



THE TEMPLE OF LIFE AND DECAY

CONOR MOLLOY

**A dungeon crawl through a forgotten temple
for 5th level characters**

CREDITS

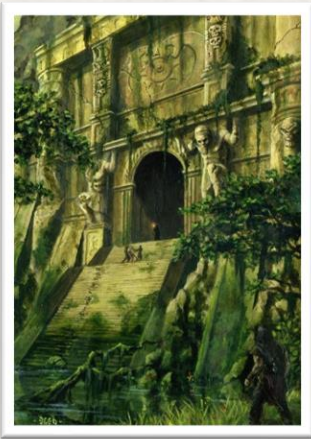
Designer: Conor Molloy

Battle Map Designer: Conor Molloy

Template: [Simple Microsoft Word Template](#) by Laura Hirsbrunner

Cover Illustrator: Nordheimer

Playtesters: John Butcher, George Butcher, Frankie Bainton & Jonas Garley



ON THE COVER

This image of hobgoblins bringing a victim into the temple was drawn by [Nordheimer](#).

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INTRODUCTION

A 5th level dungeon that can be inserted into any adventure, this temple is designed to be an old-school dungeon crawl where the characters will be challenged with many small encounters and so resource management is a priority.

Deep in the ancient Teake forest, hollowed out of the side of a cliff, lies a temple dedicated to two twin spirits of nature, Ketra and Keylen. What was once a busy place of worship now lies mostly abandoned, it's carved halls overgrown with moss and mold.

Always creatures of opportunity, a roving band of goblinfolk found the temple empty and made it their home, but their antics and dark actions have resulted in an imbalance between the spirits. Ketra, the spirit of life and vitality, has found her presence weakened while Keylen, the spirit of death and decay, has grown stronger by the day.

Now the surrounding forest has felt this imbalance and has become a menacing place – but hope is not lost. Should a band of adventurers succeed in restoring balance then the forest can bloom and prosper once more!

DESCRIPTIVE BULLET POINTS

This product uses descriptive bullet points to help DMs parse information the first time the players enter a new area.

- *Text that is in italics like this can be read aloud or paraphrased to the players.*
- (Text in parentheses like this contains information that is likely hidden from the characters when they first enter the area.)

ABBREVIATIONS

The following abbreviations appear in this module:

- AC = Armor Class
- DC = Difficulty Class
- XP = experience points
- pp = platinum piece(s)
- gp = gold piece(s)
- sp = silver piece(s)
- cp = copper piece(s)
- NPC = nonplayer character
- DM = Dungeon Master

USING THIS ADVENTURE (HOOKS)

Most locals have heard tales of the local temple – long since abandoned, it was once a lush and vibrant space dedicated to two twin spirits of nature, Ketra and Keylen. The townspeople used to present offerings which kept their fields fertile, but over time the old ways were forgotten. Nowadays, many have noticed how fields that were once bountiful lie barren, and goblinfolk have begun emerging from the Teake Forest to loot and pillage what they can.

A disgruntled farmer could approach the party, telling them that their crops won't grow anymore, and they believe the temple is the cause of this.

A raid by goblins and hobgoblins could attack a town the party are staying at, causing the captain of the guard to offer them a reward if they clear them out of the temple.

The imbalance of spirits in the temple could be causing nature to act oddly in the surrounding area – trees and plants are dying quickly while the animals are rotting even while alive. A local druid could approach the party worried about these events and imploring them to investigate.

TEMPLE FEATURES

- The temple contains four floors carved into the cliff. Rooms are typically 15 feet high with 8-foot-high doorways connecting them. However, the entrance hall and central rooms are 50 feet high.
- The temple is lined with torches, but these have not been lit in a long time – the goblins and hobgoblins rely on their darkvision to navigate. The rooms of the temple are dark unless noted otherwise.
- The Temple has been carved out of stone, resulting in solid stone walls. Those that border two rooms have AC 17, 30 hit points and immunity to poison and psychic damage.
- Unless specified, the doors of the temple are made of wood. Doors have AC 15, 27 hit points, and immunity to poison and psychic damage.

MAPS OF THE TEMPLE

The four maps on the following pages correspond to the four floors of the temple. Each room of the map is coded with a letter and a number (e.g. A1) to provide a reference for the DM to learn more about the room.



CHAPTER 1 – THE APPROACH

THE TEAKE FOREST

The Teake forest is ancient – many of the trees and plant growth that reside here have been growing for centuries, providing a bountiful space for the fauna that live amongst its trunks and roots.

However, the recent imbalance between the spirits of the forest have resulted in a more hostile atmosphere, made especially dangerous by the presence of the goblinfolk that now hunt amongst the trees.

The deeper in you go, the more ominous it becomes. The trees, ancient, huge and once mighty, have taken a sinister shape, their branches twisting into unnatural shapes. Bird song becomes rarer, and a unsettling gloom becomes ever-present, even during the daytime hours. The faint smell of sickly decay begins to become noticeable, and dark reddish sludge can be noticed growing on some the vegetation. The few creatures that live this deep in are all predators who will rarely let a meal go. This stage of the journey becomes notably dangerous for the unprepared.

