

SYMPATHY FOR THE DEVIL



BY
**DEREK
RUIZ**

LEVEL 3 ADVENTURE

**IMMERSIVE 5E ONE-SHOT ADVENTURE
FOR THE WORLD'S GREATEST RPG GAME**



CREDITS

Author. Derek Ruiz

Editor. Arthur Rouise

Cartography. Elven Tower

Art. Elven Tower Cartography, CC-0 stock art, Shutterstock assets, Art-breeder assets, and Public Domain images that require no attribution

Cover. Warm_Tail / shutterstock.com

Special Thanks. All of our fantastic supporters on patreon who keep on helping us create fantastic locations and adventures. Without your support, this product would not be possible

TABLE OF CONTENTS

Credits	2
Table of Contents	2
Adventure Primer	3
The Flustered Lynx	4
A Lair in the Forest	8
A Devil in Disguise.	11
Thank You	15

Notice of Open Game Content

This product includes Open Game Content as defined in the Open Game License below. It may only be used under and in the terms of the Open Game License Version 1.0a

Designation of Product Identity

The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e): All content which is not included in the Systems Reference Document version 5.1, including, but not limited to, all trademarks, registered trademarks, logos, proper names (including the names of characters, location names, monsters, organizations, new spells, new abilities, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, sidebars, trade-dress, and the term "Elven Tower".

Identification of Open Game Content

No content in this product is Open Game Content unless it is required to be.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1.1 or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Elven Tower Adventures and Art, Sympathy for the Devil, © 2021, Author Derek Ruiz. Cartography art and written content originally published at www.patreon.com/elventower

END OF LICENSE

ADVENTURE PRIMER

ADVENTURE BACKGROUND

SOME PEOPLE SPEND their lives doing what is right. A soldier kills following their liege lord's good judgment. They defend their country or their lord and spill blood by doing so. Can a king be branded as evil if they abandon a village stricken with an incurable disease in order to save thousands? Good and evil are more complex.

Daniel Sands, a healer and a believer, learned this in a particularly twisted way. His whole life he studied medicine, healing arts, and anatomy. He considers himself a servant of the gods; his goal in life is to heal and help all those in need. *"Do good and good shall come to you"* he says. So far, he has succeeded, despite his current state.

THE TRUE POWER TO CURE

ONE DAY, DANIEL was visited by a mysterious man. The doctor offered his services but was interrupted. The man took off his hat, smiled, and spoke with a low voice:

"Daniel Sands with healing hands. I carry no illness yet here I stand. Worry not, I'll help you understand. I am Yal. I mean no good. I mean no evil either. Yet, immortal I am; I see your poor soul wither. I can grant you what you seek. The true power to cure. Just hear me speak and allow your heart to become pure. Shall you accept, Daniel Sands, let us fuse our minds together; share my knowledge forever."

Daniel refused and told the man to leave him alone. Daniel knew the man in the hat was evil. Something about him didn't look honest. The man produced a crystal jar with a dead plant inside. With a graceful gesture, magic from its fingers brought the plant back to life. The man smiled and repeated: *"The true power to cure."* Dreaming of the possibilities to help the innocent, Daniel agreed.

The two individuals became one being. The healer continued his activities the next day, but this time, he was capable of curing all ailments. He even cured an old man's blindness. The man in the hat was true to his word. Indeed, he had the true power to cure. But there was a dear cost for it. Daniel also noticed he only had partial control over his body, Yal controlled the rest. Plus, the people he cured fell into a strange state of stupor. They became Yal's loyal followers. Deep in the forest, they built a lair in an abandoned quarry. Daniel didn't mind much. He was ecstatic. He was content with curing the ill that he turned a blind eye. At least for a time.

LIVING A LIE

DANIEL SANDS WAKES up every day wondering if he made the right choice. He contents himself with the thought of all the people he has cured. Even if the cure means they become pseudo-mindless followers of Yal.

The healer becomes more and more popular. But civil unrest and unease grow as the numerous patients that visited the famous healer in the forest display strange behaviors back home or never return to their families.

One thing is certain, the truth about the healer shall come to light soon. Either by the hand of a group of heroes or by the hand of the families who trusted the popular doctor. The city has passed down the news of a bounty contract to The Flustered Lynx, a tavern close to the forest. People interested in investigating the suspicious healer and the missing people must pass through here.

ADVENTURE HOOK

THE PHYSICIAN IN the forest is famous for his curative magic and miracles. But many of the people he has cured have gone missing. It was thought of as a mere coincidence at first but the numerous missing patients point in the same direction: the forest. The city offers 500 gp and bonuses for any of the abducted people. The characters can accept the contract at the city or during their stay at The Flustered Lynx. Targo Mineman, the owner, tells them about the job the moment they cross the front door.

ADVENTURE OVERVIEW

This section provides a synopsis of the chapters and how the adventure is most likely to play out:

1. The Flustered Lynx. The characters arrive at the tavern near the forest. Targo Mineman tells them about the available job and the recent disappearances. Helga Fritz introduces herself to the group as well. She looks for her missing grandfather. He left two weeks ago.

2. A Lair in the Forest. The characters delve into the forest to find the so-called miraculous healer. They find the house beside an abandoned quarry. A dark tunnel serpents its way into the ground. The healer and his followers have settled underground; in the mine below.

