

DUNGEONS & LAIRS #45: CULTIST MONASTERY

Cultist Monastery is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers a general guideline on scaling the adventure for each level. The characters must either aid, infiltrate, or defeat the Cult of Yil in their monastic home to claim the angry god's Extinction Arch, an artifact capable of penetrating the underworld.

CREDITS

The following creators made this adventure possible:

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Cultist Monastery Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	Ancient texts point to the existence of a powerful weapon called The Extinction Arch. Rumors suggest that a local monastery hides it.
2	Ancient Being	The characters' patron recognizes the power of the Extinction Arch and wants it for their use.
3	Aristocrat	The characters' patron believes great wealth will come from the Extinction Arch. They send the characters to investigate the monastery, where many believe it is held.
4	Criminal Syndicate	Many people are willing to pay vast amounts of gold to access the Extinction Arch. They send the characters to the monastery to retrieve the artifact.
5	Guild	Something strange is happening at the local monastery—the characters' guild wants them to investigate.
6	Military Force	To maintain the balance in the land, the characters' military patron wants them to make sure that the monastery dedicated to Yil isn't planning something to disrupt the peace. They send the characters to investigate.
7	Religious Order	The characters' patrons believe that the monastery dedicated to Yil hides something of great power—the Extinction Arch. They send the characters to investigate.
8	Sovereign	For decades, Gardenyr Valxisys' monastery operated within the region without issue. Now, rumors persist that they may be hiding something of great power. The region's sovereign wants the characters to learn more about the monastery and the strange cult that resides there.

ADVENTURE HOOKS

The table above offers some ideas if you don't have a reason for the characters to investigate the cultist monastery. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

Seekers of Yil

You may also run this adventure as part of the *Dungeon & Lairs Megamodule #2: Seekers of Yil*. If you do, refer to the Seekers of Yil megamodule's adventure hook, "The God of Secrets Appears," to get your characters involved in the story. Learn more about the Seekers of Yil mega module on [DM Dave's Patreon](#).

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3rd, 5th, 8th, or 11th, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for a given party. It's not recommended that you run this adventure for characters with an average party level of less than 3, as it may pose too much of a challenge. Similarly, a party with an average party level of 13 or greater might find the adventure too easy.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Deadly
8	8th-level	Hard
9	8th-level	Medium
10	11th-level	Deadly
11	11th-level	Hard
12	11th-level	Medium

THE CULTIST MONASTERY

Gardenyr Valxisys founded the Cult of Yil, using the cult and their monastery to safeguard an artifact called the Extinction Arch. Valxisys believes the artifact possesses the power to access the Narrow Path, a bridge to the underworld. A former adventurer, Valxisys used the tremendous wealth he gained in his career to construct a cathedral-like fortress around the artifact. The Extinction Arch is still part of the cathedral's structure—few people beyond Valxisys know of its existence, including members of his monastic order.

To the general public, the monastery is nothing more than a place of worship for the mysterious god called Yil, and its members nothing more than scribes, lore keepers, and beer brewers. However, those who knew its founder in his adventuring days know that the monastery harbors a secret. Now that Yil has demanded his artifacts of power be united once more, the Extinction Arch must be removed from the monastery, or the other artifacts must come under the protection of Valxisys' order.

GENERAL FEATURES

The following features are standard throughout all areas of the monastery and are printed here for ease of reference:

Size & Dimensions. Treat the ceilings of each area of the monastery as being 10 feet high unless stated otherwise.

Illumination. Treat each area as being well lit by natural sunlight during the day and as being dimly lit by torchlight during the night. If inclement weather rolls in during the day, treat each area as being dimly lit by natural sunlight.

Surface Detail. The monastery's wealth is evident in its construction. The cathedral's large glass triptychs allow plenty of light during the day and depict various scenes of Yil in his full glory and power. Monks walk through the cloistered halls hooded and barefoot, and the smell of hops and herbs hangs heavy in the air. It is a place of warmth, safety, and life.

Barriers. Several doors throughout the monastery are locked and/or boarded. All the barriers are wooden and have AC 15, 18 hit points, and immunity to poison and psychic damage. A character can pick a lock with a successful DC 15 Dexterity check made using thieves' tools, or any barrier can be forced open with a successful DC 20 Strength check. Additionally, treat all windows as being barred with iron—light still passes through the bars, but without magical intervention, they cannot be used as an entrance/exit.

Additionally, barriers can be unlocked with a rector's key (found on their person) and unbarred si-

lently by succeeding on a DC 16 Dexterity (Stealth) check.

Infiltration. If the characters would instead infiltrate the cathedral instead of forcing their way in or siding with the cult outright, they may attempt to infiltrate the monastic ranks by “joining” up. Notes relevant to infiltrating the Cult of Yil will appear throughout the text. These may range from delineating restricted areas, opportunities for sabotage, or convincing someone to do something beneficial for the characters.

Monks. The **lay monks** that work in the monastery use the **cultist** stat block, except they have proficiency in Arcana, History, and Insight (+2 bonus to relevant checks). The stat block for the **arcane priests** is in the Appendix.

THE MONASTERY INHABITANTS & SCHEDULE

Life in the monastery is highly disciplined and organized, with little opportunity for deviation. The monastic order is wholly dedicated to their worship of Yil.

In addition to any creatures detailed in encounter information, the monastery is inhabited by nineteen **lay monks**. These lay monks follow the same schedule every day of the week:

Lay Monk Schedule

Time	Activity
7 AM – 10 AM	Worship in area 2a
10 AM – 1 PM	Silent reflection in area 12
1 PM – 5 PM	Four monks work in the brewery (area 4a); the others have free time
5 PM – 8 PM	Four monks work in the kitchen (area 7); the others worship in area 2a
8 PM – 9 PM	Dinner in area 12
9 PM – 10 PM	Free time
10 PM	Curfew

Additionally, one monk stands in the belltower (**area 22**) from 7 AM - 8 PM daily. The bell can be heard throughout the monastery at the top of every hour during this period.

