

THE VILLAGE FORGOTTEN

BY TIME

5TH EDITION

Something sinister lurks at the heart of this primitive, ancient village. Solve the mystery in an original adventure for the world's greatest roleplaying game





THE VILLAGE FORGOTTEN BY TIME

A 5-10 HOUR ADVENTURE FOR LEVEL 4 PLAYERS

BY SETH TOMLINSON

CREDITS & ACKNOWLEDGEMENTS

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the

community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by Seth Tomlinson and published under the Community Content Agreement for Dungeon Masters Guild.

All images sourced through the Dungeon Masters Guild except for original maps and illustrations by Seth Tomlinson.

INTRODUCTION

Welcome to **The Village Forgotten by Time!** This is a short adventure (approximately 5-10 hours) designed for Level 4 players. Players will find themselves in an community that's been sheltered from the changes of time. Though welcomed by these primitive strangers,

it will soon become obvious that there is something sinister lurking under the surface of this small but ancient town.

This adventure is primarily focused on roleplay and mystery, but hack-and-slashers need not worry, it isn't totally devoid of action. It won't be long before they reach the blood-soaked climax!

RUNNING THE ADVENTURE

To play Dungeons & Dragons, follow the rules laid out in the **Players Handbook**, **Monster Manual**, and the **Dungeon Master's Guide**. Conversely, new players can access the basic rules for Dungeons & Dragons 5th Edition for free by downloading them at:

http://dnd.wizards.com/articles/features/basic_rules

This adventure uses enemies that aren't available in the Basic Rules, so the *Monster Manual* is a requirement.

Text that appears in these boxes is meant to be read aloud. You may read it out exactly as written or use it as a template to build your own descriptions.

Nothing in this document is set in stone. Use your imagination and be as creative as you'd like!

This takes place in a town with several important locations. The enclosed map of Kamourat Village will give a the Dungen Master a broad view of the layout, while other location and encounter maps show the details of the important places. The suggested hooks are the

only parts of the adventure that have no specific location or associated map. That will be left to the DM.

The village can be placed in any remote forested location making it an easy-to-use side adventure for any campaign world.

The adventure is broken into numbered chapters based on the order in which the story beats are intended to occur. Of course, things can easily go off the rails so be prepared to improvise!

The stats of the characters and enemies can be found as follows:

Commoner. *D&D Basic Rules* (p163) or *Monster Manual* (p163). Unless otherwise stated, NPCs will use the commoner stats.

Cultist. *D&D Basic Rules* (p163) or *Monster Manual* (p345).

Cult Fanatic. *Monster Manual* (p345).

Certain NPCs have their own unique stat blocks which can be found in the **Appendix**.

ADVENTURE BACKGROUND



Over two thousand years ago a death cult of Bhaal arose in the towns of men. They killed in the name of their lord, the God of Murder and Death and ate the flesh of the dead, trusting that the sacrifice was pleasing to Bhaal

and that he would bless the meat of the victim and grant long life to the consumer.

The Bhaalists were driven away from civilization into the barren plains. Many miles away from any city, they found a small, young forest along the banks of an insignificant brook of spring water running from the distant mountains. There they constructed a grand temple complex of carved stone to continue their worship and settled in tents. They named their village Kamourat, meaning "from death to life."

Having no contact with outsiders beyond the rare unfortunate traveler that wandered into their midst, the devout developed new traditions and ceremonies of death. It was decreed that the first born child of every villager would be given to the temple. Priests of Bhaal imprisoned the child in the temple dungeon, never to see the light of day. There the priests would raise them and they

would spend their days reciting liturgies to Bhaal for fifteen years. On the child's fifteenth birthday, the priest would shackle the young acolyte upside down over the altar of Bhaal. There the priest cut the child's throat so that the blood would drain over the altar and collect in a basin for use in Bhaal worship ceremonies. Following the sacrifice, the village held a festival where they consumed the acolyte.

Adventurers and travelers that stumbled onto the town were always welcomed by the villagers and thereby lulled into a false sense of security. Then, in the dead of night, the priests would bind them and take them down to the temple dungeons to meet the same fate as a young Bhaal acolyte.

In the millennia that passed, the forest spread, growing large and wild and further secluding Kamourat from the outside world. Bhaalist civilization devolved until they were simple hunter gatherers living in thatch-roofed mud huts working with stone tools. The only remnants of their former culture and skill were found in the temple where a store of weapons and ceremonial blades were carefully preserved, only to be used in service of Bhaal.

ADVENTURE HOOKS



The following examples offer potential hooks to bring your players to this adventure. These hooks are by no means the only ways to get your characters to woods of Kamourat, be as creative as you want!

THE BRIDGE IS OUT

You are traveling north on the road between two cities. The road turns east and bridges a great river, but you reach the crossing only to find that the bridge has collapsed. Your party must make a choice, either ford the dangerous river or continue north on the west side of the river by making your way through the forest.

MISSING PERSON

You have been hired to find a merchant who has not returned from her journey. The clues and tracks lead you deep into the woods.

IT'S PURELY ACADEMIC

An investigation in the city archives reveals some mysterious documents about an ancient cult that fled the city, never to be heard from again. You attempt to retrace two thousand year old steps to find answers.

THE HUNTERS

While traveling through the forest, you stumble upon an arrow sticking out of a tree. The arrowhead is stone and the design looks ancient, but it's clearly been used recently. Further investigation brings you to a party of hunters dressed in loincloth.

1. A WARM WELCOME

Upon finding a large clearing in the forest, players will be welcomed into the village of Kamourat. The village has dozens of huts and over one hundred residents. There is no livestock and no agriculture to be seen. This is a hunter-gatherer society. If the party arrives in the day, Kamourat will be sparsely populated as most able bodied villagers are out collecting food or resources and hunting.

The description below is written for a daytime entrance. If your party arrives at night, adapt it accordingly.

The oppressive dark of the forest is broken by a distant, hazy light. The light gets brighter as you approach until you find yourselves standing in a clearing. The sun shines brightly in the clear blue sky—a wonderful sight for eyes trapped too long in the blackness of the woods.

There are dozens of thatch-roof mud huts in the clearings. They're arranged in groups of three to five and each grouping has a fire pit in the middle. On the eastern and western edges of the village are smaller wooden huts built twenty feet off the ground in the trees.

Your eyes settle on the center of the clearing where there sits an ancient stone building a gravel pathway lined with stone pillars leads to the entrance. These are the only stone structures in the village.

Men, women and children, all scantily clad in animal skins, emerge from the huts and look curiously at this motley crew of travelers. A woman wearing an ornately embroidered crimson robe exits the stone building and approaches you.

The people of the village seem tentative but kind. They are clearly primitive and likely aren't used to seeing outsiders. If any member of the party is not human, they will be an object of extra curiosity to the villagers.

The woman walking toward the party is **Osmund** (p19). She is the high priest of Bhaal and is the only person in sight wearing a garment made of cloth.

The woman stops in front of you. She raises her right hand and with her palm toward you draws a circle around her head, before turning her palm toward her face and moving her fingers in a way that can only be described as miming raindrops and then finally lowering it back to her side. A gesture of greeting, no doubt.

