



Back to the Burning

A priestess of Aumunator has come to the Moonsea from the Anauroch Desert beseeching aid against an old and resurgent foe. Her requests for aid so far have been for naught and she knows time is running out to uncover the machinations at work.

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

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Introduction

Welcome to *Back to the Burning*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™.

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

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

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

"We leave something of ourselves behind when we leave a place, we stay there, even though we go away. And there are things in us that we can find again only by going back there."

— Pascal Mercier, *Night Train to Lisbon*

Adventure Background

In *DDEX 2-2 Embers of Elmwood*, a fishing hamlet on the southern coast of the Moonsea was devastated when a devastation orb (a manufactured weapon of raw elemental destruction) that was bound for Mulmaster was accidentally set off early.

In the aftermath of that event, the citizens of the newly rebuilt Elmwood have fought valiantly to make the town a brighter and even more prosperous place. But even now, mention of "The Burning" still causes residents to shudder in horror as the survivors of the conflagration are forced to recall those horrifying moments.

The elemental cults were largely forced out of the Moonsea region in the events surrounding *DDEX 2 Mulmaster Undone*, but no enemy disappears forever. The Cult of Eternal Flame escaped to the Anauroch Desert to regain its strength and implement a new plan.

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

Coming into Elmwood, the site of the Cult of Eternal Flame's first "victory" in the Moonsea, she realizes this is a task too large for her alone and begs the local constable, Aliana Mathnir, for assistance. Thankfully, Mathnir knows just who to call ...

Adventure Overview

This adventure is broken down into three parts:

Part 1. The characters find themselves in Elmwood at the request of Aliana Mathnir. There they also meet Miriam, who provides a shard of a devastation orb she found in the Anauroch Desert, leading her to suspect the cult's return.

Part 2. In order to gain information from the shard, the party uses the magic of Tinker

Nimbledigits to enter a memory-like sequence of those who were to take the orb to Mulmaster. The characters must take on the role of the cultists themselves, and in doing so, they learn a tragic truth of Elmwood's destruction.

Part 3. The party now knows the location where the original devastation orb detonated, and there they find Jacobson barely alive. He uses the last of his power to try to take the shard from the characters in order to extend his own life, leading the party to discover that the truth of the cult's plan is much worse than was understood.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Elmwood. A rebuilt town on the Southeastern side of the Moonsea, it was the first location in the Moonsea to be leveled by a devastation orb. That event completely wiped the city off the map, and it had to be rebuilt from the ground up by its current citizenry.

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

Aliana Mathnir. The current constable and default leader of the rebuilding Elmwood, she has seen her rebuilt town become a nexus of odd and disquieting events. This has made her privately quite anxious, and hearing rumors of the Cult of Eternal Flame's return prompts her to find assistance.

Tinker Nimbledigits. A gnome illusionist who lives in Elmwood, he came to Elmwood after the Burning and established the Stone Dwarf Inn. He was an adventurer before finding his true calling — educating the children of Elmwood and finding the most inventive ways to use his illusion magic to do so.

Jacobson. Jacobson was the leader of the caravan bound for Mulmaster that was carrying the devastation orb that reduced Elmwood to ash. He has survived until now through his use of the devastation orb shards he has kept and his hatred for the world.

Ravia. The lone survivor of the devastation orb's destruction, her role is detailed further in *DDEX 2-2 Embers of Elmwood*. For this adventure, she serves as a plot hook to the past event.

Adventure Hooks

This adventure is the first part of a trilogy of adventures. This adventure is intended to serve as a supplementary adventure to the events of *DDEX 2-2 Embers of Elmwood* and the *ELMW* series of CCC modules. The characters receive a call for assistance from Aliana Mathnir, the Constable of Elmwood, on a matter of incredible importance to the people of the town. The evidence of late is that Elmwood is not quite the sleepy fishing village it used to be.

Uhhh ... you said who is back? Anyone who has played an adventure in Elmwood is well known to Aliana Mathnir and receives a personal note requesting they come to Elmwood to meet with a priestess of Aumunator. The priestess making a bold and disconcerting claim — those who caused the Burning may have returned to the area.

Haven't we had enough of cultists yet? The factions are all too familiar with a number of cults that have come and gone from the Moonsea, causing great upheaval in their wake. While the factions have no direct intelligence, there is no harm in investigating the priestess' claims and, if need be, eliminating the problem before it gets out of hand.

Summertime in Elmwood. Not many places in the Moonsea are as beautiful and relaxing as Elmwood in the summer. It's a great place to rest up, eat some good food, have some good drink and find some very profitable work!

Part 1. Finding That Which We'd Rather Not Find

Estimated Duration: 60 minutes

The adventure begins with the characters invited to the Phoenix Monument at the north end of Elmwood overlooking the Moonsea to meet with Constable Aliana Mathnir and a guest she has invited for the party to meet.

General Features

The City of Elmwood has the following general features.

Terrain. The area around the Phoenix Monument is a large open-air courtyard with the Moonsea directly in front of it. The stone of the monument is worked, but it is otherwise sandy on the shore.

Weather. It is a beautiful day filled with sunshine and not a cloud in the sky.

Light. Everything is brightly illuminated by the sun.

Sounds. The sound of waves lapping the shore are hard to ignore. The fishing boats left hours ago, leaving the docks empty save the lone dockworker or two working on maintenance.

The Meeting at the Monument

In front of the Phoenix Monument are two human women, one standing in relatively plain clothes with the town seal embroidered on her doublet, and the other a woman kneeling before the monument apparently in prayer and wearing a bright orange robe with a large yellow embroidered sun taking up almost her entire back.

"Ahhh, good to see you all, glad you could meet us. I'm Aliana Mathnir, the Constable of Elmwood. Some of you might know me and others of you I haven't had the pleasure of meeting yet. This woman —" she motions to the woman kneeling in prayer "— is the reason we are here."

The sun hits its apex for a brief moment and a single ray of sunlight aligns with the embroidered sun on the woman's back, changing the robe's color from orange to yellow. When the transformation is complete, the woman rises and turns to face you.

"Thank you, Constable, and thank you all for permitting me this moment of worship. My name is Miriam and I am a Priestess of Aumunator, Lord of the Sun, Giver of the Law and Keeper of Time. I come from the Anauroch Desert and I bring ill tidings."

Miriam and Aliana provide the following additional information:

- The Cults of Elemental Evil were responsible for "The Burning," an event that destroyed the original village of Elmwood. It is, without a doubt, the largest single catastrophe that anyone in this town remembers.
- Miriam sought assistance first from the Church of Lathander since Lathander has many more worshippers in the region than Aumunator. She was rebuffed multiple times.
- She followed the cultists from the Anauroch Desert when her call for help went unanswered, which brought her to Elmwood.

Miriam pulls what appears to be a dimly glowing red crystal shard from a pocket in her robe. "I believe this to be a shard of a devastation orb, the very same machination that burnt this town to ash. I do not know how it was obtained or for what purpose, so I followed the cultists from there to here before losing their trail. I have communed with Aumunator and I know there are clues here to be found and finding those clues I believe will keep this place safe. I beg of you, please help me ... please help us." Miriam bows deeply while Constable Mathnir nods in agreement.