After 10 PM, nine monks sleep in **area 14b**, and the other ten sleep in **area 20b**.

If combat breaks out near a monk, the monk first attempts to find the nearest rector (see encounter information throughout the document) and then looks for a safe place to hide. The lay monks only fight if cornered or to support a rector.

SIDING WITH THE CULT OF YIL

If the characters wish to side with Valxisys’ monastic order, they may enter the monastery and request to speak directly with Gardenyr Valxisys who is a neutral evil male half-elf **greater arcane priest** (see the Appendix).

Unless the characters are specific about their knowledge of Yil and his artifacts, Gardenyr is unlikely to grant a personal audience. Instead, a man named Leonidus (see **area 1**) greets the characters and gives them a tour of the grounds. At the end of the tour, Leonidus gives the characters a choice. They must relinquish their on-person items and wealth and join the monastery or leave. This method is the most direct way to infiltrate the cult.

Gardenyr is more than happy to welcome the characters into the protection of the monastery. In exchange, he asks the characters to bring the other artifacts to the monastery so the Yil worshippers may fulfill their god’s wishes. At first, he does not tell the characters where the Extinction Arch is located within the cathedral, as he’s wary of trusting them with such sensitive information. If the characters successfully retrieve one of Yil’s other artifacts and surrender it to the monastic order, they would have earned Valxisys’ complete trust.

As a token of appreciation for the characters’ help, Gardenyr will give each of them a free *spell scroll* of their choosing, up to spell level 5. Additionally, the characters will be allowed to sleep in the monastery, eat the order’s food, bathe, and browse the library. While resting in the monastery, the characters may take a shift at the kitchen, belltower, or brewery. If they do so, they receive 1d6 cp per shift.

Whenever the characters bring one of Yil’s artifacts to the monastery, Gardenyr will bequeath them one or more random magic items from his adventuring days. Consult the table below to see the rarity and number of gifts given:

Gift Rarity

Version	Rarity
3	1 common and 1 uncommon
5	2 uncommon
8	1 uncommon and 1 rare
11	2 rare

Additionally, whenever the characters recover an artifact, they may request up to three more free *spell scrolls* from the monastery scribes (maximum 5th level).

Infiltration Note: If the characters choose to “join” the Cult of Yil, then each character *must* work at least one shift at both the brewery and kitchen per week.

The Rules. Characters who join the cult must abide by the following rules:

- ▶ Follow the schedule
- ▶ Do not disrupt another brother's schedule
- ▶ Do not break curfew
- ▶ Do not threaten or harm another member of the order
- ▶ Do not steal
- ▶ Do not enter forbidden areas

Punishments. A character who breaks any of the monastery's rules must continuously stand in **area 5b** for 24 hours under the gaze of the rectors. During this time, the character may not eat, drink, or rest and may not speak to anybody.

Four such infractions result in permanent expulsion from the monastery. Striking another monastery member also results in immediate expulsion.



AREAS OF THE CULTIST MONASTERY

The following locations are keyed to the maps of the Cultist Monastery on pages 6, 12, and 14.

1 - The Narthex

The grand cathedral towers over the landscape. Its walls more closely resemble a fort than a church.

Daylight Hours. If visiting between 7 AM and 8 PM, read or paraphrase the following.

From high above, a bell rings out, signaling that visitors have come.

Encounter: Leonidus. As the characters approach, an elderly monk (N human male **priest**) named Leonidus opens the cathedral entrance and offers them a warm greeting. He will inquire about their intentions and offer a tour of the grounds. However, he will *not* allow the characters to carry their weapons through the monastery, insisting that they leave them with a rector in **area 2c**. If the characters refuse this request, Leonidus apologizes and asks them to leave. If the characters go on Leonidus' tour, he leads them through the following areas in the following order: 2a, 2b, 5a, 5b, 13 (here, Leonidus mentions that he is in charge of the fire's maintenance), and finally, **area 12**.

