

DNH1

For
OSR and 5th Edition
Games

Part one of the
Haunting of Hastur Series



The Lost Temple of Forgotten Evil

by L. Kevin Watson
Illustration and Map Book



The Lost Temple of Forgotten Evil is an adventure for 3–7 characters level 4–6 and designed for use with most versions of the best known fantasy roleplaying game. It is optimized for the fifth edition and for 5 characters at level 5.

Dark Naga Adventures
Awesome is in our DNA!
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All of the art in this book was drawn by Rick Hershey, of Fat Goblin Games. He creates mood and atmosphere effortlessly. This piece shows Cyne preparing to sacrifice a human female before the statue of Hastur in the temple. The Book of Hastur can be seen on the right.



This is a portrait of Cyne, the head priest in the Temple of Hastur.
The Snake-Infinity symbol represents Hastur's goal of a world in a continuous cycle of self destruction.



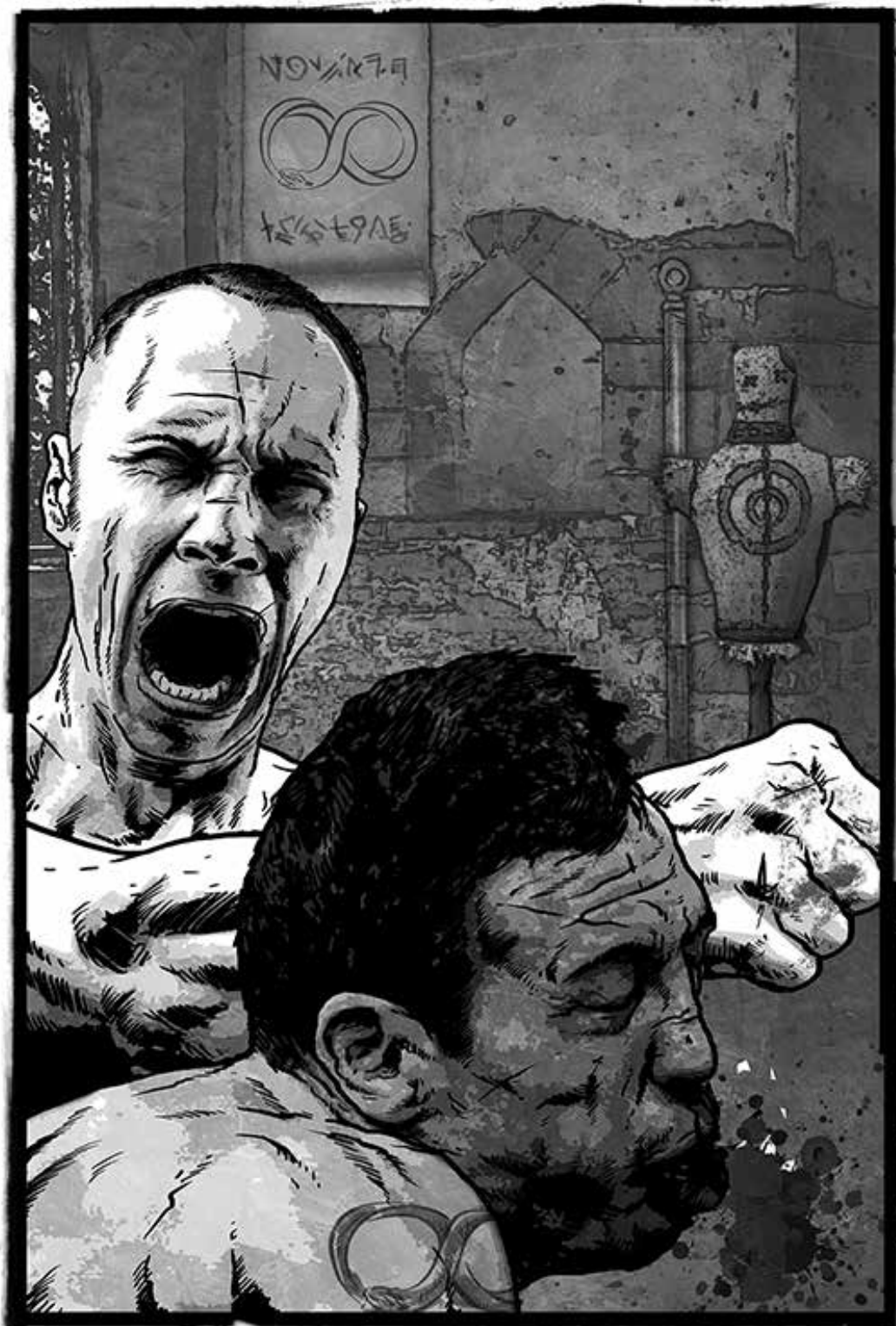
About 48, male, drunkard, poorly dressed. Clothing is dirty, threadbare and probably patched. He has a ruddy face. He was a successful farmer before this all started, and his body and face reflect the hard years of farming followed by hard years of drinking. Hair is a dirty blond, scraggly, and poorly kept. Average height, strong build falling to waste from the drinking. He isn't eating a lot, so no beer belly, more of a wasting away.