Roleplaying Aliana Mathnir

Aliana is a short, muscular woman with blue eyes and brown hair that is kept at shoulder length. Her skin is a rich brown color. She has a scar along her face from an injury she suffered during the Burning. Aliana was a deputy prior to the Burning, and took over when the constable was killed. She always offers a smile in greeting, and tries to get along with everyone. She likes to keep a neat and efficient-running town, and she is more than happy to overlook minor, nonviolent offenses or let them go after time in the drunk tank or fines to make up for damages. She is friendly and honest, and she likes to make everyone feel they can come to her with any issues concerning the town.

Quote: "Look, just get along, okay? We have bigger problems to deal with."

Roleplaying Miriam

Miriam is a tall woman with reddish blonde hair that goes past her shoulders and brown eyes that appear to constantly watch 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 pushes for the mission at hand to come 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.*

Assuming the characters agree to the request, both Miriam and Aliana are relieved. Aliana offers the party 500 gold pieces to investigate the matter and to inform her of the magnitude of the threat faced. She also requests that the matter be kept quiet, as “The Burning” is a sore subject amongst the general populace and the risk of causing a panic is simply too high.

She doesn’t know much about magic, but she recommends going to see Tinker Nimbledigits at the Stone Dwarf Inn. The town has no better wizard to ask about such things and he claims to have been an adventurer at one point in his career. Aliana gives the characters a letter of introduction that should explain the situation.

Miriam asks to accompany the characters to speak with the gnome. If the party asks questions during the walk to the Stone Dwarf Inn, Miriam can provide the following information.

- She is from the Anauroch Desert, specifically the southwestern portion of the desert not far from a well-known Elvish community called Evereska.
- She was making an annual pilgrimage to the original location of Thultanthar. Most people know it as the City of Shade, the city that destroyed Myth Drannor.
- Miriam was there to look after the temple to Aumunator that existed in the city in the hopes that light could someday be restored to those hallowed grounds.
- When she had arrived, she found the temple had been desecrated beyond all recognition. The symbols of the sun had been crossed out and replaced with a half circle with three spokes, a symbol she was unfamiliar with but instantly knew as a heresy or blasphemy of some kind.
- A character who succeeds on a DC 15 Intelligence (Religion) check can identify the symbol as being associated with the Cult of Eternal Flame, worshippers of the Evil Elemental Prince, Imix.
- More clues lead her deeper into the city, and she found an abandoned site that appeared to be a hideaway where a number of people lived. There she found the red crystal shard and, upon communing with Aumunator, determined

it was important to come to the Moonsea and seek assistance.

- This investigation is incredibly important to her, and the characters seem like her last, best hope. To that end, she offers to engage each of them in a Sacred Oath to see this through to completion. Anyone who agrees to take the oath gains **The Sacred Oath** story award.
- She can also give the characters some general information about the Black Road and the Anauroch Desert, but she will eventually close the conversation by noting that it is time to get to work.

The Stone Dwarf Inn

General Features

The Stone Dwarf Inn has the following general features.

Smells. The smell of baked goods permeates much of the inn.

Sounds. The inn is quiet save for the voice of a middle-aged gnome giving a history lesson to the children.

Light. The inn is brightly lit with sunshine pouring through the windows.

Roleplaying Tinker Nimbledigits

Tinker is a middle-aged gnome illusionist who was at one point in his life an adventuring wizard of minor renown. After the Burning, he established a business of his own and settled into retirement as both an innkeeper and school teacher. Tinker is particularly fond of children. He is slightly eccentric to be sure, but he is friendly and tries to keep the welfare of Elmwood in mind when asked to make decisions.

Quote: *“Yes yes yes, I understand all that but wouldn’t you rather enjoy a nice meal or an even better story? Why not both?”*

When the characters arrive, the Stone Dwarf Inn is surprisingly full, but not with patrons. Instead about two dozen children sit in a semi-circle around a gnome who is projecting images into the air while the rest of the inn appears to be cleaning itself.

The gnome is quite oblivious to the characters’ entrance. A character may make a DC 15 Intelligence (History) check to identify that he is discussing the history of the Cult of Moander and specifically discussing the events surrounding *Curse of the Azure Bonds*, telling the story of how Dragonbait and Alias overcame the cult, much in the same way the town did not long ago.

If the party interrupts the story, the gnome is perturbed, but understands that sometimes these things happen. If the party waits until the end of

the story, at which time class is dismissed, he is grateful for the party's patience, gaining them advantage on all Charisma checks with Tinker until the end of the adventure.

When the party gives Tinker the letter from Constable Mathnir, Tinker's expression changes for a brief moment before returning to normal. If the children are still present, he will apologize and ask them all to leave. He will instruct his assistants in the inn to watch the children outside. If the children are not present, he politely asks his help to take a break.

Tinker will ask to see the shard, examine it briefly, then hand it back and politely decline to assist.

A DC 13 Wisdom (Insight) check reveals that Tinker is definitely nervous, but it doesn't appear to be out of wrongdoing.

Eventually, Tinker will tell the party that in order to do anything with the shard, he will need access to the teleportation circle in the basement. Normally this wouldn't be a problem; however, it was used recently to evacuate the children when members of a Moander cult attacked the town.

When the all clear notice was given, the children and Tinker came back, but the portal was left open and something else came through. He isn't exactly sure what, though.

Afterwards, he got the children out and surrounded the entrance to the basement in protective wards to make sure nothing could get out, but without access to that magical energy, he's not sure what he can do.

The party can successfully convince Tinker to let them investigate and clear out the basement on a DC 13 Charisma (Persuasion or Intimidation) check.

If the party should fail this check, Miriam offers to make Tinker Nimbledigits a "Sacred Oath" which seems to immediately get Tinker's attention and cooperation.

Tinker will show the party the way but will not go into the basement with them, as he will be outside with Miriam protecting the inn to make sure nothing gets out.

The Stone Dwarf Inn Basement

General Features

The nesting area has the following general features.

Terrain. The floor at the bottom of the stairwell is worked stone and is more or less level. The walls are worked and have a number of magical sigils on them that radiate illusionary, transmutation and evocation magics.

Light. The sigils give off dim light throughout the hallway and the teleportation circle provides dim light in the chamber.

The party is shown a secret stairwell in the inn and lead down to a basement level comprised of a long hallway leading to a single door covered with magical runes.

As the characters approach the door, anyone with a Passive Perception of 13 or greater can hear something banging against the door from the other side.

When the door is opened, read the following:

The sigils of the hallway flare to life when the door is pushed, allowing what was seemingly impossible to open much easier. On the other side of the door is a teleportation circle that seems to still have some magical energy coursing through it as it illuminates the entire 25 by 25-foot room in dim light.

However, when the door finishes opening, a number of shadowy creatures emerge from the walls and vines come together into a large husk and immediately rush to the door to escape!

