

3RD LEVEL



THE DM TOOL CHEST

TEMPLE OF FORGOTTEN DEMONS

FIFTH EDITION ADVENTURE

An ancient temple has been discovered and the demons trapped inside now fight for their freedom

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ABOUT THIS ADVENTURE

This is a one-shot or side-trek adventure that can be fit into an existing campaign to space out a story arc or to help introduce new characters join an existing group. It can fit into any style of campaign or be used as a single adventure to introduce players to the game.



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CREDITS

This adventure module was created with the help of all of these talented people:

- Production & Design:** The DM Tool Chest
- Cover Illustration:** Dreamstime
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- Interior Illustrations:** Dreamstime

Thank You! To all of the awesome patrons who supported this work!

RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this present descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the DM's discretion.

In this adventure you will come across references that point to information that is presented outside of this module.

Magic Items, Spells, and Equipment will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

Monster names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in an attached Appendix.

ABBREVIATIONS

Common abbreviations used in this adventure:

pp - Platinum Piece(s)	LG Lawful good
gp - Gold Piece(s)	CG Chaotic good
ep - Electrum Piece(s)	NG Neutral good
sp - Silver Piece(s)	LN Lawful neutral
cp - Copper Piece(s)	N Neutral
NPC - Nonplayer Character	CN Chaotic neutral
DC - Difficulty Class	LE Lawful evil
AC - Armor Class	NE Neutral evil
xp - Experience Points	CE - Chaotic evil
hp - Hit Points	





ADVENTURE PRIMER

Temple of Forgotten Demons is an adventure made for a party of **three to five adventurers of 2nd to 4th level**; it's optimized for **four adventurers with an average party level (APL) of 3**. It's been written and designed to fit into any setting with only minor changes. By the end of the adventure, if the party completely clears out the Temple of demons, they will reach level 4. Feel free to use the content as is or plug-and-play with it in your own campaign! You have ultimate control of how this story will be played out so, as always, have fun with it!

BACKGROUND

An ancient temple dedicated to evil and thought lost to time, has been stumbled upon by a group of local village children. While most of the protective wards keeping the devils trapped inside still hold, others are weakening and now are about to fail completely, allowing some of them to escape. It's only a matter of time before they are able to widen the cracks and create a much bigger hole.

The devils are desperate to be free, including Vogrich, a devil who will do anything to break through the bars of his cell. He has ordered the lesser demons in the temple to bring him someone to open the gates and the children who have stumbled their way in are in far more danger than they know.

ABOUT THE TEMPLE

Centuries ago the Disciples of the Hateful Eye were a cult dedicated to gaining power through demonic means. Obsessed with creating a stable pathway between the material plane and the Nine Hells, they created a hidden temple as a focal point in order to build an anchor between the planes to summon unlimited amounts of demons under their control.

Unfortunately for them, their ambition far outweighed their capabilities. While they were successful in summoning some lesser demons and binding them to the temple, they were unable to finish their work in building the anchor.

As they were killed off and their souls turned into Lemurs in the Nine Hells, the Disciples slowly faded from existence until they were completely forgotten with time and their hidden temple was lost forever. Their magic and work lasted much longer than they did, however, and the wards and runes are still active, keeping the temple's guardians trapped inside these last few centuries.

ADVENTURE HOOKS

Here are a few ways you can get your adventurers hooked into this story:

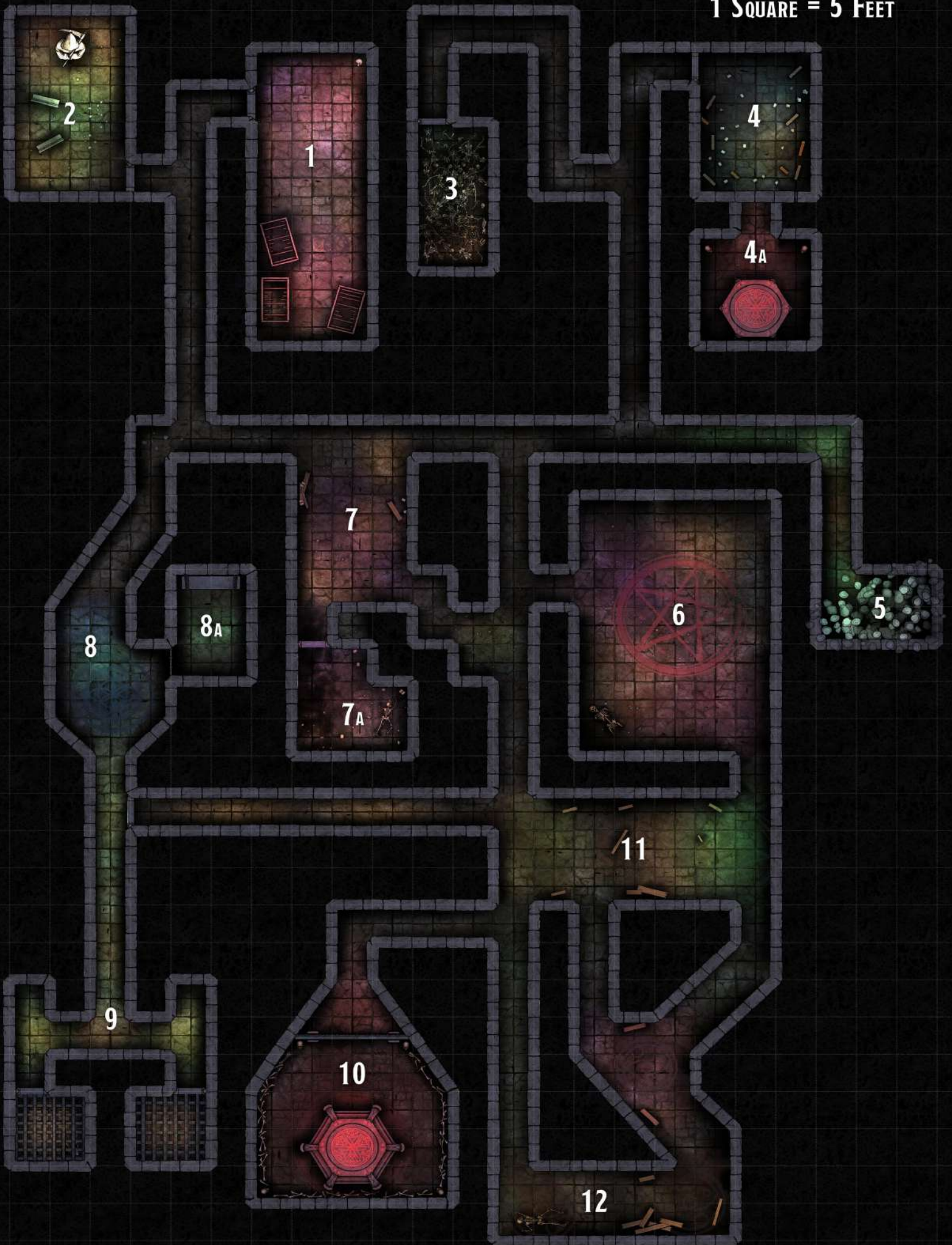
THE MISSING CHILD

While passing through the village of Hemsworth, the adventurers find the villagers in an uproar. They beg the adventurers to help them find a pair of missing children. Some children were playing in the woods when they came across a cave. While exploring, the floor collapsed, dropping two of them into a dark hole. They survived the fall and found themselves in a room with magical lights and monsters and the surviving boy ran for his life when he heard the screams.

ONCE LOST, NOW FOUND

A wealthy minor noble name Perimon Merryweather has come across a weathered ancient journal that is barely legible in most places but tells of an ancient structure of some sort filled with power and a treasure called "The Heart of the Devil". His experts have deduced the location of this structure and he is offering 200 gp to the adventurers to go and retrieve this treasure for him. He provides a map to the location and sends them on their way.

