

# THE THEOCRACY



JVC PARRY



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## BREAK THE HOLY VAULTS

Centuries ago, during the Age of Dragons, a potent and vain blue dragon named Rah-Ziel brought down his final foe, a copper dragon whose name is lost to time. Believing himself immortal, Rah-Ziel left the body of the dragon as a solemn reminder of his power. Those who resisted the grip of the tyrant decided to salvage what they could from the corpse of the copper dragon and used the bones, skin, and horns to create magic items designed to bring about Rah-Ziel's destruction. Now, the characters are hunting for these relics, one of which is stored in the holy vaults of The Theocracy.

A 5-10 hour Dungeons & Dragons 5e adventure for 11th-16th level characters

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# INTRODUCTION

The Theocracy is a one-shot D&D 5e adventure for a party of characters from 11th-16th level. It should take 5-10 hours to complete, depending on which elements you choose to use. It can easily be dropped into a campaign set in the *Forgotten Realms*, in any urban area such as Waterdeep or Baldur's Gate, or placed into the *Rise of Tiamat* campaign. It gives characters the opportunity to stage a heist in a high stakes environment.

## TIPS FOR THE DM

As with any adventure, The Theocracy should be adapted to work for your group. If you don't like the way an element works, please feel free to change it. If encounters are too difficult for your players, remove monsters or replace them with an easier, but fitting foe. Similarly, if you would like to adapt The Theocracy for your world, you can easily substitute appropriate plot hooks, NPCs, and items.

In order to deliver an optimum experience for your players, it would probably be best to read the adventure, in full, before attempting to run it. There are traps and puzzles that you will need to understand fully in advance.

In my opinion, players should not need to level up during this adventure but do so at the DM's discretion. They may not have achieved all the necessary xp from combat, but I would suggest rewarding players xp for solving puzzles and besting traps to make up the difference. Alternatively, you can use the popular Milestone Levelling System.

Text to be read aloud is in grey boxes. Feel free to tinker with this text to fit your needs, but try to keep the original message clear as it may contain important information.

All monsters, spells, magic items and conditions referenced in this adventure appear in a reference page at the end of the product, which details where they can be found.

Try to have fun running this adventure! It was highly enjoyable to create and play with my own group, and I hope that you can share in that experience!

## ADVENTURE BACKGROUND

This adventure was written for my home group and thus was set in my world of Aemis. The characters are on an isolated continent called Northern Tharn, an island nation that has little contact with the outside world, thanks to the tyrannical rule of Rah-Ziel the Devourer, an ancient blue dragon who patrols the southern coast, destroying any who would dare contact that island without his express permission.

Centuries ago, during the Age of Dragons, when numerous great reptiles ruled over the world and waged wars for territory and status, Rah-Ziel decided to stake his claim on Northern Tharn. Previously, the continent had been occupied by a copper dragon, who had protected the sparse humanoid colonies on the island from outside invasions. Rah-Ziel decided that this could go on no longer and attacked the protective dragon, whose name has been wiped from history by the scions of the blue dragon.

After a war that lasted for many years, Rah-Ziel bested the copper dragon. He left its body to rot in a great desert named Bleak Sands. He believed that the corpse would serve as a reminder of his power, but those who would oppose him took their chance at harvesting parts from the magical creature, which they could turn into magic items of tremendous power.

The resistance forged four legendary relics from the corpse of the dragon before they were discovered; a suit of *copper dragon scale mail*, a *dragonfall horn*, an *arrow of dragon slaying* and a *dragon slayer greatsword*. Unfortunately, the descendants of Rah-Ziel discovered these and scattered them so that they could never be reclaimed. The *dragonfall horn* was lost in the forests of Fervedor but was discovered by a society known as the Sound of Silence, who were manipulated into giving it to The Theocracy.

Currently, the characters are tracking down the relics in a vain hope of recovering them and slaying Rah-Ziel. In your campaign, the relics could be used against any powerful foe. They could be pieces of a staff required to slay a lich, an ancient spell scroll that could banish a demon lord back to the Abyss, or weapons to be used against Tiamat.

## HOOKS

### Searching for the Relic

Your characters are searching for a relic that will help them defeat their big bad evil guy, be they a dragon, lich, beholder or even a God. In their attempts to defeat their foe, they have uncovered the location of an artifact essential for the tyrant's destruction. It is here in the holy vaults of The Theocracy.

### Working for the Wrong Side

If one of your characters is a member of the Harpers or a similar faction, they are contacted by with important news. A small sect of the faction called the Sound of Silence has heard of your quest to recover the Dragon Age relics and fears they may know the location of one of the artifacts.

### Vive la Resistance!

The characters intend on making a routine stop at a city on their route to the next adventure. However, when they arrive, they realise that all is not well. A city-state known as The Theocracy has erupted in the centre of the city and forced its way into power. A small faction of the populace are trying to rebel against these tyrannical zealots and need assistance.

## OPENING

The adventure starts when the characters reach the city that The Theocracy has overtaken. Although I set this in my homebrew city of Finburgh, from henceforth I will assume you are setting this Baldur's Gate.

As you approach Baldur's Gate, you realise something is off. Rather than the recognisable slovenly guards half-watching the North Gate, there are several well-armed individuals searching merchant caravans and carts. These new guards are wearing iron masks and shining breastplates, engraved with a crest of balanced scales resting on a warhammer.



## PART 1: GATHERING INFORMATION

**S**ince The Theocracy arrived in Baldur's Gate, several things have changed in the city. As the characters talk to members of the populace and their contacts within the city, they learn of the new way of life. This part of the adventure details all you need to know about The Theocracy, and a little information about the Sound of Silence.

### THE THEOCRACY

**Who:** The Theocracy is both a city-state and a denomination of followers of Tyr. It is led by High Theocrat Euphemia Goldengage. She is acting as Archpriest to Grand Duke Ulder Ravengard. She commands a host of theocratic paladins, priests, knights and acolytes who each wear a mask to conceal their identity. The masks are coated with different metals depending on rank; iron, silver, gold, and platinum.

**What:** In a physical sense, The Theocracy is a large walled community found in the Upper City of Baldur's Gate, not far from the North Gate. The towering walls are gilded with gold and silver, and the buildings within are of white marble. Pride of place in the centre of The Theocracy is a temple to Tyr, where the public can come to worship and donate, and where the high-ranking priests, paladins, and inquisitors live.

**Where:** The Upper City of Baldur's Gate.

**When:** The buildings in which The Theocracy are housed have been in construction for the past few years, but the walls have only come up within the past few months. High Theocrat Euphemia Goldengage has only managed to break into a position of true power within the last month. Since then, the takeover has become almost complete.

**Why:** The Theocracy worship Tyr, the Lord of Justice. They believe that without his guiding hand, the city will fall back into worshipping the dark god, Bhaal. **How:** The Theocracy have evicted almost all other religious buildings and clergy from the city, leaving Tyr as the singular ruling deity of Baldur's Gate. They have forced most of the nobles of the city – known as the Patriars – into worship. The Theocracy has also outlawed arcane magic within the city walls and are openly arresting arcane spellcasters who break the prohibition. Many of those who resisted The Theocracy now live in the slums of the Outer City.

### THE SOUND OF SILENCE (SoS)

**Who:** The Sound of Silence are a sect of The Harpers. They are a group of bards whose sole aim is to recover magical instruments that may fall into the wrong hands. They are led by Merry Finetune (CG male lightfoot halfling bard with a canaith mandolin). She leads a small unit of bards.

**What:** Although they have little physical presence save a Faction Hall in the Upper City, the SoS can be found throughout the taverns and performance houses of Baldur's Gate.

**Where:** Mostly in the Upper City of Baldur's Gate. The agents of the SoS travel far and wide in search of magical instruments though and can be found throughout Faerûn. **When:** The SoS has been around for almost as long as The Harpers, but they only became relevant to this story in the past few months.

**Why:** The SoS aim to recover magical instruments that might fall into the wrong hands. Like the Harpers, they are eager to keep power in the hands of those who deserve it and would use it for good.

**How:** The SoS has a vast oral knowledge gathered through their journeying across the realms. Using this knowledge, they managed to track down the dragonfall horn. Unfortunately, due to the ban on arcane spellcasting in Baldur's Gate, the dragonfall horn was seized by The Theocracy and is now locked away somewhere within their walled community.

## INSIDE INFORMATION

Depending on the characters' actions and their connections within the city, your group may be able to uncover some additional secrets pertaining to the whereabouts of the dragonfall horn, and the state of The Theocracy in Baldur's Gate. After they have uncovered the information, they should realise The Theocracy is an extremely powerful faction who will be near impossible to take down without the help of a small army. Despite this, they may be able to get the dragonfall horn from the central temple of Tyr using more underhanded methods.

