



MONKEYDM

THE DOOMSCOURGE RITUAL

STOP CULTISTS FROM UNLEASHING THE APOCALYPSE



A dangerous adventure for party members of the 17th ritual.

BACKSTORY

For centuries, a shadowy conflict has raged between the enigmatic Order of the Keepers and a malevolent cult known as the Whispering Hand. Born from ancient prophecies and long-forgotten lore, this battle of light against darkness has shaped the history of the realm. The Order, sworn to protect the realms from supernatural threats, has stood as a bastion of hope. The Whispering Hand, a clandestine cult driven by dark ambitions, has relentlessly sought to bring chaos and domination to the land.

Over the ages, the Whispering Hand has devised numerous schemes to summon powerful entities, seeking to plunge the world into eternal darkness. Yet, time and again, the Order has foiled their plans, standing as the last line of defense against the tides of corruption. Countless battles have been fought, lives sacrificed, and ancient artifacts safeguarded, as both sides vie for dominance.

Now, as the world teeters on the brink of a cataclysmic event, the Whispering Hand has mustered its most desperate and audacious plan yet. Empowered by forbidden knowledge and fueled by fanatical devotion, the cult seeks to unleash a demonic invasion that will tip the scales in their favor. Through dark rituals and sacrifices, they intend to open a rift between realms, allowing unspeakable horrors to pour forth.

In this pivotal moment, the Order of the Keepers senses the impending doom and embarks on a race against time. They join forces with the courageous adventurers, seeking to put an end to the Whispering Hand's reign of terror once and for all.

ADVENTURE SUMMARY

As the adventure starts, the party is recruited by members of the Order and informed about strange occurrences within the town of Bravollor. After receiving their quest from a local order member named Noah, the adventurers must decipher a cryptic message left behind by the cult, pointing towards the location of a hidden artifact needed to start the summoning ritual. This leads them into the cult's city hideout, where they have a brief fight, before some cultists escape with the artifact.

It becomes clear that the summoning of the doomscurge is the culmination of a centuries-long struggle, a final desperate attempt by the Whispering Hand to grasp ultimate power and unleash untold devastation. Unfortunately, the exact location of where the doomscurge can be summoned from is unknown even to the Order and it requires that the party reach out to a legendary warrior named

Magnus Kvalheim. The party go out in search of Kvalheim and find him living in an apiary, wherefrom he tells them the location of the ritual and arms them with what they need to disrupt it. Now, with the fate of the world hanging in the balance, the adventurers must confront the dark forces. Will they succeed in thwarting the Whispering Hand's diabolical plans, or will the realms be forever consumed by darkness? The outcome rests in their hands, as the age-old conflict reaches its climactic finale.

PLOT HOOK

The town of Bravollor has gotten weird and weirder as of late, with strange disappearances and random demonic attacks. Overwhelmed by the frequency of these happenings, the Order of the Keepers has asked the party for aid.

CHAPTER 1: UNVEILING THE THREAT

In which the party is first recruited

Arriving within Bravollor

Read this:

"As you approach the town of Bravollor, you notice an eerie silence hanging in the air. The once-vibrant streets are now shadowed by an unsettling gloom. The townsfolk, their faces etched with worry, whisper among themselves, casting nervous glances at every corner. The smell of smoldering incense wafts through the air, a desperate attempt to ward off an unseen evil. Something is definitely amiss in this once-thriving community. You know this not just because of what you see, but also because of what you've been told in a top secret letter by one Bogur Ironbeard, the leader of the Bravollor branch of The Order of the Keepers. He's asked you to meet him in his brewery, which is where you are currently headed. The only beacon of light within this sea of darkness, however, is your party."

GM Note: If you are playing this adventure as a one-shot, this is a perfect time for the party to introduce their characters. Talk with your party about their relationships. Ask them about how long they've been working together, the type of jobs they usually take, and how well-known they are in the area. Remember to give them time to describe themselves and even interact a little bit. Once everything's fleshed out, you can jump into the action.



If you are playing this adventure as part of a long-running campaign, ask yourself if an NPC they know could be connected to the Order of Keepers. If there is, think about how you'd bring them into the story, maybe even have them replace Bogur.