1 SQUARE = 5 FEET



THE TEMPLE OF FORGOTTEN DEMONS

Upon finding the small cave, the adventurers will find it barren and dry. The cave is not very deep and after only about 30 feet in it ends in a blank wall. The only thing out of place is a small hole roughly 3 feet in diameter in the cave floor near the back; it drops about 15 feet down into a darkened chamber that is eerily light with a faint glowing light.

The hole is unstable and anyone who gets too close to the edge will need to make a successful Dexterity saving throw or else they will fall into the crumbling hole into Area 1 (See Keyed Locations) and take 1d6+3 bludgeoning damage. The adventurers will need to find their own way down safely into the temple.

COMMON FEATURES

Recommended Ambience: Michael Ghelfi - [Evil Temple](#)

Ceilings. The ceiling is made of smooth concrete with most hallways at 10 feet high and each room at 15 to 20 feet high. Portions of the ceiling have collapsed under the weight of the earth above, creating the occasional shower of dirt.

Floors and Walls. The Temple's walls are built of crumbling but still solid masonry. Some walls have collapsed but they have mostly held together over the course of time. The floors are made of smooth joined stone and are clear of debris unless otherwise noted.

Doors. The Temple's original doors were made of wood and have crumbled to dust over time. There are some doors of worked stone hinged on iron rods embedded in the stone of the walls remaining, each with an AC of 17 and 20 hp. Doors that are locked can be unlocked by someone proficient with thieves' tools with a successful DC 15 Dexterity check.

Runic Lights: The majority of the walls of the temple are engraved with multicolored glowing runes that give off a dim light. Without additional light creatures gain disadvantage on Wisdom (Perception) checks that rely on sight.

KEYED LOCATIONS

The following descriptions correspond to the provided map.

1 - PRIEST CELL

This large room is faintly lit by glowing mystical runes etched into the walls, providing dim light. The air is musty from being unmoved in centuries and dust particles fill the air. Broken bits of wooden beds and disintegrated scraps of cloth litter the floor and are shoved into the corners of the room.

A stone door stands slightly ajar in one wall, the dust around it disturbed as if it was only just recently moved. There are signs of a struggle at the doorway and small bloody handprints on the door itself.

Encounter: Hidden In Shadow. Hiding in the shadows and among the debris are four **dretches** that were preparing to leave the temple before they heard the noises in the cave above. The dretches will attempt to surprise the adventurers if possible and they will fill the room with their *Fetid Cloud* to initiate combat.

2 - CHAPEL

The door to this room is stuck closed after being slammed shut by the little boy Kyle who was running away from the devils chasing him from Area 1. A successful DC 12 Strength check will open the door.

“Crumbled wooden pews sit disintegrating under the hateful gaze of a hooded marble statue holding a scythe at the far end of the room. Putrid yellow and green glowing runes line the walls giving off dim light and casting shadows into every corner. A small figure lies in a heap at the foot of the statue; a boy in simple clothing, his blank eyes staring up into the ceiling with his face twisted in a rictus of pain”

Trap: Poison Gas. The body of the boy is resting next to a pressure plate that can be found with a successful DC 12 Intelligence (Investigation) check. Someone proficient with thieves' tools can disarm the trap with a successful DC 15 Dexterity check with a failure resulting in the trap being triggered. The trap being triggered results in a cloud of noxious poison gas spraying from the mouth of the statue with a range of 10 feet directly in front of it. Any creature caught in the spray must succeed on a Constitution saving throw or take 1d12 poison damage.

3 - WASTE PIT

This entire room is filled with the bones of the past victims of the long dead Disciples. The skeletal remains of various different races are mixed together in a pit that is roughly 5 feet deep. The gases from the decomposing bodies in this room have been locked in here for centuries, only slightly lessening over time. The noxious smell will wash over anyone who opens the door to this room, requiring a successful DC 10 Constitution check with a failure resulting in becoming poisoned for 1 hour.

Treasure: Cold Cash. Scraps of leathered skin still cling to some of the skeletons and a careful search through the bones and muck at the bottom of the pit will result in finding a fistful of loose coins and objects including 3 gold teeth (2 gp each), a small garnet (10 gp), 23 cp, 10 sp, and 6 gp.