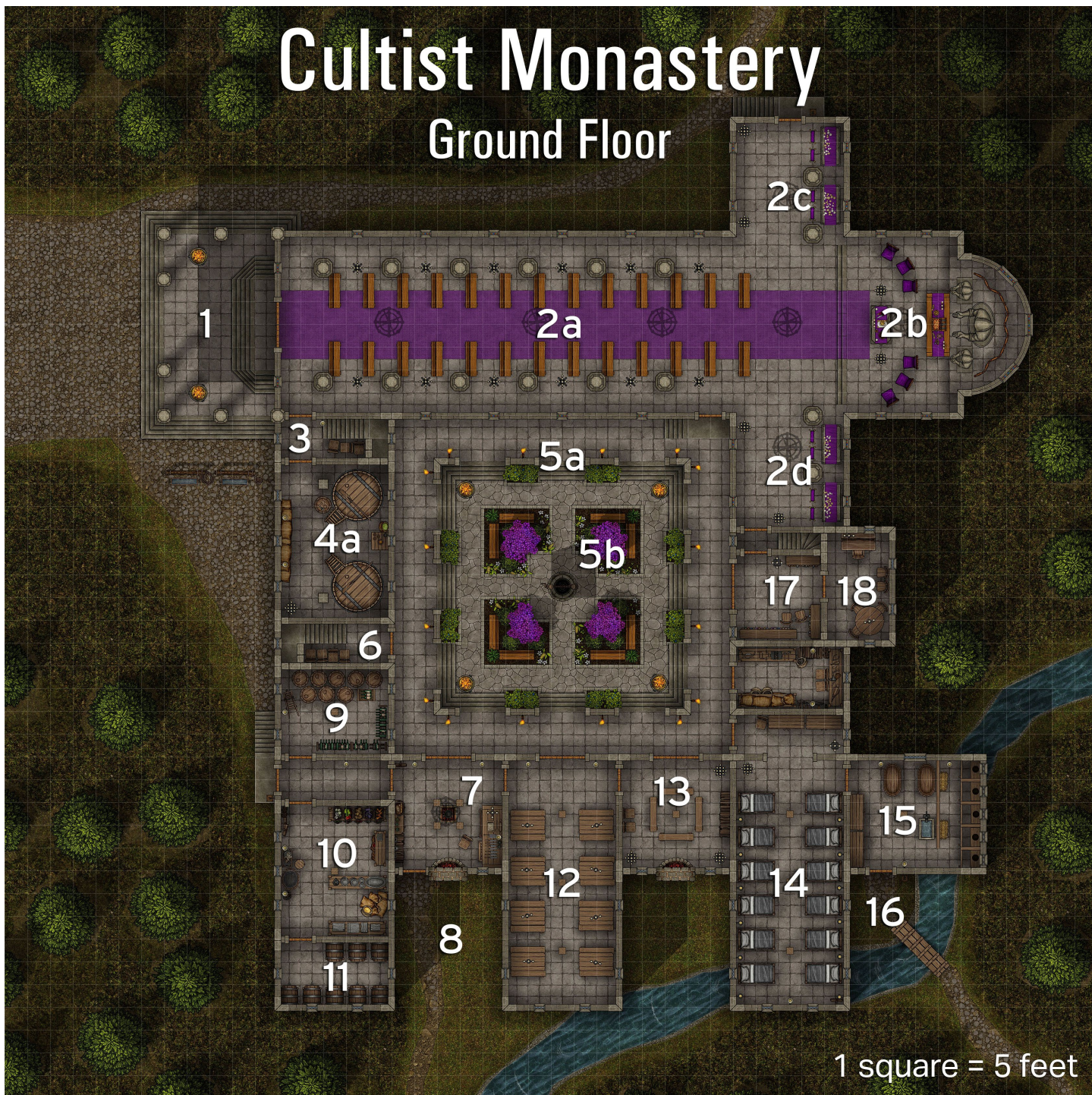
Leonidus reluctantly shows the characters the more sensitive areas of the monastery and refuses to disturb Gardenyr Valxisys in his office (unless, of course, the characters want to aid the monastic order in reclaiming Yil's other artifacts). A successful DC 16 Charisma (Persuasion) check (or a generous donation to the order) allows the characters to visit areas 4a, 4b, 7, 10, and 11 under Leonidus' supervision. A donation of 500 gp or more pulls Gardenyr Valxisys out of his office so that he may thank the characters personally.

If the characters try to ask Leonidus about the Extinction Arch, he claims (truthfully) that he doesn't know of what they speak.

Joining the Cult. At the end of Leonidus' tour, he asks the characters if they wish to join the Cult of Yil. If they agree, the characters must surrender the wealth and possessions currently on their person. In exchange, they get free range of the monastery, assuming they stick to the routine as detailed in the "The Monastery Inhabitants & Schedule" section and follow the rules outlined in "Siding With the Cult of Yil" on page 4.

Cultist Monastery

Ground Floor



1 square = 5 feet

2 - Nave

The stained glass triptychs along the walls of the nave depict Yil in various scenes of battle, glory, and charity. The air smells faintly of herbs and spices, no doubt from the brewery elsewhere in the monastery.

Ceilings. Treat this area and its associated subareas as having 20-foot-high ceilings.

Belltower Access. A trapdoor in the northwest corner of the ceiling leads up to area 22. There is a ladder beneath it.

Encounter: Watchful Rectors. One or more monastic rectors are standing guard in this area. They will not bother the characters unless they're unaccompanied by a monk (such as Leonidus), threatening somebody, or disturbing worship during the hours of 7 AM to 10 AM or 5 PM to 8 PM. Refer to the table below to see the number of rectors present and their stat block:

Watchful Rectors

Version	Statblocks
3	2 priests
5	3 priests
8	2 priests, 1 arcane priest
11	4 arcane priests

There is always at least one rector watching the door in **area 2c**.

Prayer to Yil. Once per month, a good-aligned character may donate 10 sp to the monastery to offer a prayer to Yil. The character must speak a specific request out loud, and it is up to the GM to grant (or partially grant) that request in some divine fashion or deny it outright. If the characters aligned with the monastic order in recovering Yil's artifacts, their request is *always* at least partially granted, but maybe not in the way the character expected.

2B - Presbytery: Extinction Arch. The Extinction Arch is located in this subarea. The monastery's builders built it into the cathedral's structure, right above the altar. Characters may discover it through one of the following ways:

- ▶ The *detect magic* spell reveals an aura of strong conjuration magic in the presbytery
- ▶ A successful DC 20 Intelligence (History) check made while observing the stonework
- ▶ Gardenyr Valxisys tells the characters after they secure his trust (he also states that only Yil himself can activate the arch)

The creature discovering the Extinction Arch also realizes there is a section missing. Gardenyr Valxisys removed the missing section and hid it in his office (**area 19**).

Using mason's tools, the characters may extract the Extinction Arch from the surrounding structure over six hours. The object is 40 feet long, 20 feet tall, and 5 feet wide. It is made of solid stone and altogether weighs 1000 lbs. There are clear lines where the arch was broken and reassembled: four sections, each weighing 250 lbs.

2C - Northern Transept. Aside from two private confessionals built side-by-side, this subarea is empty.

Barrier: Locked and Barred Door. A door built into the north wall of this area leads outside. It is both locked and barred. Refer to the General Features section for information on overcoming this obstacle.

Infiltration Note: Distracting the Rector. One of the rectors in **area 2a** always has eyes on the locked door in this area but can be distracted, allowing someone to unlock and unbar the door (provided they have the key or can pick the lock).

2D - Southern Transept. Aside from two private confessionals built side-by-side, this subarea is empty.

Staircase Up. A staircase to the south leads up to **area 21**.

3 - North Stairwell

Staircase. A narrow stone staircase in this area connects the 1st and 2nd floors of the monastery. To the south of the stairwell are areas 4a (1st floor) and 4b (2nd floor).

