

The Dark Temple

After unveiling the hospice of mercies' sinister secret as a front to further the blooveil's spread, the group found that the clinical halls hold darker secrets still. Hidden underneath an unassuming elevator shaft, modern masonry merged with ancient architecture. A path to one of the cities many draconic ruins was revealed. These forgotten halls once served as a smugglers' refuge have become the heart of the Cult of Ragnaxxa. Decades ago, Ragnaxxa's faithful were drawn by the palpable presence of a malevolent force hidden away in the ruin's shadows. Over time, these ruins were reshaped into a temple and cradle for the slumbering horror which the worshippers believed to be one of Ragnaxxa's very own progeny.

The cult's machinations flourished in secrecy, and when approached by Queen Illosa for her own schemes, they readily agreed under the promise of human suffering. Thus they offered the warehouse above the temple as the physician's 'house of healing' and many seeking treatment were funneled into the depths, where their agony served both as fuel for the cult's rituals and the perfect test subjects for the bloodveil. It was in that temple beneath the hospice, where Thecia, Duarte, and the ancient alchemist Artorius combined their twisted expertise, weaving together forbidden sciences and dark magic to birth the bloodveil plague and now seek to perfect it.

Ramon Vargas. Once the feared master of the Dead Warrens, Ramon Vargas is a necromancer whose obsession with death knows no limits. Lured by promises of deeper necromantic knowledge, Ramon abandoned his old domain in favor of the Temple of Ragnaxxa. However, his alliance is one of convenience rather than faith. For Ramon's twisted mind, the spread of bloodveil is both an experiment and a means to indulge his cruel fascinations. As the heroes invade the temple, he recognizes them as the meddling would-be-heroes who not only took down his father, but also disrupted the sanctity of his laboratory deep within the Dead Warrens. Though he is not particularly bitter over these losses, Ramon relishes the opportunity to inflict suffering under the guise of petty revenge. His alliance with the cult is fleeting—his only loyalty lies only with his own sick desires and the endless secrets of the grave.

Thecia, Vestal of the Eternal Night. Thecia stands as the newly established figurehead of the local cult, renowned across kingdoms for her mastery of engineered plagues. Personally invited to Covrada by Queen Illosa, Thecia's purpose was not only to seize control of the cult, but also to collaborate in the queen's dark ambitions. Yet Thecia is driven by a higher calling; political intrigue means little to her compared to the rumored presence of one of Ragnaxxa's slumbering spawn beneath the city. For Thecia, this is a sign of divine purpose. With her greatest plague yet unleashed upon Covrada, she is certain that the suffering above will be enough to rouse the ancient child from its sleep.

RAGNAXXA CULTIST

Medium humanoid, neutral evil

Armor Class 13 (cult garbs)

Hit Points 44 (8d8 +8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	11 (0)	15 (+2)	12 (+1)

Saving Throws Wis +4

Skills History +2, Religion +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 2 (450 XP)

Proficiency +2

Humanities' Bane (1/day). When the Ragnaxxa Cultists casts a spell and forces a humanoid to make a saving throw, they can reduce the saving throw by 3 (1d6).

Slaughter Humanoid. Once per turn when the Ragnaxxa cultist hits a creature with a melee weapon attack and has advantage on the attack roll, they deal an additional 7 (2d6) necrotic damage.

ACTIONS

Sacrificial Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+2) slashing damage plus 3 (1d6) necrotic damage.

Kill Light. *Cantrip Conjunction Spell, Components:* V, S. *Effect:* The Ragnaxxa Cultist targets one non-magical light source within 60 ft. of themself and snuffs it out. Alternatively the Cultist can target an active *Light* spell and must succeed a Wisdom check to end the spell. The DC is equal to the spellcaster's spellcasting DC.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At Will: *Kill Light, Thaumaturgy*

2/day: *Command*

1/day (Each): *Proliferate Pain, Hold Person*

BONUS ACTION

Proliferate Pain. *2nd Level Necromancy Spell, Components:* V, S. *Effect:* A humanoid within 60 feet of the Cultist that is missing hit points must make a DC 12 Wisdom saving throw. On a failed save the creature takes 9 (2d6+2) necrotic damage and half as much on a successful one.

Poison:

Nightbane

Magical Injury Poison, Price 800 gp per Dose

Effect: A humanoid subjected to this poison must make a DC 13 Constitution saving throw. On a failed save the humanoid takes 27 (6d8) necrotic damage and becomes debilitated for 24 hours. A debilitated creature reduces any ability check, attack roll, or saving throw, it makes by 1d6. On a successful save a creature takes 13 (3d8) necrotic damage and suffers no additional effects.

