

TERROR BELOW SORLANG

By Elven Tower and
Daniel's Maps



LEVEL 5 ADVENTURE

**A MID-TIER ONE-SHOT ADVENTURE FOR THE
WORLD'S GREATEST ROLE-PLAYING GAME**

TERROR BELOW SORLANG

“Spirits, ghosts from the war, monsters in the dark, or ghouls made of human wastes... I could care less. Get the job done, you get your gold. Now! Go!”

Constable Oggie

The gods and immortal beings have all the time in the universe to mend their mistakes and understand their blunders. Unfortunately for mortals, it is too late by the time they realize their endeavors shall fail. And humans often do not live to tell the tale or their deeds become an issue for a future generation. Either way, solving these problems is never easy and is almost always a deadly task.

SETUP

THIS ONE-SHOT MODULE brings the characters to Sorlang, a town located a few days from Ternace, Capital of the Eastern Territories. The mighty characters arrive after long days of traveling. Perhaps they look for a place to rest following a challenging mission. Either way, it is when they spend some time in town or visit important areas that they learn of Sorlang's problem. See **Adventure Hooks** for ideas on how to get them involved.

THE TOWN OF SORLANG

IT IS NOT common for farming communities to be surrounded by walls. Crops and harvests are usually kept beyond palisades or stone barriers. And that was the way the town was built about five decades ago. But the territories were struck by the orc wars, which lasted a couple of years. Sorlang stood in the middle of the conflict so the authorities from Ternace had the wooden wall built. Back then, the fortifications still left a considerable amount of free space to expand within their protection.

Today, almost every inch of the town is occupied by a farm. But for some reason, all talks of expansion or ideas regarding the farming of the outer terrain of the wall are stalled. The entire town is happy to remain within.

MILITARY PAST

SORLANG WAS USED as an outpost and a communication center during the war due to its location. Military leaders lived a few years in town and made strategic decisions. For instance, they ordered the construction of underground cells for prisoners and questioning. This occurred long before the implementation of the sewage system. No one knows where these cells are today.

SINS FROM THE PAST

IT HAS BEEN almost twenty years since the orc wars. The soldiers left for good and even though the palisade stayed, peace reigns over the region. But the things that happen at times of war often leave scars upon the land.

That is the case for the prisoners that were left to die when the war ended (see areas 8 to 10 in chapter 2). The conflict had ended. There was no use for the prisoners anymore. The heartless soldiers from Ternace covered the entrance and left two dozen people there. Orcs, half-orcs, and some human mercenaries who believed in the orcs' cause. All of them starved to death, took their lives, or killed each other in a fit of rage and panic.

SEEKING REVENGE

IT TOOK THEIR souls decades to gather the strength to take a physical form, but the spirits of the dozen people who experienced this horrible demise came back for revenge. They escaped their prison and found the town's sewer tunnels (see dungeon map). They surface and attack every two days or so... Many have died and the town guards are no match for them. The authorities look outward for help after two weeks of murderous horror.

ADVENTURE HOOKS

Terror below Sorlang may begin with one or any combination of the following adventure hooks:

JUST A JOB

Constable Oggie is aware of the characters' presence. Their reputation precedes them. He cares little about that, though. He offers 3,500 gp if they can guarantee no more monsters shall emerge from the sewers.

DIVINE INTERVENTION

Father Tulip is considered the second-in-command after Constable Oggie. This is due to his religious standing. It grants him political favor and the love and respect of almost all people in Sorlang. He believes the monsters attacking the town are of an abyssal origin. He sends a messenger to summon the characters to the monastery, or he goes to meet them in person at the tavern or inn they are staying at. He has an important job for them.



THE TOWN OF SORLANG

1. Sorlang Monastery
2. Stones of Sorlang
3. General Store
4. Blacksmith
5. Fishing Huts
6. Raymond's Relics

1. SORLANG MONASTERY

The largest building at the hilltop is the town's monastery. It is protected by a 10-foot-tall wall. A beautiful, golden symbol of the Sun God on its facade. People go through the guarded outpost to pray.

The majority of the population in Sorlang prays to the Sun God. The people have three weekly masses and monthly religious traditions. The town is known for its devotion and quirky celebrations throughout the year. The monastery is paramount to the regular activities of the villagers and farmers. Father Tulip and an army of servants, acolytes, guards, and general monastery staff give life to this edifice of faith, the heart of Sorlang.