## THE SOUND OF SILENCE

If any of the characters are members of the Harpers (or the SoS), then their contacts within Baldur's Gate feed them the following information:

An SoS agent, named Simon Fiddleworth, was arrested by The Theocracy last week. He intentionally used arcane magic within the city so that he could scope out the inside of The Theocracy. He managed to use a *sending stone* to tell the SoS that he is in the central temple of Tyr within The Theocracy and that his *pipes of the sewers* were taken from him and stored nearby. Simon also discovered that there is a planetar angel guarding The Theocracy. Given this information, the SoS believe that the dragonfall horn must be somewhere within the central temple. The SoS would highly appreciate it if the party could retrieve Simon from the prisons of the temple.

## WORSHIPPERS OF TYR

Some of the party might be worshippers of Tyr, and thus would be able to visit The Theocracy in person under the pretense of worship. Other characters who are not affiliated with Tyr might be able to pull the same trick by creating a suitable disguise. Characters who gain access to The Theocracy are escorted, like other worshippers, to the central temple. During daylight hours, they are permitted to access areas 1 and 7. Characters who have a noble or acolyte background can also gain access to areas 10 to 13. You might allow characters to gain access to these areas with a successful DC 18 Charisma (Performance) check to masquerade as a someone with an appropriate background. See "Temple of Tyr" below for more information on the areas mentioned.

## PARLIAMENT OF PEERS

For one reason or another, the characters might have access to the Parliament of Peers; a group of around fifty Baldurians who meet daily to discuss events that occur in the city and how to tackle them. They report directly to the Dukes, who the characters might also be able to converse with.

Characters that can get into places of political power or attend these meetings are able to get a full lowdown on the state of Baldur's Gate. Whilst most of the Peers are perfectly happy for The Theocracy to continue as is, there are some who are unhappy with the ruthless tactics of the zealots. Several members are uncomfortable with the removal of other religions, and many worry about the impact of the prohibition of arcane magic. Despite this, Grand Duke Ravengard saw fit to 'allow' The Theocracy to summon an angel to defend The Theocracy. It is clear that many of the Peers feel uncomfortable speaking out about The Theocracy.

## LOWER CITY STREETS

Characters with a street urchin or criminal background, or who have made contacts in the Lower City of Baldur's Gate in the past will be able to get information from the perspective of the lower classes. Many of these folk are against the tyrannical Theocracy and believe that the Dukes have betrayed the people out of paranoia that Bhaal's followers may return. Scores of criminals have already been arrested and punished ruthlessly by the zealots. Punishment ranges from public flogging to removal of hands and tongues. In the most extreme cases, people are put to death. Many of the paupers on the streets were previously high-ranking members of other faiths, whose lives have been destroyed by The Theocracy. The only gods acknowledged by The Theocracy are The Triad; Tyr, Torm, and Ilmater. Any who try to worship other gods are considered criminals.

One expert thief known only as Twinklefingers (NN female half-elf **master thief**) tells the characters that they can get past the walls, under to cover of night, via one of a handful of small drains that flow beneath the out walls of The Theocracy.

## INFILTRATION

If the characters try to infiltrate The Theocracy, move on to Part 2: The Heist.



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## PART 2: THE HEIST

This part of the adventure takes place after the characters have realised they will have to infiltrate The Theocracy in order to retrieve the *dragonfall horn*. It details the locations within The Theocracy, specifically the central temple of Tyr, in which the horn is located. Characters can take multiple approaches to retrieving the artifact including, but not limited to, sneaking in using stealth, bluffing their way in using disguises and fighting their way in using brute force. The following information should assist you to run the adventure no matter how the party decides to progress.

### THE WALL

Surrounding The Theocracy is a towering white wall decorated with precious metals. There seems to only be one gateway into the community, which is heavily guarded by paladins in gleaming armour.

The Theocracy is surrounded by a 20-foot-high stone wall. This wall has a single, 10-foot-wide gate which is guarded day and night by four **theocratic paladins** (Appendix A). The wall is marked by drains that flow beneath it, which are large enough for a Medium sized creature to squeeze through.

Characters who attempt to enter through the gate must be wearing suitable attire; fine clothes, clerical vestments, armour of a paladin of Tyr etc. Characters cannot enter unless they have a suitable reason, such as to visiting the temple for prayer, giving a donation, attending a meeting with the clergy etc. Characters attempting to pass themselves off as someone they are not must succeed on a DC 18 Charisma (Deception) check to get past without being discovered.

Characters who attempt to sneak in through the drains must succeed on a group DC 11 Dexterity (Stealth) check or they will be spotted by members of The Theocracy who live and work inside the walls. Any spotted party member will quickly be accosted by a pair of **theocratic paladins** (Appendix A), escorted out through the main gate and barred from returning. Repeat offenders will be imprisoned in area 25 (see “Temple of Tyr”).

### BUILDINGS

Within the walls of The Theocracy are a few dozen buildings which serve as accommodation for the clergy, libraries, shrines, stables and the like. The exteriors of these are much alike, typically built of blocks of pale stone painted or embossed with symbols of Tyr.

The adventurers may choose to interact with these buildings to find resources, use them as cover, or locate more information. An appropriate check should be required for each task. The following are examples for you to consider:

- Hiding in an empty dormitory from searching paladins might require a successful DC 15 group Dexterity (Stealth) check.
- Forcing some stolen horses into a gallop to escape could require a successful DC 10 Wisdom (Animal Handling) check.
- Forcing a cornered librarian to spill some information about the layout of the central temple would require a successful DC 12 Charisma (Persuasion) check. Convincing that same librarian to keep his mouth shut once the party leaves may require a successful DC 12 Charisma (Intimidation) check.

# TEMPLE OF TYR

When the characters approach the temple, read or paraphrase the following:

In the centre of The Theocracy is a towering temple of Tyr. The building has several domed roofs, a towering spire, a courtyard, a colonnade and multiple small shrines. The building is made almost entirely from white marble, lavishly decorated with ornate friezes and masonry.

## 1. ANTECHAMBER

At the very front of this awe-inspiring temple is an open shrine. In the centre of the antechamber is a painted statue of an angel, holding a set of scales in one hand, and a warhammer in the other. The angel is blindfolded, but an aura of knowing emanates from the statue. On the curved back wall are several alcoves in which the public have left donations and offerings to The Triad.

**Daytime Activity.** Five times a day, two **priests** come to the antechamber to collect donations and take them to area 10. When this occurs, the priests enter through the door in the back wall and permit ten individuals from the crowd entry to area 10 to worship.

**Door.** The door in the back wall is locked night and day (see “Temple of Tyr: General Features”), except when the priests come to take donations and visitors.

**Donations.** Any donations of 50gp or more in this area grants the donator a Blessing of Justice.

- **Blessing of Justice:** For the 4 hours, a blessed creature has advantage on Wisdom (Insight) checks. A successful DC 15 Intelligence (Religion) check on the statue reveals this.

**Clairvoyance.** This room is watched by a permanent *clairvoyance* spell.

**Treasure.** If the characters opt to steal donations from this room, they can gather 213gp, 103sp, and 89cp. Unless the characters succeed on a DC 20 Dexterity (Sleight of Hand) check, two **theocratic paladins** (Appendix A) will be on their heels within a minute. Stealing donations from a temple may also anger the gods. As a DM, you should choose how this impacts the characters.



## TEMPLE OF TYR: GENERAL FEATURES

The Temple of Tyr is a huge marble chapel dedicated to the Lord of Justice and occupied by his most zealous worshippers. The temple's general features are summarized here:

**Ceilings.** Areas 1-19 have 20-foot-high ceilings, except where noted otherwise. Areas 20-29 have 10-foot high ceilings.

**Daytime/Night Time Activity.** Certain areas of the temple have special events that occur during the day or night. These are detailed in the text.

**Doors.** The doors in the temple are made of granite adorned with bas-reliefs depicting followers of Tyr. If the characters encounter a locked door, except where noted otherwise, they can pick the lock with a successful DC 16 Dexterity check using thieves' tools, or smash down the door with a successful DC 20 Strength check. Except where noted otherwise, each priest and paladin have a key to the locked door.

**Echoes.** The vaulted ceilings, marble floors and expansive chambers within the temple lend themselves to the projection of sound. All Dexterity (Stealth) checks made to Hide whilst moving are made with disadvantage. All Wisdom (Perception) checks that could benefit from the echoes are made with advantage.

**Hallowed Ground.** The *hallow* spell has been cast throughout the temple at 5th level. Undead cannot enter the temple, nor can they charm, frighten or possess creatures within it. Any creature charmed, frightened or possessed by an undead is no longer charmed, frightened or possessed by such as creature upon entering. In addition, no creature can move or travel using teleportation or by extradimensional or interplanar means within.

**Light.** During the day, all rooms except areas 20-29 are lit by brilliant light which shines in through glass roofs and stained-glass windows. Areas 20-29 are lit by the Daylight effect of a *hallow* spell.

**Patrol.** Night and day, the temple is patrolled by two **theocratic paladins** (Appendix A). They move through areas 1 to 14. Each time the characters enter one of these rooms, there is a 10% chance that the paladins will be inside, as well as any other occupants.