Once each party member has introduced themselves, you can proceed with the party's short walk through the city. As they walk, the party members can make a **DC 15 Wisdom (Perception) check** to look at the streets in more detail. They'll see white X marks on the doors, as well as many wounded soldiers and civilians. If they ask anyone about the X's, they'll learn they use them as a sign of allegiance with the city. Every house marked with an X is a house of someone who has helped in fighting or is open to giving out resources. Though authoritarian, this practice is, as far as the civilians are concerned, a possible way to root out who is at fault for the recent chaos.

As the party walk further into the city, read this:

"As you make your way through the cobblestone streets of Bravollor, the air carries a mixture of bustling activity and an undercurrent of unease. Eyes watch you closely, curiosity mingled with a hint of suspicion. As you approach the heart of the town, a charming building catches your attention. It exudes an inviting warmth, emanating from the tantalizing scents of brewing hops and freshly baked bread. The sign above the entrance bears the name 'Ironbeard Brewery,' and you remember that Bogur Ironbeard, a trusted town official and member of the revered Order of the Keepers, has requested a secret meeting within its walls. Entering the brewery, the comforting ambiance embraces you, accompanied by the rhythmic clinking of glassware and the lively chatter of patrons enjoying their libations. The interior is adorned with polished wooden beams, sturdy barrels, and gleaming copper brewing apparatus. Sunlight streams through stained glass windows, casting vibrant hues across the room. At a corner table, you spot Bogur Ironbeard, his weathered face marked by determination and a hint of concern. Dressed in the traditional garb of the clergy, his presence commands respect. As you approach, he motions for you to join him, ensuring the privacy of your conversation amidst the lively ambiance."

The party now meets Bogur Ironbeard (see "Bogur Ironbeard" sidebar).

Bogur Ironbeard (NG dwarf paladin)

Information: Bogur Ironbeard is a distinguished figure, his stout and sturdy frame hinting at a lifetime of resilience and dedication. A neatly trimmed beard of a rich auburn hue adorns his square-jawed face, matching the fiery glint in his eyes. He wears the traditional attire of the Clergy of the Stone Bear, donning a deep brown cloak emblazoned with the emblem of the Order—a shimmering silver sword against a field of stars. To those who are unaware of the Order's existence, it is barely noticeable. To the party, it'll stick out immediately. His armor, though well-maintained, bears the marks of countless battles, testaments to his unwavering commitment to protecting the realm.

Roleplaying as Bogur: Bogur is a seasoned and pragmatic individual, driven by a strong sense of duty and a desire to protect his town and its inhabitants. As a member of the Order, he carries himself with authority and commands respect, yet there is also a warm and approachable demeanor that puts others at ease. He speaks in a deep, resonant voice that carries authority, his words measured and precise. Roleplay Bogur as a mentor figure, providing guidance and advice to the party while also valuing their unique skills and perspectives. He recognizes the importance of teamwork and may emphasize the need for discretion and caution in their investigation, aware that even a misplaced word could endanger the town further.

Once the party introduces themselves, Bogur will lead them to the back room of the brewery. There, among hops and machinery, he'll begin recounting tales of disappearances, eerie symbols etched into walls, and a lurking sense of malevolence. The townsfolk whisper fearful rumors of a growing cult and the impending threat of a demonic invasion. If the party agrees to aid, he'll pay them 3000 gold each, starting with 1000 when they agree to take the job. Then, the party may begin their investigation by first raiding the cult's presumed hideout, which Bogur has been able to find out through some work of his own. He is, however, too old to go and raid it himself.

Raiding the Hideout

Read this:

"As you cautiously approach the unassuming building nestled inconspicuously within the heart of Bravollor, a sense of trepidation lingers in the air. The exterior appears deceptively ordinary, its faded wooden facade blending seamlessly with the surrounding structures. It could easily be mistaken for just another abandoned structure in the town's forgotten corners. However, keen eyes and intuition unveil a more sinister truth."



Bring the party to map 1, area 1. Each party member must make a **DC 15 Intelligence (Investigation) check** and a **DC 15 Dexterity (Stealth) check**.

