



The Dawn Heresy

A heresy has infiltrated the faithful of Lathander by an enemy thought defeated and now the City of Forges might pay the price. The Cult of Eternal Flame's plan looks to come to fruition; can you stop a catastrophe of extraplanar proportions?

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

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Introduction

Welcome to *The Dawn Heresy*, 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 annual gaming convention, Who's Yer Con. 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

"It is dangerous to be right in matters on which the established authorities are wrong."

— Voltaire, *The Age of Louis XIV*

Adventure Background

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

In the previous adventure, the party discovered that an offshoot of the Cult of Eternal Flame fled to the Anauroch Desert in the aftermath of *DDEP 2 Mulmaster Undone*. There, they found a new reason to exist — a warped version of Lathander mixed with their beliefs in Imix, the Prince of Evil Fire. This new movement, the Cult of the Radiant Dawn, has journeyed to the Moonsea to discover the sinister secret left behind by the Cult of Eternal Flame and the Cult of Black Earth: A hybrid devastation orb.

At the end of the previous adventure, the heroes discovered that the Cult of the Radiant Dawn is seeking a "planar gate." The Cloaks have identified only one such active gate on the Moonsea and that is in Melvaunt, the City of a Thousand Forges. The Cloaks have agreed to teleport the party to Melvaunt to prevent a potential disaster.

DMs should familiarize themselves with the events of the *CORE 1* trilogy as the Modron invasion and the Battle for Melvaunt are referenced several times in the adventure, along with multiple characters from *CORE 1-1 A Scream in the Night*. This adventure is presumed to happen after both the *CORE 1* and *CORE 3* trilogies. (These trilogies are by Baldman Games).

Miriam has followed this cult all the way from the Anauroch Desert, and this cult's association to Lathander has made her incredibly wary, especially in light of Church of Lathander's decision to rebuff her requests for assistance in the events leading up to *CCC-WYC 01-01 Back to the Burning*.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Melvaunt. Melvaunt, the City of a Thousand Forges, has been a city of trade, commerce and craftsmanship for hundreds of years. It was spared much of the calamity that befell other Moonsea cities such as Phlan, Mulmaster and Hillsfar. However recently, a planar gate appeared in the city, leading to an invasion of Modrons from the Plane of Mechanus. Through some quick thinking, the planar gate was moved outside the city, but it still proves to be a source of constant headaches for the city.

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 meets, but keeps her primary duty first in mind at all times. After the events of *CCC-WYC 01-02 Where Rock and Fire Meet*, she has little patience left for the Church of Lathander and their failures to keep their clergy from corruption.

Captain LeCampe Eledstra. Captain Eledstra has been a long-serving member of Melvaunt's City Watch. She is oh so close to retirement, but lately can't seem to catch a break. She is committed to Melvaunt and its protection, and despite her lanky frame, she is not afraid to mix it up with anyone who would cause trouble. DMs should note if any players have the **Hero of the Battle of Melvaunt** story award from *CORE 1-3 A Hole in the World*. Captain Eledstra recognizes any such characters immediately.

Truushee the Sage. Truushee is a young half-orc prodigy who has a particular understanding of the cosmos and the planes that fill its space. Raised by a sage, she was relatively isolated and hence her social skills are quite inept. However, thanks to recent events, she at least understands that personal space is, in fact, a thing.

S133P13-773P (Sleepie). A former resident of the plane of Mechanus, S133P13 has spent most of its time on the Prime Material Plane learning the nature of "individuality" and what it means to a Modron who typically exists in a collective state. S133P13 is deeply committed to law and order and will not tolerate harm coming to his new home. Players may have met and befriended S133P13 in *CORE 1-2 A Cog in the Wheel*. DMs should note if any players have the **Friendship of S133P13-773P** story award.

Zellani. A half-elven priestess of Loviatar, the Maiden of Pain, she has risen through the ranks of the clergy and is no longer a mere acolyte of the temple, surprisingly one of the most influential in Melvaunt. The scar on her cheek is now matched by one in her shoulder where she was impaled. DMs should note if any players have the **Favor of Zellani** story award from *CORE 1-1 A Scream in the Night*.

Boltac. A master smith in the city of Melvaunt, he is one of only a handful of smiths in the region who can work with adamantine. He is loud and cantankerous, and flirting with death has not fazed him in the slightest. DMs should note if any players have the **Chunk of Adamantine** story award from *CORE 1-1 A Scream in the Night*.

Adventure Overview

This adventure is divided into three parts:

Part 1. The characters are teleported to Melvaunt by the Cloaks of Mulmaster in gratitude to their investigation in *CCC-WYC 01-02*. When they arrive, everything seems perfectly normal. The party will have to investigate leads and dig up clues as to where the Cult of the Radiant Dawn is and what has happened to the planar gate, which will potentially lead to the party making a couple of extra allies. The characters will learn that neither news of the planar gate nor Truushee the Sage have been heard from for a couple of days. DMs should note any connection to residents of Melvaunt listed above in the **Location and NPC Summary** section.

Part 2. The party discovers that Truushee has been kidnapped and the planar gate is no longer outside the walls of the city! It's a race against the clock to rescue the only person who can determine the portal's exact location within the city. The characters must use their allies and their limited time to narrow down where Truushee could be and rescue her so she can identify where the portal is before it's too late!

Part 3. The portal's location has been identified, beneath the Temple of Gond, the Wonderbringer. The Cult of the Radiant Dawn has tricked the Gondsmen into believing their ritual will destroy the portal once and for all thanks to one of their inventions. Little do they know, that invention is another key needed to detonate the orb. The party must get their way past the Gondsmen and underneath the temple in time to prevent catastrophe!

Adventure Hooks

This adventure serves as the finale of a trilogy of adventures. Miriam, a priestess of Aumunator from the Anauroch Desert has beseeched the party for aid as she has found no other assistance to investigate the Cult of Eternal Flame's return. In this case, a splinter group has engaged factions of the Church of Lathander in a wicked heresy and now identifies itself as the Cult of the Radiant Dawn.

In for a penny, in for a pound. Anyone who played the adventure *CCC-WYC 01-02 Where Rock and Fire Meet* is already in Mulmaster accompanying Miriam and awaiting transport to Melvaunt.

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's no harm in investigating the priestess' claims and, if need be, eliminating the problem before it gets out of hand. If in fact the Church of Lathander has a hidden cancer growing inside of it, that discovery would have repercussions that are much larger than previously understood.

Please ... please help. A priestess of Aumunator has pleaded for assistance from adventurers in Mulmaster to accompany her to Melvaunt to prevent what she believes could be a disaster of epic proportions. She has coin to pay and a method of transport arranged for the willing.

Special Adventure Note

This adventure is designed around two themes — a race against the clock and the ability to recruit allies. The party does not have to be 100 percent successful (i.e. finish the events in the least amount of time or recruit the highest number of possible allies) in either case to be complete the adventure, but making the most of this adventure's challenges will require the DM to keep track of the amount of time that has passed between certain events.

It is possible that the party may not be in a position to succeed at one area at one time and may choose to come back to different parties with new evidence. This evidence should be considered by the NPCs and the DM should adjust accordingly. Just remember to mark down the time it takes to get from each point. Parties may choose to rest however and whenever they wish, just be sure to mark the passage of time.

There is a DM handout to track how much time passes during the adventure. If the party uses more than 24 hours' worth of time, the Cult of the Radiant Dawn will succeed and they will throw their hybrid devastation orb into the planar gate, causing unknowable, but certainly catastrophic, consequences. Read the appropriate box text on the 'bad conclusion' page. In this situation, the party will not receive story awards, renown or downtime days.

Introduction

Estimated Duration: 15 minutes

The adventure begins in Mulmaster the morning following the events of *CCC-WYC 01-02 Where Rock and Fire Meet*. The tiefling sorceress Drizzle has made the necessary preparations to transport the party just outside the city gates of Melvaunt.

The morning greets you in Mulmaster as the city begins to buzz with its usual hustle and bustle in this time of reconstruction. You have all been gathered at the Tower of Arcane Might at the request of Drizzle, a sorceress and enforcer of the Arcane Edict. She is joined in her office by a human female in a red and orange cloak wearing a holy symbol of Aumunator.

“Greetings everyone! Hope none of you got into too much trouble last night. I’d hate to have to cut off your hands. Anyway, I talked to Master Shan last night, and while he is sad he could not be here today, he does believe it is in Mulmaster’s best interest to pursue these cultists’ activities in Melvaunt. To that end, he has authorized me to forgo the normal fees associated with teleporting you. There may be some of you who don’t know who this is. This is Miriam. She has been pursuing these cultists across the Moonsea and she will be accompanying you. Miriam, you have everything we’ve given you?”

“Yes. Please extend my gratitude to Master Shan and the Cloaks for their assistance. Thank you all for your assistance. I believe the city of Melvaunt is in grave danger and if the cultists succeed with their plan, then it could be even worse for the Moonsea at large.”

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, the 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 ...”

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.”

If the party is ready to proceed, Drizzle will happily teleport the party. If they should have questions about the situation Miriam and Drizzle will answer with the knowledge they have below.

Miriam can discuss the following:

- Miriam has been pursuing the Cult of Eternal Flame all the way from the Anauroch Desert.
- This group has changed and is no longer the Cult of Eternal Flame of old. They have taken on a warped version of the belief of Lathander and now call themselves the Cult of the Radiant Dawn.
- They came to Mulmaster seeking information about an old joint project between the Cult of Black Earth and the Cult of Eternal Flame. Supposedly they figured out how to create a hybrid devastation orb.
- While investigating the cult here in Mulmaster, adventurers discovered that the cult’s plan involves some type of planar gate. The only known active gate in the Moonsea is currently in Melvaunt.

Drizzle can discuss the following:

- This is personal. Normally, Mulmaster would not see a competitor being damaged in such a negative light. However, the Cult of the Elder Elemental Eye did incredible damage to the city, and if the Cult of the Radiant Dawn can be stopped, then Mulmaster is willing to assist.
- It also doesn’t hurt to find an opportunity to partner with Melvaunt and gain access its incredible forge capacity at a time when Mulmaster is desperate for construction materials.
- Master Rastol Shan, leader of the Cloaks, personally provided the materials and covered the costs associated with this mission after

meeting with Drizzle and Miriam to discuss these events.