In this room are two empowered shadows (use the **revenant** stat block) and one **shambling mound**. The shadows start on the far side of the room, occupying the two corners, and the shambling mound is in the center of the room.

On initiative count 20 (losing ties), the creatures regain 5 hit points at the end of the initiative order as long as the teleportation circle remains active.

The characters may use an action on their turns to make a DC 15 Intelligence (Arcana) or Dexterity (Sleight of Hand) check to disrupt the teleportation circle and prevent the lair effect from occurring. Once it has been disrupted three times, the teleportation circle becomes inactive. A character may also attempt to use *dispel magic* against the teleportation circle to stop the effect immediately. For this purpose, the teleportation circle should be considered as a base 5th-level spell requiring a DC 15 ability check.

Adjusting this Encounter

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

- **Very Weak:** The **revenants** are instead both **shadow demons**. Remove the lair effect.
- **Weak:** Replace one **revenant** with one **shadow demon**. Remove the lair effect.
- **Strong:** Replace one **revenant** with one **bodak**
- **Very Strong:** Replace both **revenants** with one **demonic bladelord** (use **Naergoth Bladelord** stat block). The teleportation circle must be disrupted four times to be completely nullified or a *dispel magic* check must succeed as though the spell had been cast at 7th level (DC 17).

With the creatures destroyed, the party can report success to Tinker and Miriam. Tinker agrees to get to work cleaning up the mess right away and says that he should be ready to look it over in about an hour or so.

If the characters wish, they can take a short rest in the Stone Dwarf Inn at this time.

Approximately an hour later, Tinker invites them back down to the basement.

Read or paraphrase the following:

The speed with which Tinker has restored his lab in the basement is extraordinary and it looks nothing like it did just an hour ago.

Where there was once a teleportation circle, there are now (the number of PCs) beds arranged in a spoke like pattern around a crystal orb in the center of the room.

Tinker is excited to see you. "I will say, Ms. Miriam here has been quite helpful! I do believe she is correct. This does appear to in fact be a shard of a devastation orb, and a fiery one at that! It's very strange, I can feel this shard exuding a large amount of evocation magic. That's not surprising, but it's the level of enchantment magic that is. It's almost as if there's an emotional component to this shard!"

Give the party a chance to use resources that may allow for some sort of magical understanding of what is going on. Feel free to adjudicate it as desired. If the party figures it out to the DM's satisfaction, the DM can explain the following to the characters and Tinker will agree with their deduction before explaining his plan. Otherwise, Tinker will explain the following:

- The enchantment magic appears to have a memory component that feeds the emotional piece.

- The enchantment is surprisingly well maintained even in just a shard. In many ways the magic feels complete even with just this little piece.
- It may be possible to investigate the "memory" of the shard in some way.

When the party has sufficiently explored the magic of the shard, Tinker will acknowledge that his plan to use a crystal ball as a focus to put the characters' consciousness into the shard in a dreamlike state. He admits he has not tried something like this before, but it seems like the best way to get the information it might hold, whatever that is.

When the party agrees to enter the dream, proceed to Part 2.

Part 2. The Truth of Tragic Dreams

Estimated Duration: 150 minutes

The party has cleared out the basement of the Stone Dwarf Inn and Tinker Nimbledigits is ready to put the party into the memories in the shard. The majority of this section occurs in a dreamlike state in which the characters assume the roles of the caravan guards who were to escort the original devastation orb that destroyed Elmwood to Mulmaster.

Inside the Shard (A note on being the bad guys ...)

When the party takes over these roles, the shard's magic is quite unyielding on how the events generally happened. The guards were members of the Cult of Eternal Flame who were bent on burning down Mulmaster using this devastation orb, and as such were thoroughly evil.

This is an opportunity for characters to briefly explore being the bad guys. That's okay! It's something different. Do NOT let this aspect get out of hand. This section is designed to be a roleplaying experience a little outside the norm that still moves the story forward and shows what happened to the cultists and Elmwood. For instance, the shard doesn't remember party members killing each other and it doesn't remember the caravan slaughtering the residents of Elmwood with their weapons. If someone was a jerk to a passerby on the road who was asking for food, that would be in line with the experience.

DMs who do not believe that this type of experience could be easily managed should feel free to narrate the events and run the combats while constraining the player's behavior a little bit more through this section.

Also note that the players are to use their characters in this encounter. They use their HP, their class features, their spells, etc. Keep track of any resources used in the dream as those will carry over.

Tinker will interrupt with a message reminding the players that any time they violate the memories of the shard they risk corrupting the information and making it useless. In reality, no matter how much they try to break the

memories of the shard, the story will play out the same, it just may result in a great deal of psychic and fire damage for the party. Any time the characters act in a "heroic" way, they must make a DC 15 Charisma saving throw. On a failure, they take 6 (2d6) psychic damage and 3 (1d6) fire damage. On a success, they take half. Describe the event as a mind-bending experience in which the scene seems to almost instantly reset and the characters' minds seem to reel from the mental whiplash.

Day 1 of the Dream

Entering this dreamscape is a surreal experience. You all find yourselves in bodies that are not your own. You see many faces hidden by robes, masks and other items.

Many of the people appear non-descript, blurred in many ways. You feel as though you have full control over your bodies and you hear a soft and distant voice in your head.

"Uhh ... hello ... is this thing on? Okay. YES! Great. It's me, Tinker. Miriam and I are on the outside and we can kind of see what you're seeing through the crystal ball I've got set up here. I'm going to ask you to play along with what you see. It's kind of cloudy. Don't do anything to rock the boat too much. If you do things that disrupt the events it might corrupt the memory, so play along! Miriam and I will be on the other side watching, so be careful!"

Any attempt to respond to Tinker gets strange glares from the other members of the caravan who will jokingly say something about how this long trip has clearly affected the party. This should help the party to realize that the dream is interactive.

Many of the people around them have tattoos or other markings of a half circle with three spokes, the same as the symbol Miriam described earlier. Many of the cultists appear blurred out, but one human male and one human female seem better defined but still fairly nondescript.

Any character may attempt a DC 15 Intelligence (Nature or History) check to recognize that the area looks familiar, although different. Any character who played *DDEX 2-2 Embers of Elmwood* automatically succeeds on this check and therefore recognizes it as the area around Elmwood before the Burning.

The characters may choose to engage some of the cultists in conversation and can learn some general information.

- The human woman who is not blurred will introduce herself as Ravia and will tell the party the following: “This caravan is headed for Mulmaster. The cultists do not know what the caravan is taking, only that they’ve been told it’s important and given to this group by Vanifer herself after entering glorious communion with Imix!”

Other cultists can relay the following:

- One of the characters (chosen at random, probably a melee type) should be with Jacobson, isn’t (he/she) Jacobson’s bodyguard after all?
- The caravan is going around the south side of the Moonsea to avoid Phlan and its dragon troubles.
- Everyone knows Ravia is Jacobson’s favorite, but he has done right by the caravan and has proven exceptionally loyal to the Eternal Flame.

