

The Concealed Abbey of the Dragonfly Horde



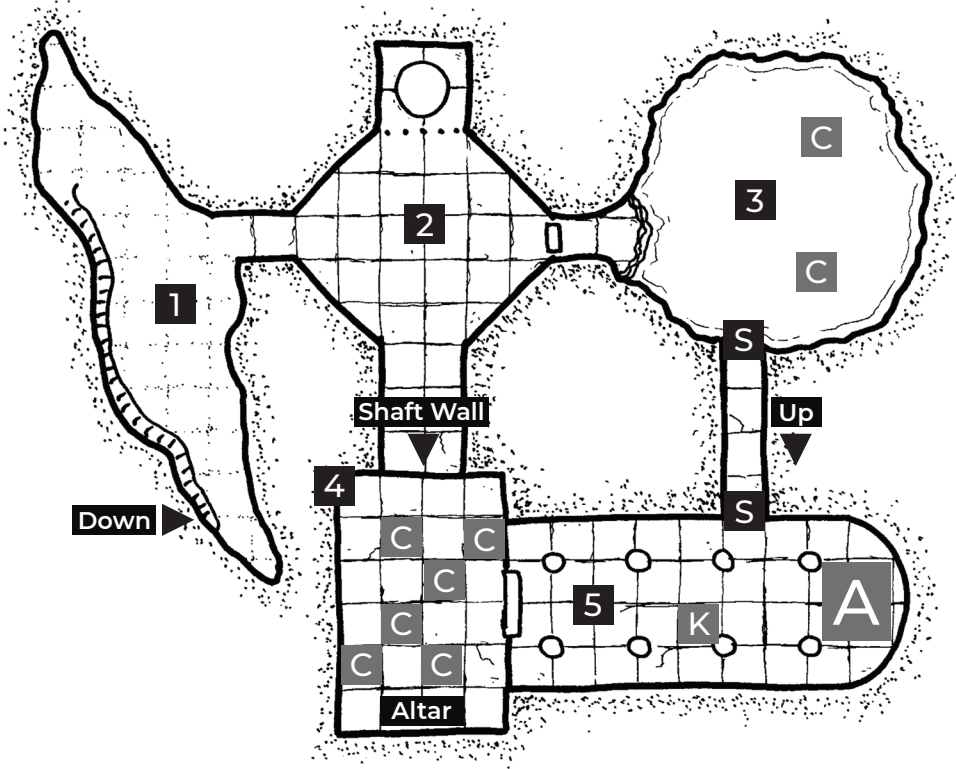
A strange buzzing rises in the ears of travelers near the mist-shrouded swamp, and feverish dreams of gold and amber haunt their sleep...

Hungry **croakfolk** have invaded the hidden abbey of the **dragonfly cultists**! The patron being who resides within now calls for help, tempting mortals with visions of gleaming riches.

RANDOM ENCOUNTERS

- | d4 | Details |
|----|--|
| 1 | A vine-snake (cobra) falls from above onto a random character |
| 2 | A giant dragonfly approaches |
| 3 | A wounded dragonfly cultist stumbles into the room |
| 4 | 1d4 croakfolk hop into sight |

THE BUZZING. A buzzing throughout Areas 2-5 grows louder over time. DC 12 WIS check each time a PC enters a new room or they lose their next action to disorientation. The Buzzing stops whenever the light source goes out.



S Secret door: Rising tunnel visible at bottom of pond

1. Deadfall. A misty, narrow canyon. Rolling fog conceals a 60' **drop** into a boggy cave lined in a thick nest of **vines**.

- **Drop.** Ragged vines cloak a wet, narrow set of stairs winding down the wall of the cave to the floor (60').
 - ▶ **Stairs.** Slippery, worn steps. Moving quickly requires DC 12 DEX or else fall the rest of the way.
 - ▶ **Vines.** Bristling with purple and crimson flowers. Reach 60' to floor. 1:6 chance they break per round.

2. Foyer of Offerings. A wrought iron **gate** blocks an alcove with a cracked, stone **fountain**. A carved dragonfly as big as a horse rests atop the fountain. Its eyes are multi-faceted, red gemstones!

- **Gate.** Faint, broken warning carved onto the gate: "Don't touch the—" DC 12 STR to break open (but very noisy).
- **Fountain.** Mud-streaked gold coins fill the bowl. Leaving a gold offering of 10+ gp grants 1 XP or a luck token (once per PC). There is 100 gp total.
- **Dragonfly Statue.** Eyes are two large rubies (100 gp/each). Taking them turns gold coins into acid (stored gold destroys 1d4 carried items, touching it causes 1d4 damage/rd).

3. Dragonfly Hatchery. Arched passage opens into a high room with a glassy, algae-choked **pond** that smells of rain on stone. Dozens of iridescent dragonflies flit and whirl over the water.

- **Croakfolk.** Two croakfolk floating just below pond's surface. Overly full on dragonflies. Shocked at newcomers.
- **Pond.** Green, murky. 15' deep. *Helm of Humming* in mud at bottom.

4. Inner Sanctum. 30' sheer shaft leads up to a ledge and hallway. **Body** of a frog-like man lies twisted at the bottom.