- Drizzle has an acquaintance in Melvaunt who is a very competent sage. Her name is Truushee. She's a young half orc who is very skilled at understanding extraplanar phenomena. She might be someone worth finding in Melvaunt.

Both Miriam and Drizzle realize that time is of the essence. The Cult of the Radiant Dawn has seemingly been everywhere in the Moonsea and they may already be near or at their final destination.

The Cloaks will offer 500 gold pieces for the completion of this mission, and Miriam will give the party her last 500 gold pieces as well to help stop the cult. Miriam willfully gives her half to the party immediately, if asked.

After the characters complete their conversation with Miriam and Drizzle, Drizzle will teleport the party to just outside the city gates of Melvaunt.

Proceed to Part 1.

Part 1. Putting a Band Together

Estimated Duration: 120 minutes

After Drizzle teleports the characters, they find themselves on a long dirt road outside the eastern gate into the city. There are a number of wagons and travelers awaiting entrance to the city.

General Features

The City of Melvaunt has the following general features.

Terrain. The area beyond the city walls is largely a flat, empty space with mountains in the distance. Inside the city is a highly dense urban cluster.

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 sounds of forges are unmistakable in Melvaunt. Likewise, there is always the typical urban bustle. Housewives gossip in the streets while shopping, merchants badger passersby to look at their wears, etc.

Arrival in Melvaunt

It appears that Drizzle's spell was a success. You blink your eyes and as quickly as you were in the Tower of Arcane Might you now find yourself on a dirt road with a large city gate towering in front of you. A long caravan blocks the way between you and your final destination.

The wagons are moving quite slowly as what appears to be the City Watch are inspecting the procession.

The caravan in front of the party is extremely slow moving. Any attempts by the party to circumvent the line are immediately met with commands from the City Watch to "mind the queue" and that they'll process the caravan as quickly as possible and get people into the city. The head of the inspection unit is Captain LeCampe Eledstra.

If the party chooses to wait patiently for the caravan to move along, note the passage of 1 hour on **DM Handout 1**.

If the party wants to somehow get around the wagons and into the city, there are a number of options. A group DC 15 Dexterity (Stealth) check will succeed. A failure means the City Watches watch them more closely and the party loses an hour.

The party may also attempt a DC 15 Charisma (Persuasion, Intimidation or Deception) check (depending on the approach). Failure on this check does not immediately cost the party any

time. If the characters are successful, they are brought to the front of the line where they'll meet Captain Eledstra.

Roleplaying Captain Eledstra

LeCampe Eledstra is a human of late middle age. She's a decent woman who takes her job of protecting Melvaunt's ordinary citizens seriously. Eledstra is tall, thin and lanky with a shock of unruly white hair through which she runs her fingers constantly whenever she's trying to think. She is very bad at playing political games, which is why she only just got promoted to captain despite her many years of service in the City Watch. After the mayhem that has hit the city of late, she is happy for the recent calm — which the party is unfortunately about to break.

Quote: *"Between the politicians and the external threats, I have no idea how Melvaunt is still standing."*

You are brought to the front of the gate where you see a woman in breastplate and the uniform of the Melvaunt City Watch navigating traffic into and out of the city, her blue eyes scanning the entirety of the caravan train and her white hair betraying her years of experience.

"Sergeant, why are you bothering me right now? I told you we need these wagons inspected. If those priests were right, something very nasty could be on its way to the city right now, so do your job!"

After sufficiently berating the sergeant, she turns to face you all. "This had better be good because I've had it up to here with the crap that has been happening around here lately."

If any of the characters have the **Hero of the Battle of Melvaunt** story award, also read the following:

"Oh ... wait! It's you, (insert name of character who has the story award)! I'm so sorry I didn't recognize you. How have things been? Had you told me you were coming into town I'd have passed you through." She stops for a moment before scratching the top of her head.

"Actually, wait a minute. If you're here ... why do I have a feeling something is about to go terribly wrong?"

The characters may attempt to tell Captain Eledstra what is going on and why they are in town. Miriam should interject at some point that she has a joint writ from Selfaril Uoumodlphin, the High Blade of Mulmaster, and Rastol Shan, the head of the Cloaks of Mulmaster, for the Lord of Keys. Captain Eledstra will ask to see the writ, but Miriam will be unable to show it to her, saying that there's magic on the writ making it for the

Lord's eyes only. Captain Eledstra will roll her eyes at this. A DC 10 Wisdom (Insight) check reveals that Captain Eledstra is not fond of the idea of private messages going to politicians she doesn't seem to particularly respect.

Allow the party to explain the situation to the best of their knowledge. If they mention anything about the Cult of the Radiant Dawn possibly having ties to the Church of Lathander, Captain Eledstra's eyes immediately open wide. Otherwise, allow the conversation to play out. Captain Eledstra has been a member of the City Watch for years and knows how to get information from people.

If a member of the party has the **Hero of the Battle of Melvaunt** story award, Captain Eledstra believes everything the party says without question and will immediately volunteer to help the party in whatever capacity she can. DMs should note that Captain Eledstra is an ally on **DM Handout 2**.

If not, the characters must convince Captain Eledstra that they're telling the truth. The more truthful the party is, the easier the DC is to convince her. If the party attempts to deceive her using Charisma (Deception), the DC is 18. If the party attempts to deceive her and fails, she will hold the party for two hours for questioning. Captain Eledstra should be marked as not an ally on **DM Handout 2**.

If the party tries to simply persuade her, the DC of the Charisma (Persuasion) check is 13. If the party is completely honest and forthright with information for the captain, subtract 3 from the DC. If the party is less than forthright, add 2 to the DC of the check. If the party succeeds on the check, Captain Eledstra can be marked as an ally. If the party fails, they lose an hour of time but are eventually allowed into the city.

If the party successfully recruits Captain Eledstra and mentions anything about the Cult of the Radiant Dawn and Lathander in the same sentence, she will mention that a group of traveling priests of Lathander came into the city only a day ago stating that a dark force was behind them and that the City Watch needed to be mobilized, thereby causing the caravan backup. If successfully persuaded, Captain Eledstra can also provide the following information.

- A group of traveling priests of Lathander came into the town about 24 hours ago. They asked to see the Council of Lords and were granted an audience. Supposedly they said something about a dark force following them here and

encouraged more diligence for the next tenday or so.

- Whatever the councilors heard must have spurred them into action because they immediately ordered the City Watch to inspect every caravan coming into the city starting this morning.
- If the characters want to know about the planar gate that has been the source of no end of problems for Melvaunt, they should see Truushee the Sage. She is normally either with the planar gate outside of the city to the north or possibly at the Winking Narwhal.
- Another "person" who might be useful is Sleepie. Sleepie is a Modron pentadron from the plane of Mechanus, which is where the portal originally led. Sleepie has been instrumental in keeping the town safe and calming the remaining Modron forces that came through the gate during the invasion. According to the Captain's notes, Sleepie was supposed to be patrolling the road to Thentia — which is the road on which characters arrived. He's hard to miss; he looks like a weird mechanical starfish.
- No one is allowed to simply go 'see the gate.' That requires permission. Captain Eledstra can give permission to see the gate, but doing so requires a reason. She doesn't have the evidence to do so other than the party's word, so she recommends seeing a priestess of Loviatar named Zellani. The Church of Loviatar is surprisingly influential in town and Zellani has a number of high-ranking officials who *cough* 'covet her wisdom' *cough*. If she can be convinced of the threat, she could provide the cover necessary to allow access to the gate.

If the party cannot get any information from Captain Eledstra, the DM should mark another hour on **DM Handout 2**. During that time, the party overhears one of the points above to continue the adventure.

No matter the result, Miriam will leave on her own to investigate rumors about the priests of Lathander who came into the city yesterday, leaving the party to continue the investigation.

At this point, the party can choose any number of directions to pursue. From here it takes:

- 30 minutes to get to the Winking Narwhal;
- 1 hour to get to where Sleepie is on the road to Thentia;
- 30 minutes to get to the Temple of Loviatar.

If the party should find a way to go to the portal directly, go to Part 2 and read the appropriate sidebar.

The Winking Narwhal

General Features

The Winking Narwhal Tavern has the following general features.

Terrain. The floors are made of wood that is dirty and a bit slippery from people are coming in and out and infrequent cleaning.

Light. The day is bright, so there is plenty of light.

Sounds. The din of servers and the kitchen yelling orders back and forth only partially drowns out the sound of the forges at work across the city.

The Winking Narwhal is not terribly full at the moment. There is a middle-aged dwarf (Boltac the Blacksmith) who is quite loud and noticeable in what is otherwise a sea of humans.

Surrounding the dwarf are a three **eternal flame priests** who are being watched by one hired **assassin** in the corner. The priests are wearing garb that would mark them as priests of Lathander. Anyone with a passive Perception of 13 or greater hears that the priests are trying to negotiate with the dwarf to work on a special project. Anyone with a passive Insight of at least 15 recognizes the dwarf is only listening halfheartedly as he appears more interested in his food and drink than the priests.

If the party does not immediately engage the priests, read the box text below. If the party immediately opts for combat, the assassin will attempt to hide and will not engage until the second round, at which time he will attack the least armored character.

As you enter the Winking Narwhal tavern, the half-orc sage Truushee is nowhere to be seen. In fact, the tavern is surprisingly empty save for a dwarf at the bar who seems to be getting a pitch from some priests.

One of the priests calmly excuses himself from the conversation with the dwarf and approaches you. He very nonchalantly leans in and whispers "I'd prefer not to make a scene here. We are going to leave and you're going to let us because if you don't, the dwarf dies."

If the party heard the text above, they have two options. They can try to engage the enemies in combat, in which case the assassin will attempt to kill Boltac so that the party cannot utilize his services. The attack will hit and drop Boltac to

zero HP. Begin rolling death saves for Boltac each round on initiative count 20.

If a fight breaks out in the tavern, the **eternal flame priests** will not cast *fireball* and risk exposing themselves. They'd rather die martyrs and try to look righteous than blow everybody up and invite suspicion. However, they are more than willing to use as much of their single target spell selection as possible.

Roleplaying Boltac

Boltac is in his late middle age and is cantankerous even by dwarven standards, but once someone earns his respect, he is a loyal friend and steadfast ally. His knowledge of ancient techniques for refining and working with adamantine is unmatched. Boltac prefers the taste of wine to the taste of ale, but he would never admit that to other dwarves. If anyone questions the wineskin that he keeps by his side, he insists that using elven wine to quench hot steel in the forge is a special technique that only he has mastered.

