

# The Missing Idol



A 4 hour adventure for 3-6 players of level 9.  
by Radulf St. Germain  
and Darth Asparagus (Artist)



# Summary

Impiltur is a nation besieged by demon cults as well as aquatic raiders from the Sea of Fallen Stars in the service of the Aboleth Sovereignty. However, besides the members of the High Council, it is the many priests and clerics of the numerous temples that help to keep the threat at bay. Now, the aberrations of the sea have come up with a new plan to weaken the human defenders – send a raiding party deep into enemy territory and kill as many divine spellcasters as possible! Riding a giant flood wave, the marauders have crushed an important temple of Torm and now an important religious idol as well as the daughter of the high priest are missing. However, not all is as it seems in a country of multiple conspiracies and threats and it is up to be player characters to prevent a further escalation of the situation.

## The Beginning

### Customization

You might want to customize the adventure to better suit your players or their characters. Given below are a few options that you can use plus a default value if you do not wish to customize.

**Raided Temple:** Since the adventure is set in Impiltur, the raided temple is probably dedicated to Tyr, Torm and/or Ilmater.

However, you can choose the religion of one of your characters to increase the personal buy-in.

**The Idol:** The statue stolen in the temple has strong healing magic. Maybe one of the characters was healed from a life-threatening disease by its magic in the past.

### Getting the Party Involved

There are several ways to get the party involved:

**Using PC Backgrounds:** You can change the god worshipped in the sacked temple to the deity of a cleric or paladin in your group. A messenger from the god appears in the character's dreams and stresses the importance of recovering the idol.

**Chance:** While travelling, the party sees a giant wave spilling inland and shortly after smoke

rising from the sacked temple. When they investigate, they will find out the basic facts from witnesses.

**Working for the Mayor of Shallow Bay:** The mayor of Shallow Bay has heard about the raid on the temple and the theft of the idol. Since the idol is highly revered, he fears a steep decline of morale in the city and orders the party to recover it.

## What the Party Knows

The party is given the following information by their patron or can find it out from witnesses.

**Temple Background:** The temple is operated by Sagar, an elderly priest who adopted a young girl and a boy raised them as his own children. The two are now aged around 20.

**Amanda enjoys a "turbulent" reputation** (people either disapprove of her or vehemently defend her). **Kay is said to be "touched by the gods". He is friendly but rather simple in the head. However, many people claim that he can work miracles.** By default, the temple is dedicated to the triad worshipped in Impiltur but you might want to customize it for your party.

**Kuo-Toa Flood Wave Raid:** Recently (last night, or 5 days ago, depending on the characters' entry into the story), a giant wave hit the temple which is normally too far away to be affected by the sea. The wave disrupted the temple security and carried a raiding party of Kuo-Toa into the premises. The fishermen started killing and defiling immediately. Early on, the priest was knocked out. **When he woke up again, he found the idol stolen, and his son and daughter missing.**

**Stolen Idol:** The temple contained the statue of a local saint of the faith. St. Gantil was a known healer and the statue contains a shard of his soul. Those who touch the statue and are divine spellcasters of the same faith can heal any disease in a single person once per week without expending a spell slot.

**Fate of the Children:** **Kay and Amanda are missing, presumably abducted by the fishermen.**

## What Really Happened

The Kuo-Toa were sent by their Aboleth masters to destroy as many temples as possible. The first temple was chosen for its divine properties but was only one target among many. However, the raiders did not steal the idol (an item they were not really aware of). In fact, the raid was a demon-sent

gift for another sinister force that had long been interested in the idol. Amanda, the adopted daughter of the priest had always been the black sheep in the family. The cause of good was abhorrent to her and she started to consort with demons at an early age. For years the demons have been whispering into her ear that she should secretly remove the idol from the temple for a ritual to turn its powers to evil. Also, she would need a pure soul as a sacrifice and it was clear to her early on that her child-like brother would be a perfect candidate. Naturally, the task proved to be impossible – until the temple was attacked and the perfect cover was created!

When the monsters from the deep attacked, Amanda knocked her brother out, took her cultist equipment and fled to her cult's secret hide-out. However, her brother's divine gifts allow him to send subtle messages to those who search for the idol putting the heroes on Amanda's trail.

## The Temple Site

If the party decides to spend some time investigating the temple site, let them make an appropriate check (Investigation, Perception, Insight, depending on the type of action they are taking) to find out more about what happened. What they find out depends on how good they rolled. If you feel that a certain action would not reveal the given fact, move one down in the table or alter according to your judgement. It is not crucial for their enjoyment of the adventure that the players receive this information.

**Basic Information (Roll of 7 or less):** The attackers seemed to be intent on defiling the temple as many religious symbols have been damaged. One attacker was killed. If questioned with *Speak with Dead*, the corpse reveals that it was slain by Amanda, who was carrying away the unconscious Kay. Note that the attacker will be unwilling to help the party with catching her raiding party, so she will answer no questions that would help this task.

