

DNH1

Pathfinder
Edition

Part One of the
Haunting of Hastur Series

The Lost Temple of Forgotten Evil

by L. Kevin Watson

An Adventure for Characters Levels 4-6



The Lost Temple of Forgotten Evil is an adventure for 3-7 characters level 4-6 and designed for use with most versions of the best known fantasy roleplaying game. It is optimized for the fifth edition and for 5 characters at level 5.



Dark Naga Adventures
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The Lost Temple of Forgotten Evil



DNH1: The Lost Temple of Forgotten Evil

Dark Naga Adventures

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Introduction

The Boldon region, a small town and its surrounding villages, is afraid. Dozens of people are missing, some speculate lost to some nefarious purpose. Tales of an evil temple and the horrible things within circulate. The few who know the legends and history of the region think the dark times have returned not seen since the fall of the first age of man. People are beginning to feel the icy fingers of fear closing in. Upon arrival, the party encounters a broken man, a homeless drunkard prone to incessant rambling. This inspires an investigation into the stories of a lost temple. Has it been rediscovered by men seduced by its forgotten evil? The drunkard's tale leads to others who might help the party discover more before they face The Lost Temple of Forgotten Evil.

Campaign Integration

The area near the temple is designed to be woven into your world with minor modifications. The adventure is set along the coast of the Duchy of Lagduf, within the Kingdom of Meawold. Boldon, a small town that supports several farming and a few fishing villages, is the hub of the region. Sumer is a small fishing village on the Sea of Dince that could easily be on the shore of a large body of water in your world. Maria and Pinto are farming villages.

The villages are a half-day walk or a quarter-day ride from Boldon. They are more or less evenly spaced around Boldon. The distance between them keeps relations amiable. This region should drop into any world with small adjustments or be made part of some other fiefdom if that fits your world better. Meawold and Lagduf are lightly-sketched. Boldon, Sumer, Maria and Pinto are more detailed, providing an open-ended campaign. Over 1,400 years of history and lore are provided.

Name	Role and Population	Location
Boldon	Town of 4600	Center of the region
Sumer	Fishing village of 1100	About 9 miles NW of Boldon
Pinto, Maria	Farming village of 1300-1400	About 10 miles from Boldon

Boldon - Town Statistics

Alignment: Lawful Neutral)

Type: Small Town (near center of region)

Modifiers

- Corruption: 0
- Crime: -1
- Economy: +1
- Law: +2
- Lore: +1
- Society: -4
- Qualities: Insular and Prosperous
- Disadvantages: Cursed (-4 Society)
- Danger: +10%

Demographics

- Government: Autocracy (Mayor)
- Population: 800 (650 humans, 50 half-elves, 50 dwarves, 50 halflings)

Notable NPCs:

- Mayor Wulfa (LN, Human Male Aristocrat 2/Expert3)
- Captain QrQuinto Finey (LG, Human Male Paladin 7)
- Tavern Keeper Jopha (Neutral, Male Human Expert 1/Rogue 3)
- Sage Kriel (NE, Human Male Wizard 9)

Marketplace

- Economy: Foods, Light Textiles, Metalwork and Woodwork
- Base Value: 1,300 gp, Purchase Limit: 7,500 gp, Spell Casting: 4th
- Minor Items: 3d4, Medium Items: 1d6

For the GM

Fredu's tale starts the adventure and is the focus during the first act. The subsequent delve into the temple, the other focus, can be taken in a timeframe comfortable to the party. Six non-linear, optional quest components are detailed between the foci – making an ellipse that ties the components into the adventure.

The Lost Temple of Forgotten Evil is composed of eight major encounter areas, meeting with Fredu, three optional encounters in Boldon, and one optional encounter in three of the larger villages and the temple. With regard to the optional encounters: Two of the encounters are intended to be combat, two of them are intended to be solved with role-play, are two of them could be resolved by combat or role-play at the discretion of the party.

The adventure is designed to balance between distinct differences in player methods and styles of play. Keeping goals non-linear and having no event or encounter be a necessity gives parties maximum flexibility. The players can complete or skip the encounters as they see fit, may tackle them in any order, and can walk (or run) away when overwhelmed. Each successful encounter, leaves them more prepared for the dungeon.

The six encounters reveal:

The location of a secret door

Instructions to open the secret door

Needed supplies

Map A – player map of the temple

Map B – player map of temple location

Insight on the ancient magic of the temple's priests

Background

Fall of the First Age of Man

The Duchy of Lagdud and the Kingdom of Meawold sprang from the ashes of the previous age of man. Well over a millennia ago, temples of the dark god Hastur ruled. From the shadows, they spread like wildfire to every town in the land. Many dismissed the followers as a harmless cult and made excuses for reported misdeeds. Nobles were corrupted by promises of power, while the innocent were sacrificed to the dark god. No city was spared the temples. Leaders either submitted or were overrun.

The corrupting influence all but engulfed the kingdoms of man. In this bleak era, some men were forged into heroes. Backed by a large army of elves and a ragtag force of dwarves and halflings, the forces of good snapped from their delusional state to face the encroachment of darkness upon their world, and the fight to drive out evil initiated. Over the course of three generations, light gained on darkness as good conquered evil. Men, elves, dwarves, and halflings banded together and steadily drove back this plague of Hastur and his corruption.

Once the evil was conquered, the alliances dissolved; the races of the world returned to their petty bickering. Celebrations gave way to decadence, and eventually man forgot what had once made him prevail and he descended back into darkness.

The First Age of Man ended with the collapse of civilization only a few centuries after conquering the evil of Hastur. In the millennium of chaos and darkness that followed, the population of man in the Boldon region dwindled as nature reclaimed it. For the next 700 years, civilization would remain elusive. There were many sparks, but none would ignite to become a beacon in the darkness.

Rise of the Second Age of Man

Men of vision banded together to form something enduring. Starting some 300 years before the present, civilization took root, grew steadily, and survived a few generations. The Kingdom of Meawold formed and expanded. After a century of astonishing recovery, Duke Raffolk was presented a duchy within Meawold, Lagdud. He soon launched an ambitious initiative to tame his duchy and to transform it into a grand and prosperous place. Duke Raffolk was succeeded by his grandson, Duke Gauward, who founded the coastal town of Boldon. With Boldon at the hub, two fishing villages and five farming villages formed, along with hundreds of small independent farms in the surrounding region.

Thus, the duchy was supplied with foodstuffs and an additional market for trade goods and thrived for a quarter century until it was rent by a devastating earthquake. The farms and fields were decimated by the earth's shuddering, and the peaceful seaside villages were drowned beneath the ensuing waves. Fires and aftershocks further reduced the region to rubble.

The mayor of Boldon, Wulfa, rebuilt the region with his own architectural and managerial flair. The practice of specializing in specific crops was discontinued, and diversification was adopted to strengthen independence from external supply lines for the village and the region as a whole.

Today, Boldon exports foodstuffs to Lagdud and imports items useful but not vital to the region's survival, such as minerals, metals, and luxury items. Lumber, abundant in the duchy, is harvested and consumed locally; it is rarely traded. The Duke of Lagdud, Eandald, initially felt threatened by this fiercely independent streak, but his son, Bertio, leaning on his Meawold education, recognized the duchy's inhabitants as men of the earth, completely loyal to the Duke forged by tragedy. They had organized their lives and community to survive the next disaster. When Wulfa was apprised

of Duke Eandald's concerns, he worked tirelessly with Bertio to alleviate all misgivings. Duke Bertio is now the ruler of Lagduf, his father having passed a score of years after the earthquakes.

The earthquake's resulting upheaval exposed an entrance to a temple of Hastur, which had long ago been obstructed by the armies that purged the cult from the region. Undiscovered for decades, the orifice was inadvertently discovered three years ago by Fredu, a man lost in the forest.

Fredu's Encounter

Fredu, a farmer who was taking a shortcut from Pinto to Boldon, became startled by animal noises. Running through the rocks and trees, exhausted and barely able to see in the dim moonlight, he sought shelter in an opening in some rocks. Believing he had found a small cave



Fredu, Always Ready With A Story

to protect him from becoming dinner for some hungry beast, Fredu began to crawl, making his way to the deepest part of the crevice. There, Fredu discovered that the opening linked to a stone passage. By the light of a flickering torch he fashioned from materials within the temple, he found himself surrounded by horrifying images. The most terrifying was a statue of Hastur. Stricken with fear, Fredu ran for his life – ran home to Pinto to tell his story.

Yet, the humiliation and ridicule of the disbelieving townsfolk drove him to despair and finally to drink. As the months wore on, he sold everything he owned to numb his addled and fear-enslaved mind from relentless reproach and nightmarish memories. Fredu is a drunkard and now recounts his night of terror to all who will listen – with the right enticement. Recently, he has taken to telling a comic variation of his story in trade for drink. Once a productive farmer, he now takes odd jobs and tells his tale in exchange for some shelter, a little food, and copious amounts of booze. This has made him a manipulative and unreliable storyteller prone to fabrication to nurture his habit.

Some of Fredu's listeners entertained their own dark plans.

Cyne's Seduction

One who heard Fredu's tale is Cyne, a priest of light local to Boldon. Cyne became driven, his thoughts focused on the destruction of the temple's evil. His mind clouded by rage, he disregarded good judgment and immediately sought the temple. Unprepared and without allies, Cyne's weakness was easily discerned by Hastur. Cyne was corrupted- seduced by the trappings of power, control, and riches.

Cyne gave in to temptation and has become a dark priest of Hastur. He has recruited adepts, restored the temple, and begun to spread the dark influence of Hastur. He plans to corrupt the Duchy and eventually the Kingdom. Becoming a dark priest of Hastur took several months. Recruiting followers took a few months. Restoration of the temple took the better part of a year. The material for the dark crimson heavy woolen curtains that line most of the walls took a great deal of effort to acquire. However, along the way, Cyne found like-minded people to bring his complement of cultists to 40, a number that pleases Hastur. (The cultural equivalent of the number 42 for Douglas Adams fans.)

In recent months, there have been disappearances of locals to the region – 315 total so far. Some were abductions; some were cultists or those attracted to a dark power. Others simply had mishaps while off the well-traveled roads and were never found. With a significant portion of the region's population unaccounted for, people are beginning to speculate that Fredu's impossible tale may have some truth to it. Perhaps he did face the dark god. Perhaps the door to the temple is truly ajar. Recalling the legends from the First Age of Man, people are no longer able to dismiss the threat of evil and ignore the ramifications of Hastur unleashed.

The party's initial encounter with Fredu precipitates the journey that may end in *The Lost Temple of Forgotten Evil*.



Cyne, Priest of Hastur

Potential Player Hooks

- The party might be a mixture of people who started in small towns like Boldon, left seeking their fame and fortune in the world beyond
- They were asked by a patron or other contact to investigate the troubles.
- This may involve an assignment by the contact or come from the enticement of a reward. For example: Edmur, a member of the Meawold Court, has hired the party to follow up on a rumor of some kind of trouble in Boldon with a promised reward of gold and recognition.
- The players could be from the Boldon area and decide or be tasked to investigate the troubles.
- The players could be from another part of the kingdom and be sent to Boldon to help with the troubles.
- The players could be guarding a caravan that is bringing ore to Boldon and decide to look into the troubles.

About the Boldon Region

The Boldon region is about 30 miles across (~780 square miles), with about 15 percent being the Sea of Dinse. This leaves about 660 square miles of land. The land today is about half virgin forest, a quarter farmable land, and the balance unusable land, including rivers, streams, rocks, bad soil, the upheaval from the earthquake, etc. The area is growing rapidly to feed a hungry duchy. The region has a current population of 10,483.

The region is a thriving community on the fringes of a large duchy and part of a major kingdom along the coast of the Sea of Dinse. Boldon forms a hub for a wheel of farming and fishing villages. The region has a population of about 2100 families with more than 800 families living in Boldon. The balance of the regional population is distributed across a couple hundred standalone farms and seven relatively large villages, including two fishing villages and five farming villages, each with about 125 families. Dozens of smaller villages are comprised of three to five families each. The large villages are each roughly 10 miles from Boldon and between 6 and 10 miles from the next large village along the rim. These villages all look to Boldon for trade, defense, and other support.

Boldon

Boldon is the hub of a cluster of agricultural and fishing villages and standalone farms. The villages of the region include the fishing villages of Sumer and Woodbluff, and the farming villages of Baramunz, Maria, Owford, Pinto, and Porthy. Another hundred or so standalone farms exist in the region. The villages and Boldon engage in some light textiles, metal work, and woodworking.

Boldon's small size is reflected in a unique religious cooperation. Priests of three faiths (or four depending on your world) in the area work together and share worship space because the community is too small to support the churches individually. The GM should include a faith of light and something druidic when fitting the region into their world.

Boldon sees a lot of trade traffic from the villages and from the core of the kingdom. The residents are not particularly bothered by strangers.

Fruits, vegetables, grains, and meat are brought into Boldon and then on to Lagdulf from the surrounding villages. Ore, finished goods, and refined textiles flow into the region from elsewhere in Lagdulf. Lumber is harvested and utilized locally. Following the earthquake and subsequent devastation, Wulfa changed the way the region was organized to help it survive future catastrophes. The region is largely self-sufficient, receiving mostly non-essential goods from the duchy.

Sumer

Sumer is a fishing village of nearly 200 boats and about 130 families, and the home of the only herbalist in the region who has the skill to brew potions. He moved his family and trade to the coast in hopes that the salt air would help his ailing daughter breathe more easily. Sumer's buildings are primarily densely packed on the beach-facing side of a large hill across four steppes. Caravan office, tavern, support businesses, and other trade buildings are near where the boats are beached after their harvest. Residents of Sumer see themselves as hard-living sea folk, and take a while (at least two rounds of brew) to warm up to strangers.

Maria and Pinto

Maria and Pinto are farming villages. Each village square is lined along one side by a caravan office, an outpost of the Boldon watch, general stores, shops, and a large pub. Behind these are the workspaces and shops of the other tradesmen of the village. Two of the other three sides are lined with farmers' homes. The remaining side of the square funnels into the road out of town. Most farmers have small cabins or huts to support and shelter the workers near their fields. A few of the farms raise livestock, but most are agricultural. After the earthquake 60 years ago, Wulfa, Boldon's Mayor, had a strong influence on how the villages were planned and rebuilt. The larger farming villages are half-way between the xenophobic small villages and the indifferent residents of Boldon. The party will experience a wide range of receptions from Maria and Pinto residents.

The Tale of Fredu

Virtually all of the residents of the city of Boldon know Fredu. When the subject of the disappearances comes up in conversation, most will inevitably mention him and his fantastic tale. Some, such as Finy, the captain of the watch, and Tane, the mayor, will be more direct and suggest that inquiring parties talk to Fredu, as they have begun to suspect the presence of truth in his tale. They will also mention that his stories have gotten more fantastical over the years.

Unless he can wheedle an odd job that provides lodging, Fredu sleeps (as best he can) in the alleys while in the city of Boldon. If the party were to observe some of his tormented sleep and somehow translate his screams, the words would mostly be an indecipherable jumble, with occasional comprehensible phrases such as "after so long," "I am awake," "convert new followers," "sacrifices to restore," "I will give you power," etc.