4 - Brewery

This brewery consists of two parts, the main floor (4a) and a catwalk above the main floor (4b).

The smell of spices and hops is almost overwhelming. Two enormous caskets are bolted to the wall, swollen and fermenting.

Encounter: Watchful Rectors. At least one rector constantly watches this area. So long as a monk accompanies the characters, the rector will not bother them. Between 1 and 5 PM, there are also four **lay monks** here.

They will not bother the characters unless they're unaccompanied by a monk (such as Leonidus), threaten somebody, or disturb a monk's work shift (1 PM to 5 PM). The nature and quantity of the present rectors depend on the adventure level, as shown in the table below.

Watchful Rectors

Version	Statblocks
3	1 priest
5	1 arcane priest
8	1 arcane priest
11	1 arcane priest, 1 priest

Infiltration: Sabotaging the Brewery. A character may attempt to sabotage the brewery either in plain sight (while working a shift, for example) or by distracting or disposing of the rectors. Sabotaging the brewery in plain sight requires a successful DC 16 Dexterity (Sleight of Hand) check. If the character is alone in the area, they may sabotage the brewery without a check.

Successfully sabotaging the brewery causes this area and **area 3** to flood ankle-deep with sticky beer. The commotion causes Gardenyr Valxisys to leave his office for three hours. He locks the door to **area 19** behind him.

5 - Courtyard

This large courtyard includes the cloister surrounding it (area 5a) and the gardens at its center (area 5b). In the middle of the garden stands a well, the monastery's primary water source.

The shadowed cloister of the monastery looks out onto a lovely garden of flowers and herbs.

If the characters enter this area between 1 PM and 5 PM or 9 PM and 10 PM, read or paraphrase the following:

Monks crowd the garden reading, writing, or walking in small groups.

Encounter: Watchful Rectors. Several rectors constantly watch this area. The rectors do not bother the characters unless they give them a reason. From 1 PM to 5 PM and 9 PM to 10 PM, there are an additional 2d6 **lay monks** here. The nature and quantity of the rectors present here depend on the level of the adventure, as shown in the table below.

Watchful Rectors

Version	Statblocks
3	2 priests
5	3 priests
8	2 priests , 1 arcane priest
11	4 arcane priest



Locked and Barred Door. A door built into the southeast corner of this area leads to **area 17**. It is both locked and barred.

Development: Punished Lay Monk. The first time the characters visit **area 5a**, they discover a **lay monk** standing in the center of the garden. The monk is dehydrated and weakened, suffering from three levels of exhaustion. If the characters inquire about the punished lay monk, the brothers tell them a rector caught the monk stealing beer from the brewery. The order's custom is to punish disloyal monks by making them stand in the center of the cloister for twenty-four hours straight. The rectors in **area 5a** will not allow the characters to help the punished lay monk, nor will he request or accept help. Twelve hours after the characters' first visit, the punished lay monk is allowed to rest.

Infiltration: Sabotaging the Well. A character may attempt to sabotage the well either in plain sight (while being punished, for example) or by distracting or disposing of the rectors. Sabotaging the well in plain sight requires a successful DC 16 Dexterity (Sleight of Hand) check. A character makes this check with advantage when at least four monks are in the cloister. No check is required if the character is alone in the area.

Successfully sabotaging the well causes half the monastery's monks to become poisoned. Poisoned monks remain in their dormitories for 24 hours to recover. The event causes Gardenyr Valxisys to leave his office for three hours. He keeps his office (**area 19**) locked while he is outside of it.

6 - South Stairwell

The narrow stone staircase in this area connects the first and second floors of the monastery.

7 - Kitchen

The monastery's kitchen is impeccably clean and organized, a testament to the lay monks' daily work ethic.

Between 5 PM and 8 PM, add:

A monastic rector oversees four monks preparing dinner.

Locked and Barred Doors. A door built into the south wall of this area leads outside to **area 8**. It is both locked and barred. Additionally, the door in the west wall of the hallway adjacent to this area leads outside to **area 1**. It is both locked and barred.

Encounter: Watchful Rectors. From 5 PM to 8 PM, at least one rector watches this area. The rectors

will not bother the characters unless they give them a reason to do so. Refer to the table below to see the number of rectors present and their stat block:

Watchful Rectors

Version	Statblocks
3	1 priest
5	1 arcane priest
8	1 arcane priest, 1 priest
11	2 arcane priests

Infiltration: Gardenyr Valxisys' Personal Meal. Gardenyr Valxisys doesn't eat with the rest of the monks. Instead, he eats in his office (area 19). While working a shift during meal preparation, a character may request that they prepare and serve Gardenyr's meal in his office, gaining them temporary access and a brief audience. This request also applies to Valxisys' wine cup (see below).

Infiltration: Opening the Wine Cellar. The wine cellar (area 9) is only ever unlocked and opened toward the end of meal preparation (around 7 PM) and only under the supervision of the observing rector. While working a shift during meal preparation, a character may request that they prepare the wine for the night's dinner, gaining them temporary access—albeit supervised access—to the cellar. This deception also leaves the kitchen temporarily unsupervised.

8 - Southwestern Exit

A small creek to the south laps gently against its banks.

Locked and Barred Door. A door built into the north wall of this area leads inside to area 7. It is both locked and barred. If the characters attempt to open the door from 5 PM to 8 PM, the rectors in area 7 greet them. The rectors are suspicious of their intentions.

9 - Wine Cellar

Placed along the walls are well over a dozen racks of wine bottles and a few caskets. The air is dry and cool.

Illumination (Night). There are no lights here at night.

Locked and Barred Door. The door to this area is both locked and barred. A door built into the west wall of the hallway adjacent to this area leads outside to area 1. It is also locked and barred.

Infiltration: Spiking the Wine. A character may attempt to spike the wine either in plain sight (while preparing the wine for dinner, for example) or by distracting or disposing of the rectors. Spiking the wine requires a successful DC 16 Dexterity (Sleight of Hand) check unless the character is alone.