**Average Information (Roll of 8 to 15):** Kay's room is damaged by combat but there are no signs of struggle in Amanda's room. The attackers seemed to be intent on defiling the temple as many religious symbols have been damaged. One attacker was killed, his wound looks quite nasty. If questioned with *Speak with Dead*, the corpse reveals that it was slain by Amanda. It can also describe that she was

slain with a serrated dagger that was covered by strange runes. (If the player's come up with some plausible means to identify the runes, they will turn out to be vile prayers written in Abyssal.)

**Good Information (Roll of 16+):** As above but the party also finds that there is a hidden compartment in Amanda's room. The compartment is empty but there is a faint residue of necromantic energy that registers with *Detect Magic*. (The compartment was used by Amanda to store her ritual cultist items.) Also, while the attacks seemed to be intent to destroy all religious symbols, there is no damage near the place where the missing idol stood.

## The Chase

If the party tries to chase down the marauders, they will have to find clues and act quickly to avoid further atrocities in the country-side. The marauders move from temple to temple, fully intent on weakening the influence of the gods in Impiltur.

The success of the chase is a result of the speed with which the marauders move, party speed and successful investigation. For the sake of complexity, the details of the chase are handled abstractly, although the DM is encouraged to embellish them with good storytelling.

If the players profess a specific interest in the fate of Amanda and start to look for her tracks specifically, let them make an appropriate check against DC 20. If they make the check, they will find out that Amanda's tracks are separate from those of the raiders. They will be able to follow these tracks to reach the keep where Amanda is hiding (see page 7).

## Hunting the Marauders

The party can take a series of actions to close in on the fishmen which are described below. If you feel the players take a particularly clever approach, you can grant advantage on the roll, if you feel their approach is inferior or circumstances act against them, grant disadvantage. The heroes need three successes (DC: 13) to catch up with the enemy. After each roll (successful or not) they will reach a new waypoint.

## Possible Actions

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**Asking people (Diplomacy):** Eyewitness tell the party where they saw strange lights or bizarre creatures. These testimonies lead the character's to the next temple that the fishmen violated.

**Discovering tracks (Investigation, Perception):** The PCs discover lost loot, tracks etc. that help them track down the enemy.

There are many actions which grant advantage. Many of these are derived from good ideas of the players. The party realizes that the marauders concentrate on temples and shrines and focus their attention on those sites. Also, there are some spells which might help in the search.

## Intelligence Gathering Spells

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**Arcane Eye (Lv 4).** The range of this spell is too short to provide anything but short-range scouting.

**Augury (Lv 2).** Augury judges the result of a particular action and is thus too fine-grained to be of any use in the chase.

**Claivoyance (Lv 3).** This spell can be honed to known or obvious locations within a mile. Thus, it will probably not help in the search but might help to prepare the assault on the raiders once their location is more or less clear.

**Commune (Lv 5).** This spell allows the party to ask a few yes/no questions to their deity. The spell is useful in a hunt in that certain places can be ruled out ("Have the raiders visited town X?") or routes chosen can be identified ("Have the raiders gone left at this intersection?"). If the questions are chosen wisely, advantage should be granted on the roll to follow the raiders. In extreme cases, you might even grant one or more automatic successes. However, bear in mind that the deity does know the future course of the raiders or their goals.

**Commune with Nature (Lv 5).** This spell can be useful to understand the overall layout of the area (water, terrain, buildings) as well as powerful celestials, fey, fiends, elementals, or undead as well as influences from other planes of existence. This means that they cannot detect the presence of the fishmen (who are none of the above) but will sense the presence of powerful fiends (Amanda and friends).

**Contact Other Plane (Lv 5).** The caster get five one-word answers which can go beyond yes or no but which do not reveal concrete places.

This makes it slightly more effective than commune. If the questions are chosen wisely, advantage should be granted on the roll to follow the raiders. In extreme cases, you might even grant one or more automatic successes. However, bear in mind that the deity does know the future course of the raiders or their goals.

**Detect Thoughts (Lv 2).** The short range makes the spell useless unless the players want to extract secrets from somebody there are talking to. The spell might be interesting when they want to interrogate the fishmen about the idol.

**Legend Lore (Lv 5).** The spell provides the lore and legends surrounding a particular person, place, or object. This includes secret lore. **The caster will know that the stolen idol is coveted by demon cults and there have been many attempts to steal it over the last 500 years.**

**Locate Creature (Lv 4).** The PCs can get the general direction of a creature they have seen before within 1'000 feet or of the nearest creature of that type. Again, the spell could be quite useful to speed things up at the end of the chase. It could grant advantage on the last roll during the hunt or help the party to gain surprise.

**Locate Animals or Plants (Lv 2).** Since the raiders are not associated with animals or plants, this spell has no use.

**Locate Object (Lv 2).** The PCs can get the general direction of the idol (if they have seen it before) or a similar type of idol (otherwise). However, the range of 1'000 feet makes it unlikely that the spell will have any effect, except as a confirmation that they are getting close. In this case, the spell results might actually confuse the players when it states that the idol is not with the raiding party!