By day, Fredu is usually found in the local taverns trying to tell tales in exchange for drinks. He likes to approach strangers who have not yet grown tired of hearing his tale. Fredu would like to receive six pints of ale to tell the story.

The first time Fredu tells his tale to the party, he will be himself and will tell the true version. Though the dark agent within his brain is aware of everything that Fredu does, Hastur desires that they hear the tale. He hopes they will be enticed

to investigate, as the capture and sacrifice of adventurers of such level will greatly assist in the final restoration of the temple, and he believes the party will not be missed nearly as much as any locals, of which he has already sacrificed many.

Fredu's tale should make the party aware of the six optional encounters and of the temple itself. One possible telling of the tale is given.

Ideally, the interactive encounter that is "Fredu's Tale" should have him reluctant to talk about that night and have the party draw more information out of him. Players may want to use ability checks, skill checks, or spells to help draw out the information and see if there is a way to magically or divinely help the broken man.

One possible solution is provided, but there are many other options. This is not meant to be a morality adventure about the evils of alcohol. However, compassionate players may see Fredu as a victim of the evil and want to undo its grip on him. There is no flaw with that argument, and players so inclined should be recognized for great roleplaying.

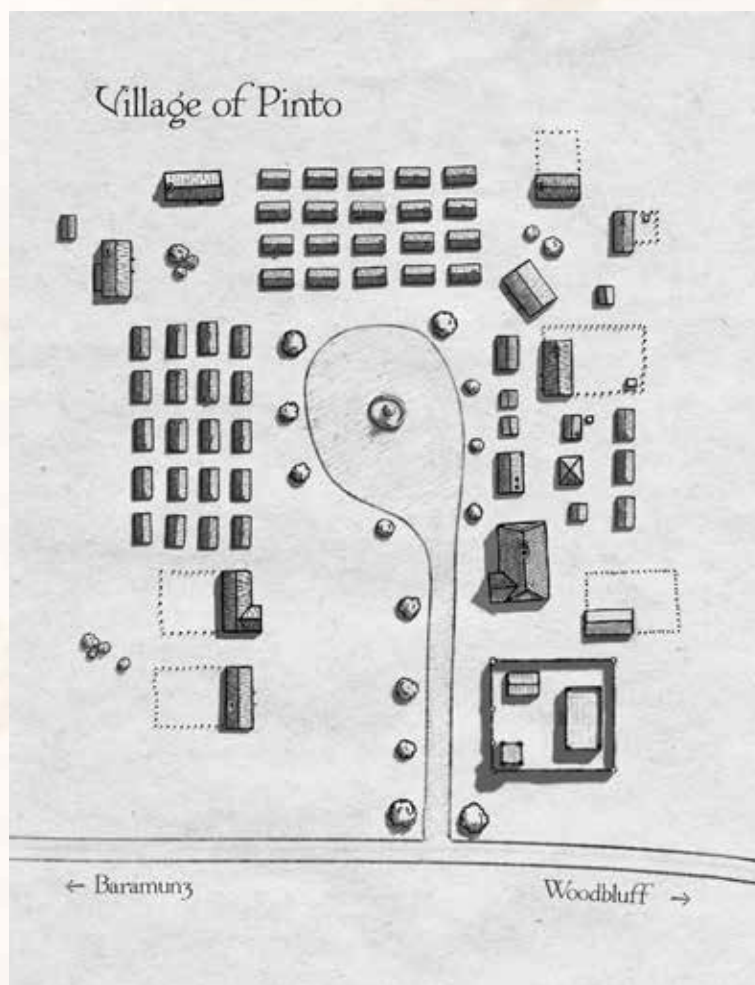
Fredu's Tale

Key Points

- He was out in the country lost, heard some noises that frightened him, ran, and ended up stumbling into a cavern. (The cavern was unearthed by the earthquake, but remained undiscovered for more than a generation.)
- The natural cavern gave way to finished stone, which led to a temple that held horrifying images.
- After a long, horrifying night in the temple, Fredu made his way home to his village (Pinto).
- Since then, he has told his tale to many people and remained drunk for as much of the last three years as possible. Among those who have heard the tale are:
 - ◊ Cyne: A priest from whom Fredu sought help with the nightmares that led to his drunkard ways.

- ◊ Thamas and Jopha: Fredu traded his tale for a few casks of ale from Thamas, who took detailed notes and interrupted the tale to ask too many questions. Jopha soaked up all without saying a word but asked Fredu to verify the accuracy of a map of the temple interior that he sketched. Additionally, Thamas drew a map of the temple's location.

- Fredu found a scrap of parchment on the floor and kept it when he left. It was written in a strange language.
- Fredu traded the scrap to Kriel for booze in an effort to stay drunk. Kriel said it contained a secret of the temple.
- Fredu has not connected these events with the disappearances that began two years ago.



Monologue

"That night. Ya wanna know about that night? Oh it's a good tale. I'll curdle your milk and make you glad you ain't old Fredu. I'll gladly tell you my tale for six pints of ale. Such a small price for such a lamentable tale of woe. And it's all true.

It was maybe three years ago. I was coming from my home in Pinto; I needed to get my chickens to Boldon. But I was going to be late, you see. So like an idiot I cut through the Badlands to save time. Now I know better. Everyone always knows better. A mile or so in, I ran into this pack of wolves, all yellow eyes and teeth. I just dropped that sack o' chickens, and the beasties tore into 'em. But some of them beasties started looking at me like I might be the biggest chicken they ever seen. So I just took off running. Over rocks, through the bushes, getting all torn up. I ran and ran, and eventually I realized I was lost with the sun starting to set. Lucky me, I think as I found a small cave. It was nearly dark as I slipped into it on my hands and knees, feeling for the back of the cave. After a while I found some parchments and a little jug of oil and improvised a torch. It took some work, but I was able to light some wood. I managed to keep some of them parchments too. They had some wild writings on them, like nothing I'd ever seen.

Anyway, I see the cave gives way to a flat, worked floor. Still covered in rubble, but not natural rock. Like the floor of a castle. Eventually the rubble became just dust. I must have been 200 feet from the mouth, and 80 or so feet past where the finished floor began when I figured I was in some kind of underground tomb. And I think maybe I can liberate some dead guy of a gold ring or something. What would he need with it? He's dead! The tunnel was really carved near the floor on each wall. Detailed work, like dwarves or something.

As I went through that tomb, I saw things on some of the walls that were horrible, really made me shake. But I just kept thinking: tombs got gold, so much easier to get than from selling chickens. So I went deeper. Finally, I see this statue. And I start hearing something, buzzing, whispering in the back of my head. And I realize this ain't no tomb, it's some sort of temple. The sort that's the worst kind of evil. I felt ... no, I knew that terrible things had been done in that place. Crimes against nature. Sacrifices... Heard a man say once to be wary of looking into the abyss, because when you do, the abyss looks into you too. He was right.

I turned and ran. I got lost in that temple, trying to find my way out. My torch went out. Crawling on my hands and knees, pleading with my god, any good god, to silence the noises in my head. Finally, I found the way out through the

tunnel and the rubble. By the time I got to the cave mouth, it was daybreak. I headed home. All the way to Pinto, I walked.

After that, the terrible nightmares started. They won't let me sleep! My family says I'm smashing about in the night, and screaming something terrible that they can't understand. They think I've been possessed by a demon. And they run me right out of the farm! Tell me never to come back. So Fredu's got no home to go to.

I go to Boldon, to Maria, all the larger villages, telling my story, trying to find someone who can stop the noises. Almost no one will help. They all laugh at me, say I'm crazy. The first one who really listened to me was Cyne, a priest here in town. He said he would help deal with it, called it "the evil," but the nightmares and the whispering in my head never stopped. I guess he was sent back to the head temple in Lagdud for additional training or something, maybe because he didn't help me like he said? I'm not sure. I ain't seen him for a couple of years now. Anyway, the only thing that stops the noises in my head is the drink. So I start drinking, and I ain't never stopped since. For six pints, you are getting off easy.

Kreil, he gave me a lot of ale and wine for my story! Course he also wanted those lambskin parchments in exchange, the ones I kept, 'cause they had those writings on them. Turns out he was fascinated by the writing, said it could be some sort of secret from the temple. Being a sage, he didn't pay out the price for my weird little scrap all at once. Still, he helped get my brain nice and quiet. For a while at least. I wish I had more o' them little scraps for Kreil. He is wise, but values the strangest things.

About a year ago, Jopha, he gave me all of the ale out of a little keg. He makes the bows and arrows here in town. Anyway, he looked real bored ... until I got to the part about the carved passageways. Then he got real interested. He pulled out a parchment asked me to describe parts of that temple again and again, asking about doors and carvings and rooms and such. He kept showing me the map he was drawing, asking me to let him know if what he sketched looked right. I don't know why he was so interested. I don't think he ever went there. But that keg kept me in drink for a while.

Recently, Thamas, from my old home of Pinto, paid me in drinks for a whole week! He asked a lot of questions, kept interrupting my tale. Was doodling the whole time. Turns out he was sketching a kind of drawing of the area, trying to figure out where the cave was from what I was telling him. Didn't say what he wanted it for though."

He licks his lips and downs the fifth pint of the ale you bought him and eyes the sixth.

If asked about the disappearances, he has not heard of them. And he sees no connection between the temple and the disappearances.

It would take about 2-3 sp per night to keep him drunk enough to quell his nightmares for as long as his new patrons might want to help him.

To cure him would require a series of restorative spells, cast daily for a month. This will free him from the trauma and its lingering impact on his life. Another option would be "Greater Restoration" cast three times over a period of eight days.

If freed from the nightmares and subsequent alcoholism, Fredu will eventually rebuild his life and become a productive member of the Boldon region again. He will not make his new life in Pinto; he will opt to resettle as far away from the old temple as possible.

If he is left as he is now, he will be dead within a year. Each player who participates in curing Fredu should receive 300 additional XP.

Fredu is not as much of a drunk as he appears. His encounter with Hastur had more effect than he can possibly imagine. He is of two minds: one the drunk, the other an agent of Hastur. When he is controlled by Hastur, he is essentially blacked out and is left with no recall.

While under control, he has spread wilder versions of his story, and other things to undermine his own credibility, and sabotage his efforts to make the community aware of the dangers. He told the party his tale as himself, but the agent within is aware of everything that Fredu does and knows the party is aware of the tale. Cyne needs four people to sacrifice to begin the spread of the aura, and the party, as annoying drifters will not be missed, especially if they have harmed or threatened local citizens.

With the information from Fredu fresh in their minds, the party now has a series of choices. The introduction encounter with Fredu and the temple dungeon crawl are the bookends of the adventure and the only encounters required to be completed to finish the adventure. However, finding the temple with so little information to go on will be risky.

The more logical plan is to follow up on some or all of the three leads directly provided by Fredu:

- Jopha (Neutral, Male Human Expert 1/Rogue 3, Game Mastery Guide Page 301) drew a map that might be helpful to the party. He is a bowyer/fletcher in Boldon.

- Kreil (See Monster Appendix), a sage living in Boldon, has a lambskin parchment with some writing on it in a lost language. He said it contained a secret of the stronghold.
- Thamas (CR 3, Chaotic Neutral, Male Human Expert 4/Warrior1 Game Mastery Guide Page 303), owner of the only pub in Pinto, drew another map that might be helpful to the party along with some sketches of the entrance.

The other three encounters are discovered by investigating and following up on leads:

- Fredu is the only non-cultist alive who knows where the room described in Kriel's translation is located. When the party sorts that they have no idea where the secret door is located, they will likely think to go back to Fredu to ask more questions. He will be in Maria, drunk, when the party catches up with him.
- While either investigating or moving about Boldon (GM's discretion), the party encounters four cultists who are looking for either the party, or just some trouble (depending on which option the GM elects to use). The party is 25-35 feet from the cultists and 15-20 feet from one of the main streets of Boldon when the cultists confront them. The party can move to end the encounter with a normal round of movement.
- There are a number of healers and midwives, and any of them can sell the party the materials necessary to restock their healing kits. However, the only healing potions to be bought in the region come from Saraq, an herbalist who lives in Sumer. The party will likely need to ask about where they can get healing supplies in Boldon and discover they must travel to Sumer to buy potions. There is an issue there for them to solve.

What Happens Next

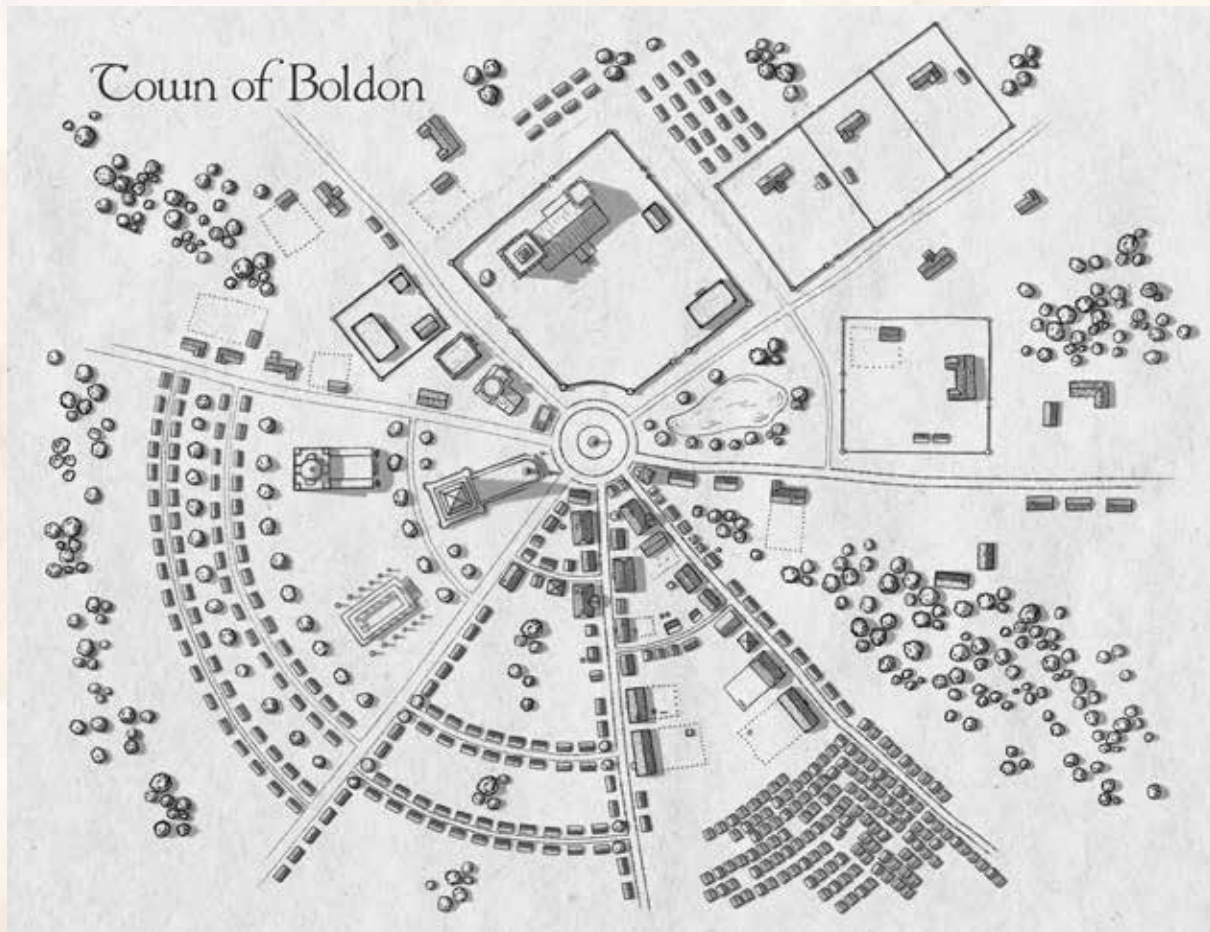
If no one actively opposes Cyne and his cult, the following will happen:

- There will be one more monthly sacrifice of an individual. The moon is waning, and the region will experience their next new moon two nights after the party hears Fredu's tale. On the new moon, there will be another sacrifice. The cult will abduct the victim for this sacrifice the night that the party meets with Fredu, and hold them in the temple, chained at the feet of Hastur. Every day after this upcoming new moon sacrifice, another will occur. The cult will begin abducting several people at a time (whole families), but with a twist.