- **Goblins riding dire wolves** are present in the forest, hunting for prey to bring back to the temple. They have a passive perception of 14 and will actively chase the party if they find them. Should they find the fight tougher than anticipated, they will flee back to the temple to alert the other goblins.
- **Giant spiders** live in the forest waiting to ensnare unaware travelers. They have buried into the roots of the trees and covered the burrow in a mix of leaves and web, much like funnel web spiders. A passive perception check of 15 alerts players to these traps, otherwise they will have to deal with a surprise attack.
- At some point in the journey, the players see a stag in a clearing, making a ruckus and occasionally kicking out or rolling its head, unsteady on its feet. If they kill it & open it up, they find it full of purple worms – shortly after they kill it, the body starts twitching and gets up by itself and will run off.

THE OUTSIDE OF THE TEMPLE

The Teake Forest Temple is a huge building carved into the face of a small cliff – overgrown with ivy, the yellowish rock used to carve it out is barely visible under the greenery.

Multiple statues stand either side of the entrance, mostly worn away by the elements, but a couple still stand and are recognizable – a deer-like shape, a leg missing, a bear, its head missing from its gigantic body – however these statues have been graffitied and modified by its new inhabitants, with eyes removed, heads swapped around & skulls and heads attached to them, some still rotting.

ALTERNATIVE ENTRANCES

While the most obvious approach to the temple is the front entrance, more curious players (or players exiting and wishing to approach from another angle) will have more options on how to approach the temple.

THE AQUEDUCT ENTRANCE

- A successful DC12 wisdom check with perception of the area near the entrance reveals that a slight path has been trodden into vegetation leading away from the temple.
- Following it for 50 feet will reveal a well-carved low hanging tunnel in the side of the cliffside, hidden by bushes that obscure it from view.
- There is a rusted grate barring entrance to this tunnel, but close inspection reveals it can be easily removed. This tunnel leads to the refuse pit at the bottom of the temple (this can be found in Chapter 3, room B1).

CLIMBING THE CLIFFS

- Should the party learn that the roof of the temple is hollow and try to scale the cliff, they can be presented with a choice on how to approach this. There are three routes up the side of the cliffs – the recommended situations can be used for each route, or you can roll on the table if you'd prefer.
- **Climbing the statues next to the entrance of the temple:** this route is the quickest & easiest – there are plenty of holds to help up the adventurers, but it is in the open and the party may be spotted by returning hobgoblins. (1, 2, 3)
- **Climbing a bit further away from the entrance:** about 60ft away from the entrance, the character can see a couple of ledges & easier sections of the climb, but they get the feeling they're in for a challenge (6, 3, 2, 4)
- **Climbing amongst the ivy/tufts growing along the cliff face:** the characters can see that this would be the stealthiest way to get to the top of the cliff, but it looks like a challenging climb, with lots of overhangs and little space to rest (5, 4, 2, 3)

Failing to succeed on a roll does not necessarily result in the character falling off the cliff. There are ledges along the routes and opportunities for them to grab onto holds as they fall, which should be considered instead of putting them back at the beginning of the challenge.

d8 Result

- 1 The statues offer an easy series of handholds, but characters should be aware of loose statues that could easily break. A successful DC 8 athletics or acrobatics check will get the characters up, but a score of below 10 will result in the head of a statue breaking off and making a loud noise.
- 2 Raiding **hobgoblins** will arrive back at the temple and may spot the characters while they climb (passive perception 10). If they see them, they will shoot at them with longbows.
- 3 A large vertical crack in the cliff wall provides a good space to climb, but inside is a nest of 6 **stirges**. A successful DC 10 wisdom check with perception will cause characters to hear the stirges before disturbing them.
- 4 This section is a sheer open face to the cliff. Characters can choose to proceed up an easy set of handholds, but under a steep overhang (athletics DC 12). Otherwise, they'll be facing a longer climb in the open where they can be spotted (athletics/acrobatics DC 10)
- 5 The characters reach to pull themselves up to the next section, but their hand rips a clump of ivy and there is a moment of blind panic in which they nearly fall off the cliff face. They realize that the cliff face here is softer stone, made weaker by the roots of the ivy growing into it, and they'll have to be extra careful in order to avoid falling. A successful DC 14 wisdom check with perception can navigate them safely, otherwise they will face a DC 10 dexterity saving throw to avoid falling.
- 6 Looking up at this section, they see no easy way to proceed until their eye catches sight of a vine dangling about 10ft away from them. To reach this by jumping, players will have to succeed a DC 12 dexterity check with acrobatics.
- 7 As the character reaches up to grasp a rock sticking out of the cliff face, the rock comes away in their hand and causes several large, loose rocks to start tumbling down towards their companions. A successful dexterity saving throw of 12 is required to avoid 1d6 bludgeoning damage.
- 8 An **eagle** has made its nest in a section of this cliff - as the characters approach, it becomes territorial and begins to squawk and flap its wings. Characters can choose to go a longer route around (requiring a DC 10 strength check with athletics) or find a way to deter the eagle.