The character who is chosen to be Jacobson’s bodyguard, if they choose to go see Jacobson, meet a human male in red robes kneeling in prayer over a large box in the lead wagon of the caravan.

Inside the caravan you see a crystal-clear human male of about 45 years in red robes with a strange symbol emblazoned over his left breast resembling a half circle with three spokes.

“Good of you to be at my side. This ... this will be in the instrument of our success. I know you know this already, but we must keep this safe at all costs. We’ve been together long enough now that I feel comfortable telling you what is inside. Simply put, inside of this box is the key to our victory out here in the Moonsea, a devastation orb. Our orders from Vanifer are to set this off inside of Mulmaster, forcing attention further east. Doing so will take pressure off of our work on the Sword Coast. The factions are already starting to unite after seeing Phlan taken by that green dragon and their interference out west could be problematic. This is an opportunity to draw their attention even further away so that Mistress Vanifer’s plan can come fully into effect.”

Just as Jacobson finishes explaining the situation to his bodyguard, an alarm goes up through the caravan, signifying it is under attack.

A large number of hobgoblins have ambushed the caravan. Between the forces of the cult and the hobgoblin attackers, much of the combat will occur “off screen.” DMs should feel free to describe the exchanges between those other hobgoblin groups and the fire cultists. However, the party will be facing the following: eight **hobgoblins**, one **hobgoblin devastator** and one **hobgoblin warlord** who are the unlucky fools who attacked the lead wagon. The combat opens up with the hobgoblin devastator using one of its 4th-level spell slots to cast *ice storm* on the lead caravan to slow down its progress.

Adjusting this Encounter

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

- **Very Weak:** There are four **hobgoblins**, one **hobgoblin devastator** and one **hobgoblin captain**, and the DC for the hobgoblin devastator’s spells is 12.
- **Weak:** There are six **hobgoblins**, one **hobgoblin devastator** and one **hobgoblin captain**.
- **Strong:** Add one **hobgoblin captain**, and the DC for the hobgoblin devastator’s spells is 14.
- **Very Strong:** Add one **hobgoblin warlord**, and the DC for the hobgoblin devastator’s spells is 15.

After the combat is over, Jacobson addresses the caravan to tell them that they did a fine job protecting the gift they’re transporting. He orders all captured hobgoblins to be executed and any spell casters are to be burned alive. Jacobson picks one character to set the flame to a hobgoblin spell caster as a demonstration of faith to the others. If the character refuses, he takes the damage mentioned earlier in the section. A DM may want to make this choice more interesting by asking someone who may be strongly dedicated to the forces of good, such as a paladin or cleric of a good-aligned deity to perform this task. Likewise, if the DM feels this event is simply inappropriate for the table, this interaction can be skipped, in which case describe the general action and move on.

After the cleanup is completed, Jacobson looks noticeably disturbed. The character who is his bodyguard can attempt a DC 15 Charisma (Persuasion) check to have Jacobson reveal the problem. Any other character may attempt the same check at DC 17.

If the check is successful, he shows the party that the casing holding the orb has been cracked. Jacobson insists that nothing is wrong, that the magic is well contained and that their mission will succeed. Since most of the cultists are human, Jacobson will take this opportunity to offer a night's rest to the caravan. If the party chooses to rest, they do in fact gain the benefits of a long rest.

Day 2 of the Dream

After awaking, the party is brought to speak to Jacobson before starting the day.

"Good to see you this morning. I'm looking through the maps of the area and there's a little town called Elmwood nearby. Looks mostly like a fishing village. I'd rather avoid it if possible. I'd like you all to take Ravia with you and see if you can't find a way around that doesn't take us too far off the path but gets us around any potential entanglements."

Jacobson is not a fool and knows that it is to their benefit to avoid conflict and complete their mission, especially after the hobgoblin attack the previous day and the damaged casing of the devastation orb.

Ravia, however, has her own plans and wants to have the party assist. Ravia claims to know the area fairly well and offers to take the lead, stating she is grateful for the assistance.

The party may attempt three separate Wisdom (Survival) checks at DC 13, 15 and 17. Each of these checks along the way provide different pieces of information as Ravia leads them.

- The first successful check reveals Ravia is indeed skirting the road into Elmwood.
- The second successful check reveals Ravia has gone in a circle at least once.
- The third successful check reveals that this is intentional behavior. She is trying to buy time.

If two of the three checks are successful, read the following. If not, go to "Welcome to ... Elmwood?"

"Well, it seems you are not as dense as some of the others. Let me put this plainly. Ever since I found this ..." she holds up a piece of pale, white wood, capped with a falcon made of silver. "... life has been coming up roses. Those people are easy to manipulate but you all ... you all seem more difficult. I just want to make a deal. Jacobson is too cautious. We can save time by going through Elmwood. There's nothing there and I'll show you. I have a little thing I want to go pick up anyway. You come with me, I'll do my deal, we'll go back and tell him we couldn't find another way around and everybody wins. Deal?"

Roleplaying Ravia

Ravia is cruel, pernicious and utterly convinced that she cannot be stopped. She delights in cruelty and has a particular affinity for watching people burn. She is not above trying to rattle people with threats to get what she wants. If need be, she could always use her *staff of charming* to get what she's looking for.

Let the party debate this idea about for a little bit. Inevitably, any action that results in violence towards Ravia is met with a stern mental rebuke from the orb. Likewise, failing to go to Elmwood also draws the same response, but nothing says the players have to like or agree with the plan. If the party asks Ravia some questions, she will be forthright at this time as she is eager to pick up her package in Elmwood. She can give the following information.

- Jacobson has been leading this caravan for quite some time. They started near a little village called Red Larch.
- She claims to be quite gifted at getting what she wants from others and does not deny that her charms are both magical and mundane in nature. They're both quite effective.
- She will not disclose what she is going to get, only that it will be big and she's willing to allow the characters a little bit of the glory that will come with it.
- Jacobson has been a competent leader, but not a great one, and she would do better. Of course, if the characters want to help her in a mutiny when this is all done, she's not above that.
- If the characters succeed on a DC 15 Wisdom (Insight) check, they note that she does seem to be a little nervous despite her confident demeanor. If the characters follow up, she will admit that it's because she is meeting an undercover cleric of Tymora who is actually a member of the Cult of Black Earth named

Wylan. After this admission, she dismisses all other questions and asks the characters to come along.

- If the party is still unsure, have Tinker and Miriam provide gentle guidance from outside to see where this path goes.

Welcome to ... Elmwood?

As the party arrives, they find a village much smaller than the Elmwood they know today. Indeed, the town doesn't seem to be much of anything except fishing boats, large farms and something resembling a town square. Off to the east, there is something resembling a large manor on a hillside.

Entering the town, there doesn't appear to be any activity except for one jovial man who has a small audience.

"Indeed, indeed! Tymora smiles on you all and she smiles on this village most assuredly! One can only imagine what good fortune awaits this village in the near future!" The man appears to be finishing a small impromptu sermon of some kind when Ravia flashes some signs in the priest's direction.