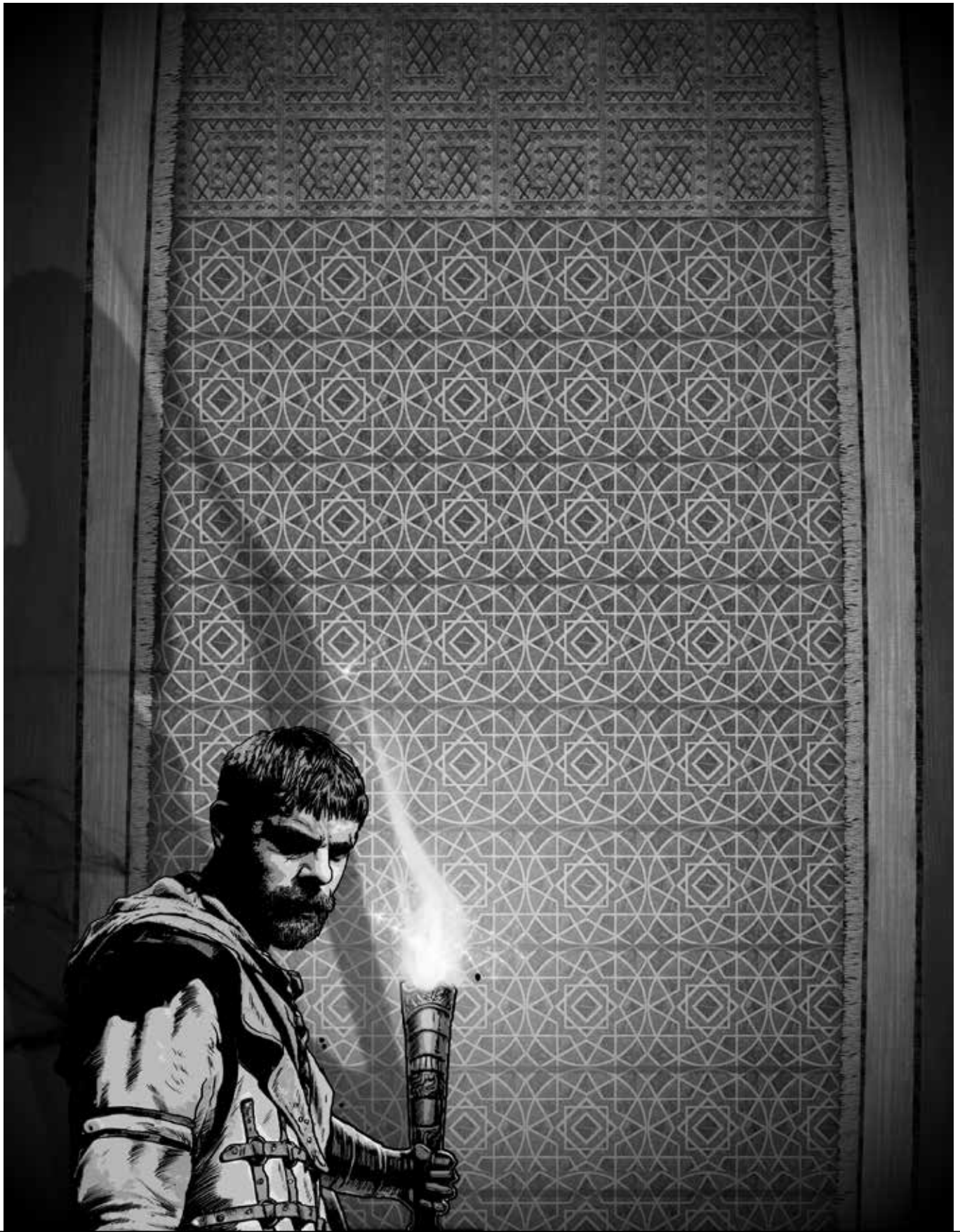
The villagers of Sumer attack an old man and his daughter.
Could this be Saraq, the herbalist the party seeks?



A small gang of cultists, out basking in their power think the party might be a fun conquest.



The cult attracted followers from many walks of lives.
These monks were as lost as Cyne, and found a purpose in worshipping Hastur..



