



THE SINS OF MORTALIS

13TH LEVEL

5E

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The Sins of Mortalis is an adventure designed to fit into your D&D 5e campaign or as a stand alone one shot. This adventure is designed for four 13th level adventurers. Adjust the encounters (such as number of enemies and how strong the bosses are) to better fit your party. Feel free to change the names of any proper nouns to fit better into your campaign, as this adventure doesn't take place in any particular setting.

If you are reading this, it means you are a supporter of The Dungeon Loot's Patreon! I appreciate the support for my adventures. I love creating content for D&D, and I hope to create many more adventures for everyone in the future. If you have any comments about this adventure, I would love to hear it. Message me on instagram or Patreon at any time!

The Dungeon's Loot



STORY BACKGROUND

- In the **City of Mortalis**, no church stands taller than the **Grand Cathedral of Lathander**, a grand beacon for all that is good in the world.
- Many generations ago, the church was built around the **Mirror of Vice**, an artifact that has been used to seal away the greatest of evils, the **Embodiment of Sins**.
- The mirror is used to contain the evil, preventing it from escaping into the **Material Realm**, but it has grown weak as sin spreads through the realm.
- **The Mirror of Vice** has grown weak over the years the more mankind sins, and eventually the enchantment has grown weak enough for the mirror to shatter, threatening the release of the **Embodiment of Sins**.
- From the broken mirror, **seven shards of the mirror** were sucked into the crypts below where the **Seven Deadly Sins** have manifested into physical forms and created their own domain.
- The only way to prevent the release of the **Embodiment of Sins** is by collecting the seven shards of the mirror, descending to the lowest level of the crypt, performing a ritual to reseal the **Embodiment of Sin**, and escape before the mirror seals them in.

PLAYER HOOKS

Whether you are running this as a one shot or as a part of a bigger campaign, here are some ideas to hook your players!

- **Grand Heroes** - The party has been recognized as some of the most powerful heroes in the land, and as so have been called upon as part of their duty to protect the realm from the evil that lurks below.
- **Right Place, Right Time** - The party has been wrapped up in the mess as they encounter the beginning of the adventure when visiting the city.
- **Member of the Church** - As a member of the **Grand Cathedral of Lathander** (or whatever church you use in your game), the party has been tasked with preventing the evil from escaping from below and saving the church.

SYNOPSIS

- The players, while in the **City of Mortalis**, walk past the **Grand Cathedral of Lathander**, the players notice a disturbance with fiends suddenly appearing, causing chaos.
- After defeating the fiends, the party is invited by the **Highpriest Cassian Daystar** into the **Grand Cathedral of Lathander**.
- The players learn the dark secret about how the **Embodiment of Sin** is trapped in the crypts below the city, and the only thing preventing him from escaping is an artifact called **The Mirror of Vice**, which has shattered from the abundance of sin in the city.
- The party is sent into the crypt below the city to recover the seven shards of the mirror.
- They travel to 7 layers of the crypt, facing various challenges and monster that correspond to the 7 deadly sins, then must complete a ritual to seal the **Embodiment of Sin** in the bottom of the crypt once again.
- They either succeed with the ritual or perish as **The Embodiment of Sin** escapes to the surface.



A DISTURBANCE IN MORTALIS

The grand City of Mortalis, once seen as the holiest of cities with monasteries and cathedrals for every religion, is not the shining beacon it once was. While the city has largely fallen from the pinnacle of holiness to a city of sin, the center of the city remains as its pride. The towering **Grand Cathedral of Lathander**, which stands larger than any other religious site in the land, has shone spotless and white for generations as a reminder of the good in the world.

Your party arrives in the heart of the City of Mortalis, you see the grand cathedral and can't help but stop in awe. Its gleaming white marble, streaked with golden veins, catches the sunlight, making the entire structure shimmer with a radiant glow.

Just past the religious buildings and glamorous shops in the main square, the alleys run in stark contrast, dark and dirty. The alleys contain the true life of the city now tainted with sin. And you have arrived in the city.

- Allow the players to do shopping as you see fit. The players can find items at slightly higher prices than are listed normally, but can find any mundane items they are searching for, as well as illegal substances if they want.
- Either when you feel the players are done shopping or if you feel as if they have spent enough time, move on to the next section.
- If the players had a hook that connected them to the church, you can move on to the next part immediately.