"Sadly, friends, I must go, but go with good fortune! Remember to see me at the Gate of Good Fortune in Mulmaster. Tell them Wylan sent you and you'll get a free spin!" This last encouragement is enough to clear the crowd with plenty of smiles. The man approaches the party and motions to an area behind a small farmhouse, and Ravia motions to follow.

The man introduces himself as Wylan Bural, a priest of Tymora and a freedom fighter currently stationed in Mulmaster who is dedicated to the removal of Vorgansharax from Phlan. As he says this, they both seem to snicker. Ravia seems clearly uncomfortable even as they share a bit of laughter. Ravia asks Wylan if he has "it."

Before Wylan hands over whatever package he was here to give, a town guard randomly walks by and wants to know what's going on and why a bunch of suspicious looking people are here.

The party has a number of ways to deal with the guard. The DM should feel free to adjudicate the encounter in accordance with any responses that he or she deems reasonable. The more reasonable the response, the lower the DC should be. If a player or players do attempt a non-violent solution, have one of the characters make a DC 15 Wisdom saving throw or feel an overwhelming

urge to kill the guard and dump the body. If they still choose to not kill the guard after a failed save, nothing happens. If this happens, explain that the emotions of the orb shard wanted the guard to die, but it wasn't meant to be.

After the guard is dispatched, Wylan immediately hands over a small piece of crystal and says it has the instructions 'he' (Jacobson) was looking for, and if they actually work will prove incredibly powerful. He then runs off. With the package in hand, Ravia orders a swift retreat back to the caravan to tell Jacobson that they didn't find another way around.

As they leave the town, the party walks past one set of town guards lazily guarding a gate when Ravia whispers something under her breath. Hearing it requires a Passive Perception of 14 or higher. If they can hear her, she says "Someday, I'll get to watch you and everything you love burn."

The guards hear something and innocently ask if the woman said anything. Ravia politely replies that the guards must have been hearing things and tells the party to pick up the pace.

If the party successfully convinces the guard to go away without resorting to violence, every member of the party gains an additional 200 XP.

Returning to Jacobson and the Truth of the Burning

When the party returns, Jacobson scolds Ravia for not finding another way around Elmwood, but understands that options and time are short. The caravan does not have much difficulty getting through the town until it approaches the manor on the hillside on the other side of town. When the characters arrive there, read the following:

The journey into Elmwood was uneventful; however, getting through the town unscathed does not appear to be in the cards. As you pass by the hillside manor overlooking the rest of the town on the road east towards Mulmaster, you see a single sign out front that says "Culkin" and a group of do-gooder adventurer types who emerge from the manor. They demand that the caravan pull aside for full inspection and that the woman who was in town earlier today be brought forward for questioning based on comments she made earlier in the day.

“You ... came here to Elmwood? You pulled me into a trap!?” Jacobson exclaims sadly. “I ... I loved you, Ravia. You were my favorite, the passion of my heart and you betray me?”

“No! This is a lie, Jacobson, and I’ll prove it and I’ll prove my loyalty to Imix!” Ravia says with excitement in her voice. “You will all soon burn and die. I will watch each and every one of you burn, then I will watch your town burn, then I will watch your world burn! ATTACK MY FRIENDS!”

With that final exclamation, Ravia jumps to engage. The adventuring party calls for assistance and the town guard moves to surround the caravan. It appears there’ll be a fight to get out of here!

The “adventuring party” in Elmwood is comprised of five people: a **champion**, a **war priest**, an **abjurer**, a **master thief** and one **apprentice wizard**. This fight is not about winning, as most parties will find this a fairly difficult combat. What matters is the number of turns that must be survived. The party must survive in this combat (and if they do thrive, fantastic!) for five rounds.

At the end of the fourth round, the abjurer will tell his apprentice wizard to use a *scroll of cone of cold* against the party, which will happen at the end of the fifth round of combat and will also hit the casing of the devastation orb. The DM must make sure that the apprentice wizard stays alive until then. If it is easier to make him a noncombatant until the time comes, that course is perfectly acceptable. If anyone should attempt to use *counterspell* to stop this final action, the shard responds appropriately.

Adjusting this Encounter

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

- **Very Weak:** The party must survive for three rounds instead of five.
- **Weak:** The party must survive for four rounds instead of five.
- **Strong:** Change the **abjurer** to an **evoker** and add an additional 2d6 to the **master thief**’s sneak attack damage.
- **Very Strong:** The party must win the fight in its entirety and at the end of the fight, the **apprentice wizard** will cast *cone of cold* with his dying breath, causing the same chain of events.

When the time comes, the apprentice wizard will use his *scroll of cone of cold* to try to defeat his enemies. However, he will cast it in the direction of the caravan. The spell fails, but it fails in spectacular fashion. The spell goes off at full power, killing the apprentice wizard in this process. When the *cone of cold* hits the caravan, it destroys the orb’s casing, causing it to detonate prematurely. Read the following.

As the apprentice’s spell goes off, it immediately becomes apparent that something has gone horribly wrong. From the apprentice’s hands, a stream of pure cold erupts in all directions. For a brief moment, everything in the dreamspace slows down to a crawl as you see the nova of cold heading towards the caravan. You see Jacobson desperately begin to weave a spell in response, but it is too late. When the cold energy hits the lead wagon, a light so bright that it burns erupts and a searing flame washes over each of your bodies the likes of which you have never experienced in your most horrific nightmares. You can feel your skin burning and melting away before the shock wave hits what’s left of your body, shattering every bone.

When you blink your eyes again you see yourselves back in Tinker’s makeshift lab, tears streaming down his face while Miriam can only attempt to console him.

“An ACCIDENT? Elmwood was blown up because of a damn ... accident? This ... this is what those people did. People trying to stop the bad guys and an unlucky hobgoblin raid caused Elmwood to be destroyed. I don’t think the survivors will ever understand. I guess this will be history that will never be shared.” Tinker manages to stop his sobbing long enough to find a corner to sit in, hunched over his eyes to the floor.

“While I appreciate the gnome’s dismay, we now know where the first devastation orb went off, and that might provide us the clue we need. We should get going and leave him be. He’ll need time to comprehend what’s happened here.” With that, Miriam says a quiet prayer and walks out of the room.

The sudden shock of the experiences causes each character to take psychic damage equal to the APL of the party. Further, they notice on their left hands a symbol that was not there before and cannot seem to be removed. Their experience with the devastation orb has left an impression on them, gaining each member of the party the **Marked by the Fire of Imix** story award.

Treasure

After coming out of the dream, Tinker offers the party access to anything in his lab. There are two *potions of greater healing* and a *spell scroll of teleportation circle*.

Proceed to Part 3.

Part 3. Jacobson's Revenge

Estimated Duration: 30 minutes

The party leaves the Stone Dwarf Inn and heads to the site of the old Culkan manor, which still lays in ruin. It's now approaching dusk, but there's still light as the party approaches.

As the characters come to the hillside with the ruins in sight, they hear a loud moan as a burnt husk of a man emerges.

Confronting Jacobson

As the sun begins to set, you make your way to the old Culkan manor. The area is still in ruins and hasn't been touched by the residents since the Burning. Looking around through all the debris proves difficult until a loud piercing moan cuts through the air.

