



# SLUMBER CULT EXODUS

LABYRINTH OF EVENFALL

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**CONCLASH SEASON 4**

The Cult Survives, The Ritual Continues.

# SLUMBER CULT EXODUS

## THE STORY THUS FAR

The Slumber Cult had infiltrated Evenfall and had been slowly abducting its people for the last 10 years. The Adventurers Guild finally caught wind of the activity due to a man by the name of **Galen Lamiur**, Minister of Civil Projects, who worked to feed information to the guild and fight the cult's activities. In order to discover the masterminds behind the veil and try to root out the cult, the guild asked the unbound guardsmen to investigate the city. **Guardsmen Leath & Oren** were sent to the city to infiltrate the cult and discover the mysterious person serving as their leader. After weeks of investigation, they discovered the cult had kidnapped a number of farm owners, tradesmen, and nobles that had crossed the cult. The guardsmen set out on a rescue attempt and have stopped reporting in.

Meanwhile the guild sent adventurers from Kdor to Evenfall via teleportation to investigate further. The teleportation circle was hijacked and they were ambushed by the cult on the white sand beaches outside the city. The adventurers fought their way out and made it to the guild hall, where they met Guildmaster Elrin near the bottom of a bottle with depression, as many of his guild members had been taken. The adventurers begin looking into the disappearances and soon discover where the farm owners are being held, along with the unbound guardsmen. Once rescued, the guardsmen inform them of where the tradesmen are being held in the undercity.

The adventurers manage to rescue the tradesmen from the undercity arena and return to the guild where Elrin informs them that **Galen Lamiur** has found evidence that the Minister of Trade **Silas Drenn** (an Owl) has been behind the plot to kidnap the people of Evenfall. The adventurers, along with **Galen Lamiur** infiltrate **Silas Drenn's** mansion during a party and discover the nobles **Drenn** was holding. After rescuing the nobles of Evenfall, the adventurers along with **Guardsmen Leath & Oren** and **Galen Lamiur** raid the mansion only to find it mostly empty. However, the discovery of a hidden tunnel leads them down to a secret ritual performed by **Silas Drenn**. He addresses a mysterious orb, calling it "teacher", right before the adventurers storm in to capture him. **Drenn** tries to flee but is killed by the adventurers with the help of **Galen Lamiur**. They report in to Guildmaster Elrin who informs them that New Arcanum is now in need of assistance. Some adventurers leave while others stay to assist **Guardsmen Leath & Oren** in tracking down the rest of the cultists.

## SUMMARY OF EVENFALL

Evenfall is a kingdom of gothic beauty and old chivalry, a land of **white-sand beaches**, marble roads, and

medieval tradition. The city's marble roads, veined in white and black, are in stark contrast to the colorful parks and vendor stalls of the great market. Home to great knights and radiant gardens, the people of the city are of historic lineage and oaths.

Several centuries ago, Evenfall was founded by the **ancient druids** who built the city to shield mortals from the horrors of the forest to the south. Known as Elderwood, the forest is a place where the oldest trees whisper to things forgotten by the gods. The walls they built for the city stood over 60ft high. Over time, the power and presence of the druids faded and noble families rose in their place. These are led by the **Highlance family**, descendants of heroes said to have bathed in starlight.

Today, Evenfall is ruled by **King Highlance**, a descendant of the "Returned Prince," Haeren Highlance who helped reclaim the city from the demi-god **Skotos** after the **Twin Gods War**.

## THE HIGHLANCE LEGACY

The Highlance family is one of legacy and expectations. Their family crest is of a great tree and falling stars on a red and silver field. It is said they have the blood of the druids running through their veins. They have ruled the city for centuries keeping the peace and managing the forest's growth. During the Twin Gods War, Skotos beguiled the Queen Muriel at the time, but she realized his true intent and sent her son away to find allies to help the city. Prince Haeren left with a few black powder rifles and ship of trusted men and made the journey to Grand, where Queen Genevieve de Roche along with her husband Prince Nathaniel Tallman joined forces with the prince. With the support of Grand's small fleet and many adventures, they took back the city from the dark demigod Skotos.