CHAPTER 2 – THE GROUND FLOOR



A1. THE ENTRANCE HALL

- The entrance hall is vast and echoey, large enough that the darkness of shadows sets in the back and the corners of the room.
- Moss & vegetation has grown in abundance along the surfaces- beneath it, large murals of forest creatures line the walls but broken and covered in goblin graffiti covering them in places.
- In the middle is a rough wooden palisade 10 feet high with a retractable ladder. On top are two **goblins** armed with shortbows, halfheartedly keeping watch.
- At the end of the hall is an altar, a rotten cloth covering it.
- Opposite the entrance there is a gigantic stone carving of two koi circling each other which is oddly pristine compared to the rest of its surroundings.
- At the end of the room are two corridors going off further into the temple, shrouded in shadow.

Goblin Scouts

These scouts are meant to make sure no one enters unnoticed but have grown bored on the job and can potentially be snuck past (passive perception 9).

- The moment they see the party one of the goblins will pull up the ladder while the other will fire at the intruders – their aim is to scare off the party.
- They will continue do so until the heroes cover more than half the room, where one of the goblins will attempt to sprint further into the compound to alert the rest of tribe (through A2 to A4).
- A successful DC 14 athletics or acrobatics check from the party will enable them to climb the tower unaided.

A2. THE PATH OF KETRA

- This path is damp, humid and has a lot more moss & vegetation growing across the surfaces than the rest of the room.
- A small pool covers half of the path, and around this there are a few luminescent orange frogs jumping around.
- A stone door lies at the end of the corridor. Besides it is a small 2-foot-high hole that's been crudely carved out of the stone (any small humanoid can fit through passage with careful movements). A flickering light shines through this hole, indicating fire in the next room.
- There are clear goblin footprints going up and down this passageway, indicating this is the route they usually take.
- Any attempt to open the door will reveal that it is locked with no visible keyhole. A search for how to open it will reveal a switch amongst the frogs that, once pressed, will open the door.
- The orange frogs secrete a venom which paralyzes on contact (DC 12 Con saving throw). They are not hostile but will bundle up next to the switch if the characters attempt to move them.

A3. THE PATH OF KEYLEN

The left path is empty of all life and seems abandoned. One of the stone walls has been used as an ossuary – it is full of grooves containing the bones of the former monks of the temple.

Inspection will reveal it is a dusty and abandoned tunnel – there is no sign thoroughfare from any goblins & hobgoblins, aside from one set of tracks that lead up to a switch and suddenly being dragged into a large dark crack in the wall.

The door at the end is locked with a switch to the side of it, next to a dark crevice. Characters can either attempt to pick the lock (DC 18 check with thieves tools) or activate the switch - however, a **giant spider** is lurking in the crevice and will attack whoever touches the switch or gets too close.

A4. THE LIBRARY

Once used to store books and scrolls, this room is now used as a common room for the goblins. Most of the books have been burned on the fire for fuel or defiled, leaving the shelves mostly bare. A bonfire lies in the middle of the room, with the debris of shelves & tables used for fuel lying around the space.

- In this room are 2 **hobgoblins**, 1 **goblin boss** and 6 **goblins** resting at the bonfire in the center.
- If the goblin scouts from A1 managed to get to this room or the characters have made too much noise, then the hobgoblins will organize the goblins into an ambush. Goblins will hide around the corners of the bookshelves and corridor and launch into an attack when someone steps into range. If the characters are coming from A2, a hobgoblin and 3 goblins will go through A5 and A3 to circle round and attack from both sides.

A5. RESTING QUARTERS

The goblins have destroyed what was once a sleeping quarters and turned it into a storage room for their pets.

- 3 **dire wolves** are kept here, chained to the mantelpiece above an ash-filled fireplace. Enraging the dire wolves causes them to strain against their chains - 3 rounds of skill checks for wolves (Strength check DC: 1. 18, 2. 15, 3. 12) with the connection to the stone wall breaking if they succeed three times.



A6. CENTRAL HALL, GROUND FLOOR

- The circular center of the temple is a grand sight – the ceiling stretches 50ft above the characters, held aloft by stone pillars.
- There is an opening in the ceiling with a small amount of natural sunlight/ moonlight filtering in from floors above.
- A double door lies at each of the compass points of this room, but as you enter there is a mass of spiderwebs to the left, with the cocoons of clumsy goblins lying still amongst them.
- To the right is a mess of bones from small animals and humanoids, carelessly scattered about.
- In the center of the room behind a low stone balcony is a large circular pit – gloom obscures what lies beneath, but the stench of rot rises from below.
- If the characters choose to proceed through the webs, they will need to be careful in order to avoid disturbing them, requiring a successful DC 14 dexterity check with stealth. If they fail, three **giant spiders** will emerge from crevices near the roof and attempt to secure their prey.
- Proceeding across the bones will require care if the characters do not wish to make a noise. A successful DC 10 dexterity check with acrobatics will ensure they are sure-footed enough to cross.
- If noises of combat or clumsiness can be heard, then 2 **hobgoblins** will appear at the balcony in the room above looking down into this room. If they spot the characters, they will attempt to shoot them with crossbows and prepare for the characters to arrive up top.