Quest. Father Tulip begs the characters to perform a cleansing ritual at the monsters' lair. The church offers 1,500 gp for the job, and he provides a divine *spell scroll* for this specific task. Only a character with access to divine spells may do this. If no one can do this job, Father Tulip sends Gareth (**acolyte**) with them, provided the characters do their best to protect his best pupil.

2. STONES OF SORLANG

After the war, countless soldiers were missing in action. These stones were placed to mourn all of them. The people of Sorlang often stop to say a silent prayer.

Mini-Quest. The stones' cleaning is scheduled for today. But if the characters see them and have the initiative to clean them, a passer-by witnesses this and tells Father Tulip. Soon, the entire town knows of the kind strangers.

3. GENERAL STORE

The large wooden sign of this building reads: "*Jammie's*". Which is a combination of Jady and Tammy's names, the owners of the establishment. It stocks regular items and farming equipment. The two ladies ask the characters for help in exchange for a discount on their entire stock.

Mini-Quest. With the town's current situation, a **bandit captain** and three **thugs** come every other day to charge the poor ladies a "security and protection" fee. The characters may wait for their next attack (today) to get rid of them. Excessive violence scares the ladies, though.

4. BLACKSMITH

The smith is a man named Harrison. A large, bulky individual with hairy, muscled arms. He loves smithing competitions and the reward for beating him in a contest is a beautiful *+1 longsword* hanging on his back wall.

Mini-Quest. Forge an item! One or more characters compete against Harrison to forge the finest dagger. The GM is free to decide how to adjudicate this competition. A single skill roll by each competitor is suggested.

5. FISHING HUTS

A group of six strong men and women with bronze skin work here. They clean fishing boats, repair broken nets, cook fish by the river shore, etc.

The characters should know they can visit this area when they explore Sorlang. Uriel, the man in charge, waves at visitors when they approach; his bandaged foot resting on a tabouret. The man's family (wife, daughter, and son) work here along with two employees. However, they need the characters' help with a recent problem.

Mini-Quest. Sorlang is surrounded by large forested areas where small groups of druids or elves live. The magic employed to strengthen the woods often has unforeseen consequences on the fauna. For instance, the number of quippers has increased unnaturally. The fish caused Uriel's injury and they are the reason the stream is unbreachable. They beg the characters for their help with this. With the town's current problem, there is no one available to come to their aid but they can't fight the vicious, carnivorous fish (six **swarms of quippers**).

6. RAYMOND'S RELICS

Sorlang's relics store is famous for its many elvish items and artifacts. The owner of this establishment is Raymond, a seasoned explorer, and translator. He has contacts in faraway places and itinerant merchants from all corners of the land visit him to make business.

Mini-Quest. Criminals and bandits take advantage of the chaotic situation in Sorlang. Five **bandits** and three **thugs** attempt to rob the place while the characters talk to Raymond or browse the store's inventory. To add more chaos to the mix, consider making Raymond's Relics the location for the combat encounter portrayed below.

GETTING INVOLVED

THE CHARACTERS MEET constable Oggie while they rest at the inn, drink at the tavern, or visit one of the highlighted areas. Alternatively, the characters meet Father Tulip in area 1 (see **Adventure Hooks**). Both NPCs ask for the characters' help with the current problem.

Encounter. The following encounter is meant as an additional, deadly challenge to any of the areas described above. The objective is that the characters meet Sorlang's threat for the first time in a similar way to the villagers: ambushed, unaware, and taken by surprise. The abomination (see cover) emerges from the sewers and attacks the characters and whoever is with them. Use the **wraith** statblock but remove its **Incorporeal Movement** and **Sunlight Sensitivity**. When defeated, the abomination sublimates into smoldering black smoke. The heavy, ephemeral substance filters back into the dark sewers.



SORLANG'S SEWERS

“Your kindness has inspired me. It strengthens my faith! I must go with you and share this experience. The people of Sorlang deserve it, I must fight too!”

