

The Dragonslayer Cult

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Tabletop



Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 5+ characters.

The high defender of Yole is a metallic dragon known as Boraleius, an adult bronze dragon who has a soft spot for the city of Yole due to the vibrancy of life, the colours of its people and the wealth that it brings. However not all see eye to eye with those who express their gratitude to the dragon's protection and over the last year a rise in public discourse has been noted.

But this time the yearly parade where Boraleius leads the parade through the streets is devoid of one bronze dragon. People begin to be worried and when an attack is made against those in the parade the concern turns to fear. Has their dragon protector left them? Will the city be safe for its visitors? Will the parade continue?

The City of Yole



The Yole Parade

The sound of the drums could be heard from streets away as the parade stormed down the main street in Yole. The Dragon parade was a way that the people of Yole celebrated their connection to the dragons as well as the diversity in their city. Much like the dragon race the city was made up of different races, different colours and different

cultural backgrounds but this tapestry of life is what made Yole what it was.

As the party watched the parade, hoping to get a glimpse of the city's very own bronze dragon they were met with a disappointed hush as the start of the parade moved into view. "Where is Boraleius?" a copper scaled dragonborn asked from nearby, concerned with thickening her accent. The other dragonborn who were standing with her expressed similar concerns and soon the concern spread like a fire.

NPC's:

- Captain Garius Goldclaw

Encounter: The Parade

Creature: NPCs

Map - N/A

The parade moved on, representatives of all races walked lifting effigies of the different coloured dragons and dragonborn as they marched down the street. Soon the crowd recovered from their concern, mostly, and began cheering the parade onwards. The different actors, street performers and even the city guard who walked down the road all drew the attention of the crowd, so nearly no one other than the party noticed the group on top of the building until vials of alchemist fire rained down on the parade.

Several people started screaming instantly as the fire burnt through their clothing or oozed through the cracks in the armour of the guards. However several the Dragonborn walked through the fire, a testament to their heritage, and shot down several of the attackers with pin-point dragon breath or shots from crossbows.

As the panic in the crowd escalated a commanding voice boomed from the head of the guard, demanding calm. The crowd, largely, obeyed and soon the bodies of the attackers were lined up and the parade was quickly ushered through the street with the wounded taken to be healed.

"Did anyone see what happened? Please come and see me" the guard captain called out at those who still stood back as he began to investigate the bodies of the attackers. "Captain! We have one of them alive over here." called one of the guards before

several armoured figures walked towards the squirming prisoner.

The Party witnesses the attack and if they aren't willing to come forward they are pointed out as having witnessed it. Captain Garius Goldclaw asks some questions initially before asking them to come with him.

The Barracks

Garius stormed through the hallway with the witnesses in tow, smoke rising from his helmeted brow. It wasn't a rare occurrence the guardsmen of Yole saw their captain mad but to see him literally fuming had many of them scarring out of the way. A woman in light armour appeared at his side, "the council have asked for a statement captain, they want to make sure that the streets are safe." she began.

"Not now Duplicity, I am working on it. First we have to ensure that our one prisoner is safe and that we can collect statements from these bystanders." Garius growled through his helmet. "I will deal with the council when I know where we stand. If you can show these adventurers to your office lieutenant I will be there shortly. I have a prisoner to have words with." Garius showed the adventurers down a hallway while he descended the stairs to where the secure cell would be.

Sighing Duplicity tried to smile towards the party as she led them down the hall. Her brighter purple armour brings out the undertones of her skin. "We are a bit busy at the moment with Boraleius not being at the parade and the attack – it's kind of rattled a few feathers so I hope you can bear with me as I ask you some questions. The Captain isn't a bad man, there is just a lot of pressure on him to have the answers for something that should never have happened." she continued, looking back towards the stairs he descended.

As they were shown to an office, a small one at that, Duplicity opened the door and showed them in. "Now I need you to start at the start. What did you see, when did you see it and what happened from your point of view. I need you to be specific about what you heard and saw as well as anything else."

NPC's:

- Captain Garius Goldclaw
- Duplicity

Encounter: Social - Duplicity

Creature: N/A

Map -

The party are questioned and their details taken down by Duplicity before Captain Garius comes back.