As the sun begins to descend lower towards the horizon, you hear two voices growing louder from the darkness of an alley next to the **Grand Cathedral**.

"You mudbrained toadstool! You ate your half"

"Don't be so stupid! You're half the size of me you witless twig. I deserve more!"

"YOU deserve more? I'm the one who stole the food you worthless lump of lard! If it weren't for me, we wouldn't have any food! I'm ALWAYS doing all the work!"

With a loud crash, you see a half-orc with sagging, mottled skin stretched over layers of fat rolling head over heels from the darkness of the alley. Immediately after, a tall, skeletal elf with sunken cheeks and hollow eyes with stringy, uneven hair draping over dives on top of the half-orc, smashing the remains of rotten food on his face.

Suddenly, a booming CRACK like lightning echoes through the air, coming from within the cathedral, loud enough to stop the elf and half-orc in their tracks as all eyes are on the cathedral. Screaming erupts from within before three monstrous creatures emerge, rushing towards the elf and the half-orc.

The first two are massive, bloated demons with grotesquely swollen bodies, their flesh stretched tight and covered in oozing sores. Behind it rushes a towering, regal figure with an air of dark majesty, clad in tattered, opulent robes that flow around its muscular frame. Its chiseled features are marred by a sneering, imperious expression, and a crown of twisted horns encircles its head, while its piercing, fiery eyes command absolute obedience.

Roll initiative.

- These creatures are two **Engorged Fiends** and one **Majestic Tyrant**. They have emerged from the crypts of the cathedral and are attracted to the sins of the half-orc and the elf.
- They initially attack the elf and half-orc, defeating them in one attack, but will switch to the nearest player immediately after.
- After the fiends are defeated, they dissipate into a black ash and vanish completely.
- After the end of the fight, an older man in white religious robes comes rushing out with a panicked expression. He is **Highpriest Cassian Daystar**.
- He quickly invites the players into the cathedral, and brings them down a long stone staircase before arriving in a room with a large mirror decorated with skulls and dark symbols.
- The mirror is shattered with seven pieces missing, and the remaining pieces show a dark twisted reflection.

• **Highpriest Cassian Daystar** explains the following information to the players:

- This mirror is **The Mirror of Vice**, a magical artifact created many years ago to imprison a terrible being called the **Embodiment of Sin** deep within the crypts of the cathedral.

- The mirror has been growing weaker the more mankind sins, and finally the mirror has shattered, allowing a few fiends out, which the players fought.

- In order to reseal the mirror and ensure the **Embodiment of Sin** doesn't escape out into the Material Plane, the seven shards of the mirror need to be recovered from the depths of the crypt, and a ritual must be performed to reseal the mirror.



- The **Highpriest Cassian Daystar** asks the party to enter into the **Crypts of the Grand Cathedral of Lathander**, recover the seven shards of the mirror, and reseal the mirror, preventing the **Embodiment of Sin** from being released upon the realm.

- He gives a scroll with the **Directions for Sealing the Embodiment of Sin** to the players.

- Have him strongly insist the players finish the ritual as quickly as possible as the more time that passes, the harder it will be to seal the **Embodiment of Sin**.

- As compensation, the **Highpriest Cassian Daystar** says the church will pay the party handsomely, and reward them with the **Dawnbringer's Blade**, a very rare item that belonged to the original hero that sealed the mirror many generations ago.

- After the players agree to help, move on to the next chapter.



LAYER ONE: PRIDE'S PINNACLE

The shattered mirror stands menacingly before you, and as you approach it, you see a reflection of yourself twisted in darkness. Pride, Greed, Lust, Envy, Gluttony, Wrath, Sloth. Each reflection shows a distorted version that reflects your deepest sins. As you touch the mirror, it ripples like water. As you push further, you feel a cold sensation as you are pulled into the mirror.

You feel yourself falling in complete darkness for seconds, minutes, hours... It's hard to tell just how much time passes. You let out a cry, but no sound escapes your lips. You land safely on your feet as your vision slowly returns.

You look around and see a grand, opulent hall with grand paintings lining the walls. The floor and walls are made of beautiful stone, and the hall is lined with carefully constructed marble statues that look oddly familiar...

