



Where Rock and Fire Meet

The Cult of Eternal Flame has returned to the Moonsea seeking knowledge left behind at the sites of their greatest successes. Armed with a shard of information and a location in the middle of Mulmaster, can you discover the truth?

A Four-Hour Adventure for 5th-10th Level Characters

Jeremy Arnold

Author



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Cartographer: Kevin Murphy

Development and Editing: Gregory Harris, Michael C. Guilmette Jr.

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Lysa Chen, Amy Lynn Durza, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

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Introduction

Welcome to *Where Rock and Fire Meet*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™.

This adventure is a part of a three-adventure series written for the Who's Yer Gamers Association's annual gaming convention, Who's Yer Con, held in Indianapolis. This organization is a nonprofit dedicated to promoting the educational value of hobby gaming throughout the state of Indiana.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions for adjusting encounters for smaller or larger groups, characters of higher or lower levels, and characters who are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak
3-4 characters, APL greater than		Average
5 characters, APL less than		Weak
5 characters, APL equivalent		Average
5 characters, APL greater than		Strong
6-7 characters, APL less than		Average
6-7 characters, APL equivalent		Strong
6-7 characters, APL greater than		Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure — such as notecards, a DM screen, miniatures and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class and level, passive Wisdom (Perception) and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role — facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling — play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

“Fire wants to burn, Water wants to flow, Air wants to rise, Earth wants to bind, Chaos wants to devour...”

— Cassandra Clare, *The Iron Trial*

Adventure Background

A traveling priestess of Aumunator who only goes by the name “Miriam” has come from the Anauroch Desert beseeching aid against a returned threat. Since Aumunator has no strong worship in the Moonsea, she petitioned the clergy of Lathander for assistance and was rebuffed. Given the rejection, she has no choice but to investigate the matter for herself.

In the previous adventure, *CCC-WYC 01-01 Back to the Burning*, adventurers discovered the series of events that lead to “The Burning” — the fiery destruction of the original hamlet of Elmwood. To learn the secret, the party entered a dream state inside of a shard of a devastation orb, which in turn brought them before the burnt and barely living remains of the leader of the Cult of Eternal Flame’s expedition. On him, however, was one last shard that contained a magical formula that, while incomplete, proved no less worrisome, along with a location deep in the heart of Mulmaster.

Miriam has been forced to investigate the return of the Cult of Eternal Flame from her homeland, the Anauroch Desert, on her own as the clergy of Lathander refused to listen to her pleas for help. The adventurers might be the only people capable of preventing another disaster.

Adventure Overview

This adventure is divided into three parts:

Part 1. The characters arrive in Mulmaster to find it still recovering, with rifts to the Elemental planes of Fire and Earth located sporadically throughout the city. The adventurers make their way to the ruins of the Gate of Good Fortune, only to find a massive airship where it used to be.

Part 2. Given that getting to the ruins underground through The Lucky Coin doesn’t seem likely, the party is advised to seek magical assistance, which means making a deal with the Cloaks. The Cloaks will help the characters enter a secret passage that crosses through the Elemental Plane of Earth.

Part 3. On the other side of the planar passage is The Molten Laboratory, and within is sickening

display of unity between the Cult of Eternal Flame and the Cult of Black Earth. Here, either through force or guile, the characters learn that the cultists have completed a hybrid devastation orb and sent it ahead to its destination; only the key need be completed now. Can the heroes stop them in time?

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Mulmaster. Mulmaster, the City of Danger, has long been the capital for more nefarious forces on the Moonsea. Its great harbors were the envy of many and the Church of Bane nearly unquestioned in its rule. However, after the events of *DDEP 2 Mulmaster Undone*, Mulmaster was torn asunder as devastation orbs ripped apart the city and left rifts to the elemental planes across the region. More information on the current state of Mulmaster can be found in *City Guide: Mulmaster*, available for free on the DMs Guild (www.dmsguild.com)

Miriam. A human priestess of Aumunator from the Anauroch Desert, she is the one who has called for assistance in investigating her claims that the Cult of Eternal Flame has returned to the Moonsea region. She is friendly and willing to assist those who she encounters, but keeps her primary duty first in mind at all times.

Wylan Bural. Wylan Bural was a member of the Cult of Black Earth who pretended to be a member of the Church of Tymora during the events of Season 2. He brought his sister, Aleyd Bural, back to life to take advantage of her desire for vengeance against The Maimed Virulence. While Wylan makes no direct appearance in this adventure (as he is QUITE dead), his previous schemes lay a foundation for this story.

Adventure Hooks

This adventure is the second part of a trilogy of adventures. Miriam, a priestess of Aumunator from the Anauroch Desert, has asked the party for aid as she has found no other assistance to investigate the Cult of Eternal Flame’s return. This adventure draws heavily upon the outcome of *DDEP 2 Mulmaster Undone* and the follow-up document *City Guide: Mulmaster*.

In for a penny, in for a pound. Anyone who played the previous adventure *CCC-WYC 01-01 Back to the Burning* is already on the way to Mulmaster, accompanying Miriam, likely due to a **Sacred Oath**.

Haven’t we had enough of cultists yet? The factions are all too familiar with a number of cults that have come and gone from the Moonsea, causing great upheaval in their wake. While the factions have no direct intelligence, there is no

harm in investigating the priestess' claims and, if need be, eliminating the problem before it gets out of hand.

The City of Danger isn't called that for nothing. Mulmaster offers a whole host of opportunities for profit in these times of rebuilding. There's even a rumor floating around that there's a priestess of Aumunator looking for help investigating cultists and uncovering their secrets.

Part 1. The City of Danger, it's dangerous!

Estimated Duration: 45 minutes

The adventure begins with the characters just inside the walls of the city, north of the Southroad Keep Gate.

General Features

The City of Mulmaster has the following general features.

Terrain. The terrain is urban and broken. While some city streets are relatively clear, there are still large parts of the city where sinkholes have swallowed up entire streets.

Weather. It's a calm, sunny day with a slight breeze coming off the Moonsea.

Light. Everything is brightly lit by the sun.

Sounds. The sound of the waves and the makeshift replacement harbor are hard to miss. However, random sounds, like those of a crackling fire or the rumbling of the earth, can be heard, disappearing as quickly as they started.

Arrival in Mulmaster

The party arrives in Mulmaster with Miriam to find the city is a shadow of its former glory. Rifts to the Elemental Planes of Earth and Fire now dot the city, each rift of varying size.

As you pass through the city gate into Mulmaster proper, Miriam pulls out a map of Mulmaster that you are certain is woefully out of date the moment it is unfurled. She quickly realizes that nothing is where it should be and sheepishly turns to you for assistance.

At this point, a character can make a DC 15 Intelligence (History) check to identify the discrepancies on the map. If a member of the party succeeds on the check, read the section below. If not, an urchin boy offers information about the town for 2 gold pieces. For 5 gold pieces, he will offer to be a personal guide for the party and will alert them that something is wrong in advance of their encounter later in the section, giving the characters advantage on their initiative checks in that combat. In either case, read or paraphrase the text below.

