

The Demon's of the Holy Abbey



DEMONS OF THE HOLY ABBEY

DEMONS OF THE HOLY ABBEY WAS DESIGNED FOR A **8th level party of 4 characters**, and it works as a stand-alone adventure or as an inspiration for the DM to build up something new. This material brings you all the information you'll need in matters of creatures, monsters to be fought, and the available characters to be played with, but you'll still need to have a primary knowledge of the D&D 5e. basic rules, that can be easily found on **D&D 5.e - Player's Handbook**. *Demons of the Holy Abbey* is divided into sections for you to consult as you please. However, this is just a guide to help you navigate through this adventure – you are the one and only Dungeon Master so feel free to ignore whatever parts or descriptions you find unworthy of yours and your players' time, and replace them with what you believe suits best to your party. The main goal of role-playing games is having fun, not following strict orders and rules.

GETTING READY

First of all, if this is a beginner's party, make sure you establish comfortable boundaries for playing together – such as asking the players what could upset them if brought up during sessions, possible triggers or nasty subjects. A session zero is recommended to set everyone in the same mood for a greater gaming experience. During session zero, do not forget to mention what the campaign is about and inform your players this adventure has presettable playable characters. Of course, if you do choose to play with your own characters, no one is going to stop you. But do that at your own risk.

This campaign is designed to be played by a group of four level 8 characters, so make sure the players level up accordingly in case they choose to use their own characters.

INTRODUCTION

Centuries ago, the Sun God, Kor, trapped an evil Devil Lord in a prison in the first layer of hell, called Hellazar, to prevent him from ascending into a deity. However, his powers, although contained, were not completely shunned, and his influence kept roaming the mind of weaker men. After years and years of plotting and desecrating Kor's holy mission amongst the mortals, Arzan built himself a cult strong enough to shun Kor's power temporarily. Now, his followers are trying to finish the rite of passage to Hellazar and release Arzan from his prison, so that he can cast eternal darkness upon the world.



Simon Yaxve

"These things I thought were from a member of
Father's clan."

There have been a number of people with a similar
background of mixed human ancestry, and one day I
decided to see the world and make a name for
myself. Why don't you follow me?
Oh, it's tough here, especially with the
war, and there are no good places to
hide. But the only way to survive is to
fight, and I'll be there to help you. The
only thing to do is to go on, and
never look back. Remember me to your
mother and father. I'll be there for
you. I'll be there for you.

Simon Yaxve

Simon Yaxve is a member of the
Simon Yaxve clan.

Simon Yaxve is a member of the
Simon Yaxve clan.

Simon Yaxve is a member of the
Simon Yaxve clan.

Simon Yaxve is a member of the
Simon Yaxve clan.

Simon Yaxve is a member of the
Simon Yaxve clan.

Simon Yaxve is a member of the
Simon Yaxve clan.

STR	DEX	CON	INT	WIS	CHA
11/12	11/12	11/12	11/12	11/12	11/12

Simon Yaxve is a member of the
Simon Yaxve clan.

Simon Yaxve is a member of the
Simon Yaxve clan.

Simon Yaxve is a member of the
Simon Yaxve clan.

Доколку си **Dungeon Master** кој е заинтересиран за
кампањава, пиши ни на figuramkd@gmail.com и ти го
праќаме бесплатно цел PDF во кој ќе најдеш
подетални информации за околината и карактерите :)