4 - SUMMONING LABORATORY

The door to the laboratory is locked and can be opened with the key located in Area 12.

“Glowing arcane script covers every inch of every surface in this room. Broken beakers and glassware mix with collapsed ancient wooden furniture that is little more than splinters and dust. Crumbled pages are scattered across the floor, filled with scrawling writing that looks suspiciously like dried blood.”

A careful inspection of the papers scattered across the room and a successful DC 12 Intelligence Check will uncover a few pages that have survived the ravages of time. The fragments tell how the Disciples of the Hateful Eye were working on a portal to the Nine Hells and making success towards subjugating demons they pulled from Phlegethos, the fourth Hell. It references the Disciples seeking something called the “Heart of the Devil” and winning it to be their greatest achievement.

Anyone who attempts to read the arcane writing on the walls will determine they are protective wards with a successful DC 15 Intelligence (Arcana) check. They can also determine they are specifically meant to contain fiends from entering or leaving this room with a focal point around the secret door as described below.

Encounter: Trapped Devils. There are five **manes** and a **dretch** that have been trapped in here for centuries. They’ve destroyed most of the objects in here out of sheer boredom over the years and are frantic in their desire to escape.

Treasure: Scroll of Magic Circle (Fiends) Mixed in with remains of a bookshelf are the skeletal remains of one of the former Disciples. In his crumbling robe there is a wax-sealed scroll case containing a magic scroll that is still in usable condition. It can be found with a DC 12 Intelligence (Investigation) check.

Secret Door. The correct stone to press to open the secret door to the summoning chamber can be found with a DC 20 Intelligence (Investigation) check if looking without determining the arcane symbols as described above. If using the knowledge from the arcane writing, the correct stone is pointed out by the writing. Pressing this stone will result in a bright flash from the runes before the wall swings open to reveal the hidden chamber.

4A - SUMMONING CHAMBER

This small chamber holds a *Summoning Portal - Lesser Devil* with deeply carved arcane patterns filled with dry, hardened blood. Red glowing sigils cover the surface, casting a red light throughout the room. This portal weighs 2000 pounds and can be moved. It can be destroyed permanently by breaking any line in the ritual runes carved into it.

5 - COLLAPSED ENTRANCE

This area has been almost completely buried under rubble and rocks that have collapsed through the ceiling a long time ago. Once the main staircase and entrance into the Temple, it is now completely impassable. To clear out the passageway it would take professional tools, including dynamite, picks, and shovels while supporting the tunnel from further collapse.

SUMMONING PORTAL - LESSER DEVIL

wonderous item, very rare, requires attunement (any evil alignment)

This stone portal has been engraved with the spell ritual runes that can be used to summon lesser devils from the Nine Hells. In order to use the daily ability, the user must fill the engravings on the stone with 10 pints of blood from a good aligned humanoid killed within 24 hours. Once the engravings are full, the blood will begin to glow and the summoning ability will be activated.

1/day - Summon 1d6 Manes, 1d4 Imps, or 1d4 Dretches.

All demons summoned in this manner will be hostile to anyone in the vicinity of the summoning portal, including the summoner, unless subjugated using additional methods.



6 - SACRIFICIAL CHAMBER

The walls of this room are covered in the same glowing sigils as the rest of the temple but they are stained with black from the years of ancient blood that have been splashed upon them. A ritual circle from that same blood is still here upon the ground in the center, darkened with age but still clear. The air in this room is heavy as if the room is holding its breath in anticipation of a new sacrifice.

A successful DC 15 Intelligence (Arcana) check on the sigils in this room will determine that sacrifices were made here in order to harness blood that was infused with magic. This process would make the blood more potent for rituals than it normally could be.

7 - CENTRAL HALL

Lining the walls of this Hall and shoved into the corners are the crumbled remains of a bevy of decomposed bookcases and ruined books. There is nothing of value or of particular interest in this room other than the door that leads to Area 7a. There are very old scorch marks around the base of the door frame, extending out to 5 feet along the wall and floor.

7A - TRAPPED OFFICE

This room is filled with the crumbling splinters of a desk and bookshelves stuffed with broken bits of glass and ancient books.