Quote: "Don't make me give you a live demonstration of my wares! There's no discount for your medical expenses."

Adjusting this Encounter

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

- **Very Weak:** Remove the **assassin** and add one **thug**.
- **Weak:** Remove the **assassin** and add one **master thief**.
- **Strong:** The **eternal flame priests** are +7 to hit with spell attacks.
- **Very Strong:** The **eternal flame priests** are +7 to hit with spell attacks, their spell save DC is 14 and the **assassin** is hidden by an *improved invisibility* spell.

If the party allows the priests to leave, they separate. In this case, one **eternal flame priest** should be added to each of the next three combat encounters the party faces regardless of APL. In the event that there is no combat, Boltac seems absolutely confused as to what was happening and happily continues drinking his beverage.

In either case, when the combat is over or the priests are allowed to leave, Boltac asks what all the fuss is about, in an either annoyed tone (if combat happened) or confused tone (if there was no combat). He immediately recognizes any character who has the **Chunk of Adamantine** story award, and in gratitude for saving his life previously hears everything that character or characters say in the most favorable light possible.

The characters can explain to Boltac what is going on and can convince him of what is

happening with a DC 13 Charisma (Persuasion) check. Anyone who is a dwarf or is proficient in smith's tools makes this check with advantage, and anyone with the **Chunk of Adamantine** story award automatically succeeds.

Boltac will share that the priests were asking him about making some sort of 'key' out of adamantine. It didn't seem like very interesting work so he didn't really care very much about it. Boltac will note that just because he didn't take the job doesn't mean someone else didn't or wouldn't.

Boltac isn't much for fighting in his older years, but he is willing to offer whatever assistance he can. If the party stops by his stall in the market district later in the day, he will allow them to borrow any adamantine weapon he has in his possession. For this purpose, he can offer anything from the following list: dagger, light hammer, sickle, handaxe, javelin, mace, spear, scimitar, shortsword, trident, battleaxe, flail, longsword, morningstar, rapier, war pick, warhammer, glaive, greataxe, greatsword, halberd, lance, maul, pike, 20 arrows or 20 crossbow bolts.

Further, for anyone who has the **Chunk of Adamantine** story award, in exchange for the chunk he will let the character keep the weapon or ammunition they take. Any players who take that deal should mark the **Chunk of Adamantine** story award off their logsheets.

From here it takes:

- 30 minutes to follow Boltac to his stall in the market district (if the party goes to the market district, add 30 minutes to go from the market district to their next location);
- 90 minutes to get to where Sleepie is on the road to Thentia;
- 30 minutes to go the Temple of Loviatar.

The Road to Thentia

Leaving Melvaunt, the City Watch gives you a note that allows you to bypass the long line of wagons still being inspected and get back into the city quickly. The road to Thentia is a long and simple dirt road heading east by southeast, and the sun burns bright overhead and there is not a cloud in the sky. After about an hour's travel on the road, you find a strange sight. You see what appears to be a large starfish-looking creature with five appendages engaged in some form of communication with six cube-like creatures that are flapping some sort of wings in perfect unison. With them appears to be a large mechanical construct that resembles a siege weapon of some kind.

The pentadrone is Sleepie, and he is instantly recognized by anyone who has the **Friendship of S733P13** story award. He is currently communicating with six **quadrones** and their **Modron siege engine** (a large mechanical version of **Strahd's Animated Armor**).

Sleepie is attempting to convince the quadrones that they are in error and that they should not continue their attacks, but instead they should look for a way back to Mechanus. As a pentadrone, he outranks the quadrones and they should listen, but Sleepie has become more of an individual and the quadrones aren't sure he isn't malfunctioning.

If any of the players have the **Friendship of S733P13** story award, read the following:

A strange whirring of clicking noises and grinding gears comes to a halt for a moment as the pentadrone known as Sleepie turns to face you. "Oh! (insert name of character with story award)! It's good to see you. I've missed you so much and I have so much to share with you!"

At this strange display, one of the flying cube creatures replies in a monotone Common. "What ... is ... I? This ... pentadrone ... unit ... is ... malfunctioning. You ... will ... be ... brought ... in ... for ... maintenance."

With that statement, the large siege weapon transforms into a hulking mass of metal and the flying cube creatures draw their bows to attack!

Assuming the party realizes something has gone wrong, they will likely attempt to defend Sleepie. In this case, initiate combat. Remember, if the party let the eternal flame priests go from the Winking Narwhal, one will show up at the beginning of round 2 to further harass the party from the other side of the road.

Roleplaying S733P13-733P (Sleepie)

Sleepie is a pentadrone who followed a party of adventurers from Mechanus during the events of *CORE 1-2 A Cog in the Wheel*. Unlike most modrons, Sleepie has been severed from the collective network due to a direct encounter with highly chaotic forces. He is discovering more about individual living every day and is deeply curious about the world he now inhabits. With all that said, Sleepie is still a highly lawful creature. He wants to know the rules so he can follow the rules. With the influence of many citizens of Melvaunt, he has become deeply and fiercely protective of his new home.

Quote: “I am Sleepie, formerly unit S733P13-733P. I am here to provide assistance!”

Adjusting this Encounter

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

- **Very Weak:** Remove two **quadrones** and reduce the **Modron siege engine’s** hit points to 65.
- **Weak:** Remove one **quadrone** and reduce the **Modron siege engine’s** hit points to 85.
- **Strong:** The **quadrones** are +6 to hit with their shortbows and the **Modron siege engine** has the *regeneration* feature of a shield guardian.
- **Very Strong:** The **quadrones** are +7 to hit with their shortbows and each does 9 (1d10 + 4) damage per hit. The **quadrones** each have 36 HP, and the **Modron siege engine** has the *regeneration* feature of a shield guardian.

If none of the players have the **Friendship of S733P13** story award, read the following:

A strange whirring of clicking noises and grinding gears comes to a halt for a moment as the strange mechanical starfish creature turns to face you. “Decaton units! I am pentadrone unit S733P13-773P and these quadrone units are non-compliant. Please inform the units of their errors!”

The party should recognize that the starfish looking unit is the only unit with five appendages and matches the description of the pentadrone described by Captain Eledstra earlier.

If the party tries anything other than playing along with Sleepie’s poor attempt at deception, the quadrones lash out at the malfunctioning pentadrone unit and the party for having been called decatons. Refer to the combat guidance given above.

If the party joins the deception and tries to convince the quadrones that they are in fact decatons, the group should roll a Charisma (Deception) check. Typically, this check would be

made at disadvantage since the quadrones aren’t malfunctioning and have no reason to believe the deception, but if the party really plays it up, feel free to give advantage instead. The DC of the check is 15. If they should succeed, read the following.

“These quadrone units are in error. We will heed the decatons’ instructions.”

The quadrones can be given three different sets of instructions, but they will only follow the first of these options given to them by the characters.

- They can be instructed to transport the party and Sleepie to the next location of the party’s choosing. Traveling in this way requires no time.
- They may assist in the next outdoor combat that takes place. The six quadrones arrive at the beginning of turn 3 of their next combat and help the party in the fight.
- They can return to a staging area for maintenance.

If the party succeeds in dealing with the quadrones without resorting to violence, Sleepie is overjoyed at not having to hurt his fellow modrons. However, he acknowledges their acts against the city of Melvaunt are in violation of local law and are therefore untenable.

In either event, Sleepie thanks the characters for their assistance. He knows that Truushee is not at the Winking Narwhal (which the party may already know if they went there first). Truushee was planning to visit the planar gate today. If the party mentions that Melvaunt is in danger, Sleepie offers to help in whatever capacity he can.

Sleepie will first offer to accompany the characters to their next destination. If the party agrees, Sleepie tags along. If the party declines, Sleepie provides the party a mechanical version of a *sending stone* that can be used to call Sleepie should his assistance be needed. This special one-time use *sending stone* opens a small portal that Sleepie has developed himself to travel around the city of Melvaunt, and he appears immediately after its use. Sleepie can then be directed to engage any creature in one combat that is CR 5 or less and take that creature out of the combat. Any creature removed in this way does not count for experience. Assuming the party successfully saves Sleepie from being taken by the other modrons, he can be marked as an ally on **DM Handout 2**.

From here it takes:

- 2 hours to the market district;

- 2 hours to the Temple of Loviatar;
- 90 minutes to the Winking Narwhal.

The Temple of Loviatar

When the party arrives at the Temple of Loviatar, services are currently in session. The Temple of Loviatar in Melvaunt has a surprising amount of influence, and several very wealthy and highly influential people are attending the service.

Roleplaying Zellani

Zellani is a half-elven priestess of Loviatar, the Maiden of Pain. She is tall and muscular, and she has black hair. Zellani has a scar on one cheek which she gained during her younger days as a mercenary that looks like it was made by a sword rather than a whip, but she does not speak of her past.

Loviatar's temple is one of the largest in Melvaunt, and Zellani is quickly working her way up through the ranks. She adheres to Loviatar's teachings but considers herself above the ordinary folk because of her duty to administer pain and torment.

Quote: *"I shall give you the pain you so richly deserve."*

The two-story stone building does not initially strike you as a place of worship. Apart from some statues and a holy symbol over the door, this would just be another building in the city. Inside, however, the stone room comes alive. A long foyer directly connects to the worship area. At the head of the congregants is a beautiful and muscular half-elven female who appears to be in the middle of a sermon.

"Suplicants! Today we teach on the seventh and ninth tails of the whip — Resilience and Death. The Maiden taught us that pain teaches. We are to push through pain because that which hurts us makes us stronger. The Maiden also taught us that death is the surcease of pain. We are to fight it with everything we have. Pain lets us know we are alive. Which one of you shall submit to be a demonstration?"

If someone has the **Favor of Zellani** story award, read the following. In the event that multiple characters have the story award, pick one at random:

"Oh look, it appears we have guests who are late. However, it seems the Maiden has blessed us with a very special demonstration! [Character name]! This person helped me at a time when I struggled with this lesson. Won't you come forward and help me demonstrate today?" With that, she picks up a cat-o'-nine-tails whip from the altar and motions for you to come forward.

If no one has the **Favor of Zellani** story award, read the following instead:

"Who among you will step forward to experience this lesson first hand? Today we learn that resilience, the ability to fight through pain and to learn from it, is that which keeps death away."