On the far end of the room you see a beautiful carpet leading up to an empty throne, and just before it, you see small confessional boxes with the door open, one for each of you.

- There is one marble statue of each of the player characters. The statues are beautifully crafted and present them in an epic pose.
- The paintings on the wall portray the most amazing moments of the player characters' adventuring career. Perhaps when they slayed an epic foe or won an award.
- You can either describe the paintings yourself, or ask each player what their greatest moment was and say that is what is in the painting.
- Nothing in this room changes until the players enter the confessional boxes, one person per box. As soon as they all enter the boxes, the doors shut behind them, and the door disappears.

As you enter the small confession box, the door slams behind you, disappearing entirely and leaving you in darkness. In front of you, two objects suddenly appear: an old moldy cloak made of a grey, faded cloth and a shining golden crown decorated with beautiful gems. A smooth, charming voice echoes within your mind.

"The room is decorated with your accomplishments, and you are indeed an amazing bunch. You've saved so many, defeated such grand foes, and done what only the best of the best can do... However, only one of you is truly the best. Before you is a cloak and a crown. To move on, you must tell me the truth. If you believe that you are the most powerful, the most useful, or the greatest hero out of your party, place the crown upon your head and receive your reward. If you believe you are worth less than your party, place the cloak on and revel in your weakness."

If you try to speak, you find that no sound comes out, as if you are in a soundless void. As you each place the cloak or crown upon your head, the four walls around you fall away, revealing the rest of your party.

- Pass out a piece of paper to each of the players. They are to write "CROWN" or "CLOAK" on their paper after choosing what their player puts on.
- The players are NOT allowed to metagame and say what they put on.
- If they refuse to put anything on, nothing changes. After everyone puts something on, move on to the next part.



- Have each player show their paper, revealing whether or not they put on the crown or the cloak. After they all see each other in crowns or cloaks, they notice a large knight wearing a beautiful golden suit of armor sitting on the throne with two **Majestic Tyrants** beside him.

- If any of the players put on the crown, the large knight mocks them, saying that their pride is going to be the death of them. If all of the players put on the cloak, he is clearly annoyed and says that the players are prideless worms.

- The cloaks fade away into nothing, but the crowns magically grow heavy, causing the player to be under the effects of the Slow spell until the end of combat. Any attempt to take off the crown has no effect, but does not take their action.

- **Pride** and the two **Majestic Tyrants** attack the players. After defeating them, enemies all fade away to black ash, as well as the crowns.

- After Pride fades away, **a shard of the Mirror of Vice** falls to the ground, and a door appears on the far wall leading deeper into the crypts through a long spiral staircase.



LAYER TWO: GREED'S VAULT

As you descend down the staircase, the air grows thick with the heady scent of gold. You make it to the landing of the next floor, and another hall lies before you. The flickering torch light reveals walls encrusted with glittering jewels and veins of precious metals, each step echoing off the polished marble floor.

Piles of gold coins, ornate chests, and luxurious artifacts rise like mountains on either side of the path. The glow from these treasures bathes the chamber in a warm, golden light.

At the heart of the room, a pedestal of pure obsidian stands, cradling a shard of the shattered Mirror of Temptations. Its luminescence pulses softly, casting hypnotic waves that seem to call to you.

- If any of the players take the treasure, wait to see if more players decide to take treasure. At that point, have everyone who took treasure make a DC 17 **Wisdom Saving Throw** or they have an irresistible urge to pick up as much treasure as possible.

- If someone tries to take the **shard of the shattered Mirror of Temptations**, their hand sticks to it as it is actually a **Mimic**.

- **Greed** is hiding within the piles of gold, and can be noticed with a DC 20 **Perception Check**. Anyone who succeeds will sense that something very long is slithering beneath the wealth.

- If unnoticed, **Greed** will wait until after a player starts picking up treasure or someone tries to take the **fake shard of the shattered Mirror of Temptations**.

- Whether the players notice **Greed** and start the fight or are attacked first, a **Gold Golem** and 4 **Treasure Bugs** come out from the piles of treasure and attacks.

- After **Greed** and the other monsters are defeated, he and all of the treasure fades away to black ash revealing a **shard of the shattered Mirror of Temptations**.

- As the treasure fades away, so does the obsidian pedestal, revealing a trap door with a ladder that goes down into darkness.