Something told the party that the red stain on the captain's clawed gauntlet was not something from the food market outside. As he pushed into the room and undid his helmet the bronze Dragonborn, Garius, looked across the party and at Duplicity. "There is a cult in Yole. We have a location to meet a contact but we don't have their headquarters. But that is where the complexity comes in, and perhaps this is an opportune meeting that we have here." he paused as he watched the gears turn over in the lieutenants mind.

"You can't be serious, Garius. The council will never approve this." she spat as her complexion grew a deeper purple. The faint smell of sulphur wafting in the room as tension grew.

"Deadly so. I need someone who can get the information I need and Tymora has granted me an adventuring party." he paused as he cut off a rebuttal from Duplicity. "They know our members, they can suspect that we know but they may not suspect outsiders to the city. They call themselves the Cult of the Dragonslayer and they will be looking for more recruits as they lost a dozen on the attack at the parade. I fear that this is just the beginning." he said as he scratched at his scales.

The Hunt

The Streets of Yole



Garius had told them that the Cult of the Dragon slayer could be found near the Pickled Hog Inn and posing as beggars and gamblers. He also produced a card that had a mark defaced into the surface - a Dragon Slayer card from the three dragons Ante card game. "If you can sneak this card into your hand and play it, they will show you where you need to go. But be careful as that is all we could get out of the cultist."

As the party sat next to the beggar playing three dragon Ante at a barrel near the Bearded Ent tavern. After a few hands the party produced the card that had been given to them. A Dragonslayer card which had been defaced with a symbol on its face which caused the beggar to add in a single bent copper to the ante. After a few moments the beggar stood up, swayed once and declared loudly that he was done. This was the signal the party had been waiting for and after a moment excusing themselves from the same they followed the beggar about fifty feet behind.

A few twists and turns later they found the beggar sitting on the steps of a building, his face illuminated by the pipe he was chomping on as he inhaled deeply. "You play a mean game of Ante. Do you also seek the truth of this world?" he asked, his face watching theirs with great intensity.

NPC's:

- Cultist

Encounter: Cultists in the Basement

Creature:

5 Dragonslayer Cultists and 1 Dragonslayer Cultist Fanatic. For each level above 5 add 1 more fanatic.

Map - 411ThBaYo-1/411ThBaYo-2

Notes on combat. Creature tactics etc.

Dirty wooden flooring, poor lighting and much more are the hallmarks of most lairs for cults and this week is no exception. With the main room having limited to no lighting and a secret false-wall behind a shelf there is a bit to discover here. Crates and boxes fill one half of the room which are filled with various tools and instruments that are crucial to the plans of the Cult of the Dragonslayer but the small ones are the dangerous ones. Each small box is filled with vials of alchemist fire which, as a volatile liquid goes, will mean that the tinder in this half of the room could be lethal.

The secret door being revealed will show a few chests which are filled with support from members. The cult uses these supplies to fuel their campaign of fear and so they keep them hidden - mostly. The old rugs could hide traps under near - trip wires or bear-like traps would work well in this room however it could just be that they like a bit of luxury near their chests of coin and other wealth.

After the party has defeated the cultists they leave to find Duplicity with a small contingent of Guards nearby searching for them. When they are spotted she rushes to meet them and explains that Garius located Boraleius - captured but not grievously wounded. She explains that the cultists were about to attack in force and that the party had severely crippled their operation. She asks them to return to Garius at the barracks for their reward for their assistance.

Lore & NPCs

Captain Garius Goldclaw



Dragonborns in Yole are not an outcast and depending on their lineage they can be thought of quite highly or be branded an outcast. Garius is a bronze dragonborn who was quickly initiated into the Claw-guard for the dragon that defends Yole. But despite this prejudice he had to work hard and quickly in order to demonstrate his fit for this role. His dedication to the guard quickly revealed his prowess in battle and Boraleius made him captain of the guard. He wore this appointment like a badge of pride and strives to uphold the laws of the city while being fair and just.

