

Leilon: The Church of Lathander

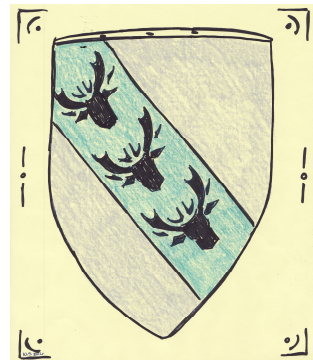
A Ruins of Leilon Adventure

Introduction: This is the 2nd follow up adventure to the module Leilon: City of Adventure, which provides an overview to the ruined town destroyed by the Spellplague over 100 years ago. In this adventure the PCs explore the old church dedicated to Lathander. It follows up on several clues found in the module The House of Luceren Gray. The original adventure is not needed to run this module. The party explores a den of ghouls hiding in the main church, while something even more evil lurks below in the catacombs.

This is a 16 page adventure with a mostly straightforward layout consisting of several combat encounters mixed with investigation and npc interaction. It contains a player handout and a NPC party to use fleshing out the ruined town. This module is easily modified to be used as a stand-alone adventure consisting of an abandoned temple.

A 1-2 night adventure for 4-6th level characters

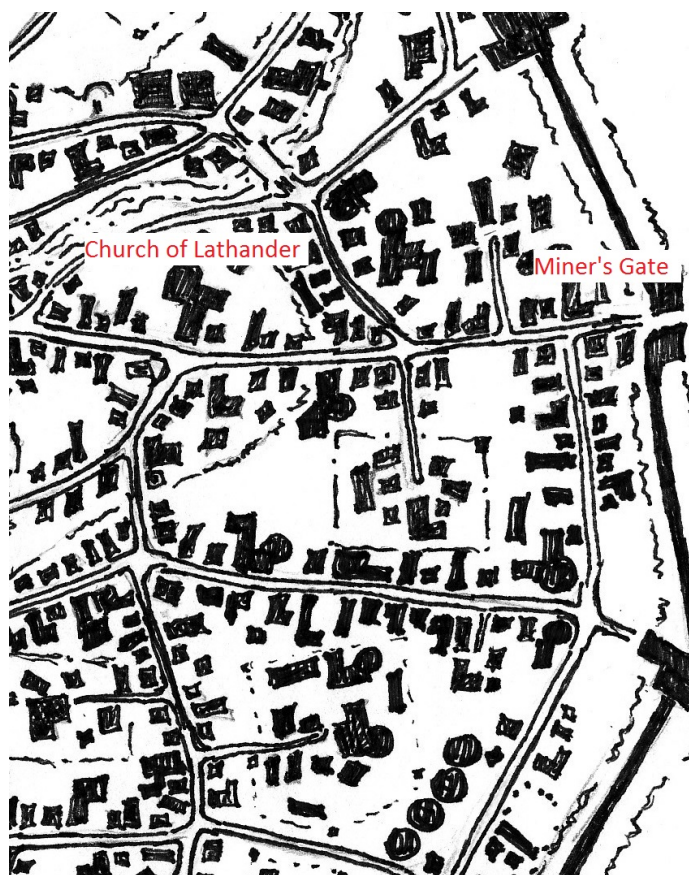
by Keith Stonefield



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The Church of Lathander



Background

The church of Lathander is one of the oldest churches in town. It dates back to the beginnings of the modern settlement. One of the church's secrets is that it was built upon an old dwarven foundation, similar to several other buildings in the Old Inn section of town. The church was built upon the remains of a shrine dedicated to Moradin dating back thousands of years, from the time of the original dwarven settlement.

During the initial onslaught of the Spellplague many citizens sought refuge in the church. Among them were several groups of adventurers and members of the clergy who staged assaults against the evil forces and strived to protect the citizens. That protection was not good enough and in during the final days the church was burned and partially destroyed. Many people died and were left in the rubble or the lower basements of the church.

Adventure Setup

In the previous adventure, The House of Luceren Gray, the party may have explored some of the underground catacombs and rooms below the church while exploring

an escape tunnel under the manor house. One of the sections is a stairwell leading up, but collapsed in with rubble. This leads to the church above the tunnel and they may choose to investigate the above church on their own, or can be led there with sightings of strange sites seen in the ruins.

One way to do this is to have another group of adventurers whom are lower level tell the party about several ghouls they encountered and that they needed to flee. This would be strange since other groups in town noticed no monsters while passing by. One of the adventurers will tell a story on how they looked through the church area a week ago and found a silver goblet in the ruins after a few hours of searching. They couldn't get into the side rooms and thought the ruins were not worth the time it took to find anything.

They were ambushed while coming back to the hold today while investigating movement one of them noticed amid the ruins. It turned out to be a few ghouls and they needed to flee. One of the NPCs will tell of a strange brand he saw burned into the flesh of one of the ghouls. The group thinks it may be the cult of Orcus.

The adventure consists of three sections. The first is the rectory house found next to the church building. This building contains a clue to finding the secret chamber below the meeting room of the church. The second section of the module is the ruined church. The main building is mostly in ruins, but some of the side rooms contain challenges. The last section of the module is the sub-levels and catacombs. Several threats exist here along with the ability to connect the collapsed stairway from the last adventure.

Dungeon Features

The church buildings and basement levels use the following features unless otherwise noted.

Ceilings: Each level of the main house has 8ft high ceilings, typical of most buildings in town. The main church area is open to the sky, the meeting room is domed with a height of 40ft, and the rooms in the office wing are the typical 8ft. The underground tunnels and river have 10ft high ceilings and the rooms have 20ft ceilings.

Doors: Doors that are still in place are made from wood with a force open (Str) DC of 17 and an Open Lock (Dex) DC of 14.

Light: Each of the rooms above ground is lit from outside light coming from the windows and open doors. Light should not be a problem for characters during daytime. In the basement areas all the main rooms are lit by continual light spells cast on rocks imbedded in the ceilings of each room. The cavern areas along with the catacombs are dark unless noted.

#1 Rectory-Ground Floor

The main floors of the rectory are utilitarian with a small kitchen, sitting room, and pantry. This is where the senior clergy retired for the evening.

The door opens to a sitting room 15x30ft with an open door to a small kitchen directly to your left measuring 15x15ft. A large table takes up most of the floor directly in front of you while a fireplace and smaller table sits at the far end of the room. A set of stairs going up is half way down the room on your left and a smaller closed room is beyond the stairs. The windows in this room have large cloth shades, all drawn closed keeping the room darker than normal.