LAYER THREE: WRATH'S PIT

You descend deeper into the crypt below the city, and an oppressive heat grows stronger. As you reach the next layer, the cavernous chamber stretches out before you, its jagged stone walls reflecting the flickering light of unseen torches, casting long, twisting shadows. The room is vast, yet oddly barren. In the center of the room, illuminated by a harsh, focused beam of light, stands a metal dome with gates around it, its edges jagged and scarred, as though it has borne witness to countless battles. Inside, chairs are set facing away from each other, one for each party member.

- **It is important to keep track of how your players react in the next section.** Take a tally every time your players get **angry or frustrated**.
 - This includes deep sighs or grunts of frustration. Mention the players hear a high pitched laugh every time someone gets angry or frustrated.
 - The players can enter the fighting dome, but nothing will happen until everyone is sitting in a chair.
 - After the players all sit down, they are magically bound to the chairs and the **Passcode (see the printable items)** flashes magically before one of the player's eyes as a timer counts down from 15 seconds. Give them the paper for 15 seconds.
 - After the 15 seconds is up, take away the **Passcode**, and the person sitting clockwise from the person who saw the **Passcode** hears a voice in their head say, "Speak the passcode."
 - If they make a mistake or say anything other than the correct sequence, everyone gets shocked, taking 1d6 lightning damage.
 - The Passcode flashes magically before a different player's eyes as a timer counts down from 15 seconds again. Likewise, after the timer finishes, take away the **Passcode** and the person sitting clockwise from them hears a voice in their head say, "Speak the passcode."
 - This repeats over and over until one of the players can say the passcode in the right order.

- After they say the passcode correctly, they are freed from their chairs, and a number of **Rage Imps** appear around the dome equal to the number of times the players got mad during the challenge.
- Behind them, **Wrath** walks in with his bloodied armor and yells a battle cry as they attack the players.
- After defeating **Wrath** and the **Rage Imps**, they turn to ash and fade away, revealing a **shard of the shattered Mirror of Temptations**.
- As the gates around the dome remain open, one reveals a spiral stairway that leads down.



LAYER FOUR: ENVY'S ABYSS

You descend down the staircase to the 4th level of the crypt and as you reach the end, all you see before you is a single wall covered in a massive mirror. Engraved into the mirror, it says, "Look in and see your true self. See your flaws, see your failures, then speak the name of the party member you envy most.

- When the players look into the mirror, they see themselves as dirty, weak, useless versions of themselves. They see every flaw and every insecurity they have.
- When they see the rest of the party, they see everything great about them.
- After everyone grabs hands with another party member, the mirror flashes bright green and everyone is blinded for several seconds.
- During this time, they hear several voices in their head saying phrases like the following

"Must be nice to have everything handed to you."

"I deserve that more than they do."

"If I had what they have, I'd be way happier."

"Why does everything always work out for them?"

"They don't even appreciate what they've got."

"It's unfair that they have so much and I have so little."

- After the bright green light fades away, everyone feels a little strange. They find that they have transformed into the person they said they envy the most.
- Players receive the character sheet of the person they envy most, but keep their own hit points. • Everything else has changed, so they are using their friend's character sheet.
- If multiple people picked the same player, they share the character sheet and the resources, but use their own health.
- The room is now filled with mirrors, surrounding the players.

- Forming from a slime on the ground, **Envy** appears saying the various phrases from before, and attacks the party.
- If players take too long on their turn from lack of understanding of their new character sheets, tell them they have to complete their turns in a certain amount of time or their character skips their turn from analysis paralysis.
- After Envy dies, it boils away into a sludge of ooze until all that remains is a little bug clutching onto a **shard of the shattered Mirror of Temptations**, while crying about how it isn't fair.
- If squished, he is reduced to ashes.
- One of the mirrors shatters, revealing another ladder down.



LAYER FIVE: LUST'S CHAMBER

As you descend the ladder, the air grows warmer, carrying the faint scent of roses and something sweetly intoxicating. The dim light from above fades, replaced by the soft glow of crimson lanterns that bathe the chamber in a sultry, red hue. Velvet drapes hang from the walls, shifting gently as if stirred by an unseen breeze, and the floor below is a mosaic of intricate, swirling patterns that lead forward to a curtain that is left open for you.