First, if at least one party member is successful on the **Intelligence (Investigation) check**, read this: "Upon closer inspection, you notice a series of faint, twisted symbols etched into the decaying woodwork at the top of the building. These dark sigils seem to pulse with an otherworldly energy, their eerie glow growing more pronounced as you draw nearer. They're unperceivable to those who don't know what to look for, but quite apparent to you. A chill runs down your spine, and a tingling sensation prickles your skin, warning of an impending malevolence that emanates from within."

GM NOTE: Although a narrative fragment, this also serves as a hint to the party. The etchings are not particularly well hidden, because they're being tracked and led right into a trap by the cult. They want to cut them down and use them as sacrifices for the ritual.

Then, if the party has more failures than successes on the **Dexterity (Stealth) check**, they'll be confronted by **two whispered hand hezrou thugs**, who'll politely ask them to step away from the building. This is meant as both a way to put up a fake modicum of resistance (thus scaring the party) and to show them they're going in the right direction. They can choose to either fight them head-on, try to convince them to leave either with a **DC 20 Charisma (Deception) or Charisma (Intimidation) check** or hide until they leave with a successful collective **DC 18 Dexterity (Stealth) check** (more successes than failures required).

Regardless of what decision the party makes, their end goal should be getting into the hideout, which can be done through differing paths, using differing abilities, and in various creative ways. They may now explore map 1.

Keyed Locations

GM NOTE: The map at hand is huge. There are plenty of hidden entrances, branching paths, and potential locations to find. If you like your adventures to be less straightforward, allow the party to approach the building from any angle they want. If this is the way you want to go about it, be sure to up the number of traps to new heights!

1 - Point of Arrival

The party starts here.

2 - Front Entrance

Read this:

"As you push open the creaking door, you step into the brightly lit entrance way of a flower shop. The air is thick with the scent of perfume and moisture, and yet the flickering torches cast eerie shadows across the room. Flowers surround you from all around, yet nothing arouses suspicion, including the woman at the front desk."

As the party enters, they'll meet a **cultist** at the front desk. They can choose to deceive or convince her to let them into the abode with either a **DC 20 Charisma (Deception), Charisma (Intimidation) or Charisma (Persuasion) check**. They can also attempt to charm or straight-up kill her. If they convince her in some way, she'll lead them to the secret door at area 2. Behind her desk is a hidden alarm, which can be spotted with a **DC 22 Intelligence (Investigation) check** or a *detect magic* spell.

Hazard: Poisonous Flowers: Once they've spent more than a minute within the chamber, each party member must make a **DC 18 Constitution saving throw**. On a failure, they begin to hear scraping inside their skulls and begin suffering a thumping headache for 1 minute. While suffering from this headache, they are considered poisoned and cannot concentrate on spells. This is due to the poisonous flowers inside the chamber, which the party can identify with a **DC 18 Intelligence (Nature) check** or a *detect poison and disease* spell.

Encounter: Poisonous Ambush. If the **cultist** is alive to see them be affected by this poison is not charmed, she'll trigger the alarm underneath her desk. When this alarm is triggered, **two whispered hand hezrou thugs** and **five cult fanatics** will come in to ambush the party.

3 - Storage Room

If the party is with the **cultist**, she'll pull on a plank in the wall and open the hidden door, leading them within area 4. If not, they can make a **DC 18 Intelligence (Investigation) check** to look for clues. If at least one party member is successful, read this: "As you search the room, you notice an out-of-place plank in the wall. Pressing it reveals a hidden lever, causing a section of the wall to slide open, revealing a secret passage. Where does it lead? Only further exploration will uncover the truth."



4 - Narrow Hallway

Encounter: Ambush. If the party did not fight earlier, in the front entrance, they are ambushed here by **two whispered hand hezrou thugs** and **five cult fanatics**.

Before initiative is rolled, read this:

"Without warning, a group of hooded cultists bursts forth from hidden alcoves, their eyes gleaming with fanatical fervor. They brandish wicked-looking daggers, ready to defend their unholy sanctuary. Prepare for a desperate battle against these zealots."

Also within the room is a fake cupboard, which the party can investigate with a **DC 18 Intelligence (Investigation) check**. Alternatively, the party can track where the cultists are coming from with a **DC 16 Wisdom (Survival) check**, which will lead them in the same direction. They can move the cupboard to the side, leading them to the artifact room (area 7). Once they make it, proceed to the next subchapter.

