



MONKEYDM

CORRUPTED FAITH

5TH EDITION ADVENTURE

WHEN ANGELS FALL WITH BROKEN WINGS

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CORRUPTED FAITH

CORRUPTED FAITH IS AN ADVENTURE DESIGNED FOR 3-6 LEVEL 9 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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Plot Hook

An illness has taken over the small town of Bjird. The issue is, last holy celebration, since no priests could help due to their religion, many of the ill died. Another week has passed and the sickbeds are full. And the priests, including high father Amorilios, are begging for aid. Help is needed.. And you might just be able to help. But time is of the essence, as it is midday on a Saturday.

CHAPTER 1. ALL THIS SICKNESS

In which the party sees all that's around, alongside how the sickness changes people.

1.1. AMORILIOS' ASK

Read this:

'Adventurers, you find yourselves in Bjird, with a plague that slowly turns people sick, until it finally twists their minds, turning them into beings that, although alive, barely show it. But, nevertheless, you are not ones to shy away from danger. And danger there is indeed, since every holy celebration, more and more people die. Last holy celebration, the only reason that more didn't is because of Amorilios, a priest that disobeyed orders and fought to defend those around. And now he has asked for aid, less than 10 hours before the next holy celebration. You have responded, so here you are, slowly entering into the large temple-turned plague-hospital.'

Show the party map 1 and describe how the beds are seemingly filled with the sickly, most of which seem to be on their last-legs, with their hands and feet bound. If the party looks about at any of them, they may make a **DC 15 (Wisdom) Perception check**, noticing their skin is going slightly bluer on a success. This seems rather unusual, but the party can make a **DC 15 (Intelligence) History check** to think more on it. On a success, they remember that this procedure is sometimes used for illnesses or plagues that turn people's anatomies, such as undead plagues.

Shortly after the party's arrival, Amorilios arrives and greets them warmly.

AMORILIOS

Information: Amorilios is a young half-elf priest, who seems to be heavily wounded, with one arm broken and a large claw-slash across his face. Despite this, he remains warm and kind. If asked about his recent wounds, he will explain how he fought against the... problematic ones last holy celebration.

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MAP 1: THE HOSPITAL



GM NOTE: During the following chat, describe how from 2 particular beds, the coughs are getting slightly louder, but don't give this too much attention. If players do wish to pay attention, allow them to make a **DC 16 (Wisdom) Perception check**, revealing how two priests look at 3 bodies, then begin unchaining them, as they drop dead. If the players intervene before the bodies die, a *greater restoration* spell or 2 subsequent uses of a paladin's *divine health* feature will cure the illness and the party may skip the following chapter, going straight to chapter 1.3.

Open to any sorts of questions and not at all like most clergymen, Amorilios is brave, although a little anxious. He will speak about how he thinks their faith is stopping them from treating those most in need. He will also speak about the leader of the temple, a man by the name of Doran, who is a retired dragonknight.

After a brief chat, proceed to the next chapter.

1.2. ILL WILL

Read this:

'As you continue your chat with Amorilios, you suddenly get interrupted, as Amorilios turns his head towards three fellow priests, both of which seem to be unchaining dead bodies and taking them off the bed, before bringing new sick people in from a different chamber. Amorilios' eyes widen as he looks at the bodies. "NO!" He shouts. "I haven't had time to spill holy water on those today, NO!" He rushes towards the bodies, but just then they begin to stir awake. Roll initiative!"

The party must now quickly dispatch of **3 ghastrs**. Once all three of them die, describe how Amorilios approaches the bodies and spills holy water, beginning to pray and cry on the bodies. Then, he turns towards the party.

Read this:

'Amorilios stops his sobs, before turning towards you with an angered glare. "As you see, most are unprepared for this... I... I feel overwhelmed. But I know someone who is willing to help. I'll admit, he looks a bit shady for a doctor, but... maybe." He attempts to take out something from his pockets, before he begins to hear rushed footsteps. "Shit... Speaking of the saint." He whispers.'

Proceed to the next chapter.

1.3. SPEAKING OF THE SAINT

GM NOTE: If you skipped the previous chapter, you may continue the same way, worry not!

Read this:

'You watch as down an adjacent side-stairway, a large red dragonborn steps down in a rush, joined by a young female woman with silver-blond hair. Although old, he looks well-built. The woman next to her, dressed in a white robe and with eyes lifeless, looks at all of you with ice-cold eyes and the dragonborn man shakes his head towards Amorilios. "I told you to not bring any outsiders into this business, brother Amorilios." Amorilios lowers his gaze, as the dragonborn turns his eyes towards you.'

The party now interacts with Dagon and the woman, who will only introduce herself as Eerht.

GM NOTE: Her name is three, but backwards! Monkey Smart! If you have a better name idea that ties in to her secret identity, by all means!