## CULTURE AND PEOPLE

Evenfall's people are proud traditionalists, their culture steeped in honor, knightly vows, and grand duels. Tales of commoners rising to nobility through great deeds are prevalent, an echo of the city's belief that courage is divine currency.

Despite their love of pageantry and lineage, Evenfall's citizens cling to superstition. Every home keeps salt at the threshold and a candle burning at dusk, to ward off whispers from the south.

The city worships the **Pantheon of Surviving Gods**, divinities who endured *the evil ones'* dark harvest. But reverence for ancestral oaths often outweighs devotion to the divine. Temples are less places of prayer than of remembrance, each dedicated to an aspect of life crucial to Evenfall's identity

# DM SUMMARY



THE SLUMBER CULT IS ON THE RUN AND TRYING to escape Evenfall with as much of the city's wealth as possible, as well as the handful of prisoners they took before Drenn was killed below his mansion. They have fled to the undercity and are preparing to leave soon. The Guardsmen

are hot on their heels and enlist the help of the adventurers guild to root them out. But the cultist's base is a maze of traps and tight corridors, and time is running out to stop them.

## PLAYER TEASER

Beneath the city lies a hidden cult base, The tunnels are narrow and maze-like. Every turn is a choke point; you must move fast before the cult escapes with the city's wealth and their hostages.

## KEY NPCs

### GUILDMASTER ELRIN VEYMAR

- **Race:** Human
- **Appearance:** Tall, tan-skinned, with greying sandy brown hair. He wears black slacks, a grey open shirt, and a leather vest.
- **Role:** Guildmaster of Evenfall's Adventurers Guild.
- **Personality:** Sour, cold, depressed, and often drunk. Burdened by the city's decline. Recently more hopeful due to the return of many of the city's people.

### GUARDSMEN LEATH & OREN

- **Race:** Human & Drow
- **Appearance:** Both wear red tunics with the unbound sigil on them, wearing leather armor underneath. *Leath* has long brown hair and green eyes and white skinned. *Oren* dark grey-purple skin, sliver white hair in a pony tail and amber red eyes.
- **Personality:** Both are friendly, but they are very direct and task driven. They often decide to go with a loud option instead of a quiet one.
- **Role:** Unbound guardsmen of Grand sent to investigate Evenfall and aid in its liberation.

## REWARDS

250 GP

Uncommon magic item (list below)

## RUN DOWN

**This one-shot runs approx. 3 hours for level 5**

**Characters.** Players are brought to the undercity by Guardsmen Leath & Oren and are told that the Slumber Cultists are deep within their base, which is set up like a large narrow maze. The players must survive deadly traps and ambushes while racing against the clock to

stop the Cult escaping with treasure and hostages. The clock will be based on where players go and how many failed skill checks there are. The players should be worn down throughout the adventure. Most of the enemies are going to be minions that can be easily dealt with but they will come in hordes and fight somewhat tactically. The final confrontation will be about preventing the treasure ship and the ship with prisoners from leaving the base. Depending on how well players do, all of the cultists will get away or only some will.

## BRIEFING (10 MINUTES)

The Guild tavern is bustling for the first time in years. The once quiet halls are filled with adventurers, quests, and a new sense of hope. The guild bar is fully stocked and manned. The doors to the outside are propped open and the smells of fresh food and flowers linger in the air.

### GUILDMASTER ELRIN VEYMAR

[Elrin sits at the guild's bar, a half-finished drink in hand. He doesn't look drunk, just tired. Guardsmen Leath and Oren stand next to him, rigid and ready.]

"Leath, Oren... found it. The last of the Slumber Cult still rotting in this city have holed up in a base beneath the old quarter. Thought they could flee in the dark and escape us."

"They've taken hostages. And helped themselves to treasure from Drenn's vaults. Gold, relics... calling it leverage."

[He takes a slow sip.]