As all of you enter to look around, the door silently closes behind you. You see the shadows around the room elongate and gain the form of humanoid creatures. You recognize these as undead shadows.

The three shadows emerge and try to surround the party. They suffer disadvantage to their attacks if the window coverings are removed and daylight can come in. Consider the room to be dim light for the shadow's abilities while the curtains are drawn.

Treasure: The first floor of the rectory is empty of any monetary treasure. Searching the pantry yields several jars of spices that are still good and a bottle of liquor that is still drinkable. These would sell to Durgin for 10gp.

Shadow (3)

Med undead, CE

Armor Class- natural 12
Hit Points (3d8+3) 16
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6	14	13	6	10	8
(-2)	(+2)	(+1)	(-2)	(+0)	(-1)

Skills Stealth +4 (+6 in dim light), Perception +0
Damage Vulnerability radiant
Damage Resistances acid, cold, fire, lightning, thunder, non-magical weapons.
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses DV 60'.
Languages nil
Challenge 1/2 (100 XP)
Abilities

Amorphous Can move through spaces as narrow as 1" w/out squeezing.
Shadow Stealth When in dim light or darkness, it can take Hide action as bonus action.

Sunlight Weakness When in sunlight, it has disadvantage on attacks, abilities, and ST's.

Actions

Strength Drain: +4 to hit, (2d6+2) necrotic. Target's strength score is also reduced by 1d4. If it reaches 0 the target dies and rises as a shadow in 1d4 hours. Strength damage returns after any rest.

#2 Rectory- Upstairs

This floor houses a few small bedrooms and a common room. All of the furniture and equipment are plain and utilitarian but still sturdy and serviceable. Read the following once the characters enter the common room from the stairwell.

Climbing up the stairs to the second floor you needed to clamor around a dried up skeleton lying at the top of the stairs. It looks like it belonged to either a soldier or guard of sorts, his chain mail and shield show signs of rust and wear. Past the skeleton you enter a common room connecting a few smaller bedrooms. In this room is a small fireplace and a sitting table with four chairs. Dark curtains cover the windows similar to what was found on the first floor.

From the center bedroom you see a mass of shadow similar what was on the first floor. This form seems more sinister if that was possible. Tendrils of shadow reach out of it like some deranged octopus.

The greater shadow will try to keep the characters from being able to flee back down the stairs. It will retreat to one of the bedrooms if it feels like the party is too powerful and begins to get damaged too bad.

In the largest bedroom are three more dried up skeletons belonging to clergy members. One holds a diary clutched to its chest. Characters reading the diary will find a few clues to discovering the armory room below the meeting room in the main church building. The last few entries to the diary are listed in the Player's Handout page found in the back of the module.

Treasure: The dead bodies have several coins on them, the gems are found on the most prominent clergy member. Total they have 2d20cp, 2d20sp, 2d10gp, and 3 gems each worth 100gp. There is also a church journal, in addition to the diary, found hiding in the bedroom of the senior clergy member. The book grants advantage to history checks that are based on local issues of the church of Lathander. Appendix 1 in the back of this module contains several passages recorded in the book during the final days of the town.

Shadow, Greater

Med undead, CE

Armor Class- natural 13
Hit Points (10d8+10) 55
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6	16	13	6	10	8
(-2)	(+3)	(+1)	(-2)	(+0)	(-1)

Skills Stealth +4 (+6 in dim light), Perception +0
Damage Vulnerability radiant
Damage Resistances acid, cold, fire, lightning, thunder, non-magical weapons.
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses DV 60ft
Languages nil
Challenge 3 (900 XP)
Abilities

Amorphous Can move through spaces as narrow as 1" w/out squeezing.
Shadow Stealth When in dim light or darkness, it can take Hide action as bonus action.
Sunlight Weakness When in sunlight, it has disadvantage on attacks, abilities, and ST's.

Actions

Multiattack: Make two attacks, 1 strength drain and 1 tendril.
Tendril: +6 to hit, 10ft reach, (1d6+3) necrotic.
Strength Drain: +6 to hit, (2d6+3) necrotic. Target's strength score is also reduced by 1d6. If it reaches 0 the target dies and rises as a shadow in 1d4 hours. Strength damage returns after any rest.

Shadow Tendrils (Rec ): 15ft diameter, make 1 tendril attack on each opponent within 15ft reach.



#3 Main Church Hall

Read the following once the characters enter the main church area from the main doors or any of the open holes in the walls.

The main church hall is roughly 40x80ft and has suffered much damage during the final days of the town. Amid the scrub grass and climbing vines you still can see evidence of a great fire amid the ruins. Large sections of the roof and outer walls have collapsed leaving several areas in total ruins. The two side wings appear mostly intact, although the bell tower on the right side fell and destroyed the wall between the side chambers and the main room.

There are several large piles of collapsed roof among the broken church pews leading to the front altar and remaining statues. From several of these piles you spy the hunched forms of ghouls emerge. Their reluctance to sunlight appears to be overtaken by their thirst for flesh. Their leader still wears rusted chain mail of a town guard.

The ghouls are some of the more powerful minions of the cultists living below the church. PCs will notice that these ghouls are branded with the symbol of Orcus.

PCs can make a Perception check (DC14) while searching around to notice that none of the climbing vines and scrub grass grows within 20ft of the left set of double doors leading to the Meeting Room. It seems to make a partial circle through the church room centered somewhere on the other side of the doors.

Treasure: The ghouls have no treasure. Searching through the main church hall will reveal a few silver items buried among the debris. 1d4 hours of searching will reveal 2 candle holders, 4 bowls, and a small cup. These are beaten and bent but worth 25gp to Durgin or 50gp if brought to a larger city.

Ghoul (4)

Med undead, CE

Armor Class- 12
Hit Points (5d8) 22
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13	15	10	7	10	6
(+1)	(+2)	(+0)	(-2)	(+0)	(-2)

Damage Immunities poison
Condition Immunities charm, exhaust, poison
Senses DV 60'. Perception +0
Languages- Common

Challenge 1 (200 XP)

Actions

Bite: +2 to hit, (2d6+2).

Claws: +4 to hit, (2d4+2). If not undead or elf make a Con ST DC 10 or paralyzed (SE) 1 min.