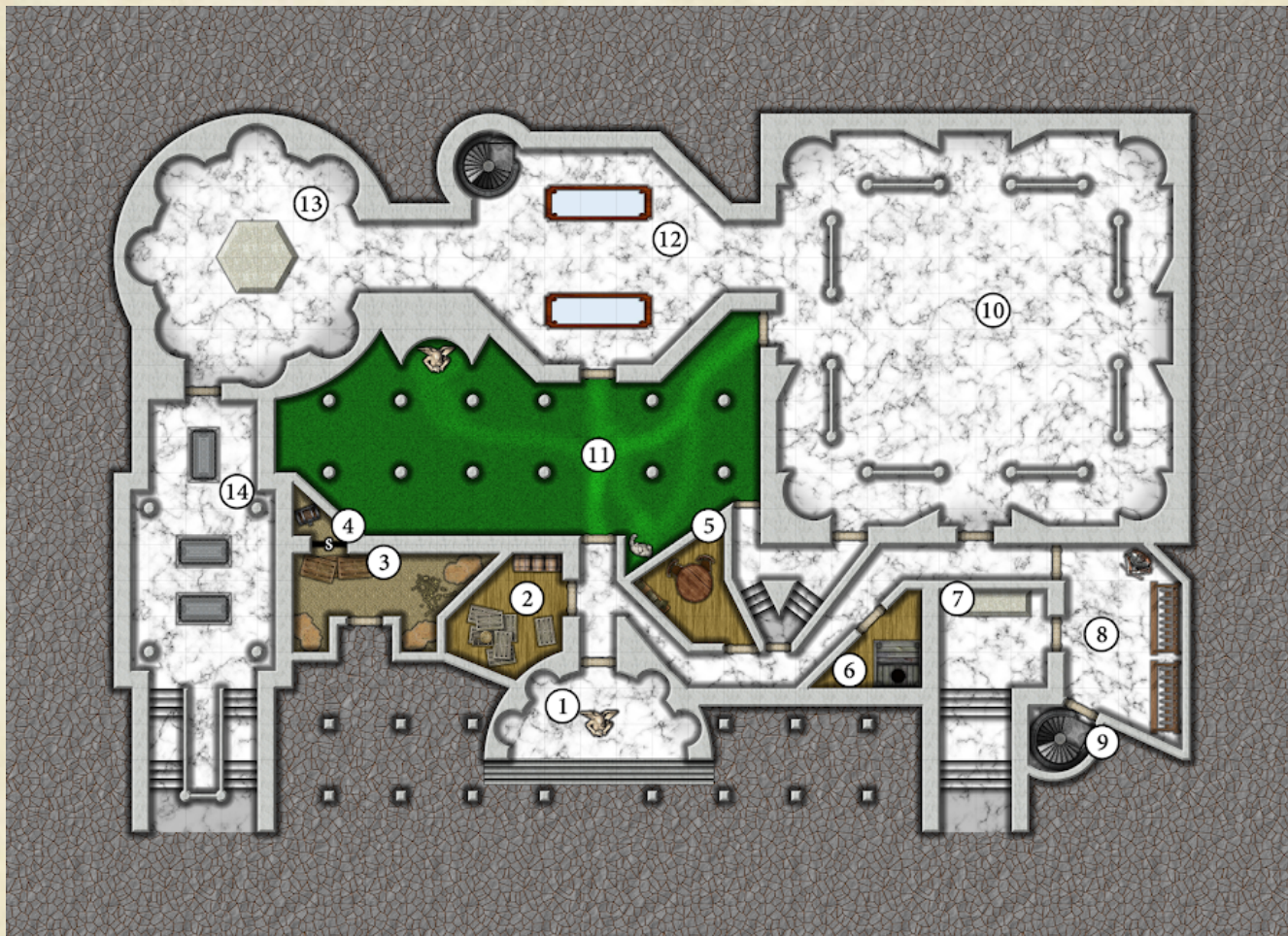
**Public Areas.** Areas 1, 7 and 14 are open to the public at all times. These areas are protected by permanent *clairvoyance* spells, allowing creatures in areas 5 and 19 to view them through special stoups (basins) filled with holy water. Creatures benefitting from a spell such as *see invisibility* or that have truesight see a luminous, intangible orb floating somewhere in these areas (noted in the text). These areas invariably are filled with pious **acolytes, commoners, nobles** and other NPCs.

**Windows.** Except for areas 20-29, each room has at least one window or glass ceiling. Many of these are stained-glass and display scenes of The Triad and their clergy. These windows have AC 13 and 5 hit points.



# MAP: TEMPLE OF TYR - GROUND FLOOR

1 square = 5 feet



## 2. STOREROOM

The door to the storeroom is locked night and day (see “Temple of Tyr: General Features”).

This somewhat dingy storeroom is filled with crates, barrels, and boxes and smells strongly of incense and wax.

**Treasure.** The containers hold supplies necessary for the temple’s ongoing worship and include 20 blocks of incense (worth 125gp each), 5 boxes of powdered silver and iron (worth 100gp each), 1,000 sheets of parchment (1sp each; 100gp total), 100 bottles of ink (worth 10gp each; 1,000gp total), 10,000 candles (1cp each; 100gp total) and 3 barrels of fine wine (2,000gp each).

## 3. KENNELS

The door to the kennels is barred from the outside to stop the hounds from escaping. The bar can easily be removed.

The smell of hay and straw fills your nostrils as you swing open the door. Within are three hulking, golden hounds, their fur streaked with gleaming silver.

**Daytime/Night Time Activity.** If at any point during the adventure the alarm is raised inside the temple, one of the priests comes to the kennels to let the three holy hounds out to track down the intruders.

**Creatures.** Most of the time (see above) the kennels contain three **holy hounds** (Appendix A). These celestial dogs are extremely friendly and bark loudly if anyone enters. Coaxing a hound to perform small acts or tricks requires a successful DC 10 Wisdom (Animal Handling) check, getting one to be quiet or stop attacking requires a DC 15 Wisdom (Animal Handling) check.

**Treasure.** The crates at the rear of the room contain straw, hay, and bones for the dogs.

## 4. HIDDEN TROVE

This area can only be accessed via the secret door hidden behind the crates in area 3. Characters with a passive Wisdom (Perception) of 20 or higher notice a slight change in the stonework behind the crates. A successful DC 16 Intelligence (Investigation) check is required to open the door.

A glittering silver glow outlines a previously hidden door on the back wall which swings open, revealing a small, dusty chest.

**Treasure.** Inside the chest are two *potions of animal friendship* and a note which reads:

'Dear Acolyte; if thou be as vexed with these damnable beasts as I, may thee benefit most highly from the elixirs within. Father Harrod.'

## 5. GUARDROOM

This cramped, oddly shaped room is barely large enough to fit the small table, pair of chairs and bookshelf within it.

**Daytime/Night Time Activity.** The guards in this room are those not currently on patrol but are still on duty. They respond to any trouble no matter what the time of day. Every four hours, the guard changes over. The paladins that were asleep in area 20 come here to wait and those previously here begin their four-hour patrol, after which they are permitted to rest again in area 20.

**Creatures.** This room contains two **theocratic paladins** (Appendix A). During the change of watch, this room may be left empty for 1d4 + 1 rounds.

**Stoup.** In the rear corner of the room is a stoup filled with holy water that serves as a monitor for the *clairvoyance* spells cast in areas 1, 7 and 14.

## 6. LATRINE

The door before you opens up into a small room used as a latrine.

There is nothing of note in this room. The door can be locked from the inside.

## 7. PUBLIC SHRINE TO TYR

To the left-hand side of the great temple is a wide, open corridor whereby worshippers can gain access to a shrine dedicated to the Lord of Justice. The shrine itself is simple enough; a stone altar, a dozen or so half-melted candles and a gold-plated set of weighing scales.

**Daytime Activity.** Five times a day, two **priests** come to the shrine to collect donations laid upon the altar and take them to area 10. When this occurs, the priests enter through the door in the eastern wall and permit ten individuals from the crowd entry to area 10 to worship.

**Door.** The door in the eastern wall is locked night and day (see "Temple of Tyr: General Features"), except when the priests come to take donations and visitors.

**Donations.** Any donations of 50gp or more in this area grant the donator a Blessing of Vigilance.

- **Blessing of Vigilance:** For the next 4 hours, a blessed creature has advantage on Wisdom (Perception) checks. A successful DC 15 Intelligence (Religion) check on the altar reveals this.

**Clairvoyance.** This room is watched by a permanent *clairvoyance* spell.

**Treasure.** If the characters choose to steal the donations left on the altar they gather 157gp, 211sp, and 94cp. The gold-plated scales are worth 2,000gp. Unless the characters succeed on a DC 20 Dexterity (Sleight of Hand) check, two **theocratic paladins** (Appendix A) will be on their heels within a minute. Stealing donations from a temple may also anger the gods. As a DM, you should choose how this impacts the characters.