"You're going with these two. Find the base. End it. Cleanly, if you can. Brutally, if you must. But be careful. Desperate people with stolen coin and captives are worse than sober ones."

[He sets the glass down.] "Bring the hostages home. Bring yourselves home. I've no interest in raising a glass over coffins. I'd rather celebrate this city's liberation with the living."

[He nods toward the door.] "Go finish what we started. And come back in one piece."

As the players begin to leave, Leath & Oren stop to inform them they will be splitting up.

### GUARDSMEN LEATH & OREN

"We are going on ahead of you. We'll make our way through another tunnel and use a scrying device that will allow us to monitor the progress the cultists make. Here." [They hand your group a stone.] This is a sending stone you can use to keep in touch and provide updates as we move forward."

## BASE MECHANICS

The base is a large maze with many traps. Halls are 3-5ft wide and have sharp angles and uneven stones. When areas open up, players are ambushed. The maze is complicated by locked doors and secret passages. Some will cut time down, others will add time, some lead to loot costing time. Below are traps you can use as players make their way through (*but feel free to use your own*). Depending on party size, traps should be every 15-30ft. The timer for the adventure works like a clock (*from blades in the dark*): every fail and delay fills in a part of the clock. A suggestion would be to have at least 3-4 clocks with eight segments each. When a clock is filled the party should be made aware of this by having Leath & Oren inform the players via sending stone that the cultists are 25%, 50%, 75%, and 100% complete with loading the escape vessels. If the cultists get the vessels filled, the players will only have a single opportunity to rescue the prisoners.

The enemies used in this adventure are minions. Most can be taken out quickly and quietly. Look at the stat blocks for more info on how to use them.

### IT'S A TRAP!!

#### Snare Trap

*DC 14 to detect, DC 12 to disarm. Best used as a set-up for other traps.*

When triggered, the player is hoisted up to the ceiling. They suffer no damage but are restrained and have a -5 to DEX saves while trapped.

#### Arrow Trap

*DC 14 to detect, DC 12 to disarm. Best used in narrow hallways.*

Usually triggered by a trip wire or other trap going off. Arrows fire out of a surface, in a 5ft-wide 60ft long area. Creatures in the range make a DEX save DC 14 to dodge. On fail they take 2d8 piercing damage, on success they take half as much.

#### Gas Trap

*DC 16 to detect, DC 14 to Disarm. Best used in tight rooms or with only one exit.*

Triggered by a pressure plate or trip wire, this trap can fill a 20x20 room with poisonous or acidic gas. Creatures caught in it make a DC 15 CON save. On fail they take 3d4 damage, on a success they take half as much. For every 1 minute that they are affected by the gas, they take an additional 1d4 damage.

#### Spike Fall Trap

*DC 12 to Detect, DC 14 to disarm. Best used in tight spaces.*

Triggered by pressure plates, this trap drops a weighted board of spikes. It varies in size from 5x5ft up to 15x15ft area. Targets can make a DC 14 DEX save. On fail they take 1d6 piercing damage and 1d6 bludgeoning damage and are knocked prone. On success they take half and are not knocked prone.

#### False Door Trap

*DC 16 to detect, DC 18 to disarm. Best used on entryways.*

Triggered when a creature tries to open a door. The door swings forward toward the target and the center of the door snaps, trapping the target's head in the door before swinging forward. The target must make a DC 15 DEX save. On fail they suffer 1d10 bludgeoning damage and are stuck in the door. They need to succeed a DC 16 athletics check or disarm the trap. Targets held by the door begin to suffocate until they are freed.

## ACT 1 THE ENTRANCE (20-30 MINUTES)

The players find their way into the undercity of Evenfall. As they pass the undercity colosseum, they navigate through several tunnel corridors. They find a large stone door with a few cultist guards out front. They wear black cloaks, dark leathers, and dark rounded masks with sharp points on the side like very long elf ears.