**Scrying (Lv 5).** This spell can be used to find out about the actions and plans of the fishmen. However, they gain a +5 on their Will save since the characters are only have heard of them and have never seen them. If the caster speaks Deep Speech (possibly via *Comprehend Languages*), he might hear how the fishmen discuss their next target, which grants advantage on the skill check (or even automatic success, if you like).

**Speak with Animals (Lv 1).** The party has additional witnesses they can talk to, which grants them advantage on their skill check.

**Speak with Dead (Lv 3).** There will be many dead to speak to. Since they were victims of the fishmen, they will be willing to help the

party and provide some basic information (advantage on skill check.)

**Speak with Plants (Lv 3).** The plants will be less helpful than animals but you can still grant advantage on the skill check.

**True Seeing (Lv 6).** Since there are no illusions or other deceptions in place, this spell will not provide any benefit.

**Zone of Truth (Lv 2).** This spell can be used by paranoid PCs to ensure that witnesses are speaking the truth. However, since nobody is interested in lying to the PCs, the spell will not be useful in this context.

## Failing to Catch Up

If the players fail one of their rolls, consult the table below to describe why and how they failed.

D6	Effect
1-2	Party gets lost and ends up in the wrong place
3-4	For some reason (bad weather, road blocked by herd of animal), the party is slowed down.
5	Difficult terrain. The party can turn this into a success if they do a forced march. (Constitution save vs. 10 or gain a level of fatigue)
6	Accident (landslide, falling tree, pothole) incapacitates a horse. Unless the players use healing magic or get a new horse, they do all future checks in this chase with disadvantage.

## Signals of the Sainly Brother

For her plans to corrupt the idol, Amanda needs to sacrifice an innocent soul to her demonic master. Early on, she has decided that her brother Kay would be perfect, especially since she always despised him.

However, she underestimated his mystical powers. Subconsciously, Kay is sending out messages to those who search for the idol or follow the raiders. However, Kay's powers are mysterious and intuitive rather than the logical magic of spellcasters, so the messages are conveyed subtly. This means that the messages are somewhat cryptic in the beginning. How the party reacts to these messages is up to them. However, as soon as they start to follow

the clues, they will find more concrete signs to follow and will reach the site where Amanda performs her ritual rather quickly. Whether to stop hunting the Kuo-Toa is also a moral decision: If the party stops following the fishmen, they will destroy 1d6 temples and shrines before the party can pick up their trail again.

## Waypoints

The marauders are tasked with sacking small country-side shrines. The earlier the party stops the fishmen, the less damage they deal. For each waypoint, the players reach, pick one the temples below (ideally in the given order). For the waypoint where the heroes catch up with the Kuo-Toa, use the Fortress Shrine of Tyr, which is described in more detail and has a map.

### Tower of Tyr

This former guard tower is now a temple to Tyr with rather improvised facilities. The local priest (Alton Gray) is a young man with an eye patch, strong insistence on tradition and a complete lack of humor. Roll on the Curious Circumstances table to flesh out this encounter.

**Hidden Signal:** When the party follows the clues gathered (which lead them south), all the road signs they pass show the word "north".

### Hidden Fane of Shar

The raiders have attacked a farmhouse, which houses a secret fane of Shar. The altar was hidden under a hidden trap-door, which is now torn open. The raven-haired local priestess (Tamara Sickle) is a calculating and vengeful person. Roll on the Curious Circumstances table to flesh out this encounter, using two dice and choosing the lower result.

**Hidden Signal:** The party finds a torn-up book in the farm house. The pages are covered with the repetition of one word – "Amanda".

### Monument of Torm

This open shrine with its mighty statue of Torm is visible from far away. There is little devastation here except for the altar which has been defiled. The shrine is made of white marble and adorned with lions and chivalric symbols. The local priest is a young man called Dimas Lionbrave, who rescued (or tried to rescue) a few peasants and had to leave the

shrine as a result. If he survived, he is currently working on repairing the altar. Roll on the Curious Circumstances table to flesh out this encounter.

**Hidden Signal:** At a cross-road, there are two road-signs. The one pointing in the direction the party is following reads "fishmen". The other (pointing north) says "Amanda".

### Chapel of Ilmater

A small chapel dedicated to Ilmater. The local priest, Darwin Twillmantle, is an old Halfling with a gray skullcap and a tear tattooed under his left eye. Twillmantle is kind and helps the poor and suffering at great expense to his own health. Roll on the Curious Circumstances table to flesh out this encounter, using two dice and choosing the higher result.

**Hidden Signal:** The last hidden signal to the heroes is a small strip of leather with a castle branded onto it. Amanda's face can be seen looming over the building. Locals can identify the castle as the ruins where Amanda is hiding.

### Further Temples

Should the party not have caught up by now, roll twice on the table below to determine the features of further temples. There will be no more hidden signals.

D6	Deity	Remarkable Feature
1	Tyr	Attached graveyard
2	Torm	Built into flank of large rock
3	Ilmater	Illuminated by eternal flame
4	Triad (Tyr, Torm and Ilmater)	Two old priests that resent and blame each other for the raid
5	Torm	Attached hospice
6	Ilmater	Built on the ruins of another temple.