## 8. ARMOURY

Both doors to the armoury are locked night and day (see "Temple of Tyr: General Features").

Racks of weapons and suits of armour adorn the chamber before you. The cold steel and hard marble make the room seem very cold in contrast to the rest of the temple.

**Treasure.** The armoury contains eight maces (5gp each; 40gp total), eight longswords (15gp each; 120gp total), two suits of plate armour (1,500gp each) and two shields (10gp each).

## 9. TOWER

The door to the tower is locked night and day (see "Temple of Tyr: General Features").

A thin, spiral staircase leads up the spire which spears into the sky from the front of the temple.

The spiral staircase counts as difficult terrain. It leads to the corridor connecting areas 16-18 and to area 19.

## 10. CHAPEL

The doors to the chapel are only locked at night (see "Temple of Tyr: General Features").

Opening before you is an enormous chapel dedicated to Tyr, the Lord of Justice. The chamber is segmented by low walls which shelter masterfully painted shrines in alcoves along the walls. The entire room is bathed in a scintillating, prismatic light that streams in through stained-glass windows depicting great acts of members of the church.

**Daytime/Night Time Activity.** During the day, half a dozen priests conduct services and rituals in the chapel, inviting members of the public to join them in their worship. These rituals often involve much chanting, the burning of incense and imbibing of sacred wine whilst being watched over by an angel.

**Creatures.** During the day, the temple contains six **priests** and a **planetar**. During worship, there may be dozens of **commoners** and a handful of **nobles** present. At night the chapel is devoid of mortals but the planetar rests here, slowly rotating in the air.

**Ceiling.** The ceiling in this room rises to a height of 50 feet. See area 16 for additional information.

## 11. COURTYARD

The doors to the courtyard are only locked at night (see “Temple of Tyr: General Features”).

You find yourselves in a large, open courtyard on a carpet of thick, verdant grass. Several pathways lead throughout the garden to various shrines and doors along the outer walls. Around the edges of the courtyard are well-tended beds of white climbing roses. Decorative columns break up the landscape and cast long shadows throughout.

The courtyard contains a shrine to Ilmater and a shrine to Torm.

## 12. RELIQUARY

A pair of polished glass display cases decorated with silver filigree stand pride of place in the room ahead. Inside the cases are several antiques resting on purple cushions.

**Daytime Activity.** During the daytime, this area is watched over by a priest who strolls casually around the room and talks to visitors about the relics.

**Creatures.** During the day, the room contains one **priest**. Occasionally members of the public (**acolytes**, **nobles**, **commoners** etc.) come to view the relics.

**Treasure.** Each glass case contains three relics sacred to The Theocracy. The glass cases are locked but can be picked with a successful DC 18 Dexterity check using thieves’ tools. Each case has AC 13 and 10 hit points. Each case is also protected by a *glyph of warding* (DC 18).

Creatures who are not a member of The Theocracy who open or break the glass cases trigger the spell *glyph* and cause a *blade barrier* to encircle the room. The first case contains a silver-plated steel mace with a moonstone set in the hilt (worth 750gp), a jewelled gold crown (worth 7,500gp) and a silver chalice set with chalcedony stones (worth 750gp). The second case contains a set of silver dentures (worth 500gp), a silk robe with gold embroidery (worth 250gp) and a 2-foot-tall gold statuette of Tyr set with diamonds (worth 10,000gp). Each of these is a relic pertaining to the worship of The Triad and would be a hard sell, even on the black market.

**Spiral Staircase.** The staircase in this room leads up to area 15 or down to area 20.

## 13. AUDIENCE CHAMBER

The door to this chamber is locked at night (see “Temple of Tyr: General Features”).

Irrespective of the weather outside, sunshine seems to pour down into this chamber through the domed glass ceiling high above. This warm light is channelled as to illuminate the niches set into the walls which are masterfully painted with depictions of The Triad and their worshippers. At the centre of the room is a raised, hexagonal dais which is cast in shadow compared to the walls.

**Daytime Activity.** During the day, this room is used for confessions, trials, and the resolution of conflict. A single priest attended by a pair of acolytes oversees the affairs, and stands, shadowed, on the dais.

**Creatures.** During the day, this room contains a **priest** and two **acolytes**, as well as a handful of **commoners** or **nobles** who are involved in the ceremony taking place.

**Zone of Truth.** This chamber is under the effects of a perpetual *zone of truth* (DC 18).

**Ceiling.** The ceiling in this room rises to a height of 50 feet.



## 14. CRYPT

On the right-hand side of the temple is a marble staircase which leads up to a mausoleum. Three large sarcophagi take up much of the space, each ornately carved to depict the likeness of their owner.

**Daytime/Night Time Activity.** During the day, this room is guarded by a theocratic paladin who stands atop the raised platform between the stairs. A few times throughout the day, the priest from area 13 will open the door on the far wall and invite in the next group of people waiting for a service. The paladin steps in should any ruckus occur. At night, three ghosts rise from the crypts to deter thieves and the like.

**Creatures.** During the day, this room is guarded by a **theocratic paladin** (Appendix A). It is also filled with members of the public (**acolytes**, **commoners**, and **nobles**).

At night, three **ghosts** occupy the room. The ghosts are previous High Theocrats of The Theocracy, whose remains can be found within the sarcophagi. The ghosts are Yulgar Brightborn (male dwarf), Elowenyn Guidingstar (female half-elf) and Hanrick Dorn (male human).

**Clairvoyance.** This room is watched by a permanent *clairvoyance* spell.

**Treasure.** Characters can crack open the sarcophagi with a successful DC 20 Strength check. Inside each are various personal effects that they have been buried with, including their old robes, armour, holy symbols and the like. The combined worth of the items in each coffin are 2,500gp.

## 15. HIGH THEOCRAT'S CHAMBER

The door to this room is locked night and day; only High Theocrat Euphemia Goldengage has the key (see “Temple of Tyr: General Features”).

The room before you is perhaps surprisingly lavish considering its setting. A plush, ruby-red carpet is rolled across the floor beneath a luxuriant four-poster bed covered in cloth of gold cushions and a thick fur throw. The other furniture in the room is of incredible quality and has been decorated with expertise. Standing in the corner by the door is a statue of an angel, watching over the bedchamber.

**Daytime/Night Time Activity.** During the day, Euphemia Goldengage will be busy with worship, attending political meetings and essentially running The Theocracy. She may be encountered inside the temple at the DMs discretion, should it feel validated. At night she rests here, occasionally staying up late to study scripture or pray.

**Creatures.** This room may contain **High Theocrat Euphemia Goldengage** (Appendix A) during the day and almost certainly does at night. Although it may not appear to be at first glance, the statue in the corner is a **stone angel** (Appendix A).

**Treasure.** Much of the furniture in this room is extremely valuable but would be near impossible to remove. An ornamental suit of armour (worth 2,500gp) standing in one corner could be taken with relative ease. A small glass cabinet up against the southern wall contains a golden idol of Tyr (worth 750gp), a gold circlet set with four white gemstones (2,500gp) and a silver and gold brooch depicting Tyr's holy symbol (worth 750gp). In amongst the various books within the bookcase on the southwest wall are eight holy tomes (worth 25gp each), discovered with a successful DC 15 Intelligence (Religion) check.

Euphemia Goldengage carries a solid platinum key on her person which is required to open area 29. She places this atop her dresser when she sleeps.

## 16. CHAPEL BALCONY

This circular, marble balcony allows a better view of the magnificent painted ceiling of the chapel. A low guide rail encloses the walkway from the long drop below.

