

The Last Temple of Lathander the Good

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Hooks: • Screams echo from the temple of Lathander and a crowd scatters— a zombie shambles out from the doors of the temple.

NPCs: Awakened Cor This priest of Lathander is one of the few priests of the Morninglord that still wields some divine power. It turns out, however, that that power is drawn from a darker place, as she was in fact the one who raised the zombie. She is part of a group that has corrupted Kelemvor's temple for the purpose of waking the undead, as an effort to rise up against noble rule.

Awakened Ria A recent addition to the ranks of Lathander's flock, Ria has come to command a great deal of respect from her colleagues.

Attendants of the Temple Hilde (brusque, long blond hair), Ral (gregarious smile), and Ciara (shy, pixie cut).

Locations:

- The Last Temple of Lathander
- Abandoned Temple of Kelemvor (and Dungeon Beneath)

Player Interactions:

Sage, Snart, and Althaea were contracted by Gili, a pockmarked thief based out of the Stones' Bones, to investigate the happenings around the Gods' Rest district. They encountered a zombie bursting forth from the halls of the Temple of Lathander, the Morninglord. Upon investigation, they discovered a trap door beneath Awakened Cor's study. Inside, they found a symbol of Lathander, covered in blood, and were attacked by a spectre. They defeated it, with Snart and Althaea grievously injured, due to some quick thinking from Sage.