You (or your guide) quickly identify the errors on the map and can make out the location mentioned in the shard in Miriam's possession. While the map is old, the general layout of the city hasn't changed much over time. It appears you're looking for the area on her map listed as "The Gate of Good Fortune." Asking around the area, you find that the Gate of Good Fortune was destroyed when an airship dropped on it, but the priests of Tymora now use it as their new temple.

Roleplaying Miriam

Miriam is a tall woman with reddish blonde hair that goes past her shoulders and brown eyes that appear to constantly watching for every detail. She has spent much of her time in the Anauroch Desert as a devoted priestess of Aumunator. She is not above helping others by any means, but always insists the mission at hand comes first and always tries to pass along wisdom in her word and deed.

Quote: *"The Sun is the source of revelation, what is revealed is truth and what is hidden is deception and wisdom is knowing the difference."*

Miriam thanks the party for accompanying her this far, and offers an additional 500 gold pieces to continue the investigation. If she is asked, she is willing to provide half of it upfront should anyone have the **Sacred Oath** story award. If no one has the story award, she can be persuaded with a DC 13 Charisma (Persuasion) check.

Assuming the party agrees to continue their journey, Miriam proves grateful and eager to continue onto this new temple of Tymora. There are two equal ways to get to the temple — one way is east along the walls of the city before turning north, and the other way is north towards the harbor before turning east.

If they seek additional information on which path might be better suited to them, members of the Zhentarim or anyone who has interacted with the Zhent Ghetto in the past could easily make a quick stop in the ghettos and learn that the north path has seen sinkholes as of late and the east path has had fires erupt sporadically.

If the characters use this knowledge to adequately prepare for this journey, consider giving them inspiration for smart play and recognizing the environmental factors involved.

Both encounters use the same map. If the party goes north, they get the Black Earth-themed encounter, and if they go east, they get the Eternal Flame-themed encounter. If the party should come up with some smart way to get

there without taking either path (such as flying), that's fine. They avoid the encounter and move onto the next section. Award the party XXX XP for clever thinking.

Black Earth Encounter on North Path

Your trek north towards the harbor of Mulmaster goes by without incident. You reach the harbor and take a moment to recognize the sad state of affairs. What used to be the greatest harbor on the Moonsea, holding hundreds of boats, now barely holds a tenth of that as only makeshift docks line the shore. Turning east back onto the city streets, you see in the distance a massive ship in the middle of an open square. But before you are able to leave this alleyway, the ground beneath you turns to mud and creatures emerge all around you, ready to attack!

From the mud emerges two **xorn** and one **earth elemental**. On initiative count 20, the DM should roll a d20. On an 18 or greater, one of the buildings begins to collapse. It will collapse completely on initiative count 20 of the next turn. Any creature caught by the falling structure must make a DC 15 Dexterity saving throw or take 28 (8d6) bludgeoning damage, taking half damage on a successful save. On a failed save, the creature is also buried in rubble and is restrained and suffocating unless the debris is removed with a DC 15 Strength (Athletics) check.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Buildings do not collapse, remove the **earth elemental**.
- **Weak:** Remove the **earth elemental** and add one **black earth priest**.
- **Strong:** Add one **black earth priest**. Furthermore, the sinkhole causes the entire area to be difficult terrain for the party.
- **Very Strong:** Buildings will collapse on a roll of 15 or greater. Add one **earth elemental**. The sinkhole causes the entire area to be difficult terrain for the party.

After the encounter, proceed to the next section: The Lucky Coin.

Eternal Flame Encounter on East Path

Your course along the path east through the Zhent Ghettos goes by without incident. Something that stands out to you, though, is how unchanged the Zhent Ghettos look compared to the rest of the town. Whether it's because they lived in squalor to begin with or if there was something else going on is admittedly hard to determine. As the path bends north away from the city walls, you see in the distance a massive ship in the middle of an open square. However, just before you can leave the alleyway, portals of fire erupt all around you, bathing you in heat as creatures emerge from the flames to attack!

From the fire portals emerge two **eternal flame guardians**, one **eternal flame priest**, two **flameskulls** and one **fire elemental**. On initiative count 20, the DM should roll a d20. On an 18 or greater, one of the buildings catches on fire. For this encounter, treat the building as if it were a *wall of fire* spell. On the next turn, the adjacent building catches fire on a roll of 15 or greater on initiative count 20, spreading the *wall of fire* effect. The *wall of fire* effect for this encounter should be considered to have the heat facing the street and a DC of 14.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Buildings do not catch fire, remove the **fire elemental**, the **flameskulls** do not have 3rd-level spell slots.
- **Weak:** Remove the **fire elemental**, add one **eternal flame guardian**, only one **flameskull** has a 3rd-level spell slot.
- **Strong:** Replace the **fire elemental** with a **fire elemental myrmidon**.
- **Very Strong:** The first building catches fire on a 15 or greater, and subsequent buildings catch on fire on a 12 or greater. Add one **fire elemental**. Smoke from the buildings heavily obscures anything within 10 feet of the *wall of fire*.

After the encounter, proceed to the next section: The Lucky Coin.

Part 2. Fortune Favors the Bold

Estimated Duration: 120 minutes

The characters arrive at the former location of the Gate of Good Fortune, only to find the remains of a massive airship on top of it. The airship's name is the *Lucky Coin*.

The Lucky Coin

The *Lucky Coin* is an old boat that was turned into an airship by the Cult of Howling Hatred and then fell on the Gate of Good Fortune during the events of *DDEP 2 Mulmaster Undone*.

Entering a large open square, you can see a very large ship in the middle of this town square. All around you see men and women in priestly garb with hammers banging against it, working on repair, but not to make it seaworthy again. It appears as though a massive conversion project is under way.

Everywhere symbols of gold coins and pulsing lights point to a single entrance that has been carved out of the side.

Priests put scrolls into your hands, inviting you to come for the grand re-opening of this newly-refurbished Temple to Tymora.

Miriam politely requests to wait outside while you handle your business with the followers of Tymora.

The party can ask priests and priestesses of Tymora about the situation at the gate. Any question regarding anything of a 'substantial' nature is referred to the sitting high priestess who is currently inside. Outside of the ship, the characters can learn the following:

- The original Gate of Good Fortune was crushed when the Cults of the Elder Elemental Eye assaulted the city.
- The clergy believes that Tymora allowed the destruction of the gate as penance for a lack of introspection and a general lack of faith.
- Honestly, this could be the best thing to ever happen to Tymora's faithful. This new vessel will be a place to test one's fortune, spend money and relax. This could be just the thing that will encourage people to come back to Mulmaster!
- On any questions that aren't about the new temple or the recent history of the gate, the

priests outside are largely ignorant, as they have given their full faith and attention to this rebuilding effort. They encourage the party to speak to High Priestess Shariza inside.

Inside the Lucky Coin, you can see a number of gambling tables set up with roulette wheels, dice games, card games and the like. Flashing lights hum along in tune to a magically-conjured musical theme that fills every inch of this gaming floor.

On the floor, a half-elven Calishite woman is barking orders to construction workers and other priests of Tymora. Her ears twitch for a moment before turning around to greet you, a smile spread wide across her face.

"Greetings friends and welcome to the New and Improved Gate of Good Fortune here at the Lucky Coin! Tymora's blessings be upon you as you test your fortune this day!"