Trap: Fire Breathing Statue. On the far side of this room and facing the door is a *fire breathing statue* (DMG 122) disguised as a stone demon head hung on the wall. The pressure plate trigger that sets it off is just within the entrance to the room and can be found with a DC 15 Wisdom (Perception) Check or a DC 12 Intelligence (Investigation) check.

Treasure: Protection Medallion and Rare Book. Inside this room are the skeletal remains of a Disciple of the Hateful Eye wearing a gold medallion (25gp) that when worn, protects the wearer from the energy sapping effects of Area 8. It also has a rotting leather pouch full of 12 gp and 17 sp.

A successful DC 15 Intelligence (Investigation) check will result in the adventurers finding a small chest among the rubbish containing a well preserved book entitled *A Guide to the Nine Hells* detailing out the hierarchies and details on all the devils that live in the Nine Hells. This would be worth 200 gp to a collector. All other books and scrolls are too damaged from time to be of any value.

8 - HOLDING AREA

This area (along with Area 8a and 9) is awash in a sickly green glow from a different sort of runic sigils on the walls than the rest of the Temple. Anyone stepping into this area will feel their strength start to fade and will need to make a successful DC 10 Constitution check or gain 1 point of exhaustion. For every hour spent in this area another Constitution check will need to be made with a DC + number of hours spent under the effects.

A set of iron wrought bars are covered in a metal grating, closing off Area 8a. The symbol of an open eye with flames for an eyelid is carved in the stone above the doorway.

Encounter: Save the Child. There are two **imps** and a **dretch** that followed the little girl Merideth from Area 1 here after she and Kyle ran away from them. The imps are taunting the girl, describing how they are going to cook her and eat her soul for eternity. They are unable to get to her through the grating that covers the bars.

8A - HOLDING CELL

The door to this cell is locked with an *arcane lock* spell that was automatically activated once the little girl Merideth closed herself in. The key to the lock can be found on the Vogrich, the bearded devil in Area 10.

This room is barren and empty except for a stone bench along one wall and the same sickly green sigils that are in Area 8 and 9. Merideth is huddled in the corner and is in a state of shock. She will not respond to anyone until the door is opened and only then will she respond by going into a state of extreme fear. Having been in the Temple for over 2 hours now, the effects of the sigils are wearing her down to the point she can barely move.

9 - PRISON CAGES

This area (along with Area 8 and 8a) are under the effects of energy sapping sigils as described in Area 8. The cages of these two rooms are bare and empty except for the skeletal remains of the previous inhabitants. The walls of each cell are covered in scratched pleas to various gods for a quick death or for rescue.

Treasure: Gold Signet Ring. There is a gold signet ring (25 gp) on the finger of one of the skeletons that a successful DC Intelligence (History) check will determine holds a seal that belongs to a minor noble house in the local area (See Aftermath).

10 - SUMMONING ROOM

The gate to this room is made of heavy wrought iron and the bars are engraved with the same glowing sigils and runes that line the walls of the temple. The gate is unlocked and will open easily for anyone who wants to open it but this will break the *magic circle: fiends* spell that is keeping Vogrich and the dretches trapped here.

With a successful DC 10 Wisdom (Perception) check, an adventurer will notice a small iron key hanging from Vogrich's wrist, matching the symbol above the door of the cell in Area 8a.



"A bright red glow fills the room beyond the rune etched bars, giving everything it touches the appearance of being washed in fresh blood. This includes the piles of bones that line the outer edges of the chamber. On the far side of the room stands a dias upon which are carved sigils from which the glow emanates.

Seated upon this dias cross-legged and bathing in the red glow is a devil with scaly, purple skin and a mass of snakelike growths upon its chin. It holds a skull in one clawed hand and is peering at it intently, not realizing for a moment that it is being observed.

With a snap, the devil's red eyes break from the skull and towards the gate. A wide smile splits its face showing rows of razor sharp as he stands, crushing the skull to powder in his hand as he speaks in a gravelly voice, "Welcome, friends! It has been so long but you are finally here to save me!" Stepping from the dias, he opens his arms wide in welcome as he steps towards the gate."