If the character specifically named should step forward, or a character volunteers if no one should have the story award, Zellani will instruct the character to kneel before the altar and face the congregation. She will then place the cat-o'-nine-tails on the character's back and then rip it off. That character takes 7 (2d6) slashing damage and 3 (1d6) necrotic damage and must then make three consecutive DC 13 Constitution saving throws to avoid being poisoned. Any followers of Loviatar automatically succeed on these saving throws. A character who fails the save the first time will have the poisoned condition for an hour. The character takes 14 (4d6) poison damage after a second failure and 28 (8d6) poison damage after the third failure. Assuming the character does not fall unconscious as a result, the worshippers erupt in a cheer and Zellani holds the character up as an example of virtue for the worshippers to take with them for the rest of the day.

If no character volunteers, one of the supplicants does and that person falls unconscious from the searing pain. Zellani leaves the body where it falls and she instead decides to continue on with her sermon. This costs the party an additional 90 minutes of time.

After the worshippers are excused, Zellani offers three castings of *cure wounds* at 2nd level to the character who stepped forward — if that character has the **Favor of Zellani** story award — to help heal any wounds she may have inflicted, as she is grateful to that character for assisting her in the demonstration. If the character who volunteered does not have the story award, she offers her spellcasting services to that character for half price for the rest of the adventure.

In either case, the service ends and the worshippers depart from the temple, leaving the party alone with Zellani. If Zellani recognizes any of the characters, she will offer them seats and ask why they're here. If not, she politely asks the characters to leave as the worship service is over, unless one of the characters volunteered for the demonstration. In this case, she invites them to stay and discuss more about the wonderful mysteries of the Maiden of Pain.

If the characters are asked to leave but instead stay, she is curious why they're not leaving and asks why they're really present at the temple.

Once the players explain the situation, Zellani can inform them that she has not seen nor interacted with any members of the Church of Lathander — the thought of them coming in is laughable. However, she was approached by someone who said searing pain was coming for all. He was promptly dismissed.

If someone has the **Favor of Zellani** story award and volunteered to do come forward, she happily signs a writ that says she received a vision of a great danger and the City Watch should grant permission to the characters to go to the planar gate. If either the person with the story award didn't go forward or if no one had the story award but someone did volunteer, she offers to create the writ for 250 gold pieces. She feels an obligation to inflict some pain, even if it's only to one's coin purse. If neither of the condition above are met, she charges 500 gold pieces. These amounts can be cut in half with a successful DC 15 Charisma (Persuasion) check. She also offers to waive the fee in its entirety if one of the characters volunteers to give an hour of time to Zellani immediately. Any character who chooses this option takes 21 (6d6) slashing damage as Zellani uses the opportunity to be particularly cruel in service to Loviatar. If this option is taken, the DM should note the passage of another hour on **DM Handout 1**.

When this is completed, the party can immediately go to Captain Eledstra, who is thirty minutes away, with the writ in hand. If the party has not been to the other areas, they can go explore those as well. If they go to see Captain Eledstra with the writ, proceed to Part 2. The time to each location is as follows:

- 30 minutes to the front gate to see Captain Eledstra;
- 30 minutes to the market district;
- 30 minutes to the winking Narwhal;
- 90 minutes to get to Sleepie on the Road to Thentia.

Part 2. The Planar Gate ... or is it?

Estimated Duration: 60 minutes

The party arrives at the eastern gate to find Captain Eledstra waiting for them. Once the party gives her the writ from Zellani detailing the need for the planar gate to be investigated, Captain Eledstra happily gives the party the appropriate permission to head to the current location of the gate. Miriam also arrives back to rejoin the group and shares the following information on the way:

- The Cult of the Radiant Dawn is in the city, having arrived posing as traveling priests of Lathander.
- The cultists have significant interest in the gate and told the Council of Lords they could close it once and for all if they were allowed access.
- Truushee the Sage hasn't been seen for more than two days now after her last report to the Council of Lords.
- Recently, the planar gate has been incredibly unstable, as its anchor plane changed from Mechanus to the Nine Hells. (*These events are detailed in the CORE 3 trilogy by Baldman Games.*)

It takes one hour to get to the planar gate located outside of the city on the north side. When the party arrives, read the following:

Cutting through the city streets, the guardsmen, led by Captain Eledstra, quickly clear a path for you as you get to the northern gate and outside of the city. Thirty minutes further north, you find a strange sight. You see four of humans surrounding what appears to be a large piece of cloth attached to two rods in the ground with a swirling portal of some kind attached to its front.

The more pressing concern, however, is standing tall behind the tapestry. A 20-foot-tall iron behemoth, humanoid in shape, starts twitching as a large red engine inside of it begins to whirl to life. A gnomish woman with a holy symbol of Gond on her apron bangs at it with a hammer. Off to the side of the portal is a half-orc woman about 5 feet tall standing next to the portal in a clear daze.

"We must prevent the interlopers from interrupting His plan! Elly! You are commanded to finish the beast quickly and to rally it to our defense. Orc woman, you have served your purpose, now sleep. Everyone else, attack!"

Miriam runs to the half-orc woman. "I'll keep her safe, you take care of this problem!"

Anyone who has played *DDEP 5-1 The Iron Baron* recognizes the metal monstrosity immediately as an **infernal dreadnaught**, a mechanical nightmare of a creature constructed by fire giants. Furthermore, anyone with a passive Arcana of 17 or greater recognizes immediately that the gnome woman working on the dreadnaught and the orc woman are under a very powerful enchantment spell. The four humanoids are two **eternal flame guardians** and two **eternal flame priests**. The infernal dreadnaught should activate at the beginning of the third round of combat on initiative count 20. If the dreadnaught has not been activated, casting a DC 15 *dispel magic* will remove the enchantment on the gnome and prevent her from turning on the machine. The party may also attempt to grapple her or remove her in some way. She should be considered in the same space as the dreadnaught and 20 feet off the ground. If the dreadnaught activates and Elly is still alive and no longer charmed, she can turn it off with three successful DC 15 Tinkerer's Tools checks (she is +8 for this check).

Any character who has some form of truesight or has a way to detect portals (such as a horizon walker's Portal Lore feature) immediately recognize that the portal in front of them is fake.

Adjusting this Encounter

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

- **Very Weak:** The **infernal dreadnaught** activates at the start of round 5. The **eternal flame priests** should not use their 3rd-level spell slots to cast *fireball*.
- **Weak:** The **infernal dreadnaught** activates at the start of round 4. The **eternal flame priests** should not use their 3rd-level spell slots to cast *fireball*.
- **Strong:** The **infernal dreadnaught** activates at the start of round 2. It is resistant to bludgeoning, piercing and slashing damage from nonmagical weapons that aren't adamantine.
- **Very Strong:** The **infernal dreadnaught** is active when the combat starts and it has 200 HP; the DC to remove the charm from Elly is 16.

Roleplaying Ellywicket (“Elly”) Klemwocket

Ellywicket is a bright young gnome priestess of Gond. She got her love of tinkering from her uncle Glimnock, who used to be an adventurer many years ago and filled her head with stories of the wonders of ancient Lantan when Elly was a youngster. She takes great pride in her work and is very upset about creating something that could have hurt so many people.

Quote: “Why would you do it yourself when you can build something ... or someone ... to do it for you?”

Roleplaying Truushee the Sage

Truushee is a young half orc, no more than 20 years old. She looks more orc than human, which is disconcerting to many citizens, especially with the orc-infested lands of Thar so close. Truushee was found as a baby by a sage traveling between Melvaunt and Phlan, and she raised Truushee as her own. When the old sage passed away recently, Truushee took over. While Truushee’s social skills are significantly lacking, her most recent experience have at least taught her that things like personal space and small talk exist. Truushee learned a great deal from her foster mother and has a knack for understanding incredibly complex information.

Quote: “The complexities of the multiverse dictate that the only constant is change, and even that constant is only true and valid in the exact moment of divergence from an infinite number of other constants.”

If Elly survives the encounter and she wasn’t already disenchanting, she will come out of her enchantment, as will Truushee. Elly introduces herself as Ellywicket Klemwocket, a priestess of Gond and noted inventor in Melvaunt. The half-orc woman introduces herself as Truushee. Elly can explain the following:

- A traveling group of priests of Lathander came to the Temple of Gond in town about a day ago saying they wanted to construct something that would keep the city safe.
- Elly was the only person who really seemed interested in looking at the blueprints they said were taken from the wreckage of a fight with fire giants awhile back.
- Elly reviewed the blueprints and thought it would make for an interesting project, but the last thing she remembers was that the object the cultists want is incredibly destructive.
- If Elly survives and the infernal dreadnought was successfully deactivated, she takes the cannon off the dreadnought for her personal use. The DM can mark Elly as an ally on **DM Handout 2**.

The half-orc woman interrupts to tell a very similar story. Truushee can convey the following information.

- Priests of Lathander came to her asking about the planar gate. They were interested in learning how to tune the portal to a particular plane.
- They would not say what plane they wanted to attune the gate to, but they had written permission from the Council of Lords to do the work and Truushee was assigned to help them.
- When everyone first arrived at the portal, the leader of the priests seemed extremely happy and raised a staff of some kind. That’s the last thing Truushee remembers.

Allow the party to investigate the portal at this point. An DC 15 Intelligence (Investigation or Arcana) check reveals that this portal is an illusion. If the party does not pass the check, Truushee immediately recognizes the portal is not actually a portal (but she cannot identify it’s an illusion). Once the party recognizes that this is not the portal they were looking for, read the following:

You all see Miriam, her face drained of all energy, looking around the battlefield and the fake portal before you. “If this isn’t it, then where in the Nine Hells is it?”

If the party succeeds on the Intelligence check on the portal, Truushee should be marked as an ally on **DM Handout 2**.

Truushee will volunteer that she believes she can find the portal’s location, assuming it’s still somewhere near Melvaunt. She has a way to track a portal’s location so long as she has a connection to something that has come through the portal. If Sleepie was rescued earlier, he immediately volunteers whatever parts necessary from himself to find the portal’s location.

The party may also want to take more decisive action and not wait the 30 minutes it will take for Truushee to locate the portal. There are enough clues to reveal that the portal may have been taken to the Temple of Gond. If the characters make a wrong guess, mark an hour worth of time for each time they choose to go somewhere that isn’t the Temple of Gond. If the characters did not find Sleepie, they can go to him now and engage the appropriate encounter in Part 1. Getting to Sleepie from the fake portal’s location takes two hours.