Roleplaying Shariza Al'Akon

Shariza is a rather zealous priestess of Tymora, the Goddess of Good Luck. A short woman of about 5 feet, she is a striking example of Calishite features. In her current role as the head priestess overseeing the construction of the new and improved Gate of Good Fortune, she is building quite the gambling den and resort. She does not want to see anything happen that would impact her work.

Quote: "At some point, there's only one way to know if trusting you is the right call — roll the dice and let fate decide."

The priestess introduces herself as Shariza and is genuinely excited to have visitors, even though her work is not yet finished. She can tell the party much of the same as priests outside if they did not get that information earlier. Upon mention of either a devastation orb or Wylan Bural, she immediately motions for the party to be quiet and to follow her to an office off the gaming floor.

Once in the office, she wants to know who the party is, why they're inquiring and if they're affiliated with the Soldiery or some other faction in Mulmaster. Once the party sufficiently convinces her that they aren't the bad guys, she will share the following information:

- Wylan Bural was a traitor who fooled the entire priestly order of Tymora in Mulmaster. They discovered too late that he was a follower of the Cult of Black Earth.
- Wylan spent a surprising amount of his time beneath the Gate of Good Fortune, not really

interacting with the other priests or worshippers.

- Anywhere Wylan would have been before is definitely buried underneath the rubble of the old temple and the airship that landed on top of it.

Shariza acknowledges she doesn't have the ability to help the party get underneath the current temple to investigate. However, the Cloaks might. She knows of one member in particular who could be particularly valuable, as she owes the temple a substantial gambling debt. Shariza is willing to contact her and offer to waive her debt if the party pays 400 gold pieces.

The party may try to haggle with Shariza with a Charisma (Persuasion) check. She will lower the amount by 50 gold for every 5 points achieved above DC 10 (so a 15 lowers the amount to 350 gold pieces, and so on). This check can be made with advantage if the DM feels that the party has made a convincing enough case that her help will be beneficial to the long-term prosperity of the temple.

If the characters do not wish to pay but would rather test their fortunes, they may attempt to play a game of chance with Shariza. This contest can be done with an opposed Dexterity (Sleight of Hand) check. For this purpose, Shariza is +8 to her check with advantage while in the temple. Anyone who has the Lucky feat or is a halfling will also make the check with advantage.

If the character succeeds, Shariza agrees to waive the fee and offers the character a chance to come back to the temple at a later time. If the character fails, the amount goes up to 500 gold pieces for the information, but she still invites the characters back to the temple. In either case, playing along allows the character access to the carousing downtime activity (in the *Dungeon Master's Guide*) to be rolled in the presence of the DM at the end of the adventure.

If the party refuses to pay the price or doesn't win the game of chance, Miriam will barge in, frustrated with the lack of progress and offers a wager with Shariza, a wand in her possession for the referral to the Cloaks. Shariza will happily accept the wager, but will lose the bet to Miriam. If this is the end result, none of the characters may take advantage of the downtime activity listed above.

After this negotiation is resolved, Shariza attaches a note to a carrier pigeon sealed with the symbol of a woman emblazoned on a coin and invites the party to rest for a bit until 'she'

arrives. During this time, the party can take a short rest.

Time to Rock and Roll

After an hour has passed, a purple-skinned tiefling woman arrives at the temple. Shariza invites the characters to explain the situation to the tiefling woman, whom she introduces as Drizzle.

Roleplaying Drizzle

Drizzle is a purple-hued tiefling sorceress in the employ of the Cloaks of Mulmaster. Standing about five and a half feet tall, she maintains an exterior of haughtiness and arrogance that befits her station and talents, but she can quickly find herself on the wrong side of verbal sparring matches. What she lacks in wit, however, she makes up for in magical ability, dedication to the Cloaks and, in her case, enforcement of the Arcane Edict. Games of chance are her preferred method of stress relief given the nature of her work.

Quote: *"Look, you go around rounding up rogue mages all day, sell them on membership, get denied, out duel them, then cut off their hands so they can't cast anymore and you tell me how YOU would choose to relax ..."*

Allow the party an opportunity to explain the situation to Drizzle. Drizzle is not immediately sure what to make of the characters given the suddenness of the request. She is willing to share the following information up front.

- The City of Mulmaster has been wracked by small fissures to the Elemental Planes since the devastation orbs were detonated across the city.
- The Cloaks have been working very hard to close as many of these rifts as possible to allow reconstruction to move along at a faster pace, but the work is slow going.
- Drizzle is frustrated that the time spent on closing the rifts has prevented full enforcement of the Arcane Edict. Drizzle has taken it upon herself to ensure its enforcement in the meantime.

If the characters explain that they paid her debt for her, or if any of them can make a DC 13 Charisma (Persuasion or Intimidation) check, she will also provide the following additional information.

- The Cloaks have known for some time that there is a particularly large rift beneath the ruins of the Gate of Good Fortune; however,

with it being buried, it hasn't been a priority for closing.

- She will admit that her coming here has been an excuse to get away from stressful work. She told her bosses that "someone should check in on the temple and make sure there's no weird elemental activity" as a way to justify her time here.
- She believes the rift below the Gate of Good Fortune is connected to the Elemental Plane of Earth.
- Given that interactions with the rift could cause complications (including interfering with her beloved gambling time), she is willing to make a deal.

Drizzle is willing to help the characters get underneath the ruins of the Gate of Good Fortune. However, doing so requires an energy-draining process to ensure that the rift doesn't interfere.

Rastol Shan recently asked Drizzle to acquire a very special piece of crystal for a ritual he has his diviners working on, but she doesn't know anything more about the ritual than that. While she has been putting it off, Drizzle believes the characters could offer some additional assistance. She knows of a special type of crystal that can be found in the Elemental Plane of Earth; it is highly reflective and has a composition and appearance very similar to diamond.

If the characters agree to look for a suitable shard — approximately 1 foot in length should do — Drizzle will be willing to sponsor any arcane spellcasters in the party for membership in the Brotherhood of the Cloak or, if they are already members, to advocate for their advancement. Further, Drizzle remembers overhearing something about the Lords' Alliance being involved with this request to the Cloaks and, as such, is sure that anyone associated with this request will be looked upon favorably by the Lords' Alliance. Upon acceptance, she hands one member of the party (probably the one who looks the smartest) a special chisel which will be used to take the sample.

If the party refuses the request, Drizzle understands and offers her services for 250 gold pieces so she can gamble while characters are gone. Miriam will explore other leads above ground while the party investigates this rift. She suggests meeting outside the Lucky Coin again when the party has finished its investigation.

Once the characters have made all necessary arrangements and are ready to go, Drizzle begins

a ritual to teleport the party to the area beneath the Gate of Good Fortune. Read or paraphrase the following:

Drizzle finishes her incantation, and as quickly as you blink your eyes, your surroundings radically change. You find yourself in a simple stone room with a desk and other basic furnishings. A closed wooden door appears to be the only way in or out. Holy symbols of Tymora decorate the walls, and a large triangle made of black iron is set into the middle of the floor, bisected by a single line from the middle of the triangle's base about half way to its apex. A strange heat fills the room, emanating from the black iron triangle. Otherwise, the room looks like a typical priest's quarters.