Successfully spiking the wine causes half the monastery's monks to become poisoned. Poisoned monks remain in their dormitories for 24 hours to recover. The event causes Gardenyr Valxisys to leave his office for three hours. He keeps his office (area 19) locked while he is outside of it.

If Valxisys' wine was spiked, he would suffer the same symptoms. Roll a d12 and refer to the table below to determine his location while poisoned in this way:

Valxisys' Location

d12	Location
1–9	Sleeping in area 14b
10–11	Sweating it out in area 13
12	Using the bathroom in area 15

10 - Pantry

Fruits, vegetables, and grains organized by type and freshness fill the room.

Locked and Barred Doors. A door built into the west wall of the hallway adjacent to this area leads outside to area 1. It is locked and barred. Additionally, the door built into the south wall connecting this area to area 11 is locked and barred.

Encounter: Watchful Rectors. At least one rector always watches this area. The rector does not bother the characters unless they give them a reason to do so. Refer to the table below to see the number of rectors present and their stat block:

Watchful Rectors

Version	Statblocks
3	1 priest
5	1 arcane priest
8	1 arcane priest
11	1 arcane priest, 1 priest

Infiltration: Weekly Rations. The monastery provides a ration's worth of personal food each week so long as they sign out for it with the observing rector(s).

11 - The Ale Room

About a half dozen casks of ale are stacked in this area, primed and ready for the next wave of traveling merchants.

Illumination (Night). This room is dark at night.

Infiltration: Traveling Merchant Ruse. One possible way the characters might gain entry to the cathedral is by posing as traveling merchants. They must talk to Leonidus as they would normally and Gardenyr Valxisys is unlikely to speak to common merchants in the market for beer. Still, the characters may entice him to grant a personal audience if they make a large enough donation to the order (500 gp or more) or come up with an irresistible business proposition.

Treasure: Fine Ale. There are eight casks of ale in this room. Each cask holds 48 gallons of fine ale, weighs about 400 lbs, and is worth 10 gp.

12 - The Refectory

The area has eight large, oaken tables, just enough to seat every lay monk at once.

From 8 PM to 9 PM, add the following:

The keening of forks and knives punctuates the monks' conversation as they enjoy their family meal.

Encounter: Watchful Rectors. One or more monastic rectors stand guard in this area. The rectors won't bother the characters unless they give them a reason to do so. Refer to the table below to see the number of rectors present and their stat block:

Watchful Rectors

Version	Statblocks
3	1 priest
5	1 arcane priest
8	1 arcane priest
11	1 arcane priest, 1 priest

Infiltration: Quiet Conversation. Openly communicating draws the attention of the lay monks (or worse, the rectors). During meals, however, the characters may communicate in very low whispers. The characters may perform a group DC 12 Charisma (Deception) check, avoiding the rectors' suspicion with a successful check.

Development: Surprise Visit. Every night at dinner, roll a d8. On an 8, Gardenyr Valxisys surprises everyone and joins the lay monks for dinner. After dinner, he spends an hour in **area 13** before returning to his office again.



13 - The Calefactory

A continuous fire is kept in this room, providing a warm respite for weary lay monks.

Between 1 PM and 5 PM or 9 PM and 10 PM, add the following:

Several monks in various states of undress are relaxing alone here. Nobody seems particularly interested in conversing.

Encounter: Leonidus. After the characters first meet Leonidus (N human male priest), he resumes his duty maintaining the monastery's communal fire. Leonidus is here at all hours except 8 PM to 9 PM (to eat) and 12 PM to 5 AM (to sleep).

Infiltration: Snuffing Out the Fire. While alone, a character can snuff out the fire. Doing so without leaving evidence (such as ash on the characters' clothing, footsteps, etc.) requires a successful DC 10 Dexterity (Stealth or Sleight of Hand) check (GM's discretion). If the rectors catch the characters in the act, Leonidus does not perform his penance (see below). Snuffing the fire leads to immediate expulsion from the monastery.

Development: Leonidus' Penance. If Leonidus discovers that the communal fire has failed on his watch, he spends the next 24 hours walking in a continuous circle around the cloister (**area 5a**), professing his failure aloud while whipping himself with a small scourge. At the end of every hour, Leonidus takes 1 (1d4 - 1) slashing damage. If no one intervenes, he inevitably kills himself. During the final four hours of Leonidus' penance, Gardenyr Valxisys leaves his office, hoping to assuage the monk's guilt. Valxisys locks his office behind him. Unless the characters intervene, however, Leonidus will insist on continuing his penance until the end.

14 - Lay Monk Dormitory

A monastic rector watches over the dorm room with a critical eye.

Between 10 PM and 7 AM, add the following:

The beds are mostly full. Save for a few loud snorers, the room is quiet.

Encounter: Watchful Rectors. One or more monastic rectors stand guard in this area. The rectors won't bother the characters unless they give them a reason to do so. Refer to the table below for the number of rectors present and their stat block.

From 10 PM to 7 PM, there are nine sleeping lay monks here, too.

Watchful Rectors

Version	Statblocks
3	1 priest
5	1 arcane priest
8	1 arcane priest
11	1 arcane priest, 1 priest

Infiltration: No Personal Lockers. The lay monks in the monastery are not permitted a personal locker. Instead, they share a communal locker in the north part of the area. The rectors guard the lockers.

15 - Monastery Baths & Toilets

The room smells of human waste. Several lay monks are going about their business.

Nature Calls. No matter what time of day or night the characters visit this area, it is always occupied by at least 1d4 lay monks.

16 - Southeastern Exit

A small creek to the south laps gently against its banks. A wooden footpath bridges to the other side.

Locked and Barred Door. A door built into the north wall of this area leads inside to **area 15**. It is locked and barred. If the characters attempt to open the door at any hour, the monks in **area 15** greet them. These monks become suspicious of the characters' intentions.

17 - Maintenance Shed

Unlike the rest of the monastery, this room is cluttered and disorganized.

Illumination (Night). This room is dark at night.

