using Thief's Tools or something equivalent. Read this to the players:

After the fight, you hear the young girl crying and weeping. It is Bessy in her cage. She reaches out toward her father with tears streaming down her face... "No! Father... Please.. No.. don't leave me..." Other than the wound she received after cutting herself earlier fighting the goblins, she has not been hurt since. The wound is now festering. If it is not taken care of, she may lose her leg or possibly her life.

The players can attempt to pick the lock, find the key, and heal Bessy's leg with healing spells or a healing potion. Once unlocked, she will try to crawl towards her father's body and weep over it. She will refuse to go and will want to stay with her father unless the players try to comfort Bessy and remind her that her father died a hero, sacrificing himself to make sure she is safe. The players will have to pick her up because she is still healing from her wounds.

LOOTING THE ROOM

After the cultists are defeated, the party can look around the room. If they look closer at the sacrificial altar, they will see a pentagram etched into the marble stone. But the treasure is hidden inside the reliquary situated between the entrance and the sacrificial altar. If the players investigate the reliquary, they will need to succeed on a DC 12 Intelligence investigation check and see that underneath the lip of the reliquary, there is writing in Elvish.

It is the riddle listed in the dungeon map/notes from Appendix C. In order to solve the riddle, one of the players must cut themselves and wet the words of the riddle with their blood. Once this happens, the reliquary opens up. Inside are treasures. There is a Sword of Wounding, 1 vial of source (a Potion of Greater Healing), 2 Resurrection spell scrolls, and 1 Finger of Death spell scroll.

If Chad has died, the players can bring chad back with the resurrection spell scroll or not. If they do, Chad will thank them, Bessy will be ecstatic, and Chad's quest rewards are still available. Of course, the quest rewards won't matter as the town is mostly dead after Orcus was summoned and consumed the source from the surrounding area.

CONCLUSION

When the party exits the tomb, they will see that the amount of dead trees have grown significantly. As they travel away from the tomb, the trees should be alive but instead the trees are mostly dead. There are no animals and insects sounds. It is completely and eerily silent the whole way back. The underbrush is dead, the trees are dead, the forest seems dead.

While the landscape has changed significantly, the trip back to Helen's farm is uneventful but when the party gets to the farm, it is swamped in chaos. The farm is overrun with IBI agents and forensic wizards analyzing and setting up various equipment and magical contraption to analyze the source levels and magical readings of the surrounding area. After the portal was opened, a catastrophe occurred that affected those in a large area centered on Ad Pontes.

The people of the villages and towns around Ad Pontes had their source slowly drained from them and absorbed by Orcus. The range of effect had reached Arx Sanctus 25 miles from here and many within that 25 mile radius have been afflicted. The very old, sick, and young who had little source in them are all dead, while the more vitally strong individuals are now weakened or are dying. Helen is one of those who are dying. Read this to your players:

You approach the farm, tired and weary after defeating the cultists and their demon-lord. The long day of travel from Arx Sanctus and the all-nighter to defeat evil has taken its toll. You can barely walk straight and your eyelids are drooping. All you want is a nice cool bed and a whole day to sleep. It is now early morning and as you walk closer to the farm, you notice that it is busier than you had expected.

Tents, big magical contraptions, various detection equipment, large wagons, and horses, can be seen dotting the landscape around the farm. You notice that the IBI insignia are on the tents and the wagons and the sound of argument fills the early morning air. The IBI have sent in the Crisis Management Unit on your case, something you're not ready to deal with while running on fumes. You get to the farmhouse and are stopped by IBI agents standing guard. They motion to Chad and Bessy (or just Bessy if Chad is dead) to follow the medical staff into the house while they take you to see Commander Fabor, the officer and overseer assigned to this case. You enter his tent and see the old man bent standing over a table, looking down at maps and papers. His hands cup the edge of table, supporting his arms as he leans over.

He looks up as you come in, but remains in his rigid stance. "Greetings, agents. It has been a chaotic day. Please give me a briefing and tell me the results of your investigation, Inquisitors. What have you found? Is it as bad as it seems?" he instructs as he waits with open ears.