### DISCOVERIES

- **(Insight DC 16)** The guards are on edge and are keeping a close look out for any enemies.
- **(Stealth DC 18)** Sneak up and quietly take them out.
- **(Investigation DC 16)** Alarm spells have been set up outside and around the door.
- **(Perception DC 14)** Door is ajar and seems to be done purposely.

The Alarm spells can be deactivated with an **Arcana DC 14 check**. Once the players decide on how they are going to deal with the door and guards they can enter into the Maze. The players can make additional checks to find or detect other spells that are being used to detect them. Those additions are optional and they can discover other scrying devices and either deactivate them or trigger them. If this option is used and they fail, mark two segments of the timer. Once they enter the Maze, the timer starts and every fail can lead to the cultists getting away.

## ACT 2 THE MAZE (60-90 MINUTES)

As the players enter the maze, they see multiple tunnels. They can choose any of the paths.

### DM NOTE

You can use the provided map or make your own. Depending on party size the maze should have 2 rooms plus one for every player at the table.

This act is mostly exploration, avoiding traps, and getting into small skirmishes. The idea should be to have short combats that the players will be able to win quickly but cost them resources (spell slots, consumables, etc.). There are 3 rooms within the maze that are loot rooms. These offer healing potions (1 per player) and an uncommon magic item from the loot tables at the end of the adventure. The rest of the rooms are either trapped, empty, have enemies, or show signs of recent activity. The maze will have stairs that seem to be leading back to the surface. Finding empty rooms, trapped rooms, or rooms with enemies should mark a segment of the clocks (1 for each encounter or set off trap).

**Loot Rooms** should not mark any time on the clocks but if players begin to look for other loot rooms mark the clock forward. Players should find one easily but the other will cost them time.

**Recently Used Rooms** (empty of people, traps, loot, but not necessarily furniture) can add time to the clock depending on how the session is going for time and if they are running low. In these rooms, having players make investigation checks will allow them to find evidence of recent activity. Either people were being held there or maybe some coin or a page from a manifest detailing items stored there.

Finding stairs or secret passages can also add time to the clock, giving players enough time to make it to the cultists trying to get away. But if players are taking time to check every room or search for loot the clocks should be counting down quickly.

After the fourth stairs are reached, the players will come up into a large open dock that has two ships: one loaded with treasure, the other loaded with people. This is when the 3rd act starts.

## ACT 3 THE ESCAPING VESSELS (50-70 MINUTES)

This sections is fairly straightforward. The ships are being loaded and should be mostly if not completely finished. As the players make their way to the top, Guardsmen Leath & Oren should be engaged in combat with some of the cultists near the front of the ships. Meanwhile the cultists will start attacking the players.

The number of cultists should be equal to the player count +4. They use minion rules so the cultists can go down quickly. This last fight is meant to be hard fought. Spellcasters should use whatever they can to take down players, range units should stay back and fire at the players, and the melee cultists should try to cut down and grapple the players. While the fight is going have the players notice that the cultists seem to fight with reckless abandon, making them immune to any form of intimidation, fear, or charming effect.

The fight should last about 3-6 rounds. If the fight goes beyond that or half the party goes down, have the cultists try and escape with the loot, leaving the prisoners behind.

Once combat has ended, if the loot boat is still there, Guardsmen Leath & Oren will take it along with the prisoners to safety.

## CONCLUSION (10 MINUTES)

Once the players return to the guild hall they will be welcomed by the Guildmaster. Guardsmen Leath & Oren have already reported to him that the players showed great skill and should be rewarded.

### GUILDMASTER ELRIN VEYMAR

[Elrin stands at the guild's bar.]

"There you are. I was beginning to wonder if the city swallowed you whole."

"Leath and Oren just finished their report to me and the king. Seems you did more than just tidy up the cult. Good work! For your trouble, you've earned something special. Access to the guild vault. Go down there and pick yourselves a magic item. Just one each, don't get greedy, or I'll have to start charging rent."

[He pours himself drink, slight smirk on his lips.]

"Unfortunately, the world hasn't decided to calm down just because we cleaned up our mess here."