Duplicity



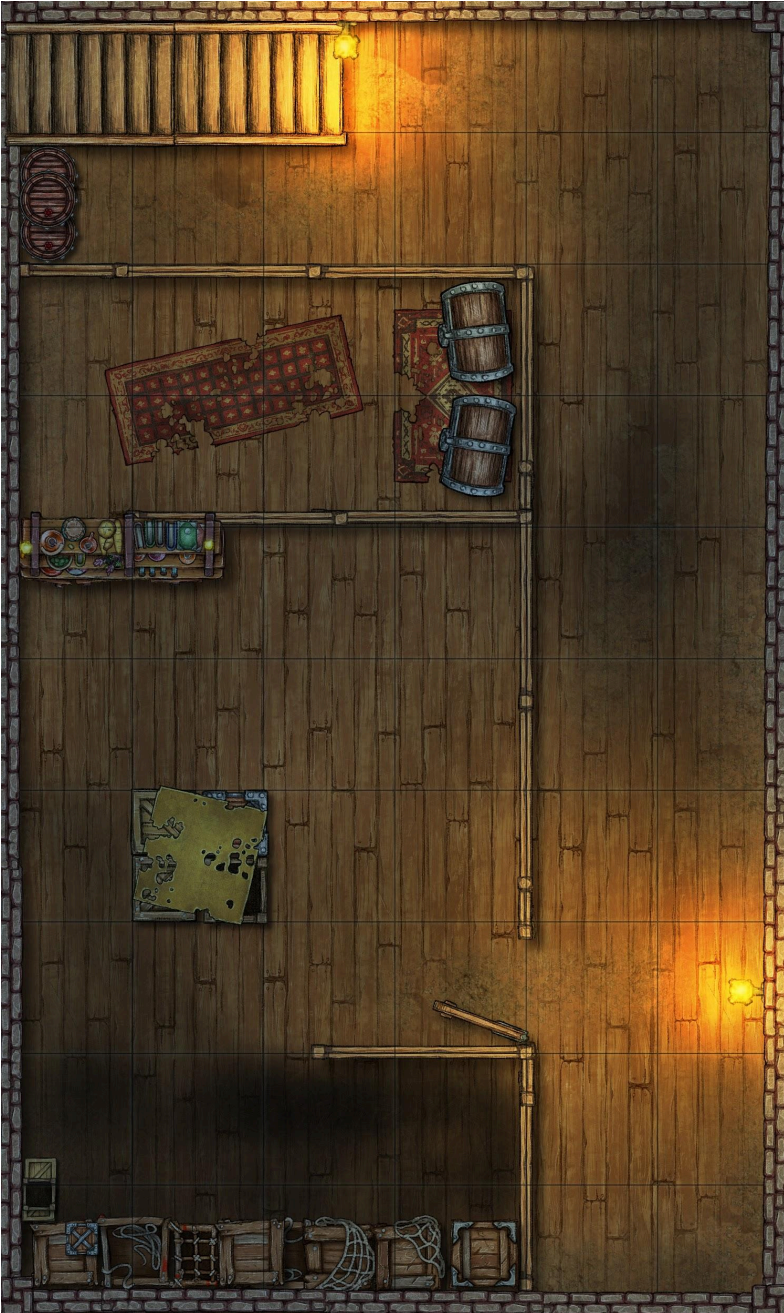
Duplicity grew up on the streets of Yole and had a rough childhood. Being a tiefling and evidently so, Duplicity ended up getting into trouble on the streets in order to survive. It wasn't until Garius caught her red handed and gave her an option - her hand or give up thievery. The decision was easy for Duplicity and she decided to try and be a voice of reason for the guard - like Garius. She pushed herself and social barriers to become lieutenant in the guard and keeps an eye on the urchins to try and prevent them from going down a path like she did.

Maps

411ThBaYo-1



411ThBaYo-2



Monsters

Adventure Encounters

These stat blocks relate directly to the progression of the adventure (and will likely be encountered in order of them laid out below).

Dragonslayer Cultist

DRAGONSLAYER CULTIST

Medium Humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

Alchemist Fire (3 Uses per day). *Ranged Weapon Attack:* +1 to hit, range 20/60 ft., one creature. *Hit:* 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity Check to extinguish the flames.

Dragonslayer Cultist Fanatic

FANATIC OF THE DRAGONSLAYER CULT

Medium Humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

* 1st level (4 slots): *command, inflict wounds, shield of faith*

* 2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Alchemist fire (5 uses per day). *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one creature. *Hit:* 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity Check to extinguish the flames.