On the contrary, Osmund is consecrating the party as a sacrifice. The signs she made represents a skull dripping with blood: the emblem of Bhaal.

After a pause that was slightly too long for comfort, the woman speaks.

"Wilcumian, el-deodian, to dugud heofon unlaed Kamourat. He is geara wed siene hwilc-hwugu edniwe wedeod toward user midlung. Yfel waedlian of eow asettan, stedingline wid us of pro ic. Aes loca in sefte here-beorgbehwirfan sepan."

This translates to "Welcome, strangers, to the village of Kamourat. It is long since we have seen any newcomers in our midst. Please, stay with us a while. We have food and comfortable lodgings to offer."

If the party is able to understand Osmund (see **The Kamourat Tongue** below) and accepts her offer, they will be shown to a guest room in Salemon's Longhouse.

THE KAMOURAT TONGUE

The Common tongue of two thousand years ago was much different than what it is now, and in this isolated society, it evolved on its own to be wholly unique from Old Common and Modern Common.

In order to fully understand Osmund, and any other villager for that matter, players must succeed on a DC 15 Intelligence (History) check. If a 10-14 is rolled, the player will have a partial understanding of the language and will only be able to communicate with simple words.

Any player that does not succeed must use one of the successful players as a translator. If no player succeeds on the check, they will not be able to have linguistic communication with the villagers.

KAMOURAT VILLAGE

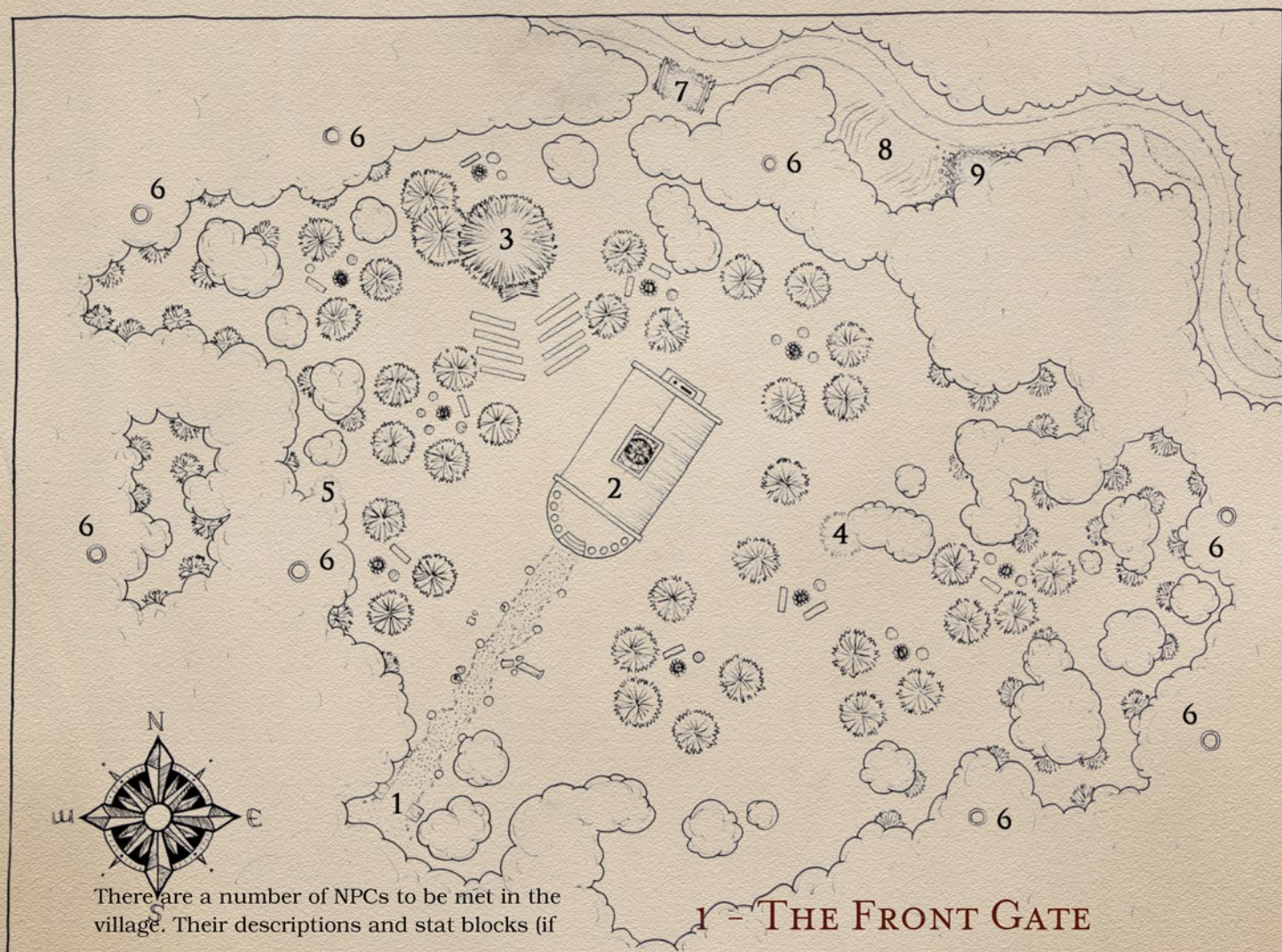
Welcome to Kamourat, the village forgotten by time. The main attractions are listed here with their corresponding locations on the map. Each location is expanded on throughout the chapter.

applicable) can be found in the **Appendix** (p18-20).

SECTIONS OF THE VILLAGE

The important areas of the village are listed below. Characters can visit unnumbered sections but are unlikely to find any items of value. But they may run into interesting NPCs.

- 1 The Front Gate
- 2 The Temple of Bhaal
- 3 Salemon's Longhouse
- 4 Mateo's Hut
- 5 Ambrie's Treehouse
- 6 Watch Posts
- 7 The Dock
- 8 The Berm
- 9 Burn Pile



There is no guarantee that the party will arrive in Kamourat through the front gate. They've been travelling through a forest with no main road, they could arrive on any side of the village. When the party sees the front gate, read this text:

At the edge of the clearing are two stone pedestals. On top of each stands guard a stone figure. Nothing above the cracked and crumbling ankles remains of the western statue. The figure on the eastern pedestal is a pregnant woman in a flowing dress, her slender fingers are holding a human skull in front of her belly. The woman has no head. Was it lost to the forces of nature or was she carved this way? You cannot tell.

The forest is beginning to overtake the gate, but following the gravel path that precedes from the pedestals leads out of the woods, directly to the center of the clearing.

At the base of both pedestals is a weathered carving that could easily be missed. A DC 10 Intelligence (Investigation) check will reveal a small carving of a skull set in a faded ring. This was a carving of the symbol of Bhaal, but there is not enough detail for players to make any certain determination.

