

# A Damned Offering

"A Damned Offering" Is a fantasy adventure suitable for 4 to 5 characters of 4<sup>th</sup> - 6<sup>th</sup> level, optimized for five 5<sup>th</sup> level characters.

## Location Overview

A Pilgrimage to the Seeded Sanctuary was a holy journey for those seeking a bountiful harvest. The temple dwells within an underground cave far from civilization. Inside, offerings to its goddess of the harvest are given in exchange for a great harvest. Each trek symbolizes a seed planted amongst the land, only to emerge as something greater.

The village of Twighurst is a small hamlet that forks off of a main trail. Three months ago, a tribe of Lizardfolk, under the guidance of their shaman Krolla, laid waste to the surrounding farmland. Watching in horror as their crops burned the villagers understood that they will no doubt face starvation and famine in the coming months. Something had to be done.

Twighurst defended itself as best as it could. Its townsfolk halted the attacks and even managed to capture Krolla. They planned on sacrificing the Lizardfolk shaman to receive the blessing of the Seeded Sanctuary. However, during the sacrificial ritual Krolla died but quickly reanimated as an Undead and slaughtered his captors. With no blessings or crops in sight, the villagers of Twighurst look to adventurers to aid them in their plight.

## Quest Goals

A band of crop blighted villagers ventured to the Seeded Sanctuary, a holy temple to a goddess of fruitful harvests and disappeared. Offering a successful sacrifice at her shrine would save the small hamlet...

... but Twighurst has yet to receive such a blessing. The council of elders offer to pay 300 GP on news of the missing villagers and completion of the ritual.