### Curious Circumstances

D10	Curious Circumstances
1	All dead (disadvantage if using diplomacy to reach the next waypoint).

2	One survivor is hiding (Perception DC: 12), will not come out unless found.
3	Initial attitude of the defenders is hostile as they are afraid that the party are robbers which want to take advantage of the weakened defenders.
4	A carrion crawler has been attracted by the dead and the survivors have barred the door to be safe from the creature.
5	The heroes meet an old acquaintance, e.g. an NPC from their background or a previous adventure. (If no suitable NPC exists, treat this as a roll of 6.)
6	1d10 locals with horses offer their help in the search. They are not good fighters but if the players come up with a good story how to use these volunteers in the search, they might get advantage on their next skill check in the chase.
7	Roll twice and combine effects.
8	The attack has drawn other witnesses (travelling traders, a carnival etc.). These people did not dare to help but saw the direction into which the attackers disappeared. (Advantage on next skill check in the chase.)
9	The defenders were able to drive off the attacker and capture one of the raiders, a young Kuo-Toa warrior. (The party can use Intimidation with advantage to reach next waypoint or use various spells on the creature.)
10	Defenders have a friendly attitude towards the party. The grateful priest/priestess provides 1d3 healing potions for the heroes.

### The Kuo-Toa Marauders

When the players have successfully passed three checks, the next waypoint will be a fortress shrine of Tyr where the raiders are currently located. The fishmen have just defeated the local priest and her acolytes. If they spot the party in time (see below), they

will take up defensive positions within the fortress shrine. If not, they will be distracted and the party has advantage on the stealth check required to surprise them.

## Kuo-Toa Preparation

Somewhere during the chase, one of the Kuo-Toa archpriests will cast *Divination* to determine whether they are being followed. The spell will only reveal the existence of the PCs but not more. Using *Scrying*, the priest will then try to determine the whereabouts of the party and their goals. The character who is target of the spell will gain +5 on his saving throw since the Kuo-Toa does not know anything about him/her. Depending on what the fishmen find out this way, they might prepare an ambush for the party.

## Marauder Forces

The size of the surviving marauder forces depends on the size of the party.

To allow scaling the adventure to different party sizes, the size of the marauder force depends on the total number of characters in play. Additionally, if you favor a “kick in the door” style of play you can do the following: Should the party have split up to follow both the clues and the trail of the fishmen, adjust the encounter accordingly. For example, if three characters went after the demon cult the remaining three face a smaller force of fishmen.

3 Players	1 Kuo-Toa Archpriest, 2 Kuo-Toa, Whips, 3 Kuo-Toa
4 Players	2 Kuo-Toa Archpriests, 3 Kuo-Toa
5-6 Players	1 Kuo-Toa Archpriest, 2 Chuul, 3 Kuo-Toa

## Tactics

The Kuo-Toa will try to use the temple as defensible position. If there is time, the priests cast *Spirit Guardians* and *Spiritual Weapon* in advance.

## Treasure

The Kou-Toa carry the following items of value: A weapon +1 suitable for the tastes of one of your PCs, Oil of Etherealness as well as 2 diadems depicting unholy rites (can be sold at material value of 250 gp).

## The Stolen Idol

The Kuo-Toa do not have the relic and will state that the daughter took it and ran away with it during the confusion of the combat. She killed one female warrior and incapacitated the whip who tried to stop her. The raiders were not able to catch up with her but did not see the need to do so.

If the fishmen are all slain, the party might be puzzled by the fact that neither Amanda nor the idol are to be found. In this case, it would be good to drop a very direct hint in the form of an astral projection of Kay that pleads for help before his soul is consumed.

If it suits your style of play, you can also rule that the party never finds out about the idol. Amanda will perform her ritual and return it to the hands of the priesthood. It will work its evil afterwards. (See below for more explanation on the idol and its corruption.)

## Amanda and the Idol

In order to retrieve the idol, the party will have to trace down Amanda, who has hidden in the ruins of an old fort. If they follow the secret signs left by Kay, they will arrive at the fort. **It would be most dramatic to interrupt the ritual performed to corrupt the idol. However, if the party was very slow, it might be that the ritual is already done, Kay is dead, and the idol is resting in a corner while the cult celebrates its corruption.**

## Hints that Something is Wrong

There are several clues which point to the fact that Amanda is not a nice person even before the party finds that the Kuo-Toa did not steal the idol. The party can find out about this information by asking people who frequented the temple.

**Amanda's personality.** The daughter is not well-liked. She spent some time with never-dowells and is accused of being mean to old people when nobody was looking. Others believe people were jealous of her good looks and dismiss these stories. (These people fell victim to her manipulative personality.)

**Relationship of Amanda and Kay.** Amanda seemed to be jealous of her brother, who was well-liked despite his disabilities.

**Witnesses along the road.** Nobody has seen the daughter with the raiding party and will be

surprised if the party asks about a young woman and man.