3. A Devil in Disguise. The characters face Daniel Sands and Yal, the devil, in the same body. Their followers are the peasants and farmers they have healed. They must make a choice and deal with the consequences.

THE FLUSTERED LYNX

I don't trust that healer. My grandfather would never leave us. Something is awfully wrong...

Helga Fritz

THE CHARACTERS ARRIVE at The Flustered Lynx. Regardless of their current intentions, Targo approaches, introduces himself, and tells them that the city is looking for mercenaries for an important job. He doesn't fail to exaggerate the facts and mention how dangerous delving in the forest might be. The bald, smiling dwarf does this for selfish reasons, though (see **Targo Mineman**).

The characters can speak with Targo and the other patrons to learn some interesting things (see **Word on the Street**). The dwarf suggests the characters seek Helga Fritz if they need help in their quest or if they want to know about one of the missing people. The woman can fight and asks the characters to let her go with them. The characters are free to accept her help or not. However, her knowledge of the area comes in handy when traversing the forest (see **Delving Through the Woods**).

FOLLOWERS OF YAL

MOST OF THE healed people left their homes and returned to the forest. They have worked for days without rest to build a lair in the abandoned quarry for Yal. With their base of operations finished, part of the devil's entourage left the quarry to patrol in the woods.

The devil knows that Daniel's spirit won't break. If he were to stop their deal, all the people would return to their previous unhealthy state. The simple thought is unbearable for the poor mortal. Despite the pain Daniel feels to see innocent people work like slaves for the devil within him, he cannot gather the courage to snatch their health away and see them ill and maimed again.

The woods between Daniel's home and The Flustered Lynx are dangerous not only because of the local fauna. Some of Yal's followers hide in the dark. They have orders to ambush and attack any intruders and non-patients. Otherwise, they escort the ill toward the healer.

WORD ON THE STREET

THE CHARACTERS CAN learn the following rumors and pieces of information when they interact with Targo, Helga, or any of the other NPCs in The Flustered Lynx. The DM is free to choose how much information the characters learn depending on the quality of their interaction.

- An itinerant merchant rests outside the Flustered Lynx tavern when the characters arrive. The man offers his wares (simple gear and food). He knows little about the healer in the woods but he mentions mysterious hooded people observed him from the dark woods when he traveled through.
- A drunkard in the tavern approaches the characters, burps, and says: *"Blind Joe is blind no more. I witnessed the healer do it. I witnessed it"*.
- If the characters allow Helga to tag along, she shares what she knows. Besides his grandfather Eustace, the healer has cured more than two dozen people. Most of them never returned home or disappeared into the woods soon after they visited to the so-called miraculous healer.
- Targo tells the characters that two groups of mercenaries have already gone into the woods. They haven't returned as of yet, he claims. This is a lie, he just means to demotivate others from taking the contract and ruin his good business streak.
- A couple drinking by a corner in the tavern tells the characters that the healer is indeed miraculous. He cures any illness, pain, or disease with a swift movement of his hands. He is blessed by the gods.
- Targo tells the characters a man in the Main Hall that drinks alone visited the healer two days ago. He ignores if he was healed (see area 4).

TARGO MINEMAN

Dwarf (age 159)

The owner of The Flustered Lynx is a dwarf named Targo. He left the mountains about fifty years ago. He stole a collection of precious stones from a neighbor he hated and left forever. He sold the rocks and built the tavern with the profits. Targo shaved his head and trimmed his beard to conceal his identity. Targo mentions the contract to the characters and tells them what he knows about the healer and the current situation. He points to Helga Fritz if asked for help or more information.

Manner. Targo smiles often and uses both hands to pinch and roll both sides of his mustache.

Ambition. In secret, Targo hopes the characters fail. Business is better than ever since the healer appeared.



HELGA FRITZ

Human (age 23)

Helga (**guard**) is a young red-haired woman. She is in the Flustered Lynx because she is interested in fulfilling the bounty contract. She cannot do it alone so she waits for a group of heroes to join them. Her grandfather's name is Eustace. He was cured by the healer in the woods but he disappeared after two weeks. When Helga heard he wasn't the only missing patient, she grabbed her gear and came here looking for answers. Her grandfather is her sword master as well, she must save him.

Manner. Helga doesn't smile. She doesn't laugh either. She is too angry and upset to let joy fill her mind for now.

Ambition. Helga wants to stop the healer. She doesn't trust the man's intentions. She wants to find Eustace.