Investigating the room is not terribly difficult. It looks like it hasn't seen use for quite some time, nor does there appear to be any type of rift in this room. Characters attempting to open the door must make a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage as debris falls into the room from the ruins outside the door.

A DC 10 Intelligence (Investigation) check reveals a hidden compartment in the desk that holds a journal. The journal contains a few intact pages, each containing various notes and phrases. One of the pages in particular has a special phrase that "unlocks the gate of communion." When the phrase "Our unyielding resolve will make the world tremble" is uttered, the black iron triangle becomes a deep crimson red and a portal erupts from it.

With the key phrase uttered, the black triangle turns deep red as a rush of heat enters the room and a red-and-brown-hued portal erupts from the iron. You feel as though it is staring back at you, waiting patiently for you to enter.

C1. The Arrival Room

After the party enters the portal, read the following:

You emerge on the other side of the portal into a room cut like a semi-circle with three hallways leaving this chamber. In the center of the room is a black obsidian dais with what appears to be an indentation in the middle, the purpose of which isn't immediately clear. The rocks around you glow bright red, filling the room with an eerie crimson light.

The party has actually entered a special place on the Elemental Plane of Earth that was hollowed out for joint research between the Cult of Eternal Flame and the Cult of Black Earth. Inspecting the obsidian dais reveals runes and writing in both Ignan and Terran that doesn't immediately make sense. A DC 10 Intelligence (Investigation) check of the dais reveals that the writing seems to flow together in a unique pattern. With this information, a character can attempt a DC 13 Intelligence (Arcana or Religion) to trace the runes and reveal the hidden message. If the secret message is found, read the following:

With the runes traced correctly, the words move around the dais and shine in yellow above the black obsidian.
"What they call heresy, we call truth. The flame of light will burn and purify all it touches on the earth that it be reborn into a greater purpose, eternally receiving the new and greater dawn of burning purification. It shall come from above and below, and this dawn shall rise anew, heralding a new era of cleansing."

From here, the characters may choose one of three directions, west (C2), south (C3) or northeast (C4). In each of the three rooms is a piece that goes into the dais. When all three pieces are entered, the passageway to "The Furnace" is opened.

C2. The Dawn Rises

Entering a long hallway of cut rough stone from the semicircular room, you travel for about 150 feet and enter another semicircular room. In this room, however, the rocks glow yellow, like the color of the sun. On the far side of the room is a mural showing people huddled together, their hands lifted in praise to a rising sun. As you approach the mural, the people in the mural turn to bone. But even in their skeletal forms, the people in the mural seem to have their hands in praise to the rising sun.

Anyone with a passive Perception of 13 or greater recognizes that the sun in the mural looks like it could be removed. Anyone who has a passive Perception of 17 or higher sees from a distance what appears to be writing in Ignan and Terran. Anyone who can read these languages identifies the writing as instructions on how to approach the mural.

"Prostrate yourself in the earth before the cleansing fire of the dawn that you might see The Furnace."

If the characters approach the mural and prostrate themselves, placing their hands in the air like those in the mural, the light of the rocks turns from yellow to red and half of the sun in the mural can be taken. This piece of the sun has its own indentation, as if something goes inside of it. If anything else is done, there is a tremor in the room that requires everyone to make a DC 12 Dexterity saving throw. On a failure, they are knocked prone. A second infraction requires the save again as two **bulettes** erupt from the earth and attack the party.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak and Weak:** There is only **bulette**, but it has max hit points (135 HP).
- **Strong and Very Strong:** Both **bulettes** have max hit points (135 HP).

If the party should get the piece without resorting to combat, award each character 200 XP.

C3. The Fire Never Ends

A long hallway of cut stone extends from the semicircular room in which you arrived. You travel for about 150 feet before you enter a triangular space. In the center of the room is a large piece of clear crystal, shining red from the light shining off the walls. Smooth cobblestones cover the floor, noticeably different from the dirt floors of the other rooms. Hanging above it from a stalactite is a necklace with a golden half sun at the bottom.

When the entire party enters the room, read the following:

As the last of you enters the room, black stone walls erupt in front of the heated red stone, making the entire room pitch black save for the reflective piece of crystal at the far side of the room. The crystal moves, seemingly expanding at will and taking a more humanoid shape as it branches into arms, legs, torso, neck and head. A voice reverberates through the chamber. "Speak of the means of freedom or be punished."

The characters are likely ignorant of the correct answer at this point, so take whatever guess they might have in stride. After either 15 seconds have passed or the party fails to say the phrase — "The purification of the radiant dawn" in Terran — the crystal golem attacks the party. The golem is a modified **stone golem** that is also immune to fire and thunder damage in addition of its other immunities.

The party may also want to take this opportunity to harvest the necessary crystal for Drizzle. Successfully harvesting the crystal must be done while the golem is alive, as upon its death it shatters into tiny pieces in an explosion of crystalline shards. Successful harvesting takes three successful checks. These can be done with Wisdom (Survival), Dexterity (Sleight of Hand) or Intelligence (Arcana). However, these checks are all Dexterity-based, as finesse is required to harvest something that is animate in the middle of combat. Anyone who has the Drizzle's chisel makes these checks with advantage.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Instead of being a **stone golem** variant, the creature is a **flesh golem** variant with 110 HP and an AC of 13.
- **Weak:** Change the immunity to fire and thunder to resistance, and the **stone golem** has 145 HP and AC of 16.
- **Strong:** The **stone golem** also has resistance to lightning damage, has 190 HP and an AC of 18.
- **Very Strong:** The **stone golem** has immunity to lightning damage, has 255 HP and an AC of 20. Further, it gets one legendary action every round to make an additional slam attack.

With the crystal golem defeated, the crystal dust left behind can be gathered and sold for 1,000 gold pieces.

C4. The Roof of Revelation

Going northeast from the obsidian dais, you pass through a short hallway into a perfectly circular room with a neatly cut hemispherical roof about 45 feet overhead. A red light emanates from the rocks, filling the room with a crimson glow. There are several bookshelves in the middle of the room along with tables with books strewn about.

The characters may search through the bookshelves and the books on the tables for clues as to what is going on since they can't proceed without all three pieces. A DC 16 Wisdom (Perception) check reveals that something about the ceiling seems off, as though there's something being hidden. A *detect magic* spell will note a strong presence of illusion magic on the ceiling. An Intelligence (Investigation) check can reveal the following based on the level of success:

On a 13 or greater:

- This room was a place of veneration of worship. There are many books that include information on Imix, Ogremoch and, interestingly, Lathander.
- Many of the books are written in Terran or Ignan in a type of code. Most of the books on Lathander are written in Common. A DC 15 Intelligence (Religion) check identifies that there are significant edits from the standard holy texts of Lathander in the books here.