"You ... you are touched by it. I can feel it ... Give it to me. I need it. It is my life!"

With that, you see a burnt husk of a man in tattered red and orange robes with a familiar but damaged voice. "Ravia ... Ravia ... why? I will live until I find the answer and you will provide me what I need!" The man takes a brazier that when raised immediately springs to life with fire. He takes what appears to be two shards similar to those in your possession and throws them into the fire, causing large fiery beings encased in black iron to emerge and attack!

Feeling scorned, Jacobson has used his anger and desire for revenge to feed off the remaining shards of the devastation orb to live. Jacobson is a **flamewrath** who already has *fire shield* cast (see his Wreathed in Flame feature). He is accompanied by two **fire elemental myrmidons**.

A character may attempt a Charisma (Deception) check to convince Jacobson that he was not betrayed. After three successes, if not killed, Jacobson will give up and allow his life force to pass on. He takes negative effects for the first and second successful checks. The DC for the first check is 15. The DC for the second check is 18. The DC for the final check is 21.

The first successful check causes him to be stunned until the beginning of his next turn. The second successful check removes his ability to cast 3rd-level or higher spells. If Jacobson is defeated in this way, the fire elemental myrmidons still fight to the death.

Adjusting this Encounter

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

- **Very Weak:** The two **fire elemental myrmidons** are instead normal **fire elementals**.
- **Weak:** One of the **fire elemental myrmidons** is instead a normal **fire elemental**.
- **Strong:** The **flamewrath** has 154 hit points and another 4th-level spell slot.
- **Very Strong:** Same as strong with also maximizing the **fire elemental myrmidon's** hit points (180 hp)

Treasure

Jacobson is wearing a necklace made of rubies inlaid into a golden sun. It is worth 1,000 gold pieces.

Conclusion

After this battle, the adventurers find one shard that is slightly different in color and resembles the shard that Wylan Burrell gave to Ravia in the dream. Miriam suggests going back to Tinker to see if it can be deciphered in the same way.

Tinker's mood has noticeably improved and he is grateful for the opportunity to do something to bring these people to justice. Reviewing this shard, however, reveals no memories. Instead, he finds instructions in Ignan and Terran and a location in the middle of Mulmaster.

"It appears these are instructions for building pieces of some new type of ... oh my Gods ... Miriam come look at this. Everybody needs to see this." With a flick of his wrist, Tinker makes an image appear of what he is seeing inside the shard. Miriam's eyes focus on the image, giving nothing away until she pulls her hand to her mouth in disbelief. "Is that what I think it is?" she gasps.

"Yes." Tinker says. "I believe these are partial instructions to create a hybrid devastation orb. Jacobson was using this knowledge to extract everything he could out of the shards he had to extend his life. But if he had this knowledge, and the cult is already in the Moonsea ..."

Miriam interjects. "Then it means they may already have this knowledge. It appears I am going to Mulmaster, and I hope you all will be joining me."

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
Abjurer	5,000
Apprentice Wizard	50
Bodak	2,300
Champion	5,000
Evoker	5,000
Fire Elemental	1,800
Fire Elemental Myrmidon	2,900
Flamewrath	2,300
Hobgoblin	100
Hobgoblin Captain	700
Hobgoblin Devastator	1,100
Hobgoblin Warlord	2,300
Master Thief	1,800
Naergoth Bladelord	7,200
Revenant	1,800
Shadow Demon	1,100
War Priest	5,000

Non-Combat Awards

Task or Accomplishment	XP Per Character
Getting the Elmwood guard to go away without using violence	200

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

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

Treasure

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

Treasure Awards

Item Name	GP Value
Award from Aliana Mathnir	500
Jacobson's Necklace	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*.

Brazier of Commanding Fire Elementals

Wondrous Item, rare

This item is warm to the touch and it appears to be crafted from black iron. Sigils of flames cover its surface surrounding a symbol of the Cult of Eternal Flame painted in orange and red. While this brazier is on a bearer's person, that person can speak and understand Ignan.

While a fire burns in this black iron brazier, you can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the *conjure elemental* spell. The brazier can't be used this way again until the next dawn. The brazier weighs five pounds. This item can be found in **Player Handout 3**.

Potion of Greater Healing

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

Scroll of Teleportation Circle

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

Story Awards

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

The Sacred Oath. You agreed to take Miriam's mission as your own, placing it above all others and taking a Sacred Divine Oath. While playing WYC 1 mods you have advantage on any save that would cause you to act against this oath.

If you should tier out by playing other adventures before finishing the series, you will have disadvantage on all social checks with the priesthood of Aumunator for violating this sacred oath. More information can be found in **Player Handout 1.**

Marked by the Fire of Imix. You personally experienced the searing heat of a devastation orb first hand, and while it was only an illusory experience, the flames marked you even now. On your left hand a burnt marking of Imix appears.

While you have this story award, you have advantage on all Charisma checks with members of the Cult of Burning Hatred and disadvantage on all Charisma checks to interact with clergy of any good aligned deity who also has the light domain, Miriam of Aumunator being an exception.

This story award may be referenced in other WYC modules. More information can be found in **Player Handout 2.**

Renown

Each character receives **one renown** 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

Abjurer

Medium humanoid (any race) any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. The abjurer is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The abjurer has the following wizard spells prepared:

Cantrips (at will): *blade ward, dancing lights, mending, message, ray of frost*

1st level (4 slots): *alarm, mage armor, magic missile, shield*

2nd level (3 slots): *arcane lock, invisibility*

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

4th level (3 slots): *banishment, stoneskin**

5th level (2 slots): *cone of cold, wall of force*

6th level (1 slot): *flesh to stone, globe of invulnerability**

7th level (1 slot): *symbol*, teleport*

*Abjuration spell of 1st level or higher

Arcane Ward. The abjurer has a magical ward that has 30 hit points. Whenever the abjurer takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the abjurer takes any remaining damage. When the abjurer casts an abjuration spell of 1st-level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Apprentice

Medium humanoid (any race) any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Arcana +4, History +4

Senses darkvision 60 ft., passive Perception 16

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mending, prestidigitation*
1st level (2 slots): *burning hands, disguise self, shield*

Actions

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

Bodak

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +6

Damage Resistances cold, fire, necrotic; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, the languages it knew in life

Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13

Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much on a successful one.

Champion

Medium humanoid, any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Evoker

Medium humanoid, any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, * *light*, * *prestidigitation*, *ray of frost**

1st level (4 slots): *burning hands*, * *mage armor*, *magic missile**

2nd level (3 slots): *mirror image*, *misty step*, *shatter**

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

4th level (3 slots): *ice storm*, * *stoneskin*

5th level (2 slots): *Bigby's hand*, * *cone of cold**

6th level (1 slot): *chain lightning*, * *wall of ice**

*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

Actions

Quarterstaff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit*: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Fire Elemental

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

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

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks.

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

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

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

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

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) fire damage.

If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Fire Elemental Myrmidon

Large elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 40 ft.