- **Body.** Looted. 1:6 chance of having treasure (roll on Level 0-3 table).
- **Altar Room.** Beyond ledge, airy room with six leathery, frog-headed people lounging on reed mats and bickering. A prominent altar covered in vines and dried flowers sits at the rear.
 - ▶ **Croakfolk.** Gambling with slimy, glass beads and swigging out of jars of dead flies in swamp water.
 - ▶ **Altar.** Glossy slab of amber with an ancient, wagon-sized dragonfly encased in it. This is **Anizoptera Zizhek**, a patron being.

5. Grand Hall. Spacious, towering room held up by lofty **pillars** (two coated in runnels of ichor). Three headless **croakfolk** lie around a **person** on the floor who is breathing raggedly.

- **Pillars.** Arched. At top where two meet, five dragonfly cultists are glued to the ceiling, merging into mindless **dragonfly avatar** leaking ichor. They reach apotheosis in 3 rounds and then attack all in sight.
- **Person.** Dying dragonfly cultist (**Katrathis**, stubborn, apocalyptic). Dies in 1d4 rounds. Praises arrival of **dragonfly avatar**. Offers self as sacrifice to it (distracts it for 1 round).
- **Secret Door.** Leads to Area 3.
- **Treasure.** Fleshy, ichor-smeared bladder glued to ceiling. Contents:
 - ▶ 300 gp in gold dragonfly icons.
 - ▶ **Dragonfly Eye Diadem.** Amber; set with six, multi-faceted rubies. Destroy a ruby to summon a loyal giant dragonfly for 5 rounds.

Monsters and Treasure

CROAKFOLK

Croaking, frog-headed people with moist green skin and sticky bulbs on their fingers and toes.

AC 13 (leather), **HP** 10, **ATK** 1 shortsword +0 (1d6) or 1 tongue (near) +2 (1d4 + grab), **MV** near (climb, swim), **S** +0, **D** +2, **C** +1, **I** +0, **W** +0, **Ch** -1, **AL** N, **LV** 2

Grab. Target must pass DC 12 DEX or croakfolk steals 1 piece of gear.

Sticky Fingers. Can climb and stick on sheer, vertical surfaces.

DRAGONFLY AVATAR

An insectoid golem of blue-green chitin standing as tall as two people. Four translucent wings hum on its back and ruby-like eyes dominate its entire head.

AC 15, **HP** 33, **ATK** 2 bite +6 (1d8 + rend) and 1 buzz, **MV** double near (fly), **S** +3, **D** +4, **C** +2, **I** -4, **W** +2, **Ch** +1, **AL** C, **LV** 7

Rend. Deals an extra die of damage if it hits same target with both bites.

Buzz. All enemy creatures in near DC 12 WIS or disoriented for 1 round.

DRAGONFLY CULTIST

Cloaked humans with patches of metallic green scales and wide eyes with multi-faceted irises.

AC 11, **HP** 9, **ATK** 1 bite +1 (1d6) or 1 spell, **MV** near, **S** +0, **D** +1, **C** +0, **I** +0, **W** +2, **Ch** +1, **AL** C, **LV** 2

Hover (WIS Spell). DC 13. Fly a near distance for 5 rounds.

DRAGONFLY, GIANT

A whirling, metallic-green dragonfly large enough to carry a human.

AC 15, **HP** 19, **ATK** 2 bite +4 (1d8), **MV** double near (fly), **S** +1, **D** +4, **C** +1, **I** -3, **W** +1, **Ch** -4, **AL** N, **LV** 4

HELM OF HUMMING

A silvery helm with a curled tail, four long wings, and clusters of emeralds that form a pair of bulbous, multi-faceted eyes. It hums quiet, sweet tones when held.

Benefit. Wearing the helm grants you a +1 bonus to your AC. Once per day, you can fly a near distance. You are immune to The Buzzing caused by Anizoptera Zizhek.

Anizoptera Zizhek

ANIZOPTERA ZIZHEK

A prehistoric apex predator from an epoch when mega-beasts roamed the sweltering jungles that were newly risen from the primordial seas. Anizoptera seeks the hunt and the precise letting of blood.

THE BUZZING

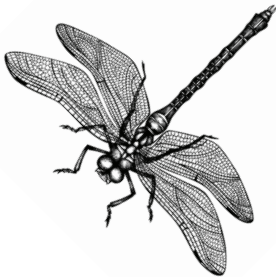
As creatures draw closer to Anizoptera, a maddening buzzing fills their ears that can shatter the minds of the weak-willed.

Petitioners must be able to endure The Buzzing in order to earn Anizoptera's favor. Those who overcome The Buzzing and please Anizoptera with their deeds and offerings might receive a patron boon as a gift.

THE CULT OF THE DRAGONFLY

Cultists who revere Anizoptera Zizhek cluster inside the secret abbeys their forebears built in jungles, bogs, and sea caves. Vicious dragonflies as large as songbirds populate these areas.

The cult has long since diminished. Now, its ways are handed down among the people of remote swamp hamlets whose obscure traditions are impervious to the outside passage of time.



ANIZOPTERA ZIZHEK PATRON BOONS

2d6	Effect (2 repeat = +5 rounds/day total, 10-11 repeat = +1 use/day)
2	You sprout wings and can fly near for up to 5 rounds a day total
3-7	You deal +2 damage with finesse weapons
8-9	+2 to Dexterity or Wisdom stat
10-11	1/day, inflict The Buzzing on all near enemies (DC 15 WIS to resist)
12	Choose one option or 2 points to distribute to stats