FEATURES OF THE TAVERN

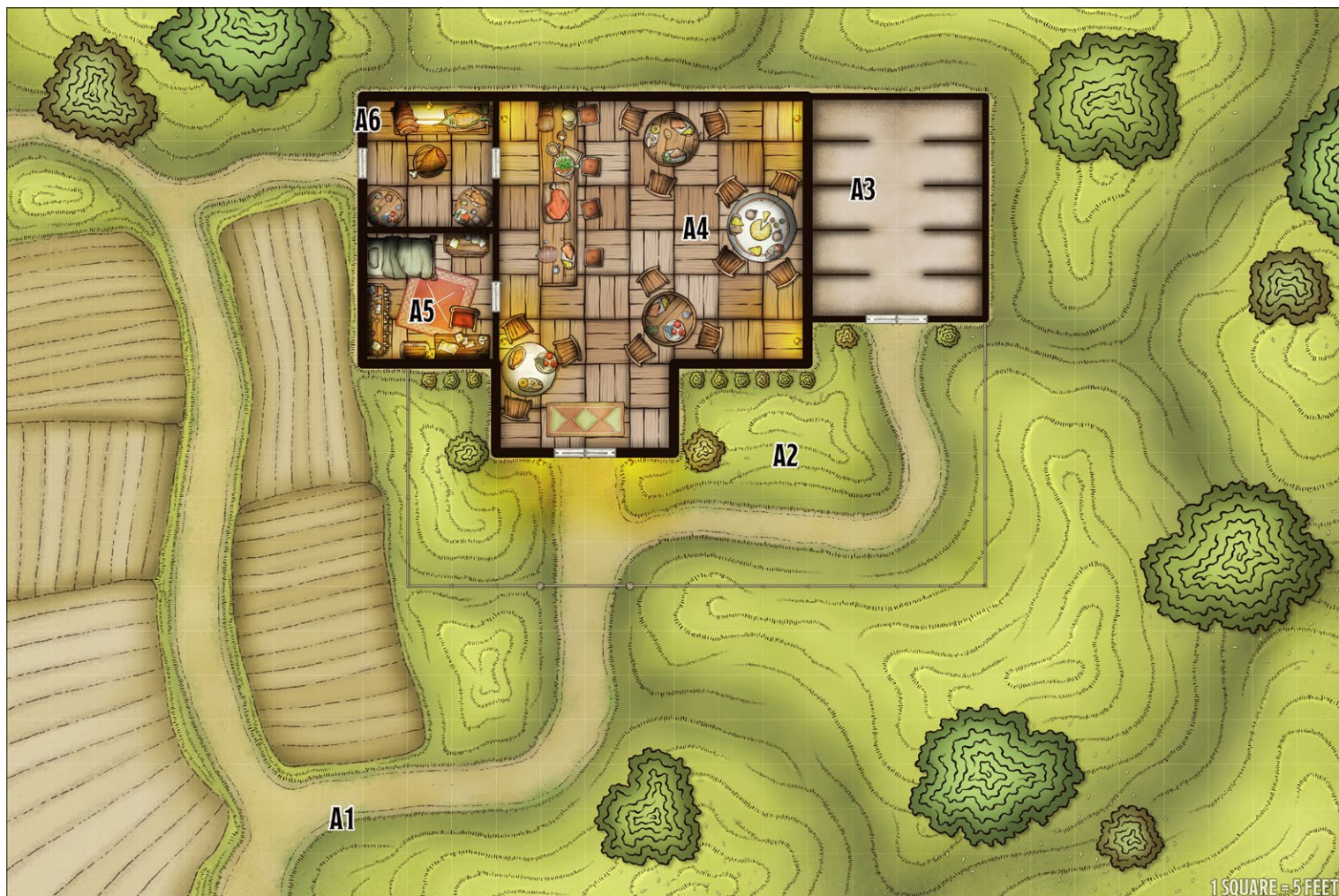
The following features correspond to The Flustered Lynx; areas A1 through A6.

Light. The walls of the tavern feature bright oil lamps. Targo prepares a special dwarven oil that lasts ten times longer than regular lamp oil. It has become popular in the region. He offers 1d4 flasks of his signature, green-tinted dwarven oil to the characters for 50 gp.

Smells and Sounds. The tavern has a perpetual smell of honey mead and dry meat. Hints of cheese and wine sometimes caress the nose as well, whenever fancy clients order the most expensive food. Targo's fields outside the tavern are fertilized with manure that mixes with the fresh breeze. The tavern is usually busy and noisy. Targo speaks loudly and enjoys telling jokes to all patrons.

Atmosphere. The Flustered Lynx is busy despite its location. Many of the regulars are farmers and peasants from the outskirts of town. One of them is a musician named Beau Fiasko. He often comes and maintains the ambiance and the mood at the tavern. The bard knows nothing about the healer but a song he wrote. The song describes his exploits and miracles. Helga Fritz throws a mug at the bard mid-song and tells him to shut up.

Employees. Targo has a bedroom and lives in the tavern (area A5), but he doesn't run the business alone. An errand/stable boy named Aaron helps around. An older man named Viggo serves drinks and cleans.



A1. LONELY ROAD

The packed soil of the ground displays more tracks and marks the closer the characters get to the tavern. Fields of corn, barley, and various vegetables flank the tavern by the west. The small fence by the yard is open.

A Loud Dwarf. A harsh voice is heard before the characters enter. Targo Mineman speaks with the volume of four men, even to say a simple joke or order.

Itinerant Merchant. If the characters aren't in a hurry, they might spend a minute or two with the merchant that rests outside the tavern (see **Word on the Street**).

A2. TAVERN'S YARD

A small fence covers the tavern's yard. Potted ferns and plants decorate the facade. The road splits into two. The tavern's main door on one side and the stable to the other. Dry leaves crack loudly when stepped on.