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MAP 1



5 - Stables

Read this:

"After a brief walk around the building, your eyes land on the dilapidated stables situated at the northern side of it. The wooden beams creak under the weight of years gone by, and the stench of hay and manure lingers in the air. Perhaps there's something to find here."

Puzzle: Haybales Entrance. Within the stables, the party can make a **DC 18 Wisdom (Perception) check** to notice there's a subtle flow of cold air coming from behind the haybales. There, they can find the secret door, which can be opened either with a **DC 18 Thieves' Tools check** or a **DC 20 Arcana check**. The door is also trapped, requiring a **DC 18 Intelligence (Investigation) check** to disarm.

Hazard: Door Trap. When the door is opened, three pressure plates will light up underneath it. Each plate glows a different color (green, red and blue). Next to the door to the stables are three buckets. The bottom of the knocked over one is blue. The party can find it with a **DC 18 Intelligence (Investigation) check**. If the party member steps on the blue pressure plate, the trap is disarmed. If they step on the red one, a 5th-level *fireball* is cast directly on them. If they step on the green one, a *cloudkill* spell is cast directly on them.

Once the party has made it past the stable, they make it to area 6.

6 - Large Antichamber

Read this:

"Emerging from the stable, you find yourself in a dimly lit chamber. The walls are adorned with macabre symbols, depicting scenes of rituals and worship. A tenebrous aura permeates the air, hinting at the malevolence that dwells within. As your eyes adjust, you notice a door directly in front, as well as other crates and boxes."

The party can move directly through the door and into the artifact room (area 7) or look around with a **DC 16 Intelligence (Investigation) check**. On a success, they find two *greater healing potions* and one *potion of speed* among the crates.

Once the party move into area 7, you may proceed to the next subchapter.



7. The Artifact Room

Read this:

"As you step through the imposing door, you enter a chamber of darkness and desolation. Tattered banners hang from the walls, displaying the cult's twisted emblem. The air feels thick with a sense of impending doom, as if the very essence of evil lingers within this unholy sanctum. There's just darkness. Then, in but a second, it is disturbed by a flash of purple energy, setting the entire room alight. You find yourself in a room filled with enemies."

The party are faced with a **marilith**, **six cult fanatics** and a **mage**. When the party enters, the mage will shout to attack them. Roll for initiative!

As the combat starts, each party member must make a **DC 20 Constitution saving throw**. On a failure, they become affected by the relic in the middle of the chamber, falling under the effects of a slow spell for 1 hour. They can repeat the saving throw at the end of each of their turns, ending the effect on a success. If they've succeeded on a saving throw against this effect, they become immune to it for the next 24 hours.

In addition, regardless of if they succeeded on the saving throw or not, the relic will begin draining life from the party. Whenever the party takes damage, write down the exact amount on a sheet of paper. When the party has collectively taken 200 damage, the relic is fully powered and the monsters will begin retreating with the relic, with the **mage** using a *spell scroll of teleportation*.

Alternatively, if the party kill the **marilith**, the other cult members will retreat alongside the relic. Lastly, if a party member attempts to touch the relic or dispel its magic, the relic will cast a *finger of death* spell (DC 19) on that party member. This should serve as a deterrent to touching it. On a successful save, the party member can pick up the relic. At the start of each of their turns, the relic will cast the spell on them again.

GM NOTE: Though slightly railroad-y, this encounter is meant as a way to show the party they're dealing with a smart enemy, who was using their attention as a means of garnering their own strength. They'll subsequently use their blood to fuel the summoning ritual in chapter 3. If you'd like the party to have a stronger chance at winning and wiping out this branch of the cult, consider removing the relic element from the battle.

GM NOTE 2: If, on the other hand, you like the feeling of the fight, don't be afraid to kill a party member)

Once the battle's over (either by the enemies running away/teleporting or the party winning the fight), you may proceed to the next subchapter.

Clues Left Behind

Read this:

"Left alone in the room, you glance down at a tattered parchment that lies on a dusty table, bearing a cryptic message. The words seem almost twisted, written in a language long forgotten. Symbols interweave with riddles and ancient texts. You must decipher the hidden meaning to unveil the next step on your perilous journey."