## The Ritual

Amanda has long planned the corruption of the idol and thus was able to quickly assemble her followers at the ruins of the Fallen Keep. As a first step, she has conjured a series of demons in the service (or in some cases pay) of her master. The demon worshippers plan a ritual to defile the idol (see below for the effect of this desecration). The following creatures are present at the castle when the party arrives.

3 Players	2 succubi, Amanda, 2 Cultists
4 Players	1 succubus, Amanda, one night hag, 2 cultists
5-6 Players	1 succubus, Amanda, 2 mezzoloths, 2 cultists

As the master worshipped by the cultists you can pick a demon lord you like or that you feel is appropriate to the party's history.

Demon Lord	Trappings/Effects
Baphomet	Amanda has bloodshot eyes and wears a horned cap. When she dodges, she can make an immediate pact blade attack against her attacker.
Dagon	Amanda looks wears a robe of fish scales. She fights with a trident. Her Abyssal blast causes one level of fatigue to those who fail the saving throw as water fills their lungs. However, once a target has gained one level of fatigue this way, successive blasts will not cause additional fatigue.
Demogorgon	Amanda's blast deals psychic damage as insane ideas flood the victims' brains.

Fraz-Urb'luu	Amanda can create three illusionary copies of herself once per combat as bonus action – same as the spell <i>Mirror Image</i>
Graz'zt	The cultists are young and sensual people and especially Amanda looks really appealing in her revealing gowns. She can use charm once per combat (save DC 15).
Jubilex/Zuggtmoy	Amanda's pact blade looks like a piece of bone growing from a handle of mold and fungus. Those hit by it suffer an additional 3 (1d6) poison damage.
Kostchtchie	Amanda looks like an ice queen. Amanda can chose whether her aura and blast deal necrotic or cold damage.
Orcus	Amanda wears robes made of flayed human skin. She has resistance to non-magical slashing, piercing and bludgeoning damage.
Yeenoghu	Amanda has bloodshot eyes and wears a hyena-head as a hood. She can attack three times with her multi-attack.

## Amanda

Amanda is the leader of her cult cell. She is a human with some magical powers granted by her pact.

**Armor Class:** 14 (Leather Armor)

**Hit Points:** 80

**Speed:** 30 ft.

**Stats:** Str: 8 (-1), Dex: 17 (+3), Con: 13 (+1), Int: 15 (+2), Wis: 12 (+1), Cha: 18 (+4)

**Skills:** Deception +8, Insight +5, Perception +5, Persuasion +8, Arcana +6

**Senses:** Passive perception 15

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

**Damage Resistances (with Armor of the Abyss):** cold, fire, lightning, poison, necrotic

**Languages:** Common, Abyssal

**Armor of the Abyss.** As a bonus action, Amanda can activate a dark swirling aura of demonic apparitions which a radius of 5 feet. Anybody within the aura suffers 13 (3d8) points of necrotic damage. Furthermore, the armor grants the damage resistances listed above. The armor can be dispelled or be prevented by a counterspell. In this case, the armor cannot be used again for 1d10 turns.

Actions:

**Multi-Attack.** Amanda can attack twice with her pact blade.

**Pact Blade.** Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 9 points (1d6+3) of slashing damage.

**Abyssal Blast.** Ranged spell attack, cone 25 feet. All targets must make a Dexterity Save vs. 16 or suffer 20 (3d10+4) points of necrotic damage. The Abyssal blast can only be used every other turn.

**Ethereal Step.** Amanda can move 60 feet through the Ethereal plane. She will be non-ethereal at the end of the action.

Reaction:

**Dodge.** When attacked, Amanda can increase her AC against that attacker by 2 after the original result of the attack roll has been announced.

## Treasure

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Amanda has a flask with Oil of Etherealness in her bag (which she does not carry in combat). There is a total of 150 gp in the war chest of Amanda and her followers.

## The Defiled Idol

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By the time the party arrives, the idol might or might not have been defiled. For story-diven play, consider the following options: If you like heroic play, the heroes will prevent the plan just in time. If you like drama, they might take the defiled idol back to the priesthood without knowing anything about the evil it will cause.

If you like a more simulationist approach, you can assume that the idol will be defiled 2 days after the attack on the temple. The cult will stay hidden in the fort for another 5 days (to make sure the fishmen are killed by somebody else). Afterwards, Amanda will return the idol to the priesthood, claiming to have saved it from the Kuo-Toa. According to her story, Kay died covering her escape.

**Effect of defilement.** The demon master of Amanda will imbue the idol with a host of demons. Each time the idol is used to heal somebody, that person will become possessed by a demon and will work to further the goals of the cult. Of course demons lack the discipline of devils so at some point a demon will do something evil just for fun and inadvertently point the church to this plot.