If asked anything else other than her name, Eerht will be very reclusive, trying to hide her identity. Detection spells will identify her as a celestial, and characters proficient in the Religion skill can make a **DC 18 (Religion) check** to reveal she might be a celestial. If she is conflicted about this, she will accept they know, but will tell them she will not harm the serving of the ill in no way. The party may notice this is a lie with a **DC 22 (Wisdom) Insight check**. Dagon, on the other hand, will be conflictual and cagey, as they are outsiders. He will not wish to speak to them, he will only ask for their identity and then ask that they "let him handle it".

After a few minutes of discussion, any party member with a passive Perception above 18 will notice Amorilios slide a note inside one of the party member's pockets, before his demeanor shifts, as he begins to agree with Dagon and wishes to lead the party outside. As he leads them to the exit, he will only tell them. "Check yourselves. You might find something that was not there before. Some empathy or other things." This is a coded way of telling them to check the note (in case no one noticed it). In case no one gets the hint, have each party member roll a **DC 18 (Wisdom) Insight check** to get the idea that this might have had a double meaning. After that, they will be led out.

Proceed to the next chapter.

CHAPTER 2. O'FLANAGAN

In which the party meets a very odd doctor.

2.1. THE DOCTOR

As the party searches their pockets, they find a note that simply says "Finn O'Flanagan, Beggar's Street, third building."

GM NOTE: Alternatively, if bad luck befell you all day and no one is anywhere near close to discovering the note, then just have it fall out of their pocket and just within sight. This will help bring them on the right track.

With the note discovered, the players should be inclined to search for him. Have each member of the party roll a **DC 16 (Wisdom) Survival or (Charisma) Persuasion check** to find directions for the location. At least 2 successes are needed for the party not to get lost. If they do get lost, they end up in an alley and must fight **3 bandits**, alongside **1 bandit captain**. The fight should be easy pickings, but consider giving the bandits funny traits in order to balance out the dark theme of the adventure.

After getting lost, they should eventually make their way to O'Flanagan's place. When they do, read this:

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MAP 2: FINN'S ABODE



'As you make your way on Beggar's Street, the name of it becomes apparent. At almost every other building, you see beggars and people sleeping with raggedy blankets, in the downtrodden mud. What should accompany this type of sight should be illness, yet you hear no coughs, see no pockmarks, find no one to be immediately ill, although most are either underfed and quite cold. As you walk past the first two buildings, however, you also find the reason for this lack of illness. On a small wooden building, you see a placard with words written in common: "Finn O'Flanagan. Doctor. Free consultation for small aid." This is the building you've been looking for.'

After the party knocks on the door or enters, they'll hear an Irish voice saying "Only open if you're friends of Amorilios, I'm afraid." Then, the party promptly meets Finn O'Flanagan.

FINN O'FLANAGAN

Information: Finn O'Flanagan is a ginger-haired doctor that has an air of sadness to him, but otherwise kind eyes. His hands are bloodied, and the rest of his surroundings look very untidy, if sterile. Although things are messy, he knows where they are. If asked how the law has left him alone, he'll say they enjoy a man helping the poor not get sick. If asked about why he does this, he will deny speaking on the subject, but his motivation is finding out more information.

Finn will chat more with the party, before finally bringing them into his operation room. Proceed to the next chapter.

CHAPTER 2.2. THE CURE

Read this:

'Finn opens the door to his operation room, the sight of which leaves you in complete shock. All around, death, blood and bodies, both human and non-human. You also see, on a central table, a humanoid body, with skin a tint bluer, akin to those in the temple. He smiles back, clearly unbothered by the industrial quantities of blood he has on display. He looks at all of you with a calm glance, before beginning to walk back to and from his tools with a few words. "The body's still alive... ish. I'm working hard on a cure, but I'm going to need a tad bit of help with it. I'm going to go into the basement and take out the last things I need. Be darlings and get me some sage, raven's blood and... shoot him with the blue syringe without getting messed up, aye? Thank you! I'll be right back." And with that he leaves the room, going through a door and down a trapdoor.'

The players must now explore the surrounding area and complete the given tasks (getting sage, raven's blood and shooting a syringe into the man on the table).

AREAS OF FINN'S ABODE

In these areas, players will find the components. Once all three are found, Finn returns.

1 - BODY

The body is on the table, seemingly motionless. When the party gets within 5 feet, they can hear its breathing. Once any party member gets close enough to inject the body, it will twitch awake and attempt to grasp at them. Any party member within 10 feet when this happens must make a **DC 16 Wisdom saving throw** or become frightened of the creature. While frightened in this way, they cannot attempt to inject the creature or pin it down. In order to inject it, a player must make a successful **DC 18 (Dexterity) Sleight of Hand check**. The DC can be lowered by 2 for each creature pinning it down with a **DC 15 (Strength) Athletics check**. Upon injection, the creature falls asleep.