Aaron, the stable boy, cares for the plants here when the characters arrive. He is covered in dirt and his nails are filthy. He stands up with a smile and offers to take the characters' mounts to the stable, if any. Otherwise, he shows the characters the way in and approaches a table to clean it. He shows them to their seats.

A3. STABLES

The stables are large enough to house up to ten mounts. Three horses occupy it when the characters arrive at the Flustered Lynx. One of the horses is Targo's. The double doors to the stable are always closed. Aaron has the key.

A4. MAIN HALL

Four circular tables and a wooden bar have enough seats for twenty people. Targo yells his jokes by the bar. The doors on the west wall lead to the kitchen and Targo's bedroom. Viggo and Aaron pick up trash, clean, and help.

When the characters enter, Targo says the punchline of a joke; most of the clients laugh. The smiling dwarf laughs louder, turns, and welcomes the newcomers.

"Ah! New faces! Welcome to The Flustered Lynx. Me' name is Targo. Aaron and Viggo shall show you a table and take care of your gear and horses. You look strong... Looking for work?"

Lonely Drinker. Targo points at a man drinking alone (see **Word on the Street**). When approached, the man (**cultist**) stands up, pulls out a dagger, and attacks the nearest character while yelling "You can't stop Yal!"

A5. TARGO'S QUARTERS

Targo has the only key to this room, which is always locked. A single bed, a wooden chest, and a couple of bookshelves accompany a fancy, cushioned chair by the desk. A crooked red rug covers the bedroom's center.

Targo seldom comes here. He comes to sleep or stays awake part of the night writing in his logs and diaries. If a character spends 1 hour reading them, they learn the tavern is doing better than ever (DC 12 Investigation).

Treasure. Targo Mineman keeps the tavern's profits in the wooden chest (DC 15 Thieves' Tools). A large leather bag contains 783 gp in various coins and silverware. An iron box contains a ruby (150 gp) and a pearl (450 gp).

A6. KITCHEN

Targo and Viggo are in charge of the kitchen. The Flustered Lynx serves dried meat, fruit, and simple dishes. A friend of Targo who sells exotic ingredients brings him rare fish and seafood from time to time.

West Door. The door west of the kitchen is always locked (DC 15 Thieves' Tools). Targo and Viggo have keys for it. A sign on it says "*Deliveries Only*".

Treasure. The Flustered Lynx's kitchen contains enough food to make up for 35 traveling rations. The spices and some of the dried meats and jerkies can be sold. The whole lot of food is worth 360 gp, but it is divided into several boxes and is unwieldy to move around.

DELVING THROUGH THE WOODS

THE CHARACTERS GET ready to investigate the healer in the woods. They gathered all the information they could in the Flustered Lynx (see **Word on the Street**).

HELGA FRITZ

Helga's Grandfather went to the healer two weeks ago. He was almost deaf and suffered from harsh migraines. Once healed, the old man returned home but wasn't himself. Two days later, he disappeared. His tracks lead to the woods. Helga thanks the characters several times if they accept her company and she tells them her grandfather's story. She promises they won't regret their decision. She knows the woods well and can be their guide to find the healer's hut without danger.

THROUGH THE WOODS

The journey through the woods is dangerous. Yal's followers roam the misty trees and this makes reaching the healer a more complex task. If the characters travel without Helga, they take a wrong turn and stumble upon two **brown bears** and their cubs.

Before getting to the healer, with or without Helga present, six of Yal's followers (two **cultists**, four **commoners**) ambush the characters (DC 12 Perception). The followers may be persuaded into believing the characters seek the healer's help and abilities to avoid the fight.



A LAIR IN THE FOREST

Please reconsider. Daniel can heal everyone and improve the lives of the dispossessed.

Old Johan

THE POSSESSED HEALER. Daniel Sands, commanded his recently acquired followers to settle in an old abandoned quarry north of the nearest settlement. The quarry and mine were abandoned years ago because of a pest problem with formian creatures that invaded the mine tunnels. The formians still roam the area but the healer's followers have barred their passage with sturdy iron bars (see area C4). The place is inconvenient in many ways; Daniel and Yal do not plan to remain based in the mines for too long. But it suffices in the short term.

The loyal followers have remodeled and furnished an old booth outside of the quarry's entrance. The dilapidated building used to be a kind of registration booth or office, back then when the mine was operational. Now, it is an office where the newly arrived come to be interviewed by Old Johan. He was one of the first people healed by Daniel. Johan has a background in accounting so he was placed here to register people, interview them, and channel them to the mines where Daniel can perform his healing miracles on them.

When someone new arrives, Johan writes down their name, place of origin, and the ailment they want healed. Most people are old folks who had nothing left but to wait to die, just like Johan. The blind, the deaf, the maimed, the weak. They are sent down to a place they now call the Healer's Hall (area C7) where Daniel has the last word. Though, so far, Daniel has never refused anyone. Every solicitor is cured and becomes a new member of their fast-growing group.

Two mercenaries came a few days ago and requested an audience with the healer. They had no personal request for health. Still, Johan sent them down as instructed. They tried to arrest Daniel and bring him to town. The healer summoned a fiery sword and chased them out of the quarry and into the forest.

FEATURES OF THE FOREST CLEARING

The following features correspond to the forest clearing next to the quarry and mine; areas B1 through B5.