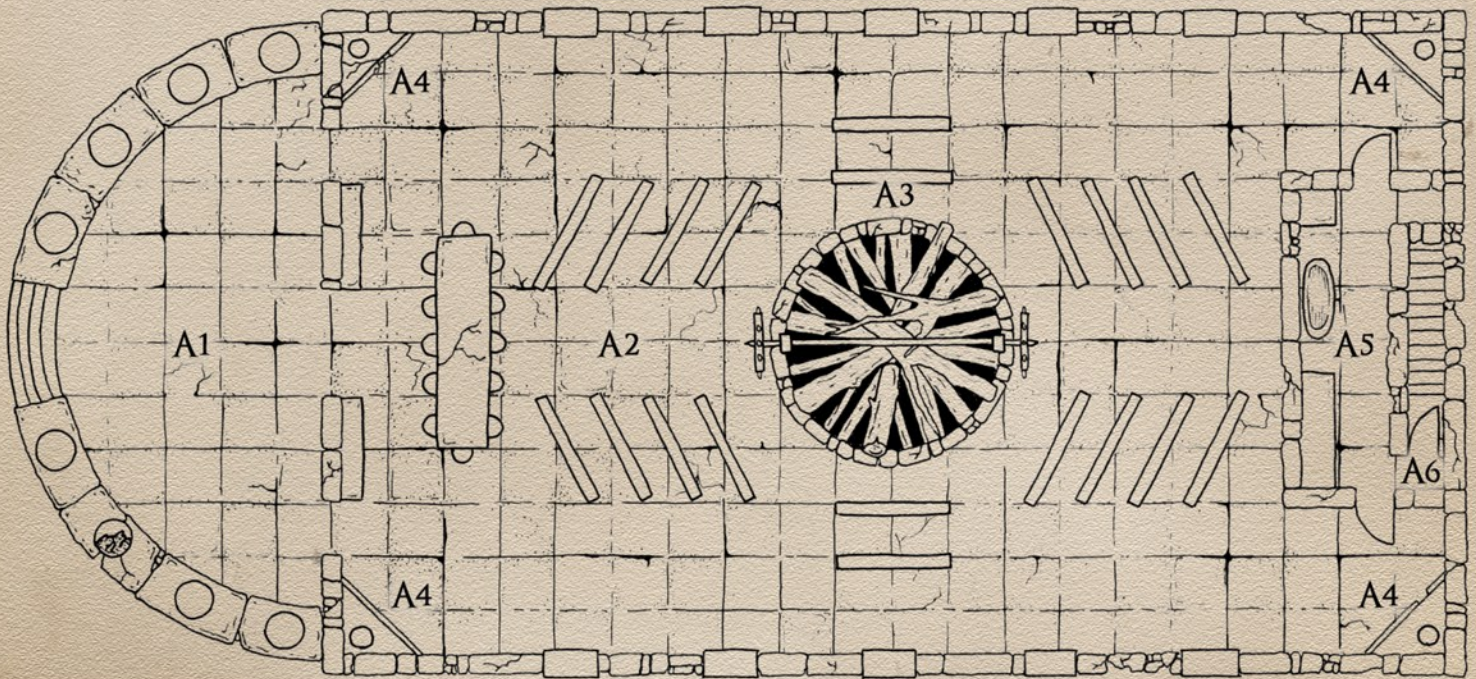
2 - THE TEMPLE OF BHAAL

If villagers are questioned about this building, they will play dumb or deflect. It's just a community center.

If the party gains access to the dungeon entrance, they will meet a premature finale. They will find enemies in the temple based on the descriptions in the **Temple Rooms & Features** section (p8-10).

MAIN FLOOR ROOMS & FEATURES

- A1** The Court
- A2** Fellowship Hall
- A3** Fire Pit
- A4** Altars
- A5** Kitchen
- A6** Entrance to the Temple



A1 - THE COURT

The porch of the Temple of Bhaal is a massive 60 by 30 foot half-circle stone courtyard lined with pillars on either side of the stairwell at its entrance.

As you walk up the stone steps toward this ancient and grand building, you can't help but wonder at the marvel of this structure compared to the simple huts and treehouses surrounding it.

Eight massive pillars supporting nothing but the sky above them line the edge of the half-circle courtyard that sits at the entrance to the building.

The entrance to the temple is open. There are no doors, just three openings in the stone wall leading to the Fellowship Hall.

A2 - THE FELLOWSHIP HALL

This is the main room of the temple. It's used by the villagers of Kamourat on a day-to-day basis as a common area to share meals and enjoy each other's company. After a human sacrifice in the temple below, a festival is held in the Fellowship Hall. the victim is cooked over the fire in fellowship hall and the villagers cannibalize the dead in a ceremonial meal honoring Bhaal.

The brightly lit stone hall is peopled with villagers, all dressed in animal skins that leave far more uncovered than clothed. A breeze runs through the glassless window frames. In the center is a large fire pit filled with small trees and logs ready for burning. The fire pit is surrounded on all sides by rows of stone benches arranged like the pews in a chapel. At the back, there is a small room with two iron doors on opposite sides. In each of the four corners of the hall, there is a stone shelf holding a brass bowl.

Villagers greet you; their manners are respectful, even reverent.

There is one man in the fellowship hall who looks very suspicious. He is standing in a corner staring at the party. If ever they look toward him he well turn away. On a successful DC 12

Wisdom (Perception) check, a player will notice him.

His name is **Mateo** (p19). He will never speak to the party unless approached; he's scared of what will happen if anyone in the village becomes suspicious. If players talk to Mateo, he will express in short whispers that they need to get him out of here. He won't go into any more detail in public but tells them to meet him in an hour at his hut. See **A3 - Mateo's Hut** (p12).

A3 - FIRE PIT

In the center of the Fellowship Hall is a circular fire pit that's 20 feet across.

The enormous fire pit is bordered by a foot-high wall of stone blocks. Dry wood sits on top of a pile of charcoal and soot. A giant roasting skewer spans the 20-foot breadth of the pit, with wheels on each side to rotate it.

The roof above opens up over the pit, casting brilliant rays of sun through the dusty ash carried by the breeze into the air.

Human sacrifices would be brought up from the temple below after their ritual murder and roasted over the fire.

If players investigate the pit, they may find something suspicious. See the **Fire Pit Investigation** table below for checks and results.

FIRE PIT INVESTIGATION

DC	DETAIL
12	There are bones in the fire pit, but they're so badly charred that it's impossible to tell what kind of creature they came from.
25	The bones in the fire pit definitely belonged to a human or a humanoid creature of some kind.

A4 - ALTARS

The stone shelves in the corners of the Fellowship Hall each hold nothing but a single heavy brass bowl fastened to the surface. There is a dried red-black substance encrusted on the interior of the bowls.

A successful DC 10 Intelligence (Nature) check will allow a character to recognize this as dry blood.

A5 - KITCHEN

As kitchens go, this one barely warrants the name. It has nothing but a stone shelf, an oblong iron wash basin and a stone counter. Stored on the shelf there are woven baskets of berries and grains. Hanging on the opposite wall are strips of twin holding dried meats.

The two iron doors of the kitchen are usually closed, but they have no locks.

Visitors are not permitted beyond the iron doors. If you are found inside, you will be asked to leave. If you resist, they will respond in force with 1d6 **commoners**, 1d4 **devout**, and 1d4 - 1 **priests**.