- The crystals that the cultists plan to use to amplify the aura will all be installed in the temple in four days, and the cult will be ready to begin to amplify the dread aura of the statue of Hastur. The next sacrifice calls for four victims. The cultists will sacrifice all of their victims at once, and Hastur's aura of dread will start to grow. The large sacrifice kicks off the channeling through the crystals
- The aura of dread will expand with high tide, but never contract with low tide, be maintained by a nightly sacrifice and be amplified with a quadruple sacrifice, called a feeding sacrifice, at each phase of the moon. After the initial sacrifice and three feeding sacrifices, the aura will expand to cover a circular radius of four miles centered on the temple entrance. This covers the entire town of Boldon. From this point forward the plan calls for 44 sacrifices per lunar month, which is the amount of souls required to grow the aura. One sacrifice per phase will maintain the aura once they are no longer expanding the aura.
- After twelve feeding sacrifices, (Three New Moons

after the channeling sacrifice), the aura will cover the entire Boldon region. The initial phase of the plan will be complete, and the cult will start taking over the region by corrupting and enslaving the leadership. They will recruit new members and grow to a following strong enough to start expanding toward Lagdud. In a year, the Duchy of Lagdud will be under a similar assault, but with the statue placed under Lagdud Keep so the Duke is easier to influence and corrupt. With the strategic placement of the statue, Lagdud Keep and the Duke will be under cult control four or five months after the statue begins to emit its aura. Conquering Lagdud will be a bloodless revolution, if you are willing to exclude the individuals sacrificed to the statue on each phase of the moon. Maintaining the aura requires four people to be sacrificed to the statue per month.

If the players oppose them and fail, the timeline will be impacted. If the party is victorious, then the temple will likely be destroyed.



Boldon Encounters

4 Cultists Enter an Alley (Combat Focused Encounter)

Actors: 4 Cult Fanatics

Motivation: Stop the players or beat them up in celebration of the coming horrors.

Potential outcomes:

- Run away
- Defeat the Cultists
- Defeated by the Cultists

Description:

This encounter works best when the party has been investigating and asking questions for a while. However, it can be played at any time. Most of the encounters in this phase of the adventure are designed to be completely optional, and can

be skipped by ignoring the lead or by walking away. This encounter comes looking for the party. It cannot be skipped per se but the party can retreat easily. The details of the encounter will vary some depending on if there is any reason for this band of four cultists to be looking for the party. In that case, the attackers make it clear that the party should stop asking questions and intend to teach the party that they mean business. If not, this will be more of a chance encounter of overconfident cultists drunk on power who are looking for someone to victimize.

While in Boldon, the party enters an alley and comes face to face with four human men in heavy cloaks who, after a brief verbal exchange, attack the party. The alley is 10 feet wide, about 30 feet long, and clear enough to be considered empty for combat purposes; however, a busy Boldon street is only 20 feet away. The party can run from the encounter easily. The two sides see each other as they enter the alley from opposite sides, starting the encounter at least 25 feet apart. Empowered by their ancient practice of linking, but away from the temple, the cultists' attacks are at +2 for all



Cultists Attack In The Alley

their efforts (+2 to hit, or their spell DC and saving throws are 2 points more difficult depending on the specific situation).

Follow-up:

When two or more of the cultists go down, the remaining cultists surrender. The party finds four sets of cultist regalia and some treasure (~300 gold pieces in mixed gems). The cultists will brag about their power and upcoming subjugation of the region as they resist interrogation and plot for an opportunity to escape. From the conversation and the combat, give the party an opportunity to learn the following:

- The cult is growing rapidly. They were adding two members a month. Hastur loves the number 40, so they paused recruiting for a short while once they hit 40 members to celebrate. When recruiting resumes, they expect to bring in a member a week and get to 80 members.
- The cult is practicing an evil that has not been seen in over a millennium. This evil is strange enough that modern protections are not as effective as they are against modern magic. This is part of their bonuses in combat. A discovered practice of "Linking" (which allows the use of their reaction to aid another cultist) allows them to attack at +2 when working together.
- They are emboldened by the seething evil (Aura of Dread) in their temple, which equates to an advantage on all attacks when within 500 ft. of the statue of Hastur.
- They expect to extend the range of the Aura of Dread to encompass Boldon by amplifying the effect with large crystals that they have sourced, are taking delivery of and are installing near the statue.

The party may need to commission additional regalia or otherwise fashion similar clothing if they intend to disguise more than four members of the party as cultists. They can find someone to do the work in Boldon, but can they be trusted? Are they the original maker of the regalia? (GM's option)

Monster Stats: 4 Cultists 1800XP total
Cultists (4): (CR5, Lawful Evil Human Cleric) 3,
See Bestiary Appendix)

Jopha and his Temple Map

(Combat or Roleplay Focused Encounter, Non-combat XP 500/PC)

Actors: Jopha, 4 Priestesses, 4 Town Guard

Motivation: Jopha wants to ensure he gets a reward for his map. If he is attacked, his children recruit some compatriots and ambush the party with the intent to punish them for harming their father.

Potential Outcomes

- Negotiate for the map (600 gp, or equivalent)
- Attack the man
 - ◊ Be defeated by the ambush
 - ◊ Defeat the ambush
 - Successfully negotiate with captain of watch
 - Unsuccessfully negotiate with captain of watch

Description:

From Fredu's tale, the party may seek out Jopha. He is a fletcher and bowyer in Boldon. His home is a few blocks from his shop. During the day, he normally can be found in or near his shop; he makes his way from home to the shop between breakfast and lunch. (Use any shop map you may have for his shop.) At night he makes his way home about 8 pm after dinner and a couple of pints at the Knave and Mug, slipping out before the night gives way to drunken revelry. Jopha is a shrewd businessman and tries to see the angle in any offer. If the party follows up with him about what Fredu told him, he admits he heard the story and took notes. When asked if he made a map, he is evasive at first, but information about him asking Fredu to verify accuracy of the map will wear him down. He is not inclined to share the map. He is planning on organizing his own expedition of locals to go into the temple and loot any treasures they may find. This makes the idea of the party exploring the temple before him unattractive.



Qrquito Finy, Captain of the Watch for Boldon

Follow-up:

The party might be able to convince him to share the map:

- Convince him that they will not (or cannot) carry off all the treasure.
- Convince him to give them the map for a share of the treasure.
- Convince him to sell the map.
- Use intimidation, force or threat of force.

If the party uses force to get the map, Jopha is a trivial conquest; however, his family will come after the party and attack them. His family includes his son, a sergeant of the town guard, and his two daughters, both priests, and some of their friends. The attack will occur at a location of the DM's choosing; depends on what tactical maps you have and want to use.

There will be some form of consequences

for entering combat with town guards, even in self-defense. The local command will see the bruises, the bodies, signs of a struggle, or the guards will cry foul to the local command. The players can probably roleplay their way out of an investigation if they can prove they were attacked by the guards; however, since this attack is provoked by attacking an elder citizen, it shouldn't be trivial to roleplay through the issue. This investigation will be easier to explain away if it follows the encounter with the corrupt local command in Pinto, since the Captain of the Watch will have an easy time believing that these people went rogue attempting to vindicate Vyncis and might even be in collusion with him.

The Watch Captain, Qrquito Finy, lives in Boldon and sees to all conflicts that are referred to him by the Lieutenants of the eight communities. The lieutenants in each community are in command of the guards. His job has become more procedural than commanding until recently. He is a retired paladin. He is in his early 30s, average height, bald with black, close cropped hair on the back of his scalp while the top has given way to baldness, grey eyed, clean shaven, with a strong build. While he does not directly command the guards in any of the villages and manages largely ceremonial and investigative roles, he is not a slouch and is a very capable combatant in formation, with a party or in a duel.

Monster Stats: 4 Town Guard, 4 Town Priests (See Bestiary) 2600XP

Town Guard (4): (CR 3, Neutral Human Male/Female Warrior 3, Bestiary Appendix)

Town Priest (4): (CR 3, Neutral Good Human Cleric 2, Bestiary Appendix)

Kriel the Sage and his Translation

(Roleplay Focused Encounter, Non-Combat XP 500/PC)

Actor: Kreil, a sage and high-level wizard

Motivation: Kreil craves knowledge. The books, scrolls, and papers in the Temple interest him; not the gold.

Potential Outcomes:



Kriel, Sage and retired battlemage

- Kriel is enticed to supply the information
- Kriel is attacked
 - ◊ The party is defeated
 - ◊ The party is victorious

Description:

Kriel is a sage who lives in Boldon. He finds the courts of Lagduf and Meawold far too loud, distracting, and useless. Moving to Boldon has magnified his productivity many fold, even with the delays of having information transported from Lagduf and Meawold to Boldon using existing trade caravan schedules. Kriel is secretive, even a touch paranoid.

The room where Kriel receives visitors is small and a bit spartan. His home is much different. Accessing the home from the reception room requires specific knowledge to open the door. If Kriel is attacked, the room could be their tomb.

He traded a few casks of ale and wine to Fredu for a lambskin parchment that had some writing on it. The parchment is in a nearly lost language from the First Age of Man, a coded language used by the spreading cult of evil that nearly toppled the kingdoms of the First Age of Man.

Naturally, the code was used to keep their communications from prying eyes. Kriel needed over a dozen books and scrolls and the better part of a season to translate. The parchment contains the directions for opening a secret door, not "real" knowledge. However, he is wise and realizes the party values the parchment, and will extract a good price for it from the party. There are things the party can offer Kriel in trade for the parchment translation:

- A significant amount of gold/share of the treasure (2000 gp or a full share)
- All documents, scrolls and books found in the temple would go to Kriel exclusively

Follow-up:

To help increase their desire and raise their offering, he will reveal to them that the door these instructions open leads to the temple treasure room and is the shortest path in the temple to the main altar. The operating of the secret door is quite complicated. To figure out the door's operation might take a lifetime. There are a total of 400 controls, each with 2 positions, leaving 1.1 trillion possible combinations. (Think of the map room in Raiders of the Lost Ark, but with four times as many holes in the floor.)

Brute force against Kriel is not suggested. He was a powerful wizard before retiring to the courts of Meawold.

Combat with Kriel:

If the party uses force against Kriel, they will discover they have poked the bear. Kriel's home is protected with permanent wards. Their effects:

- Kriel can cast any spell, and the effects will be confined to the room or blast out the windows and exterior door.
- With a gesture, cloudkill can fill the room.
- With a gesture, the room falls under darkness.
- In the room, casters other than Kriel take a penalty of 2 to attack rolls and spell DCs
- Kriel resists bludgeoning, piercing, and slashing damage

Kriel is exempt from the above effects, and Finy knows the password to make himself exempt as well.

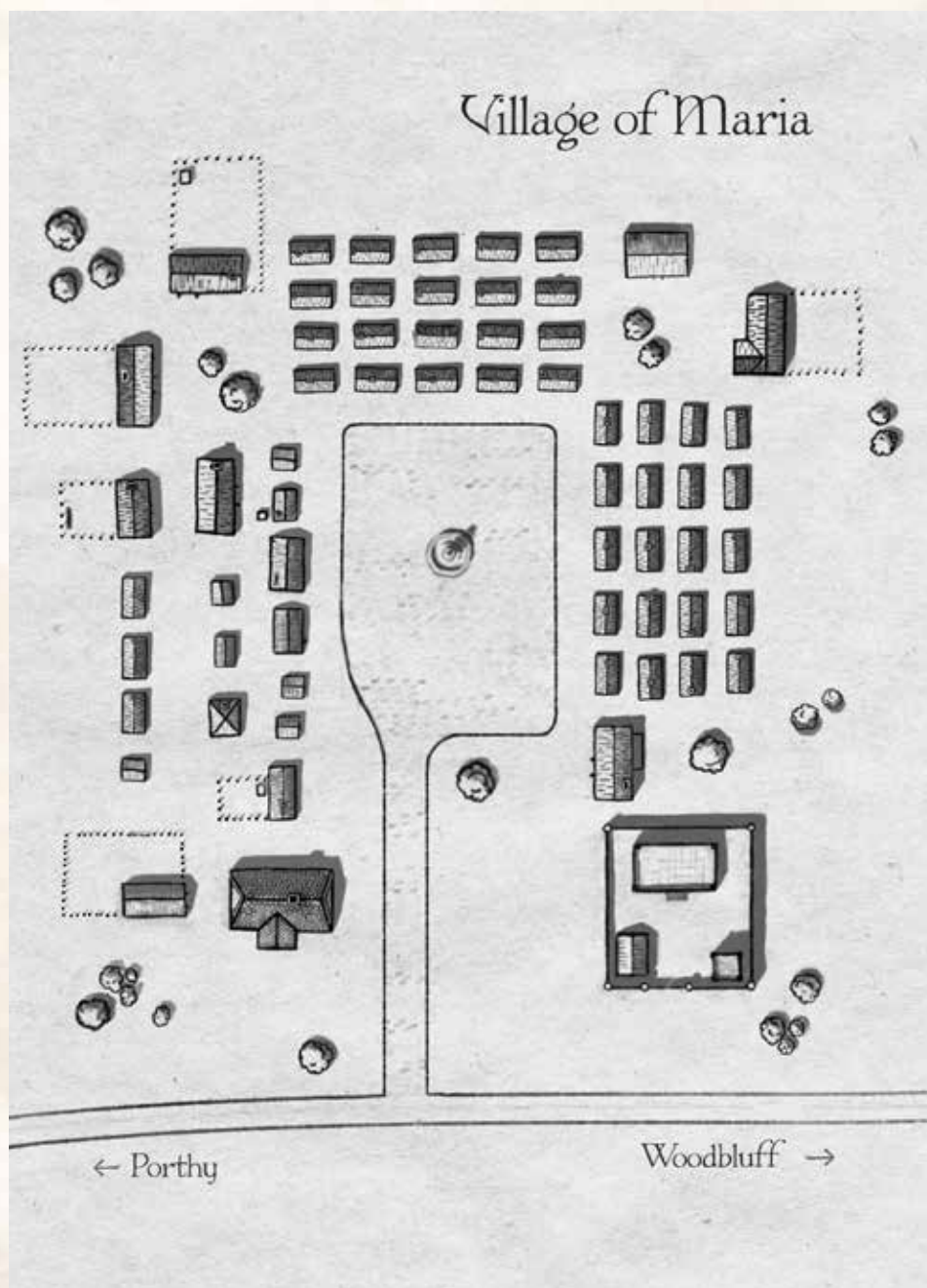
Monster Stats: Kreil (Level 9 Wizard) (6400 XP)
Kreil: (See Bestiary Appendix)

Village Encounters

Looking for Fredu – Maria

(Roleplay Focused Encounter,
Non-Combat XP 600/PC)

Act°rs: Fredu, potentially 16 drunken men



Motivation: Fredu doesn't want to recall the details; they might bring back the nightmares. He will discuss the memories if motivated by the players.