Once the party has determined that they're going to the Temple of Gond (which takes one hour to get to from the fake portal, 30 minutes from any location inside the city and 90 minutes from Sleepie's original location), the DM should calculate the number of hours have passed since the adventure started. If the party has used 12 or fewer hours, proceed to 2A. If the party has used more than 12 hours, proceed to 2B.

2A. The Gondsmen are alive

General Features

The Temple of Gond has the following general features.

Terrain. The floors are made of wood that is well maintained. There are a number of areas for worshipers to sit.

Light. There temple is lit by large braziers, filling the entire temple with bright light.

Smells. The smell of steel and oil always seem to be on the air in the temple as there's some new invention in the process of being tested.

You arrive back into the market district to find a large square building with clockwork gears painted onto the doors and a large clock tower jutting from its roof. This building is clearly a Temple to Gond, the Wonderbringer. The building is unlocked and you are able to enter the well-lit sanctuary, a large cylindrical area surrounding a massive anvil surrounded by spinning cogs. Inside, you see a number of priests of Gond going about their business, seemingly oblivious to the storm of action that has surrounded the city today.

If Elly is an ally, she immediately barks to see the "Master Crafter," and the other priests inform the party that the Master Crafter went along with a group of traveling priests of Lathander to the smelting room in the basement. Elly will explain the situation and the party should proceed as though they had succeeded on all three of the Charisma checks listed below.

If Elly is not an ally, the party will have to figure out a way to convince the priests of Gond to provide whatever information they have. The priests are not especially fond of the idea of talking to a random group of adventurers, however.

The Gondsmen can be convinced with arguments as to why the Gondsmen should assist the party members when they are in the middle of something that "is of great importance to the Master Crafter of the Temple" by making up to

three Charisma (Persuasion, Intimidation or Deception) checks of DC 13, 15 and 17 respectively

If an argument is particularly persuasive to the Gondsmen's desires or if the characters come up with something inventive that demonstrates what is going on and why the party is here, feel free to give advantage on that particular check or automatically deem it a success. Let the checks happen naturally as the party walks through the conversation with the Gondsmen. The Gondsmen are by default suspicious of the adventurers and why they are here.

- If the party does not succeed on any checks: They are politely asked to leave the temple. If the characters do not cooperate, the Gondsmen will call for the City Watch to remove the party. The City Watch will then back up the party's claims and the priests will allow them to pass. Two hours pass.
- If the party succeeds on one check: The Gondsmen are not completely convinced, but they are at least willing to inform the party that the Master Crafter met with a group of traveling priests of Lathander who came to the temple seeking aid. They have been working in the basement ever since. One of the priests will go to request the Master Crafter come see the party, but will not return. One hour passes before the priests of Gond ask the party to investigate what is going on.
- If the party succeeds on two checks: The priests are fairly convinced that something has gone wrong. They do find it strange that the Master Crafter was so willing to help traveling priests of Lathander, but were either too afraid or not concerned enough to question him. They have heard strange sounds and shaking coming from the basement level, but the priests did not think it was their place to question their leader. The priests ask the party members to investigate and no time passes.
- If the party succeeds on all three checks: The party learns the information above as though two checks were completed, except that the priests are absolutely convinced something is horribly wrong. The priests offer the party an opportunity to drink from a liquid they're concocting, if they're interested. Originally, it was designed to restore mechanical pieces, but they've found that it works on the living as well. If the members of the party chooses to drink the liquid, they must each make a DC 10 Constitution saving throw. On a success, they

immediately gain the benefits of a short rest. On a failure, nothing happens.

When the party is ready to move into the basement level of the temple, proceed to Part 3.

2B. The Clock Strikes too late

General Features

The Temple of Gond has the following general features.

Terrain. The temple in complete upheaval and the stone and wood that makes up the floor is noticeably shaking. There is debris everywhere.

Light. The interior is lit by fires that have spread to different parts of the temple as the braziers have fallen over in the quaking.

Smells. Nothing but heat penetrates the nose, and it is almost physically painful to breathe.

Sounds. The sounds of walls shaking and debris being jostled around echo throughout the temple. All Perception checks made related to hearing to be made with disadvantage.

You arrive back in the market district to find a large square building with clockwork gears painted onto the doors and a large clock tower jutting from its roof. Interestingly, you note that the clock does not appear to be functioning. This building is clearly a temple to Gond, the Wonderbringer. The building is unlocked and you have no difficulty entering. However, entering the temple is a surreal experience, like entering another world. Braziers are knocked to the floor and fires have spread throughout the building. The room is constantly shaking as though the temple is being struck by an earthquake.

Everywhere there are bodies of Gondsmen, laying face down in the temple, blood staining their robes and fires slowly burning their bodies to ash. A large anvil in the center of the cylindrical sanctuary glows bright red as a constant stream of heat flows from the anvil throughout the rest of the temple.

If Elly is an ally, she breaks down and starts sobbing uncontrollably before silently swearing revenge. She also notes that whatever is happening is likely coming from the basement and that the normal way to the basement looks to be blocked by debris. There is another way into the basement level, but it would involve moving the anvil at the center of the sanctuary.

If Elly is not with the party, the characters must quickly investigate the temple grounds to find a way down into the basement level. The party must investigate the floor of the temple, which is shaking and quickly heating up the floor the party

stands on. When the characters attempt to take any actions, they each must roll a DC 13 Dexterity saving throw. If the saving throws are successful, they can move to their locations and attempt their actions. If they fail, they fall prone to the floor. They can either choose to take 4 (1d6) fire damage and complete their actions or give up their actions for the turn to avoid taking the damage.

The party must succeed on the following checks to find the stairs to the basement.

- A DC 18 Wisdom (Perception) check to see that there's a stairwell buried under rubble off the main sanctuary that looks like it is normally hidden.
- Three successful DC 15 Strength (Athletics) checks to clear the debris (this can be done by multiple characters).

If the characters want to search the anvil, they must do the following:

- Make a DC 14 Constitution saving throw every turn that they're within 10 feet of the anvil or take 7 (2d6) fire damage.
- Make a DC 14 Intelligence (Investigation) check to identify that the anvil can be moved and that there's something underneath it.
- Make two successful DC 15 Strength (Athletics) checks to move the anvil. Attempting this check requires a DC 14 Constitution saving throw. On a failure, the character takes 11 (3d6) fire damage and makes the next check with disadvantage as the heat burns the character's body. The party does not need to make this save if they come up with an inventive way to move the anvil that doesn't involve touching it.
- A character may otherwise strike the anvil twice with a bludgeoning weapon made of adamantine.

When the party has successfully made it into the basement level, proceed to Part 3.

Part 3. The Final Showdown

Estimated Duration: 30 minutes

The party has discovered the way down into the basement in their final confrontation with the Cult of the Radiant Dawn. When the party is ready to proceed, read the following:

Getting to the basement of the Temple of Gond, it looks as though it is in the process of transforming into something resembling nothing of the building above. One tall, thin man with red hair and dressed in a golden tunic hovers greedily over a swirling orb, a symbol of a sun swallowing the insignia of the Cult of Eternal Flame on his breast. Another man is dressed in a brown and yellow robe covering what is clearly plate mail. Over his breast is a clockwork gear surrounding the insignia of the Cult of Eternal Flame. Surrounding them are several well-armed guards, and behind them all hangs a tapestry with a swirling portal that shows a constantly changing image on the other side. The man in the golden tunic bellows out to you all.

“Well, it looks like you’ve arrived just in time! After chasing us all this way, it’d be a shame if you didn’t see Lathander’s greatest success! Don’t you see? The Cult of the Eternal Flame only had half of the picture. We didn’t see the truth of the Dawn and its cleansing fire. This is why the Cult of the Eternal Flame failed and it is why we, its descendants, will succeed. It even allows us to convert false worshippers to our cause, like this one here.” He points to the man in brown and yellow robes. With that, he raises a rod into the air and cries out to the heavens.

“Our moment is at hand! We have prepared the gift and the means to deliver it, and we shall bring the avatar of cleansing to this world and bathe it in fire! Oh Lathander, the instrument of your cleansing awaits! Grant us your blessings as we cleanse these non-believers!”

In the basement is the **Master of the Dawn**, the **war priest** and six **eternal flame guardians**.

Anyone who played *CCC-WYC 01-01 Back to the Burning* feels a strange sensation that they have seen this man before. A DC 13 Intelligence check reveals that he looks very similar to one of the blurry faces in the dream sequence.

The Master of the Dawn has been using a *rod of rulership* to control people for his work. If the Master of the Dawn dies, the war priest comes out of his compulsion and begins to assist the party, recognizing that something is terribly wrong in his temple (The war priest is the Master Crafter of this temple). Further, as long as the Master of the

Dawn is alive, all of the enemy creatures have resistance to fire damage. The Master of the Dawn has *mage armor* already cast and on Average or higher has *investiture of flame* already cast. For Weak and Very Weak parties, he instead has *flame shield* cast.

The DM should take note of the total passage of time. If more than 12 hours have passed, then the lair effects listed will be in effect for the combat. If more than 16 hours have passed, the planar gate is active and a **fire elemental** enters the combat every three rounds. The planar gate is fully attuned and ready to accept the devastation orb in a number of rounds equal to 24 minus the number of hours that have passed. When the planar gate is fully attuned, the Master of the Dawn throws the orb into the portal, assuming he has it in his possession. Proceed to the ‘bad conclusion.’

The lair effects are as follows (occurring on initiative count 20, losing ties):

- Part of the ceiling collapses above one creature that the Master of the Dawn can see within 120 feet of him. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check to dig itself out.
- A 30-foot-long and 5-foot-wide line of fire erupts from the planar gate in a direction of the Master of the Dawn’s choosing. A creature in this line must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) fire damage and be set on fire. A creature who is on fire takes 3 (1d6) fire damage at the start of its turn. A creature can take an action to put out the flames.
- The Master of the Dawn chooses one creature who can see the planar gate and attunes it briefly to the outer plane of its dreams. The target must make a DC 14 Wisdom saving throw or be under the effect of the *confusion* spell until the end of its next turn. Once a creature has made its save against this effect, it is immune to this effect for 24 hours.