During the day, the kitchen will almost always be staffed, but at night it's likely to be empty.

A6 - ENTRANCE TO THE TEMPLE

In the back corner of the kitchen is a skinny wooden door that looks like it opens to a closet.

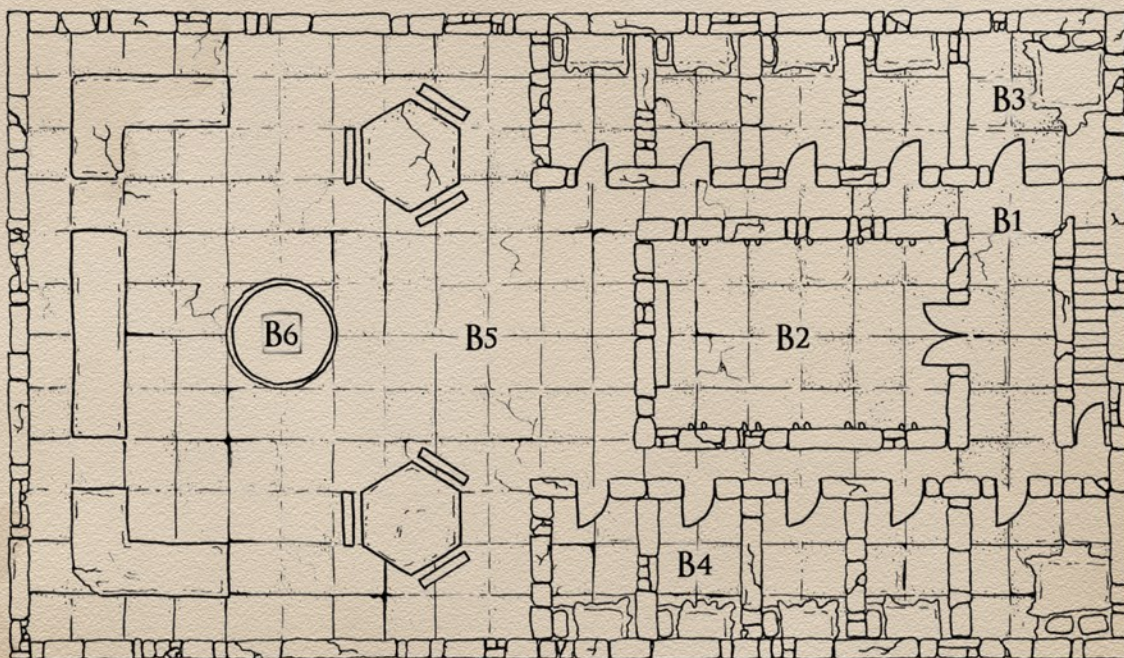
There is an outcropping wall at the back of the kitchen, the long face is empty save for drying meats and herbs hanging from lengths of twine. There is nothing on one side, but on the other there is a warped and decaying, but locked wooden door—the only lock you've seen in all of Kamourat.

The iron lock bears the symbol of Bhaal, but it's very small and worn down and will only be noticed on a successful DC 20 Intelligence (Investigation) check.

Osmund, the high priest carries the only key to this door. But it's ancient and half-rotten. It can be broken down by a DC 10 Strength check. However, this will make a racket. Roll a d20. On a roll of 15 or lower, 1d6 **commoners**, and 1d4 - 1 **priests** will come to investigate.

TEMPLE ROOMS & FEATURES

- B1** The Passage
- B2** The Prison
- B3** Osmund's Quarters
- B4** Ghona's Quarters
- B5** The Temple
- B6** The Sacrificial Altar



Many of the descriptions in this section are generic and/or only applicable if a party enters the lower level of the temple of their own free will. If they are taken captive in **Chapter 2** or **Chapter 3**, look at **Chapter 4. Sacrificial Lambs** for details.

There are 8 **young acolytes** (p18) kept underground at all times who could be in any room. There are also 4 **priests** (p18) including Osmund. At night, all 4 will be there, but during the day they may go out and about in the village. There will always be at least 2 priests. The most devout among the villagers are allowed to engage in ceremonial worship with the priests in the temple. At any time there will be 1d8 + 2 **devout** (p18) in the temple. They will not be found in the prison or in any of the bedrooms.

Priests sleep in shifts, at night four will be asleep while two perform moonlight liturgies to Bhaal.

B1 - THE PASSAGE

When players descend the flight of stairs to the basement of the Temple of Bhaal, this is what they will see first:

The stairwell opens to a narrow passage with many doors. About 40 feet away, it appears to open up into a large room. To the left is a wider hall that forks into another narrow passage. The stone floors are damp but impeccably clean.

Indeed, the entire underground temple complex is cleaned day and night by the young imprisoned acolytes taken from the firstborn among all the villagers.

B2 - THE PRISON

Unfortunate travelers who are captured near Kamourat and dissidents from among the villagers are kept in the prison. There is no chance for parole. Anyone found to be disloyal will become a sacrifice to Bhaal.

There are iron shackles chained to the walls and a table bearing instruments of torture.

B3 - OSMUND'S QUARTERS

Osmund's room is identical to the other priest quarters on the opposite side of the temple. Each room is shared by 2 priests who sleep in shifts. Priests are expected to copulate in fertility rituals in order to please Bhaal and bless the land.

Of course, Bhaal has no dominion in that realm, but 2,000 years of isolation have morphed the religion of Kamourat into monotheistic worship which places Bhaal at the center of everything.

B4 - GHONA'S QUARTERS

Ghona is a teenage acolyte and next in line for sacrifice. His bedroom is identical to the other acolyte quarters. It's empty other than a single bed with a pelt blanket. The only difference is that he has been keeping a calendar by carving notches in the stone tile under his bed. He knows that his fifteenth birthday is approaching.

The calendar can be discovered with a successful DC 12 Intelligence (Investigation) check.

B5 - THE TEMPLE

This is where it all happens: where the priests and acolytes daily perform rituals to Bhaal, where acolytes and prisoners are killed and offered to their god.

The passage opens into a vast hall. Two hexagonal dining tables hold platters of fruit and nuts. On the far wall are three massive stone slabs bearing shrines constructed from human bones surrounded by candles. Ceremonial daggers, made of forged steel unlike the tools of the villagers, are neatly laid on beside the shrines. The center table holds a golden statue of a skull encircled by a band with embossed droplets.

That same statue is sitting in the center of the room atop a stone altar.

It is very unlikely that players will find the temple empty. At any given time there will be priests and acolytes worshipping or acolytes cleaning.

The weapons found here are not imbued with any special powers. But they are very ancient and have ornate carvings on the handles and blades. To the right collector they may fetch quite a price.