The moment your feet touch the ground, a soft, melodic hum fills the air. Around you, statues of impossibly beautiful figures stand in suggestive poses. The very atmosphere seems to weigh upon your senses, urging you to linger, to indulge in the opulence awaiting you.

- The next part is a series of challenges. Anyone who fails the challenge is brought to the end of **Lust's Chamber** automatically and is under **Lust's** charm spell.
- The challenges are presented as if the players progress without preventing the temptations of the challenges. If they find ways to overcome it, give them advantage or allow them to skip the roll entirely.

MIRRORS OF TEMPTATION

As you push past the first curtain, you find yourselves in what looks almost like a funhouse of mirrors. A maze of mirrors is ahead of you, but each of your reflections look... a little different.

- Anyone who looks into the mirror sees a more attractive version of themselves with the thing their heart desires most. It might be money, love, fame, etc. Ask each player who does not say they avert their gaze to describe how they look.
- Everyone who does so must make a DC 15 *Wisdom Saving Throw* or be completely entranced with their image.
- They touch their reflections and get pulled into the mirror. Anyone else who touches the mirror that isn't entranced just feels normal glass.

- Players must make a DC 14 *Investigation Check* to get through the **Mirrors of Temptation**, but the roll is made at disadvantage to anyone who makes it with their eyes closed.
- Anyone who fails must make both the *Wisdom Saving Throw* and the *Investigation Check* again.
- Everyone who passes eventually finds their way out of the maze and into the **Garden of Sin**.

GARDEN OF SIN

Exciting the mirror maze, a sickeningly sweet smell hits you as you find yourself entering a garden filled with an orchard of some of the most delicious looking fruit you have ever seen.

On the far end of the garden, you see a building that seems to be the source of the music. Even across the garden, you can hear a mixtures of laughter and moans

- Walking through the garden, the players must succeed on a DC 15 *Constitution Saving Throw* or be overcome with their temptation to eat the fruit.
- Anyone who fails the save wanders over to some of the hanging fruit is attacked by a massive plant.
- They must make a DC 16 *Strength Saving Throw* or be swallowed by the plant.
- Whether the plant succeeds or not, it will immediately wilt if attacked. There appears to be no sign of anyone who is swallowed.



LUST'S PARTY

Approaching the building, the pleasurable cries and music from within grow even louder. The door appears to be unlocked, almost as if inviting you in. From within, the air grows thick with the scent of jasmine and myrrh, wrapping around you like a seductive embrace.

Inside, the room is lavishly adorned, with silken drapes of crimson and gold hanging from the walls, and a soft, ambient light filtering through stained glass windows depicting entwined lovers. In the center stands a pink haired, horned woman, a vision of intoxicating beauty, draped in a shimmering gown that flows like liquid. With a flick of her wrist, she whips someone hidden in the shadows, and you hear a cry, unsure if it's one of pain or pleasure.

Surrounding her are her servants, fiends with alluring forms, their every movement a tantalizing display of grace. They lounge on plush cushions, their soft laughter and sultry whispers filling the chamber.

- Anyone who failed either the **Mirrors of Temptation** or the **Garden of Sin** challenges earlier is now seen in the center of the room in revealing outfits chained to the wall being whipped by **Lust**.
 - The players are all *Charmed*, choosing to sit at the party, enjoying themselves unless they take damage.
 - All of their belongings sit on a table 15 feet away from them.
 - If the players enter the room, **Lust** will ask the players if they want to play as well. If the players show any sign of aggression, a fight will start.
- Lust** is accompanied by 3 **Allure Demons** and 3 **Sirens of Desire**.
- If everyone failed one of the skill challenges earlier, they all attempt to make a DC 15 *Wisdom Saving Throw*. Succeeding on the save has them wake up at the party a day later.
 - If everyone fails again, they are charmed for another day.

- After they are defeated, they too fade away to ash, revealing a **shard of the shattered Mirror of Temptations**.

- After a bit of searching, the players can find a doorway that leads to a set of stairs that go downward.



LAYER SIX: GLUTTONY'S FEAST HALL

As you lower down yet another set of stairs, you notice an overwhelming shift in atmosphere. The narrow, stone stairs give way to a cavernous tunnel that grows warmer with each step, the air heavy with the cloying scents of roasted meats, spiced wines, and decadent pastries. You hear clangs of plates and the tearing of flesh—echo faintly.