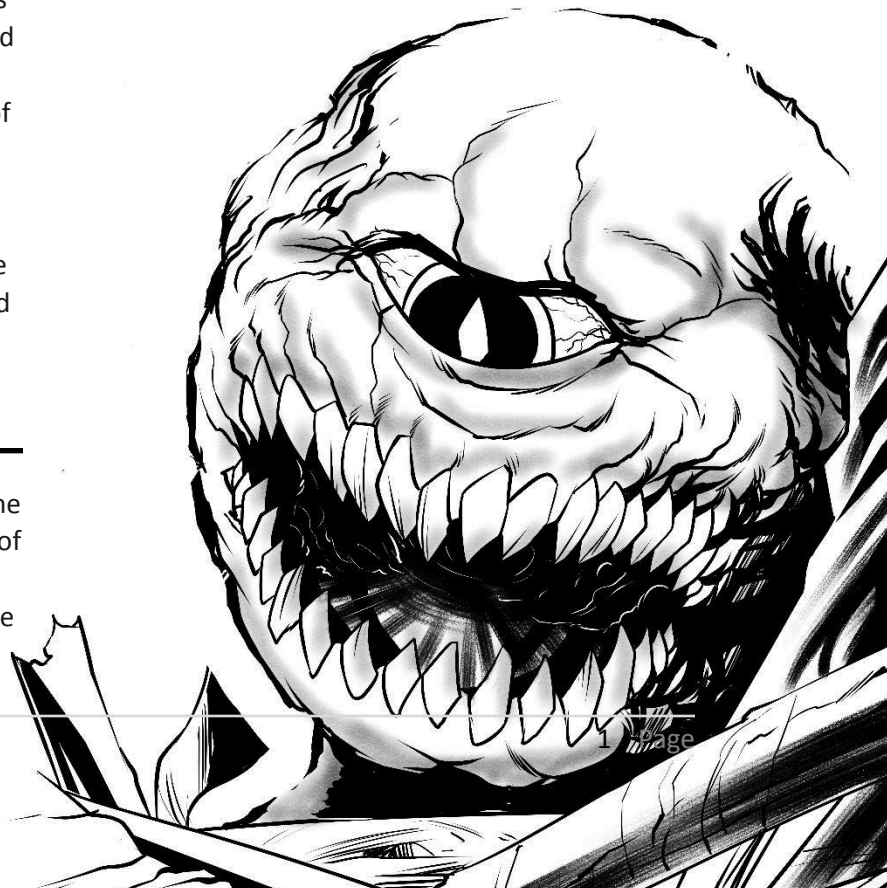
## Seeded Sanctuary Arrival

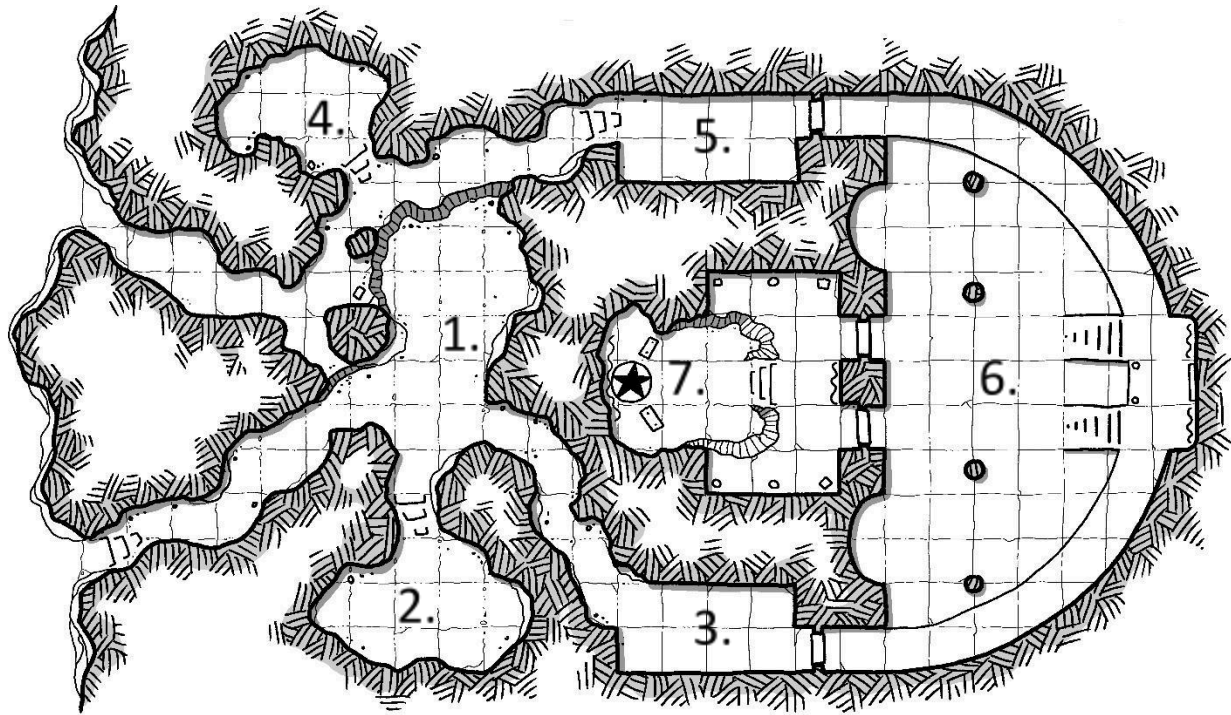
Once the characters arrive, read the following:

Two gaping maws loom before you, both seeming to yawn ever wider upon your approach. The rich smell of rotted mold and a droning hum echoes rhythmically from the depths.

As adventurers' approach either cave mouth, a **Fester-Worm** abruptly ambushes the "lightest" character from the earth below. The Fester-Worm will not enter the Seeded Sanctuary.

Grim shrubs and lifeless trees surround two parallel cave openings, forty feet apart. A **DC 15 wisdom (perception)** check notices wasps entering and exiting the cave mouths. Beasts approaching the cave refuse to move toward it as they can feel its dark presence.





## Dungeon Features

**Ceilings.** Tunnels are 10 feet high. Rooms have 20-foot-high ceilings, while natural caverns have 30-foot-high ceilings dotted with stalactites.

**Doors.** All doors are made of hard oak and embossed with a mare's head at its center. The doors come fitted with iron handles and hinges. A locked door can be opened with a successful **DC 10 Dexterity check** using thieves' tools.