Locked and Barred Door. A door built into the west wall of this area leads to the southeast corner of **area 5a**. It is locked and barred.

Treasure: Toolkits. A careful search of the area reveals a set of mason's, smith's, cobblers', woodcarvers', and glassblowers' tools. There are also uncategorized tools in this area, such as ladders, backup cutlery, etc.



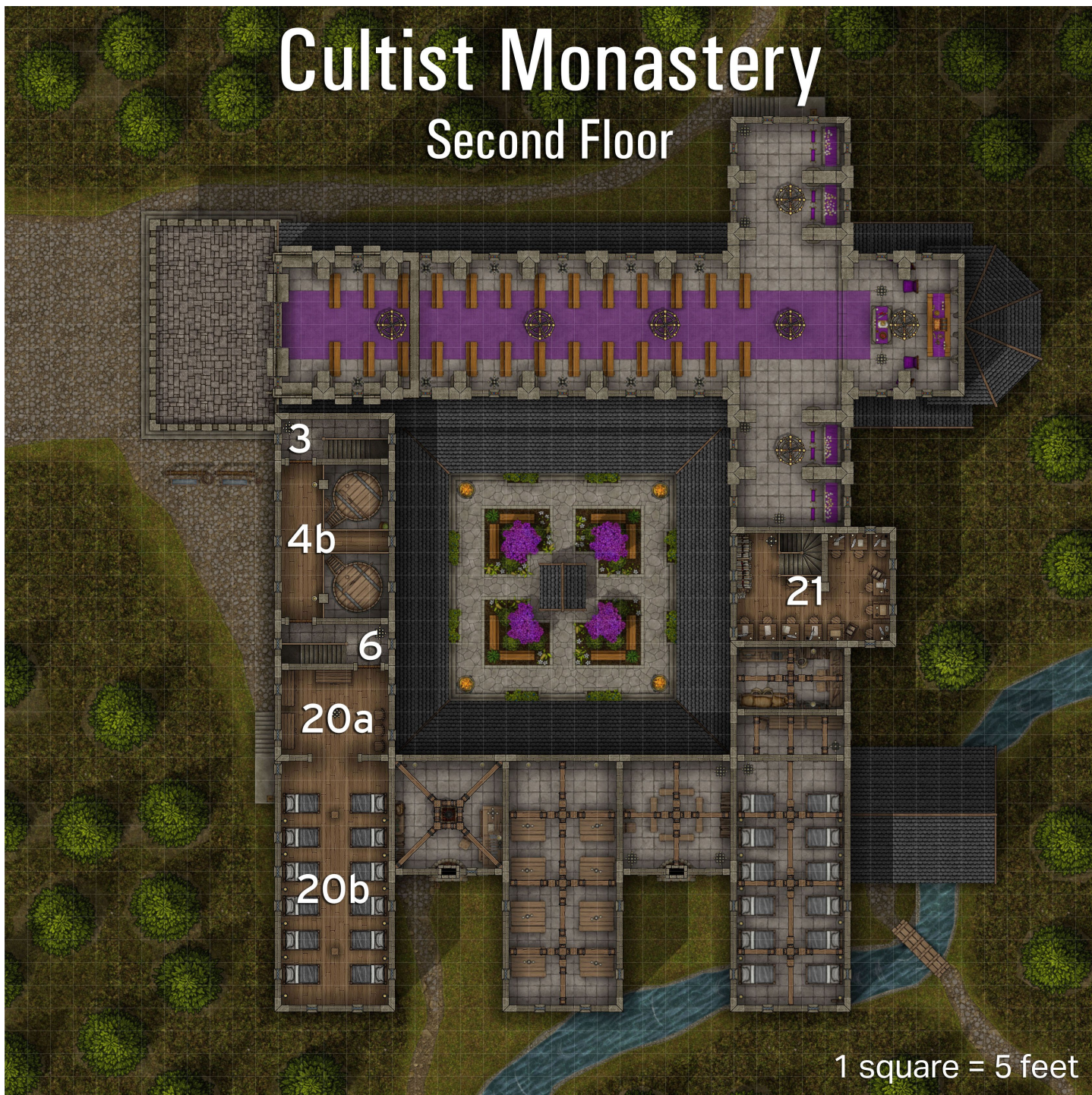
This quaint library also doubles as a reception area for Gardenyr Valxisys. The tomes on its shelves are a mix of old and newly written texts, some produced in this monastery.

Encounter: Watchful Rectors. One or more monastic rectors stand guard in this area. The rectors won't bother the characters unless they give them a reason to do so. Refer to the table below for the number of rectors present and their stat block.

Watchful Rectors

Version	Statblocks
3	1 priest
5	1 arcane priest
8	1 arcane priest, 1 priest
11	2 arcane priests

Treasure: Obscure Texts. A character with proficiency in Arcana and or History recognizes that there are obscure and valuable volumes in the



library. Each volume weighs 5 lbs and is worth 250 gp to knowledgeable buyers (a museum or collector, for example) or 25 gp to common merchants.

Staircase Up. The staircase to the north leads up to **area 21**.

19 - Gardenyr Valxisys' Office

The dean's office is barely large enough to fit his writing desk and dining table, let alone the bedroll propped up in the room's northwest corner.

Encounter: Gardenyr Valxisys. The monastery's dean has aged gracefully past his adventuring days. He is kind but firm, which is reflected even in how he speaks, preferring that people get to the point in a conversation. He does not accept unannounced visitors under any circumstances, except for those making prominent (500 gp or more) donations to the order. Characters infiltrating the cult can find ways to get him out of his office for brief periods via sabotage, or certain developments may have the dean leave the area. Otherwise, the man is devoted to his work. He will aid in its defense without hesitation if the monastery comes under attack. He uses the **greater arcane priest** stat block (see the Appendix).

