



# DARGETH'S SANCTUARY

**DUNGEONS & DRAGONS**

A dungeon module for Dungeons & Dragons fifth edition



# Dargeth's Sanctuary

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## *A D&D 5e Dungeon Module*

**Introduction:** A secret cult performing blood rituals and a long forgotten god, once thought dead by all, bides his time deep within this temple. Will our heroes silence the cultist's prayers to Dargeth? Or will they embrace the dark god and satiate his appetite for blood and souls?

A 3-hour adventure for 1<sup>st</sup> level characters

by RYAN BLIZZARD



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A D&D 5e Dungeon Module  
by Ryan Blizzard

## Summary

Dargeth, the god of solidarity and blood sacrifice, has been hiding away in a tower somewhere in the world. Cultists have recently become more active in the area and a dark gloom is creeping over the surrounding lands. In order to regain his lost power, Dargeth demands blood sacrifices and the unwavering obedience of his followers. In order to gain their obedience, cultists have been kidnapping townsfolk. Dargeth then removes their souls and binds them to himself in the form of gemstones which he embeds in his flesh. The townsfolk, in fear of their now captive souls, then become submissive to Dargeth and the cultists.

Our adventurers begin the dungeon by stumbling upon the dungeon while out in the wilderness. (Boxed text should be read aloud to players.)

You come upon a large tower made out of an unknown black stone. There are large metal double doors, one with etchings of a feminine figure standing over a large mass of darkness on one door. On the other door the feminine figure is being pulled into the darkness. You aren't entirely sure what this means but it sends a shiver down each of your spines. As you look up to the peak of the tower you begin to realize that this is the source of the gloominess in the area and assess that whatever is causing this must be inside.

## Exploring the Temple

The Temple is broken up into three wings with a central area. The east wing is comprised of a trapped hallway, a trapped room, and a room with an item possibly needed to complete a dungeon challenge.

The West wing is filled with various rooms such as cultist sleeping

quarters, a kitchen, an overgrown summoning room, and a storeroom. But the main focus of this wing is two rooms in particular, The Room of Solidarity and the Bloodied Sanctum, which will be covered later on.

The North (and final) wing contains an antechamber and Dargeth's main chamber.

## Room 1: The Altar

Three pedestals dot the room with black statues atop them of dark figure. Skeletons are scattered throughout the room and a recently used sacrificial altar stands raised from the rest of the floor. Carvings upon it read, "*When thou hast embraced a clear mind and thy blood has boiled, thou shall be worthy.*" There are 5 doors in the room. The double doors of the entrance the party entered from, a door to the right, a door to the left, a door on the back wall on the right side, and a door on the left side of a room jutting out from the back wall.

A successful religion check (17) tells the players *the dark figure appears to be Dargeth, god of blood sacrifice and solidarity. He was smitten down by the goddess Avandra hundreds of years ago when his acolytes razed a Halfling village.* There are 5 doors in the room.

Upon closer inspection of the skeletons, the players see that the eye sockets of three of them begin to drip blood and fill with shadows. The Skeletons then rise and attack. If the players don't inspect the skeletons, they will be ambushed by them before entering the north wing.

Shadow Infused Skeleton (3)

CR 1/4

XP 50 each

Skeleton (D&D 5E Monster Manual 272)

AC 11

HP 25



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**Sunlight Sensitivity** While in direct sunlight, the skeleton has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Multiattack** The Skeleton makes two attacks against one target or two separate targets: one attack per claw.

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#### Claw

Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage.



## The East Wing

Before you enter, you notice at the base of the door is a line of salt. The door opens to a passageway that's 40 ft. long. The walls are covered in a strange mosaic depicting arms grasping upwards from a sea of black. The floor is coated in dust and the air smells musty. The end of the hallway forks to the left and right. The left has a closed door while the right doesn't appear to have a door at all.

After the lead player walks halfway down the hallway the arms in the mosaic reach out and try to rip and grab at their flesh.

## Swarm of Aberration Arms

CR 1

XP 100

AC 14

HP 33 (6d10)

Speed 20ft (Moves inside of walls)

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Str 16, Dex 14, Con 11, Int 5, Wis 10, Cha 4

Immunities Poison, Charm, Grapple

Resistances psychic

Weaknesses Acid, Radiant, Bludgeoning

Senses blindsight 30 ft., Passive Perception 10

Languages understands Common and Infernal but cannot speak

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**Walled Creature** The aberration can attack any creature within 5 ft. of the wall but cannot attack if the target is out of range.

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**Grapple Strike** unarmed physical strike: +3 to hit, reach 5 ft., (up to) 5 targets. Hit: 2 (1d4) bludgeoning damage. If the target fails a Dexterity Save (DC 14) they are now grappled

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When a player is grappled by the Swarm of Aberration Arms, it will begin pulling them down the hall towards the open doorway on the right at a rate of 5 ft. per round. Once there, it will attempt to hold them in place until the rest of the party is also in the room or until it is dead.