**Lighting.** Unlit oil lanterns hang from ceiling hooks in every room and tunnel.

**Walls.** The walls are hewn stone. A creature can climb them with a successful **DC 15 Strength (Athletics) check**.

**Zombified Colony.** The *swarm of insects (zombie wasps)* of the sanctuary act as normal wasps would. They become hostile if attacked by non-undead, otherwise they remain passive. The insects emit a high-pitched drone that becomes louder in rooms 2 & 3.

## Random Encounters

Roll on the Random Encounters table for each room in the dungeon, and for every long rest the characters take. Random Encounters appear alongside Keyed encounters.

**Random Treasure Notice.** A *Flesh Hive Zombie* is likely to have 1d10 sp, in the form of jewelry.

1d20	Random Encounter
20	Yellow Creeper
18-19	Flesh Hive Zombie 1d6
15-17	Flesh Hive Zombie 1d4
11-14	Swarm of Insects (Zombie Wasps) 1d4
1-10	-Nothing-

## Keyed Locations

### 1. Central Cavern

This central cavern ceiling spans forty feet high. Five **Flesh Hive Zombies** roam the lower cavern. Two **swarm of insects (zombie wasps)** scatter the upper level and ceiling.



## 2. South Hive Chambers

A thick stalactite with odd protrusions reaches to the floor. Upon closer inspection the stalactite is identified as a wasp hive peppered in wasp-sized-holes. Cocooned into the hive are farming tools, travel supplies, and bones creating the lumpy nature.

A **swarm of insects (zombie wasps)** can be seen hard at work entering and exiting the hive. The swarm becomes hostile if any creature moves within five feet of their nest.

**Treasure.** A character investigating the supplies cocooned into the hive may make a **DC 14 intelligence (investigation)** check. On success, the character notices an outstanding tome made of snake skin. A **DC 17 strength** check can remove the tome from the hive. Written in Draconic, the book is titled “*Krolla’s Tome of Sacred Rights*”. It details how humans are destroying Lizard-folk-tribe hunting grounds, leading them to starve. In retaliation, they did the same to the humans’ farmlands. The tome also holds the following spells: *Detect Magic*, *Animal Messenger*, *Meld into Stone*, and *Plant Growth*.

## 3. South Sanctum Entrance

Thin wall crevice’s cascade descends down and across the room’s tiled floor. In each break pultrudes various festering fungus. A door along the east wall is locked.

## 4. Chamber of Meditation

Three **Flesh Hive Zombies** are cocooned in a comb-celled-hive and plastered atop the north ceiling. Two **swarm of insects (zombie wasps)** are busy working on its exterior structure. The swarm becomes hostile if any creature moves within five feet of their nest.

A **DC 15 wisdom (medicine or nature)** check reveals the comb-cells are made of dried flesh, mud, bone, and burrow into the body’s core.

**Trap of Patience.** A lever rests at the room’s center with the phrase “Patience is a virtue” written in common. If pulled, a five-minute-hourglass and *wall of force* appear blocking the room’s entrance. Once the timer reaches ten-seconds, clicking gears emanate from the lever. If the lever is pulled after the hourglass appears, the timer resets back to five-minutes. **Solution:** Once its timer reaches zero or a *dispel magic* spell of fifth level or higher is cast, the trap ends each of its magical effects.

## 5. North Sanctum Entrance

Rubble scatters across this room’s stone floor tiles. A large dingy fresco of a luscious golden field paints the south wall. A door along the east wall is locked.

## 6. Court Hall

This grandiose room’s perimeter is lined in runic pictographs of cornucopias. Its grandeur was once made to awe and inspire, now its floor, walls, and ceiling are claimed by clutches of cultivated **Yellow Mold**.

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A **DC 12 wisdom (perception)** check notices Medium-sized footprints trailing through the mold, from the lower level doors to the upper-level doors.

**Development.** Unusual loud noises created in the Court Hall will draw the attention of two **Flesh Hive Zombies** from room 7 to investigate.