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

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, one language of its creator's choice

Challenge 7 (2,900 XP)

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

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

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

Actions

Multiattack. The myrmidon makes three scimitar attacks.

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

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

Flamewrath

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

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

Skills Arcana +3, Religion +3

Damage Immunities fire

Senses passive Perception 10

Languages Common, Ignan

Challenge 6 (2,300 XP)

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

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

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

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

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

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

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

Actions

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

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Hobgoblin Captain

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest).

For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Hobgoblin Devastator

Medium humanoid (goblinoid), lawful evil

Armor Class 13 (studded leather)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 4 (1,100 XP)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Spellcasting. The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, ray of frost, shocking grasp*

1st level (4 slots): *fog cloud, magic missile, thunderwave*

2nd level (3 slots): *gust of wind, Melf's acid arrow, scorching ray*

3rd level (3 slots): *fireball, fly, lightning bolt*

4th level (1 slot): *ice storm*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Hobgoblin Warlord

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3, Cha +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest).

For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Reactions

Parry. The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

Naergoth Bladelord (Demonic Bladelord)

Medium undead, neutral evil

Armor Class 18 (plate)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	12(+1)	14(+2)	16 (+3)

Saving Throws Dex +5, Wis +6

Skills Perception +6, Stealth +5

Damage Resistances necrotic; bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 11 (7,200 XP)

Sunlight Sensitivity. While in sunlight, the bladelord has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The bladelord makes three attacks, either which his longsword or longbow. He can use Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 20 (5d6 + 3) necrotic damage.

The target must succeed on a DC 15 Constitution Saving Throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to zero. A humanoid slain by this attack rises 24 hours later as a zombie under the bladelord's control, unless the humanoid is restored to life or its body is destroyed. The bladelord can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands plus 10 (3d6) necrotic damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage plus 10 (3d6) necrotic damage.

Revenant

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13(+1)	16(+3)	18 (+4)

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

Damage Resistances necrotic; psychic

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages The languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with zero hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Actions

Multiattack. The revenant makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it

has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

Shadow Demon

Medium fiend (demon), chaotic evil

Armor Class 13 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30ft

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic;
bludgeoning, piercing and slashing from
nonmagical weapons

Damage Immunities cold, lightning, poison

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

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 150 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic 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, stonkskin*

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

Actions

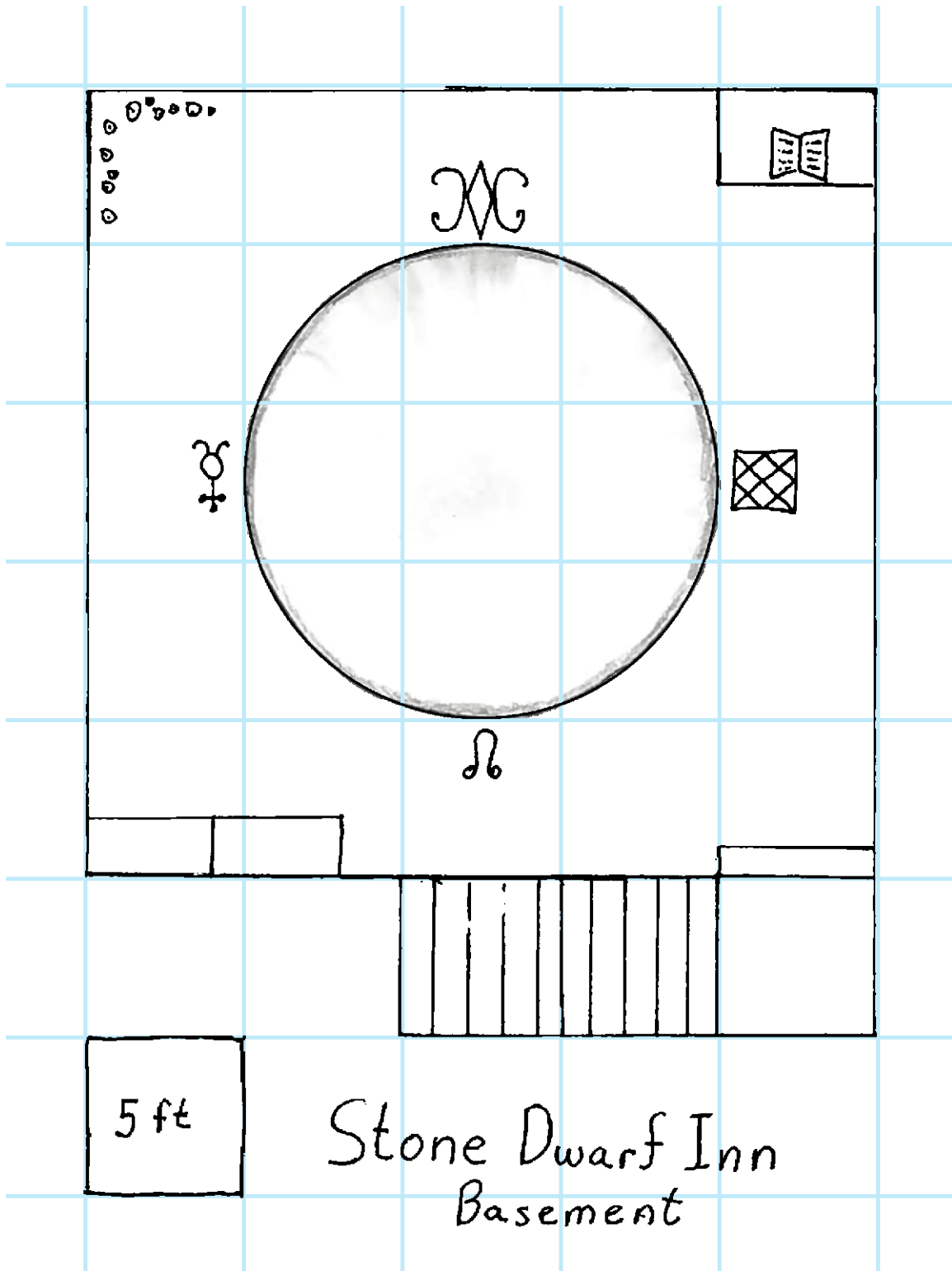
Multiattack. The priest makes two melee attacks.