A7. LARDER/CELL

This room was once used for the storage of supplies but has long since been ransacked and converted into a cell for captives.

- The door to this room is locked but can be opened with a successful DC 12 Dexterity check with thieves tools or with brute force.
- In one of the crates there is some of the chainmail that the hobgoblins wear.
- Cowering in the corner is a human male called Tabernas who is wearing tattered, stained clothes and bears the bruises of recent beatings.

Tabernas

Tabernas is a merchant who was ambushed on a road near the forest and captured by the goblins. They intend to sacrifice him to Keylen, but in the meantime have used him as a plaything. He has the statistics of a **commoner**.

- Tabernas was once a proud and boastful man, but his recent ordeals have made him desperate and servile.
- He will beg the characters to help him escape, offering knowledge of the temple in return.
- He is not the only person who they've kept here – there were two others (a female half-elf and a male dragonborn) who were taken away from this room.
- From watching the hobgoblins act, he's noticed they seem to be in servitude to a powerful being and have threatened to sacrifice him when the time is right.

- He has not seen much more of the temple, but knows it goes up for at least another floor.
- He has also noticed that the hobgoblins have whipped the goblins into a military force and have been practicing maneuvers – they will have to be careful if they proceed forwards.

A8. DIVINATION ROOM

This room was once used by the monks of the temple to meditate and connect with the spirits but is currently as dusty and abandoned as the rest – a raised stone platform covered in glyphs is to the left of the entrance, but goblins have desecrated it with graffiti. To the right are bookshelves, mostly cleared out but some scrolls and books remain.

- By succeeding on a DC 14 wisdom check with religion, the characters can discern the purpose of the platform and identify that it currently isn't in a working state but could be prepared if they knew which glyphs to correct. If they can succeed with this, they will be able to use it to gain the effects of an augury spell.
- The books and scrolls on the bookshelf are old and crumbling to the touch, but a successful DC 15 intelligence check with investigation will find a tome with descriptions of the glyphs on the platform. It will speak of Ketra and Keylen – the spirits are present in statues at the top of the temple and must remain in balance for nature to prosper in the area. However, they constantly spar for control – this was duty of the monks as if either one was to become dominant, the forest would fall out of harmony.

A9. THE LONG CORRIDOR

This corridor gives access to the upper floors, but due to its length it is shrouded in shadow, with unlit torches lining the walls. The walls on either side have carvings of nature, with the left walls showing birth and life, and the right showing decay and death.

- The hobgoblins have set 3 traps along this corridor – pressure plates that trigger spears to emerge from the walls and skewer the victim, dealing 1d10 damage (half on a successful dexterity saving throw).
- Those who succeed on a DC 14 intelligence check with investigation or have a high enough passive perception (16) will find that the areas where the pressure plates lie are unusually dusty when compared to the rest of the floor.



CHAPTER 3 – THE LOWER FLOOR

B1. REFUSE PIT

The opening through the middle of the temple continues up for many floors – it also sinks below the ground into darkness. Down here has been used as a refuse pit by the hobgoblins and goblins inhabiting the temple. The air is foul with the smell of rot and decay from the rotting bones and skin that lie here.

- At one side of the pit, stone handholds have been carved into the wall that climb to the ground floor chamber (A6).
- At the opposite side is an aqueduct tunnel which drains water and waste out of the temple. It is 4ft high and is covered at the end by a broken grate (See The Aqueduct Entrance in Chapter 1).
- In this area is a goblin called Squat who is hiding in a pile of refuse - the characters can spot him with a successful DC14 wisdom check with perception, but if he realizes this then he will attempt to flee.