Ghoul, Fighter

Med undead, CE

Armor Class- chain 16

Hit Points (8d8+8) 45

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	15	13	7	10	6
(+1)	(+2)	(+1)	(-2)	(+0)	(-2)

Damage Immunities poison

Condition Immunities charm, exhaust, poison

Senses DV 60'. Perception +0

Languages- Common

Challenge 2 (450 XP)

Actions

Bite: +4 to hit, (2d8+2).

Claws: +6 to hit, (2d6+2). If not undead or elf make a Con Save (DC 12) or paralyzed (SE) 1 minute.

#4 Church- Meeting Room

The meeting room is to the left of the main church hall. It was used for weddings, parties, and meetings. In the final days of the town it served as a council room for the elders and adventurers dedicated to protecting the town. Read the following once the PCs enter the room. They can clear the debris from the main church hall with 1d6 hours of work. During this time you should roll for a wandering monster. Characters can also open the outside door to gain access. This requires an open Locks check (DC 16). A third way to enter is from the secret door below the statue.

You enter a large domed room roughly 40x60ft. It is dominated by a 20ft statue on the curving rear wall and a 20 person table in the middle of the room. The ceiling in this room is over 30ft high. This is obviously a meeting room for church business and most likely used for ceremonies such as weddings and funerals. Various tables, closets and shelving line the near walls. You can see several scrolls and maps lying open on the giant table amid the century-old remains of a diner.

The room feels cold as you enter and you get the feeling of uneasiness. There are no obvious monsters coming at you, but still, you do not feel comfortable at all here.

The feeling of uneasiness comes from the wraith and specters living below this room in the secret armory. They specters will only come up to this room once the party begins to search the room, sometime after 4-5 rounds. The specters can come through the floor and arrive at any point in the room to attack.

Characters that have and read the journal from the rectory house will recognize the statue in this room as the one hiding the secret door to the armory. They will still need to roll an Investigation check (DC14) to find. The difficulty is higher if they do not have the journal and happen to look here for secret doors (DC18).

Treasure: Searching through the shelving PCs can find several items used in ceremonies. Various candleholders, jars, and urns are made of silver and can be sold to Durgin for 30gp.

Specter (3)

Med undead, CE

Armor Class- natural 12

Hit Points (5d8) 22

Speed 0 ft., fly 50ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1	14	11	10	10	11
(-5)	(+2)	(+0)	(+0)	(+0)	(+0)

Damage Resistances acid, cold, fire, lightning, thunder, non-magical weapons.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, petrified, poisoned, prone, restrained, unconscious

Senses DV 60', perception +0

Languages understands but cannot speak

Challenge 1 (200 XP)

Abilities

Incorporeal Movt. Can move through creatures and objects as difficult terrain. It takes 5 force damage if ends turn in object

Sunlight Sensitivity When in sunlight, it has disadvantage on attacks and Wisdom checks that rely on sight

Actions

Life Drain: +4 spell attack to hit, (3d6) necrotic. Make a Con ST (DC10) or have its HP maximum reduced by the amount of damage until finishes a long rest. If HP reaches 0 the target dies.

#5 Church- Office Rooms

The right side of the main church contains offices in the front and an elevator with stairs to the crypts in the rear portion. The elevator section is detailed in the next room description.

This small room measures 20x20ft. It used to be an office and contains a pairs of simple desks, a small table, and a set of shelves. There is a door on the opposite side (either to another room further inside the church or to the outside) and a second side door to another small room. The open door shows a better looking office roughly 15x20ft. You can see a larger desk and another table with a vase on top.

The stone floor show recent signs of footprints in the thick dust. Someone has recently walked around this room and searched through the desks and the other room to the side.

This room served as an office and record room for church business. This was the assistants' office and the next was for the principal recordkeeper. The desks contain several stacks of loose papers and old records in ledgers. These reveal minor church business such as local donations, burial locations of members in the crypt below, and payment ledgers for supplies. Little of these records are of use today. The principal recordkeeper's office has more minor logbooks and a few small jars of incense. The vase is just ceramic and used to wash hands.

Treasure: Durgin will pay 10gp for the incense. Also, hiding under the table in the recordkeeper's office is a secret compartment containing a 60cp, 45sp, 20gp and a potion of greater healing. An Investigation check (DC16) is needed to locate.

#6 Church- Elevator Room

The first room is the destroyed bell tower. Everything has fallen in on itself and collapsed the rear wall cascading debris outside. The smaller inner room contains a stairwell and elevator to the 1st level of the catacombs. Read the following once the PCs climb over the ruined tower debris and enters the elevator room.

After clamoring over the debris from the fallen belltower you open the door leading to a small room maybe 15x20ft. The door was unlocked and you have seen several sets of footprints leading in and out of this room. This room contains a narrow stairwell leading down and a crank elevator large enough to handle a coffin. The foot prints show humanoids using the stairs.

PCs making noise in this room will alert the cultists in the lower rooms, as will using the elevator.

Treasure: This room contains nothing of value.

#7 Basement- Preparation Room

The elevator and stairwell lead to a double chamber where bodies were prepared for burial. From here, bodies were carried down to the lower catacombs down the giant spiral stairwell. Read the following when the PCs enter the room at the bottom of the first stairwell. Cultists will have a surprise round if they notice the PCs approach.

The stairs and elevator both lead to a larger room maybe 20x30ft. A 10ft wide hall leads out to the side to another chamber larger than this one. You notice several statues on both rooms of various gods and saints.

You notice several of the humans you have been tracking in the far room and emerging from behind several old coffins in this room. You get the feeling you are not welcome here from the drawn swords and crossbows.

The cultists have set up a watch post here while they raise more undead skeletons in the below catacombs. These guards sleep on old bed mats brought down here positioned around the large stairwell and statues. They have now found the secret door to the armory and the wraith has not bothered them yet. The secret door behind the statue can be found with an Investigation check (DC17) and a Perception check (DC15) notices that the statue has been moved several times from scratches on the floor. Players may link this to a hidden door.

The cultists belong to a demonic cult that follows the Demon Prince Orcus. PCs know that this means there is usually a cult leader nearby raising undead followers for some nefarious means. The fanatic will stay in the rear to cast spells and two of the cultists will stay near to protect him and shoot their crossbows. The rest of the cultists and the thug will charge the PCs and try to flank.

They will fight to the death and move to prevent characters from going down the larger stairwell.

Treasure: The cultists have a combined 1d20cp, 1d10sp and 1d10gp.