The party also has options of its own depending on which of the NPCs they recruited during the course of this adventure. The DM should give the party **Player Handout 1** at this time and should inform the players which options they have available. Each of the options can be used once and takes an action to activate.

This combat is over successfully when either of the following conditions are met — all the enemies are dead OR the party kills the Master of the Dawn, makes two successful DC 18 Intelligence (Arcana) checks to sever the planar gate from its current destination and makes a successful DC 18 Intelligence (Religion or Arcana) check to turn off the hybrid devastation orb. On the Master of the Dawn's body is a necklace that can be sold for 1,000 gold pieces. If the party is successful, they may also remove the **Marked by the Fire of Imix** story award from *CCC-WYC 01-01*.

Adjusting this Encounter

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

- **Very Weak:** The **Master of the Dawn** does not have 5th- or 6th-level spell slots and his spell save DC and spell attack each go down by 2. A **fire elemental** comes through the planar gate every 5 rounds. Further, the party has 5 additional rounds before the planar gate is fully attuned.
- **Weak:** The **Master of the Dawn** does not have 6th-level spell slots and his spell save DC and spell attack each go down by 1. Further, the party has 3 additional rounds before the planar gate is fully attuned.
- **Strong:** The **Master of the Dawn** has maximum HP (84) and the **eternal flame guardians** each have 60 HP.
- **Very Strong:** Same as strong, except a **fire elemental** comes through the planar gate every two rounds instead of three.

If the party fails to stop the Master of the Dawn from sending the orb to its extra planar destination, proceed to the 'bad conclusion.' Otherwise, read the box text below and proceed to the conclusion. Thank you for playing!

The battle finished, the sound of cheers erupts from outside. You can hear numerous members of the City Watch and others who waited with baited breath for your success allow their relief to escape their bodies as the danger has passed.

Miriam's reaction, however, is decidedly different as she walks over to the body of the man who lead this deadly plot. Kneeling over him, a clear look of disgust washes over her face as she rips the holy symbol from his body. "This was the wisdom your 'Dawn' gave you? Pathetic." She then takes the rod he raised in the air only moments ago. "They were so weak minded that they fell prey to this. How many more of them are there? How far have their plots reached?"

Coming back to the party, she bows slightly. "Thank you. Thank you all for helping me succeed on this journey. The success is truly yours and I am eternally grateful. To those of you who enjoined with me in this sacred oath, I hereby release you in the name of Aumunator, Giver of the Law, Keeper of Order and God of the Sun. I'd like to keep the rod as I have a feeling my pursuit of this cult does not end today. However, allow me to show you my gratitude."

With that, she pulls out a golden wand with many engravings in what appear to be Netherese. "Please take this. For everything."

Captain Eledstra comes over to Miriam and whispers something into her ear. Miriam only nods as she excuses herself and walks away, accompanied by the City Watch. "I don't know what that's about," Captain Eledstra says, "but I think you all might want to stay in town for a tenday or so. The Lord of Keys just called for your friend there ..."

Conclusion (Miriam's Speech)

It has been about half a tenday since the events in the Temple of Gond, and you have been the talk of the town. You each receive a notice to be at a site approximately 5 miles west of the city tomorrow for an announcement of some kind. The rest of the day passes uneventfully and you go to the site the next day.

There are hundreds of chairs in what appears to be an empty, desolate field on the shore. On the first row on the right side are chairs with each of your names reserved for you. On the left side of the row are chairs with the names of the members of the Melvaunt Council of Lords. A couple hours pass, and hundreds of people fill the chairs and hundreds more sit on the coast as Miriam comes to the center of the mass.

"Greetings, people of Melvaunt. As many of you know, there was a recent incursion into the city by a group of cultists who sought to do irreparable harm. Thanks to those I am lucky enough to now consider my friends, this plot was halted. However, more distressing than that was the news that this cult has infected a number of religions in the area. Including, but not limited to, the worship of the Morninglord, Lathander. I cannot sit idly by and watch as this heresy runs rampant across the Moonsea knowing how much damage these false teachings could bring.

I have spoken to the Lord of Keys and the Lord of Waves and they along with the rest of the Council of Lords have deeded this land to me that I might create a watch post from which to intercept these heresies before they do more damage. However, Aumunator has called me to an even higher purpose. It is clear to me now that the followers of Lathander themselves are engaged in this heresy and fell prey to it so easily because there is a weakness inside of the faith. It is not whole and it is time for the true Lord of the Sun to return to the Moonsea. With His return, a deeper understanding of the Law and Order that will keep you all safe." As she finished this sentence, she raises a single hand to the heavens and cries out for all to hear.

"Holy power shine forth, fill me with the strength of ages, to overcome the destroyers in our midst!" As she completes her incantation, two massive cylinders of light crash down around her. The first fully envelopes Miriam, the second is 50 times the size and fills the entire area behind her, making it nearly impossible to seeing anything.

When the cylinders finally disappear, what was once an empty plain behind Miriam is now a massive golden building, 150 feet wide and 30 feet tall with a large golden dome on top that reflect the light of the sun in every direction. Miriam also looks decidedly different. No longer in her priestly robes, the woman before you is now clad in shining golden plate mail. She wields a golden longsword and a large golden shield emblazoned with nothing but a bright yellow sun.

"I am Miriam, Chosen of Aumunator! And I swear this to you my most sacred oath, that I will bring peace and order to the Moonsea and it will start here with His Holy Gift, this Temple of Glorious Illumination. Here on this ground will a new Church of Aumunator stand, one that will bring truth to every corner of the Moonsea and root out the heresies that seek to undermine that peace. To that end, I announce a new inquisition that will be the hands and feet of this movement. Come join me, join us. It is time to begin the Inquisition of the Radiant Dawn."

At this point, each member of the party should make a choice and it a choice each of the characters can each make for themselves. They should choose whether or not to join Miriam's inquisition. A character who does join receives the **Joined the Inquisition** story award. Anyone who decides not to join will receive the **Rejected the Inquisition** story award.

Bad Conclusion

From the Temple of Gond, a massive explosion can be seen and heard throughout the city of Melvaunt. Where there was once a temple, there is now nothing more than a smoldering ruin, along with a massive pool of lava that never seems to cool and shaking earth that constantly cracks the very foundation of the city walls. The plans of the Cult of the Radiant Dawn didn't quite go as they intended, but it was incredibly destructive just the same, and Melvaunt will never be the same.

If the party was in the Temple of Gond when this conclusion is triggered, each character takes 35 (10d6) fire damage and 35 (10d6) bludgeoning damage, and are buried. If this damage reduces any of the characters to zero hit points, their bodies are swallowed up by the lava. While their spirits are recoverable, their bodies are badly damaged and will require a *resurrection* spell to be brought back to life.

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
Assassin	3,900
Eternal Flame Priest	700
Quadrone	200
Modron Siege Weapon	2,300
Eternal Flame Guardian	450
Infernal Dreadnaught	7,200
Fire Elemental	1,800
War Priest	5,000
Master of the Dawn	5,000

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 their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Payment from Cloaks	500
Payment from Miriam	500
Diamond and Ruby Holy Symbol of the Radiant Dawn	1,000

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*.

Wand of Fireballs

Wondrous item, rare (requires attunement by a spellcaster)

This wand is made of pure gold and is adorned with a large ruby on top. It is inlaid with beautiful script from Aumunator's holy works written in Netherese. While attuned to this wand, you can read Netherese and feel as though Aumunator himself is watching over you, almost judgmentally.

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast *fireball* (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges each day at noon. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

This item is described in **Player Handout 4**.

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Joined the Inquisition. You have decided to join Miriam's quest to root out the Cult of the Radiant Dawn throughout the Moonsea, no matter where and to whom that journey may take you. You have advantage on all Charisma checks with followers of Aumunator and disadvantage on all Charisma checks with followers of Lathander. Further, after any adventure in the Moonsea, you may spend 10 downtime days to go to the Temple of the Glorious Illumination to receive spellcasting services for half price. After completing an adventure in Melvaunt, the cost is only 2 downtime days. More information can be found in **Player Handout 2**.

Rejected the Inquisition You have decided not to follow Miriam's inquisition against the Cult of the Radiant Dawn, for reasons that are your own. You may never acquire spellcasting services from the Temple of the Glorious Illumination, and all spellcasting services in Melvaunt cost double for this character. Further, you have advantage on Charisma checks with followers of Lathander who appreciate your standing up to Miriam's new inquisition. More information can be found in **Player Handout 3**.

Renown

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

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

Assassin

Medium humanoid (any race), any non-good alignment

Armor Class 15 (studded leather armor)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws: Dex +6, Int +4

Skills: Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances: poison

Senses: Passive Perception 13

Languages: Thieves' Cant, plus any two languages

Challenge: 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison

damage on a failed save, or half as much damage on a successful one.

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.

Infernal Dreadnaught

Huge construct, neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6

Senses: darkvision 90 ft., passive Perception 16

Languages: Giant

Challenge: 11 (7,200 XP)

Senses darkvision 60 ft., passive Perception 10

Actions

Multiattack. The Infernal Dreadnaught makes two attacks: one with its gauntlet and one to crush.

Spikes Gauntlet. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Crush. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the Infernal Dreadnaught isn't already constricting a creature, and the target is restrained until this grapple ends.

Fire Breath (Recharge 5-6). The Infernal Dreadnaught exhales a line of fire that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Swallow. The Infernal Dreadnaught makes one spiked gauntlet attack against a Medium or smaller target it is grappling. If the attack hits, the target is also thrown in the Dreadnaught's engine, and the grapple ends. While in the engine, the target is blinded and restrained, it has total cover against attacks and other effects outside the Infernal Dreadnaught, and it takes 21 (6d6) fire damage at the start of each of the Infernal Dreadnaught's turns. An Infernal Dreadnaught can have only one creature in the engine at a time.

If the Infernal Dreadnaught takes 30 damage or more on a single turn from the creature in the engine, the Infernal Dreadnaught must succeed on a DC 14 Constitution saving throw at the end of that turn or eject the creature, which falls prone in a space within 10 feet of the Infernal Dreadnaught. If

the Infernal Dreadnaught dies, a creature in the engine is no longer restrained by it and can escape from the wreckage by using 15 feet of movement, exiting prone.