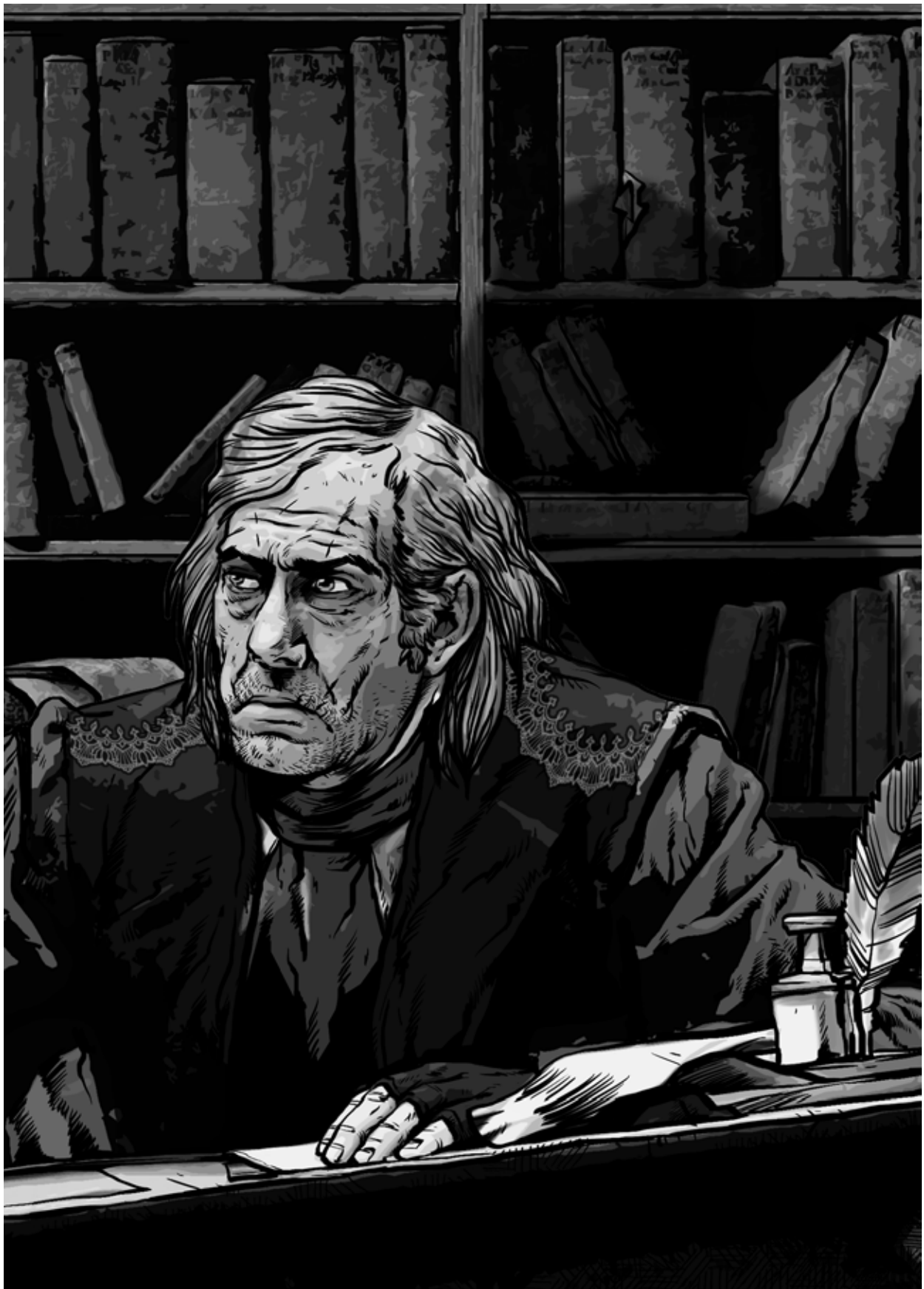
The ornate engravings adorn a lost secret door.
Can the party sort the combination from the clues?