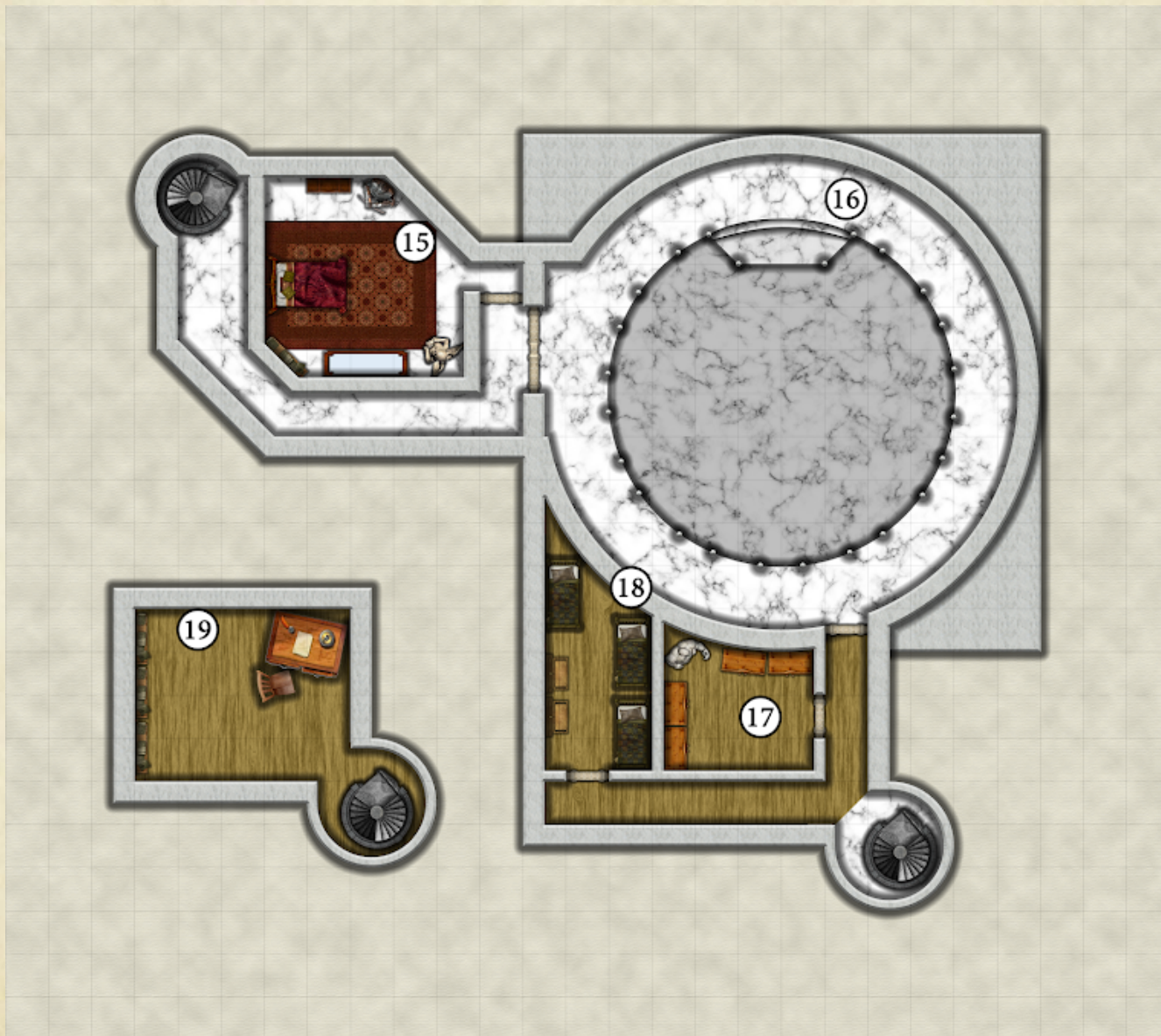
**Ceiling and Floor.** The floor of this chamber is 20-feet below the balcony and 50-feet below the ceiling. The ceiling has a 10-foot-radius glass pane in the top that is locked but can be opened with a successful DC 12 Dexterity check using thieves' tools, and rotated (see “Temple of Tyr: General Features”). See area 10 for more information.

**Creatures.** Any creatures present in area 10 may also be noted from this area, specifically, the planetar.



# MAP: TEMPLE OF TYR - UPPER FLOORS

1 square = 5 feet



## 17. SACRISTY

This small room is filled with an assortment of wardrobes and dressers, each of which is filled with robes and vestments for the clergy that live within the temple. In the corner of the room stands a statue of Torm.

**Daytime Activity.** During the day, the priests of the temple come into this room to change their robes and prepare themselves for service.

**Treasure.** The wardrobes are filled with various robes of various sizes. There are six sets of fine clothes (15gp each; 90gp total), six cloth of gold vestments (25gp each; 150gp total) and twelve sets of priestly robes (1gp each; 12gp total).

## 18. DORMITORY

Three modest bunk beds fill this small room. A pair of trunks against the western wall are the only other contents.

There is nothing of note in this room, as the priests who stay within it lead a modest lifestyle devoid of material wealth.

## 19. DIVINATION ROOM

The door to this room is locked day and night (see “Temple of Tyr: General Features”).

This high chamber is sparsely decorated, save for an organised wooden desk and a row of bookshelves on the western wall. A thick rope hangs down from the ceiling, in which, high above, rests a huge bell.

**Ceiling and Bell.** The ceiling in this room is 30-feet-high. At the top of this is a belfry which contains a large bell. Any creature that pulls the hanging rope rings the bell, which can be heard throughout The Theocracy.

**Treasure.** Atop the desk in this room is a *crystal ball of mind reading*, a silver mirror (worth 1,000gp) and a magnifying glass with an ivory handle (worth 300gp), as well as a holy symbol of Tyr (worth 5gp). Characters who search the bookshelves and succeed on a DC 16 Intelligence (Investigation) check discover that one of the books is false, and contains three *spell scrolls* (*clairvoyance*, *find traps* and *scrying*).

**Stoup.** On the southern wall of the room is a stoup filled with holy water that serves as a monitor for the *clairvoyance* spells cast in areas 1, 7 and 14.

## 20. BARRACKS

Preceding the barracks are two corridors. The door to the first corridor is locked (see “Temple of Tyr: General Features”). It is also trapped:

### CLEANSING GLORY

*Simple trap (level 11-16, dangerous threat)*

If the temple of Tyr is ever infiltrated by wrongdoers, this enchanted mirror can deter assailants from progressing.

**Trigger.** Those who openly wear holy symbols of Tyr don't trigger this trap. Anyone who comes within line of sight of the mirror causes blinding light to erupt from the reflective surface.

**Effect.** A 100-foot-long, 5-foot-wide line of brilliant light shoots forth from the mirror. When a creature enters the area for the first time on a turn, or starts its turn there, it must make a DC 15 Constitution saving throw. On a failed save, the creature takes 22 (4d10) radiant damage and is blinded. On a successful save, it takes half as much damage and isn't blinded. In addition, the area counts as difficult terrain. A creature that cannot see the mirror (blindfold, closed eyes, walking backward, etc.) cannot be blinded by it.

**Countermeasures.** A successful DC 15 Wisdom (Perception) check reveals scorch marks around the edges of the door to the corridor and on the walls. A successful DC 15 Intelligence (Religion) check enables a creature to destroy the trap by defacing a key rune on the apex of the mirror whilst within 5 feet of it; failing this check causes the trap to activate. A successful dispel magic (DC 15) cast on the mirror destroys the trap. The mirror can also be destroyed by attacking it (AC 15, 20 hp). The effects of the trap can be blocked by 2 feet of rock, 2 inches of metal or a thin sheet of lead.

The second portion of the corridor is not locked but is protected by a permanent *guardian of faith* spell which refreshes every hour.

The door to the barracks itself is locked at night (see “Temple of Tyr: General Features”).

You make it down into the dungeons of the temple and enter a room lit by some divine light whose source you cannot place. The room contains four well-kept bunkbeds, each of which has a trunk at the foot of it.

**Daytime/Night Time Activity.** This room serves as the base for the paladins that guard the temple. There are eight paladins present in the temple at any one time. They work in shifts, meaning that this room will only ever contain four paladins. Their rotation is 12 hours sleep, 6 hours patrol, 6 hours rest (in area 5) which they take in pairs.

**Creatures.** Most of the time, this room contains four sleeping **theocratic paladins** (Appendix A). This might differ when the watch changes (at the DMs discretion).

**Treasure.** The footlockers are always unlocked. Sleeping paladins store their armour and weapons in them (silvered warhammer 115gp, shield with holy symbol 50gp and plate armour 1,500gp). They also contain worthless personal effects (letter from home, picture of a family member, etc).

## 21. WORKSHOP

The door opens to reveal a cramped workshop, mostly filled by large workbench strewn with various tools. The floor is covered with sawdust and wood shavings.

**Creatures.** During the day, there is a 50% chance that one **priest** is working here on some broken item from the temple.

**Treasure.** The workbench holds a set of carpenter's tools (worth 8gp), jeweller's tools (worth 25gp), leatherworker's tools (worth 5gp), smith's tools (worth 20gp), tinker's tools (worth 50gp) and woodcarver's tools (worth 1gp). Each of these has been well used and will likely only sell for half their true value.

## 22. WELL

You follow the corridor round to a subterranean well, around ten feet across.

**Creatures.** During the day, there is a 50% chance that one **priest** is here filling a pail. For added drama, have them on the other side of the well to the characters, giving them a chance to run off and warn other members of the clergy.