Any player attempts to inject the creature with a *mage hand* spell, it instantly succeeds.

2 - SYRINGES

Read this:

'Three or so syringes lay on the table, with only 1 being filled with a blue liquid, the others with a shining red liquid.'

Any party member proficient in the Arcana skill can make a **DC 16 (Intelligence) Arcana check** to identify that the blue liquid is a form of sedative, while the other 2 syringes are *potions of healing*. If they attempt to steal these, Finn will notice the moment he returns.

3 - RAVEN CARCASS

Read this:

'Meticulously torn apart, the raven carcass rests now, long dead, on the table.'

The player attempting to harvest the blood must make a **DC 16 (Wisdom) Medicine check** to harvest the blood. On a failure, although they take the blood, they wreck the carcass and mix the blood with a little of the blood on the surroundings. It might not be entirely pure.

4 - STORAGE ROOM

Finn's storage room is filled with all sorts of carcasses and body parts, mostly preserved. The smell is AWFUL, but he seems to have grown used to it. Any player that enters this room and closes the door behind them must make a **DC 15 Constitution saving throw** or be poisoned for 1 minute.

5 - BOXES

Read this:

'Right in front, next to the vases, is a collection of boxes, with a large note on it that states "Medicinal Supply Shipment. Recipient: Finn O'Flanagan. Expeditor: Estrell Orphius, of the Orphius Medicinal Corporation."

The players can open the boxes with a **DC 14 (Strength) Athletics check**. Inside, there's plenty of bandages, salves and the like, but no sage. Players that choose to investigate it further can make a **DC 20 (Intelligence) Investigation check**. On a success, they find a small note saying "Bad news, Finn. They know you took them." If the note is brought to Finn, he'll confess to having stolen a jar containing very rare eyes.

6 - VASES

Read this:

'A collection of vases adorns the front of the store, filled with all types of flowers and plants with intense smell... Could one be sage?'

Players may make a **DC 15 (Intelligence) Nature check** to find the sage. If they fail, they find a plant they are convinced is sage, which will have an effect later in the adventure.

7 - STAIRS

The stairway leads to an upstairs region, with two locked rooms, a study and a bedroom. If the players have gone here, the adventure is way off-track.

When Finn returns, he will inspect all jobs done. If they did 2 correctly, he will hand them his *2 potions of healing*. If more than 2 are wrong, he will instead sigh and tell them he hopes they are better at adventuring than they are at medicine. Shortly thereafter, he will begin working his magic, lighting sage to take away the smell, then he makes the final steps for the cure, before giving it to the party members, in a jar.

Read this:

'Finn calmly hands you a jar filled with a weird paste, before looking at his watch. "Well," he mutters. "I'm pretty sure it'll work. But before we test it out. I'm pretty sure I'll have some visitors. Would you mind helping me with them? It's a long story, but it's about an eye problem. It shouldn't take too long. Just get your weapons ready, aye? It shouldn't take too long, it's a lonely sad bastard." He then smiles, cleaning up the room, before the door can be heard opening.'

Proceed to the next chapter.



2.3. THE VISITORS

Read this:

'Finn approaches the door in a hurry, before stopping in the hallway. You follow him, only to notice a small, hooded man, coughing, looking rather unkept, having just entered the door. "You're not our expected guest, are ya? I'll take care of ya after I'm done with my next friend. Sit down on one of the boxes behind me, aye?" You wait for a few minutes, while Finn talks to the man, looking over his wounds. Then, you hear a knock on the door. It opens slowly, with a large, stocky, dark-elf in the frame, looking angrily at Finn. "You stole the eyes, eh? Fireboy..." "Really sorry about that," Finn responds with a shy smile. He then looks at all of you. "Deal's a deal, no? Help a lad out!" He steps back next to the homeless man, leaving you to a fight.'

The party must now fight the **veteran**. Unbeknownst to both Finn and the party, the beggar who had just entered is an **assassin** also sent for Finn, but who will attack the party first, as Finn is no threat. Once both are defeated, Finn explains he stole the jar of eyes for an experiment of his, but he promises it'll be worth it. Then, thanking the party, he sends them on their way.

You may proceed to the next chapter.

CHAPTER 3. RESPECT THE HOLY CELEBRATION

In which the party fights against an over-zealous defender.

CHAPTER 3.1. ALL THAT MATTERS

The party returns on the grounds of the temple. Once in front, despite them carrying the cure, they are not to be let in. They must persuade the priests with a **DC 15 (Charisma) Persuasion, Intimidation or Deception check**. On a failure, **3 priests** will first attempt to escort them away, or fight them if they resist.

Once in, they will find Amorilios tending to the patients, as he looks at his clock.