Cultist (6) Med humanoid, NE

Armor Class- leather 12
Hit Points (2d8) 9
Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses Perception 0

Languages usually Common

Challenge 1/8 (25 XP)

Abilities

Dark Devotion. Adv. vs. charmed or frightened.

Actions

Scimitar: +3 to hit, (1d6+2).

Lt. Crossbow: +3 to hit, (1d8+1).

Cult Fanatic Med humanoid, NE

Armor Class- leather 13
Hit Points (6d8+6) 33
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	14	12	10	13	14
(+0)	(+2)	(+1)	(+0)	(+1)	(+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses Perception 0

Languages usually Common

Challenge 2 (450 XP)

Abilities

Dark Devotion. Adv. vs. charmed or frightened.

Spellcasting. 3rd level caster. DC 11 / +3 hit

Cantrip (at-will): light, sacred flame, thaumaturgy

1st lev. (4 slots): command, Inflict w, shield faith

2nd lev. (3 slots): hold person, spiritual weapon

Actions

Multiattack: Make 2 melee attacks

Dagger: +4 to hit, (1d4+2).

Thug Med. humanoid, LE

Armor Class- chain shirt 13
Hit Points (5d8+10) 32
Speed 30 ft.

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

Senses Intimidation +2, Perception 0

Languages usually Common

Challenge 1/2 (100 XP)

Abilities

Pack Tactics Adv. on atk if ally w/in 5' of target.

Actions

Multiattack: Make two melee attacks.

Mace: +4 to hit, (1d6+2).

Hvy. Crossbow: +2 to hit, (1d10). 100"/400"

#8 Basement- Armory

Secret doors from the meeting room next to the main church hall and from the 1st level of the basement connect to the Armory. At one time this room was an actual forge when dwarfs rules this region, but was only a storage room for arms and supplies during the time before the Spellplague. Read the following once the PCs enter the room. The description assumes the PCs come down the stairs from the Meeting Room.

You enter a large underground room roughly 30x30ft with an arched opening leading to another room maybe 15x20. Through the archway your light shines upon an ancient forge near a statue of a dwarf. Both cast shadows on a door located on the far wall. The room you enter contains several racks for weapon storage, a long table with a few small crates upon it, and several more crates stacked along the wall to your right. Four skeletons lay about the room, long dead and dressed as a band of adventurers of various classes. One of the bodies on the floor still holds a scimitar, the blade reflects the light perfectly showing not a hint of rust or corrosion.

In the shadows beyond your light an undead shape forms amid some storage boxes and crates. Its darkness forms a humanoid shape of blackness with only two pinpoints of light flicker where eyes may have been.

The wraith will speak with the PCs before attacking them. It is interested in regional happenings over the last few years. It is interested in adding more specters to his group of underlings as well and will let the party leave if they choose one of their members to sacrifice. If the specters are still alive for this fight it will be challenging for 5th level PCs.

Treasure: The wraith and fallen bodies have little monetary treasure, 2d10cp, 2d10sp, and 1dgp. Most PCs will be looking at the magical scimitar- Razorhawk.

+1 Scimitar (Razorhawk)

Weapon (scimitar), rare (requires attunement)

+1 to attacks and damage

On command; sheds dim light out to 5ft.

Deals (+1d6) radiant damage vs. fiends and elementals.

1x rest; Able to cast shield as per the spell.

1x rest; Add +1 bonus to an attack, saving throw, or ability check made by you or an ally within 30ft.

Razorhawk was created over 400 years ago in southern desert city of Calimport, shortly after dragonfire destroyed the city of Calimshan and ended the 7th Age of Calimshan. It was created by the local pasha as a gift for his favored warrior-thief, a man named Gortho the Hawk. Gortho served his pasha well for another 30years before being slain in a street fight. The weapon rose and fell over the next few hundred years as it slowly made its way north. Most recently it was wielded by a minor thief who was part of the semi-famous group The Morning Swords. They were part of the defenders who tried to save Leilon from destruction.

Razorhawk is a normal sized scimitar; however the construction is slightly different from other scimitars. The blade is made from everbright steel causing it to never dull or rust, even from an attack by a rust monster. The pommel is a light blue semi-precious stone that grows cold and turns a deep blue when demons or devils are within 100ft. Finally, the scabbard is rumored to contain the soul of a djinni; however this has not been proven.

Wraith

Med. undead, NE

Armor Class- 13

Hit Points (9d8+27) 67

Speed 0 ft. fly 60ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6	16	16	12	14	15
(-2)	(+3)	(+3)	(+1)	(+2)	(+2)

Damage Resistances acid, cold, fire, lightning, thunder, non-magical wpns that are not silver.

Damage Immunities poison, necrotic

Condition Immunity charmed, exhaustion, grappled, paralyzed, petrify, poison, prone, restrained

Senses DV 60'. Perception +2

Languages Common, Elf, Goblin

Challenge 5 (1,800 XP)

Abilities

Incorporeal Movement. Can move through other creatures and objects as if difficult terrain. Take 1d10 damage if ends it turn inside object.

Sunlight Sensitivity. While in sunlight, is has disadv. on attacks and Wis checks (sight).

Actions

Life Drain: +6 to hit, (4d8+3) necrotic. DC 14 Con save or your HP maximum is lowered by the amount of damage

taken. This lasts until end of long rest. The target dies if this effect reduces HP total to 0.

Create Specter: Targets a humanoid that died w/in the last minute. The target's spirit rises as a specter under the wraith's control. Can have no more than 7 specters at one time.

#9 Catacombs- Sorting Chamber

The large spiral stairs lead to a grand chamber with three halls leading out. Here the bodies were sorted according to status before being brought to their final resting place.

The stairs wind down to a lit chamber measuring 40x80ft. This room appears to once been a prayer chamber used before bodies were sent to the catacombs to be interred. A small room to the side of you at the base of the stairs appears to be a closet of some sort. Several stone tables along the right wall look like they were used to prepare bodies for final internment. A 20ft statue is on the opposite wall of the tables and shows the Lady Solanie, a minor saint in the church of Lathander.

More cultists are here along with several skeletons guards.

The skeletons are former citizens of the town and have been raised by the cult. They guard the cultists and attack at the discretion of the cultists.

Treasure: The skeletons only carry 1d20sp and 1d10gp. The secret cache hides 2d20 gp and a potion of healing.