RAMON VARGAS

Medium humanoid (human), chaotic evil

Armor Class 15 (mage armor)

Hit Points 72 (11d8+22) + 15 temporary hit points

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	18 (+4)	12 (+1)	11 (0)

Saving Throws Con +5, Int +7, Wis +4

Skills Arcana+7, History+7, Medicine+7, Nature+7, Perception+4

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 7 (2,900 XP)

Proficiency +3

Legendary Resistance (1/day). When Ramon would fail a saving throw and is above half of his maximum health, he can expend a Legendary Action to succeed instead.

Self-Experimentation. Ramon has 15 temporary hit points, resistance to necrotic damage, and darkvision (all included).

ACTIONS

Necropsy. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 18 (4d8) necrotic damage and if the target is undead it has disadvantage on attack rolls until the end of Ramon's next turn. The necrotic damage of this spell ignores necrotic resistance.

Chill Touch. *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the target can't regain hit points until the start of Ramon's next turn.

Vampiric Touch (If Cast). *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage and Ramon regains hit points equal to half the necrotic damage dealt.

Spellcasting. Ramon casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At Will: *Chill Touch*, *Dancing Lights*, *Necropsy*

4/day: *Animate Dead*, *Vampiric Touch*, *Web*

1/day (Each): *Dimension Door*, *Phantasmal Killer*, *Stinking Cloud*

LEGENDARY ACTIONS

Legendary Action Uses: 2. Immediately after another creature's turn, Ramon Vargas can expend a use to take one of the following actions. Ramon regains all expended uses at the start of each of his turns.

Skulk. Ramon moves up to half of his speed without provoking opportunity attacks.

Chill Touch (2 Actions). Ramon casts *Chill Touch*.

Battle Magic (2 Actions). Ramon attacks with *Necropsy* or, if concentrating on the spell, *Vampiric Touch*.

Villainous Escape (2 Actions, 1/day). If Ramon is below half of his maximum hit points, he casts *Dimension Door* if possible.

BLOO II

Small Construct, chaotic evil

Armor Class 13

Hit Points 78 (12d6+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	3 (-4)	12 (+1)	3 (-4)

Skills Perception +4

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Challenge 5 (1,800 XP)

Proficiency +3

Aversion to Fire. If Bloo takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk. Whenever Bloo starts its turn with 30 hit points or fewer, roll a d6. On a 6, Bloo goes berserk. On each of its turns while berserk, Bloo attacks the nearest creature it can see. If no creature is near enough to move to and attack, Bloo attacks an object, with preference for an object smaller than itself. Once

the Bloo berserk, it continues to do so until it is destroyed or regains all its hit points. Ramon Vargas, if within 60 feet of Bloo golem, can use an action to calm Bloo. Bloo must be able to hear Ramon to be calmed. If Bloo takes damage while still at 30 hit points or fewer, it might go berserk again.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever Bloo is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Infused Body. Bloo's attacks are magical and it has advantage on saving throws against spells and other magical effects.

Grab and Shake. Bloo has advantage on bite attacks against a creature he has grappled. If Bloo hits a creature it has grappled with a bite attack, it must succeed a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Frenzied Bites. Bloo makes one bite attack, if the attack hits it can grapple the target (escape DC 14), or make another bite attack against the same target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) piercing damage.

Ramos Artorius, Alchemist. Once a brilliant and ambitious alchemist, Artorius spent decades wandering the continent, apprenticing under masters in pursuit of alchemy's elusive pinnacle. Desperate to extend his own life, he transformed himself into a faux-vampire. The ritual was flawed, cursing him with a wretched, half-living state, yet granting him centuries to continue his research. In search of the true source of vampirism, he journeyed south, only

to be captured by the Red Scorpions, a ruthless assassin cult. As their unwilling slave, Artorius created poisons of unmatched potency. Ultimately, the Red Scorpions offered his talents to Queen Illosa as part of their alliance. Drawing on his twisted expertise, Artorius helped engineer the bloodveil—a vampiric plague designed to kill rather than transform. In return for this final act, he was promised his freedom, a bargain he accepts with deep resentment.