Each party member may make a **DC 18 Intelligence (Arcana) or Intelligence (Religion) check**. If a creature knows Abyssal, it has advantage on this check. On a successful check, they discover that all the clues are leading to the summoning of a demon known as a "doomscurge". Alongside this information, there's also information on a hidden altar, the exact location of which is unknown. Armed with this information, the party can return to Bogur to let him know what they've been up to.

You may proceed to the next chapter.



CHAPTER 2: UNVEILING SHADOWS

In which the party gets help with the doomscurge problem.

Returning to Bogur

Read this:

"As you trudge wearily back to Bogur, the weight of your recent battles etched upon your faces, the town greets you with a mix of sadness and curiosity. The townsfolk pause in their daily activities, their gazes fixed upon you, silently questioning the outcome of your arduous journey. You bear the physical and emotional scars of your confrontation with the cult's forces, a testament to the trials you have endured. Yet, there is a sense of accomplishment that emanates from your weary forms—a glimmer of hope shining through the darkness. You have emerged triumphant, having uncovered the cult's nefarious plot, at least partially. Though fatigue tugs at your every step, the townspeople's grateful whispers and reverent nods serve as a reminder that your sacrifices have not gone unnoticed. As you enter the familiar insides of the Ironbeard Brewery, the gravity of your success settles upon you. The battle is far from over, but for now, you have returned as heroes, ready to face whatever challenges lie ahead in the fight against the encroaching darkness."

The party is met by Bogur, who'll ask them to recount what happened. Once they've told him, Bogur will openly state that he does not know the true location where the doomscurge could be summoned - such knowledge is reserved only for the most high ranking of the Order. As such, they'll need the support of the only known Order member who single-handedly defeated a doomscurge: Magnus Kvalheim.

The party must now go out in search of Magnus. You may proceed to the next subchapter.

The Old Swordsman

GM NOTE: In the interest of keeping a high level adventure short enough for one sitting, the exploration and search for Magnus is shortened, but you can lengthen it if you so desire.

Read this:

"Leaving the bustling streets of Bravollor behind, you venture into the remote wilderness, guided by rumors and whispers of a legendary warrior known as Magnus Kvalheim, the Crow's Edge. After days of arduous travel, the landscape gives way to a towering mountain range, and nestled within its rocky embrace a quaint apiary. Impenetrable walls are nowhere to be found. A sense of anticipation fills the air as you approach the building, ready to seek the aid of the seasoned monster hunter fabled to live here. Standing amongst the barren crops and jars of honey is a man whose tall frame stands unassuming, clad in weathered armor that bears the marks of countless battles fought. His salt-and-pepper hair, unkempt and wild, frames a weathered face etched with lines of wisdom and experience. But it is his yellow eyes, piercing and unyielding, that demand respect and speak of the secrets hidden within his soul. Magnus exudes an air of silent authority, his presence commanding attention even without uttering a single word. As you observe him, you sense the weight of victories and sacrifices that have shaped him into the deadly swordsman he once was and the legend he is now. Magnus Kvalheim may appear ordinary, but beneath that unassuming exterior lies a warrior of unparalleled skill and determination—a steadfast protector of the Order and a key ally in the battle against the encroaching darkness."

The party now meets Magnus Kvalheim (see "Magnus Kvalheim" sidebar). He'll be initially suspicious of them and must be convinced of their true intentions with a **DC 18 Charisma (Persuasion) check**.

Magnus Kvalheim (LN human veteran)

Information: Magnus Kvalheim is an old and brooding swordsman who appears incredibly ordinary at first glance. He stands tall, with a weathered and battle-worn physique that speaks of years spent honing his skills. His hair, a mix of salt and pepper, falls in unruly waves around his face, framing his piercing yellow eyes that seem to hold a depth of knowledge and pain. Magnus wears a worn suit of armor that bears the scars of countless encounters. He's seen so much death, he's retreated away from it all. It'll take convincing him to help the party.