Landscape. The old miners' road still reaches the abandoned mine located in a natural forest clearing. The soil in the area is composed of yellow and orange clay that is made into pottery trinkets by local craftsmen.

Smells and Sounds. The natural sounds of the forest mix with the coming and going of the several dozen followers of the mysterious healer. A smell of damp clay soil is common in the area, especially before the rain comes.

Enthralled Followers. The healer's loyal companions assume that the characters' arrival means they were allowed to come by the patrol in the forest. They assume that someone in the party must be a solicitor of the healer's miracles. They are allowed to approach the office in area B2. Suspicious or threatening behavior causes the four **cultists** and six **commoners** in the area to draw their weapons and attempt to seize the characters.

B1. FOREST TRAIL

The smell of damp clay and mud invades the senses close to the abandoned quarry. Several individuals wait by a recently repaired, small building.

Four **commoners** stand guard outside of the office, their names are Garlo, Amanda, Viranna, and Birlo. They were all cured by Daniel and are charmed by the devil. A carved, wooden sign by the door reads: "*Come meet Daniel, the healer blessed by the gods*".

If present, Helga Fritz inquires about his grandfather, Eustace. The commoners say that the old man is with the healer himself, in area C7. However, they must first be interviewed by Old Johan, the person in charge.



B2. REMODELED OFFICE

The warm light of a single oil lamp shines on a sparsely furnished office. An old man sits behind the desk with a quill in hand and a piece of paper.

Old Johan eagerly interviews the characters thinking that at least one of them requires the healer's powers. The characters can convince him that someone requires such magic (DC 16 Performance). Otherwise, Johan becomes suspicious of their presence and begs them to return to town. If the characters press forward, Johan and the four commoners outside attempt to seize the characters and bring them to the cell in area C5.

If present, Helga Fritz energetically claims she has a right to see her grandfather, Eustace. Old Johan responds that Eustace is old enough to make his own decisions: *"Perhaps he doesn't want to see you. Have you considered that? Nothing stops him from leaving"* he says.

B3. THE QUARRY

Boulders of all sizes surround the spiral, stone stairs that descend into the abandoned mine. A capable tracker discerns recent boot-print marks and the old footprints of the formians' double-clawed legs (DC 16 Survival).

B4. LOYAL FOLLOWERS OF THE DEVIL

One **commoner** and four **cultists** stand watch next to a large-sized boulder. Their names are Diana, Germain, Darlo, Vikari, and Joe. They are not visible from the road that leads to the remodeled office in area B2.

Should the characters start a conflict in the office, the cultists assist their comrades two rounds later. Otherwise, the cultists allow the characters to descend into the mine, provided Old Johan has been fooled to allow it. Despite their disposition, once they see that people come to see the healer, they are friendly and talkative.

The Blind. Daniel healed Joe's eyes. He is known by the locals near the Flustered Lynx (see **Word on the Street**).

Family Vengeance. The lonely drinker from area A4 is Diana's brother. If the characters approach amicably, Diana approaches and inquires about her brother. Should she learn that the characters injured him, she uses all tools at her disposal to exact her revenge.

B5. A DARK DESCENT

Crudely carved, stone, spiral steps descend into the darkness of the abandoned mine to a depth of 85 feet. An expert tracker detects evidence of formian activity in the acid-eroded, irregular walls (DC 15 Survival).

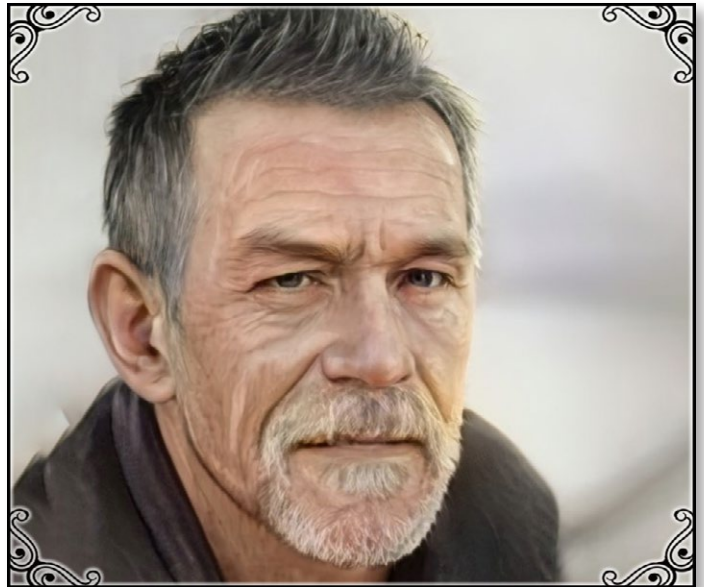
OLD JOHAN

Human (age 59)

The venerable man (**commoner**) lost the use of both his legs years ago from gout after a lifetime of alcohol abuse and a copious diet. Old Johan slowly withered away in a wheelchair when he heard of the healer in the forest. Daniel Sands healed his deformed, useless legs and Johan could walk again. Like many others, Johan is naturally loyal to the devil-possessed healer. He recovered his life and has a new purpose of helping others recover their health. Old Johan is truly loyal to Daniel.

Manner. Johan makes his religion's praying salute at all times and thanks his god for his current fortune.