**Well.** Characters can gather fresh, drinkable water from the well.

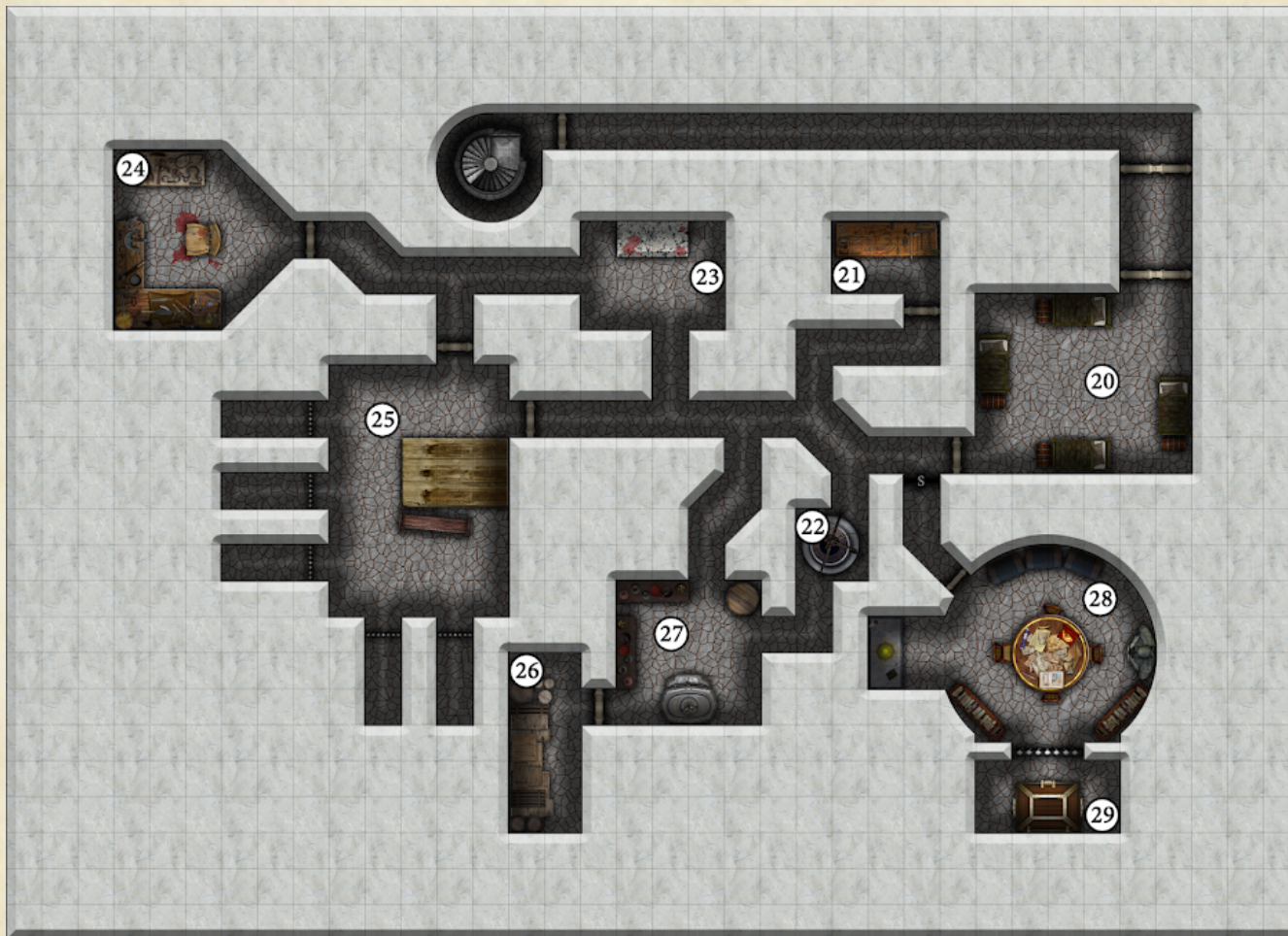
## 23. INQUISITOR'S SHRINE

There is a dark aura surrounding the shrine on the northern wall of this chamber. Dried blood is spattered over it in places, and the golden set of scales that rest atop it are stained with the same substance.

**Daytime/Night Time Activity.** During the day, this room is always empty. At night, there is a 50% chance that an inquisitor (**blackguard**) is in residence, praying at the shrine before or after their activities in area 24.

# MAP: TEMPLE OF TYR - DUNGEONS

1 square = 5 feet



## 24. TORTURE CHAMBER

The door to this chamber is locked night and day (see “Temple of Tyr: General Features”).

Flickering candlelight barely illuminates this ominous chamber, glittering off benches stocked with glistening tools of torture. You baulk at the sight of the bloodstained chair bolted down in the centre of the dungeon, trying not to think about the pieces of indistinguishable flesh underneath it.

**Illumination.** This room is not lit by the *hallow* spell, but by two candles in sconces. The chamber is dimly lit.

**Daytime/Night Time Activity.** During the day, this room is always empty. At night, there is a 50% chance that an inquisitor is in residence, conducting interrogation on a rogue priest, heretic prophet or captured criminal. After the business is done, the victim will be taken to area 25 or permanently disposed of. The inquisitor will then undergo a ritual of cleansing in area 23.

**Creatures.** There is a 50% chance that one inquisitor (**blackguard**) is working in this room on a single prisoner (**acolyte, priest, bandit captain** etc. with 5 hitpoints).

**Treasure.** The torture tools (worth 25gp to the right buyer) in this room can be salvaged.

## 25. PRISON

The doors to this room are locked night and day (see “Temple of Tyr: General Features”).

The dingy prison before you contains five barred cells, two of which contain a humanoid figure. The walls are bare and the chamber is lit only by a single hanging lantern in the centre of the vaulted ceiling.

**Illumination.** This room is not lit by the *hallow* spell but by a hanging lantern. The chamber is dimly lit.

**Cells.** The barred cell doors are made of steel, coated with lead and silver for good measure. Only two of the cells are locked and each contains an inhabitant (see below). The locked doors can be picked with a successful DC 20 Dexterity check using thieves’ tools. The doors can be forced with a DC 30 Strength check. The cells are warded with antimagic, rendering any spells or magical items use on or in them useless. The guardian imp has the keys.

**Creatures.** The prison is guarded night and day by an **imp** called Pescus who remains invisible. It will transform into a spider and warn the paladins in area 20 if intruders enter the prison. The imp serves The Theocracy because they are in possession of its true name in an infernal tome (see area 29).

One of the prison cells contains Simon Fiddleworth (CG male Tethyrian human **bard**), a member of the SoS. He has been badly tortured and has 4 levels of exhaustion. He has not given up his identity despite this treatment.

The other occupied prison cell contains a **rakshasa** who was captured by The Theocracy after masquerading as a member of their order and attempting to open a gate to the Abyss. He will bargain for his freedom if offered the chance but despises Pescus who has been goading him the entire time. He refers to himself as Father Odo.

## 26. PANTRY

This extensive pantry contains dozens of crates, barrels, and boxes containing all manner of foodstuffs.

**Treasure.** The party can gather whatever they like in the way of food and drink here.

**Creatures.** Disturbing any of the larger crates brings forth a **swarm of rats**.

Characters who succeed on a DC 12 Intelligence (Investigation) check whilst searching behind the crates notice a labyrinth of small tunnels in which the rats live. These tunnels connect areas 25-27, but are only large enough for a Tiny sized creature.

## 27. KITCHEN

The large stove in the room ahead fills the area with a welcome warmth; a vast contrast to the dank tunnels and chambers before it. Fragrant herbs hang from wooden racking attached to the ceiling.

**Daytime/Night Time Activity.** During the daytime, there is a 50% chance that one priest will be in the kitchen preparing a meal. The characters may have already spotted them from across the well (area 22).

**Creatures.** There is a 50% chance that one **priest** is cooking in this room. Whilst engaged in the activity, they have disadvantage on Wisdom (Perception) checks (passive Wisdom (Perception) 8). If the priest is here, they are accompanied by a fat tabby **cat**, named Wisp, who keeps away the rats.

Wisp has a passive Perception of 13 and is eager to meow and alert the busy priest of anyone sneaking by. If the priest is backed into a corner by the characters, they won't hesitate to use the hot pans from the stove as projectiles (*Melee or Ranged Weapon Attack*: +2 to hit, reach 5 ft., or range 10/20 ft., one target. *Hit*: (2) 1d4 bludgeoning damage plus 3 (1d6) fire damage).

**Treasure.** The kitchen contains a set of cook's utensils (worth 1gp). A successful DC 12 Intelligence (Nature) check can point a character to the more valuable herbs, which are worth a total of 3gp.



## 28. STOREROOM

This area can only be accessed via a secret door built into the corridor wall. Characters with a passive Wisdom (Perception) of 20 or higher notice a slight crack in the stonework. A successful DC 20 Intelligence (Investigation) check is required to open the door.

The door is also protected by a *symbol* spell which can be noticed with a successful DC 20 Intelligence (Investigation) check. The spell is triggered when a creature opens the secret door without openly displaying a holy symbol of Tyr. The spell manifests the 'Pain' effect. Characters afflicted with the pain must succeed on a DC 20 Constitution saving throw or begin screaming in pain. If this occurs directly outside the door to area 20 the paladins inside will awaken, and quickly come to investigate.