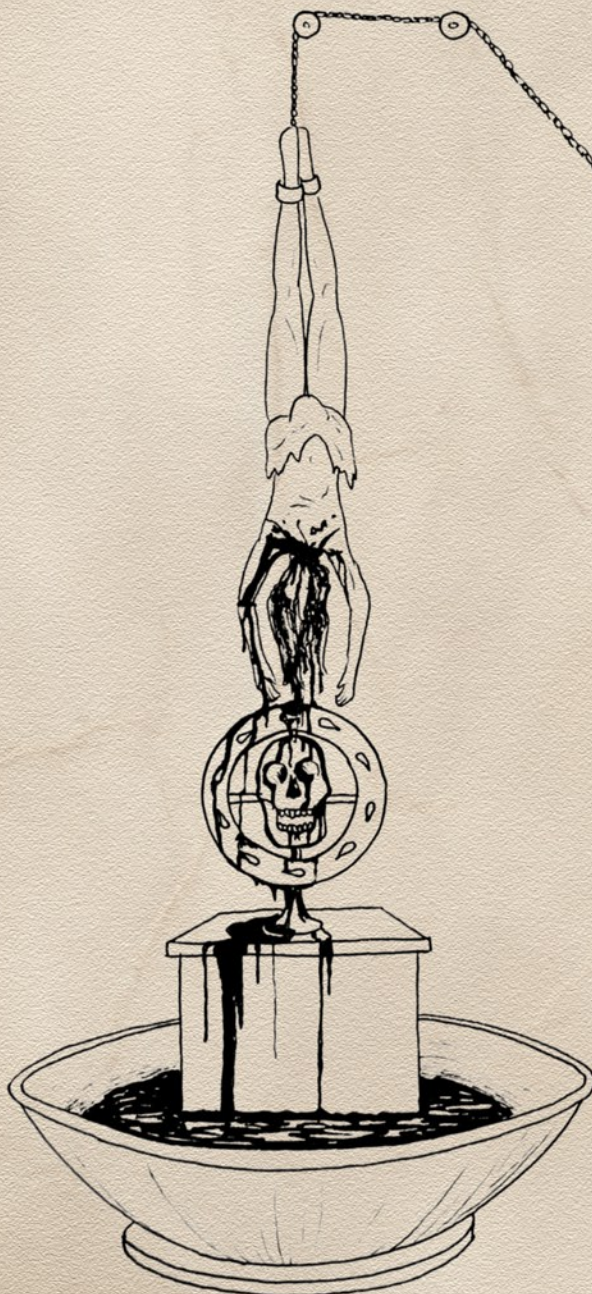
B6 - THE SACRIFICIAL ALTAR

Countless victims over the past millennia have lost their lives above this altar and their blood has fed the grisly worship of Bhaal just as their flesh has fed the worshippers.

There is a strange aura surrounding this altar. You can feel the presence of magic, or perhaps of the gods themselves. A square block of stone is seated in the middle of an colossal gold basin filled with blood. The blood churns and bubbles by the power of some ancient and unknown magic.

On the stone block is a statue of a skull surrounded by a perfect circle bearing embossed droplets.

Above the altar is a set of shackles connected to a chain that stretches down to a crank on the far wall.



The basin surrounding the altar must be enchanted because the blood that it's filled with will never dry, but it is slowly drained though there is no drainpipe. In a year the bowl will go from full to empty as the blood is consumed by the magic of Bhaal. The priests have a duty to keep the basin filled with blood and sometimes during a long dry spell, additional sacrificed from among the villagers must be made.

Victims are shackled by the ankles and their throats are slit. Then, quickly they are hoisted up above the altar by a chain and pulley system.

3 - SALEMON'S LONGHOUSE

After being greeted by Osmund upon arrival into the village, the party will be shown to their lodgings in a longhouse, the home of the village chief **Salemon** (p20).

The double doors open to Chief Salemon's massive living quarters. From its appearance, the sheer size of Salemon's hut serves no purpose other than to communicate his position. His affects are no richer than anyone else in the village. A large blanket made from a bear pelt lies on a thin layer of straw. On the opposite wall are a few wooden seats. The only item that stands out is a small rack holding a selection of stone weapons and tools.

There will be no privacy so long as you sleep here. There are no doors separating the rooms. The smaller rooms in the back are filled with small beds and a store of straw.

ROOMS & FEATURES

- 1 Salemon's Quarters
- 2 Weapon Rack
- 3 Guest Quarters

1 - SALEMON'S QUARTERS

This unnecessarily large room is quite spartan in its decor. There is nothing but a bed with a bear-skin blanket, a pile of straw, a few logs and stumps for seating, a small wooden table and a weapon rack.

2 - WEAPON RACK

All the weapons found here are fashioned from wood and stone and are no match for the iron and steel weapons borne by an adventurer. On the rack, players can find 1 longbow, 1 shortbow, 20 stone-head arrows, 1 wooden club, and 2 stone axes. The stats for all weapons that are not in the core rulebooks and be found in the **Appendix** (p20).

3 - GUEST QUARTERS

There are four small beds in the guest quarters, no better or worse than any of the other beds in the village. They have pelt blankets on a bedding of straw. There is one additional bed in the room connecting Salemon's quarters to the guest quarters if needed.



4 - MATEO'S HUT

The following text may be read aloud for this location or any other hut in the village.

The grass and twig door opens effortlessly on its twine hinges. An earthy scent fills the small space of the hut. The low roof barely allows standing room for a human. A pelt blanket lies atop loose straw bedding and logs and stumps are set along the wall for seating.

During the day, players are likely to find the hut empty as most villagers spend their days outside working to meet their survival needs, though there is a chance that a pregnant **Younette** (p20) is resting there. At night they will find **Mateo** (p19) and Younette sleeping together on their small bed.

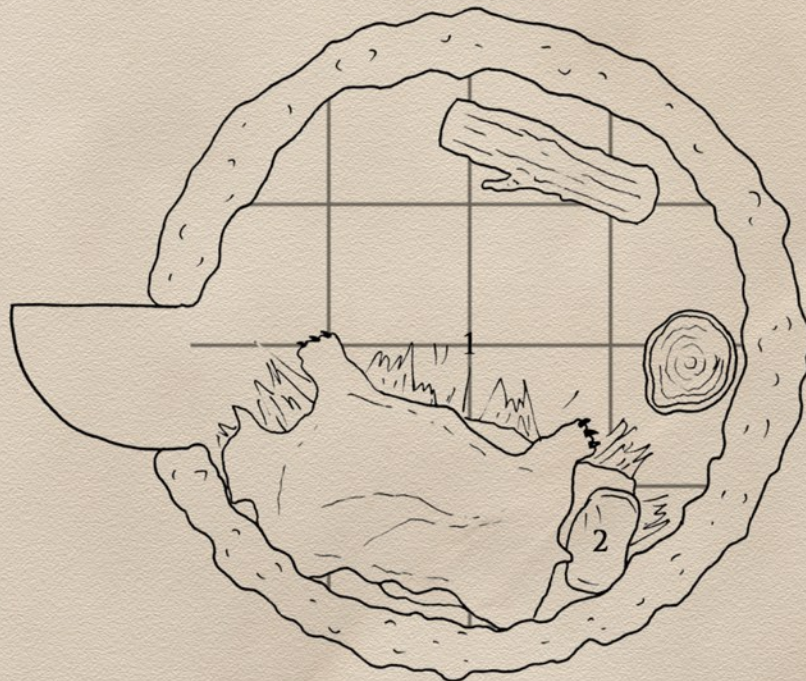
If players received an invitation to meet Mateo at his hut, they will be surprised to find it empty.