On a 15 or greater:

- The tables are arranged largely by what is studied. Items of interest to OGREMOCH are on one side of the room, but the texts about Imix and Lathander are mixed on the other side.
- One of the texts about Imix and Lathander is particularly distressing. It speaks of a splinter group of the Cult of Eternal Flame who called themselves “The Radiant Dawn.” Apparently, this group believed that Imix was a servant of Lathander and that Lathander’s ultimate goal is to cleanse the world with the fire of the sun, and Imix was his vessel for doing so.
- There is a map in one of the books that points to the Anauroch Desert, in particular the location of the old Netherese city of Thulthantar, as a place to hide and seek guidance should things go wrong.

On a 17 or greater:

- There is one text that is written in both Terran and Ignan. This text is unique in that it appears to be spread out across multiple volumes across multiple tables. A DC 15 Intelligence (Arcana) check (made with advantage for anyone carrying the shard that belonged to Jameson from *CCC-WYC 01-01*) notes an uneasy relationship exists between the Cult of Black Earth and these splinter cultists as they worked together on some type of hybrid weapon.
- They also find a piece of paper used as a bookmark in one of the joint volumes that says “Remember, if you’re having a bad day, call to the Dawn, and you’ll see why it’s so important.”

If the party discovers there’s an illusion covering the ceiling, they can make a DC 15 Intelligence saving throw to disbelieve in the illusion and show the ceiling’s actual appearance. If they say something resembling “Calling out to the Dawn,” the image in the ceiling will also reveal itself. When either of these things happen, read the following:

The nondescript dome above you flashes with a violent yellow light as a massive mural appears overhead. In it, you see a man with blonde hair and white garb looking over a landscape with the sun in his hand and a smile on his face, reaching out towards the earth. Beneath him are two large monstrosities, one made of fire, the other of earth, scorching the land below. In the hands of the fire monstrosity an iron hemisphere with three spokes glows red hot, clearly not a part of the mural.

Once the party has revealed the final piece of the key, they must figure out how to retrieve it from the top of the 45-foot-high dome. When the iron symbol of the Cult of Eternal Flame is taken from the mural, read the following:

As the iron symbol comes off the mural, the walls glow from red to yellow as magma begins leaking through the walls and onto the floor, circling you all in a ring of fire that seems to close in on you more and more by the second.

Without the maintenance of the cultists, the forces of the Elemental Plane are taking a toll on this hollowed-out chamber. The characters are likely in the middle of the room beneath the apex of the dome where the symbol was located. If they have all three pieces they can quickly deduce that they fit together, forming the shape of a sun with the symbol of the Cult of Eternal Flame in the middle of it.

Every round, the lava covers 5 more feet of the circular room, flowing out from the wall. The entrance to the hallway that leads back to the obsidian dais is unaffected. The DM can put the characters in initiative order and have the encroaching lava move on initiative count zero, or the characters can describe how they escape from the room. A creature starting its turn in lava takes 35 (10d6) fire damage.

Once all members of the party are successfully in the hallway, they can get away. If all the characters successfully get out of the room without taking damage, award each character an additional 200 XP. At this point the characters may take a short rest if they wish.

Once all three rooms have been cleared and the pieces have been collected, proceed to Part 3.

Part 3. The Molten Laboratory

Estimated Duration: 60 minutes

The party now has all three pieces needed to activate the obsidian dais. Two parts are halves of the sun while the third part, the insignia of the Cult of Eternal Flame, sits in the middle. When the party is ready and all the parts inserted, read the following:

The obsidian dais stands in the middle of the room, ready and waiting for you to insert the pieces. As each piece is inserted, it clicks into place and the room seems to get a little warmer. As the third piece, the insignia of the Cult of Eternal Flame, is placed, the room fills with a searing heat. As the warmth fills your bones to the brim, another portal emerges from the obsidian dais, this one as bright as the shining sun, making it impossible to see what's on the other side.

After the party enters the portal, read the following:

As you enter, you feel the heat wash over you — very much like being seared alive — but you arrive on the other side no worse for the wear. The sound of something that resembles rushing water drowns out all other noise. You find yourself in a simple 20-foot square room with a 10-foot-wide hallway exiting in front of you that seems to go on as far as you can see.

Within the room is a myriad of artisans' tools, forge aprons and even cloaks and white clothing embroidered with the symbol of the combined pieces used to activate the dais. There is also a *potion of fire resistance* for every member of the party.

The characters can attempt to use the outfits to disguise themselves and sneak in, if they wish. Characters who have the **Marked by the Fire of Imix** story award from *CCC-WYC 01-01 Back to the Burning* will have advantage on all Charisma checks made with members of the Cult of Eternal Flame. If the party decides to rush in head long and go straight to combat, that is certainly their choice, but the encounter might prove difficult.

The hallway continues about 300 feet before it opens onto a wide-open platform. As the characters move forward, that rushing water

sound gets increasingly louder. As the party approaches the platform, read the following:

The hallway opens into a large platform crowded with humanoids all wearing white cloaks embroidered with sun symbol of the Cult of Eternal Flame. They appear to be chanting, but it's impossible hear them, as the sound of rushing water you hear is not water — it is lava spilling into this chamber. Indeed, the entire platform is surrounded by molten rock. Finally, their chanting stops as a human male steps forward, a strange curved shortsword that looks like it was made from molten steel in his hand. His magically-enhanced voice booms above the falling lava.

"Friends! The key is complete! The master has already taken the orb to its destination. All that awaits us now is the cleansing of the earth in the fires of the sun, in the glorious name of the Radiant Dawn Lathander and his mighty servant Imix! We bear the truth of understanding and our success proves such! Glory to the purifying dawn! Glory to his servant the prince of fire Imix! Praise to the earth that accepts this blessing!"

The crowd of cultists erupts in cheers that chill you to the core.

If the party attacks, the leader cries out to protect the key and to kill in the infidels. If the characters disguised themselves, the cultists will engage the characters in good-natured banter, ribbing them for "being late." If the characters question the cultists, they can learn a great deal of information.

First, they must make a DC 12 Charisma (Deception) check to not give themselves away. The first character who fails this check raises concerns that raise the alert level. The second character who fails this check will immediately trigger combat as a cultist yells that there are deceivers among the cultists. This can even be turned to the party's advantage as it may take the cultists a turn or two to figure out who the party members are. Second, assuming the Deception check is successful, they can make DC 13 Charisma (Persuasion) checks to learn a piece of information. The party can learn following information.

- This place used to be a laboratory that was built here in the Furnace, a portion of the Elemental Plane of Earth that borders the Plane of Fire. The Cult of Eternal Flame and the Cult of Black Earth cooperated on experiments here under the gaze of the Elder Elemental Eye.

- Recently uncovered research from a dead member of the Cult of Black Earth (Wylan Bural) revealed this place to the cultists. He also had information regarding a hybrid devastation orb.
- The ‘Master’ uncovered the formula with the guidance of Lathander, the Lord of the Radiant Dawn who wishes to purge the earth with the fires of the sun.
- The orb can be detonated in two ways — one way is a timing mechanism and the other way is with the key, which is the sword they just finished crafting here.
- The cultists are happy to see new members arrive. Their numbers were starting to dwindle, and some were beginning to believe Lathander had forsaken them, but now they praise the sun for showing all his glorious revelations and bringing the characters here!
- The hybrid devastation orb was finished a couple of tendays ago. It’s now on its way to its destination, somewhere on the north side of the Moonsea.