Extinction Arch Notes. A careful search of the area turns up the dean's journal. It takes at least an hour to read the journal cover to cover. Doing so reveals the following information:

- ▶ The location of the Extinction Arch in **area 2b**
- ▶ The dean's concerns about the arch falling into the wrong hands
- ▶ The dean hid the arch's "keystone" somewhere in his office
- ▶ The keystone was made by Yil and is the only way to activate the arch

Treasure: The Missing Piece. A character who searches the dean's office may spend an hour performing a DC 15 Intelligence (Investigation) check. Dwarves and characters with the stonecunning feature have advantage on the check. The character may perform subsequent searches: each additional search takes one hour to perform and reduces the DC of this check by 5. The character finds a loose stone slab beneath the dean's writing desk if successful. Beneath the slab lies a smooth, palm-sized stone orb that weighs 5 lbs. This orb is the Extinction Arch's keystone.

20 - Lay Monk Dormitory

A monastic rector watches over the dorm room with a critical eye.

Between 10 PM and 7 AM, add the following:

The beds are mostly full. Save for a few loud snorers, the room is quiet.

Encounter: Watchful Rectors. One or more monastic rectors stand guard in this area. The rectors won't bother the characters unless they give them a reason to do so. Refer to the table below to see the number of rectors present and their stat block.

There are also ten sleeping **lay monks** from 10 PM to 7 PM.

Watchful Rectors

Version	Statblocks
3	1 priest
5	1 arcane priest
8	1 arcane priest
11	1 arcane priest, 1 priest

Infiltration: No Personal Lockers. The lay monks in the monastery are not permitted a personal locker. Instead, they share a communal locker (**area 20a**). The rectors guard these lockers.



21 - Writing Room

Ten writing desks are in the room, each beneath a stained glass window overlooking the countryside.

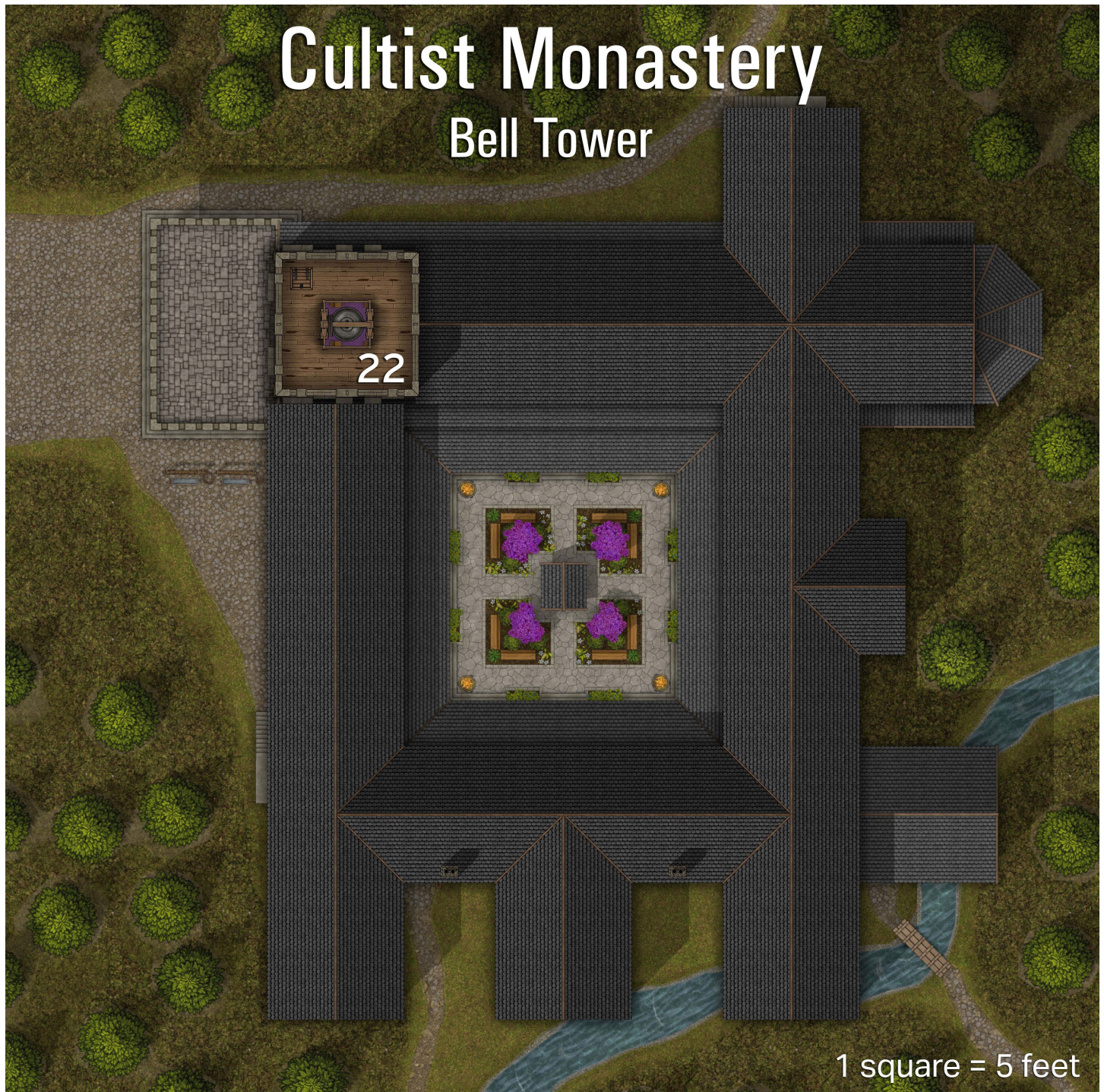
Between 1 PM and 5 PM or 9 PM and 10 PM, add the following.

Several monks are currently hard at work on their scriptures.