FEATURES

- 1 Mateo's Quarters
- 2 Hidden Note

1 - MATEO'S QUARTERS

This simple hut is nearly identical to any other hut in the village. It has a simple bed and a couple of logs to sit on. The bedding and furniture may vary from hut to hut depending on the size of the family living there, but the main features will be the same. This is just a shelter and a place to sleep. There are no extra amenities.



2 - HIDDEN NOTE

The hidden note only exists if players had been invited to the hut by Mateo but arrived to find it empty. On a successful DC 5 Intelligence (Investigation) check, an adventurer will find a note under the pillow.

MATEO'S MESSAGE

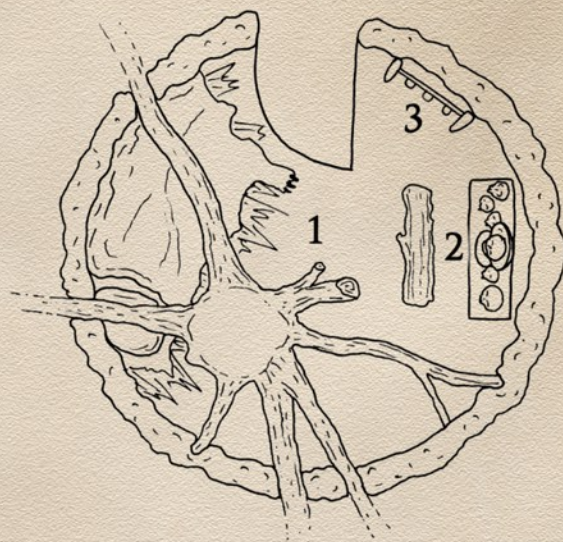
On a piece of birch bark, a short message has been roughly scrawled in charcoal.

Se raeswian us of pro ic. Ageniernan me toward dungud ding last aefnung.

Translation. *They are on to us. Meet me at the dock at sunset.*

If players succeeded in the check to understand the Kamourat Tongue, they will be able to translate it without any issue. It is very unlikely that players will gain Mateo's confidence in order to activate this scenario without first understanding the language, but if they somehow manage to, players will have this second opportunity to gain understanding by repeating the check found in **The Kamourat Tongue** (p4-5). A partial successful translation will still communicate most of the important details:

Partial Translation. *On to us. Meet at dock.*



5 - AMBRIE'S TREEHOUSE

Ambrie (p18) lives in a treehouse situated near the western border of Kamourat.

A ladder made of sticks and boards climbs twenty feet up on the tree until it reaches a small. Hanging from the branches are the carcasses of recently hunted game.

FEATURES

- 1 Ambrie's Quarters
- 2 Shrine
- 3 Weapon Rack

1 - AMBRIE'S QUARTERS

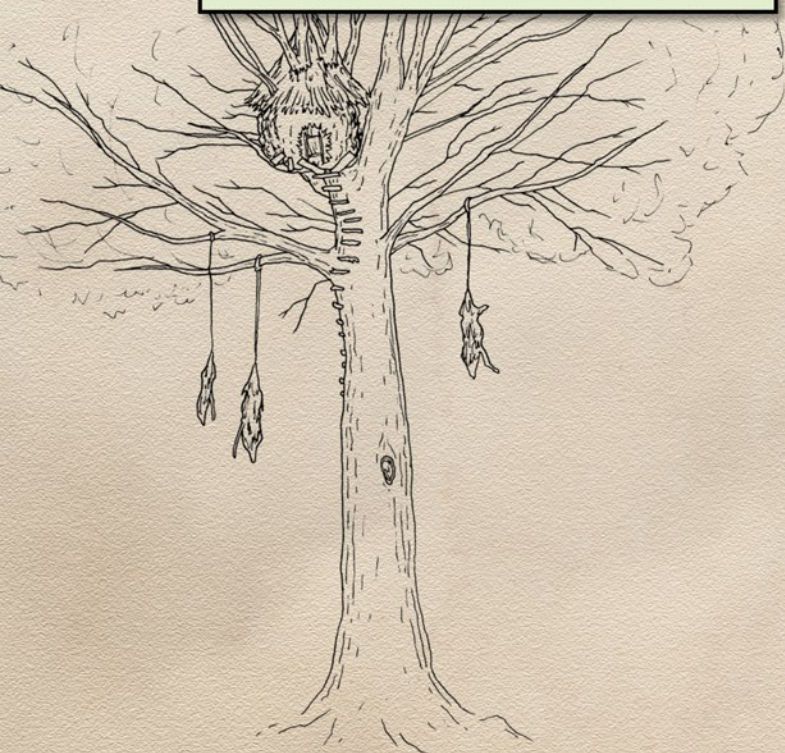
Like all the treehouses in Kamourat, Ambrie's is smaller than a regular hut. She has a small bed with a pelt blanket, a weapon rack and a shrine. The tree grows through the middle of her house.

1 - SHRINE

On the eastern wall of Ambrie's hut is a roughly hewn wooden altar bearing the symbol of Bhaal carved by stone tools. On the altar are 5 charred human skulls, some clearly belonging to children.

Worship of Bhaal is meant to happen in the temple, not in private homes. Ambrie must have stolen the skulls from the **Fire Pit** (p7) or the **Temple** (p9) for her shrine.

If Ambrie knows that players have found her shrine, she will attack them on the spot.



1 - WEAPON RACK

Ambrie's weapon rack holds 1 longbow, 1 shortbow and 30 stone-headed arrows.

6 - WATCH POSTS

In eight locations around the borders of Kamourat there are watch posts. These small platforms are situated on the highest branches of the tallest trees. They can be accessed by rope ladders.

Visitors are not permitted to climb the watch posts. There is nothing hidden in these locations, it's simply a matter of propriety. If a party presses for permission to climb to the watch posts, they will not be met with much resistance. If players climb to the top of the watch posts, read this text:

Perched above the vast sea of leaves you look out into the wilderness. The forest stretches to the horizon in every direction.

There is a 1/20 chance that you will meet **Ambrie** (p18) in one of these watch towers during the day.

7 - THE DOCK

The clearing meets a small stream at the north side of Kamourat. If players reach the dock, read the following text:

A series of branches roughly tied together with twine make up the structure of this wood and thatch dock. It's damp and rotten and barely edges out into the water. Stored beside the dock is a set of carved wooden basins, no doubt meant for water collection.

Investigate as they might, players will not find anything suspicious in this location.

If players have come to the dock to meet Mateo based on his note, go to **Chapter 3. A Daring Escape** (p15) immediately.

8 - THE BERM

A raised bank separates the forest from the stream. The berm was likely made by the villagers in ages past, but it's been there so long that it looks natural.

The trees along the edge of the brook open into another small clearing. Between the wood and the water is an oblong hill, about 10 feet high at its peak.

The water's edge is muddy and brown and there is very little grass on the north side of the berm.

It's clear that the villagers have been using this area of the brook as a latrine, with the berm providing some privacy. Nothing to see here... best to move on before you get too dirty.

