

Sins of the Subconscious - 434SuSiSu

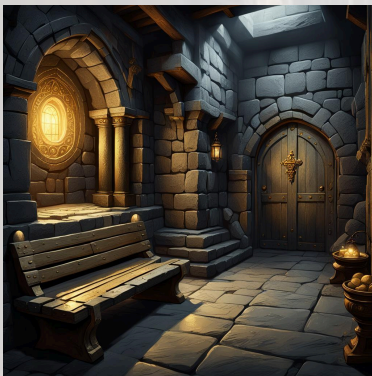
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When the party find themselves in urgent need of a healer during the middle of a storm they rush to the nearest church that they can find only to be disappointed. The Church of Kelemvor has its sects where they take the Lord of the dead's doctrine to the extreme. Denying the party the healing they need the party are forced to wait until dawn, uncertain of what will come to them.

However, the coming of dawn brings a miracle. Someone or something had performed powerful healing magic without the party or any cleric in the church knowing. But in healing those deemed to meet the judge of the damned, the sect locked down the church, only willing to open the great doors once the healer was turned in to meet judgement.

DM: (The head priest in his ageing mind has started to subconsciously heal people while in a sleep-trance like state. Despite his zealous clergy of clerics and priests being against the prevention of lives moving peacefully to their deities care. Elsewhere a pack of creatures are hunting and have chosen the party, and the village that they flee to, as the prey and hunting grounds)

The party had been travelling to a large city and were a few hours past the last village that they had seen for hours when the storm hit. Violent winds, rain and even hail struck at them and they were forced to seek shelter, an



abandoned cottage nearby with a dried up well. Taking turns to watch as there had been signs of a large creature about they waited out the storm. However when the person on watch turned to wake up the next person to take watch a creature darted at them from outside, slamming open its door in its haste and dug a mouthful of fangs into the adventurer.

The party roused and attacked the beast hoping to kill it but they only managed to scare it off.

However the damage was already

done and the party member fell unconscious.

The nearest place they could take their ally was the village a few hours back and since no magic or potions seemed to be healing the wound they would need powerful magic, the magic of the gods.

The party made it to the village and into the church where they were disappointed to be rejected for healing, the doctrine of this clergy to Kelemvor forbade the prevention of a natural death. However room and protection from the storm was available and they were fed, the wounds were cleaned and they sat into a long night.

DM: (The party of adventurers, ambushed by a creature, rush to a village church with their gravely injured companion. The clerics, followers of Kelemvor, refuse to heal him due to their doctrine but offer shelter. For reference see, **434MoSiHiOr**)

However in the morning the party woke to find that their ally had mysteriously recovered. The clerics suggested one of their own breaking their oath and they request that the party don't leave so they can find the guilty party and excommunicate them.

The adventurers began their search for the healer among the clerics of Kelemvor, who were gathered in silent worship. High Priest Matihias, known for his sleepless nights, was seen sleepwalking and muttering prayers that caused magical effects. Despite overhearing many conversations from other priests and clerics, the party found no solid leads.

They were invited to a modest meal and later saw Matihias sleepwalking again, his prayers manifesting minor magical effects as he moved through the halls. The search for the oath-breaker continued.



DM: (High Priest Matihias healed their ally in their sleep, the party would see several miracles and they witness a dying animal (sparrow or mouse) being healed by the high priests muttering. (refer to **434TuCIKe**))

As the party witnesses the healing magic being cast the old high priest snaps out of his trance and realises

what he has done. "Am I the one that is to blame all along? I thought there was a sinner amongst our midst but it turns out I have betrayed the order I have guided all this time. Come friends I have an announcement to make" High Priest Matihias says, resigning to his fate.

Rumours spread that High Priest Matihias broke the order's rules by healing those determined to go to Kelemvors' judgement. However, High priest Matihias calls the priests to the auditorium. Addressing the clerics, he admitted to breaking their doctrine, facing excommunication and execution. Suddenly, as the gathered clerics and priests sullenly mutter amongst themselves concerned about the loss of their high priest several cries for help from the village interrupt.

Rushing outside the party are greeted with the same creatures that had attacked them the night before were attacking the villagers, pouncing on them and biting them savagely before leaving them with gaping wounds. The party and clerics decide to launch in defence of the villagers and quickly find themselves amongst the bat-cat hybrid-like creatures.

DM:(Refer to map below, also see **434ThEnCh**. The creatures carry a similar impulse like vampires, to drink blood, but possess a blood-born curse that forces the inflicted to turn into these creatures, refer to **434FrThSen**. This should be a **Very Challenging** or **Hard encounter** with enough creatures to make it feel like a swarm of them attacking the village. They should focus on those who are by themselves and avoid groups if possible. They want to feed from their prey's blood and will have elevated senses if blood is involved. The priests won't be able to kill them but they may shield, protect and damage some creatures - but they won't use many offensive spells nor make a drastic influence compared to the party.)

During the fight many villagers and clerics were bitten, suffering from a magical curse. The high priest now faced a critical decision: heal the afflicted or let them suffer.

The party's involvement is noted and that if High Priest Matihias had not been involved then the casualties would have been much higher.

Some even state that surely Kelemvor would have influenced the High Priests' behaviours to ensure that the faithful were protected from the creatures attacks.