## 7. Shrine Chamber

Once characters enter, read the following:

A pale scaled lizard-like humanoid stares at the foot of a holy statue. Lifting its head, it faces you. The creature snarls as its hate-filled hollow eyes gaze into your soul. Its thick tongued words speak:

*Why have you come? Have you come to slay me again?*

A large shrine with a statue of the goddess of Harvest stands flanked by two altars on the far wall. Just below the statue stands three **Flesh Hive Zombies** and Krolla, a Lizard-folk **Wight Shaman**. The zombies are Krolla's creation and obey his every command. Krolla is hostile toward the characters, believing them to deserve death for atrocities against his people. However, if a character speaks his name or if he sees his book "*Krolla's Tome of Sacred Rights*", he subdues his aggression remembering who he once was.

**Ideal: Austerity.** Punishment must be given to those who destroy nature or otherwise invite disorder into my tribe.

**Bond: My Lizard-folk Tribe.** I will protect my tribe at all costs, even if I have to die.

**Flaw: Compassion.** Empathy still lives for my tribe. I will protect their survival if persuaded.

If Krolla remembers who he used to be, he beckons the characters to help him. Krolla knows he will eventually forget who he was and speaks of his starving tribe. How encroaching

human farmland leads to the loss of their hunting grounds. Krolla pleads for his sacrifice in exchange for their oath to halt the loss of his tribe's land. If accepted, the undead lizard-folk sacrifices himself as agreed. If the characters oppose, his wrath ensues.

**Tactics.** Krolla casts *barkskin* on himself and his zombie minions as soon as he is altered by intruders. He maintains a distance blasting his intruders with *produce flame* or manipulating the **yellow mold** with his *plant growth*. If he is in melee, he attacks with his quarterstaff (if he still has it) or uses his Life Drain ability. Once his zombies die, he summons a **giant constrictor snake** with the *Staff of the Python*.

**Treasure.** Scattered among the flanking altars are 15 sp, 23 gp, and a holy doctrine of life (worth 5 gp). Krolla holds a *Staff of the Python*.

**Development.** If the sanctuary is cleansed of undead, the temple goddess appears before the characters presenting a *Potion of Heroism*. She thanks them bidding farewell, and returns from whence she came.

## Conclusion

If the characters return to Twighurst with the sacrifice of Krolla completed, the town's farmland is filled with luscious-fertile crops. Twighurst's townsfolk honor the characters in payment and celebration, but sorrow in their missing villagers' fate.

If the characters fail to finish Twighurst's sacrifice, the town becomes mired in desolate farmlands. The townsfolk, seemingly famished, are forced to relocate or starve.

If the characters fulfill Krolla's oath and barter against encroaching farmland, either the town accepts ending the adventure, or a dangerous diplomatic treaty ensues between the lizard-folk and Twighurst.



## Appendix A: Magic Items

### Potion of Heroism

*Potion, rare*

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling.

### Staff of the Python

*Staff, uncommon (requires attunement by a cleric, druid, or warlock)*

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its hit points, it regains all of them.

## Credits

**Adventure Design:** Terran Morrow

**Editor:** Terran Morrow

**Interior Illustrations:** Emmanuel (Emaxology)

**Cartography:** Dyson Logos.com

**Producer:** Terran Morrow

## Appendix B: Monsters

### Fester Worm

*Large fey, Chaotic Evil*

**Armor Class** 14 (natural armor)

**Hit Points** 86 (10d10 + 18)

**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	16(+3)	8(-1)	13(+1)	6(-2)

**Skills** Perception +3

**Damage Immunities** poison

**Condition Immunities.** charmed, frightened, poisoned

**Senses** darkvision 60ft, tremorsense 60 ft., passive Perception 14

**Languages** Sylvan

**Challenge** 4 (1100 XP)

**Antimagic Cone.** The worm's eye creates an area of antimagic, as in the *antimagic field* spell, in a 120-foot cone. At the start of each of its turns, the Fey Worm decides which way the cone faces and whether the cone is active.

**Fey-Jaunt.** As a bonus action, the worm can magically shift from the Material Plane to the Feywild, or vice versa.

#### Actions

**Multitattack.** The worm makes two attacks: one with its bite and one with its tail.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 3) piercing damage plus 3 (1d6) poison damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the Fey Worm can bite only the grappled creature and has advantage on attack rolls to do so.

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d8 + 3) bludgeoning damage.