Squat

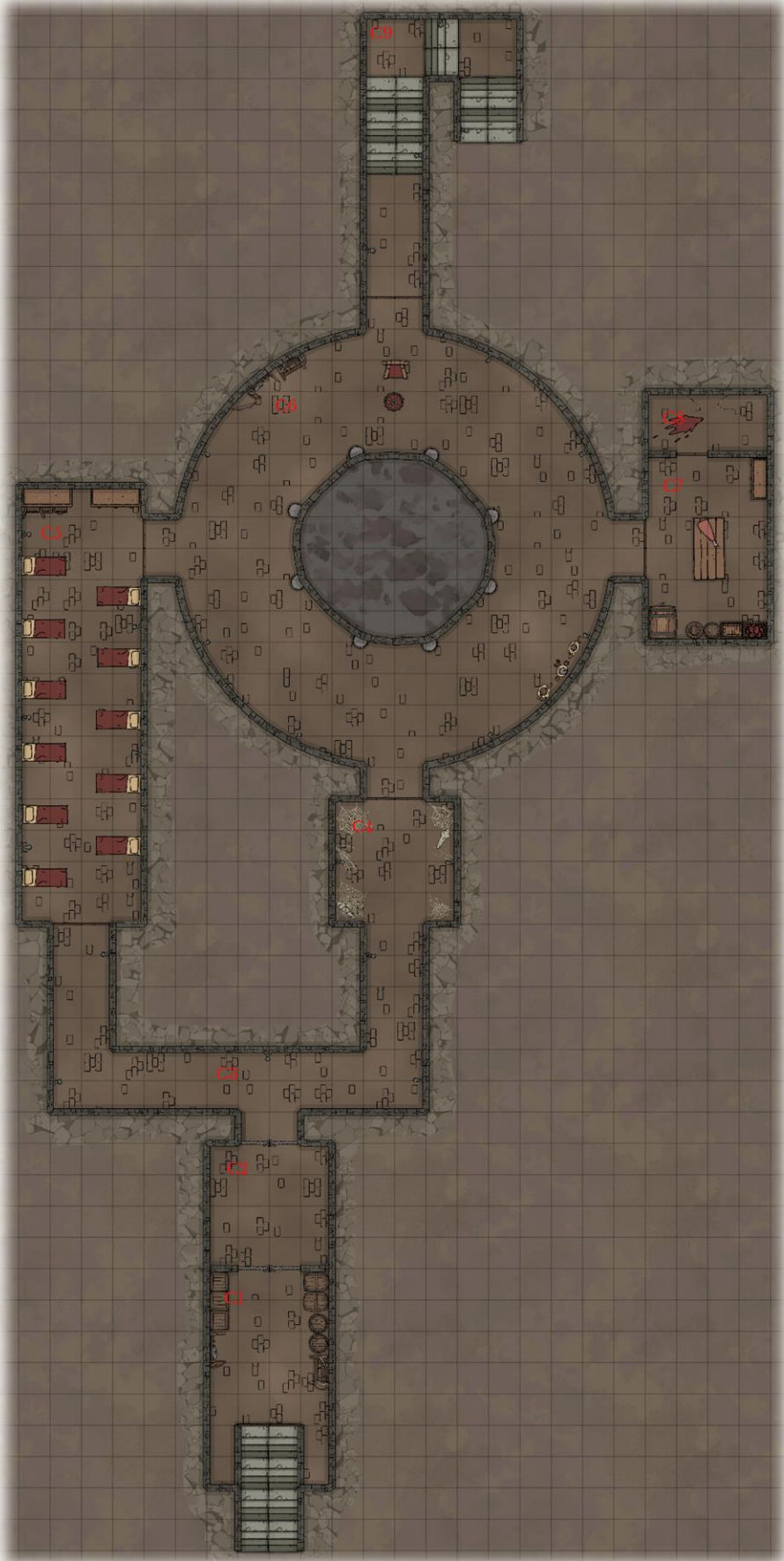
A goblin dressed in filthy rags; he is one of the goblins who has been pressed into service by the hobgoblins but has fled to avoid the beatings they give out. He is a coward and an opportunist, with the statistics of a **goblin**.

If the characters capture him or attempt to hurt him, he will grovel and plea for his life, offering secrets about the temple in return.

- He will reveal to the players that the hobgoblins have taken over the second floor of this temple and have marshalled the goblins to their will. The goblins are not allowed on the top floor of the temple, but Squat has seen hobgoblins take their humanoid prisoners up there.
- The hobgoblins are always on the lookout for intruders, but Squat knows they keep a box of their chainmail in a storage room on the first floor - they could be fooled by the deception, and the password to enter the higher floors is "Maglubiyet".
- Squat also reveals that most of the goblins are sick of their treatment and want to break free but lack the courage to do so.
- He can be persuaded by the characters to speak to the goblins and organize them but will use the situation to extort anything he can from the players.
- Should this plan succeed, Squat will allow the characters to investigate the temple, but the power will very quickly go to his head, and he will demand they leave.



CHAPTER 4 – THE UPPER FLOOR



C1. BARRICADE ROOM

Formerly a room of prayer, the hobgoblins have turned this room into a space to defend and will man it if they are aware of intruders.

- *Walking up the steps at the end of the long corridor, ahead is a large reinforced double door that lies closed.*
- (The door will be locked and the walls lining it either side will have holes large enough to poke a spear through.)
- If they are aware of the characters, 2 **hobgoblins** and 6 **goblins** will be inside and will attack the characters with spears through the holes. Once the door is broken, they will flee to regroup further in the temple.

C2. TEST OF FAITH

This room once served as a reminder to the monks that they must place their faith in the spirits they serve by creating a close encounter with death.

- *Inside is a barren room with a small depression in the center, about large enough to fit one humanoid.*
- Both entrances have heavy stone doors with no handle or keyhole on them and on opening the door to enter, the noise of gas hissing will sound.
- While the first door is open, the second may not be opened in any way.
- Closing the first door, they will hear an audible click of the lock and the noise of gears turning as the roof above begins to slowly lower down.
- The roof will slowly lower until it is 2 foot above the ground, forcing all players to lie down, and then the noise of gas escaping will sound and it will quickly raise up again as both doors audibly unlock.