Ambition. Johan wants to bring others to the healer to spread his good fate. He shall protect the healer's life.



REACHING THE MINE

THIS SECTION OF the adventure is designed to be open-ended; with no expected course of action. The characters have stumbled across a complex situation where the people opposing their passage into the mines are all innocent bystanders under the charm of the devil Yal. Should the characters act with violence, they shall have innocent blood on their hands and blades.

A Great Performance. If one or two characters attempt to impersonate someone in need of healing powers, Old Johan in the office shall treat them like anyone else and grant them access to the mines to see Daniel. However, if he catches them on the ruse, he calls for all cultists in the area to seize them and incarcerate them.

Seeking an Audience. If the characters want an audience with the healer without having the need for his powers, the cultists are caught off-guard because the situation has not occurred before. Old Johan suggests that it can be done, as long as the characters agree to leave their weapons at the office before the audience. The characters would then confront Daniel without that gear.

The Stealthy Option. The characters can attempt to sneak into the mines undetected with a successful DC 16 Stealth check. Failure means the characters are spotted and attacked by the cultists stationed in area B4.

Forcing the Way In. If the characters resort to violent methods to enter the mine. They have to defeat all of Daniel's followers in the area. This may result in the death of many individuals who are, after all, innocent. If present, Helga Fritz tries to incapacitate rather than kill. She fiercely confronts the characters if they kill the charmed townsfolk without consideration. She recognizes the faces of some of them from the nearby town.

A DARK DESCENT

THE CHARACTERS FINALLY climb down the crudely-carved, stone steps into the abandoned quarry and mine. A smell of coal, clay, and iron greets them as they descend. If Old Johan allowed the characters to enter the mine, the venerable man and two cultists accompany the characters to the healer's presence; increasing the number of allies present when the characters get there.

Otherwise, the characters descend on their own, either in a stealthy way or because they have overpowered all of the healer's followers in the area. In case of battle, there is a 3-in-6 chance that one or more of the healed commoners attempt to flee from battle and rush down to the mine. If so, everyone in the lair is aware of the characters' presence and ready to ambush them in the tunnels.



A DEVIL IN DISGUISE

You would not stop me, for that shall bring
unending misery to all those around us.

Daniel Sands

THE IRON MINE was abandoned a few years ago after a new tunnel became connected with an enormous underground formian tunnel network. Formians are ant-like insects the size of wolves. They are not intelligent individually, like regular ants. But the colony at large acts as a single organism with a sense of self-preservation. They aren't tough but make up for their frailty in numbers. The miners had no chance battling the unending hordes of formians and had to abandon the operation in the end. Several mining parties have tried to retake the mine a few times without success. The formians do not frequent the mining tunnels much but they become territorial as soon as they detect humanoid activity in the area. They have an acute sense for air vibrations and can detect creatures as far as 60 feet from their position.

DANIEL'S ENTOURAGE

AFTER DANIEL SANDS accepted the devil's deal and started curing people and gaining followers, the need for a base of operations became clear. The healer climbed down into the abandoned mine and liked the place to settle. Daniel would have never done such a thing but Yal, the devil, found the place comfortable and interesting.

It did not take more than a few days for the ant-like formians to come in great numbers to retake their territory. However, something was different this time. Daniel Sands produced a flaming sword and scared all the ants away. The healer's followers placed sturdy iron bars in the last cave passage to keep them at bay. Since then, the formian creatures approach from time to time but do not dare attack the iron bars. They are scared of Daniel Sands vibrations and scent. Should the healer perish, however, his hold on the formians shall end. The ant-like abominations would pour into the tunnels like a landslide and attack everyone within (see **Conclusion**).

FEATURES OF THE CAVERNS

The following features correspond to the underground mine complex; areas C1 through C7.

Soil and Walls. The caverns feature hard-packed, clay-like floor riddled with deep tree roots. Sturdy wooden posts and beams support the 20-foot-tall mine tunnels.

Light. Torches on wall sconces light the main mine tunnels. The healer's followers change the torches as needed. The rest of the tunnels are in complete darkness.

Smells and Sounds. The smell of damp clay soil combines with the smell of cooked food from the cauldron in area C2. The sounds of chatter and chanting echo throughout the caverns unless the cultists have been alerted of the characters' presence on the surface.

The Followers. The healer's loyal companions are charmed by the devil within Daniel Sands, Yal. They consider Daniel a good friend and their leader. Spells such as *calm emotions*, *dispel magic*, or *remove curse* free a subject from Yal's influence until the person comes within 10 feet of Daniel Sands again. Daniel's death releases everyone from the influence and reverts them to their original states before being healed (see **Conclusion**).

C1. ABANDONED MINE LANDING

The 80-foot-deep, irregular, stone steps lead to the mine's landing. An iron bar gate closes off the only tunnel to the south. Sturdy, wooden beams flimsily support the root-riddled rocky ceiling.

The iron bar gate features a common lock (DC 14 Thieves' Tools). A **commoner** named Augustus guards this gate and lets people in. If a cultist has alerted him of the characters' intrusion, the gate is closed and five commoners with crossbows stand guard south of it.