Master of the Dawn

Medium undead, neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 54 (12d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Con +4, Cha +4

Skills Arcana +6, Religion +6

Senses Passive Perception 12

Languages Celestial, Common, Ignan, Primordial, Terran

Challenge 9 (5,000 XP)

Elemental Adept (Fire). Fire damage from spells ignores fire resistance. In addition, when the Master of the Dawn rolls damage for a spell that deals fire damage, the Master of the Dawn can treat any 1 on a damage die as a 2.

Sorcery Points. The Master of the Dawn has 12 Sorcery Points that he may use to fuel his Metamagic abilities.

Metamagic Careful Spell. Casting a spell that forces other creatures to make a saving throw, the Master of the Dawn can protect some of those creatures from the spell's full force. Spend 1 sorcery point and choose up to 4 creatures to automatically succeed on their saving throw.

Metamagic Empowered Spell. When the Master of the Dawn rolls damage for a spell, spend 1 sorcery point to reroll up to 4 damage dice, he must use the new rolls. You may use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Metamagic Subtle Spell. When casting a spell, the Master of the Dawn may spend 1 sorcery point to cast it without any somatic or verbal components.

Spellcasting. The Master of the Dawn is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 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): *absorb elements, burning bands, cure wounds, mage armor, shield*

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

3rd level (3 slots): *counterspell, fireball*

4th level (3 slots): *fire shield*

5th level (2 slots): *flame strike*

6th level (1 slot): *investiture of flame*

Modron Siege Engine

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8+6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 6

Languages: —

Challenge: 1 (200 XP)

Anti-magic Susceptibility. The armor is incapacitated while in the area of an *anti-magic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Quadrone

Medium construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 30ft

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

Skills Perception +2

Senses truesight 120 ft., passive Perception 12

Languages Modron

Challenge 1 (200 XP)

Axiomatic Mind. The quadrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the quadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Actions

Multiattack. The quadrone makes two fist attacks or four shortbow attacks.

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

War Priest

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

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

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

Actions

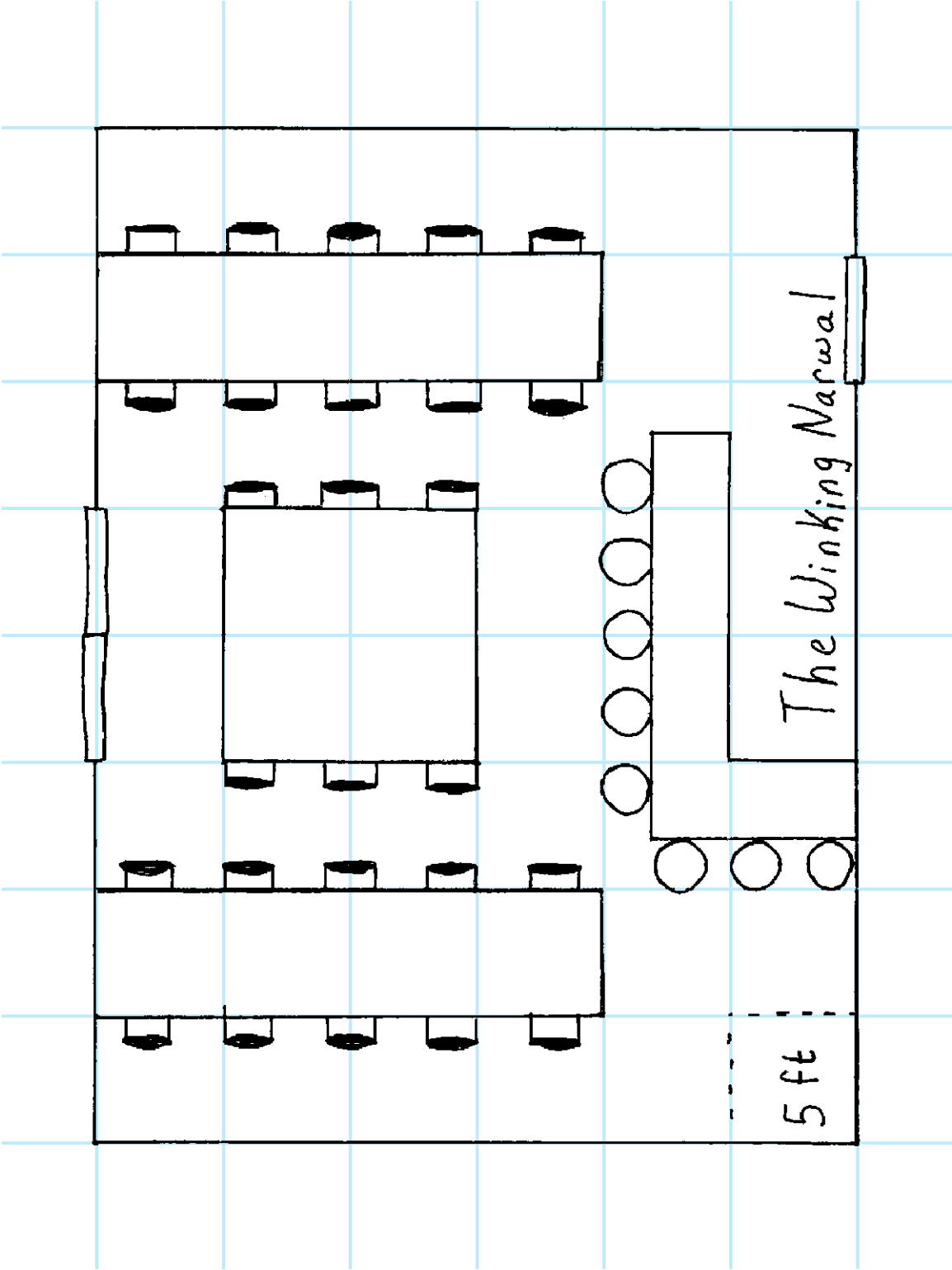
Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