Roleplaying as Magnus: Magnus is known for his silence, often speaking only when necessary and choosing his words with great care. As a GM, emphasize his quiet nature by having Magnus observe and listen attentively to conversations before offering his insight. Encourage players to engage with him through thoughtful questions or actions that may pique his interest. Roleplay him as someone who values loyalty, determination, and sacrifice. Encourage players to earn his respect through acts of bravery, selflessness, and dedication to their cause. When Magnus acknowledges their efforts or offers his approval, it carries great weight and can inspire the party to continue pushing forward.

Once the party has convinced Magnus their intentions are good, he'll attempt to convince them to stop fighting. This is all a test, because he knows doubt is deadly in a fight with a doomscurge. The party must convince him of their bravery by either making a **DC 20 Charisma (Intimidation) check** to try and scare him or by making a **DC 20 Wisdom (Insight) check** to find out he's testing them and call his bluff. With this first passed, Magnus will welcome them inside his home and test them further.

Magnus' Tests

GM NOTE: Magnus' main purpose in the story is to provide an interesting roleplay element, thus some of his tests are meant to work as roleplay prompts. If, instead, you think the party would be better suited to combat, change those challenges to be more combat-focused.

Read this:

"During a brief dinner, Magnus explains to you that he'll agree to train you in the brief time he has, hopefully imparting enough knowledge upon you that you become ready for the doomscurge."

Bring the party to map 2 (Magnus' apiary) and show them the 6 possible locations where they can undergo training and be tested. The numbers correspond with the table below and will change the party in different ways. Any party member may attempt any challenge twice or two challenges once. Three different challenges must be completed for Magnus to tell the party the location of the ritual site.

- | | |
|---|---|
| 1 | Trial of Lightning. Magnus will take a party member to the top of his home and summon lightning to strike them down. The party member must make a DC 19 Constitution saving throw. On a failure, they take 8d8 lightning damage and are stunned until the end of their next turn. On a success, they take half damage and are not stunned. On a success, Magnus will be satisfied with their constitution and teach them to harness the lightning, granting them resistance to lightning damage for the next 24 hours. |
| 2 | Trial of Honey. Magnus will coat a party member in honey, halving their movement speed. Using whatever tricks they have at their disposal (burn off the honey, teleport, etc.) they must walk from the hive to the scarecrow (120 feet) in 2 turns. On a success, Magnus will teach them speed. For the next 24 hours, the party member can ignore the slowing properties of the doomscurge's doomskar. |
| 3 | Trial of Honesty. Magnus will ask a party member for their life story. Once they've said it honestly (Magnus will call out lies), Magnus will be thankful and gift them his weapon, Repentance. |
| 4 | Trial of Compassion. Magnus will ask two party members to share a differing opinion and find a middle-ground. Once he's satisfied with the conclusion, he'll help them fight together as one. Both creatures become immune to the charmed condition for the next 24 hours. |
| 5 | Trial of Strength. Magnus will ask a party member to work the frozen ground. The party member must make a DC 20 Strength (Athletics) check. On a success, they gain enough strength to square up to the doomscurge. They can't be knocked prone for the next 24 hours. |
| 6 | Trial of Fire. Magnus will ask a party member about the true reason they fight, above all else. Once he's satisfied with the answer, he'll teach them to control their inner fire, granting them resistance to fire damage for the next 24 hours. |

Repentance

weapon (any sword), legendary (requires attunement)

You have a +3 to attack and damage rolls made with this magic weapon. In addition, whenever you roll a 20 on an attack roll, the damage of that attack is tripled, not doubled.

Once the party has completed three challenges, Magnus will be ready to send them out, telling them the exact location they must reach. The party can take a long rest. Then, you may proceed to the next chapter.



CHAPTER 3: CONFRONTING THE ABYSS

In which the party strike at the core of the Whispered Hand.

Climbing the Mountain

Read this:

"As you approach the summoning stronghold, the Mountain of Thousand Shadows, a sense of foreboding hangs heavy in the air. The ancient structure looms before you, its endless steps reaching toward the darkened skies. The mountain carvings of grotesque creatures and eerie symbols, hinting at the sinister rituals that have taken place within. The base is guarded by two imposing statues, their stone forms seemingly alive with malevolence. You can hear the distant echoes of chanting and the flickering of dimly lit torches from atop the mountain, as if inviting you to step into the heart of darkness."