Once inside the hidden strongroom, you can clearly see why it was hidden. Three velvet-lined chests span the northern wall, the central table is piled high with scripture and artifacts, and the bookshelves on the southern wall are stacked with ancient looking tomes. Between these bookcases is a vault, clearly visible through the platinum bars beyond. Set back into the western wall is a shrine and altar. An eight-foot-tall statue watches solemnly over the entire space.

**Statue.** The statue depicts a theocratic paladin resting both hands on its mighty warhammer, which is identical, save for the material from which it is constructed, to that of the paladins found throughout the temple. Around the base of the statue, written in celestial script, is the phrase:

'Place on the shrine that which is mine'.

A successful DC 15 Intelligence (Investigation) check reveals scrape marks around the arm joints of the statue and thin cracks in its lips. If the check succeeds by 5 or more, the character notices that the shaft of the warhammer is resting in a hole in the statue's base.

If the characters place a theocratic paladin's warhammer on the shrine opposite, the statue lifts the hammer above its head with its left arm, revealing a small hole in the base where the shaft previously rested. Inside the hole is a rolled-up scroll and three moonstones. The scroll has the following message written on it in Common:

'Place the stones upon my wounds'

A character can recall the wounds correctly with a successful DC 12 Intelligence (History or Religion) check. They can also find the answer by searching through the books in the room.

Placing the stones in the statues right hand and over its eyes causes them to glow a brilliant white, dispelling the permanent *antimagic field* over area 29.

Failing to place the correct item on the shrine or placing a moonstone on the wrong part of the statue causes the statue's mouth to open, and bellow in wrath:

'Those who would trespass against the Lord of Justice must turn themselves into his servants'



Any creature in the room must make a DC 25 Constitution saving throw. On a failed save, a creature takes 22 (4d10) thunder damage and is subjected to the *geas* spell. On a successful save, it takes half as much damage and is unaffected by the spell. The nature of the *geas* requires a character to turn themselves in to the Theocracy to pay for their sins.

**Shrine.** The shrine is made of marble and is decorated with an ornate engraving. Smoking censers in its corners cover it with a thin sheet of smoke. A successful DC 15 Intelligence (Investigation) check reveals scuff marks on the surface, as if some heavy item is regularly placed upon it. Apart from its usual function, the shrine is used to dispel the *antimagic field* in area 29 (see above).

**Treasure.** All three chests on the northern wall are unlocked and can be opened with ease. The first contains 10,000gp and 1,100pp. The second contains a *potion of vitality*, two *potions of supreme healing* and a *potion of speed* which are stored in a gold-plated potion stand. The potion stand can safely hold up to eight potions (worth 350gp). The final chest contains a *decanter of endless water*, a *necklace of fireballs*, a *stone of good luck* and Simon's *pipes of the sewers*. The worthless belongings of Father Odo and Simon are also in the chest.

Atop the table are three *spell scrolls* (*heal*, *banishing smite* and *prayer of healing*). Standing atop the table are five silver candlesticks (worth 25gp each; 125gp total), a golden idol of Tyr (worth 750gp) and a *blessed urn* (Appendix B).

The bookshelves contain ten holy books of moderate worth (30gp each; 300gp total), including one which is possibly centuries old and extremely valuable (1,000gp). These books can be sold for their true value to the right collector. If sold to a worshiper or another holy place of Tyr, they fetch 3/4 their value, with the party attracting possible adverse investigation as to where these were obtained at some later date (at DM discretion).

One book that will immediately stick out to characters searching the shelves is a grisly looking tome bound with human hair with a cover of fiend skin. This book is chained to the bookshelf with an adamantite chain (AC 23, 20 hit points, resistant to all nonmagical damage). It is immediately clear that ripping the book from the chain will destroy it. Any attack that misses the chain hits the book (AC 11, 10 hit points). If the book is destroyed, it replicates the effects of a *fireball* spell cast upon itself.

In the condition it was found, the book is badly damaged through use and age. Upon inspection, and a successful DC 10 Intelligence (Arcana) check, this is obviously a spellbook of some variety. It contains the true name of Pescus the imp, and the spells *toll the dead*, *summon lesser demons*, *summon greater demon* and *infernal calling*. If the rakshasa, Father Odo, can get his hands on this, he will.

## 29. HOLY VAULT

This room is blocked off from area 28 by enchanted platinum bars. The whole area is shrouded by an *antimagic field* unless steps have been taken in area 28 (see "Statue").

The key that High Theocrat Euphemia Goldengage carries is required to unlock the vault (see area 15). Placing the key into the lock has no effect unless the *antimagic field* has been lifted. If the *antimagic field* is down, the key, once inserted, turns in the lock of its own accord, and the platinum bars slide down into the floor.

Solid platinum bars prevent you from gaining access to the enormous chest in the southern room. The bars seem impenetrable, but there is a lock to one side of them. The chest within is a masterpiece of craftsmanship. It is covered with silver filigree which details The Triad and scenes from their history. Tiny moonstones run down every edge of the chest and seem to glitter with their own internal light. You're also convinced that if you listen closely, you can make out the sound of an angelic chorus singing glorious hymns.

**Treasure.** The amazing chest is priceless but, unless the characters are incredibly inventive, seems impossible to remove from the room due to its size and weight. Inside the chest are three items:

- The *ollamh harp*, which was in the care of the SoS, and belongs to the Sprocketcog family, whose only daughter Tullie is eager to retrieve.
- The *dragonfall horn* (Appendix B), which the characters are searching for.
- The *Book of Exalted Deeds*, the holiest artifact that The Theocracy possesses.



## OUTCOMES

Depending on why the characters came to The Theocracy, who they talked to before arriving, and what they interacted with inside the temple, they may have accomplished some of the following:

- Managed to recover the *dragonfall horn* they were searching for.
- Got their hands on a host of other powerful magic items.
- Got a new pet cat or imp familiar.
- Formed a dubious allegiance with the rakshasa, Father Odo.
- Displaced the tyrannical leader of The Theocracy; High Theocrat Euphemia Goldengage.
- Entirely destroyed the Temple of Tyr.
- Freed Simon Fiddleworth from the prison, and recovered his *pipes of the sewers*.

## ACKNOWLEDGEMENTS

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Cover Artwork, Page 4 - Arcana Games

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## APPENDIX A

This appendix details monsters that appear in this adventure and not in the *Monster Manual* or *Volo's Guide to Monsters*.

The creatures are presented in alphabetical order.

### HIGH THEOCRAT EUPHEMIA GOLDENGAGE

Euphemia Goldengage is the High Theocrat of The Theocracy. She is a relentlessly strict, merciless tyrant who has no time for other religions, criminals or those who would question her divine justice. Although she rarely enforces her own rules, her tendrils of power can be found throughout the city of Waterdeep, giving her influence over the highest political spheres.

### HIGH THEOCRAT EUPHEMIA GOLDENGAGE

*Small humanoid (halfling), lawful good*

**Armor Class** 20 (*plate armour +2*)

**Hit Points** 116 (21d6 + 42)

**Speed** 25ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	17 (+3)	13 (+1)

**Saving Throws** Con +6, Wis +7

**Damage Resistances** poison

**Skills** Intimidation +5, Religion +5

**Senses** passive Perception 13

**Languages** Celestial, Common, Halfling

**Challenge** 11 (7,200 XP)

**Brave.** The high theocrat has advantage on saving throws against being frightened.

**Halfling Nimbleness.** The high theocrat can move through the space of any Medium or larger creature.

**Lucky.** When the high theocrat rolls a 1 on an attack roll, ability check or saving throw, it can reroll the die and must use the new roll.

**Special Equipment.** The high theocrat wears *plate armour +2* and *wings of flying*, and wields the *hammer of tyr*.

**Spellcasting.** The high theocrat is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*

1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*

Since The Theocracy found their niche and capitalised on the power, they have outlawed religions other than The Triad, banned arcane spellcasters from the city and destroyed any heretics who would dare to question their authority.

Euphemia had a vicious encounter in her past with a mage, which left the right side of her face badly burned by arcane fire. She is a short, stocky, older halfling woman with pale white hair, flaring golden eyes and a brash manner.

#### EUPHEMIA'S TRAITS

**Ideal.** "The rules of Tyr should be enforced with merciless justice. His truth is the only truth."

**Bond.** "I draw my power from The Triad. Without my faith I would be crippled of both my power and my future."

**Flaw.** "I am terrified of powerful displays of arcane magic."

3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *water walk*  
4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*  
5th level (1 slot): *flame strike*, *mass cure wounds*, *hold monster*

**Stout Resilience.** The high theocrat has advantage on saving throws against poison, and has resistance to poison damage.

#### Actions

**Multiaction.** The high theocrat makes two attacks.

**Hammer of Tyr. Melee or Ranged Weapon Attack:** +10 to hit, reach 5ft. or range 20/60 ft., one target. *Hit:* 11 (1d8 + 6) bludgeoning damage plus 7 (2d6) radiant damage.

#### Reactions

**Guided Strike (Recharges after a Short or long Rest).** The high theocrat grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The high theocrat can make this choice after the roll is made but before it hits or misses.