Father Tulip

THE AFTERMATH

The danger is not over even after defeating the abomination outside the town's sewers. After the battle, the characters witness how an obscure, thick smoke travels the air from the abomination they killed. It forms a path back into the sewers; a hint of more danger down below the town. Any of the NPCs present begs the characters to descend.

THE CHARACTERS' STANDING

Helping the people of Sorlang in each area improves the characters' reputation in town. Here are the consequences of the characters' deeds while in Sorland.

- The characters do not have to pay for food or lodging if they clean the stones in area 2. Most villagers offer their homes as a place to stay and fill the characters' bellies with fresh veggies, bread, and soup. Inns and taverns offer a 50 % discount.
- Jady and Tammy (area 3) offer a 50 % discount to the characters if they protect them and their store from the bandit leader and his thugs.
- Harrison, the town's forger, is a man of his word; whoever beats him in a contest shall be the new owner of the magic sword hanging on his wall (area 4). He cries a little when he hands it over.
- Uriel was saving a *potion of greater healing* in case a member of his family needed it. He gladly gives it to the characters if they help with the quippers.
- If the characters defend Raymond and his store, the businessman realizes times have changed. He hires a personal guard (**veteran**) but his first task is to help the characters finish their job in town.
- If the characters help at least two people in town, a young boy brings them a message from Constable Oggie. It reads: “*Your deeds in town have changed my mind. I hope with all my heart that you don't have to fight a monster made of human waste*”.
- If the characters help everyone, Father Tulip (**priest**) decides to go; he trusts them after all people in town speak well of the strangers; he does not risk Gareth anymore. Or, he goes even if one of the characters can perform the divine ritual.

THE SEWERS

THE SEWER NETWORK is recent. Its construction took place years after the war was over, but no one could have known of the monsters that would creep out of here decades after... The characters may descend from several areas in town. Down there, the marks and tracks lead them to the dungeon's entrance in area 1.

FEATURES OF THE DUNGEON

Dwellers. A group of almost two dozen people inhabits the caverns. They have lived here for years, but Sorlang's abomination attacked them too when it got free. The survivors hide in area 6. See **The Underground Society** for more details on their origin and current state.

Light. Luminescent fungi and torches placed by the cave dwellers illuminate most of the caverns. Areas without any of these two are in complete darkness.





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SECRET
PATH

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SECRET
PATH

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10

THE UNDERGROUND SOCIETY

WHILE SORLANG BECAME a city, some of its homeless population joined forces and found a place to live in the sewers tunnels just months after their construction. One day, they found a weak stream had caused enough damage to a wall to attempt to push it down (area 1).

Beyond it, the caverns offered more food, water, and shelter than the town above their heads or the sewage tunnels. They settled down. They visit the surface to beg for money or food. But they return to their underground lair for rest and sleep. This is their home now.

The monster killed many of them. See area 6 for more information on the current state of these people.

1. SEWAGE TUNNELS

The characters take some time finding their way through the sewers but they eventually reach this area. The stench of death coming from the caves has attracted undesirable vermin. Four **swarms of rats** attack the characters when they enter the caves and approach area 2.

2. GREEN FUNGI

The east wall of this cave is cluttered with luminescent fungi. They shed a soft, green light. A water stream makes its way from the caves to the sewers.

The corpses of three people lay on the floor of this chamber. They have been dead for a week at least (DC 12 Medicine). Their half-eaten bodies bear horrible injuries.

Green Fungi. The characters might know something about the glowing mushrooms, or they may approach to study them (DC 16 Nature). Eating a green cap works like a *goodberry* spell. However, they are poisonous when two or more are ingested on the same day.

3. FORGOTTEN CHAPEL

A curious character spots the hole in the wall if they approach this area (DC 13 Investigation). Hitting the wall with a hammer or a similar tool reveals the chapel.

Six alcoves with intricate paintings accompany ten rune-inscribed columns, both symmetrically disposed of as a sign of respect for the main sarcophagus.

The characters discover a chapel that soldiers used in times of war. They encounter the following challenge:



This adventure belongs to a series of collaborative projects that involve other Patreon creators. This one-shot adventure features work by [Elven Tower](#) and cartographer [Daniel's Maps](#). Check out his [Patreon page](#) for great cartography pieces and inspiration!

The underground chapel's alcoves contain the ashes of many good men and soldiers. As such, they were cremated in a beautiful ceremony and interred with some of their valuable possessions. The remains of Sir Julius, an army captain, and war hero, rest in the sarcophagus along with his armor, weapons, and possessions.

If greed gets the best of the characters and they shamelessly rob the soldiers' resting places, four **specters**, four **shadows**, and a **ghast** attack them. They protect 4,921 gp in assorted coinage, a *+1 spear*, and a *+1 half-plate*. Father Tulip or Gareth, if present, advise against this and leave if the characters ignore their words and opinion.

4. PURPLE FUNGI

This cave is illuminated by soft purple light; a fungus of the same luminescent breed grows on the east wall. Four lifeless individuals lay rotting on the floor.

Purple Fungi. This is a rarer kind of mushroom (DC 17 Nature). Eating a purple cap gives a person advantage on any skill check for 1 hour. However, eaters gain one Level of Exhaustion after the effects have passed.

5. RED FUNGI

This side of the cavern smells less of death. The monster has not come this way. Another kind of fungi, this time soft red, illuminates the west side of the cavern.

Red Fungi. The rarest kind of luminescent fungus (DC 18 Nature). This one is poisonous when eaten. However, a druidic healing concoction can be crafted with it (DC 17 Survival). It works as a *lesser restoration* spell.

6. CENTRAL CAVERN

The characters find this place if they spot the hidden entrances (DC 14 Investigation). The remaining cave-dweller survivors are too afraid to come out. A little more than a dozen people hide in here. Half of them are too young to fight. They fear the characters at first but warm out if the characters show the will to help them.

The monster has killed a third of their group. They have hidden in this cave for days. Eating green caps. They refuse to be escorted out until the monsters are gone.

7. BLOCKED PASSAGE

The unleashed abominations dug a tunnel with their claws and teeth. They left rocks and rubble in the 20-foot-long tunnel. All of it is considered difficult terrain.

8. SMALL CELLS BLOCK

The dead coalesce when the characters approach. The bones on the ground form three **skeletons** and two corpses rise as **zombies**. Darkness itself attacks too, as a **shadow**. All undead enemies fight until slain. They attempt to push the intruders further inside the prison. As if to make them experience the same panic they did.

9. LARGE CELLS BLOCK

Three **ghouls** and one **ghast** hide in each of the cells. They pounce in canine fashion and attack the characters when they approach. The undead fight until slain.

10. THIRD CELL BLOCK

This is where the prison's entrance originally was. This is where most of the prisoners died. Sorlang's abomination (**wraith** with full hit points) waits at the end of the tunnel. It charges and attacks until slain.

If no one can do it, Father Tulip strikes the monster with divine energy (*sacred flame* spell) so it does not become dust to escape again. In the same manner, he performs the divine ritual to remove evil from this place.

ADVENTURE CONCLUSION

THE CHARACTERS REACH the end of this adventure and face the consequences of their deeds.

JUST A JOB

Constable Oggie is happy to hear the characters dealt with the threat and pays them the agreed-upon reward. They are named "Sorlang Ambassadors" which is just an honorable way to say they are welcome, good friends.

FATHER TULIP

The church pays the characters if they accepted to work for them too. Father Tulip is happy to see Gareth, in case the acolyte survives this dangerous quest. Alternatively, Father Tulip is grateful to the characters for protecting him and the entire town. He gives them a personal letter of recommendation and a medallion of the Sun God. Both shall grant the characters entry to any town or city where the Church of the Sun has influence.

MAKING FRIENDS

All the NPCs in Sorlang shall remember their deeds, the good and the bad. If all is positive, the characters are free to keep their contacts and call old friends if needed.

Jady, Uriel, Harrison, etc. could provide something they need at the right time. Raymond shall buy any old trinket they might consider useless. Father Tulip and constable Oggie are NPCs with higher influence and power, who can pull greater strings for a good friend in need.

BAD CONSEQUENCES

Father Tulip or Gareth may be present when the characters pillage the abandoned chapel (area 3). If they are not stopped before leaving, they inform constable Oggie and the rest of Sorlang's monastery staff. When they return, the characters are asked to surrender everything they took from the chapel, surrounded by a dozen guards. They may leave in peace for saving the city. But if they refuse to comply, the guards shall move to arrest them.