Potential Outcomes:

- Fredu supplies the information without force
- Fredu is attacked and his fellow drunks come to his aid
 - ◇ The party is defeated
 - ◇ The party is victorious

Description:

As the party investigates, they figure out that they have the instructions to open a secret door in the temple, but have no idea as to its location. Fredu is the only non-cultist alive who knows the location of this elaborate secret door. As he told Jopha and Thamas his story, Jopha didn't make note of where the parchment was found, or which room contained the elaborate floor-to-ceiling carvings that moved. Unfortunately, Kreil's translation does not include the location of the door either. The party may conclude they need to find Fredu and ask him about the location of the room.

This door leads to the room where the cult stores treasure they acquired from the ruins and their efforts to take over the region through regular ritual sacrifices. The room is the short path to the statue room. The statue is the key to the advantage that the cultists have in battle against the players. Destroying or desecrating it will end their advantage and make conquering the temple an easier task.

Fredu hasn't talked about the temple in detail for almost two years. He is reluctant to do so. Fredu is satisfied with drinking himself to death slowly, and forgetting the temple. The temple has a consistent and terrifying dressing. Knowing which room hides the secret door will be a huge help, but it is not the kind of door that can be operated easily. The mechanism is so complicated that without the directions, the door might take a lifetime of research to open.

Follow-up:

Fredu has moved to Maria to try to work a couple of odd jobs to maintain his drinking without resorting to begging. He is living in a small room attached to the main tavern in Maria, The Unicorn's Alehouse. He is normally found sober working in the tavern, cleaning up and washing mugs. When he is in his room, he is drunk or blacked out. At work he is coherent. The most likely place for the party to talk with Fredu is in The Unicorn's Alehouse. Use any tavern or inn map that works.

Offering Fredu some coin to maintain his drunkard lifestyle, curing him of his alcoholism and what is essentially PTSD, and reasoning with Fredu are all ways to coax him to reveal the location. If the party starts the 30 days of Lesser Restoration, Fredu will feel better immediately, but it will take finishing the full 30-day treatment for the cure to be permanent.

Fredu has been inside the temple since the party last met him, and he has seen this door first-hand. The agent's control of Fredu wavered a bit when they entered the aura for the first time and the agent basked in it. During this time, the agent portion of Fredu failed to keep him completely in the dark until he pressed the first tile. Fredu's reaction to the tile moving snapped the agent back into the moment, and he resumed full control of Fredu. Those memories of the reception room are all that remain from the event.

The bartender, Jennavieve, is tall and powerfully built with jade eyes and long curly hair. She keeps to herself until the party gets rough with Fredu, then she will call down the thunder.

If the party resorts to force or violence to coax the location out of Fredu, 16 other drunks join the fray, and the party finds themselves facing a mob of drunks. The drunks are a great opportunity to inject some humor into an otherwise serious and dark adventure. Feel free to use the optional abilities listed in their stat block to add some levity.

Monster Stats: 16 Town Drunks (3600XP)
Town Drunk (16): (CR8, Chaotic Neutral Human
Commoner 1/Warrior 2, Bestiary Appendix)



Vyncis, Captain of the Pinto Guard

Pinto and the Map

(Combat Focused Encounter)

Actor: Thamas, Vyncis, 4 Town Guards

Motivation: Thamas wants to live and not be extorted by Vyncis. Vyncis wants to maintain his power base and accumulate wealth.

Potential Outcomes:

- Vyncis defeats the party
- Vyncis is defeated

Description:

At some point, the party may travel to Pinto to see if they can learn what Thamas knows about the location of the temple. From Fredu's tale, Thamas, the bartender at The Jester's Hall, was present when he exchanged a detailed telling of his tale of the temple for a large amount of ale, beer, and other alcohol. Since stumbling into that cave, Fredu has been firmly in the drinking cycle: passed out, hung-over, drinking, drunk. He traded his story for more booze after exhausting his savings and selling everything he had of value.

When the party finds Thamas, he is no longer in possession of the map to the temple that he drew while Fredu told him and Jopha about the horrors he saw in the temple. He refused to pay protection to the leader of Pinto, so he was visited by enforcers who bashed his home to splinters then took everything of value. Thamas can be convinced to tell the party how he came to lose the map pretty easily. It is in the possession of the local captain of the guard.

The captain of the Pinto guard, Vyncis, has a total of four guards in his office and antechamber. (Level 4 fighters) Two of them flank him in his office; the other two are in the outer room. He is a proficient soldier as well. If a fight breaks out, the two in the outer room will join during round two, on their own initiative(s). The party could bribe Vyncis for the map and avoid bloodshed, but his price is high, say 1500 gp. (Which should be painfully expensive to the party; if not, adjust the amount until it is expensive.) Vyncis would take some convincing to lower the price or give the map to the party without significant compensation. (Set the DC high enough to require an 18-20 on the die to meet it.)

The outer office is small, about 10' x 20', and furnished with a small table with a pair of chairs for the guards and six more chairs for people waiting to see the leader. The inner office is twice as large, 20' x 20', with a nice desk, a nice chair for the leader, four chairs in two ranks of two facing the leader for those wishing to meet with him, and two chairs behind the leader where the guards sit. The guards stand next to their chairs whenever someone is in the office with Vyncis.

They are vigilant whenever there are visitors in the room. Perhaps this is a reaction to the significant ill will Vyncis has generated with his corruption and organized protection racket since being posted here.



Attack on an old man outside Sumer

The Boldon Captain of the Watch, if shown evidence of Vyncis's protection racket and other corruption, will not prosecute anyone for attacking Vyncis.

Use any building tactical map that works for you; don't forget to adjust the room description accordingly if you do so. There will likely be no consequences for attacking this local garrison. Vyncis is corrupt and unsubtle; the villagers will come to the defense of the players if the DM has an investigation reach the party. This may have a positive influence if this event precedes a violent encounter with Jopha's children in Boldon. However, if that encounter goes poorly and precedes this one, there will be an uphill struggle to convince the Watch Captain that this was another bout of self-defense against a rogue or corrupt element of the local watch.

Vyncis: (CR 6, LN Human Fighter 7, Bestiary Appendix))

Town Guard (4): (CR 3, Neutral Human Male/Female Fighter 4, Bestiary Appendix)

Sumer and the Herbalist

(Neutral Encounter, Non-Combat XP 500/PC)

Actors: Saraq, his 13-year-old daughter - Helia, 12 longshoremen from Sumer

Motivation: Saraq and his daughter want to survive, and help people. The longshoremen are transferring their grief to an attack on an old man.

Potential Outcomes:

- If the party aids the men in the attack on the

old man and he lives, they will have a long road ahead of them to convince him to sell even one potion to them, and if he does, it will be at a markup.

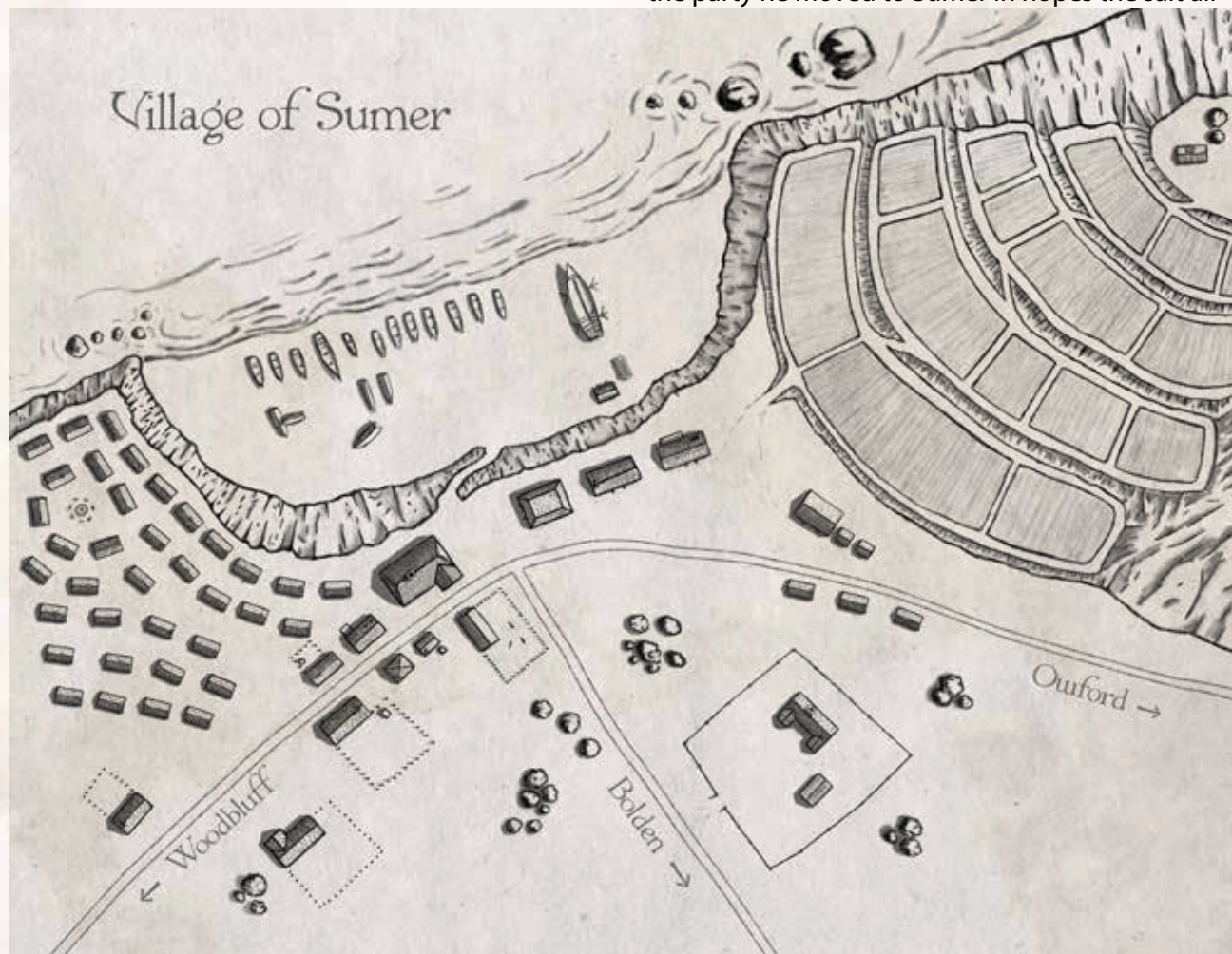
- If the party kills the old man, then they have effectively painted themselves into a bit of a corner. The daughter, Helia, is not yet skilled enough to brew a healing potion.
- Potions can be sourced from Lagdulf, with a 5-7 day turnaround, a total supply of 10, and a 300% markup due to the transportation expenses.
- The party might be able to hire a level 3 cleric from the local clergy (DM's discretion), but will need to be seen as more hero than thug locally, and provide some financial support for the church.
- If the party uses force, they will find their welcome in Sumer icy, but no one will directly

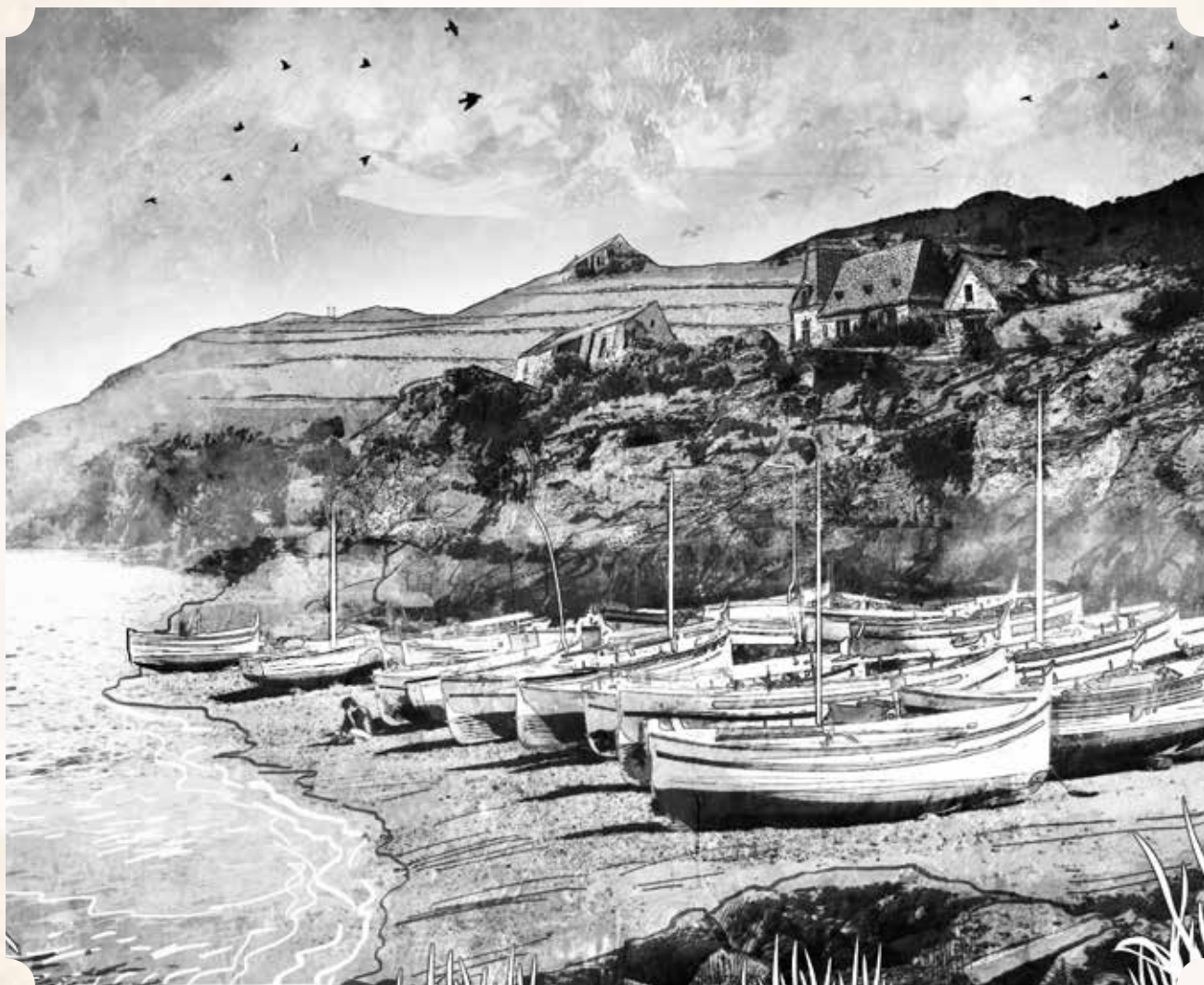
confront the party over the assault as long as no one is killed.