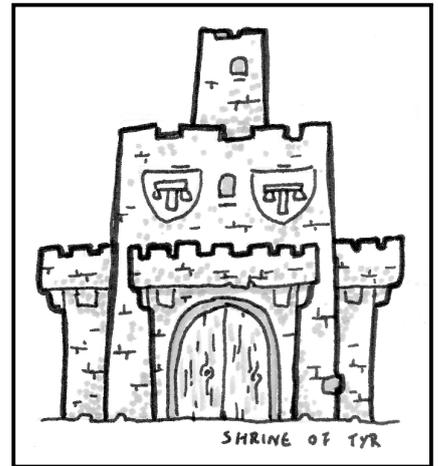
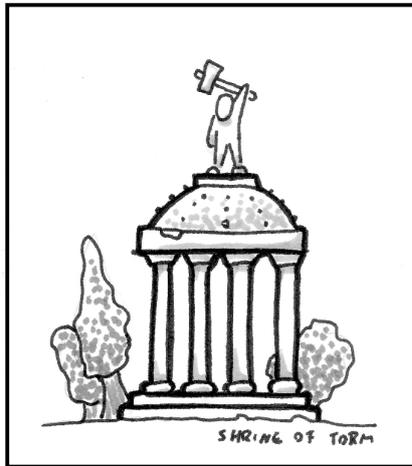
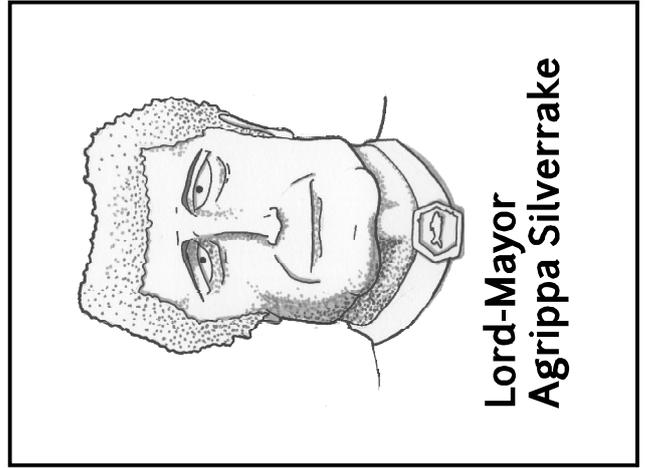
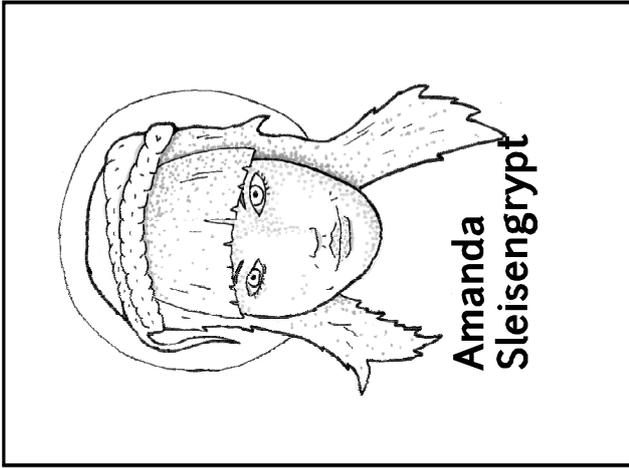
## Wrap-Up

Depending on the players actions, there will be repercussions for the future.

**Defeat of the fishmen.** If the Kuo-Toa are not stopped, they will destroy as many temples as the can. The lack of priests will seriously hinder the defense of the coast in the future.

**Defeat of the cult.** Killing Amanda and her cultists will weaken demonic activity near Shallow Bay. On the other hand, if Amanda escapes, she will vow revenge against the party.

**Recovery of the idol.** The idol will be put into another temple if returned to the church. The players will be rewarded with 2'000 gp and the promise that they can always get free healing in the local temples of Torm. If the idol was corrupted, the demon cult in Shallow Bay will gain in strength due to its new members. You could actually run a full adventure detailing the consequences of the desecration.



# Fallen Keep

Formerly known as Stalwart Keep and used as residence by an order of paladins, the keep has lain in ruins ever since it was destroyed by plague ghouls in the chaos after the Spellplague.