Read this:

'Amorilios looks at you all with a sigh of relief. "Barely in time. We've got around 3 hours or so until the day ends and then... and then. Let's apply it to as many as possible. I'll need your aid!" And so... for the next 2 or so hours, you rush as fast as you can, administering this cure to as many of the sickly as possible, trying your hardest to rush everything and then... You begin to hear footsteps down the stairs. With anger, Dagon and his attendant approach again, 30 minutes or so before the holy celebration.'

They watch the party, nod, telling them not much time is left, before leaving.

Proceed to the next chapter.

3.2. FIGHT FOR FAITH

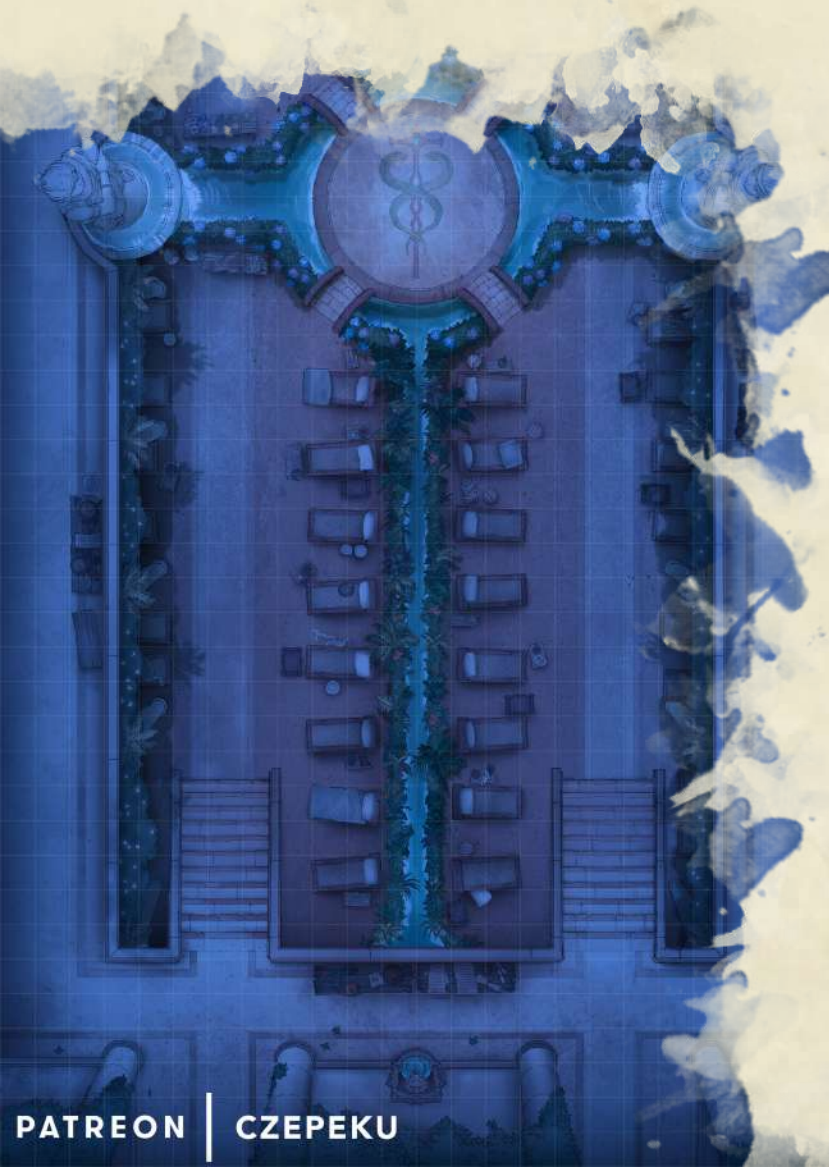
After 25 minutes, with his eyes looking cold and possessed, Dagon returns, in full armor, attacking the party, while shouting "YOU WILL RESPECT THE HOLY CELEBRATION!" Roll initiative. Eerht will join also. The party must fight **Dagon, the Dragonknight** alongside **The 3rd Commandment** as a first phase. Then, once both are at low health, they will conjoin into **Dagon, Martyr of the 3rd Commandment**. During the entire fight, Amorilios (**priest**) will remain in hiding.

Once defeated, Dagon falls on the ground, while the celestial leaves his body and dissipates. Amorilios instantly emerges out of hiding to try and make sure his superior is still alive. If he isn't, he briefly prays over the body, before going to the others. He only whispers. "My faith doesn't allow this. But I must aid these people even now. This is my fight for faith. But thank you, adventurers!" Amorilios will then hand the adventurers a pouch with 500 platinum coins, before going back to work. The adventure is finished!

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MAP 3: HOSPITAL BY NIGHT



THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !