

# Cavern Crawls

#013

3rd Level Dungeon

## Crazed Cathedral

GrimPress



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## #013 - **Crazed Cathedral**

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*Cavern Crawls are Dungeons and Dragons 5th Edition compatible supplements designed as a resource for game masters to use in their campaigns.*

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# Crazed Cathedral

3rd Level Dungeon

## Preamble

*Crazed Cathedral* is a 3rd level adventure for a party of 5 players. In this *Cavern Crawl*, the party attends a sermon given by the renowned Father Gabriel, but something seems amiss.

## Background

Being known across the realm, Cathedral Caeplyceris draws in folks from far and wide. Father Gabriel, who gained notoriety as a traveling holy man in his youth, currently serves as the cathedral's pastor and gives daily sermons to townsfolk and those who wish to partake as they pass through town.

However, his sermon no longer spreads the "good word", as it were. Instead, Father Gabriel has surreptitiously pledged his fealty to a demon lord and uses his position to convert followers to the demon's cause. The most charismatic of these disciples helped spread the cathedral's influence in the surrounding area, attempting to recruit new followers to Father's Gabriel's cause.

## Quest Hook

A disciple from Cathedral Caeplyceris approaches the party and asks if they've had the pleasure of hearing one of Father Gabriel's wonderful sermons. He insists they simply must, and gives them directions to the cathedral.

## Big Bad Evil Guy

In this *Cavern Crawl*, the characters will meet **Father Gabriel**, a CR 6 priest.

### ROLEPLAYING FATHER GABRIEL

Father Gabriel is a charming and influential fellow, but astute characters may notice something seems off. He will work to convert the party to his cause. Should he fail to influence them with his *Beguiling Influence*, he will invite them to join him in a ritual with his *dagger of epitome*, a gift from the demon lord he serves. Father Gabriel is able to mask his true thoughts when using the dagger, and change them to whatever he desires.

## Magic Items

In this *Cavern Crawl*, the characters may find the following magic items:

- A *greatsword*, +1
- A *broom of flying*
- A *dagger of epitome*

### DAGGER OF EPITOME

*Weapon (Dagger), Uncommon (Requires Attunement)*

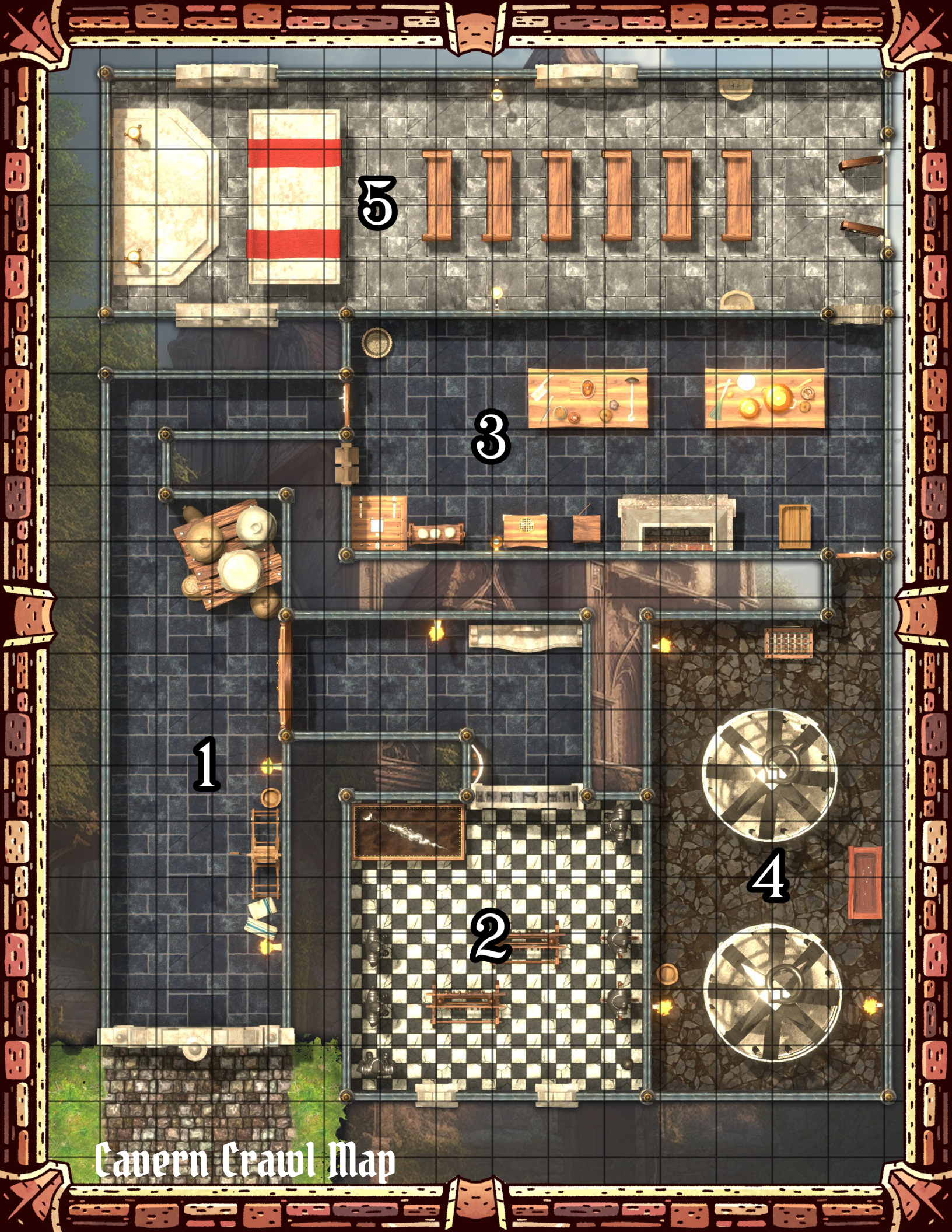
You have a +1 bonus to attack and damage rolls made with this weapon.

If a willing creature touches this dagger while you are attuned to it and holding it, you and the creature gain insight into each other's reasoning (if any), emotional state, and something that looms largely on both of your minds (such as something to worry over, love, or hate). Both you and the creature know that your minds have been probed by the other. This effect ends if you or the creature stop touching the dagger.

Dagger of  
Epitome







5

3

1

2

4

Cavern Crawl Map



## A1: Storage Room

The rear entrance to the cathedral is an imposing archway with large double doors. This room serves as an unloading and storage area for goods used in the cathedral. The walls are made of thick, beige stone, and the air is stale and musty. The room is filled with stacks of crates and barrels to the north, some of which appear to have been there for some time. When the party enters the room, read or paraphrase the following:

You push open the heavy double doors and step into a storage room lit with torches sitting in sconces on the wall. The musty smell of old crates and barrels fills your nostrils. As you make your way into the room, you hear a faint scratching noise coming from the pile of goods to the north. Suddenly, a bag of grain tips over and multiple giant rats rush towards you, unleashing squeaks of anger.

**Roll Initiative**, as 4 **giant rats** attack the party. An **ochre jelly** sits just inside the doorway, clinging to the ceiling, and will drop down on one or more creatures within range on its turn. When it does so, any creature the jelly attempts to land on must succeed on a **DC 13 Dexterity saving throw** or take 7 (2d6) bludgeoning damage.

## A2: Armory

Down the hallway to the east, 2 **veterans** are in charge of guarding the armory, but have fallen into a deep sleep on the bench along the north wall in the hallway.

Before the adventurers enter this hallway, select one character to make a **DC 11 Dexterity (Stealth) check**. On a failure, the guards are awake when the players open the door leading into the hallway. They accuse the party of coming to rob the armory and attack. On a success, they are still asleep. Read or paraphrase the following if the guards are awake:

As you open the doors and head down this hallway, you see two knights in splint mail drawing longswords. As they charge at you, one shouts, "How dare you come to steal from us?"

**Roll Initiative**. Should the players dispatch the veterans and decide to loot the armory, they find a **greatsword**, +1 that has clearly been forged by a skilled blacksmith.

In addition, they find an assortment of **halberds**, **spears**, and **longswords** on the weapon racks, as well as **chainmail shirts** on the armor stands.

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## A3: Kitchen

If the adventurers enter the kitchen, they find it empty of people. A meal of breads, meats, and cheeses for roughly two dozen has been prepared and is waiting to be served. When they enter, read or paraphrase the following:

The smell of fresh baked bread delights your senses as you enter the kitchen. While there is no one present, the signs of work being done are evident in the display of delights sitting on large platters waiting to be served.

A successful **DC 10 Wisdom (Perception) check** reveals a loud voice, giving what sounds like a sermon through the large archway door to the north (A5). If the check succeeds by 5 or more, a low growling can be heard from the locked door leading to the southern room (A4).

## A4: Kennels

If the adventurers pick the lock on door to enter this room, they are greeted by two **hell hounds** in cages. Read or paraphrase the following:

Entering this room, a growling that began as a low rumble grows in intensity. Its source is two large canines, one in each of the cages centering the room. They lift their heads and meet your gaze. As the one closest to the door opens its mouth to bark, you see small flames brewing in its throat.

**Roll Initiative**, as the first hell hound uses its *Flame Breath* ability as a readied action, directing it through the bars of its cage. The hell hounds will spend their turns throwing themselves at the bars on their cage door, breaking free on a successful **DC 11 Strength check**. They may choose to use their *Flame Breath* ability when available.

If the players defeat the hell hounds, they will discover a slightly singed *broom of flying* leaning up against the wall in the corner of the room. Due to obvious signs of use, it's unlikely the owner knows the broom is magical in nature.

**Broom of Flying**



## A5: Grand Hall

The grand hall has a 25-foot arched ceiling. As the players enter, they see **Father Gabriel** giving a sermon near the podium and 12 **commoners** sitting in attendance. Gabriel will pause his sermon to greet the players in a condescending manner. When he does, read the following:

As you enter this room, the priest near the podium giving a sermon pauses. His gaze, and the gaze of 12 robed figures in attendance, turn toward you. “*It appears we have some new members interested in joining our flock, although they did not enter through the great hall’s main doors.*” At this moment, the robed figures stand in unison and begin to head toward you. “*Why have you interrupted my sermon?*”

Father Gabriel is wary of adventurers, knowing they are likely looking to hinder his recruitment plans. If a party member answers Father Gabriel’s question in a hostile manner, **Roll Initiative**. The commoners have moved to surround the party and stand between them and Father Gabriel. The commoners do not have weapons, and will not attack the party members directly. Instead, at the start of each of the player’s turns, they must succeed on a **DC 10 Strength (Athletics) or Dexterity (Acrobatics) check** or be grappled by a commoner. Father Gabriel will use his *Beguiling Influence* ability at his first opportunity.

If a party member answers Father Gabriel’s question in a non-hostile manner, Gabriel will invite the character to the podium and ask them to join him in a prayer, which involves them placing their hand on his *dagger of epitome*. If they do, Gabriel will learn the character’s true intentions while masking his own. The player will see Father Gabriel’s intentions as kind and nurturing towards those attending his sermon. Regardless of the player’s intentions, Gabriel says the “prayer” in Abyssal, using the spoken phrase that allows him to use his *Beguiling Influence* ability.

Should any of the party members succeed on their saving throws, they become the target of Father Gabriel and his followers. **Roll Initiative**, as Father Gabriel attacks these party members, and the commoners will attempt to restrain only them. Father Gabriel will also command those who failed their saving throw against his *Beguiling Influence* ability to subdue those who succeeded on the save, as the blasphemous must be sacrificed!



Father Gabriel

### Father Gabriel

Medium Humanoid (Human), Neutral Evil

Armor Class 14 (padded)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	12 (+1)	17 (+3)	15 (+2)

Skills Deception +5, Insight +6, Perception +6, Religion +4

Damage Immunities fire

Senses passive Perception 16

Languages Abyssal, Common

Challenge 6 (1100 XP) Proficiency Bonus +3

**Magic Resistance.** Father Gabriel has advantage on saving throws against spells and other magical effects.

**Dagger of Epitome.** Father Gabriel’s dagger attacks are magical.

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Beguiling Influence (1/Day).** Every creature within 60 feet of Father Gabriel that can hear him must succeed on a DC 14 Wisdom saving throw or be charmed by him for 24 hours or until Father Gabriel or his companions do anything harmful to it. While a creature is charmed by Father Gabriel, it obeys any verbal commands that he issues to it (no action required), and takes 2d10 psychic damage each time it acts in a manner directly counter to his instructions.

**Spellcasting.** Father Gabriel casts one of the following spells, requiring no material components, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *message*, *sacred flame*

3/day each: *bane*, *burning hands*, *shield*

1/day each: *fireball*, *scorching ray*