After the party learns all the information they desire, they could ambush the cultists from within their ranks. The cultists consist of two **eternal flame guardians**, two **eternal flame priests**, two **stonemelders** and one **flamewrath**.

If the party goes straight to combat upon entering the area, the enemies are on the opposite side of the party in a circle formation surrounding the flamewrath.

Once combat starts, the platform becomes unstable with all the quick movements going on during combat. On the second turn and every turn thereafter on initiative count 20 (losing ties), the platform rocks like a boat in the ocean, requiring a DC 10 Dexterity saving throw to avoid being knocked prone. Further, every round on initiative count 20 (losing ties), roll a d4. Lava spills onto the platform onto the side represented by the die roll (DM’s choice), requiring a DC 13 Dexterity saving throw for all creatures within 10 feet of that edge of the platform. All creatures in the affected area take 7 (2d6) fire damage, saving for half damage. As long as the flamewrath is alive, all of the cultists in combat have resistance to fire damage. Any creature that starts its turn in lava takes 35 (10d6) fire damage.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove the lava environmental effect. Remove the save to be knocked prone. Remove both **eternal flame priests**. The **flamewrath** does not benefit from his Wreathed in Flame feature.
- **Weak:** Remove the save to be knocked prone. Remove one **eternal flame priest**. The **flamewrath** does not benefit from his Wreathed in Flame feature.
- **Strong:** Replace the **eternal flame guardians** with a **fire elemental**.
- **Very Strong:** The save to avoid being knocked prone has a DC of 12. The save against the lava is DC 15 and the fire damage is increased to 10 (3d6). Replace the **eternal flame guardians** with a **fire elemental** and maximize the **flamewrath’s** hit points (154 HP).

Treasure

The flamewrath has in his possession a necklace with the cult’s insignia that Miriam will pay 500 gold pieces for as proof of this heretical group’s existence. Also, when the flamewrath dies, the party may claim “Flare,” his flame tongue shortsword.

Conclusion

With the battle concluded, this hollowed out room begins to crumble in on itself. The leader spits one last curse at you before succumbing to his wounds.

“It’s too late. The orb is already at the planar gate by now. This world will burn.”

With that final epitaph, you hear Miriam’s voice in your mind. “There you are! We’ve been scrying for you all! I don’t know how you got there, but Drizzle is going to get you out!” That is the last thing you hear before you find yourself back in Shariza’s office at the Lucky Coin.

After explaining the situation to everyone, Drizzle mentions the only planar gate she knows of is in the city of Melvaunt north west across the Moonsea. The City of a Thousand Forges. It was recently besieged by a Modron invasion from Mechanus, orcs from Thar and spirits from the Nine Hells.

“Then it appears that Melvaunt will be where our course takes us. Whatever they’re looking to do can’t be for good. This heresy, this Cult of the Radiant Dawn, is an anathema. We have to put it out.”

Drizzle pipes in. “Well ... get some rest tonight. With what you’ve done for the Cloaks and Mulmaster today, we will get you to Melvaunt in no time.”

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Black Earth Priest	700
Bulette	1,800
Earth Elemental	1,800
Eternal Flame Guardian	450
Eternal Flame Priest	700
Fire Elemental	1,800
Fire Elemental Myrmidon	2,900
Flameskull	1,100
Flamewrath	2,300
Flesh Golem	1,800
Stone Golem	5,900
Stonemelder	1,100
Xorn	1,800

Non-Combat Awards

Task or Accomplishment	XP Per Character
Avoiding the Bulette encounter	200
Taking no lava damage in the Roof of Revelation	200

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating in this adventure is **6,000 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at the selling price, not the purchase price.

Treasure Awards

Item Name	GP Value
Crystal dust from Crystal Golem	1,000
Radiant Dawn Insignia	500

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Flare (Flame tongue shortsword)

Wondrous item, rare (requires attunement)

This shortsword appears to be made of molten steel that seems to find its way to shape right before it strikes its target. While attuned to this sword, you feel comfortable in temperatures as low as 20 degrees below zero Fahrenheit and as high as 120 degrees above zero Fahrenheit.

You can use a bonus action to speak this magic sword's command word ('devastation' in Terran), causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

This item can be found in **Player Handout 1**.

Potion of Resistance (Fire)

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Renown

All faction members earn **one renown point** for participating in this adventure.

Members of the Lords' Alliance who successfully harvested a crystal from the Crystal Golem earn an **additional point of renown**. Further, if the Crystal Golem was successfully harvested, Drizzle will sponsor any arcane casters to join the Brotherhood of the Cloak, or for current members, advance them one level.

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Monster/NPC Statistics

Black Earth Priest

Medium humanoid (human), neutral evil

Armor Class 17 (splint)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Skills Intimidation +5, Religion +3, Persuasion +5

Senses passive Perception 10

Languages Common, Terran

Challenge 3 (700 XP)

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *acid splash, blade ward, light, mending, mold earth*

1st level (4 slots): *earth tremor, expeditious retreat, shield*

2nd level (3 slots): *shatter, spider climb*

3rd level (2 slots): *slow*

Actions

Multiattack. The priest makes two melee attacks.

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Reactions

Unyielding. When the priest is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

Bulette

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Earth Elemental

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through non-magical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Eternal Flame Guardian

Medium humanoid (human), chaotic evil

Armor Class 17 (breastplate, shield; 15 while using a crossbow)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	8 (-1)	11 (+0)	13 (+1)

Skills Intimidation +3, Perception +2

Damage Resistances fire

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Flaming Weapon (Recharges after a Short or Long Rest). As a bonus action, the guard can wreath one melee weapon it is wielding in flame. The guard is unharmed by this fire, which lasts until the end of the guard's next turn. While wreathed in flame, the weapon deals an extra 3 (1d6) fire damage on a hit.

Actions

Multiattack. The elemental makes two slam attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Eternal Flame Priest

Medium humanoid (human), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

Skills Deception +5, Intimidation +5, Religion +2

Damage Resistances fire

Senses passive Perception 10

Languages Common, Ignan

Challenge 3 (700 XP)

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *control flames, create bonfire, fire bolt, light, minor illusion*

1st level (4 slots): *burning hands, expeditious retreat, mage armor*

2nd level (3 slots): *blur, scorching ray*

3rd level (2 slots): *fireball*

Actions

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

Fire Elemental

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Fire Elemental Myrmidon

Large elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, one language of its creator's choice

Challenge 7 (2,900 XP)

Illumination. The myrmidon sheds bright light in a 20-foot radius and dim light in a 40-foot radius.

Magic Weapons. The myrmidon's weapon attacks are magical.

Water Susceptibility. For every 5 feet the myrmidon moves in water, it takes 2 (1d4) cold damage.

Actions

Multiattack. The myrmidon makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Fiery Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) fire damage.

Flameskull

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

Magic Resistance. The flameskull has advantage on saving throws against spells and other magical effects.