"Dungeons are rising out of the ground like burned corks. Grand, Kdor, and now New Arcanum. Aly sent word not long ago. She's been uncovering secret labs tied to whatever madness is brewing, and one of them is... large."

"Good news is the teleportation circles are working again. The mages are still clearing a backlog of travelers, but once that's sorted we should be able to send you to New Arcanum within the week."

[He downs the whole glass in one swallow.]

"Until then? Go get drunk. Properly drunk. You've earned it."

# MONSTER APPENDIX A.

## SLUMBER CULTISTS (MELEE)

Medium Or Small Humanoid, Evil

**Armor Class** 14 (Barrier tattoo)

**Hit Points** 9 (2d8)

**Minion HP** 1

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

**Skills** Deception +2, Religion +2

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

### TRAITS

**Minions.** If hit by an effect or spell that requires save and they succeed they take no damage the first time.

**Bolsterd by Lull Water.** Cultists are immune to Fear and Charm conditions due to the effects of drinking lull water.

### ACTIONS

**Ritual Dagger.** *Melee Attack Roll:* +4, reach 5 ft. Hit: 3 (1d4 + 2) Slashing damage plus 1 Acid damage.

## SLUMBER CULTISTS (RANGED)

Medium Or Small Humanoid, Evil

**Armor Class** 14 (Barrier tattoo)

**Hit Points** 9 (2d8)

**Minion HP** 1

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

**Skills** Deception +2, Religion +2

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

### TRAITS

**Minions.** If hit by an effect or spell that requires save and they succeed they take no damage the first time.

**Bolsterd by Lull Water.** Cultists are immune to Fear and Charm conditions due to the effects of drinking lull water.

### ACTIONS

**Acid Shot.** *Ranged Attack:* +4, range 60/120ft. Hit: 4 (1d6+2) Acid damage.

## SLUMBER CULTISTS (MAGE)

Medium Or Small Humanoid, Evil

**Armor Class** 14 (Barrier tattoo)

**Hit Points** 9 (2d8)

**Minion HP** 1

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	15 (+2)	12 (+1)	10 (+0)

**Skills** Deception +2, Religion +2

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

### TRAITS

**Minions.** If hit by an effect or spell that requires save and they succeed they take no damage the first time.

**Bolsterd by Lull Water.** Cultists are immune to Fear and Charm conditions due to the effects of drinking lull water.

**Spellcasting (Mage).** The spellcaster's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks).

- Cantrips (at will): Acid Splash, Mind Sliver
- 1st level (3 slots): Sleep, Magic Missile, Chromatic Orb(acid)

### ACTIONS

**Acid Splash.** *Ranged Spell Attack:* +4, reach 60 ft. Hit: 4 (1d6) Acid damage in a 5ft radius.

**Mind Sliver** *Ranged Spell Attack:* +4, range 60ft. Hit: 4 (1d6) Psychic damage, and subtract 1d4 from the targets next saving throw it makes before the end of next turn.



# LOOT TABLES

## ROOM LOOT

Roll	Magic Item
1 - 9	Dread Helm
10 - 19	Sylvan Talon
20 - 28	Bracers of Archery
29 - 38	Enspelled Weapon (cantrip or level 1 spell)
39 - 46	Gauntlets of Ogre Power
47 - 53	Potion of Hill Giant Strength
54 - 59	Sentinel Shield
60 - 67	Wraps of Unarmed Power, +1
68 - 75	Weapon, +1
76 - 82	Enspelled Armor
83 - 90	Javelin of Lightning
91 - 00	Mithral Armor

## GUILD VAULT (PICK ONE)

Roll	Magic Item
1 - 10	Bag of holding
11 - 20	Circlet of Blasting
21 - 30	Medallion of Thoughts
31 - 40	Immovable Rod
41 - 50	Rod of the Pact Keeper
51 - 60	Staff of the Python
61 - 70	Wand of Magic Missiles
71 - 80	Slippers of Spider Climbing
81 - 90	Headband of Intellect
91 - 00	Deck of Illusions

## LEAVE FEEDBACK