9 - BURN PILE

To the east of the berm at the water's edge is a smoking black pile.

Smoke rises from a smouldering heap of ash and sludge. The burn pile touches the brook and dyes it a deathly black and brown. The stench of the smoke combined with the soiled water flowing from the berm is almost unbearable.

Players must succeed on a DC 12 Constitution check, or they will be overcome by the smell and unable to focus putting them at a disadvantage on any other check performed in the vicinity of the burn pile.

A successful DC 15 Intelligence (Investigation) check will reveal the presence of human bones in the heap. If players question villagers about the bones, they will innocently explain that this is how they dispose of their dead. It will take a DC 25 Charisma (Persuasion) check to convince any villager other than Mateo and Younette to admit that many of the bones belong to the victims of ritual sacrifice.

2. MOONLIGHT ATTACK

On the party's first night spent in Kamourat, they will be attacked by cultists and cult fanatics whose intention is to capture, not kill, and bring the captives into the dungeons on the Temple of Bhaal. While the party is sleeping

in **Salemon's Longhouse** (p11), they will be set upon by 1d8 commoners, 1d4 – 1 **priests** (p18), **Salemon** (p20), and **Osmund** (p19).

The party of attackers will have to roll a Dexterity (Stealth) check. If all of the

adventurers are asleep, this check will have to beat the passive Perception scores of the players. If any of the players are awake or standing guard, they will have to roll a Wisdom (Perception) check. If they beat the Stealth check of the attackers, they will be detected.

If the attackers are successful at sneaking up on the players, the party will be bound and gagged before they awaken, then smothered until unconscious and taken to the Temple Prison. If this happens, go to **Chapter 4. Sacrificial Lambs**.

3. A DARING ESCAPE

Mateo left a note that the party found in his hut, instructing them to meet him at the dock at sunset. Eyes in the village will be watching the players. If they are found roaming freely through the village after dark, they will be reprimanded and politely urged to retire to their dwelling. If the party successfully makes it to the dock by nightfall, read the following text:

A low fog rolls off the stream and covers the dock as the last light of the day disappears behind the trees. There doesn't appear to be anyone there.

Mateo and his wife Younette are keeping out of sight behind the berm until they are sure that you've come alone. If the party is also remaining hidden, this could be a long stand-off! Eventually Mateo will reveal himself, even if just to poke his head around the berm to see if anyone has come.

When contact is finally made with Mateo, he first makes sure that the party wasn't followed and then starts a long series of reveals.

Mateo gestures toward the berm. Out walks a young and very pregnant woman wrapped in a deer-skin blanket.

"This is my wife. Younette."

Mateo proceeds to tell the party about what's really going on in the village: how the priests are taking the firstborn of every family and forcing them into the service of Bhaal for 15 years, at which point they are sacrificed and eaten by the villagers; how anyone who dissents or is suspected of dissent is sacrificed; how any traveler who enters the village will also be sacrificed; how they must escape for the sake of their coming firstborn child and how *you* must leave too before you are killed and eaten.

He knows that he's suspected because as soon as he spoke to you in the **Fellowship Hall** (p7) he noticed that he was being watched and followed by Osmund. He had to make her believe that he and Younette had gone to sleep before they could quietly slip away at dusk.

Mateo will be sparing in detail, but if the party asks questions, he will do his best to answer. No one in the village knows the entire 2,000 year history of Kamourat, but he will know a lot about the worship of Bhaal, the priests, the

young acolytes, and everything else that happens in the temple.

As soon as Mateo finishes pleading his case, something stirs in Kamourat.

A light comes from the village: a lone torch moving through the darkness. It's joined by others. Soon, the distant rumble of urgent voices and frantic movement fills the clearing.

"They're coming!" whispers Mateo.

A mob of 4d6 + 5 commoners, 1d4 – 1 priests (p18), **Salemon** (p20), and **Osmund** (p19) is

frantically searching the village. It is now up to the party to decide what to do. Will they help Mateo and Younette escape and find asylum in some distant city? Will they have the family lay low while they storm the temple and free the children? Or will they cut their losses and run away without helping anyone?

The goal of the mob is to capture, not kill, though they will kill in self defense if necessary. They will attempt to incapacitate the party and bring them to the underground temple complex. If that happens, the adventure continues in

Chapter 4. Sacrificial Lambs found below.

4. SACRIFICIAL LAMBS

It's finale time. The players have been captured after spending the night in **Salemon's Longhouse** (p11). The party was overcome by a mob of villagers and priests and taken to the underground temple complex. If the party was never captured in **Chapter 2** or **Chapter 3**, this chapter will not be relevant to their adventure.

Groggily you awaken. Your arms and legs are shackled to a cold stone wall. You share this holding cell with the other members of your party who are all slowly regaining consciousness.

If the party spoke to Mateo in the **Fellowship Hall** but never helped him escape, he and his wife Younette will be imprisoned with the players.

It won't be long before Osmund enters the Prison.

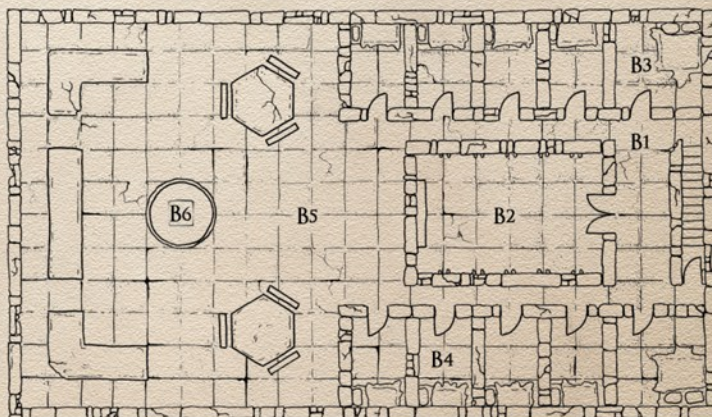
A latch clicks and the iron door opens. A small child, no more than 10 years old, wearing red robes holds the door open for Osmund.

"Children of darkness rejoice, for you shall soon be freed from this mortal shell as it is offered to Bhaal. He will bless you in sacrifice

TEMPLE ROOMS & FEATURES

For full details on the rooms and features of this map, see the corresponding section in **Chapter 1** (p8-10).

- B1** The Passage
- B2** The Prison
- B3** Osmund's Quarters
- B4** Ghona's Quarters
- B5** The Temple
- B6** The Sacrificial Altar



when he smells the pleasing aroma of your blood and you shall be welcomed into his kingdom."

Osmund surveys the room. After a brief pause she turns to her ward.

"We'll take that one first."

If Mateo is imprisoned with the party, Osmund will take him first, if not, then it's up to the Dungeon Master to randomly select one player to be taken by Osmund to the **Sacrificial Altar**.

The child hands Osmund a damp cloth. Osmund slowly and confidently walks to her quarry and smothers them until they return to unconsciousness.

She lifts a necklace off around her head. On the end is a key which she used to unshackle the body. A man wearing the same red robes as Osmund enters the prison and helps her carry the body away.