- If any of the men are killed, the Captain of the Watch in Boldon, Finy, will be called to intervene, and the party will need to talk or buy their way out of being charged with a crime. Sumer will be hostile to the players, but no violence will occur. Saraq will be blamed for the death(s) and will eventually move to Woodbluff. (Using violence as your default tool has consequences.)

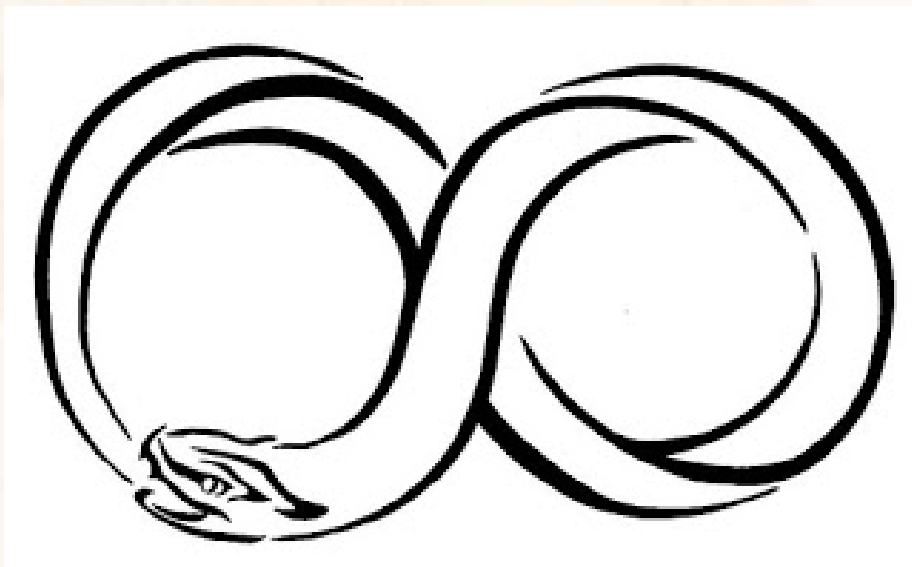
Description:

The party tries to restock their supplies in Boldon and are unable to find any healing potions. All of the villages have people proficient in the healing arts; however, only Sumer has someone who can brew potions. After asking around in Boldon, they are advised to seek Saraq in Sumer. Saraq moved to Sumer about a year before. Many people can tell the party he moved to Sumer in hopes the salt air





Seaside Fishing Village, Sumer



Hastur's Symbol, Infinite Snake

might help his daughter breathe more easily.

At some point the party may travel to Sumer, a large fishing village on the coast that is about 11 miles northwest of Boldon. Within a mile of the village, they encounter an old man and his young daughter (about age 13) being harangued and assaulted by 12 men with what appear to be quarterstaves. The men chant “murderer” at the old man as they strike him about the back, legs

Follow-up:

The old man is the herbalist potion brewer and the men are attacking him for unjust reasons, but this will not be immediately apparent to the players. One of the attackers lost his wife recently after the herbalist gave a cure. Turns out the cure was delivered too late and the man’s wife was too far gone to survive. Blame being better to give than receive, the husband’s friends convinced him his wife died because the herbalist is a fraud, not because he waited over two weeks to seek treatment for her illness. If the party aids the old man by word or deed, he will reward them with his entire supply of healing potions (4-9 of them depending on what is appropriate for your game and the party’s current supply levels, or d6+3).

Should things get out of hand, the Captain of the Watch, Qrquito Finy, becomes involved; defense of innocent life is acceptable. Killing 12 men will require some silver tongued justification, or a suitable stack of coin.

The twelve men, a mixture of longshoremen types and fishermen (with their crude staves) have a poor chance to harm the old man hitting only on a roll of 18+; however; the old man has 9 health remaining, and his daughter has 4 health total (currently she is unharmed). Both the old man and the young girl are unarmored, and cannot make any attacks or effectively defend themselves.

The area where the encounter occurs is near a crossroads between the path from Boldon to Sumer and the path from another fishing village and one of the farming villages. There are some trees and rocks within range of the crossroads to be effective. Use any crossroads map you desire for this encounter.

Monster Stats: 12 each Town Guard (9600XP)
Town Guard (4): (CR 3, Neutral Human Male/
Female Fighter 4, Bestiary Appendix)

Finding the Temple

There are a few ways that the party can find the temple of Hastur and confront the growing threat to the peaceful farms and fishermen of the Boldon region. The temple was initially discovered by Fredu, and his tale led to a map being drawn that leads to the location. Since Fredu’s discovery of the lost temple, Cyne has been seduced by Hastur to reawaken the cult. Cyne has brought the rosters to 40 members, so there is enough foot traffic for the party to find the entrance if they do not have a map. The entrance is in the rocky region between Boldon and Pinto, marked on the region map with a church icon. A shelf of rock about 2 miles long (10,000 feet), opened up along a line that separates Maria from Pinto when the earthquake happened with about 40 feet of displacement. The farmland near the upheaval is largely unusable.

Pinto Mission

The temple location is indicated on the regional map. The region is the scene of most of the upheaval from the earthquake. Following that map will lead the party within line of sight of the rough cave entrance that Fredu followed to the original entrance of the lost temple. The terrain is rough and halves movement rates, potentially exposing the party to wandering monsters checks once they leave the roads.

Clues and a Wilderness Search

The information supplied by Fredu is enough for anyone with tracking abilities to find the temple entrance itself or signs of the cultist patrols, which will lead to the temple entrance. The temple is indicated on the region map. Finding the entrance will take quite a while, potentially exposing the party to wandering monsters checks (1 on a d6).

Regional Random Encounter Table

3 checks per hour, select encounter from table

1. Bandit Captain (MM 344, cr 2) and 15 x Bandit (MM 343, cr 1/8); 825 xp
2. 4 x Will-o-wisp (MM 301, cr 2); 1800 xp
3. 2 x Cult Fanatics (See Bestiary, cr2); 900xp
4. 3 x Cult Fanatics (See Bestiary, cr2); 1350 xp
5. 4 x Swarm of Poisonous Snakes (MM 338, cr 2); 1800 xp
6. 4 x Giant Elk (MM 325, cr 2); 1800 xp

The Temple Delve

Dungeon History:

The dungeon was created by Dwarven craftsmen as a commissioned job over 2000 years ago. It was taken over and dressed for worship of Hastur about 1500 years ago, sealed by wizards over a millennium ago, and exposed by an earthquake and partially restored by new followers of the cult over the last few years.

Dungeon Walls: Superior Masonry (DC 20 to climb. Curtains will fall if climbed). The walls have been engraved with geometric patterns as crown molding and baseboard decorations. Ceilings are typically ten feet high. Most walls are covered in floor-to-ceiling heavy woolen theatre curtains. (They absorb almost all noise and resist fire, save versus fire DC 6 due to an enchantment.)

Dungeon Floor: Flagstone

Temperature: Slightly cooler than typical room temperature, but not so cold as to affect the party.

Air: A breeze pulses in and out of the temple in synchronization with the surf coming in and out along the coast. This air comes through passages too small for anyone to travel.

Illumination: Well-lit by magic at regular intervals. All rooms are well-lit unless otherwise noted. Player actions might alter this.

Random Encounters: There are, at the start, 40 occupants of the temple grounds. All but five of them are in the encounter areas. The remainder are running errands and might be encountered when using the **Regional Random Encounter Table**.

Additionally, groups move within the temple regularly. If a random encounter is called for, pick a group from an encounter area and have the party encounter them while moving through the temple. Examples of this could include:

- The party has a random encounter in Area 10; they encounter a group from Area 13 headed to the Kitchen (Area 8) for wine (or the opposite if they are returning with wine.)
- The party has a random encounter in Area 5; they encounter the group from Area 11 getting back from patrol and checking in with the head priest, Cyne.

Any group can be potentially encountered randomly if the situation calls for it.

Room 1 - Reception Room

This room is 15' x 20'. The walls are covered in floor-to-ceiling heavy maroon curtains with simple contrasting stitching of yellow. Behind the curtains, the walls are covered in deeply engraved elaborate geometric patterns in 1'x1' grids. On the north wall, the center of each square foot pattern has a 2-inch square section that can be pressed about 2 inches inward. The wall has five panels each with fifty squares. The middle panel is a secret door, and the center sections do not respond when pressed inward. The remaining panels are the operating mechanism to the secret door. A specific combination of pressed sections opens the door. There are many trillion combinations. To try them all would take several lifetimes. No critical success or luck will help. Without knowing which panels to press, the secret door will not open. Otherwise the room is clean, non-descript with no other significant features. No cultist has figured out that there is a secret to this puzzle. No one is in this room.

Room 2 - Hub Room

This is a 20' x 15' hub of the main temple. It connects the various parts of the temple to each other including prayer rooms/cells, kitchen, dining area, preparation room and the other parts of the temple such as the Entrance and the Reception Rooms. It is adorned like the bulk of the temple with floor-to-ceiling deep maroon woolen curtains that have a bold yellow contrast stitching. There is a low table below a mural that holds a collection of cult artifacts. The mural depicts the old god Hastur devouring the soul of a victim, casting his lifeless husk aside. The artifacts are small fetishes of Hastur: a copy of their prayer book, some ritual daggers (dull because they are symbolic, not actual sacrificial tools), some small stone cubes that might be dice without pips, and a bowl full of runes for casting.

There is no one in this room.

Room 3 - Cultist Quarters

This room, 15' x 20', is a prayer room and residence for four cultists. It contains four bedrolls, four prayer rugs, an incense burner, several bundles of incense, and a book of prayer. The walls are covered in floor-to-ceiling heavy curtains, maroon with simple contrasting stitching of yellow. The room, like all the prayer rooms, is a bit spartan. If

they are sleeping or praying, the weapons, armor, and other effects of the cultists are in a bundle at the side of each sleeping or praying cultist. If awake and not in prayer, the bedrolls are rolled neatly with the other effects stacked next to the roll while the cultists rest, study, exercise, or prepare for patrol.

What the cultists are doing (d20)

- | | |
|-------|-------------------------------------|
| 1-5 | Out on Patrol |
| 6-12 | Sleeping (surprised) |
| 13-17 | Praying (surprised) |
| 18-20 | Lounging about the room (surprised) |

Due to the curtains and their focus, it is likely the cultists will be surprised, then attack.

Monster Stats: 4 Cult Enforcer (1600XP)
Cult Enforcer (4): (CR1, CE Human Adept 3, see Bestiary Appendix)

Special Note for Locations 4 and 5

If encountered at night, the cook and assistant will be encountered in Location 5 - Kitchen, and caught by surprise, either busy working or asleep. During the day, the cook and his assistant are active, cleaning the dining room (Location 4) when not in the kitchen (Location 5) preparing meals, cleaning, or otherwise tending to the needs of the kitchen. They will normally be taken by surprise. The table below can be consulted to determine what these two people are doing and where they are located.

- | | |
|-------|---|
| d12 | |
| 1-4 | Sleeping (Location 5) |
| 5-9 | Working in Kitchen (Location 5) |
| 10-11 | Cleaning the dining area (Location 4) |
| 12 | The entire temple staff is dining (Location 4) The party hears the din, adequate warning. |

Monster Stats: 1 Enforcer of the Old God, 1 Cult Soldier (7200XP)
Enforcer of the Old God (1): (CR9 Vrock Demon, see Bestiary Appendix)
Cult Soldier (1): (CR3, CE Human Warrior 5, see Bestiary Appendix)

Room 4 - Dining Hall

This room, 40' x 25', is the dining hall for the temple. While working on the temple grounds, all meals for the cultists are taken here. Along the south wall is a bench that runs the length of the wall. Four 8'x4' tables are placed end to end aligned with the south wall, a foot or so from the bench. On the east and west walls, in the corners formed with the south wall, are benches designed to seat two people. On the north wall straddling the doorway are stacks of benches, each designed to seat four people. The built-in bench seats over 25 people. The combined tables seat 24-30 people per long side and two on each end. The cultists take their mid-day meal together as one body.

See **Special Note for Locations 4 and 5** for information about who may be in this room.

Room 5 - Kitchen

This room, 20' x 30', is the kitchen area. This is not a typical kitchen. The cultists are fed via "Summon Food and Water" spells and served wine. This room stores tableware, serving ware, wine glasses and casks of wine. Additionally, there are 3 tables for summoning and plating the meals. Lastly, the cook and his assistant bed here when not working.

See **Special Note for Locations 4 and 5** for information about who may be in this room.

Room 6 - Cultist Quarters

This room, 25' x 20', is a prayer room and residence for four cultists. It contains four bedrolls, four prayer rugs, an incense burner, several bundles of incense, and a book of prayer. The walls are covered in floor-to-ceiling heavy curtains, maroon with simple contrasting stitching of yellow. The room, like all the prayer rooms, is a bit spartan. This is a room with four cultists preparing to patrol the temple. They will not be surprised and will attack the party on sight.

Optionally the room could be empty, and the cultists could return from a patrol as the party begins to rest. This is up to the GM to decide.

If the GM wishes to have the cultists not preparing for a patrol and behave like other cultists in their rooms, use the table from Room 8 to adjudicate what they are doing.

Monster Stats: 4 Cultist (2400XP)
Cult (4): (CR2, CE Human Cleric 3, see Bestiary Appendix)

Room 7 - Cultist Quarters

This room, 25' x 20', is a prayer room and residence for six cultists. It contains six bedrolls, six prayer rugs, an incense burner, several bundles of incense, and a book of prayer. The walls are covered in floor-to-ceiling heavy curtains, maroon with simple contrasting stitching of yellow. The room, like all the prayer rooms, is a bit spartan. The bedrolls are rolled neatly with the other effects stacked next to the roll while the cultists are on patrol. There is no one in this room.

Room 8 - Cultist Quarters

This room, 20' x 25', is a prayer room and residence for four cultists. It contains four bedrolls, four prayer rugs, an incense burner, several bundles of incense, and a book of prayer. The walls are covered in floor-to-ceiling heavy curtains, maroon with simple contrasting stitching of yellow. The room, like all prayer rooms, is a bit spartan. If they are sleeping or praying, the weapons, armor, and other effects of the cultists are in a bundle at the side of each sleeping or praying cultist. If they are awake, and not in prayer, the bedrolls are rolled neatly with the other effects stacked next to the roll while the cultists rest, study, exercise, or prepare for patrol.

What the cultists are doing (d20)

- | | |
|-------|-------------------------------------|
| 1-5 | Out on Patrol |
| 6-12 | Sleeping (surprised) |
| 13-17 | Praying (surprised) |
| 18-20 | Lounging about the room (surprised) |

Most likely, the cultists will be surprised, then will attack. Otherwise they are on patrol.

