THE ABANDONED SANCTUARY

Level 3 Exploration

A small shrine that has fallen to ruin. The light within once calmed the restless dead.

DC: 12 / **XP**: 2000
Possible Threats: Animated Rug of Smothering, Beasts up to CR 3, Goblinoids up to CR 2, Humanoids, Monstrosities (Carrion Crawler, Death Dog), Undead up to CR 2

FEATURES

SANCTITY LOST / INTERACTION

- The central structure of the sanctuary once housed a divine light, sanctified by prayer. The party must complete the following tasks to restore the light:
  - **Abjure the Evils.** The characters must destroy or banish all Fiends or Undead currently haunting the structure.
  - **Cleanse the Shrine**. A character must use a Magic action to prepare the shrine in a manner that suits the deity it is dedicated to, requiring a successful DC 12 Intelligence (Religion) check.
  - **Make an Offering.** A character must use an action to make a meaningful prayer, a sacrifice, or a donation of treasure (worth at least 10 GP) in the name of the deity.
- **Restored Light.** Once all three tasks have been completed, a brilliant divine aura erupts from the shrine. For the next 24 hours, all living creatures gain the benefits of the Protection from Evil and Good spell while within 1 Mile of the Sanctuary.

What evils desecrate this Sanctuary? What things are pertinent to the ritual?

NIGHTMARE FUEL / HAZARD

- Someone has stabled 1d4 Nightmares within the vestry, and their food has been scattered throughout the sanctuary.
  - **Piles of Malice.** There are 5 (2d4) piles of pure malice in the sanctuary, each covering a 10-foot square. A space containing a pile is **Difficult Terrain**.
  - **Cleansing the Malice.** A character can attempt to purge a pile by taking a **Utilize** or **Magic action** to conduct a cleansing rite and making a **DC 13 Charisma check**. **Failure**: The target takes 3 (1d6) **Necrotic damage**. If the party accumulates a total of 3 failed cleansing attempts, the Nightmares break free from their stables and arrive in **1d4 rounds**, immediately attacking the party.

Who has put the Nightmares here? Can they be befriended by the party or convinced to leave?

CLINGING SPIRIT / SOCIAL

- Among the spirits who cling to this place is a priest who uses the Ghost stat block. They once cared for the shrine but died brutally. Their goal is to see the Sanctuary cleansed but cannot do so on their own. The Ghost can offer guidance, but their memory is fractured.

What happened to the priest? What clues to the ritual might be among the priest's belongings?

MAKE IT YOUR OWN

Use the story beats below to customize *The Abandoned Sanctuary* for your campaign. Extend the story with *The Sealed Crypt* and *The Haunted Graveyard.*

WHO DEFILED THE SANCTUARY? d4

1	**Incubus**	They wish to bring terrible dreams to the nearby village
2	**Green Hag**	The Sanctuary has become their home
3	**Knight** *(that deals necrotic damage)*	They have formed a cult that opposes the god here
4	**Vampire Familiar**	Who was commanded to by a powerful vampire

HOW DID THE PRIEST DIE? d6

1	Killed by the current inhabitants
2	Fell from the roof
3	Died of old age
4	Scared to death
5	Bandits
6	A fey bargain

DEITY'S DOMAIN d6

1	Light
2	Creation
3	Nature
4	Luck
5	Magic
6	Knowledge

POTENTIAL TREASURE d8

1	1d10 pieces of +1 Ammunition
2	Bag of Holding filled with 2d6 gems worth 100 GP each
3	Lantern of Revealing
4	Necklace of Prayer Beads with 1 bead left
5	Pearl of Power
6	Periapt of Wound Closure
7	Potion of Healing (greater)
8	Robe of Useful Items