Skeleton (6)

Med undead, LE

Armor Class- scraps 13

Hit Points (2d8+4) 13

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	14	15	6	8	5
(+0)	(+2)	(+2)	(-2)	(-1)	(-3)

Damage Vuln bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses DV 60'. Perception -1

Languages understands- usually Common

Challenge 1/4 (50 XP)

Actions

Short Sword: +4 to hit, (1d6+2).

Short Bow: +4 to hit, (1d6+2). 80'/320'

Cultist (6) Med humanoid, NE

Armor Class- leather 12
Hit Points (2d8) 9
Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses Perception 0

Languages usually Common

Challenge 1/8 (25 XP)

Abilities

Dark Devotion. Adv. vs. charmed or frightened.

Actions

Scimitar: +3 to hit, (1d6+2).

Lt. Crossbow: +3 to hit, (1d8+1).

#10 The Poor Storage

Members of the church that were poor and destitute were buried here. This chamber is plain and many of the bodies

This room is divided into two sections. The first chamber you enter is larger than the rear chamber and measures 60x60ft. This chamber is decorated with the bones of the dead and uses the bones to make ornamental, if morbid, items such as a grand chandelier, several tables and a large pipe organ. The organ is a strange combination of metal and bone with skulls decorating the top of each pipe and fingers where the keys should be.

The rear chamber is through a large opening and holds several shelves where bodies were held until they decomposed and tables used to dismantle the bodies.

Players that went through the module The House of Luceren Gray will remember the metal piano that hid the secret door to the lower levels and will want to search here for something similar. An Investigation Check (DC 14) reveals a secret latch that open a pair of hidden doors each containing six decrepit skeletons that will amble out towards the PCs.

Treasure: In one of the hidden chambers is an old box containing valuable items stripped off the dead bodies. It contains 75cp, 50sp, and 10gp worth of silver fillings taken from teeth.

Skeleton- Decrepit (12) Med undead, LE

Armor Class- scraps 12
Hit Points (1d6) 3
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	12	10	6	8	5
(+0)	(+1)	(+0)	(-2)	(-1)	(-3)

Damage Vuln bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses DV 60'. Perception -1

Languages understands- usually Common

Challenge 1/8 (25 XP)

Actions

Short Sword: +3 to hit, (1d6+1).

Short Bow: +3 to hit, (1d6+1). 80'/320'

#11 The Merchant Catacombs

The middle class merchants and other of modest means were buried here in small niches stacked several high along the walls and the large central column. Most of the recent bones laid here have been burned to dust and were of little use to the cultists. Read the following once the PCs have reached the room with the niches.

The hall from the main chamber opened to a wider hall containing a statue of Lathander holding a mace pointing down towards the ground. The double doors to the larger chamber you are looking at now were partially left open from recent activity. Footprints reveal several humanoids entering and leaving the chamber.

Looking into the dark chamber reveals a split hallway extending 20ft both left and right before both turning again leading away from you. All the walls contain several levels of small doors with names carved upon them. Several of the doors have been opened revealing bits of bones and turned over urns with ash spilled onto the floor.

The cultists briefly came into this room to look around for more bodies to use in their plans but found the bits of bone and ash to be unusable. They do know about the door in the rear of the chamber, but not the secret door leading to one of the crypts. A Wisdom check (Perception DC 15) notices that the doors in that section of the crypt are linked together, similar to a larger door. If the PCs use this secret tunnel, they can gain surprise upon the cultists in Room 12. Similarly, if the party takes the rear door and enters Room 12 from the rear, through

Room 13, they can gain surprise if they all can succeed on a Dex. Check (Stealth DC11).

There are no creatures in this room and mostly provides alternative means to enter the final room with the necromancer

Treasure: Characters could search through the urns and niches to discover several small family mementos such as silver rings or a few coins placed there to provide journey to the afterlife. DMs can determine exact amount, but should be small such as 10gp worth total.

#12 The Wealthy Catacombs

The bodies of wealthy members were laid to rest here in family crypts. Several have been looted by the cultists and the necromancer has since raised several skeletons to use in his army.

The long hall from the main chamber led past several frescos of religious processions and four alcoves containing statues. One of the statues has fallen over or been knocked down and broken on the ground. The hall led to a giant set of double doors that have been partially opened. From where you stand you hear voices and chanting coming from inside suggesting more cultists. Bright light illuminates the room from torches scattered about the hall and room.

Peering into the room, you see a long hall maybe 30x100ft with several crypt doors along each side. The doorway you are intersects roughly a third the way down the length of the hall. A few of crypt doors are open and several of the items have been stacked just outside each door. A smaller set of double doors lay at the far end of the chamber.

You see several cultists past the middle of the chamber carrying items out of another crypt while several more chant in a chalk circle around another figure dressed in flowing robes. You notice tall candles burning slowly around the perimeter of the circle. As the chanting is finished, you notice a few skeletons in the middle of the circle rise as the unholy ritual is completed. Looking around the room you see several more skeletons standing guard with old rusty swords and bows. A pair looks like they were once warriors and not mere citizens.

The cultists and skeletons will fight until slain and the necromancer will as well unless he can get past the PCs and escape back to the surface. Most of the cultists will

stay further in the rear and allow the skeletons to directly engage the characters.

Treasure: There are several items taken from the family crypts that are of value. The items include statues, golden cups inscribed with family crests, religious chains and ornaments, and coins stored here by other family members. The items could be sold for 500gp to Durgin and 700gp in a larger city. The coins total 400cp, 300sp, and 200gp.

Cultist (6) Med humanoid, NE

Armor Class- leather 12
Hit Points (2d8) 9
Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses Perception 0

Languages usually Common

Challenge 1/8 (25 XP)

Abilities

Dark Devotion. Adv. vs. charmed or frightened.

Actions

Scimitar: +3 to hit, (1d6+2).

Lt. Crossbow: +3 to hit, (1d8+1).

Dagger: +4 to hit, (1d4+2).

Cult Leader Med humanoid, non-good

Armor Class- Chain 15
Hit Points (9d8+9) 52
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	12	12	10	16	14
(+3)	(+1)	(+1)	(+0)	(+3)	(+2)

Skills Deception +5, Persuasion +5, Religion +3

Senses Perception +3

Languages usually Common

Challenge 4 (1100 XP)

Abilities

Dark Devotion. Adv. vs. charmed or frightened.