#### Legendary Actions

The high theocrat can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The high theocrat regains spent legendary actions at the start of its turn.

**Attack.** The high theocrat makes one hammer or tyr attack.

**Cantrip.** The high theocrat casts a cantrip.

**Radiant Flare (Costs 2 Actions).** Each creature that can see the high theocrat and is within 20 feet of her must succeed on a DC 15 Constitution saving throw or take 7 (2d6) radiant damage and become blinded until the end of their next turn.

## HOLY HOUNDS

Holy hounds are celestial spirits sent from the heavens who serve clerics and paladins devoted to their gods. The beasts are winged, and have the ability to shower their foes in a radiant blast of energy with a raucous bark.

### HOLY HOUND

*Medium celestial, lawful good*

**Armor Class** 15 (natural armour)

**Hit Points** 45 (7d8 + 14)

**Speed** 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

**Skills** Perception +5

**Damage Immunities** radiant

**Senses** darkvision 60ft., passive Perception 15

**Languages** understands Celestial and Common but can't speak

**Challenge** 4 (1,100 XP)

**Keen Hearing and Smell.** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) radiant damage.

**Radiant Breath.** The hound exhales holy flames in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

## STONE ANGEL

Stone angels are guardians of temples and shrines bestowed on the faithful by their heavenly masters. Although they outwardly appear to be statues, they are celestial spirits in the form of stone defenders.

These angels have the ability to cast divine spells, and their weapons are infused with the same divine force that binds them to the material plane. Not only this, but their stone wings can flex like flesh, enabling them to take flight to destroy those who would desecrate their holy places.

### STONE ANGEL

*Medium celestial, lawful good*

**Armor Class** 17 (natural armour)

**Hit Points** 95 (10d8 + 40)

**Speed** 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	15 (+2)	10 (+0)

**Saving Throws** Wis +6, Cha +4

**Skills** Perception +6

**Damage Resistances** radiant; bludgeoning, piercing and slashing from nonmagical weapons

**Condition Immunities** charmed, exhaustion, frightened, petrified

**Senses** darkvision 120 ft., passive Perception 16

**Languages** all

**Challenge** 7 (2,900 XP)

**Angelic Weapons.** The angel's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

**Innate Spellcasting.** The angel's spellcasting ability is Charisma (spell save DC 14). The angel can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day: *commune*

**Magic Resistance.** The angel has advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack.** The angel makes two mace attacks.

**Mace.** *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 9 (2d8) radiant damage.



## THEOCRATIC PALADIN

Theocratic Paladins are the enforcers of law within The Theocracy. They are heavily armoured shock troops, with a terrifying control of divine magic that they can use to devastating effect.

### THEOCRATIC PALADIN

Medium humanoid (any race), lawful good

**Armor Class** 21 (plate, shield)  
**Hit Points** 117 (1d8 + 36)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	13 (+1)	17 (+3)

**Saving Throws** Wis +5, Cha +7  
**Skills** Intimidation +7, Religion +4  
**Senses** passive Perception 11  
**Languages** Celestial, Common  
**Challenge** 7 (2,900 XP)

**Aura of Conquest.** Creatures frightened of the paladin that are within 10 feet of it have their speed reduced to 0, and takes 4 psychic damage at the start of its turn.

**Aura of Protection.** Friendly creatures within 10 feet of the paladin have a +3 bonus to their saving throws as long as the paladin is conscious.

**Channel Divinity (Recharges after a Short or Long Rest).** The paladin chooses one of the following options for its Channel Divinity.

**Conquering Presence.** As an action, the paladin forces each creature of its choice that it can see within 30 feet of it to make a DC 15 Wisdom saving throw. On a failed save, the creature becomes frightened of the paladin for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Paladins are easily identified by their shining, silver-plated armour, emblazoned with the holy symbol of Tyr; a pair of scales balanced atop a warhammer. The paladins also wear masks, plated with a thin layer of platinum to mark their status and protect their identity.

**Guided Strike.** As a reaction, the paladin gains a +10 bonus to an attack roll. The paladin can make this choice after the roll is made but before it hits or misses.

**Divine Smite.** When the paladin hits a creature with a melee weapon attack, it can expend one paladin spell slot to deal radiant damage to the target, in addition to the weapons damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than first. The damage increases by 1d8 if the target is undead or a fiend.

**Spellcasting.** The paladin is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following paladin spells prepared.

1st level (4 slots): *armor of Agathys*, *bless*, *command*, *detect evil and good*, *shield of faith*

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

3rd level (2 slots): *aura of vitality*, *bestow curse*, *dispel magic*, *fear*, *revivify*

### Actions

**Multiattack.** The paladin makes two attacks with its warhammer.

**Warhammer. Melee Weapon Attack:** +7 to hit, reach 5ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage.

**Lay on Hands.** The paladin has a pool of 45 hit points which it can restore to a creature by touching it.

Alternatively, the paladin can expend 5 hit points from the pool to cure the target of one disease or neutralise one poison affecting it. The paladin can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead or constructs.



## APPENDIX B

This appendix contains the magic items required to run this adventure.

### BLESSED URN

*Wondrous item, rare*

This ceramic urn is lidded. Any character that places 50gp into the urn and closes the lid finds that the gold pieces disappear, donated to the deity that this urn originated from. For the next hour, the individual is under the effects of the *bleed* spell. An individual can benefit from this effect only once per day.

### DRAGONFALL HORN

*Wondrous item, rare (requires attunement)*

A creature attuned to the dragonfall horn can use an action to blow a stunning blast from the instrument and cast the *earthbind* spell (DC 20) from it. The horn can't be used this way again until the next dawn.

Dragons have disadvantage on the saving throw against this spell. For the purpose of this item, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

### HAMMER OF TYR

*Weapon (warhammer), legendary (requires attunement by a cleric or paladin of Tyr)*

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the thrown property with a normal range of 20 feet and a long range of 60 feet. Immediately after making a ranged attack with this weapon, it flies back to your hand.

When you hit with an attack using this weapon, it deals an extra 2d6 radiant damage or, if the target is undead, 4d6 radiant damage.

The weapon has 10 charges. While holding it, you can use an action to expend one or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *cure wounds* (1 charge per spell level, up to 4th), *daylight* (3 charges), *lesser restoration* (2 charges), *heal* (6 charges), *mass cure wounds* (5 charges), *sunbeam* (6 charges).

The weapon regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, and returns to the hands of Tyr.



## REFERENCE PAGE

Acolyte (MM, p342)  
Antimagic Field (PHB, p213+)  
Bandit Captain (MM, p344)  
Banishing Smite (PHB, p216)  
Bard (PHB, p 51+)  
Blackguard (VGtM, p211)  
Blade Barrier (PHB, p218)  
Blessed Urn (Appendix B)  
Blinded (PHB, p290)  
Book of Exalted Deeds (DMG, p222)  
Cat (MM, p320)  
Canaith Mandolin (DMG, p176)  
Clairvoyance (PHB, p222)  
Commoners (MM, p345)  
Crystal Ball of Mind Reading (DMG, p159)  
Decanter of Endless Water (DMG, p161)  
Dispel Magic (PHB, p234)  
Dragonfall Horn (Appendix B)  
Find Traps (PHB, p241)  
Fireball (PHB, p241+)  
Glyph of Warding (PHB, p245+)  
Ghost (MM, p147)  
Guardian of Faith (PHB, p246+)  
Hallow (PHB, p149)  
Hammer of Tyr (Appendix B)  
Heal (PHB, p250)  
High Theocrat Euphemia Goldengage (Appendix A)  
Holy Hounds (Appendix A)  
Imp (MM, p76)  
Infernal Calling (XGtE, p158)  
Invisibility (PHB, p254)  
Knight (MM, p347)  
Master Thief (VGtM, p126)  
Necklace of Fireballs (DMG, p182)  
Noble (MM, p348)  
Ollamh Harp (DMG, p176)  
Planetar (Angel) (MM, p17)  
Plate Armour +2 (DMG, p152)  
Pipes of the Sewers (DMG, p185)  
Potion of Animal Friendship (DMG, p187)  
Potion of Speed (DMG, p188)  
Potion of Supreme Healing (DMG, p187+)  
Potion of Vitality (DMG, p188)  
Prayer of Healing (PHB, p267)  
Priest (MM, p348)  
Rakshasa (MM, p257)  
Scrying (PHB, p273)  
Stone Angel (Appendix A)  
Stone of Good Luck (DMG, p205)  
Summon Greater Demons (XGtE, p168+)  
Summon Lesser Demons (XGtE, p167)  
Swarm of Rats (MM, p339)  
Symbol (PHB, p280)  
Theocratic Paladin (Appendix A)  
Thunderwave (PHB, p282+)  
Toll the Dead (XGtE, p169)  
Wings of Flying (DMG, p214)  
Zone of Truth (PHB, p289)