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

Flamewrath

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

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

Skills Arcana +3, Religion +3

Damage Immunities fire

Senses passive Perception 10

Languages Common, Ignan

Challenge 6 (2,300 XP)

Spellcasting. The flamewrath is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *control flames*, *fire bolt*, *friends*, *light*, *minor illusion*

1st level (4 slots): *burning hands*, *color spray*, *mage armor*

2nd level (3 slots): *scorching ray*, *suggestion*

3rd level (3 slots): *fireball*, *hypnotic pattern*

4th level (1 slot): *fire shield* (see *Wreathed in Flame*)

Wreathed in Flame. For the flamewrath, the warm version of the *fire shield* spell has a duration of “until dispelled.” The fire shield burns for 10 minutes after the flamewrath dies, consuming its body.

Actions

Flame Tongue Shortsword. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. one target. *Hit:* 4 (1d6 + 2) piercing damage plus 7 (2d6) fire damage.

Flesh Golem

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Skills Arcana +3, Religion +3

Damage Immunities lightning, poison; bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Stone Golem

Medium humanoid (human), chaotic evil

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing and slashing from non-magical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Stonemelder

Medium humanoid (human), neutral evil

Armor Class 17 (splint)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	12 (+1)	11 (+0)	17 (+3)

Skills Intimidation +5, Perception +2

Senses tremorsense 30 ft., passive Perception 12

Languages Common, Terran

Challenge 4 (1,100 XP)

Death Burst. When the stonemelder dies, it turns to stone and explodes in a burst of rock shards, becoming a smoking pile of rubble. Each creature within 10 feet of the exploding stonemelder must make a DC 14 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The stonemelder is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *blade ward*, *light*, *mending*, *meld earth*

1st level (4 slots): *expeditious retreat*, *false life*, *shield*

2nd level (3 slots): *Maximilian's earthen grasp*, *shatter*

3rd level (3 slots): *erupting earth*, *meld into stone*

4th level (1 slot): *stoneskin*

Actions

Black Earth Rod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. The stonemelder can also expend a spell slot to deal extra damage, dealing 2d8 bludgeoning damage for a 1st level slot, plus an additional 1d8 for each level of the slot above 1st.

Xorn

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 73 (7d8 + 42)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantite

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

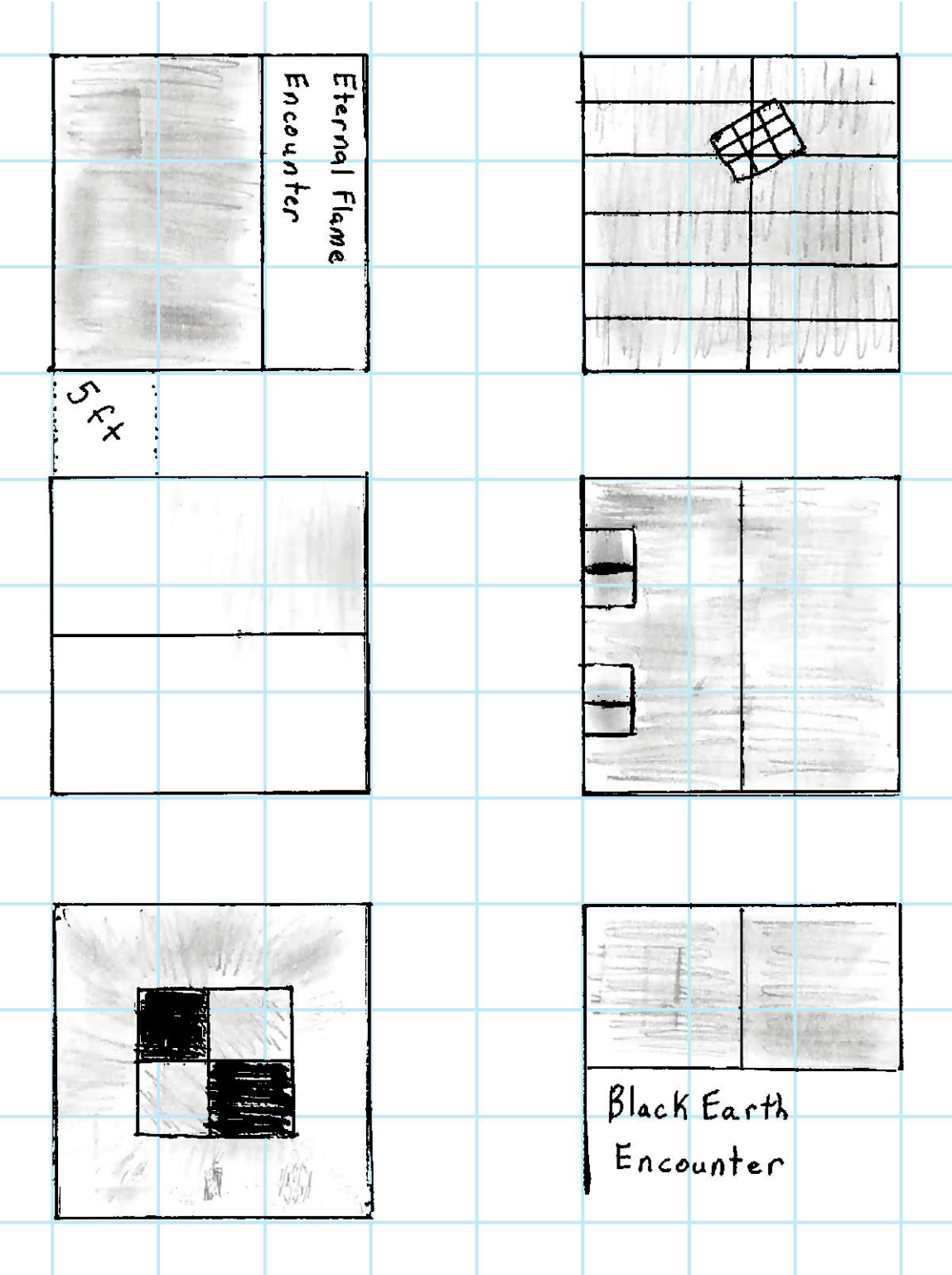
Actions

Multiattack. The xorn makes three claw attacks and one bite attack.