As the tunnel opens into the layer proper, you are met with a grotesque banquet hall. A long, sagging table groans under the weight of endless, rotting feasts, where food decays. The walls are lined with glistening, fleshy tapestries, pulsating as though the room itself is alive and feeding. A sense of overindulgence hangs in the air, and the ground beneath their feet feels sticky, as if the very floor is coated in the residue of endless consumption.

On the table are placemats, one for each party member with an empty plate and wine glass. A paper sits before each plate reading, "Finish the meal or remain here for all eternity."

- The moment a player sits down to eat, a timer magically appears above the table counting down from 10 minutes.
- The table is filled with 10 different dishes, some of which are safe and others are unsafe. Each dish takes a minute to finish.
- Every dish is magically enchanted, so it is difficult to discern what does what until the player eats the dish.
- These are the 10 dishes:

- **Golden Apple Pie** (Safe): A perfectly baked pie with a flaky crust and a glistening golden hue. This dish is genuinely delicious and grants 6d6 temporary hit points when eaten.

- **Sizzling Spicy Stew** (Unsafe): A bubbling cauldron of stew emitting a tantalizing aroma of exotic spices. **Effect:** Eating the stew causes intense burning, requiring a *Constitution saving throw* (DC 14) or the adventurer takes fire damage and is incapacitated for 1 minute.

- **Honey-Glazed Ham** (Safe): A large ham coated in a thick, sticky layer of honey.

- **Shimmering Crystal Candy** (Unsafe): Small candies that sparkle with an ethereal glow.

Effect: Make a DC 14 *Wisdom Saving Throw* or be charmed for 10 minutes, seeing their allies as enemies. They scream insults at the party but will not engage in combat until **Gluttony** attacks. Taking damage will end the charm condition.

- **Emerald Salad** (Safe): A refreshing salad of leafy greens with emerald-colored dressing. Eating it provides a calming effect, granting advantage on *Wisdom saving throws* for an hour.

- **Blood Red Wine** (Unsafe): A goblet filled with a rich, red wine that seems to pulse like a heartbeat. **Effect:** Drinking the wine requires a *Wisdom saving throw* (DC 15) or the adventurer falls into a deep sleep for an hour.

- **Mystic Mushroom Soup** (Unsafe): A bowl of soup with large, vibrant mushrooms floating on the surface. **Effect:** The soup causes hallucinations, requiring an *Intelligence saving throw* (DC 14) to avoid being poisoned for 1d4 minutes as they have a bad hallucination and scream in their seat.

- **Butterfly Bread Loaf** (Safe): A loaf of bread shaped like a butterfly, warm and inviting. Eating it grants resistance to one type of damage of the consumer's choice for an hour.

- **Glittering Gelatin** (Unsafe): A wobbly gelatin dessert that sparkles with every color of the rainbow. **Effect:** Eating the gelatin makes the adventurer glimmer and shine, causing attacks against them to be at advantage for one hour.

- **Celestial Cheese Platter** (Safe)
Description: An assortment of fine cheeses arranged on a silver platter. Eating it cures one condition, such as poisoned or blinded.



- If the players do not finish the 10 dishes in 10 minutes, every dish will magically refill.
- If the players finish all 10 dishes, the players hear a loud stomping as **Gluttony** walks in, breaking a wall down as he enters the room. He complains that all of the food is gone, and says he will have to eat the players instead.
- If the players defeat **Gluttony**, he will fall to the ground, crying that he is starving, and begin to consume himself until he disappears, leaving a **shard of the shattered Mirror of Temptations**.
- A stairway leads down from the open wall that **Gluttony** broke open.



LAYER SEVEN: SLOTH'S SWAMP

As you descend into the 7th layer, the air grows thick and heavy, laden with the scent of stagnant water and decaying plant life. The spiral staircase you follow seems endless. The faint glow of torchlight fades into a dim, sickly green, cast by luminescent fungi clinging to the damp stone walls.

The ground gives way to a sprawling swamp, its murky waters stretching into the shadows. Gnarled, ancient trees with hanging moss loom overhead. Pools of water, thick with algae, dot the landscape, and the occasional ripple hints at unseen creatures lurking beneath the surface. Leading forward, there are several small stones protruding from the thick swamp water below.