You can have your party recount the events of the campaign and describe the goblins, the cultists, the demon-lord that began absorbing the source from this realm. After the players successfully give a briefing, Commander Fabor will tell them to stand down and will arrest them by order of the Emperor. Read this to your players.

As you wrap up your briefing, Commander Fabor's face is solemn and brooding. It was his biggest concern confirmed. This was a much bigger issue if demon-lords are involved and the Emperor was right. He motions to the two IBI agents behind you and an additional three more show up blocking the entrance to the tent. Commander Fabor pulls out his longsword and the IBI agents all unsheathe their weapons. He commands to you "Stand down, Inquisitors. By order of the Emperor, Deus Ex Braccus, of the Holy Noriathian Empire, I arrest you on the crime of absolute negligence regarding your mission to stave off evil resulting in the involuntary manslaughter of the good citizens of this Empire, including the lamb of the Empire, the daughter Euphemia. You will be arrested, transported, and brought before the Holy Emperor himself and his panel of high judges to be questioned and judged for your crime. The severity of your punishment will depend on your testimony. Justice will review your sins and for your crimes, at best you will be executed by decapitation and at worst you will be flung from the reaches of this Empire and thrown amongst the primitives as you suffer your fate in exile. Again, stand down Inquisitors or we will use force."

If the players do stand down by Fabor's instructions, then continue on to the epilogue. If they decide to resist, the IBI agents and the Commander will attack the players and put them down forcefully by knocking them down to 0 HP and putting them out non-lethally. Use the **knight** (MM p347) stat-block for the five IBI agents and the **veteran** (MM p350) stat-block for Commander Fabor.

EPILOGUE

As the players are arrested and shackled in manacles, they are taken to a wooden prison cart. The cart is cramped and claustrophobic as the roof of the cart is low and only a few narrow, barred openings near the top of the cart lets in any light. The party is forced inside one by one where they will be housed for their journey to Arx Sanctus.

The adventure concludes here as the party members are taken to the capital to face their trial. They will be judged by the Holy Emperor, Deus Ex Braccus, himself and whether they face death or exile depends on the will of the Emperor.

THAT'S ALL, FOLKS

With that, the first act of Sins of the Exiled ends. I hope you enjoyed this as much as I did writing it. This is my first adventure I've written and is heavily based upon the tips, notes, and ideas Matthew Colville gave in his video series: [Running the Game](#). I'd also like to thank the developers of the Homebrewery for providing the program to create this document as well as the developers of Dungeongrapher and Inkarnate for the programs to create the dungeon and overworld maps. Let me know any feedback or comments by sending me a message on Reddit at [u/Gaming_Roulette](#).

APPENDIX A: MAP OF THE AD PONTES REGION



APPENDIX B: CHARACTERS & CREATURES

CHAD THE BLACKSMITH

Medium humanoid, neutral good

Armor Class 13 (studded leather armor)

Hit Points 18 (4d8 + 2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +2

Senses passive Perception 13

Languages Common

Reckless. At the start of his turn, Chad will have advantage on melee weapon attack rolls, but attack rolls against him have advantage until his next turn.

Actions

Blacksmith Hammer. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2) bludgeoning damage.

SMORT-ONE

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27(5d8 + 5)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	20 (+5)	1 (-5)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Multiattack. Smort-One can make two melee weapon attacks with his scimitar. The second attack has disadvantage.

Actions

Scimitar. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2) slashing damage.



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CULT ENTHUSIAST

Medium humanoid, lawful evil

Armor Class 12 (leather armor)
Hit Points 16 (4d6 + 4)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	10 (+0)	12 (+1)	10 (+0)	12 (+1)

Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Multiattack The cult militant can make two melee weapon attacks with his scimitar. The second attack has disadvantage.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 1) slashing damage.

CULT MILITANT

Medium humanoid, lawful evil

Armor Class 15 (studded leather)
Hit Points 20 (4d8 + 4)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10 (+0)	12 (+1)	10 (+0)	12 (+1)

Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages Common
Challenge 1/2 (100 XP)

Spellcasting. The cult zealot is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The zealot has following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy
1st level (3 slots): bless, cure wounds, sanctuary

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) slashing damage.