The party begins their climb atop Mountain. At this point, ask for a marching order. This will become important shortly. First, as they begin their climb atop the mountain, the person leading the marching order can make a **DC 18 Intelligence (Investigation) check** to check for traps along the way. On a success, they manage to avoid the upcoming trap. On a failure, they trigger a brazer trap while climbing the mountain. Each party member must make a **DC 17 Dexterity saving throw**, taking 8d6 fire damage on a failure and half as much damage on a success. Additionally, if a creature fails the saving throw, it becomes vulnerable to fire damage for the next hour. It can make a **DC 17 Constitution saving throw** whenever it takes fire damage, ending the effect on a success.

Then, once they've made it past the traps, the person leading the marching order must make a **DC 18 Wisdom (Perception) check**. On a success, they notice the **four assassins** watching them and can either scare them off, lead them astray or ambush them themselves. On a failure, the assassins will follow them and ambush them when they reach map 3.

You may proceed to the next subchapter.

The Summoning Ritual

Read this:

"At long last, you reach the sanctum hidden within the Mountain of Shadows—the dreaded Abyssal Sanctum. The chamber exudes an aura of pure malevolence, the air thick with a miasma of chaotic energy. The walls pulse with eldritch symbols, and a red-eyed statue sits at the center of the room—the demonic idol. Standing before the statue are the cult's leaders, their once-human forms twisted and corrupted by dark forces. They sneer with wicked glee, ready to unleash their newfound power upon you. This is the final, climactic battle—a fight that will determine the fate of Bravollor and the world itself."

Bring the party to map 3, area 1, then roll initiative. If the party has not yet dealt with the **assassins**, they will ambush the party and prevent them from reaching the idol. Additionally, they can make any final preparations before they reach the idol itself, which is when the true battle will start.

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When the party arrives at area 2, read this:

"To your horror, you witness cultists kneeling before the statue, their life force slowly being drained as their bodies wither away. Their hollow eyes reflect both fear and devotion, locked in a trance-like state. A low, resonating hum fills the air, and an unsettling presence grows with each passing moment. Suddenly, the ground trembles, and the very walls of the sanctum seem to shake. With an explosive burst, the ground splits apart, and from the gaping chasm rises a colossal, hulking figure—a Doomsourge, a monstrous demon born from the deepest recesses of the Abyss. Its bulging muscles twitch with fire and lightning, casting ominous shadows across the chamber, and its eyes burn with an insatiable hunger for destruction. As the Doomsourge lets out a thunderous roar, the cultists drop dead. With weapons drawn and spells at the ready, you must face this abomination head-on, channeling all of your strength, strategy, and resolve to overcome the relentless might of the Doomsourge."

The party must now fight a **doomsourge** head-on.

GM NOTE: Though the location itself is beautiful enough to constitute a lair, a battle with a CR 22 monster is hard enough as is. However, feel free to make changes to the layout of the battle to challenge your level 17 party. Do they have too many save-or-suck options? Give the doomsourge a few legendary resistances, maybe even add some legendary actions. You can even make these changes on the fly, based on how the battle is progressing. The only important thing is that the battle feels epic. Once the fight is over, you may proceed to the next subchapter.

The End

Read this:

"As the echoes of battle fade and the defeated doomsourge lies lifeless at your feet, a profound silence envelops the chamber. The once foreboding sanctum now stands as a testament to your triumph. Rays of sunlight pierce through the cracks in the walls, illuminating the scene with a renewed sense of hope.

With hearts still pounding, you make your way back through the treacherous corridors of the demonic sanctum, emerging into the open air once more. As you step outside, you are greeted by a sight that warms your soul. The townspeople of Bravollor have gathered, their faces filled with a mix of relief and gratitude.

Word spreads quickly, and soon the entire town knows of your heroic deeds. The streets of Bravollor are adorned with colorful banners and decorations celebrating your victory. The townspeople prepare a grand feast in your honor, where stories of your bravery and selflessness will be shared for generations to come."

The party is paid their full fee, perhaps even rewarded with some additional magical items, then they may ride into the sunset.

The End.

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MAP 3



THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

COVER ART BY **GRAND FAILURE**, USED WITH PERMISSION.

MAPS CREATED BY [CZEPEKU](#) ON PATREON.

TAKE CARE!