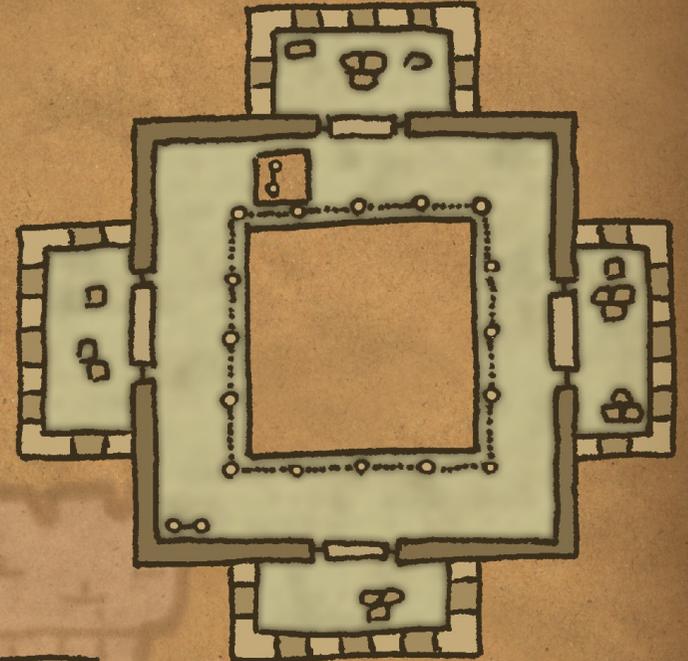
# Fortified Shrine of Tyr



Level 1



Level 3



Level 2

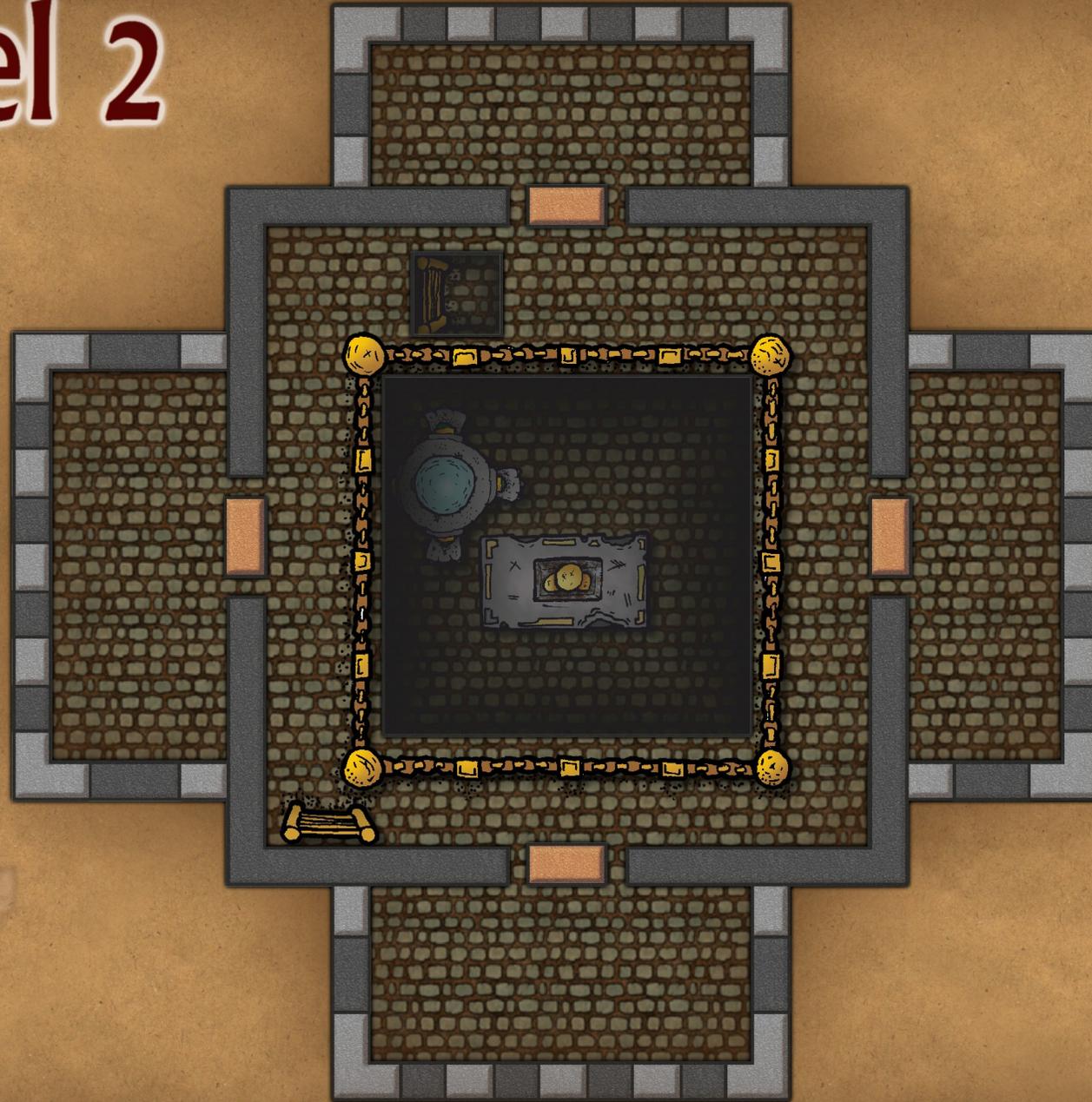
Level 4



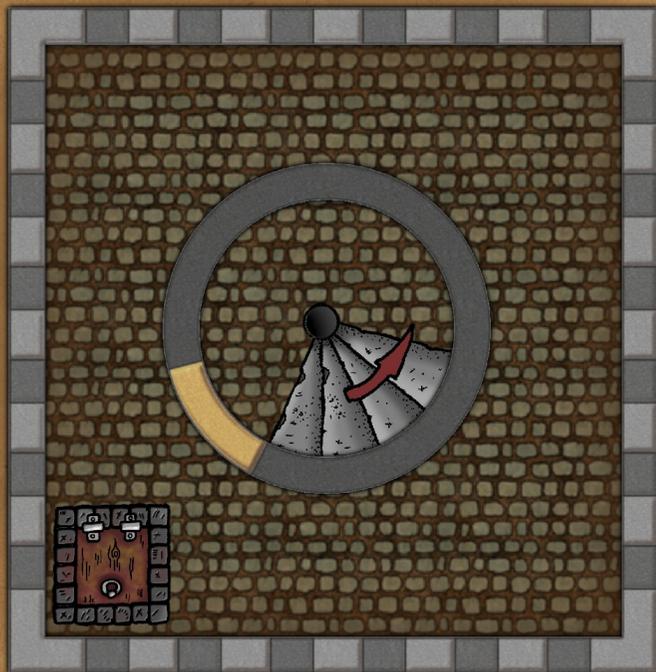