THECIA VESTAL OF THE ETERNAL NIGHT

Medium humanoid (Dragonborn), neutral evil

Armor Class 17 (ornate armor)

Hit Points 127 (15d8+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Con +7, Wis +6, Cha +5

Skills Insight +6, Perception +6, Religion +4

Damage Resistances necrotic, poison

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Infernal

Challenge 8 (3,900 XP)

Proficiency +3

Devil's Sight. Thecia's darkvision is not impeded by magical darkness.

Equipment. Thecia wields a Ragnaxxian Trident.

Hateful Presence. Each other humanoid within 10 feet of Thecia subtracts 1d4 from any saving throw it makes.

Legendary Resistance (1/day). When Thecia would fail a saving throw and is above half of her maximum health, she can expend a Legendary Action to succeed instead.

ACTIONS

Multiattack. Thecia makes two attacks, using Ragnaxxian Trident or Deathly Ray in any combination. She can replace one of her attacks with her Draconic Breath if available.

Ragnaxxian Trident. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 +4) piercing damage plus 11 (2d10) necrotic damage. The target can't regain hit points until the end of its next turn.

Deathly Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 22 (4d10) necrotic damage.

Magic Items:

Ragnaxxian Trident

Weapon (Trident), Rare (requires attunement)

This trident deals an additional dice of its damage as necrotic damage and can use Wisdom or Charisma in place of Strength for any attacks you make with this weapon. Additionally it can be used as a holy symbol of Ragnaxxa to cast divine spells, but if done so, any radiant damage inflicted by spells becomes necrotic instead. Any humanoid that takes damage from this weapon can't regain hit points until the end of its next turn.

Instead of throwing this weapon, you can fire a bolt of darkness at a creature within 60 ft. of yourself, dealing 2d8 plus your Strength, Wisdom, or Charisma modifier necrotic damage.

Draconic Breath (Recharge 5-6). Thecia breathes unholy miasma either in a 15-foot Cone or in a 30-foot Line. Each creature in the area must make a DC 15 Constitution saving throw, taking 15 (3d10) necrotic damage on a failed save and half as much on a successful one.

Spellcasting. Thecia casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At Will: *Speak with Dead, Thaumaturgy*

1/day (each): *Command 4th Level, Contagion, Darkness*

Contagion. Thecia touches a creature within 5 feet of herself. The target must succeed on a DC 15 Constitution saving throw or take 45 (10d8) Necrotic damage and gains the Poisoned condition. When the creature is poisoned, Thecia can choose one of the target's abilities. While Poisoned, the target has Disadvantage on saving throws made with the chosen ability.

The target must repeat the saving throw at the end of each of its turns until it gets three successes or failures. If the target succeeds on three of these saves, the spell ends on the target. If the target fails three of the saves, the spell lasts for 7 days on it.

Whenever the Poisoned target receives an effect that would end the Poisoned condition, the target must succeed on a Constitution saving throw, or the Poisoned condition doesn't end on it.

LEGENDARY ACTIONS

Legendary Action Uses: 2. Immediately after another creature's turn, Thecia can expend a use to take one of the following actions. Jostina regains all expended uses at the start of each of its turns.

Attack. Thecia makes a Ragnaxxian Trident or Deathly Ray attack.

Invoke Malaise. A creature within 5 ft. of Thecia who inflicted damage to her since the end of her turn must succeed a DC 15 Constitution saving throw or take 9 (2d8) poison damage and be poisoned until the end of Thecia's next turn. A creature poisoned this way has disadvantage on Constitution saving throws.

Nocturne Wings. Each creature within 5 ft. of Thecia must succeed a DC 15 Wisdom saving throw or take 7 (2d6) psychic damage. She then teleports up to 30 feet to a location within dim light or darkness.

Other Evil Cults?

In the original adventure path "Curse of the Crimson Throne," the temple beneath the hospice was dedicated to a deity of undeath and vampirism. Since my campaign is set in a world shaped by the Forgotten Foes, the Ancient Dragon Gods, and the Unbound Monsters, I've adapted the temple, its objectives, and its denizens to better fit my setting. You are, of course, encouraged to customize these elements to suit your own world. Of the characters featured here, only Thecia would require replacement in such a case, though her statblock can easily be repurposed for any vile cult leader or worshipper of evil you wish to place in command of the temple.

If you're interested in learning more about the Ancient Dragon Deity Ragnaxxa, her cult, and her brood, you can find additional details in the supplement "[Old Dragon Gods - Ragnaxxa the Eternal Night.](#)" also available on my Patreon.