C2. COMMON CHAMBER

A large cauldron over a coal fire stands in the middle of the supplies-rich common area. The boiling broth has a sweet smell of garlic and fine herbs.

The charmed people spend most of their time in this chamber speaking, playing dice games, working on the dining hall, or eating. There are four **commoners** here when the characters arrive. Their names are Alanna, Hiro, Acuri, and Xara. They are amicable and nod to the characters if they come accompanied by Old Johan from area B2. They know that their interaction with Daniel Sands shall make new cult members of them.

If the healer's followers have been alerted of a hostile intrusion, they close the gate to area C1, drop a wooden bench for cover, and point their crossbows at the mine landing. The loyalists protect the mine lair fiercely.

C3. QUARTERS OF THE HEALED

Sleeping rolls and mats for at least ten people lay scattered across the hard cavern floor. There are no personal effects or trinkets on sight.

There are four **commoners** and two **cultists** in this room at any given time. They come here to sleep and rest. The mining chamber is sparsely furnished with sleeping clothes and a few bedrolls. The strange mind state of those healed by Daniel Sands makes them abandon all claim to material possessions and self-expression. Alas, their existence here is rather dull and grim.

Treasure. An hour of searching through the cultists' belongings turns up 275 sp, a golden necklace (25 gp), and an embroidered silk robe (85 gp).

C4. FORMIAN CAVERN NETWORK

A sturdy iron bar gate prevents further passage to the west. Numerous 30-foot-diameter, narrow, round tunnels pierce the earth in all directions.

The sturdy iron-bar door features a standard lock (DC 14 Thieves' Tools). Beyond there are narrow tunnels dug by the indigenous formians. Use the **giant centipede** statblock to represent the formians. They come in small and medium sizes and are known for their poisonous bite. If the characters cross the iron bars, 1d3 formians come from the tunnels and attack but they do not move toward the healer's lair unless Daniel Sands is slain (see below).

The Formians. The ant-like creatures that live next to the abandoned mine often come sniffing around. They can easily bring down the iron gates in large numbers but they are afraid of the Yal. Should Daniel Sands perish, there is a real possibility of the formians overrunning the tunnels and wreaking havoc (see **Conclusion**).

C5. DARK CELL

An iron bar door by a shallow dead-end serves as a makeshift cell. The belongings of past inmates lie scattered on top of a wooden table outside.

There are two **commoners** in the makeshift cell. Their names are Valenna and Harold. They were healed from deafness and a missing arm respectively but turned out to be naturally immune to Yal's charm effect. They were placed here a week ago. They are well-fed though.

Treasure. There is a leather pouch with 80 gp on the table, a *spell scroll* of *dispel magic*, a *spell scroll* of *lightning bolt*, and an engraved silver tiara (85 gp).

DANIEL SANDS / YAL

Human (age 31)

After Daniel merged with the devil, Yal, his body has undergone a series of physical transformations. His skin is red. His eyes glow like fire. He is stronger and taller. Daniel feels the need to cover these changes to avoid scaring others away so he wears a hat, a long robe, and covers his face with a scarf. Daniel is aware of the lifestyle cost of his curative powers. Those cured appear to follow him like a cult leader. He has decided that such fate is preferable to their previous state of health.

Manner. Daniel speaks but two voices are heard simultaneously. The devil's voice is dark, sibilant, and raspy.

Ambition. Daniel wants to heal more people. The devil, Yal, wants to increase his follower count by tenfold.





C6. THE DEVIL'S QUARTERS

Expensive, lavish, furniture stands in harsh contrast with the natural, rough, wooden-supported walls of the mine. Countless papers, scrolls, and documents are spread on the wooden desktop.

Daniel Sands's quarters feature the best furniture that the cultists could donate or make. The chamber has a perceptibly strange aura. The room appears lived-in, yet unused. Daniel spends most of his time in Healer's Hall (area C7) and only comes here to sleep and study.

The Documents. Most papers on the table are medical treatises and papers on cutting-edge medical procedures. Daniel Sands has taken advantage of his current situation to advance medical science. Spending one hour reading his journal on the desk recounts the story of how he merged with an entity named Yal. It is through Yal's powers that Daniel Sands can cure everyone.

Treasure. An hour of searching through Daniel Sands's belongings yields 400 gp, an engraved dagger (55 gp), a painted wooden mask (50 gp), a collection of twenty-five valuable botany, and medicine volumes (300 gp), a *spell scroll* of *remove curse*, a *spell scroll* of *greater restoration*, three flasks of holy water, and a *+1 mace*.

C7. THE HEALER'S HALL

Several fine rugs are laid in front of a stone dais with a stone throne on it. Two large braziers flank it. A glowing, runic circle creates purple and lilac light effects that give the room an otherworldly aura.

The characters come here either on good terms or by force. Either way, the devil-possessed Daniel Sands prefers to resolve things amicably and converse with the characters. Daniel explains that all conflict is futile and leads to no benefit to anyone: "*Our community shall grow and you shall not stop our efforts. We bring prosperity and health to those forgotten and dispossessed. Look around you, these people recovered their lives, they have a purpose. But it shall last only as long as I live*".

Eustace, Helga's grandfather, is in the room. If present, Helga embraces him and asks him to return home to his family. The man respectfully refuses and claims that he has found a new purpose in life by Daniel's side.