This temple is ancient and somewhat decrepit and the people of Kamourat no longer possess the technology to do proper maintenance or make the requisite repairs or improvements. Because of this, the bonds that hold the players captive are not very strong.

Players can break the shackles free from the wall on a successful DC 12 Strength check. Their wrists and ankles will still be shackled, but they are separate and will have their total range of movement available.

The door to the prison does not lock. If players break out of the shackles, they are free to leave. They will find Mateo or their comrade suspended upside down over the Sacrificial Altar.

[Character's name] is suspended from their ankles above a golden altar bearing the symbol of a skull surrounded by a circle of droplets. Beneath the altar is a large basin filled with swirling and bubbling blood.

Priests along with their young wards and a group of devout villagers bow before the altar as Osmund recites the ancient rites of Bhaal. The worshipers hum and sway, their hum crescendos as the ceremony progresses. Osmund takes a dagger to her own hand, carefully slicing a shallow cut along the palm. She squeezes a fist and blood drips into the basin.

The temple suddenly darkens as the candles turn crimson red. The hums and chants become an orgiastic babble of tongues.

Players must attack the ceremony before the sacrifice is made or else their friend's throat will be slit.

In the temple there are 8 **young acolytes** (p18) 3 **priests** (p18) 2d6 + 2 **devout** (p18), and **Osmund** (p19). Except for the youngest children among the acolytes, they will fight to the death to continue the sacrifice.

DENOUEMENT

Success in preventing the sacrifice will not allow players to freely leave the village. Even if all of the priests and worshippers in the temple are killed there is still a village full of people who believe in the dogma of Bhaal. They will try to stop players from leaving if they can.

There is very little treasure in Kamourat to be claimed. The only items of real value are the ceremonial daggers used for worship and the golden altars.

APPENDIX

NPCs

In this section you can find descriptions and stats for all of the NPCs in this adventure. Any NPC is unnamed and does not fit into any of the unnamed categories will use the stats of a **commoner** – *D&D Basic Rules* (p163) or *Monster Manual* (p163)

UNNAMED NPCs

The following categories of NPC have corresponding stats in the core D&D rulebooks. Their descriptions can be found below.

DEVOUT

The devout among the villagers are the most faithful adherents to the religion of Bhaal. When found in the temple they have the stats of a **cultist** – *D&D Basic Rules* (p163) or *Monster Manual* (p345).

If they are not in the temple, they don't have access to proper weaponry and are therefore commoners just like any other villager.

PRIESTS

Priests are the leaders of the religion of Bhaal in the village of Kamourat. They run the ceremonies and make the sacrifices. Even though the village has a chief, priests are the de facto bosses of Kamourat. They are set apart by their distinctive red robes.

There are 3 priests in the village and they use the stats of a **cult fanatic** – *Monster Manual* (p345).

YOUNG ACOLYTES

Young acolytes are the firstborn children from among the villagers. They are taken by the priests to serve the temple. They spend their days cleaning the temple and performing rituals to Bhaal.

There are 7 young acolytes and 4 of them are too young to fight. 1 is an infant and the other 3 use

the stats of a **commoner** – *D&D Basic Rules* (p163) or *Monster Manual* (p163).

The 3 young acolytes who can fight use the stats of a **cultist** – *D&D Basic Rules* (p163) or *Monster Manual* (p345).

AMBRIE

Ambrie is a hunter and a Bhaal zealot. She lives in a treehouse on the western edge of Kamourat.

Though it is not permitted to engage in the liturgies and ceremonies of Bhaal outside of the temple, Ambrie has taken her faith home. She has stolen the skulls of several victims of Bhaal sacrifice and has used them to create her own personal shrine in her treehouse.

Ambrie is prone to anger and very territorial. It's best to stay on her good side.

AMBRIE

Medium human, chaotic evil

Armor Class 10

Hit Points 65 (10d8 + 20)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Str +4, Dex +5

Skills Athletics +4, Deception +5

Senses passive Perception 10

Languages Kamourat Common

Challenge 1 (200 XP)

Actions

Multiattack. Ambrie makes two melee attacks or one ranged attack.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., Hit: 7 (1d8 + 2) piercing damage.

Club. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

GHONA

Ghona is a teenage acolyte and next in line for sacrifice. His 15th birthday is fast approaching, and in 2 weeks his body will be offered to Bhaal and his flesh consumed in a festival. This is beginning to weigh heavily on him, but he will still fight on behalf of his masters.

If he knows he is defeated, he will try to surrender and beg his attackers to let him flee from Kamourat.

As with the other young acolytes who are of fighting age, Ghona uses the stats of a **cultist** – *D&D Basic Rules* (p163) or *Monster Manual* (p345).

MATEO

Though a simple villager, born and raised in Kamourat like everyone else, Mateo has begun questioning to question the Bhaalist faith. This is because his wife Younette is pregnant with their first child. They do not want to give up their baby to be used as a slave of Bhaal only to be sacrificed in 15 years.

Mateo has the stats of a **commoner** – *D&D Basic Rules* (p163) or *Monster Manual* (p163) like most other villagers.

OSMUND

Osmund is the high priest of the Temple of Bhaal and the de facto leader of Kamourat. True, Salemon is the village chief, but the real power lies with the priesthood and Osmund is the leader of the priests.

She is polite and eloquent and always maintains an air of importance and control.

OSMUND

Medium human, lawful evil

Armor Class 13 (leather armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	12 (+1)	14 (+2)	20 (+5)

Skills Deception +7, Persuasion +7, Religion +3

Condition Immunities charmed

Senses passive Perception 15

Languages Kamourat Common

Challenge 3 (700 XP)

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

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. Osmund makes three melee attacks or two ranged attacks.

Dagger. Melee or Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit* 4 (1d4 + 2)

SALEMON

The aging village chief, Salemon, is an enormously large man. While the rest of the village is in a constant fight to harvest enough food from the environment to stay alive, Salemon gets his fill by taxing the villagers in greater shares than what he needs.

Salemon may be overweight, but he is not weak or lazy. He's a strong man and a challenging opponent.

SALEMON

Medium human, lawful neutral

Armor Class 10
Hit Points 37 (5d8 + 15)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	12 (+1)

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

Actions

Multiattack. Salemon makes two melee attacks

Stone Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Reactions

Parry. Salemon adds 2 to his AC against one melee attack that would hit him. To do so, Salemon must see the attacker and be wielding a melee weapon.

YOUNETTE

Younette is the wife of Mateo and the mother of their unborn child. She is 8 months pregnant and terribly afraid for her baby. She is ready to flee and risk capture or death in the wilderness rather than willingly give up her child to become a slave and ultimately a sacrifice for the Bhaalists.

Younette, like any other average villager, uses the stats of a **commoner** – *D&D Basic Rules* (p163) or *Monster Manual* (p163). But she has one crucial difference: there's a risk that she will lose the baby with every hit she takes.

WEAPONS

Stone Headed Arrow. Ammunition for longbow or shortbow, 1d4 piercing damage with shortbow, 1d6 piercing damage with longbow, 1lb (20).

Stone Axe. Martial melee weapon, 1d6 slashing damage, 4lb, versatile (1d8))