- The players can attempt to climb into the water, but they take 2d6 **acid damage** for every round they are in the water.
- Use the **Swamp Rock Map** for the players to choose what rock they jump from and to. Have the players choose at the same time if possible, as there is not enough space on one rock for two people and they must make a *Dexterity Saving Throw* to see who stays on the rock.
- Anyone who falls off a rock can swim to the nearest rock.
- The **DM Swamp Rock Map** will be marked with S if the rock sinks immediately after being jumped on or T if it is a trap. If it is a trap, the players must contest a **grappling check**, and must roll over a 15 or be grappled until they can break free.
- After making it across the thick, acidic swamp, you finally get to a more solid patch of land. Just ahead, you see a small clearing where the ground seems to contrast completely with the rest of the swamp. There is clean, green grass with flowers, and a perfect amount of space for you to set up camp.



- If the players take a rest here, long or short, they must make a DC 15 Wisdom Saving Throw or suffer the effects of the **Slow** spell.
- Whether or not they take a long rest, **Sloth** will attack the party.
- **Sloth** fades away when he dies to ash, leaving behind a shard of the shattered **Mirror of Temptations**.
- The players can find a stairway that leads down to **The Final Layer**.



THE FINAL LAYER

Descending into the final layer of the crypt, the air grows heavy with an oppressive weight, each step echoing through the vast, cavernous space. The chamber stretches out into darkness, illuminated only by the eerie glow of blood-red crystals embedded in the walls. At the center stands a colossal, ancient altar, carved from black stone, its surface etched with runes that pulse with a faint, rhythmic light.

Chains of celestial silver and infernal iron crisscross the chamber, converging upon a massive, obsidian prison that looms over the altar. The prison is a fractured monolith, its surface marred by jagged cracks from which a malevolent, dark energy seeps. Within the monolith, you can sense a dark presence within: the Embodiment of Sin, straining to break free.

The ground beneath your feet is unstable, shifting as if alive, responding to the growing power of the entity within the prison. Here, amidst the swirling chaos and flickering shadows, your only hope is to reseal the Embodiment of Sin with the ritual.

- The players must now complete the ritual, but the difficulty of each stage is determined by how much time it has taken up to this point.
- Add 2 to every DC of the ritual for every day that has passed since the start of the adventure.
- If they fail any of the first three steps, they must make a DC 12 Constitution Saving Throw or take 3d6 Psychic Damage and start over.



The Ritual

- **STEP 1: Form the Mirror** - Put the shards together. Players must piece the 7 shards of the **Mirror of Vice** together in the correct shape. Piecing it together requires a group skill check. The average of all rolls must beat DC 14 *Arcana Check* to correctly place them in order.
- **STEP 2: Ritual Chanting** - The players must recite the chant listed in unison, making a DC 14 *Performance or Religion Check*.
- **STEP 3: Physical Stability** - The crypt begins to shake, and the shards of the mirror threaten to fly apart. The players must make a DC 14 *Athletics Check* or the shards fly off, ending the ritual.
- **STEP 4: Resist Temptation** - Failing this step does not end the ritual. As the players hold the **Mirror of Vice** together, they must one by one make a DC 14 *Wisdom Saving Throw* or fall to sin, becoming charmed by the **Embodiment of Sin**, and doing everything in their power to kill the other players. Anyone who fails can attempt to make the save again at the end of their turn.
- **STEP 5: Protect the Ritual** - The players just survive for 7 rounds while getting swarmed by fiends. Every round, more fiends join the fight and take their turn on **initiative 20**.

- Round 1: Two Engorged Fiends
- Round 2: One Majestic Tyrant
- Round 3: One Gold Golem
- Round 4: Two Allure Demons
- Round 5: Two Sirens of Desire
- Round 6: Two Engorged Fiends
- Round 7: Two Gold Golems

- At the end of the 7th round, the **Mirror of Vice** begins to glow bright white, sucking away all sin and blinding the players.
- When the light fades, they are back on the surface of the **Grand Cathedral of Lathander** standing before an uncracked **Mirror of Vice**.
- The **Highpriest Cassian Daystar** congratulates the players on a job well done and thanks them for saving the realm.
- He awards the players with an amount of money you see fit and gives them the **Dawnbringer's Blade**, asking them to keep the mirror a secret between them and the church.



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