Treasure: Monastic Spell Scrolls. A careful search of the area reveals 1d4 random *spell scrolls*. The adventure's level determines the rarity of each scroll. Refer to the table below for more information:

Monastic Spell Scrolls

Version	Scroll Rarity
3	Uncommon (levels 1 or 2)
5	Rare (level 3 or 4)
8	Very rare (levels 5 or 6)
11	Legendary (levels 7 or 8)



CONCLUDING THE ADVENTURE: COUNTDOWN TO EXTINCTION ARCH

Development: A Thief Among Us. After the characters steal one or more of the monastery's spell scrolls, Gardenyr Valxisys will leave his office and surprise everyone at the following 7 AM worship in **area 2a**. He tells everyone that someone stole one or more of the arcane scrolls from the writing room. He punishes everyone in the monastery by making them stand at attention for as long as it takes someone to admit their thievery. If one or more characters admit to the theft and return the scrolls, the monks will individually punish them (see **area 5a** for details on punishments).

Staircase Down. A staircase in the room leads down to a corridor between areas 2d and 18.

22 - The Belltower

From high in the cathedral belltower, one can see a mile out in each direction. The massive iron bell at the center of the room bears common prayers to Yil.

Between 7 AM and 8 PM, add the following:

A lay monk sits at attention, ready to ring the bell at the top of the next hour.

Ceilings. The ceilings here are 20 feet high.

Working the Belltower. Normally, the rectors choose a random monk to work the bell tower. However, a character may request to work in the monastery's bell tower for a day. The belltower shift begins at 7 AM and ends at 8 PM, and the character is responsible for ringing the bell at the top of each hour and upon the appearance of unexpected visitors.

A character working in the belltower may decide to cut the ropes supporting the bell. To do so, they must first climb above the bell by succeeding on a DC 14 Strength (Athletics) check and have an instrument capable of cutting a rope (such as a knife from the kitchen). Cutting the rope does not require a check. Once cut, the bell falls directly below into **area 2**. Creatures under the bell must succeed on a DC 20 Dexterity saving throw, taking 55 (10d10) bludgeoning damage, falling prone on a failed save, or half as much damage on a successful save.

Doing so prompts the rectors in **area 2** to converge on the belltower. Gardenyr Valxisys himself will leave his office in **area 19** for an hour to see what all the commotion is about but will lock the door behind him. A character caught doing this suffers expulsion.

It takes the monks thirty days to repair the bell and damaged nave.

Because of the freeform nature of this adventure, it's not easy to prescribe a catch-all conclusion. For example, suppose the characters decided to aid Gardenyr Valxisys in recovering the other artifacts of Yil. In that case, they're always welcome back to the monastery. But if the characters decided to go in swords swinging and treat the monastery as one would any other dungeon, then the monastery will fall into disrepair. Eventually, new inhabitants assume control of the grounds.

Alternatively, the characters could infiltrate the cult and extract the Extinction Arch in the middle of the night. They might pose as traveling merchants and parlay their access into some bold daytime scheme. And, of course, there are always combinations of all these scenarios—plans gone wrong, sabotages foiled, etc. Ultimately, the conclusion hinges on whether or not the characters successfully recover the Extinction Arch. Ω



APPENDIX: NEW CREATURES

Arcane Priest

Medium humanoid (any), any alignment

Armor Class 9

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	15 (+2)	14 (+2)	16 (+3)	9 (-1)

Saving Throws Int +4, Wis +5

Skills Arcana +4, Religion +4

Senses passive Perception 13

Languages any one language, usually Common

Challenge 4 (1,100 XP)

Special Equipment. The arcane priest wields a +1 dagger which acts as a mundane dagger if wielded by another creature.

Spellcasting. The priest is a 6th-level spellcaster. Wisdom is the priest's spellcasting ability (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (At Will): *acid splash, chill touch, guidance, light, resistance, thaumaturgy*

1st Level (4 slots): *command, detect magic, guiding bolt, magic missile, protection from evil and good, shield of faith*

2nd Level (3 slots): *arcanist's magic aura, blindness/deafness, hold person, magic weapon*

3rd Level (3 slots): *dispel magic, magic circle, speak with dead, tongues*

ACTIONS

Dagger +1. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Arcane Parry. The priest adds +5 to a saving throw made against a spell targeting it. The priest may use this before or after rolling the saving throw.

Greater Arcane Priest

Medium humanoid (any), any alignment

Armor Class 15 (bracers of defense, ring of protection)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	15 (+2)	20 (+5)	15 (+2)

Saving Throws Str +3, Dex +3, Con +4, Int +4, Wis +9, Cha +6

Skills Arcana +6, Deception +6, Religion +6

Senses passive Perception 15

Languages any two languages

Challenge 6 (2,300 XP)

Special Equipment. The priest is wearing bracers of defense and a ring of protection, and it wields a dagger +3 that acts as a mundane dagger if wielded by another creature.

Spellcasting. The priest is a 16th-level spellcaster. Wisdom is its spellcasting ability (spell save DC 16, +8 to hit with spell attacks). The priest has the following cleric spells prepared. It casts spells marked with an asterisk before battle.

Cantrips (At Will): *acid splash, chill touch, guidance, light, resistance, sacred flame*

1st Level (4 slots): *bane, bless, command, detect magic, guiding bolt, magic missile, sanctuary*

2nd Level (3 slots): *arcanist's magic aura, blindness/deafness, hold person, magic weapon, silence, spiritual weapon*

3rd Level (3 slots): *animate dead, bestow curse, dispel magic, magic circle, spirit guardians*

4th Level (3 slots): *arcane eye, death ward*, freedom of movement*, guardian of faith*, secret chest*

5th Level (2 slots): *flame strike, insect plague, planar binding, teleportation circle*

6th Level (1 slot): *harm*

7th Level (1 slot): *divine word*

8th Level (1 slot): *antimagic field*

ACTIONS

Dagger +3. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Chill Touch (Cantrip). *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 13 (3d8) necrotic damage. The target can't regain hit points until the start of the priest's next turn. If the priest hits an undead target, the target also has disadvantage on attack rolls against it until the end of the priest's next turn.

REACTIONS

Arcane Parry. The priest adds +5 to a saving throw made against a spell targeting it. The priest may use this before or after rolling the saving throw.

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