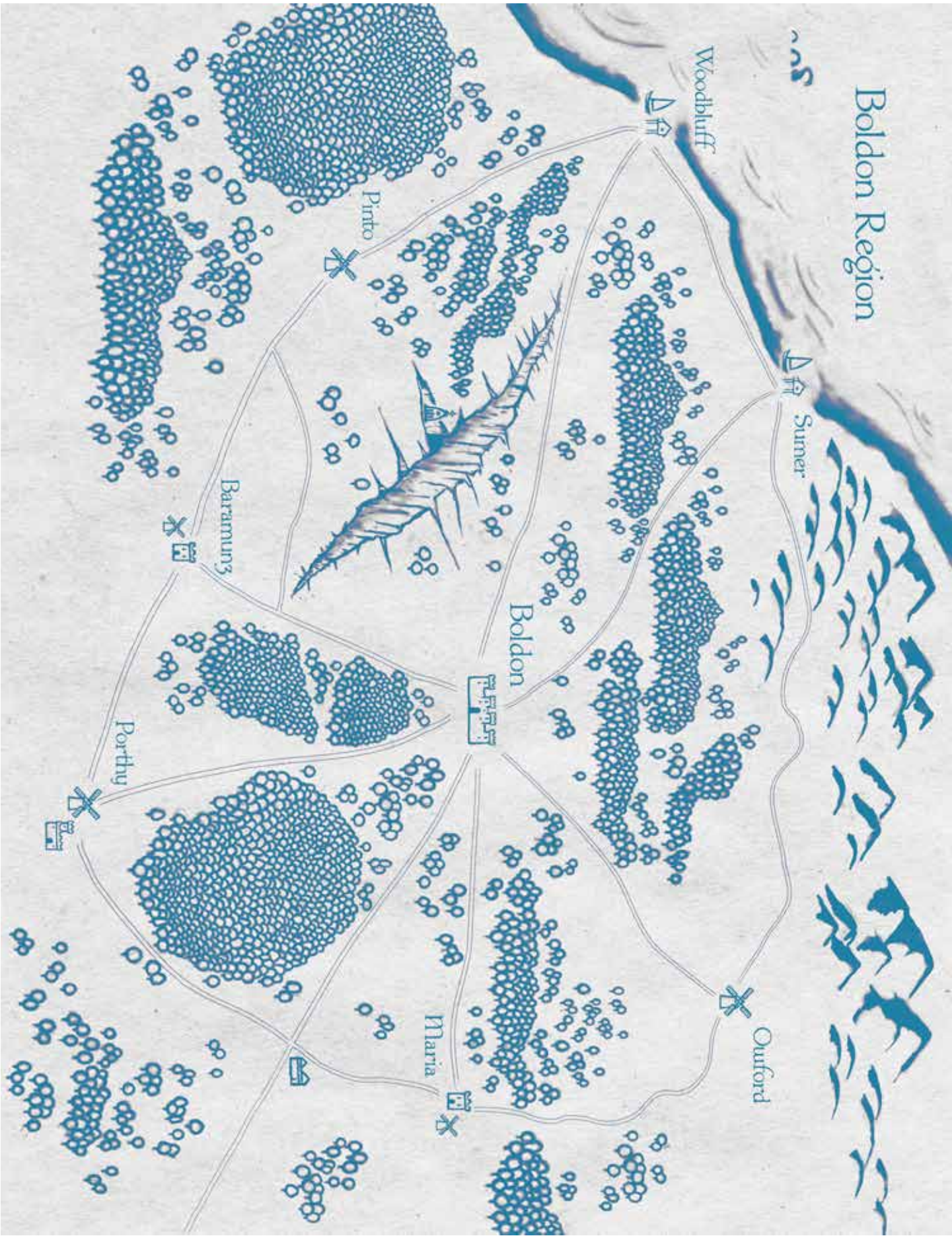
Vyncis, Pinto's local guard leader. He's a tall, powerful, experienced fighter. Also corrupt; extorting most of the village for "protection money".



