

TEMPLE OF THE BLOOD CRYSTAL

The Goddess, Vitana's (Life and Healing) temple has fallen to ruin. Once known for healing and restoration, it's now a dark spire on the horizon. Only the bravest and most desperate heroes venture into the temple now. Seeking to return the souls of their fallen companions, the power of Vitana's crystal calls them below, never to reappear...

Library-
Looted shelves with only a few battered treatises remain.

Well and Store Room-
Several Giant Rats (MM 327) eat the last scraps of rotting food. The well is dry, but the bucket and rope lead down to the cavern below.

Antechamber- On the far side of the large columned room, the floor crumbles away into a dark cavern, 60 feet below. There is no clear way across. The walls are painted with worn depictions of Vitana, blessing those in need of healing.

Audience Chamber- A large empty marble room with a circular pool in the middle. Once filled with clear healing water, now bubbles with blood. When approached, a writhing intertwined mass of corpses emerges. The bodies of vanquished adventurers, who have come in hopes of resurrecting fallen allies, are now an undead monstrosity held together by Vitana's corrupted crystal. The Corpse Monstrosity attacks! Once slain, the crystal, which can't be destroyed, continues to glow with power. It deals necrotic damage to anyone holding it until returned to the hands of Vitana's statue in the Chapel.

Entrance-
A sloping hallway that leads 120 feet below ground.

Priests Quarters-
A journal sits on the desk, describing the day to day of the temple and explains that prayers are made to Vitana's statue and the healing crystal in the Chapel. There's a small chest with spell components.

Dormitory- The doors are barred from the outside, locking in a group of skeletal acolytes (MM 272).

Cavern- A Nothic (MM 236) has made this dark cave below the temple its home. The creature hides in the shadows and taunts curious adventurers. It will not attack, unless its hidden stash of magical artifacts (ring of protection, amulet of health?) is disturbed. If questioned, the Nothic will ramble about dark magic, the blood crystal that hurts when touched, and the terrifying corpse monster.

Secret Entrance- A small, naturally formed passageway leads up to the surface, hidden in a rock outcrop 140 feet from the temple's entrance.

Chapel- Two rows of pews face a statue of Vitana. The white robed figure's face is obscured by a hood. Her hands are outstretched, meant to hold the missing crystal. If adventurers approach the statue, or enter with the crystal, IlKore the Wraith (MM 302) appears and tries to stop them. When Vitana refused to bless IlKore, he corrupted the crystal, creating the Corpse Monstrosity. If it was slain, IlKore is eager to retrieve the crystal. The death of a few more adventurers should give it enough magical energy to power his own resurrection spell...