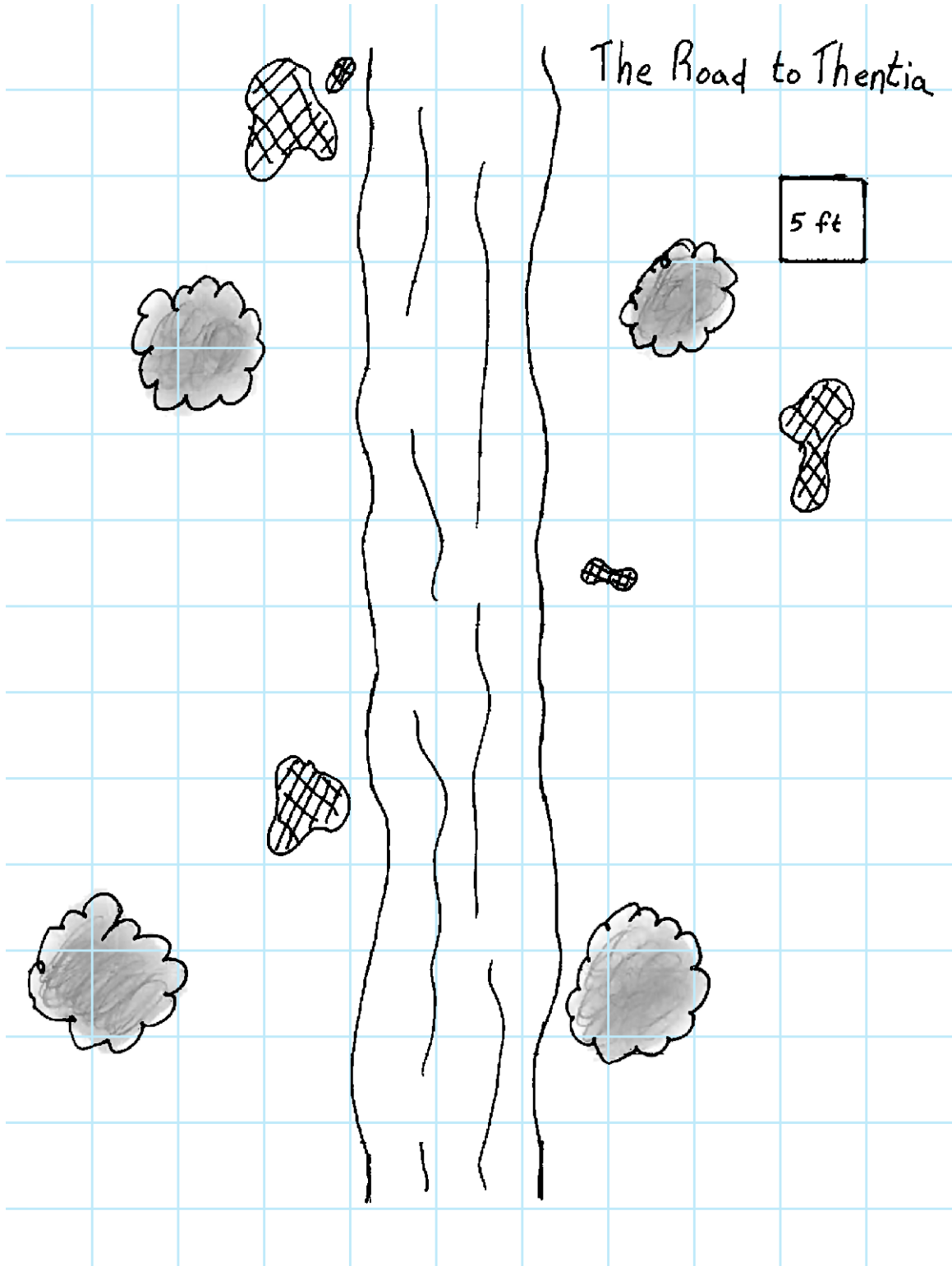
Reactions

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

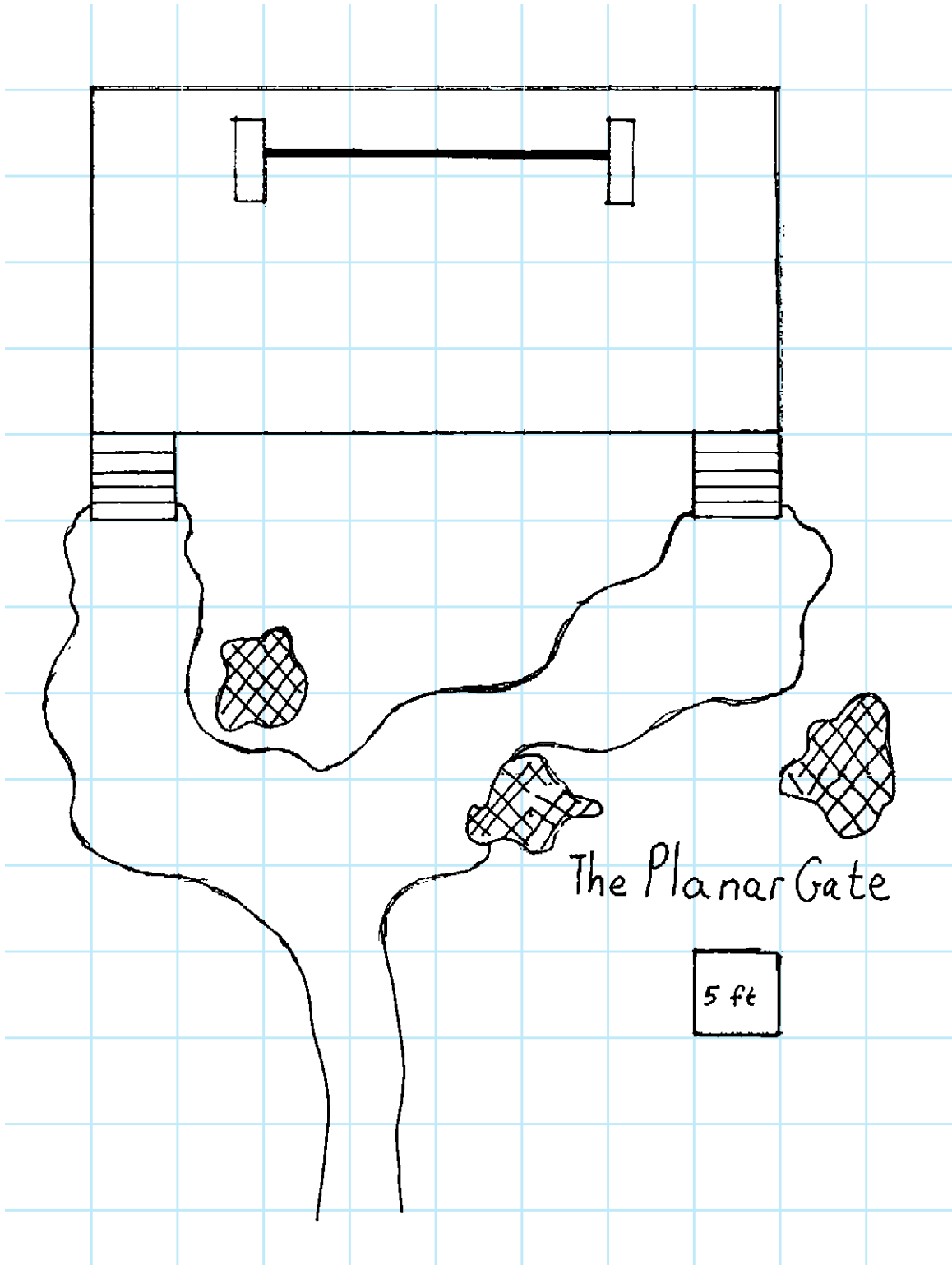
Appendix. The Winking Narwal Map



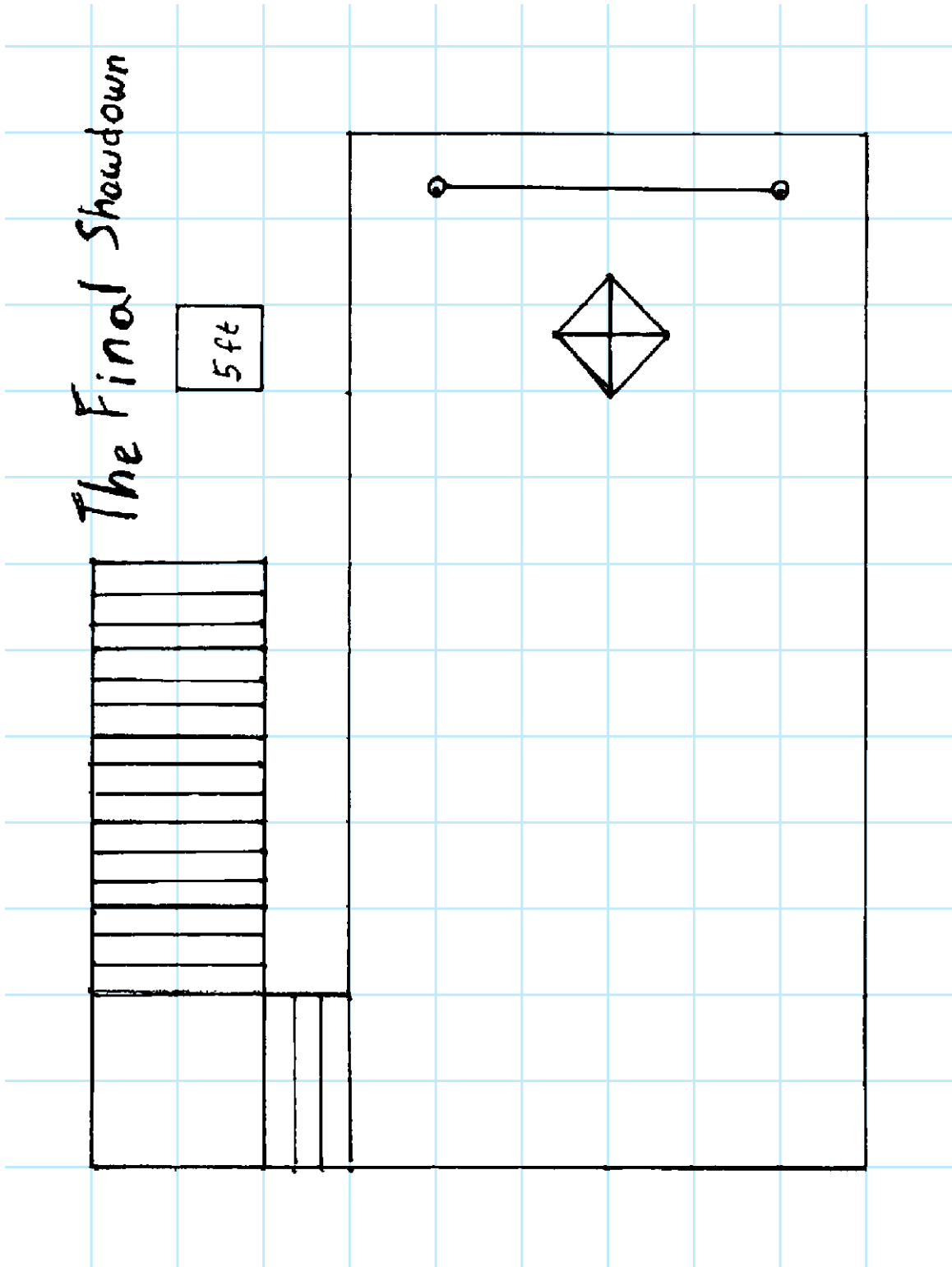
Appendix. The Road to Thentia Map



Appendix. The Planar Gate Map



Appendix. The Final Showdown Map



Appendix. DM Handout 1 — Time Tracker

Each box represents thirty minutes of time. Fill in the number of boxes necessary to keep track of the time used to travel and deal with each encounter. Remember, if all 48 boxes are filled in, the adventure ends in failure and you should move on to the 'bad conclusion' section.

Appendix. DM Handout 2 — Ally Tracker

Use the following tracker to identify what the status is of each of the possible allies.

Ally Name	Ally Yes?	Ally No?	Dead?
Captain Eledstra			
S733P13			
Truushee			
Elly			

Player Handout 1. Ally

Options in Final Encounter

During the final encounter, the party may utilize special effects for each ally they successfully recruited. Using each of these functions takes that character's action for that turn. Once an option has been used, it cannot be used again. These effects just happen and the players should describe where or who is affected, or if there is a map, show where the effect happens. A player does not need to be in the location the effect starts. Note that Truushee's effect is unique and functions differently.

Captain Eledstra. *"I'm sorry we can't get into the room from here, but we are trusting you! Melvaunt is trusting you!"* Captain Eledstra encourages all of the party members to fight on for the safety and security of the city she loves. Until the end of the player's next turn, all allies make all attack rolls with advantage.

S733P13. *"Melvaunt is my new home and it's where I will continue to learn what it means to be an individual. This action is not possible if the enemy succeeds!"* Sleepie takes one enemy of CR 5 or lower out of the fight by pushing it into the portal before being knocked out.

Elly. *"You have desecrated the place that is most holy to me. The Wonderbringer will not abide this treachery in his house, and I've got the machinery to prove it!"* Elly moves into position and uses the remnants of the infernal dreadnought's engine to fire one last shot. Pick a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Truushee. *"You think that this attempted transformation of the portal's locus to the outer planes will be successful? With as poor as your calculations are, I highly doubt it!"* Truushee's speech convinces the Master of the Dawn that it is possible he has made an error. The lair effects do not go off for the first two rounds of combat.

Player Handout 2. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Joined the Inquisition

You have decided to join Miriam's quest to root out the Cult of the Radiant Dawn throughout the Moonsea, no matter where and to whom that journey may take you. You have advantage on all Charisma checks with followers of Aumunator and disadvantage on all Charisma checks with followers of Lathander. Further, after any adventure in the Moonsea, you may spend 10 downtime days to go to the Holy Cathedral of the Sun to receive spellcasting services for half price.

After completing an adventure in Melvaunt, the cost is only 2 downtime days.

Player Handout 3. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Rejected the Inquisition

You have decided not to follow Miriam's inquisition against the Cult of the Radiant Dawn, for reasons that are your own. You may never acquire spellcasting services from the Holy Cathedral of the Sun and all spellcasting services in Melvaunt cost double for this character. Further, you have advantage on Charisma checks with followers of Lathander who appreciate your standing up to Miriam's new inquisition.

Player Handout 4. Magic Item

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

Wand of Fireballs

Wondrous item, rare (requires attunement by a spellcaster)

This wand is made of pure gold and is adorned with a large ruby on top. It is inlaid with beautiful script from Aumunator's holy works written in Netherese. While attuned to this wand, you can speak and read Netherese and feel as though Aumunator himself is watching over you, almost judgmentally.

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast *fireball* (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at noon. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

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