CULT PRIESTESS

Medium humanoid, lawful evil

Armor Class 16 (studded leather)
Hit Points 33 (6d8 + 6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (+0)	18 (+4)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Senses passive Perception 11
Languages Common
Challenge 2 (450 XP)

Multiattack The cult militant can make two melee weapon attacks with his scimitar. The second attack has disadvantage.

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 3) slashing damage.

CULT ZEALOT

Medium humanoid, lawful evil

Armor Class 13 (leather armor)
Hit Points 14 (4d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages Common
Challenge 1/2 (100 XP)

Spellcasting. The cult zealot is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The zealot has following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy
1st level (3 slots): bless, cure wounds, sanctuary

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) slashing damage.

CULT MILITANT

Medium humanoid, lawful evil

Armor Class 15 (studded leather)
Hit Points 20 (4d8 + 4)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10 (+0)	12 (+1)	10 (+0)	12 (+1)

Senses passive Perception 10
Languages Common
Challenge 1 (200 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

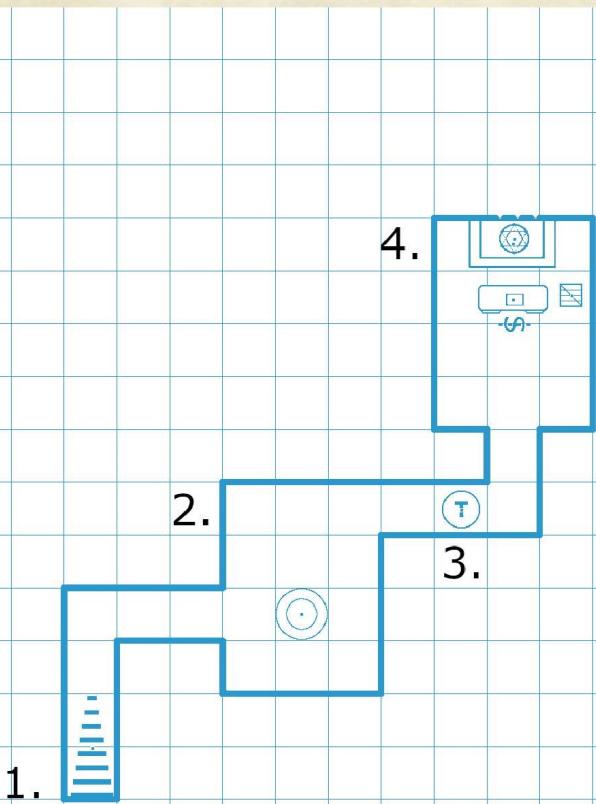
Spellcasting. The cult priestess is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The priestess has following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy
1st level (4 slots): command, cure wounds, shield of faith
2nd level (3 slots): hold person, silence

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 2 (1d4) bludgeoning damage.

APPENDIX C: DUNGEON/TOMB MAP & NOTES



3. Trip-wire trap to activate a net trap, this alerts the cultists in room 4 and determines whether players can sneak attack or not.

4. Priestess in ritual, won't fight until there are three downed characters and ritual is complete, 4 cultists in room. Optional: After ritual is complete, more zombies can be spawned in.

After the fight is over, players can search the chamber and inside the reliquary in the middle of the room are treasures. In order to open the reliquary they must make a self sacrifice by cutting themselves and wetting the words of the riddle with their blood.

Words Enscribed On Wall:

With this blade, I will reap the source from my flesh and my blood, and with my *sacrifice*, the master will take his throne. Endure it I must.

1. Entrance. Two cultists, unless killed in previous encounter outside. If engaged, cultists in Brazier Room will join fight.
2. Offering Room. Brazier for sacrifices of source from living things. There are unknown bones in it. Bas relief on wall depicts Magisters (ancient scholars) harvesting source by bleeding themselves out with sacrificial dagger (small cuts on their bodies) There are words inscribed on wall opposite of Bas Relief noted down below. 4 Cultists stands around Brazier staring into it until Party comes down.

Riddle:

Bathe me in the daily burden you endure. Give to me what is so souly pure. And with that I will grant you what is rightfully yours.

APPENDIX D: UNLABELED AD PONTES MAP