Monster Stats: 4 Cult Enforcer (1600XP)
Cult Enforcer (4): (CR1, CE Human Adept 3, see Bestiary Appendix)

Room 9 - Training Room

This room, 40' x 30', is used by the cultists to maintain their martial and casting skills. It has some targeting dummies along the west wall and some mats to soften falls taken while practicing combat skills in the middle of the floor. There are some training weapons on a rack long the south wall. They are of little to no value, inflict no lethal damage, and in combat will break after 2-4 hits.

The five monks in this room train all of the cultists to be stronger, faster, and more lethal. They will rarely be surprised (1 on a d10 if rolling, or something crafty if roleplaying). They will attack the party as soon as they see an enemy of the cult.

If using tactical combat style rules, all but the outer most 5 feet of the room is covered in pads that doubles movement costs as if it were difficult terrain. The monks sleep in this room.

Monster Stats: 5 Cult Monk (2000XP)
Cult Monk (5) (CR1 LE Human Monk 2, Bestiary Appendix)

Room 10 - Cultist Quarters

This room, 25' x 20', is a prayer room and residence for two cultists and the second in command. It contains three bedrolls, three prayer rugs, an incense burner, several bundles of incense, and a book of prayer. The walls are covered in floor-to-ceiling heavy curtains, maroon with simple contrasting stitching of yellow. The room, like all the prayer rooms, is a bit spartan. If they are sleeping or praying, the weapons, armor, and other effects of the cultists are in a bundle at the side of each sleeping or praying cultist. If they are awake and not in prayer, the bedrolls are rolled neatly with the other effects stacked next to the roll while the cultists rest, study, exercise, or prepare for patrol. Rancent is the second in command in the temple. He is Cyne's lieutenant and the most dangerous melee combatant.

What the cultists are doing (d6)

- | | |
|-----|---|
| 1-2 | Sleeping (surprised) |
| 3-4 | Praying (surprised) |
| 5-6 | Lounging about the room (not surprised) |

Monster Stats: 2 Cult Soldiers, Rancent (6400XP)
Cult Soldier (2) (CR3, CE Human Warrior 5)
Rancent (CR8, LE, Human Fighter 7/Shadow Dancer 2)

Room 11 - Ritual Room

This 25' x 20' room is used to store the mundane items of the cult's victims and the dusty husks left behind from the sacrifices. It contains personal items from all of the victims. The husks crumble to dust within a few days. The room is thick with dust.

Room 12 - Ritual Room

This 20'x25' room is used for some kind of ritual outside the main temple. There is a large runic circle on the floor. A DC 25 Knowledge (Religion) check will reveal that the circle is used to test the cultists to ensure they are pure.

On an unsuccessful check, any caster will recognize this as a runic circle and that stepping within will trigger something. Those with a deep knowledge of religion will recognize it as something designed to harm those aligned with good, and to a lesser degree those who are neutral in their leanings. On a successful check, an expert in ancient religions would be able to directly discern that this is a testing circle, but the party may deduct that from more general knowledge.

Other than the runic circle drawn in chalk on the floor, the floor-to-ceiling maroon woolen curtains with the yellow contrast stitching,



Cyne, Priest of Hastur

and the magic light sources, there are no other furnishings in the room.

Good aligned characters who enter the circle take 6d6 necrotic damage. Neutral characters take 4d6 necrotic damage. There is no saving throw.

Room 13 - Preparation Room

This room, 20' x 25', is the preparation room where cultists transition from the general temple grounds to the altar room. Cultists purify themselves with three basins of clear, foul smelling liquid and two braziers of incense smoke before donning their temple robes and entering the temple. Two large jugs of each of the clear liquids, and one large bundle each of the herbal and heady incense is stored in the southwest corner under a maroon sheet. One basin each of the three clear liquids sits on a table along the east wall. One brazier of herbal incense and one brazier of a heavy, heady incense frame the table on the east wall. Along the north wall are 50 temple robes.

Cultists sweep the heady smoke of the south, most incense burner, then dip their arms to their elbows in the three liquids before finally sweeping the herbal incense smoke over themselves, donning their robes and entering the altar room. While the alcohol might produce a cooling or stinging sensation depending on the state of the skin where it is applied, the water will result in almost no sensation, and the hydrogen peroxide might bubble a bit, the chemicals are actually harmless. The party should not be told what the chemicals are, and discovery should be entertaining. There is no one in this room.

Room 14 - Altar Room

"At the farther end was a high stone dais reached by five steps; and there on a golden throne sat a lumpish figure robed in yellow silk figured with red and having a yellow silken mask over its face."
- H.P. Lovecraft, *The Dream-Quest Of Unknown Kadath*

This room is 50' x 50'; the ceiling is 20' high and has over a dozen crystals about the size of a human foot embedded in it as well as another two dozen holes for more crystals (40 in total). It is the main altar room. During ceremonies, the priest goes to a pedestal in the treasury to get the Book of Hastur and displays it on a stand near the altar. The passage from the chapel to the treasury is not hidden by curtains, merely framed by them. In the middle of the north wall rests a very large statue of Hastur sitting on a throne. At his feet, two rings

are set into the base with staples, presumably to secure sacrifices. The statue of Hastur rises 12' on a stone dais five steps above the floor. It weighs nearly a ton, and radiates a sickeningly evil aura. Before Hastur is an altar. It is about 3' high, made of a pale green stone, and clearly has been used for a large number of humanoid sacrifices.

The statue is emitting an aura of evil that the players can sense. Lawful or good-aligned players will take efforts to avoid the statue. (If in combat, double movement costs to move closer to the statue.) Lawful Good players will really struggle to get close unless their intent is immediate destruction.

The Book of Hastur has pages of lambskin, gilded hinges and lock, and is covered in demon skin. (Think Necronomicon, only flashier.) While it is worth up to 3000 gp, most good parties will likely opt to destroy it. Kreil would consider this a significant find and would pay 2000 gp for it, if such information is not part of a deal for the translation of the lambskin parchment.

The floor is covered in large geometric shapes etched into the stone. There are no furnishings. In the middle of the south wall is a passage to the head priest's quarters (Area 15). This passage is obscured by the floor-to-ceiling sound-dampening curtains that line most of the rooms in the temple.

When not in use (which amounts to 22 hours a day), the room has three cultists (well they look like cultists, two of them are enslaved demons who appear like human cultists) who are tending to the room, cleaning it, and preparing the ceiling for more crystals. For an hour centered on each sunrise and sundown, the temple is full of 40 cultists and up to four sacrifices. Attacking then could be suicide. However, if the party insists, let them do their best.

Toppling the statue will destroy it and end the aura of evil that empowers the cultists. (If toppled in combat, have the effect end at the start of the next combat round.) While the statue is intact, all cultists have an edge on all efforts against the party. (PC saves when attacked by cultists are at -4, or cultist attack rolls are at +4.) When the statue is destroyed, the cultists lose their edge and revert to the +2 to all attacks and Save DC's (Linking - See Appendix).

It is possible for two people of average strength to put their back against the wall behind the statue and push the statue over. One might be able to do it if they push off from the wall nearer the head, but that would

require a REFLEX save DC 15 to avoid taking 2d10 damage. Only in combat should a strength check be required to topple the statue of Hastur. Out of combat, it is merely a matter of teamwork or exertion to accomplish.

Monster Stats: 2 Agents of the Old God, 1 Cult Soldier (5600XP)

Agent of the Old God (2): (CR6 CE Babau Demons, see Bestiary Appendix)

Cult Soldier (1): (CR3, CE Human Warrior 5, see Bestiary Appendix)

Room 15 - Cyne's Chambers

This small 20' x 15' room, off the altar room, is the quarters of the head priest of the cult, Cyne. Both ends of the 10' passage between the altar room and Cyne's private chambers are closed off with heavy, woolen floor to ceiling curtains. The chamber is not lavishly appointed, but it is comfortable. The room has a desk, a bed, a pair of storage trunks, a tall shelf holding books and scrolls and a small table for mixing and concocting poisons. He is a true believer and feels that posh quarters are a sign of corruption.

He will not hear any fighting in the chapel unless it gets between the two sets of curtains that separate his room from the altar room or a spell/effect causes the curtains to be disturbed enough for him to hear. He will smile when first encountered, but will attack if the party does not submit. If the party submits, and agrees to join the cult, he will hold an initiation that will require a DC 20 FORTITUDE save to survive. If the party joins the cult, the adventure is effectively over, and the players become NPCs. There is no treasure in this room. All of it is in the treasury (Room 16).

Monster Stats: Cyne (12800XP)

Cyne: (CR11, CE Human Cleric 10/Rogue 2)

Room 16 - Treasure Room

This room is quite large, 40' x 30'. It is the treasury. The walls are bare (No heavy maroon curtains here). Between the upper and lower engravings, the walls are adorned with five lovely tapestries. Small tapestries frame the doors in the east wall, and larger works adorn the north, south, and west walls. All five tapestries depict the heyday of the cult when they conquered various kingdoms in

their quest to rule the world of men. The room contains:

- 600 cp, 10,000 sp, 2600 gp, 60 pp
- Ornate Silver Mirror set with hematite (250 gp)
- Ivory Necklace set with moonstone (250 gp)
- Silver Miniature (of a Tree) set with citrine (250 gp)
- Platinum Cloth Vest (250 gp)
- Tooled Leather Bracers (250 gp)
- Sable Gloves (250 gp)
- Spell Scroll (Thunderous Smite)
- 4x Potion of Greater Healing, Potion of Climbing
- A pedestal holding the Book of Hastur

Resolution

Conquering the temple, destroying the temple and killing the majority of the cultists will break the cult. The remainder of cultists, if any, will be tracked down and killed. The party will likely want to reseal the temple. This can be done in a number of ways.

- They can use magic (Arcane or Divine) and collapse the tunnel, remove the defiled energy and allow nature to reclaim the area.
- The party can pay laborers to fill in the tunnel with boulders and other large rocks, fill in the gaps with gravel and mark off the area as forbidden. This method will take longer due to the dark energies that permeate the land.
- The party can come up with some crazy idea to collapse the tunnels by some other way.

Let them have some fun with this stage of the adventure. If the party is not comfortable re-sealing the temple themselves, Lagdud or Meawold will send wizards and clerics to seal the temple for the good of the kingdom. The area will be shunned for a generation (three if not purified first) then once again forgotten.

The mayor of Boldon, Tane, will weigh the party's intent, any harm they caused to the community, and any statement they would like to make before deciding their fate within the region. Count Gylip of Meawold will declare the party heroes and reward them accordingly. However, the mayor of Boldon is more sensitive to any

assaults on town guards, etc. and may feel the party are more villains than heroes. Gylip will pardon any sentence that Tane might hand down. However, the party will no longer be welcome in the Boldon region if their mayor is overruled by Count Gylip. In addition to the rights to keep the contents of the cult treasury, he rewards the players with 1500 gp each (adjusted to fit your campaign economy). If the party elects to try to come to some kind of middle ground with Boldon, Duke Bertio has shown all sides he is a wise man who balances all concerns deftly.

Reaction to the Party

The cultists will likely not hear the party due to the heavy curtains and the wheezing nature of what functions as their ventilation system.

If a cultist is able to run away and alert the others, no cultist will be surprised and they will all be ready for an attack; however, since they are expecting at most the town guard, and not a party of adventurers, they do not actively hunt down intruders. Their arrogance could be their undoing.

If one or more of the cultists who attack the party in the alley escape, then the reaction to the party will be much different. Add patrols of 4-5 enforcers regularly throughout the temple (encountered on a roll of 1 on a d6 when entering any empty room or corridor.) However, if the cultists defeat the party during the attack in the alley, they assume they are not a threat to the temple.

Bestiary

Agent of the Old God (CR 6, Babau Demon)

XP 2,400

CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +5; Senses darkvision 60 ft., see invisibility;
[Perception](#) +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

Defensive Abilities protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; SR 17

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or
longspear +12/+7 (1d8+7/x3), bite +7 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—see invisibility

At will—darkness, dispel magic, greater teleport
(self plus 50 lbs. of objects only)

1/day—summon (level 3, 1 babau at 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will,
Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11,
Escape Artist +11, [Perception](#) +19, Sense Motive +11,
Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8
[Perception](#), +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Protective Slime (Su)

A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that

strikes a babau is automatically destroyed after it inflicts its damage.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3–8)

Treasure standard (longspear, other treasure)

The babau is an assassin, a murderer, and a sadist—certainly not traits unusual in the demons, yet the babau's penchant for stealth and surprise sets it apart from its generally less-subtle kin. With no need to eat (although most babaus relish the flavor of mortal meat on their thin, raspy tongues), a babau can wait in ambush for years or decades—their inhuman patience in anticipating a well-conceived murder also setting them apart from the other denizens of the Abyss. Babaus obsess over the act of killing and take great pride in their grisly art, often leaving behind some form of grim marker or obscure signature, whether it be a distinctive modus operandi, an unnerving token, or other profane evidence.

A babau typically carries a longspear or other weapon with which it can strike at foes beyond its normal reach, but given the opportunity, a babau prefers to fight with its teeth or claws. The foul, caustic sludge that constantly seeps from their flesh prevents them from wearing armor unless it is specially treated or resistant to acid.

A babau is 6 feet tall but weighs only 140 pounds. They form from mortal souls of lone killers—those who, in life, took pleasure in more personal and intimate murders. Loosed upon the Material Plane, a babau often finds itself in the same role, haunting the shadowy corners of the world as remorseless assassins.

Cult Enforcer, CR1

XP 400

Human adept 3

CE Medium humanoid

Init +0; **Senses** [Perception](#) +5

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 10 (3d6)

Fort +1, **Ref** +0, **Will** +5

OFFENSE

Speed 30 ft.

Melee sickle +1 (1d6)

Ranged dart +1 (1d4)

Adept Spells Prepared (CL 3rd; concentration +5)

1st—bless, burning hands (DC 13), obscuring mist

0—ghost sound (DC 12), guidance, touch of fatigue (DC 12)

STATISTICS

Str 10, **Dex** 10, **Con** 14, **Int** 13, **Wis** 15, **Cha** 12

Base Atk +1; **CMB** +1; **CMD** 10

Feats Persuasive, Scribe Scroll, Skill Focus (Intimidate)

Skills Diplomacy +4, Heal +6, Intimidate +7, Knowledge (religion) +3, [Perception](#) +5, Perform (oratory) +2, Profession (scribe) +6, Sense Motive +4, Spellcraft +3, Survival +6

Languages Common, Infernal, Elvish

SQ summon familiar (toad)

Combat Gear scrolls of cause fear (4), command (4), cause light wounds (4), sleep (4);

Other Gear leather armor, sickle, darts (4)

Intimidate checks in that community for 1 week. A doomsayer can also scribe scrolls for PCs at a 10% discount.