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# Level 2



# Level 3 and 4



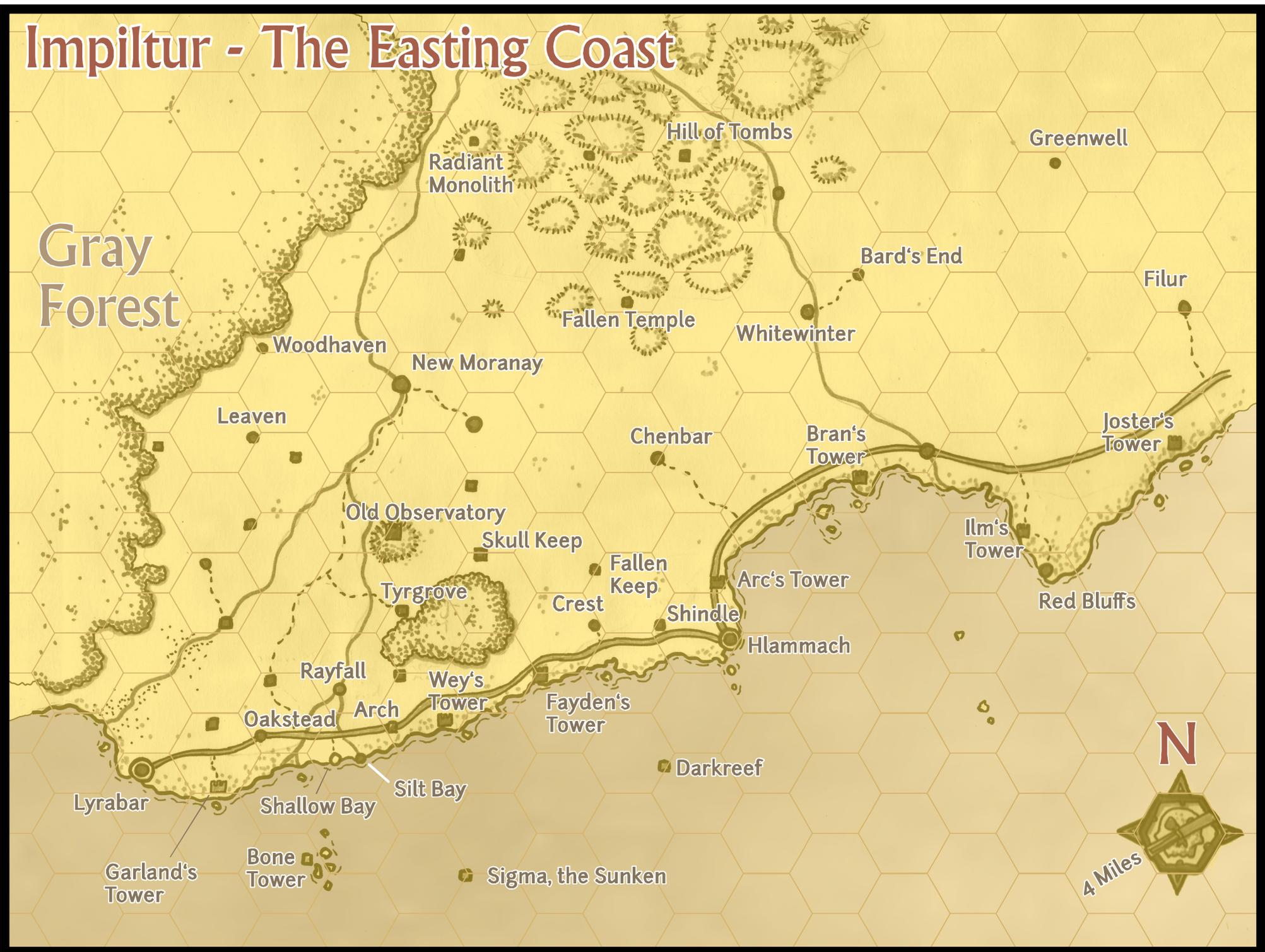
Level 3



Level 4

# Impiltur - The Easting Coast

Gray Forest



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4 Miles