

Tane's Lament

SAVE THE CULTIST, SAVE THE WORLD.

— Nellenwe, *Journal of Nellenwe*

This micro adventure is written for a party of four 4th level characters (Difficulty: Medium). See the end of the adventure for combat adjustments

Confrontation

While returning from the latest adventure you come across the dead body of a sailor, far from the sea. Deciding to give the lost soul a proper burial you discover a treasure map tucked into his vest that points the way to the final resting place of the *Ring of Unending Peace*, one of the 'Triad of Power' items thought lost to time. As you prepare to depart to search for the treasure you hear a shout and look up to see a group of humans approaching. In the rear is a red skinned human dressed in blood red robes trimmed in orange. The other humans are moving to surround the party.

The cultists won't immediately attack unless the party does or attempts to flee. Anyone who succeeds at a DC 8 Intelligence (Arcana) check will recall that the Ring is a very powerful item and should not be allowed to fall into the hand of a cult. If no one recalls the information you should give subtle (but not overly) hints that letting Tane take the map is probably a really bad idea.

Roleplaying Tane

Tane is devoted to the Cult of Imix, a Prince of Fire Creatures. He doesn't want to fight so will stay back allowing the Acolyte and other cultists to take on the party. If forced to fight he will do so to his best ability. His only objective at the moment is retrieving the map found by the adventurers.

If the party is able to prevent or delay combat and engages in conversation with Tane he will readily speak with them, constantly biting his nails and fidgeting with his dagger. He is overly friendly (to the point of annoying) and will offer the party just about anything to get the map. Including things he doesn't have access to believing that his benefactor will provide them.

He truly believe that finding the ring is the only way to free the world (Of what he doesn't know) however he is being driven to his actions by an Elven Sorcerer named Beari and doesn't question her orders or instructions.

He will not give up the pursuit of the scroll regardless of any

promises or offers made.

If by some change the players manage to convince Tane to turn on his benefactor he will reveal to them that some strange occurrences and creatures that have been attacking the town he comes from and that he was told that the Ring will help him free his people from the 'nightmares' as he calls them.

Truth is Beari is the cause of the strange occurrence and creatures, she is using Tane as a pawn to get the ring rather than exposing herself to danger.

Helping the Sage

Hidden behind Tane is an older human dressed in shabby robes. Though the party can't see her face at the point it is clear that she has been treated poorly and that Tane is holding a chain that appears to be tethered to a collar around the Sage's neck. If called out on it Tane will become shifty and nervous about the situation as he isn't overly thrilled with it.

If Tane becomes engaged in combat the Sage will be released and will assist the players in whatever way she can. She has no magic abilities but can throw stones to distract whomever. If she does somehow distract a Cultist or the Acolyte then the character attacking that NPC will have advantage on their next attack.

Sorcerer Supreme

If the party is able to defeat Tane and his group within two rounds Beari will make an appearance. She is a 5th level Sorcerer with a narrow face, golden hair and amber eyes. She wears sturdy clothing and wields a quarterstaff and sling. Beari is haughty and deceitful and will stay back from the party, moving away from anyone that attempts to engage. She will attempt to use **Mage Hand** to retrieve the map if possible. If anyone attempts to attack from range she uses **Misty Step** to teleport (up to 3 times) and cast **Lightning Bolt** towards the party (but not harming them). After the second teleport she uses **Scorching Ray** and will flee.

Roleplaying Beari

Beari is, simply put, arrogant. She will taunt the players and offer them what she believes to be their deepest desires. It helps to get a little information from the players about their characters before the game starts to use here.

If she can't get the map (by force or by having it handed over) she will flee but plans to keep her eye on the party and will attack again once they have the Ring.

Adjusting the Encounter

Weak or Very Weak Party. All NPC's become Cultists

Strong or Very Strong Party. Double the number of Acolytes and Cultists (4 Acolytes, 6 Cultists)

Tane

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit points 33

Speed 30ft

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 11 (+0) | 16 (+3) | 11 (+0) | 11 (+0) | 10 (+0) |

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (typically Common)

XP 450xp

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Spellcasting. Tane is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 10, +3 to hit with spell attacks). Tane has the following cleric spells prepared:

Cantrips: light, sacred flame

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

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

Actions

Multiattack. Tane makes two melee attacks

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft. or range 20/60ft, one target.

Hit: 1d4+4 piercing damage

Cultist

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit points 9

Speed 30ft

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 10 (+0) | 10 (+0) | 11 (+0) | 10 (+0) |

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (typically Common)

XP 25xp

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target.

Hit: 1d6+1, slashing damage.

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9

Speed 30ft

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 14 (+2) | 11 (+0) |

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages and one language (typically Common)

XP 50xp

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips: light, sacred flame

1st level (3 uses): bless, cure wounds, sanctuary

Actions

Club. *Melee Weapon Attack.* +2 to hit, reach 5ft., one target.

Hit: 1d4 bludgeoning damage