C3. UPPER HALLWAY

This dark hallway splits into two routes - both are lined with intricate carvings of natural scenes, and unlit torches are placed 20 feet apart. The path to the left leads to an unlocked wooden double door (C4), and the path to the right ends in an unnaturally dark room (C5).

C4. BARRACKS

This long slender room was once the dormitory for the monks of this temple, but all comfort has been stripped out and replaced with a military barracks for the hobgoblins.

- Camp beds line the walls and the air smells musty and rank, though the room is noticeably cleaner than the rest of the temple. On the far end of the room is another large doorway.
- If the hobgoblins haven't been alerted by any intruders, 2-3 **hobgoblins** can be found sleeping in this room (while sleeping, they have a passive perception of 5).
- Two wardrobes line the end of this room which have been converted into storage for the hobgoblins. A **vicious longsword** can be found under some oily wraps

C5. SPIDERS LAIR

This room contains a **phase spider** that the hobgoblins use to inspire fear in the goblins. The entrance to this room contains no door, but a thin line above the doorway contains a portcullis ready to drop down.

- *The corridor ends in darkness, opening into a medium-sized room. There is a doorway directly opposite, visible via the outline of light around the edges.*
- Once 2 characters have stepped into the room, the pressure plate beneath them will click and a portcullis will fall, locking them in and dealing 2d6 to anyone directly beneath it. The door opposite is also locked.
- This will signal to the phase spider that prey has arrived and it will attempt to ambush and carry away victims.
- There is a switch to make the portcullis rise in the room, but it is covered under cobwebs and isn't immediately visible. A DC 15 intelligence check with investigation will uncover it.
- The portcullis can either be made to raise with a successful DC 15 thieves tools check or can be slowly lifted with a DC 18 strength check with athletics.
- The portcullis has AC 18, 50 hit points and immunity to poison and psychic damage, but weakness to bludgeoning.



C6. CENTRAL HALL, UPPER FLOOR

The layout of this floor is the same as the one below, but this floor is used as a training room for the goblinfolk militia.

- *This room is brighter than the room below, the open sky visible through the opening in the roof. Racks of rusty, dented weapons lie to one side of the room, used in sparring practices for the hobgoblins & goblins. On the opposite side a few archery targets stand, peppered with arrows.*
- At each of the compass points there are large wooden double doors.
- There is a makeshift raised platform at the north end of the room used by a **hobgoblin captain** named Rhokkol to survey the training of his troops. **There is a war drum directly in front of the throne.**

If the goblinfolk have been alerted to the presence of an invading party, this room will be used as an ambush point - when the fight breaks out, Rhokkol the **hobgoblin captain**, **4 hobgoblins** and **4 goblins** will join the fray.

If the goblinfolk were not alerted, then the characters will have encountered some of these troops on the way to the room - in this case, the **hobgoblin captain**, **2 hobgoblins** and **4 goblins** will join the fight.

Rhokkol

A captain armed in well-kept half plate wearing a cape that is made of a tapestry ripped from the temple wall. Rhokkol is ruthless and disciplined, but respects ferocity and prowess.

- Rhokkol is a subordinate to the leader of this warband - a hobgoblin warlord Rhokkol greatly fears called Khandroc. Letting the characters advance any further would result in Rhokkol being executed for insubordination, so he will try everything he can to either get the characters to leave or kill them.
- Once the characters reveal themselves to him, he will acknowledge the progress they made in getting here and call them worthy adversaries. However, he will attempt to dissuade them from advancing any further by offering to let them leave without harming them.
- If the characters can't be persuaded to leave, or Rhokkol senses an opportunity to best them, he will hit the war drum in front of him to summon the forces on this floor.
- If this floor has been made aware of the party, then they will have prepared for an ambush and will be lying in wait in the Mess Room and the Staircase.
- If the party has taken them by surprise, there will be fewer troops ready to join and their initiative will be taken at a -5 penalty.

C7. MESS HALL

The kitchen of the temple which the hobgoblins have continued to use. On the table lies fresh cuts of meat and crates and barrels contain simple food goods to keep them fed.

- There are 4 days worth of food rations if characters wish to take them.

C8. SECOND CELL

This room has been stripped bare and chains have been attached to the wall, with a female half-elf with ill-kept clothing and covered in bruises manacled and attached to one set.

Jorel

A female half-elf who was captured while hunting in the forest, she is strong-willed and defiant in the face of her captors. She uses the statistics of a **spy**.

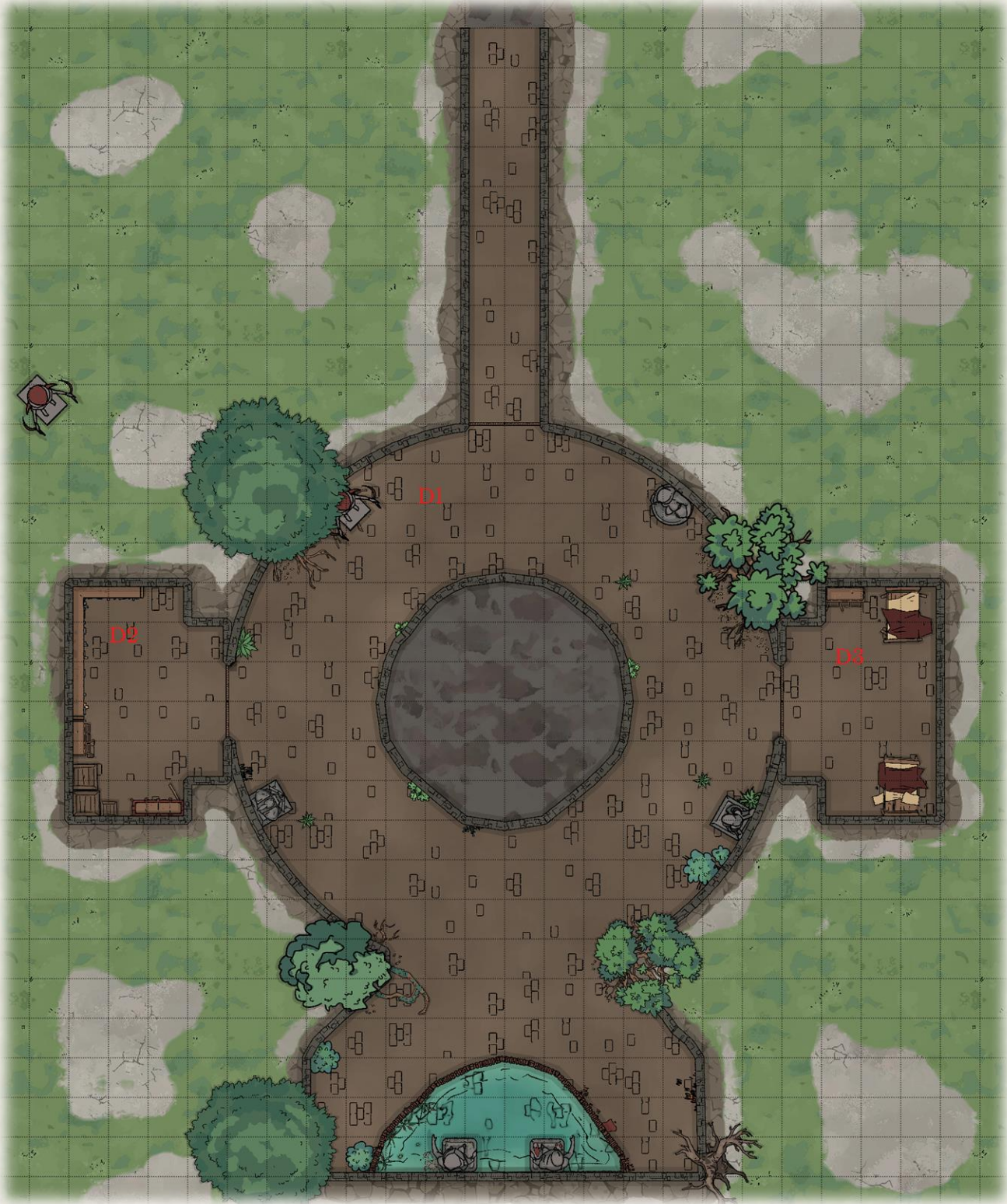
- She will initially treat the characters with suspicion but will be relieved to be rescued.
- There were other survivors with her initially, but they were taken upstairs one by one by the hobgoblins and a mysterious humanoid with their face covered in bandages.
- She has overheard the goblins in the kitchen talking and it sounds as if they worship Keylen, one of the spirits of the temple. They excitedly talked about offering them more 'faces', though she doesn't know what that means.
- Though she is not in the best of shapes, she will half-heartedly offer to join the party if they're continuing up the temple as an opportunity for revenge, however it does not take much to deter her from this.

C9. FINAL STAIRCASE

This staircase ascends to the floor above and is shrouded in shadows, with unlit torches lining the walls. The walls are covered in carvings illustrating the natural order of life and death in nature.

- Nearer to the door at the end of this staircase, the characters find an odd creature stooped over and muttering to itself. They are a humanoid wearing filthy robes which smell of decay, their face wrapped in dirty bandages apart from two small openings for their eyes.
- Once they are aware of the party, they greet them with enthusiasm, asking if they are here to celebrate the wisdom of their master. They are not hostile and clearly crazy, making little sense.
- They will ask if they are here to give an offering to the temple - their master (Keylen) gives great rewards to those who donate. If the party presses them on the offering, they will reveal that their master most values faces, and those who offer theirs freely gain powers for doing so. If the party choose not to engage with them, they'll quickly get distracted by their own mutterings.

CHAPTER 5 – THE TOP FLOOR



D1. THE ROOFTOP ALTAR

This top floor is open to the elements – though the walls are 20 feet high there is no ceiling covering the space, other than the branches of ancient & gnarled trees which have grown over the sides. Moss covers most of the surfaces, almost creating a blanket across the stone floor.

A large opening lies in the middle of the room, letting sunlight or moonlight stream down into the lower floors, and two closed stone doors lie to either side.

Dotted around the room are large statues, weathered elven figures whose features have long gone and are covered by ivy.

- Opposite the entrance lies a large pool overlooked by two statues on plinths – one of them still fully stands but is covered in slick reddish ooze. It has outstretched hands in expectancy of offerings, which are currently filled human hearts as well as patches of skin (a DC10 medicine reveals these to be faces). On the plinth underneath it is elven runes that read “Keylen”.
- The other statue is missing its head and a large part of its torso, which has been smashed and scattered around the altar, but still has a remaining hand outstretched. Elven runes underneath say “Ketra”.

In front of this sit two hobgoblins in quiet conversation, a **hobgoblin warlord** called Khandroc and a **hobgoblin devastator** called Rudren.

Khandroc

Sat in front of the pool, he gleams in the light of the sun/moon as his entire body is heavily armored in tight fitting sheets, goblinoid runes and tribal symbols carved into the plate. A heavy looking metal helmet with a visor with eye slits sits next to him.

- Khandroc brought his forces to the temple after experiencing visions given to him by Keylen. The hobgoblins began to raid nearby settlements for supplies but also for sacrifices for Keylen. He believes he is Keylen's champion and is unwilling to sacrifice the temple unless there is no way to keep it.
- He is in conversation with Rudren as the party arrive. If he sees them approach, he immediately stop talking and step forwards to address the party.
- He is impressed that the party made it this far but is not cowed into submitting. If he senses any aggression from them, he will begin a fight with Rudren supporting him.
- If he believes most of his force has been defeated then it would be possible but difficult to convince him to leave, but otherwise he is confident in his abilities and will seek a warrior's death.

Rudren

She is dressed in blue robes, mostly obscured under a thick brown cloak. Her long hair is tied into a ponytail behind her head, a heavy plain looking staff in her hand with a solid metal ending, and pouches and scrolls hand from her belt.

- She is Khandroc's second in command and fiercely loyal to him, and will assist him if combat breaks out.

Keylen's Monks

If a fight breaks out the bandaged monks will aid the hobgoblins, believing it to be their master's will.

- At the beginning of each round, a monk with the statistics of cultists will come out of one the two rooms and attempt to grapple the party, believing Keylen desires the party to die. They will not attempt to physically attack them as they are not equipped with weapons.

This fight is designed to be a challenging one – the characters may have allies to assist at this stage, but it should be made clear to them that these are formidable foes they face.

D2. STORAGE ROOM

This was once used to store supplies to maintain the altar room – holy items such as incense or scrolls fill the shelves, but the goblinfolk have also filled them with their spoils.

- Amongst the shelves can be found what the goblins have taken from their raids. They are mostly practical but worthless items, such blacksmiths tools or sheets of metal, but amongst the belongings can be found a sack of gold with 250gp inside.

D3. SLEEPING CHAMBERS

This was a space for monks to rest in between prayer and worship, but with the monks now in their corrupted form this room is dilapidated and stinks of rot and decay. The beds are covered with mold and the drawers are full of rotten substances – suitable quarters for worshippers of a spirit of decay.



CHAPTER 6 – CONCLUSION

Should the party succeed in ridding the temple of the hobgoblin presence through combat or diplomacy, then they will find themselves alone in a divine location.

If they only sought to get rid of the hobgoblins they may well leave, but otherwise they may try to fix the balance between Ketra and Keylen. As Ketra is a spirit of life and growth and Keylen a spirit of decay and death, themed attempts to appeal to either one may prove successful.

Either would be grateful for assistance and may be willing to reward the party with a boon or powers.

Should any party member decide to take up the monk's suggestion and give an offering to Keylen, they will find their face quickly decays and falls off their skull, but instead of weakening them they will find themselves strengthened (consider giving them a warlock invocation as a reward).

This temple can offer further hooks for DMs who desire them - who corrupted the temple in the first place? What asks would Ketra or Keylen have for the party if they are restored? If the party choose to prioritize one spirit over the other instead of seeking balance, what impact would this have on the lands around the area? The possibilities are for you to expand on if you choose!



VENTURE FORTH TO RECLAIM WHAT NATURE TOOK BACK

Deep in the depths of an ancient forest lies a temple to two twin spirits of nature who have long existed in harmony. However, dark acts have disrupted their balance, infecting the nearby lands with decay and causing disorder amongst natural beings. Can your party venture into the dark corridors and repair the harmony?

This is a 5th level dungeon which can be easily inserted into any pre-existing campaign and promises to offer players dungeon-delving into a hobgoblin infested temple filled with traps and trails.