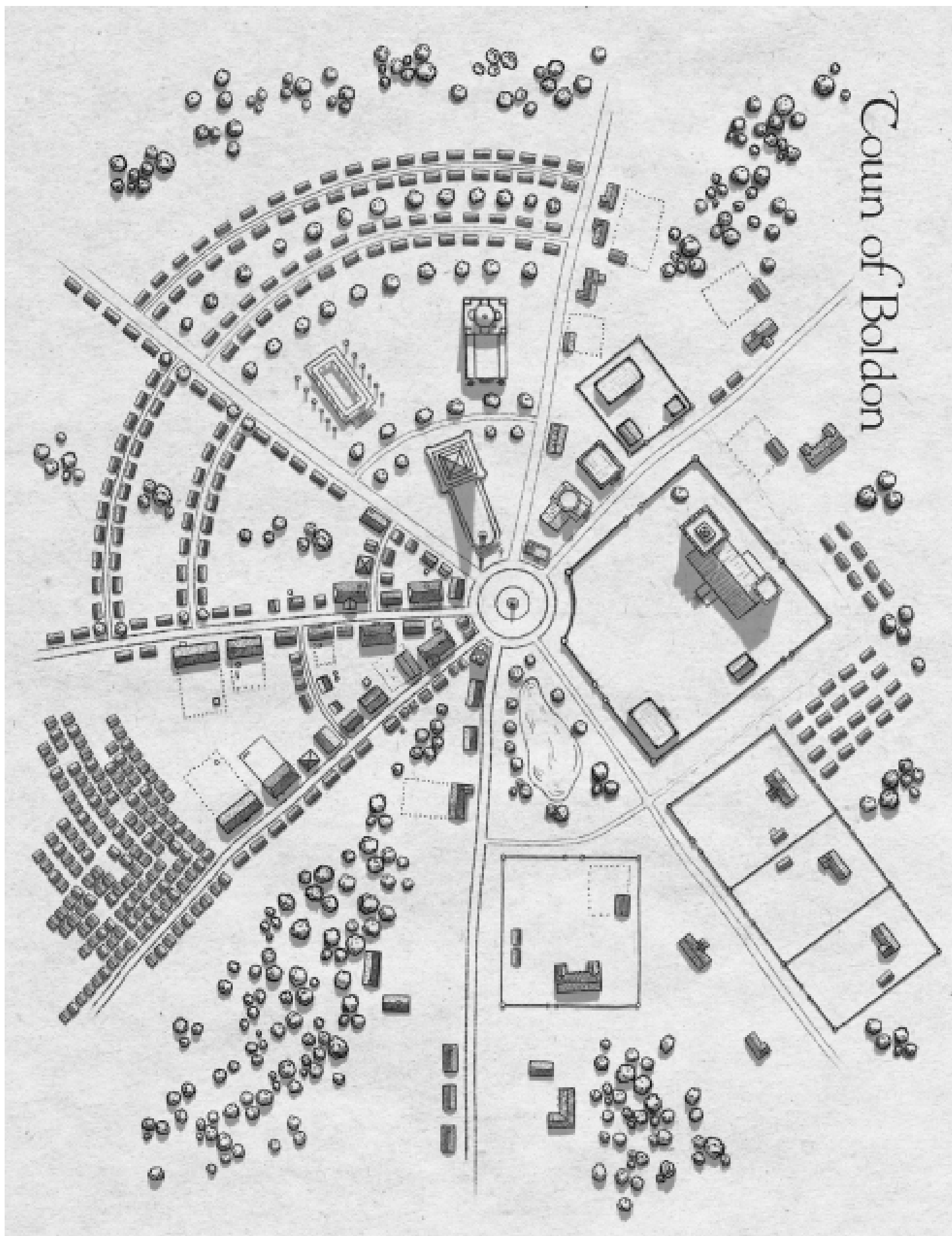
Qrquito Finy, the Captain of the Watch for the Boldon Region.
While he does not directly command the guards in any of the villages, and manages largely ceremonial and investigative roles, he is not a slouch, and is a very