Spellcasting. 3rd level caster. DC 13 / +6 hit

Cantrip (at-will): light, sacred flame, thaumaturgy

1st lev. (4 slots): command, Inflict w, shield faith

2nd lev. (3 slots): hold person, spirit wpn

3rd lev. (2 slots): animate dead, mass healing word, speak with dead

4th lev. (1 slots): death ward, divination

Actions

Multiattack: Make 2 melee attacks

Mace: +6 to hit, (1d6+3).

Skeleton (6) Med undead, LE

Armor Class- scraps 13

Hit Points (2d8+4) 13

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	14	15	6	8	5
(+0)	(+2)	(+2)	(-2)	(-1)	(-3)

Damage Vuln bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses DV 60'. Perception -1

Languages understands- usually Common

Challenge 1/4 (50 XP)

Actions

Short Sword: +4 to hit, (1d6+2).

Short Bow: +4 to hit, (1d6+2). 80'/320'

Skeleton, warrior (2) Med undead, LE

Armor Class- chainmail 17

Hit Points (5d8+10) 32

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	14	15	6	10	5
(+1)	(+2)	(+2)	(-2)	(+0)	(-3)

Damage Vuln bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses DV 60'. Perception +2

Languages understands- usually Common

Challenge 1 (200 XP)

Actions

Multiattack: 2 attacks

Long Sword: +5 to hit, (1d8+3).

#13 The Lower Catacombs

The double doors at the far end of the room are unlocked and lead to a small room that connects the merchant catacombs along with stairs that lead down to the old lower catacombs detailed in the adventure: Leilon- The House of Luceren Gray. The stairs are filled with debris and fallen stone and would take a couple days to clear.

Whats Next?

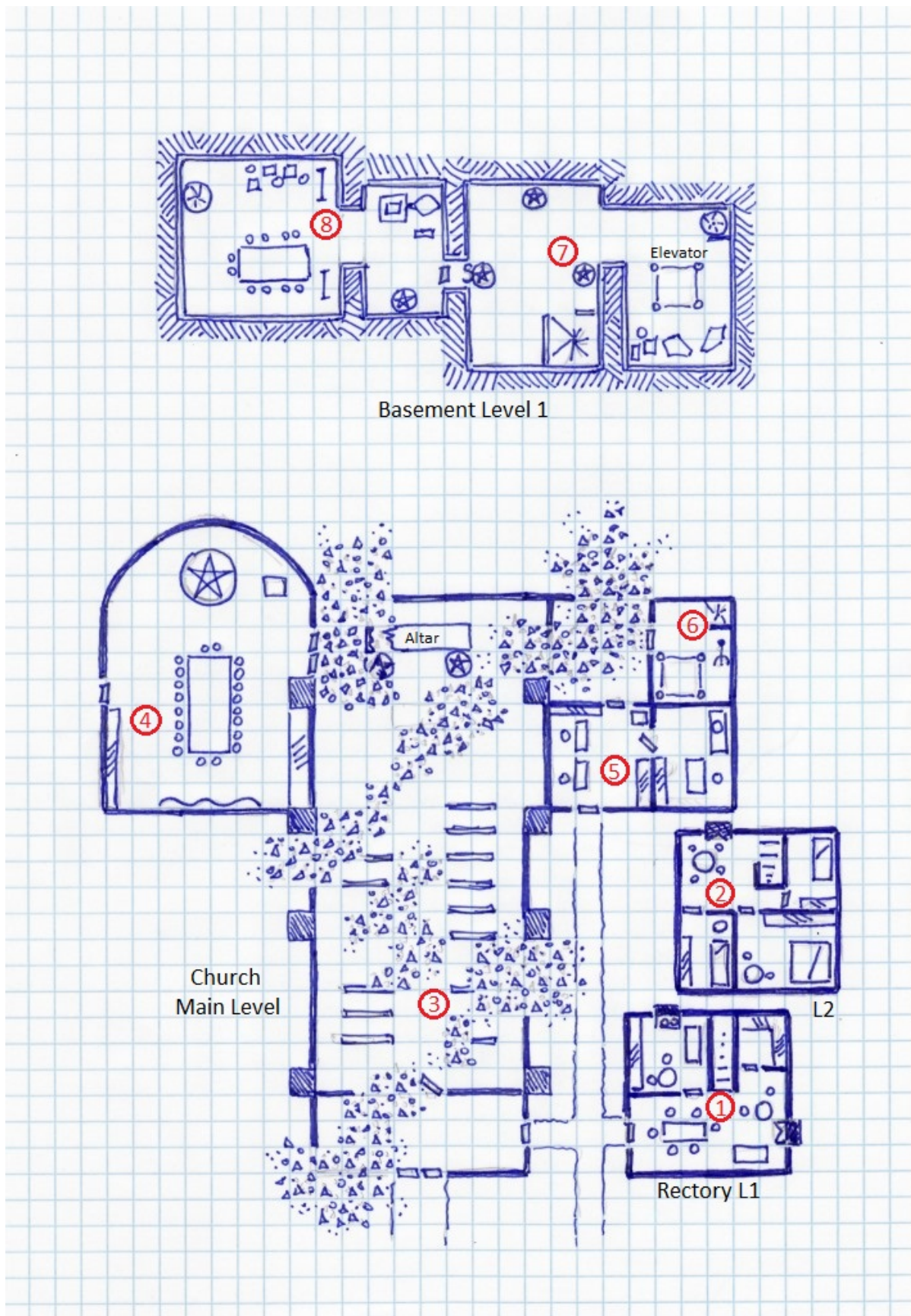
Clearing out the undead and cultists will be good for the town and the hold. Durgin will remain concerned and question returning adventuring groups about any signs regarding this group of Orcus cultists.