Cultist (Cleric 3, CR 2)

XP 600

Male Human Cleric of Hastur 3

CE, Medium humanoid

Init +1; **Senses** [Perception](#) +3

DEFENSE

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)

hp 16 (3d8+3)

Fort +4, **Ref** +2, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk sickle +3 (1d6)

Ranged dart +3 (1d4)

Special Attacks channel negative energy 6/day (DC 14, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +5);

6/day—rebuke death (1d4+1), touch of evil (1 round)

Cleric Spells Prepared (CL 3rd; concentration +5)

2nd—cure moderate woundsD, death knell (DC 14), hold person (DC 14)

1st—bane (DC13), cause fear (DC 13), cure light woundsD, doom (DC 13)

0 (at will)—bleed (DC 12), guidance, light, resistance

D domain spell; **Domains** Evil, Healing

STATISTICS

Str 10, **Dex** 13, **Con** 12, **Int** 8, **Wis** 15, **Cha** 16

Base Atk +2; **CMB** +2; **CMD** 13

Feats Alignment Channel, Combat Casting, Selective Channeling

Skills Knowledge (planes) +4, Knowledge (religion) +4, Linguistics +4, [Perception](#) +3, Sense Motive +6, Spellcraft +3

Languages Abyssal, Common, Infernal

Combat Gear bloodroot poison (1 dose), vials of unholy water (2);

Other Gear chainmail, light steel shield, darts (4), masterwork sickle, silver unholy symbol

Boon A cultist can hide the PCs or others they designate within a secret cult sanctuary for up to 3 days. They could also plant false evidence implicating an NPC as a cult member.

Cultists are members of secret societies, meeting hooded and masked in dark masses and unspeakable, blasphemous rites. They gather the lay cult members and lead them in their maledictions, channeling for them the shadowed powers of the nether planes.

Cultists can be found leading small cult cells or congregations of a half-dozen farmers, shipmates, bloodthirsty cannibals, or even misguided acolytes (CR 5). A pair of cultists might lead a larger cult of nine doomsayers or initiates (CR 8).

Cultists might also serve as disciples of more powerful spellcasters. A pair of cultists can be acolytes of an evil medium (CR 6), three cultists might be apprenticed to a shaman (CR 7), four could follow a conjurist (CR 8), or up to a dozen cultists might follow a cult leader (CR 12).

Cult Monk (Monk 2, CR1)

XP 400

Human monk 2

LE Medium humanoid

Init +2; **Senses** [Perception](#) +7

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 Wis)

hp 13 (2d8+4)

Fort +4, **Ref** +5, **Will** +5

Defensive Abilities [evasion](#)

OFFENSE

Speed 30 ft.

Melee unarmed strike +3 (1d6+2) or unarmed strike flurry of blows +2/+2 (1d6+2) or mwk shortspear +4 (1d6+2)

Ranged mwk light crossbow +4 (1d8/19–20) or mwk shortspear +4 (1d6+2)

Special Attacks [flurry of blows](#), [stunning fist](#) (2/day, DC 13)

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 18

Feats [Combat Reflexes](#), Deflect Arrows, [Dodge](#), [Improved Unarmed Strike](#), [Stand Still](#), [Stunning Fist](#)

Skills [Acrobatics](#) +7, [Climb](#) +6, [Escape Artist](#) +7, [Perception](#) +7, [Sense Motive](#) +7, [Stealth](#) +6

Languages Common

Combat Gear *oil of [magic fang](#)* +1, *potion of [cure light wounds](#)*, *[alchemist's fire](#)* (2);

Other Gear masterwork light crossbow with 10 bolts, masterwork shortspear, 3 gp

Cult Soldier (Warrior 5, CR3)

XP 800

Human warrior 5

CE Medium humanoid

Init +0; **Senses** [Perception](#) +4

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 armor)

hp 37 (5d10+10)

Fort +5, **Ref** +1, **Will** +0

OFFENSE

Speed 20 ft.

Melee mwk guisarme +9 (2d4+4/x3) or spiked gauntlet +8 (1d4+3) or sap +8 (1d6+3 nonlethal)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

STATISTICS

Str 16, **Dex** 11, **Con** 12, **Int** 8, **Wis** 9, **Cha** 10

Base Atk +5; **CMB** +8 (+10 bull rush); **CMD** 18 (20 vs. bull rush)

Feats [Alertness](#), [Improved Bull Rush](#), [Intimidating Prowess](#), [Power Attack](#)

Skills [Intimidate](#) +10, [Perception](#) +4, [Sense Motive](#) +4

Languages Common

Combat Gear tanglefoot bags (2);

Other Gear +1 [half-plate](#), masterwork guisarme, sap, spiked gauntlet

Cyne (Cult Leader, CR11)

XP 12,800

Human cleric 10/rogue 2

CE Medium humanoid

Init +2; **Senses** [Perception](#) +10

DEFENSE

AC 24, touch 14, flat-footed 22 (+6 armor, +2 deflection, +2 Dex, +4 shield)

hp 83 (12d8+29)

Fort +10, **Ref** +9, **Will** +13

Defensive Abilities [evasion](#)

OFFENSE

Speed 30 ft.

Melee +2 [unholy mace](#) +11/+6 (1d8+3)

Ranged dagger +10 (1d4+1/19–20)

Special Attacks [channel negative energy](#) 5/day (DC 15, 5d6), [scythe of evil](#) (5 rounds, 1/day), [sneak attack](#) +1d6

Domain Spell-Like Abilities (CL 10th; concentration +15);

8/day—[rebuke death](#) (1d4+5),

[touch of evil](#) (5 rounds)

Cleric Spells Prepared (CL 10th; concentration +15)

5th—[breath of life](#)**D**, [mass cure light wounds](#),
[righteous might](#), [summon monster V](#)

4th—[air walk](#), [cure critical wounds](#), [dismissal](#) (DC 19),
[divine power](#), [unholy blight](#)**D** (DC 19)

3rd—[cure serious wounds](#) (2), [dispel magic](#), [magic circle against good](#)**D**, [prayer](#)

2nd—[aid](#), [cure moderate wounds](#)**D**, [death knell](#) (DC 17),
[silence](#) (DC 17), [spiritual weapon](#), [undetectable alignment](#)

1st—[command](#) (DC 16), [cure light wounds](#)**D**,
[deathwatch](#), [divine favor](#), [obscuring mist](#), [remove fear](#),
[shield of faith](#)

0 (at will)—[create water](#), [guidance](#), [light](#), [purify food & drink](#)

D domain spell; **Domains** Evil, Healing

STATISTICS

Str 12, **Dex** 14, **Con** 14, **Int** 10, **Wis** 21, **Cha** 10

Base Atk +8; **CMB** +9; **CMD** 23

Feats [Channel Smite](#), [Combat Casting](#), [Command Undead](#),
[Craft Magic Arms and Armor](#), [Craft Wondrous Item](#), [Extra Channel](#), [Forge Ring](#), [Vital Strike](#)

Skills [Bluff](#) +5, [Diplomacy](#) +5, [Heal](#) +10, [Knowledge](#) (history) +4,
[Knowledge](#) (local) +4, [Knowledge](#) (planes) +11, [Knowledge](#) (religion) +11, [Linguistics](#) +6,
[Perception](#) +10, [Profession](#) (any one) +10, [Sense Motive](#) +10,
[Spellcraft](#) +11

Languages Abyssal, Common, Infernal, Terran

SQ [aura](#), [healer's blessing](#), [rogue talent \(combat trick\)](#),
[trapfinding](#)

Combat Gear *scroll of* [invisibility purge](#), [alchemist's fire](#) (2);

Other Gear +2 [chain shirt](#), +2 [heavy wooden shield](#), +2
[Unholy mace](#), cold iron dagger, [cloak of resistance](#) +1,
[elemental gem \(earth\)](#), [headband of inspired wisdom](#) +2,
[ring of counterspells](#) (dispel magic), [ring of protection](#) +2,
[robe of bones](#), silver unholy symbol

Boon Cyne can bind a planar ally for the PCs, send a pair of cultists to assist with a task, or trade a good-aligned magical item he has taken for an evil one he could use.

Daughters of Jopha (Town Cleric) (Level 5 Cleric)

XP 1,200

Human cleric 5

LN Medium humanoid (human)

Init -1; **Senses** [Perception](#) +6

DEFENSE

AC 18, touch 9, flat-footed 18 (+7 armor, -1 Dex, +2 buckler)

hp 41 (5d8+15)

Fort +7, **Ref** +1, **Will** +7

OFFENSE

Speed 20 ft.

Melee mwk heavy crossbow +8 (1d10/19-20 x 2)

Special Attacks [channel positive energy](#) 6/day (DC 13, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +7, Law and Community)

5/day—[touch of law](#)

5/day—[calming touch](#)

Cleric Spells Prepared (CL 5th; concentration +7)

3rd—[dispel magic](#), [prayer](#), [searing light](#)

2nd—[shield other](#), [enthrall](#) (DC 14), [resist energy](#) (DC 14),
[sound burst](#) (DC 14)

1st—[command](#) (DC 13), [divine favor](#), [bless](#), [shield of faith](#),
[summon monster I](#)

0 (at will)—[guidance](#), [light](#), [purify food and drink](#),
[resistance](#)

D Domain spell; **Domains** Law, Community

TACTICS

Before Combat The cleric casts *prayer*.

During Combat The cleric attacks with her mwk heavy crossbow, and casts *bless* and *shield other* as needed. When fighting undead, she channels positive energy. Otherwise, she uses ranged magical attacks only as a last resort.

STATISTICS

Str 17, **Dex** 8, **Con** 14, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +3; **CMB** +6; **CMD** 15

Feats [Combat Casting](#), [Heavy Armor Proficiency](#), [Improved Shield Bash](#), [Weapon Focus](#) (Heavy Crossbow)

Skills [Diplomacy](#) +9, [Heal](#) +6, [Knowledge](#) (nobility) +6, [Knowledge](#) (religion) +5, [Perception](#) +6

Languages Common

SQ aura

Combat Gear - *potion of [bull's strength](#)*, thunderstone;

Other Gear masterwork splint mail, +1 *buckler*, masterwork heavy crossbow, [cloak of resistance](#) +1, silver holy symbol, 271 gp

Enforcer of the Old God (Vrock, CR9)

XP 6,400

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; [Perception](#) +23

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 112 (9d10+63)

Fort +13, **Ref** +10, **Will** +6

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 12th)

At will—[greater teleport](#) (self plus 50 lbs. of objects only), [telekinesis](#) (DC 18)

1/day—[heroism](#), [mirror image](#), [summon](#) (level 3, 1 vrock 35%)

STATISTICS

Str 21, Dex 15, Con 25, Int 14, Wis 16, Cha 16

Base Atk +9; CMB +15; CMD 27

Feats [Cleave](#), [Combat Reflexes](#), [Improved Initiative](#), [Lightning Reflexes](#), [Power Attack](#)

Skills [Fly](#) +12, [Intimidate](#) +15, [Knowledge](#) (planes) +14, [Perception](#) +23, [Sense Motive](#) +15, [Spellcraft](#) +14, [Stealth](#) +10, [Survival](#) +15; Racial Modifiers +8 [Perception](#)

Languages Abyssal, Celestial, Common; telepathy 100 ft

SPECIAL ABILITIES

Dance of Ruin (Su)

A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex)

A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bleed* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su)

Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3–10)

Treasure standard

Profane champions of the Abyss, vocks embody all the rage, hatred, and violence of that despicable realm.

As ravenous and grotesquely opportunistic as the scavengers they resemble, vocks delight in bloodshed, relishing the sounds and sensations of ripping the still-pulsing entrails from a living husk.

A typical vrock stands 8 feet tall and weighs 400 pounds. Vocks generally form from the evil souls of hateful and wrathful mortals, particularly those who were career criminals, mercenaries, or assassins.

Kriel (Level 9 Wizard, CR8)

XP 4,800

Human Evoker 9

NE Medium humanoid

Init +3; Senses [Perception](#) +12

DEFENSE

AC 15, touch 10, flat-footed 15 (+4 armor, +1 deflection, -1 Dex, +1 natural)

hp 92 (9d6+58)

Fort +8, **Ref** +2, **Will** +9; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants);

Immune fire (108 points)

OFFENSE

Speed 20 ft.

Melee Dagger +1 (1d4+2/19-20x2)

Special Attacks Intense spells (+4 damage)

Arcane School Spell-Like Abilities (CL 9th; concentration +13)

At will—[elemental wall](#) (9 rounds/day)

7/day—[force missile](#) (1d4+4)

Evoker Spells Prepared (CL 9th; concentration +13)

5th—[cone of cold](#) (DC 20), [transmute rock to mud](#)

4th—[empowered acid arrow](#), [greater invisibility](#), [resilient sphere](#) (DC 19), [stone shape](#)

3rd—[dispel magic](#), [fireball](#) (DC 18), [gaseous form](#), [ray of exhaustion](#) (DC 17), [stinking cloud](#) (DC 17)

2nd—[acid arrow](#), [bear's endurance](#), [protection from energy](#), [scorching ray](#), [spider climb](#), [summon swarm](#)

1st—[burning hands](#) (2, DC 16), [color spray](#) (DC 15), [magic missile](#), [mage armor](#), [ray of enfeeblement](#) (DC 15)

0th (at will)—[acid splash](#), [dancing lights](#), [detect magic](#), [mage hand](#)

Opposition Schools enchantment, necromancy

TACTICS

Before Combat Kriel casts *bear's endurance*, *mage armor*, and *protection from energy* (fire).

During Combat Kriel casts *greater invisibility*, then uses *transmute rock to mud* to trap foes. He casts area damage spells at trapped targets and uses *stinking cloud* and *resilient sphere* to hinder those who escape the mud.

BASE STATISTICS

Without *bear's endurance*, *mage armor*, and *protection from energy* (fire), the wizard's statistics are **AC** 11, touch 10, flat-footed 11; **hp** 74; **Fort** +6; **Immune** none; **Con** 16.

STATISTICS

Str 12, **Dex** 10, **Con** 20, **Int** 18, **Wis** 16, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 16

Feats [Combat Casting](#), [Empower Spell](#), [Improved Initiative](#), [Scribe Scroll](#), [Spell Focus](#) (evocation), [Spell Penetration](#), [Toughness](#)

Skills [Appraise](#) +15 (+17 to assess non-magical metals or gemstones), [Climb](#) +4, [Craft](#) (alchemy) +12, [Fly](#) +6, [Knowledge](#) (arcana, dungeoneering) +16, [Knowledge](#) (engineering) +12, [Perception](#) +12 (+14 to notice unusual stonework), [Sense Motive](#) +4, [Spellcraft](#) +16

Languages Common, Dwarven, Goblin, Elven, Orcish

SQ [arcane bond](#) (bat)

Combat Gear *potion of cure moderate wounds*, *scroll of clairaudience/clairvoyance*, *scroll of solid fog*, *scroll of stinking cloud*, *scroll of stone shape*;

Other Gear +1 [dagger](#), [wand of black tentacles](#) (20 chgs), [amulet of natural armor](#) +1, [headband of vast intelligence](#) +2, [ring of protection](#) +1, spellbook, 665 gp

Rancent (Cyne's Lieutenant, CR8)

XP 4,800

Human fighter 7

Shadowdancer 2

LE Medium humanoid (human)

Init +2; Senses darkvision 60 ft.; [Perception](#) +12

DEFENSE

AC 20, touch 14, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 86 (7d10+2d8+34)

Fort +9, **Ref** +8, **Will** +4; +2 vs. fear

Defensive Abilities [bravery](#) +2, [evasion](#), [uncanny dodge](#)

OFFENSE

Speed 30 ft.