capable combatant, in formation, with a party or in a duel.



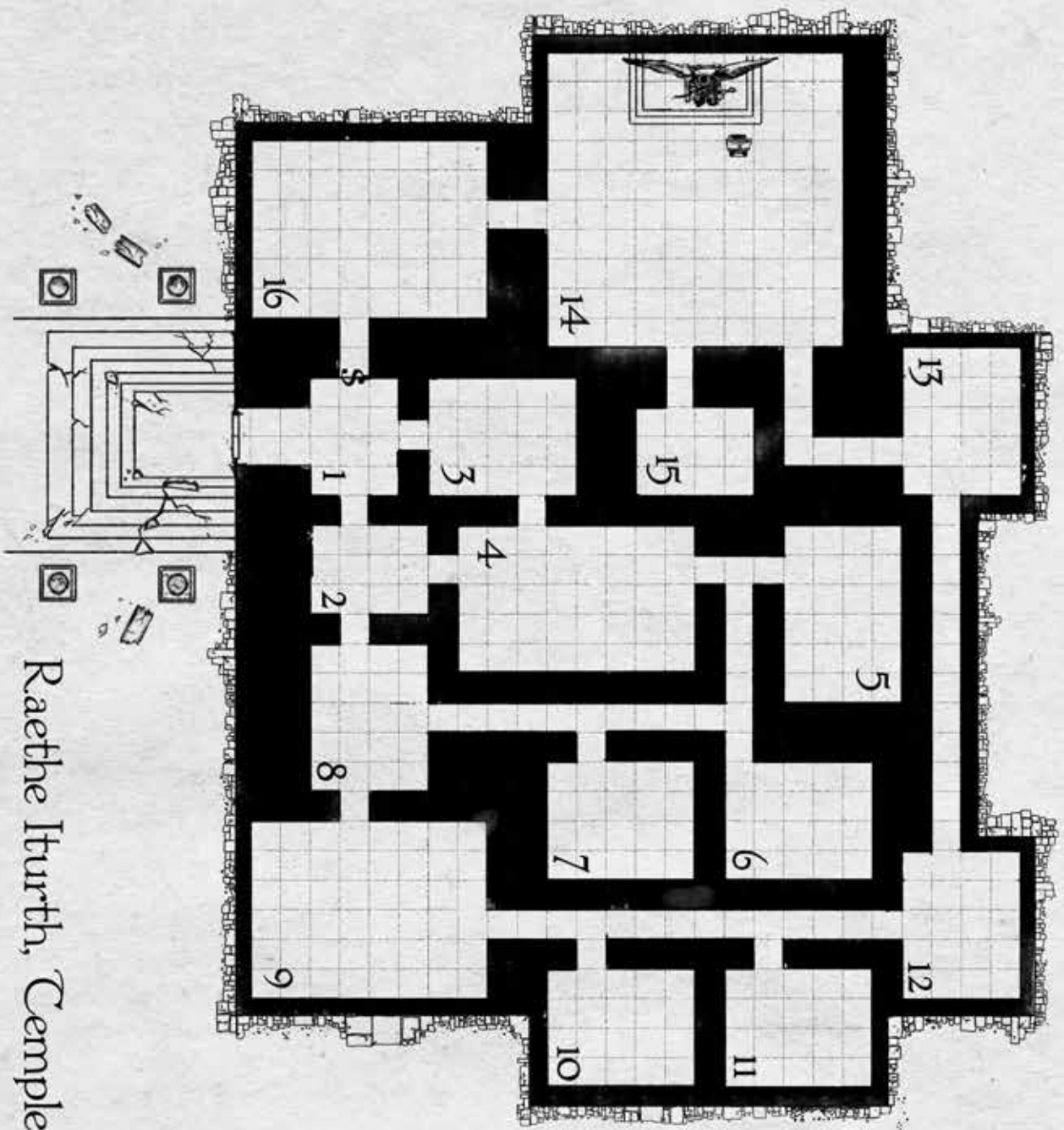
Kriel became bored with the pomp and ritual of court and moved to Boldon to be alone with his research
Once he was a powerful wizard; he hasn't slowed that much.