The Fester Worm is a large creature with one large eye, a mouth of ravenous teeth, and a worm-like body. The creature hunts by ambushing its prey from burrowing beneath the earth or shifting itself in and out of the Material Plane.

**Guardian Fey.** The one-eyed Fester Worm arises spontaneously in the Feywild whenever hollow ground becomes tainted by undead. Emerging from its mirrored fay location of its undead plague, it magically phases its existence into the material plane. It's only motive in life is to protect the corrupted land and its denizens that created it; devouring all else.

**Unhallowbound.** The Fester Worm's only fear is that of altering the evil ecosystem that spawned it into existence. If its corrupted land is removed of vile undead creatures, the worm will cease to exist. For this reason alone, a Fester Worm refuses to enter into its corrupted land, but rather remains on its outskirts.

### Flesh Hive Zombie

*Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	6(-2)	16(+3)	3(-4)	6(-2)	4(-3)

**Saving Throws** WIS +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60ft

**Languages** Understands the languages it knew in life but can't speak

**Challenge** 1/2 (100 XP)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Internal Hive.** When the zombie takes damage or dies, roll 1d6. On a roll resulting in 1, a hostile **swarm of insects** with half its hit points emerges from the zombie's orifices.

#### Actions

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

### Swarm of Insects (Zombie Wasps)

*Medium undead, neutral evil*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 5ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	13(+1)	10(+0)	1(-5)	7(-2)	1(-5)

**Damage Resistances** Bludgeoning, Piercing, Slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** Blindsight 10 ft.

**Languages** --

**Challenge** 1/2 (100 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

#### Actions

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) pricing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

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### Wight Shaman

*Medium undead, neutral evil*

**Armor Class** 12 (16 with barkskin)

**Hit Points** 60 (8d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	10(+0)	13(+1)	15(+2)

**Skills** Nature +2, Stealth +4, Perception +3

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60ft

**Languages** The languages it knew in life

**Challenge** 4 (1100 XP)

**Halo of Spores.** Each creature the wight designates within a 10 foot raidious, must make a DC 12 Constitution saving throw or take 1d4 necrotic damage as invisible harmful spores cloud the area.

**Sunlight Sensitivity.** While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (perception) checks that rely on sight.

**Spellcasting.** The wight is a 6<sup>th</sup> level spellcaster. It's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *barkskin, druidcraft, produce flame, plant growth (yellow mold only), poison spray*

#### Actions

**Multiattack.** The wight makes two Quarterstaff attacks. It can use its Life Drain in place of one Quarterstaff attack.

**Life Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

**Quarterstaff.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, 6 (1d8 + 2) bludgeoning damage if wielded with two hands

**Wight Shamen.** When the body of a druid is raised from death to become a wight, it retains its magic, becoming a wight shaman.

### Yellow Creeper

*Medium plant, neutral evil*

**Armor Class** 10

**Hit Points** 52 (7d8 + 21)

**Speed** 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
1(-5)	10(+0)	16(+3)	6(-2)	8(-1)	3(-4)

**Skill** Stealth +2

**Damage Vulnerability** Fire

**Condition Immunities** Blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

**Senses** Blindsight 60 ft. (blind beyond this radius)

**Languages** understands common but can't speak

**Challenge** 2 (450 XP)

**False Appearance.** While the mold remains motionless, it is indistinguishable from an ordinary patch of yellow mold.

**Sunlight Hypersensitivity.** The mold takes 20 fire damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

#### Actions

**Poison Spores.** Each creature within 10 feet of the mold must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save and become poisoned for 1 minute, or half as much damage on a successful one. Until the poison ends, the target takes 5 (1d10) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each its turn, ending the effect on itself on success.

**Yellow Creeper.** A creeping yellow is an awakened yellow mold with an amorphous body that vaguely resembles a humanoid. It can sometimes utilize skeletal structures to harden its amorphous body and confuse its prey.

#### Yellow Mold

Yellow mold grows in dark places, and one patch covers a 5-foot square. If touched, the mold ejects a cloud of spores that fills a 10-foot cube originating from the mold. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Sunlight or any amount of fire damage instantly destroys one patch of yellow mold.