Melee +1 [greatsword](#) +17/+12 (2d6+13/19-20)

Ranged mwk shortbow +11/+6 (1d6/x3)

Special Attacks [weapon training](#) (heavy blades +1)

TACTICS

Before Combat The shadowdancer drinks her *potion of bull's strength*. If she knows where the battle will take place, she scouts the location to find good hiding places.

During Combat The shadowdancer drinks her *potion of blur*, then keeps to the shadows, delivering greatsword attacks to foes on the perimeter of battle so she doesn't get dragged into the melee.

Base Statistics Without *bull's strength*, the shadowdancer's statistics are **Melee** +1 [greatsword](#) +15/+10 (2d6+10/19–20); **Str** 18; **CMB** +12; **CMD** 26.

STATISTICS

Str 22, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +14; **CMD** 28

Feats [Combat Reflexes](#), [Disruptive](#), [Dodge](#), [Lightning Reflexes](#), [Mobility](#), [Power Attack](#), [Toughness](#), [Vital Strike](#), [Weapon Focus](#) (greatsword), [Weapon Specialization](#) (greatsword)

Skills [Acrobatics](#) +14, [Climb](#) +10, [Handle Animal](#) +3, [Heal](#) +1, [Knowledge](#) (arcana) +4, [Knowledge](#) (geography, local, religion) +2, [Perception](#) +12, [Perform](#) (dance) +4, [Ride](#) +6, [Stealth](#) +14, [Swim](#) +10

SQ armor training 2, hide in plain sight

Combat Gear *potion of blur*, *potion of bull's strength*, *potion of cure moderate wounds*;

Other Gear +1 *chain shirt*, +1 [greatsword](#), masterwork shortbow with 20 arrows, [amulet of natural armor](#) +1, [cloak of resistance](#) +1, [ring of protection](#) +1, 219 gp

Town Drunk (Commoner 1/Warrior 2)

XP 400

Human commoner 1/warrior 2

N Medium humanoid

Init +0; **Senses** [Perception](#) –1

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 23 (3 HD; 1d6+2d10+9)

Fort +7, **Ref** +0, **Will** –1

OFFENSE

Speed 30 ft.

Melee club +3 (1d6+1) or dagger +3 (1d4+1/19–20)

Ranged club +2 (1d6+1) or dagger +2 (1d4+1/19–20)

STATISTICS

Str 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 13

Feats [Great Fortitude](#), [Improved Bull Rush](#), [Power Attack](#)

Skills [Climb](#) +5, [Handle Animal](#) +4, [Intimidate](#) +5, [Profession](#) (choose one) +3, [Ride](#) +4, [Swim](#) +5

Languages Common

Gear leather armor, club, dagger, gallon jug of ale

Boon A drunkard can be persuaded to make a loud, obnoxious disturbance as a distraction, imposing a –2 penalty on opposed Perception checks (as against Stealth or Sleight of Hand) for up to 1 minute for any NPCs who can see and hear him.

Town Guard (Fighter 4, CR 3)

XP 800

Human fighter 4

LN Medium humanoid

Init +1; **Senses** [Perception](#) +3

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 34 (4d10+12)

Fort +6, **Ref** +2, **Will** +1; +1 vs. fear

Defensive Abilities [bravery](#) +1

OFFENSE

Speed 20 ft.

Melee mwk guisarme +9 (2d4+5/x3) or sap +7 (1d6+3 nonlethal)

Ranged net +5 ranged touch (entangle) or javelin +5 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 18

Feats [Combat Reflexes](#), [Dazzling Display](#), [Exotic Weapon Proficiency](#) (net), [Skill Focus](#) (Intimidate), [Weapon Focus](#) (guisarme), [Weapon Specialization](#) (guisarme)

Skills [Intimidate](#) +11, [Perception](#) +3, [Ride](#) +2, [Sense Motive](#) +2

Languages Common

SQ [armor training](#) 1

Combat Gear *potion of cure light wounds*;

Other Gear full plate, masterwork guisarme, javelin, nets (2), sap

Boon A guard can alert the PCs to local customs, traditions, tricks, and suspicious activity, granting a +2 bonus for 24 hours on opposed Perception and Sense Motive checks within the city. She can also arrange a meeting with a watch captain for the PCs.

Vyncis

XP 2,400

Human fighter 7

LN Medium humanoid

Init +1; **Senses** [Perception](#) +6

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 57 (7d10+19)

Fort +8, **Ref** +4, **Will** +4; +2 vs. fear

Defensive Abilities [bravery](#) +2

OFFENSE

Speed 30 ft.

Melee +1 *halberd* +14/+9 (1d10+10/×3) or sap +11/+6 (1d6+4 nonlethal)

Ranged composite longbow +8/+3 (1d8+4/×3)

Special Attacks [weapon training](#) (pole arms +1)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +11 (+15 trip); **CMD** 22 (24 vs. trip)

Feats [Alertness](#), [Combat Expertise](#), [Dazzling Display](#), [Greater Trip](#), [Improved Trip](#), [Iron Will](#), [Persuasive](#), [Weapon Focus](#) (halberd), [Weapon Specialization](#) (halberd)

Skills [Diplomacy](#) +5, [Handle Animal](#) +4, [Intimidate](#) +12, [Knowledge](#) (engineering) +5, [Perception](#) +6, [Profession](#) (soldier) +5, [Ride](#) +2, [Sense Motive](#) +8

Languages Common, Halfling

SQ [armor training](#) 2

Combat Gear *potions of* [cure moderate wounds](#) (2), tanglefoot bags (2); **Other Gear** masterwork full plate, +1 *halberd*, composite longbow (+4 Str) with 20 arrows, sap, [cloak of resistance](#) +1, 35 gp

Boon Vyncis may detain an NPC of up to 9th level for 24 hours and allow a single PC access for questioning, or he could assign one patrol of guards to assist the PCs inside the city for up to 1 hour.

Appendix

Magic Items

Book of Hastur

This book has pages of lambskin, gold furniture and is covered in demon skin. It radiates evil. While of significant value to those who study religion, arcane knowledge or seek to protect the world from its evil, most good aligned players will feel more inclined to destroy it than to save it. It contains a number of evil rituals (the exact details are left to the GM) and a detailed history of Hastur and his plans to devour civilization and reform it in his own image. The book is a minor artifact. It is worth at least 3000gp to most collectors. Maybe more if the person has a special interest.

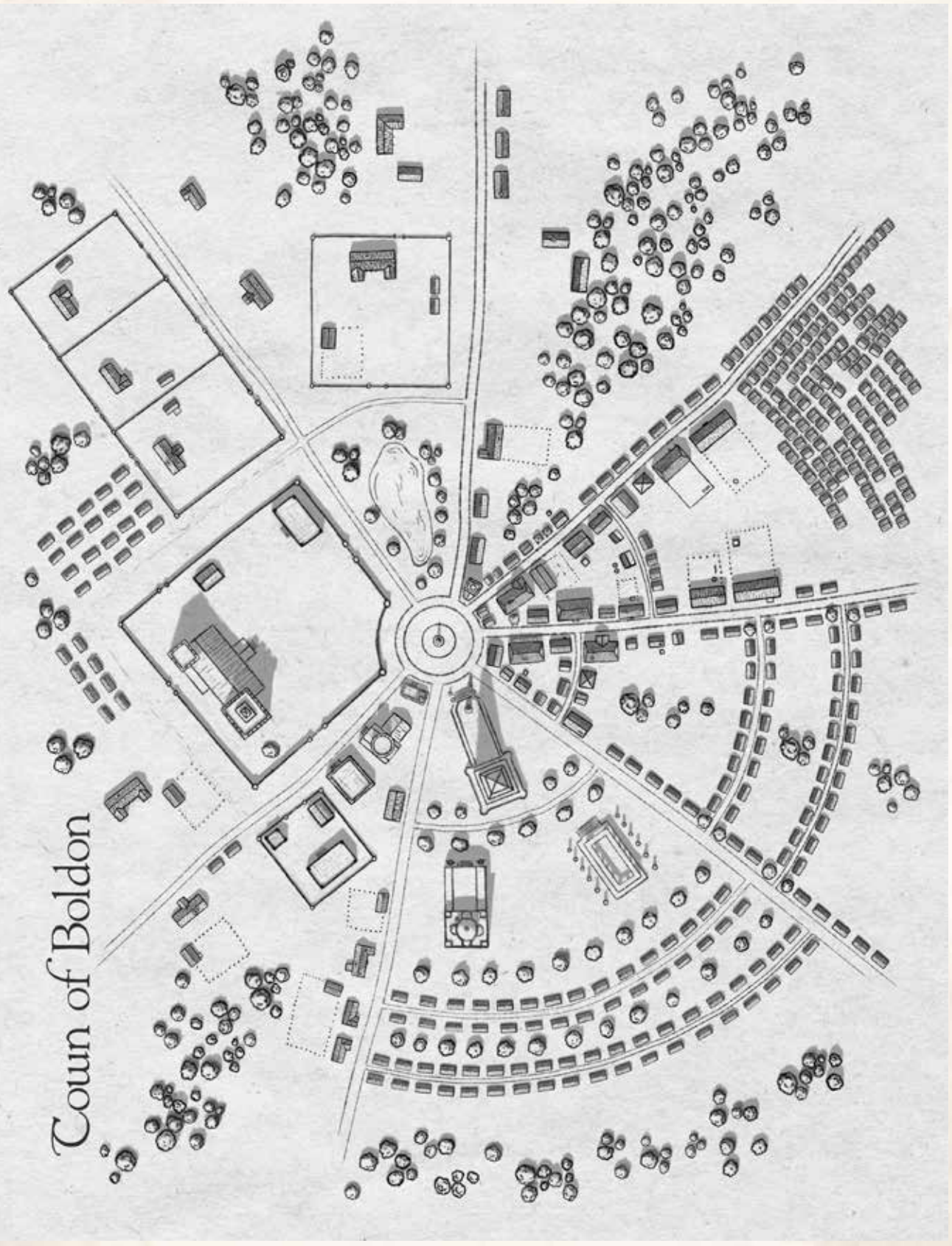
Soulsmasher

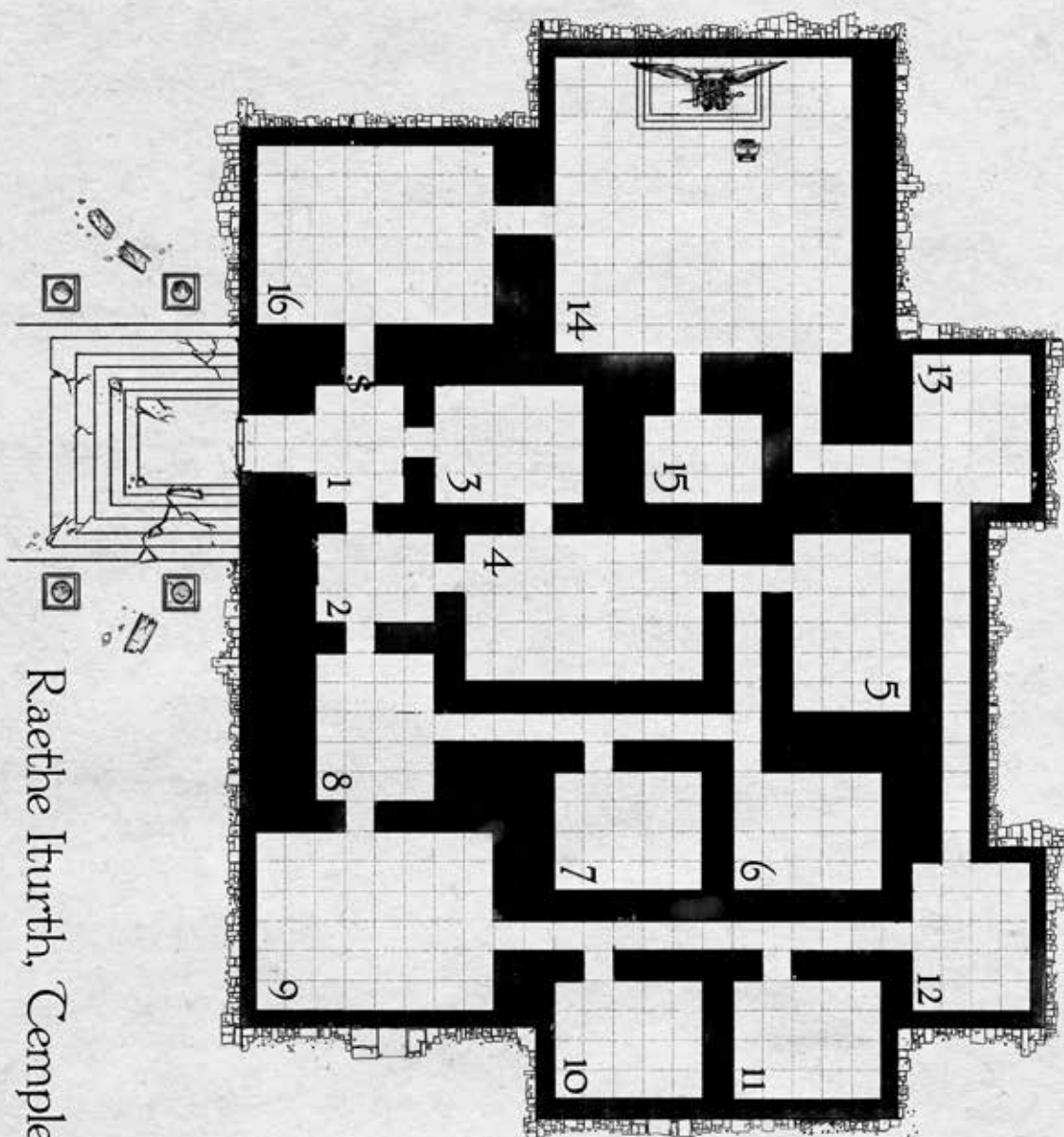
Hastur's temple held a treasure, A mace +2 that was imbued with his evil life force. This mace is black as night, reflecting almost no light. (Treat as an [Unholy Mace](#) +2)

Special Effect - Linking

If any cultist is within 10 feet of another cultist, they are at +2 to attack, defense and have a 2-point bonus on saving throws and all party saving throws have a 2-point penalty.

Town of Boldon





Raethe Iturth, Temple of Nastur

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The small town of Boldon, and its surrounding villages are afraid. Dozens of people are missing, some speculate lost to some nefarious purpose. A broken drunkard tells fantastic tales of an evil temple and the horrible things within. The rare few who know the legends and history of the region are beginning to think the dark times have returned; not seen since the fall of the first age of man. People are beginning to feel the icy fingers of fear closing in. The party becomes aware of these events, and is inspired to investigate. This leads them to a broken man who tells them a story of a lost temple. Has it been rediscovered by men seduced by its forgotten evil? The drunkard's tale leads to others who might help the party discover more before they face *The Lost Temple of Forgotten Evil*.