The Boldon Region

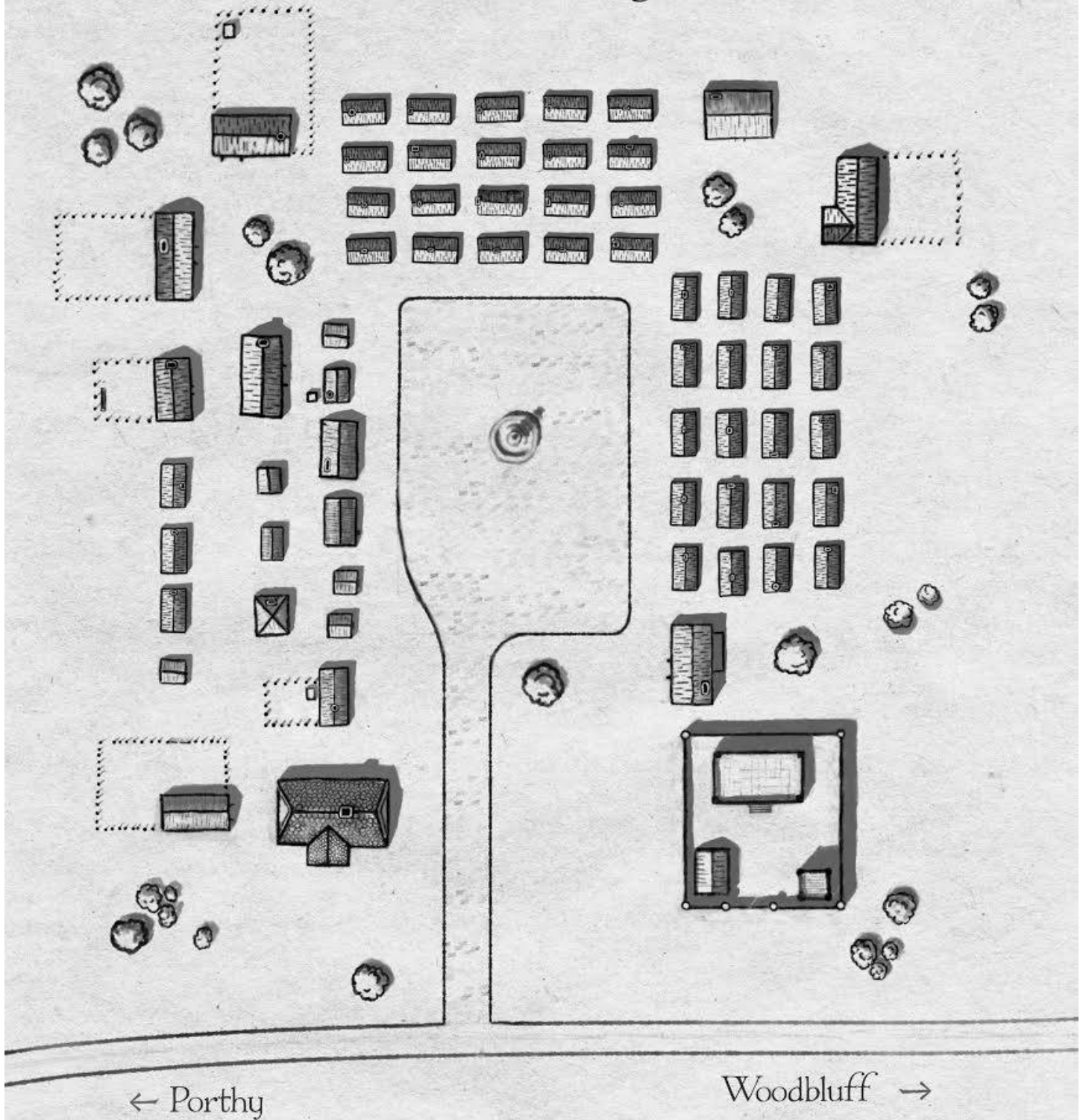


Boldon, Anchor City of the Region



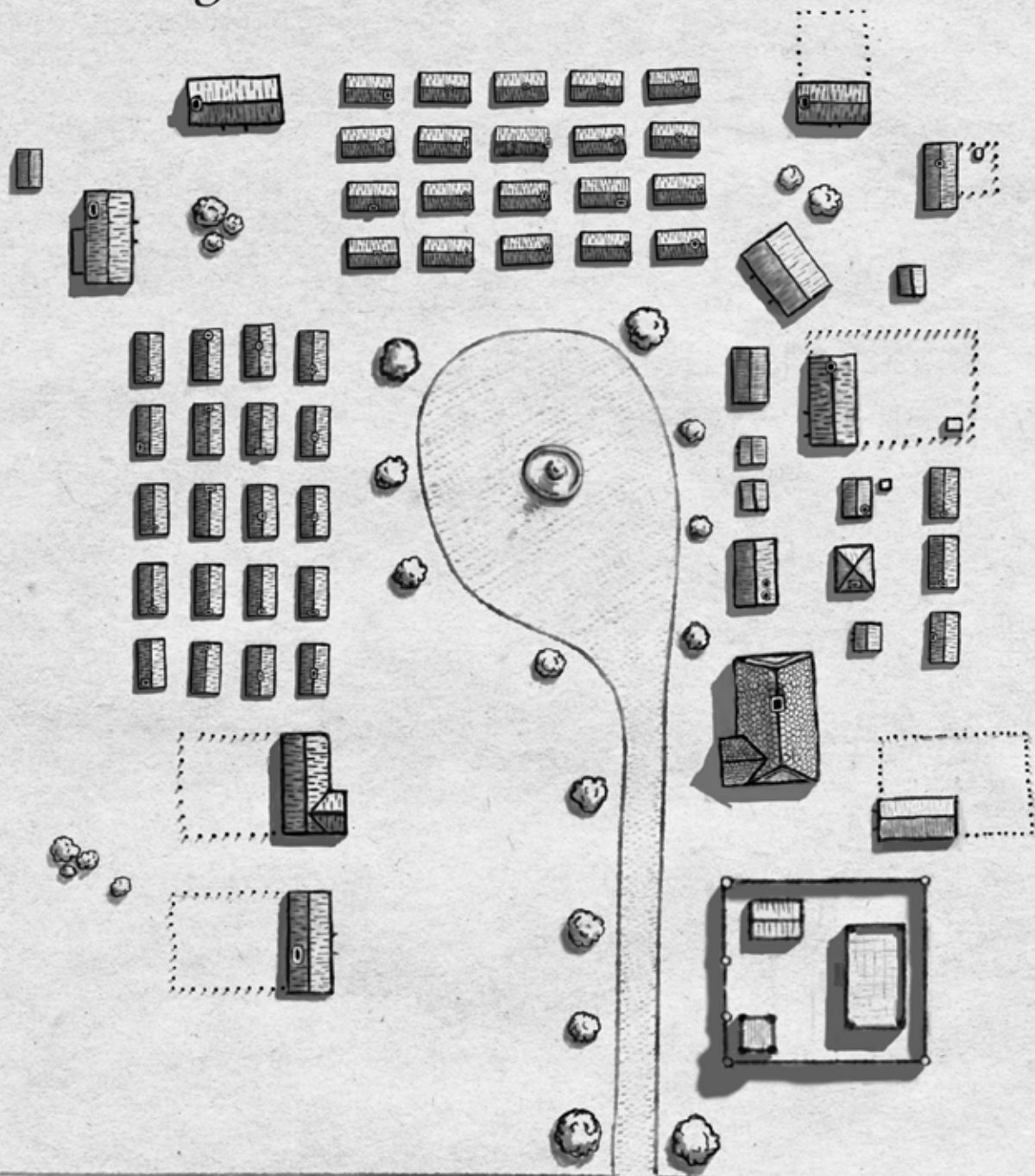
Raethe Iturth, Temple of Nastur

Village of Maria

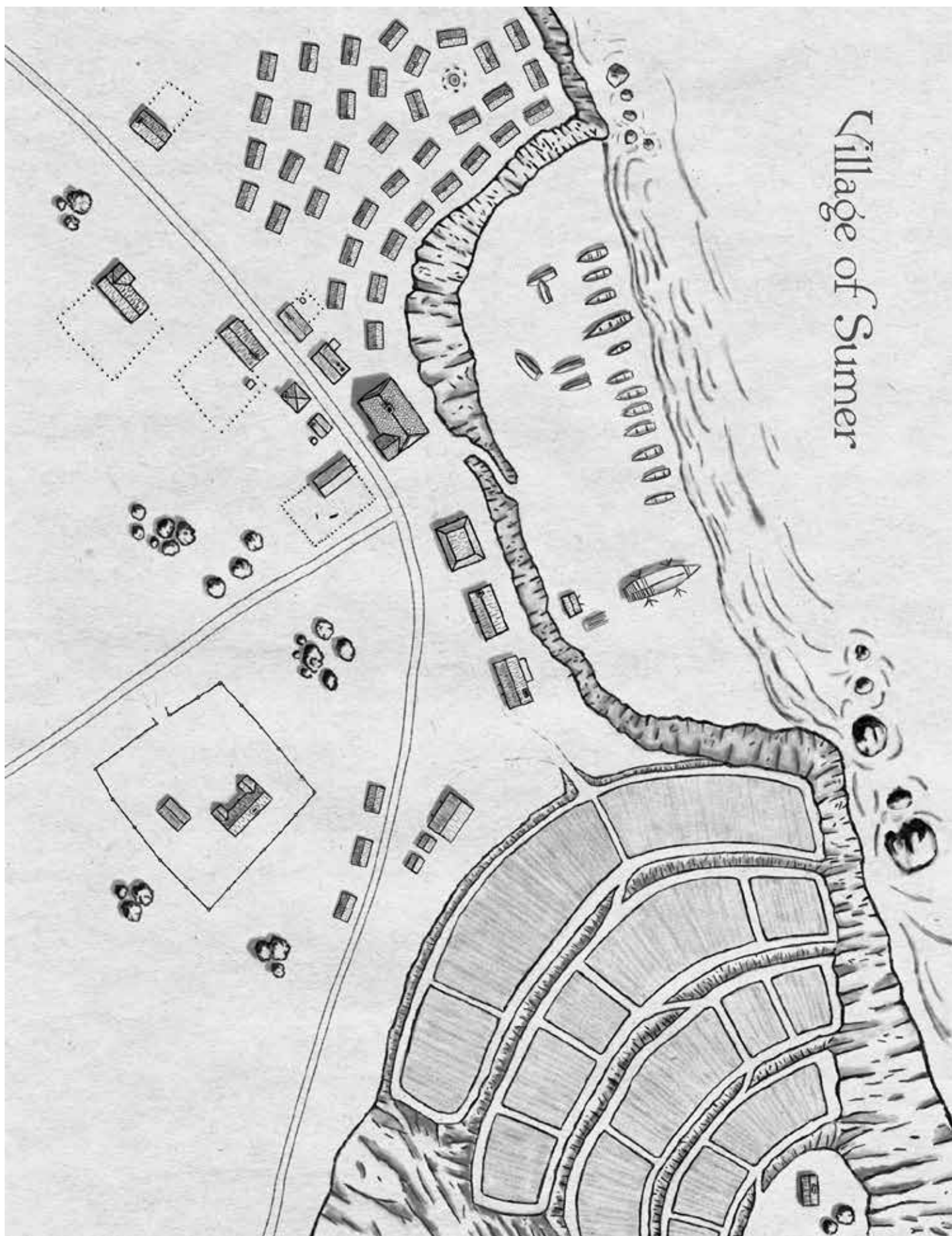


Maria, Farming Village near Boldon

Village of Pinto



Pinto, Farming Village near Boldon



Sumer, Fishing Village on the Sea of Dinse



The small town of Boldon and its surrounding villages are afraid. Dozens of people are missing, some speculate lost to some nefarious purpose. A broken drunkard tells fantastic tales of an evil temple and the horrible things within. The rare few who know the legends and history of the region are beginning to think the dark times have returned, not seen since the fall of the First Age of Man. People are beginning to feel the icy fingers of fear closing in. The party members become aware of these events, and are inspired to investigate. This leads them to a broken man who tells them a story of a lost temple. Has it been rediscovered by men seduced by its forgotten evil? The drunkard's tale leads to others who might help the party discover more before it faces ***The Lost Temple of Forgotten Evil.***

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This document does not contain stock art or maps. It is a supporting publication for adventure DNH1 - The Lost Temple of Forgotten Evil