The Magic Circle. When a person stands on the circle, Daniel can activate it to heal any illness or disability. The person is subject to a charm effect that causes them to become cult members and regard Daniel Sands as a friend for as long as he remains alive (see **Conclusion**).

CONCLUSION

THE CHARACTERS REACH the end of this adventure and witness the consequences of their actions.

FIGHTING THE HEALER

Use the **cult fanatic** statblock for Daniel Sands with the following modifications:

- Max HP of 54.
- Daniel Sands makes two **Blade of Fire** attacks. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: (1d10 + 3) fire damage.

There are four **commoners** and three **cultists** in the room. Eustace among them. If the characters came here amicably, Old Johan (**commoner**) and two more cultists are here too. If needed, all ten followers fight valiantly to defend their leader, Daniel Sands. They do not falter.

If Daniel Sands survives, the characters can arrest him and bring him to justice. However, the charm effect of all those healed by him remains. In time, the healer's followers shall break him out of jail to continue his vision. Each individual can be freed from this effect (see **Features of the Caverns**) but proximity to Daniel Sands returns them to their cult-like behavior.

If Daniel Sands dies, all those he healed return to their previous state of bad health and are freed from his mental influence. In addition, within 30 minutes of Daniel's demise, the formians from area C4 break down the iron gate and flood the caverns, eating everyone still there.

HELGA FRITZ AND EUSTACE

If Eustace dies by the characters' hand, Helga's resentment and hate get the better of her. She charges in rage toward the offending character to kill them.

If Eustace survives but remains under Daniel's charm, Helga tries to convince him to return home with no success unless the charm spell is dispelled somehow. If not helped, the old man Eustace ends up participating in Daniel's prison break a few weeks later. If Daniel Sands dies, Eustace's harsh migraines and deafness return, along with depression. Helga is lukewarm about this outcome but satisfied that her grandfather is finally home.

THE SICK AND DISABLED

If Daniel dies, Old Johan's legs succumb to gout again and disable him. Unless helped, Johan and all other disabled individuals in the mines are killed by the formians.

A REWARD TO COLLECT

If the characters show up in the city to collect the reward. The captain of the City Watch, Gardun Chiral interviews them. He is interested in knowing all about the so-called healer and his effect on those he targeted. He pays up the reward of 500 gp plus a bonus of 10 gp for each individual that returns from the mine lair.

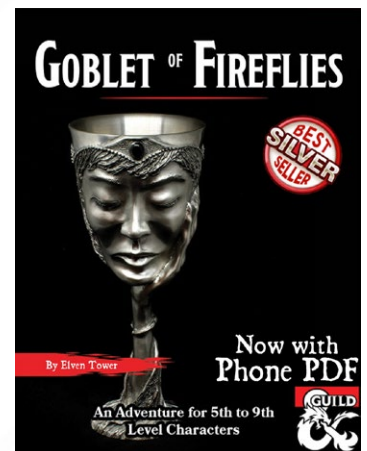
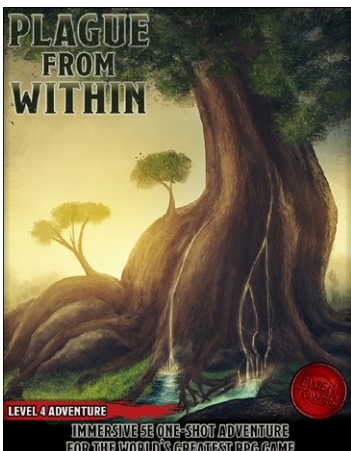
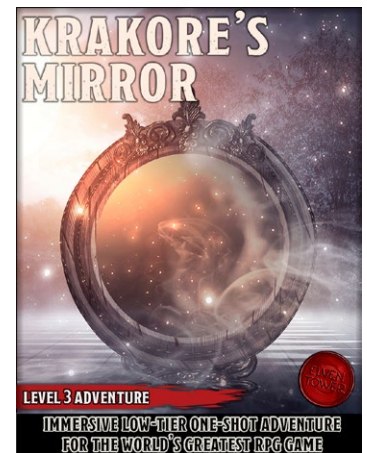
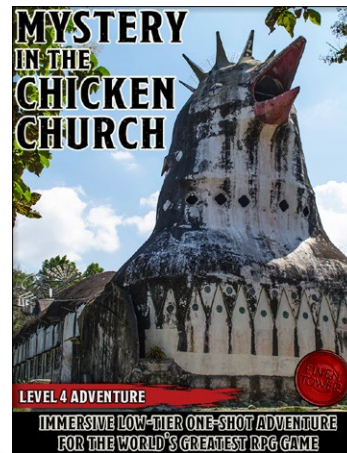
If the characters deliver Daniel Sands to the city. Captain Chiral puts him in jail and summons an archpriest from the capital to come to interview him. Alas, the cleric takes too long to arrive and Daniel Sands is liberated by his remaining followers two weeks after.



THANK YOU

Your support is enormously appreciated. I am grateful to you. It is because of the support from my subscribers that I can continue creating cartography and written content for RPG games.

Here are some popular products we have published:



CLICK HERE TO JOIN OUR MAILING LIST

Get the latest updates about TTRPG maps, adventures, and special discounts for our products.