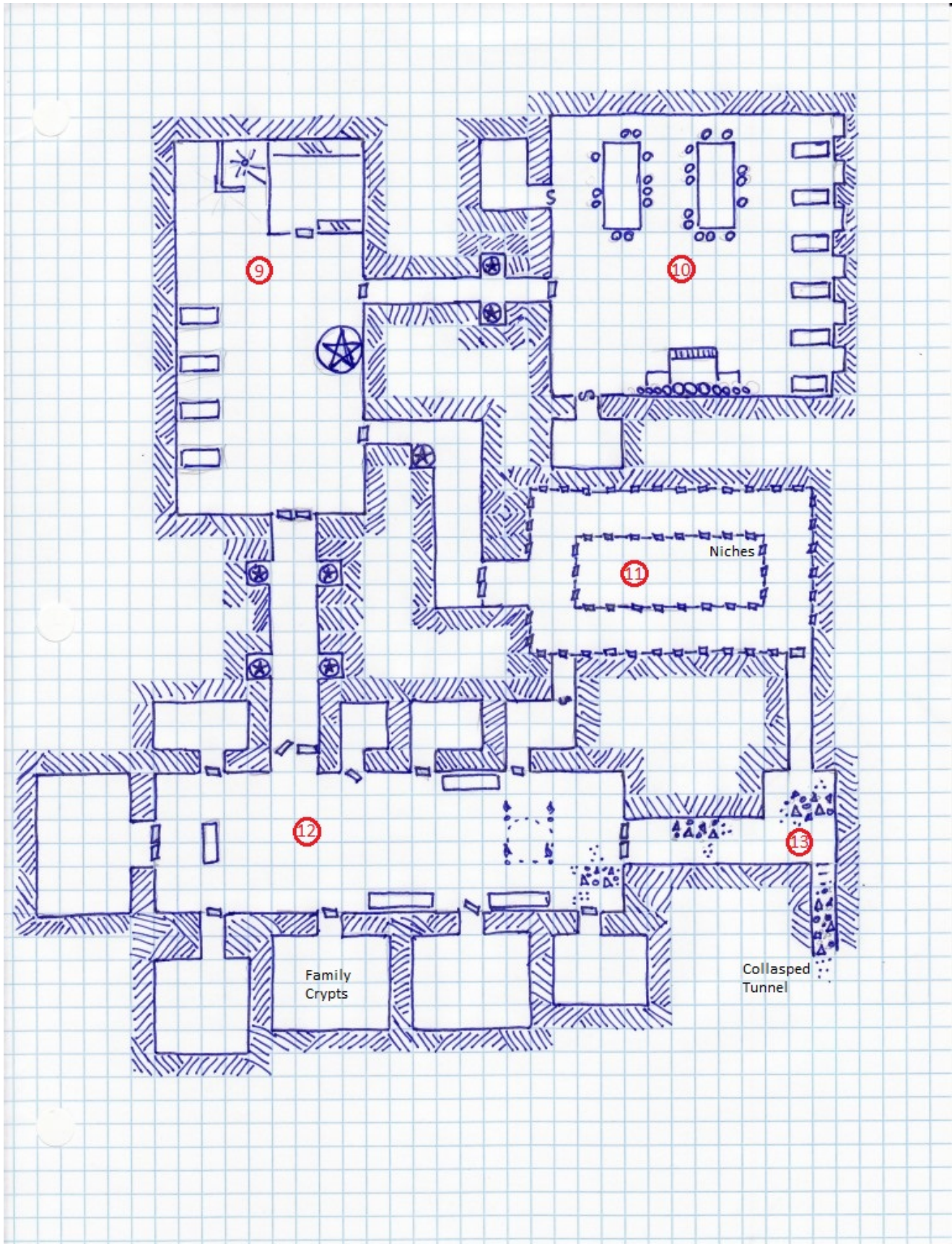
The NPC adventuring party will buy drinks for the PCs once reports of their actions become known. They can become fans of the PCs and follow them into town to police the areas around them or become stuck in situations over their head and require the PCs intervention once again.

Awarding Experience Points

Experience points should be awarded by each room cleared since a few of the areas could be bypassed. There should also be a story award of 500xp for the party should they eliminate the threat of the cultists.







Appendix 1; Priest Diary

This attachment is only the final few passages of the diary the PCs find. The first part of the book speaks about general church duties such as weddings the priest oversaw or having dinner with different parishioners.

The Spellplague struck on the 29th of Tarsakh (April) during the Year of Blue Fire, 1385 DR.

29 Tarsakh, dusk

Terrible news this afternoon. The Tower of Thalivar suddenly shook and exploded. The tower stood silent for generations and there was no indication of the disaster. Several of the buildings around the hill were damaged or destroyed and dozens of people died.

The larger problem was the reports of monsters living under the tower coming forth and fighting in the street was reported.

Several of the local mages report feeling ill and spells going wrong. One has died from one of his spells attacking him. Some in the church fear that that a cosmic deed has occurred and magic has been altered.

30 Tarsakh, morning

A portion of the tower remains standing, or rather floating above the rubble below. Open fighting was reported overnight and reports of demons and several gargoyles were seen among several other monsters.

Many survivors have been taken into the church and the meeting room is being used as a staging area for a few adventuring groups and soldiers of the town. A caravan of wagons heading north to Neverwinter was destroyed before it could leave the gate and everyone was reported dead.

A fire along the river has spread to this section of town. It is unknown if it started from a monster ability or from a mages unpredictable spells. The Lord Mayor has begun conscripting everyone in town to fight back against these monsters.

30 Tarsakh, evening

The combined efforts of the soldiers and townsfolk have contained the monsters from the tower. The river is running red from the lives lost. The fire is still spreading to several other buildings along both sides of the river.

Many of the women and children have been moved to the old mines beneath The Sword. The mines have been part of the town for ever and can safely hold everyone

for weeks. The main hall of the church is now open to all the wounded along with the other churches.

Greengrass, morning

There will be no festival this day. The church is filled with wounded and there are many dead that need tending to. This year will become known as a very sad year for the town.

2 Mirtul, noon

We thought the threat was contained, but we were wrong. The north side of town has been lost and now undead are walking the streets among the demons and other threats.

The Morning Swords adventuring group reported fighting a beholder last night and lost two members of their party trying to assault the floating tower. They are now resting in the secret armory below the meeting room, but I fear another member of their group is dying and cannot be saved.

A council meeting was held this morning and Lord Filmarya, of the church of Tyr, has sent riders to both Neverwinter and Waterdeep for aid. The early riders sent a few days ago have not returned from a few days ago and magical calls for aid have not been answered or failed to work from the onset. Many of us fear that we are going to have to solve this ourselves or fall with the town.

4 Mirtul, dusk

We have all made terrible misjudgments concerning the fate of the town. It is now known that the Goddess Mystra is dead, having been assassinated by the combined forces of both Cyric and Shar. Curse their black faiths for sending us to our dooms.

The town has fallen. I do not believe we will last the night. I, and several of the other senior members of the faith will stay to pray over the wounded and those who cannot move. The remaining Morning Swords will try to fortify the basements and escort members through the lower catacombs. Some think they can link up with the old mines that have been sealed to protect the citizens. That decision proved disastrous and doomed all of those we tried to protect. May the Yellow God our Lord and Master have mercy on our decisions and save anyone who may be able to flee what is left of Leilon.