Encounter: Heart of the Devil Vogrich is a **bearded devil** that has been trapped here with two **dretches** for centuries. They have been waiting until the power of the *magic circle: fiends* spell dissipated or someone was foolish enough to open the gate and break the circle. Vogrich will be friendly to the adventurers to begin with, attempting to convince them to open the gate in exchange for promises of power and wealth.

He explains that he learned their tongue and is not like the other devils; he spent 50 years talking to one of the Disciples learning about mankind. He will patiently tell the story of the foolish cult that wished to bring about the end of the world but instead brought about their own demise.

He will even give a little chuckle when asked about the "Heart of the Devil" explaining that the cult was looking to break the bonds between the summoned devils and Avernus and taking it for themselves, thus gaining their "Hearts". He will tap on his chest and say, "This is what they were after."

Over time he will become increasingly impatient, his tail switching back and forth, until he begins to demand they open the door and release him from his confinement. Regardless of any promises made, Vogrich and the dretches will instantly attack the adventurers as soon as the doors are open. If the adventurers leave without opening the gate, they will hear Vogrich curse them and his raging roars will echo down the hallways. If they return he will have resumed his perch upon the dias and he will have returned to a calmer demeanor.

Treasure: The Glaive & The Key. Vogrich is wielding a *+1 glaive* and is in possession of the key that unlocks the cell door to Area 8a. The *Summoning Portal - Major Devil* cannot be moved because it is built into the temple itself and will be destroyed if moved. This Portal works exactly like the *Summoning Portal - Minor Devil* in Area 4a except it requires 20 pints of blood from a good aligned humanoid killed within 1 hour and it can summon 1d4 Bearded Devils once per day.

11 - DINING HALL

Once a dining hall for the Disciples, the tables and benches of this room are now scattered and broken into bits and pieces. Between the ravages of time and the boredom of the devils trapped within the walls, there is little that remains inside this large hall outside of the wreckage of what it once was.

Encounter: Bored Little Devils. There are two **imps** and two **manes** here playing amongst the little bits of wood and debris that are left.

12 - VESTRY

Collapsed wardrobes line the walls of this room filled with scraps of cloth that were once the sacred robes and vestments of the Disciples. A skeleton with its skull crushed lies in one corner, with an iron key on a rotting leather strap around its neck. This key opens the door to the laboratory in Area 4.

Treasure: Dwarven Puzzle. With a successful DC 15 Intelligence (Investigation) check, amongst the rubble and debris of the wardrobes will be found a brass cube made up of smaller cubes with each face etched with different dwarven runes. Each row of the cube can be rotated in such a way to line up all faces of the cube to have the same rune. Doing this will cause the cube to unlock and hinge open revealing a treasure inside (See Aftermath).

AFTERMATH

If the adventurers are able to defeat Vogrich and rescue Merideth, the villagers of Hemsworth praise them for their heroics and for saving them from the demonic threat. They will throw a feast in their honor and shower them with food and drink. The parents of Kyle will want to bury their son and will ask them to retrieve his body if they did not already bring it with them.

If the adventurers return with the Vogrich's actual heart to Perimon Merryweather, he will begrudgingly pay them the 200 gp promised, even though he was expecting a treasure of a different kind. He will also pay an additional 200 gp if the adventurers found *A Guide to the Nine Hells* and wish to sell it to him.

FURTHER ADVENTURES

If the adventurers found the noble's signet ring on the skeleton in the prison cell, they might be well rewarded for returning it to the family whose crest is on the seal. Or instead, said family might want to see the adventurers disappear and erase anyone with knowledge that might link their family to the Disciples of the Hateful Eye.

If the Dwarven Puzzle was found and solved, perhaps there is a clue to another adventure waiting inside or perhaps it is just empty! The name of the owner could be etched into the inside with a request to "return if found". A perfect way to jump off your next adventure!

Thank you so much for playing **Temple of Forgotten Demons!** If you want to check out more of our content, please visit [www.theDMToolChest.com!](http://www.theDMToolChest.com)

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