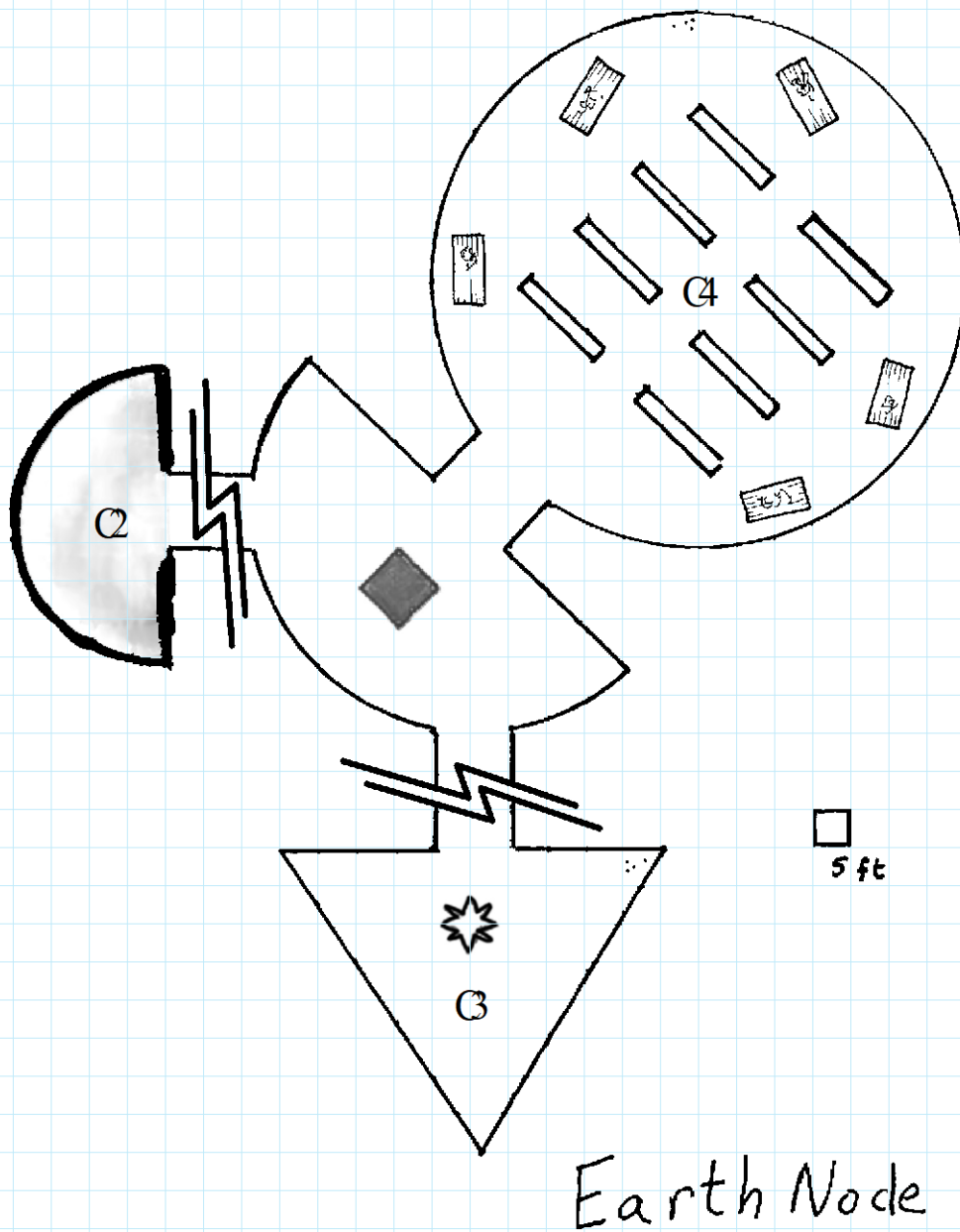
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

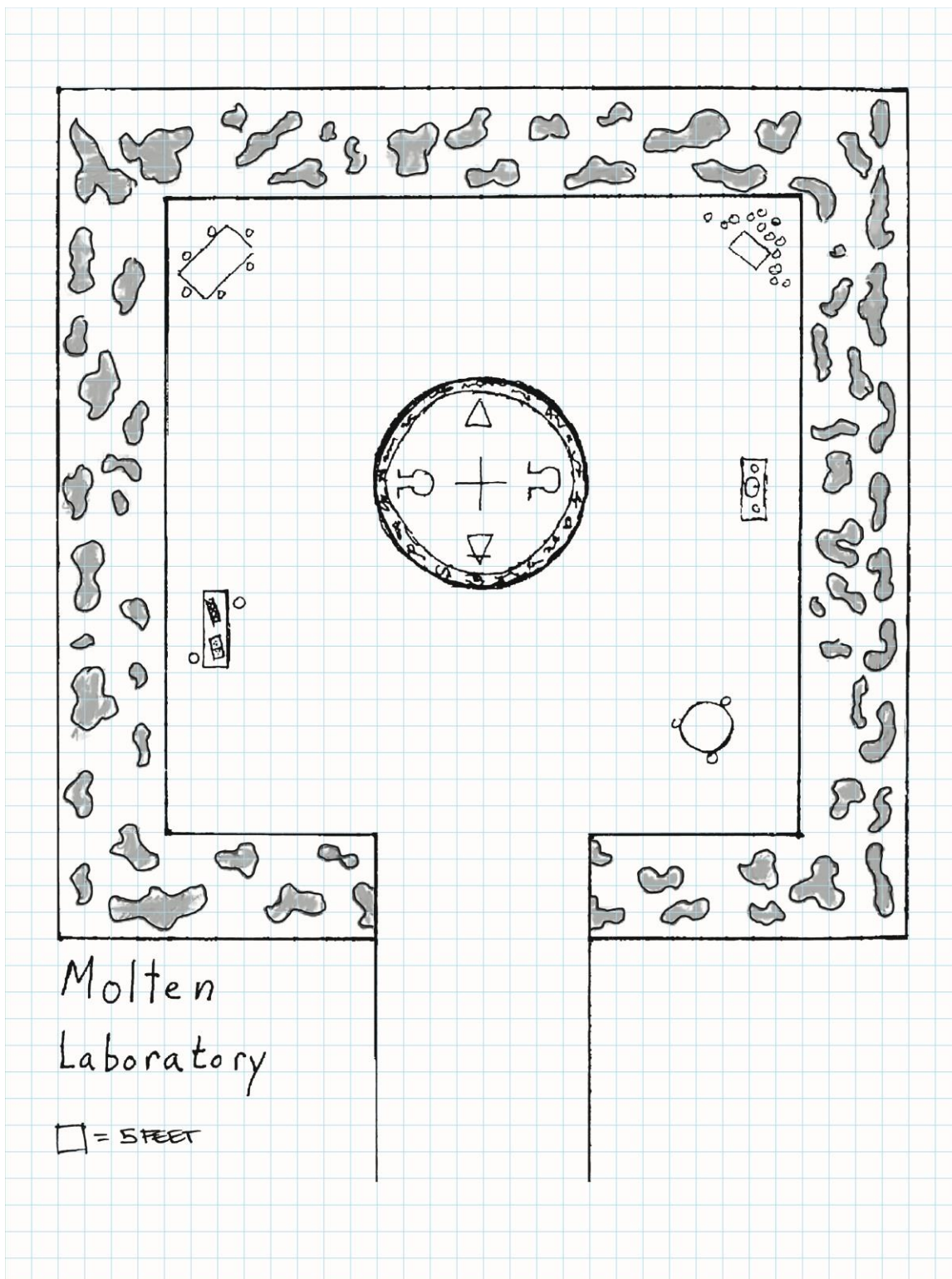
Appendix. Eternal Flame / Black Earth Encounter Map



Appendix. Earth Node Map



Appendix. The Molten Laboratory Map



Player Handout 1. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Flare (Flame tongue shortsword)

Wondrous item, rare (requires attunement)

This shortsword appears to be made of molten steel that seems to find its way to shape right before it strikes its target. While attuned to this sword, you feel comfortable in temperatures as low as 20 degrees below zero Fahrenheit and as high as 120 degrees above zero Fahrenheit.

You can use a bonus action to speak this magic sword's command word ('devastation' in Terran), causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

This item can be found in the *Dungeon Master's Guide*.