Appendix 2; NPC Party

This is a sample adventuring party that found exploring the ruins of Leilon. They are called The Tallwords and are a recent group to the area, having only formed a month ago in Waterdeep. Their goal is to make fame and fortune in Leilon over the winter and return to Waterdeep in the spring. In the last week since their arrival they have only found middling success.

They are all young and inexperienced, most coming from minor noble families or merchant houses in the city. They have been in several encounters and are starting to find their footing, but are still prone to fleeing to safety before cautiously coming back later. They call it the "Kicking the beehive method".

Squire Byran of Waterdeep Med. human, LG

Armor Class- chain mail/sh 17

Hit Points (3d10+6) 27

Speed 30 ft.

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

Saving Throws Str +4, Con +4

Skills Athletics +5, Perception +4

Languages Common, Elven

Challenge 1/2 (100 XP)

Abilities

School Training, +1 to hit and damage with swords. (inc.)

2nd Wind, (1x rest) as a bonus action he can gain 1d10+3 hit points.

Actions

Longsword: +5 to hit (1d8+3)

Crossbow: +3 to hit, (1d10). 80'/320'

Reactions

Parry: +2 to AC against 1 melee attack it can see from attacker and be wielding a weapon.

Equipment: Po.Healing (2d4+2)

Squire Byran is the leader of The Tallwords. He recently finished his schooling and is gaining field experience before returning to his family. He wants to be part of the reclaiming of Leilon and is eager to charge into situations. He tends to be the last one out when things go bad and they need to pull back.

Squire Byran is rather young, being little more than a teenager, but tall and strong of build. He tends to make rash decisions that gets himself into trouble but is honest and noble when dealing with others. His main fault is that he still brags like a child and has stories of his family to one-up others telling stories.

Remil Sagestudent

Med. human, LN

Armor Class- armored cloak 13

Hit Points (3d6) 13

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8	14	10	17	12	11
(-1)	(+2)	(+0)	(+3)	(+1)	(+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses DV 30 ft., Perception +1

Lang Common, Draconic, Elvish, Giant

Challenge 1/2 (100 XP)

Abilities

Spellcasting. 3rd level caster. DC 13 / +5 hit

Cantrip (at-will) light mage hand, shocking grasp, prestidigitation

1st lev. (4 slots): charm per, magic missile,

2nd lev. (3 slots): hold person, misty step(B)

Arcane Recovery, (1xday) During a short rest he can recover 2 levels of spell slots.

Sculpt Spell, When casting spells, he can choose to leave up to 3 targets out of the area of affect.

Actions

Dagger: +4 to hit, (1d4+2).

Remil is a childhood friend of Squire Byran and followed him on his winter quest at the behest of his master, the sage Gorventon, who has thoughts on the town he wants Remil to look into. He has not spent much time away from the city and the comforts it provides. As such, he tends to complain about not being warm enough or comfortable enough. He is loyal to his band and competent in his abilities.

Remil is shorter than most other humans and is rumored to have elf blood or dragon blood in his lineage since he has limited darkvision. He prides himself on being fashionable and dresses in rich clothing, but keeps his hair short resembling the fashion of the war wizards of Waterdeep.

Friar Festig Med. dwarf, LG

Armor Class- Ch shirt/shield 15
Hit Points (3d8+6) 23
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14	10	12	10	16	10
(+2)	(+0)	(+1)	(+0)	(+3)	(+0)

Saving Throws Wis +5, Cha +2
Skills Medicine +5, Religion +5
Senses Darkvision 60 ft., Perception +3
Languages Common, Dwarvish
Challenge 1/2 (100 XP)
Abilities

Resilience. Adv. on ST vs. poison and resistance vs. poison damage.
Spellcasting. 3rd level caster. DC 13 / +5 hit
Cantrip (at-will): light, sacred flame, guidance
1st lev. (4 slots): bless, cure wounds, sanctuary, guiding bolt, healing word
2nd lev. (2 slots): lesser restoration, spiritual weapon, find traps
Turn Undead (1/day). Undead within 30ft of you must make a Wisdom save (DC 13) or use its action to move away from Festig, and cannot move closer willingly, unless attacked.

Actions
Militant. Bonus action (3xrest) make an extra warhammer attack. He has advantage on this attack if he has no other allies attacking the same target.
Warhammer: +4 to hit, (1d8+2).

Equipment: Po. Healing (2d4+2)

Friar Festig is still young for a dwarf but far older than the rest of The Tallwords. He tends to be quiet and sullen, letting the younger lords' enthusiasm run things. For most of his 60 years he lived under ground at his home Citadel Felbarr, found far to the north. For the last 5 years he has been wandering steadily south until he ended up in Waterdeep over a year ago. He fell in with some of the local lords and has had some minor adventures before coming here with them.

Festig appears as an average dwarf with short black hair and a short beard worn by some dwarves that are not married. He mumbles saying from the faith of Moradin such as, "The forge tests all", and "Steel and stone last longer than words and water"- typically shortened to just "Steel and stone".

Felix, the Fox Med. ½ elf, CG

Armor Class- ltr 15
Hit Points (3d8+3) 20
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	16	12	14	10	14
(+0)	(+3)	(+1)	(+2)	(+0)	(+2)

Saving Throws Dex +6, Int +5
Skills Investigation +5, Perception +3, Stealth +7
Senses Darkvision 60ft
Languages Common, Elven
Challenge 1/2 (100 XP)
Abilities

Sneak Attack. (+2d6)
Cunning Action, He can use his bonus action each round to use Dash, Disengage, Hide, Thieves Tools, Use Object.
Fey Ancestry, Immune to magical sleep and advantage to charm effects.

Actions
Shortsword: +5 to hit, (1d6+3)
Shortbow: +5 to hit, (1d6+3) 80/320'

Felix is the bastard brother of Squire Byran and grew up in the family estate outside of Waterdeep. He never was accepted into the circle of friends of Byran and Remil and most of the friends he ended up with were less than scrupulous. He spends much of his time outdoors while at the estate and considers himself a ranger as much as a rogue.

Felix thin and wiry, shorter than humans and he likes to dress in darker colors such as black and forest green when he is adventuring. He likes to watch from the shadows and lets the others make party decisions. He will take the lead and scout ahead of the rest while they are in town and circle around monsters to backstab when available.