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

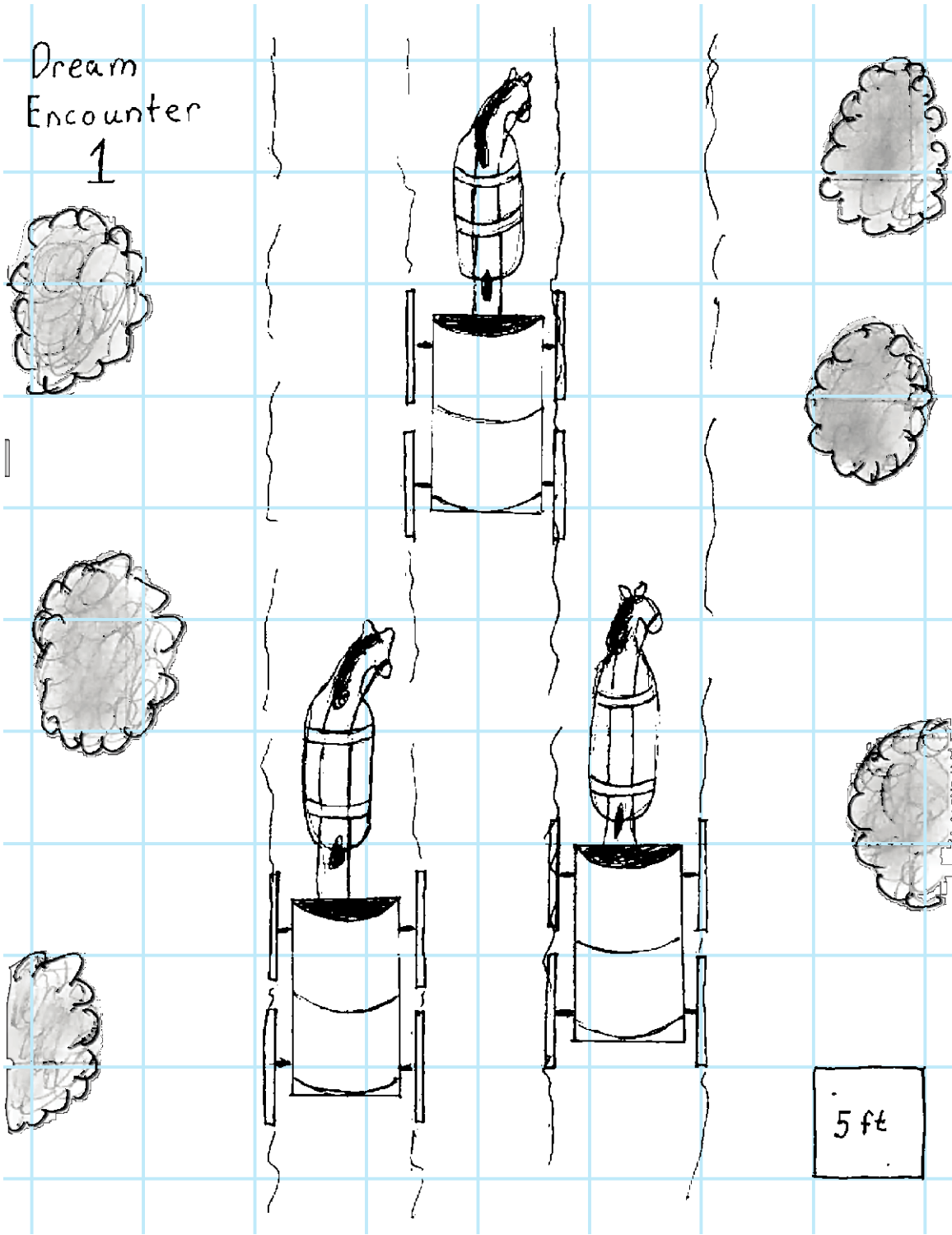
Reactions

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.

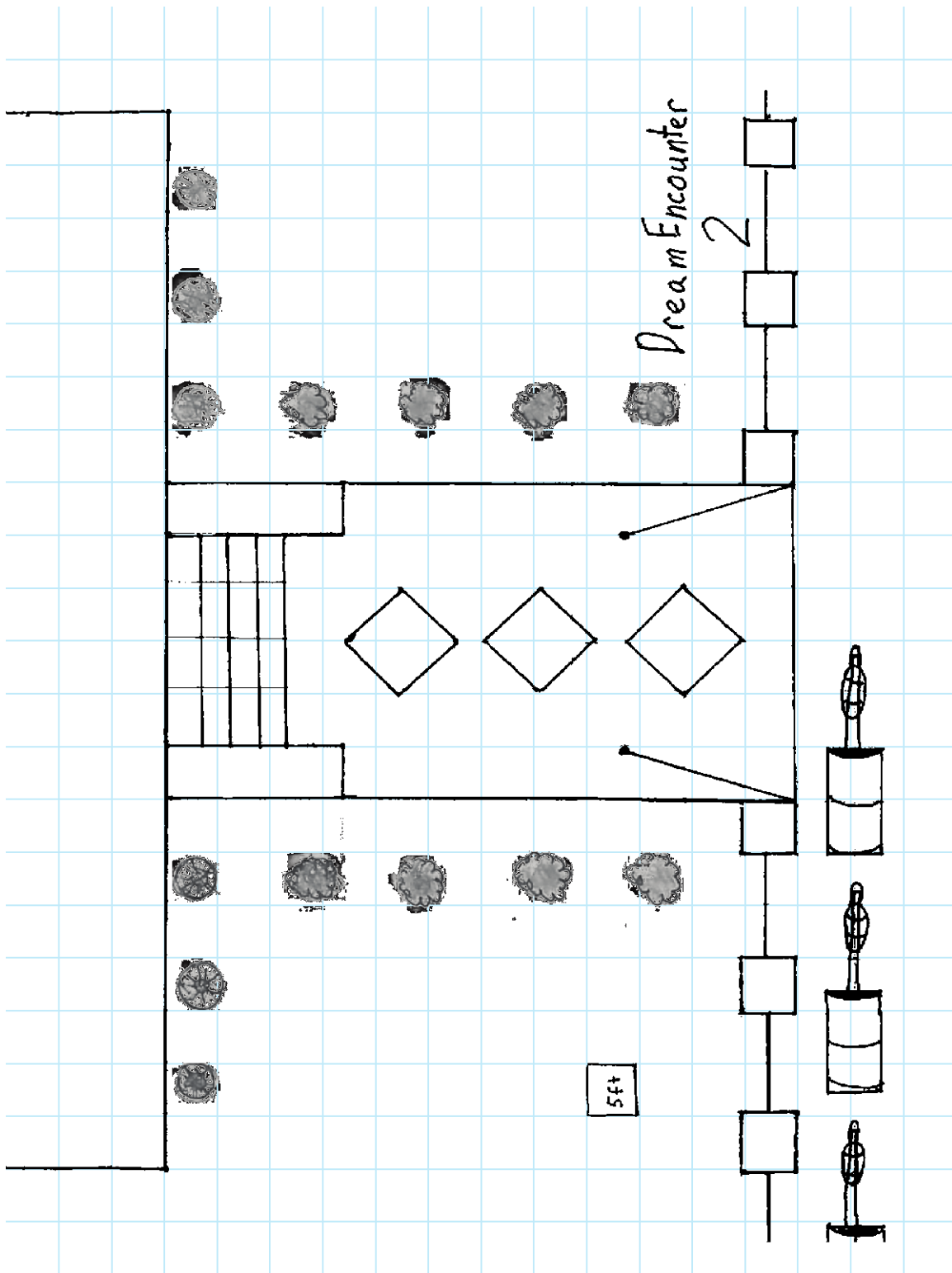
Appendix. Stone Dwarf Basement Map



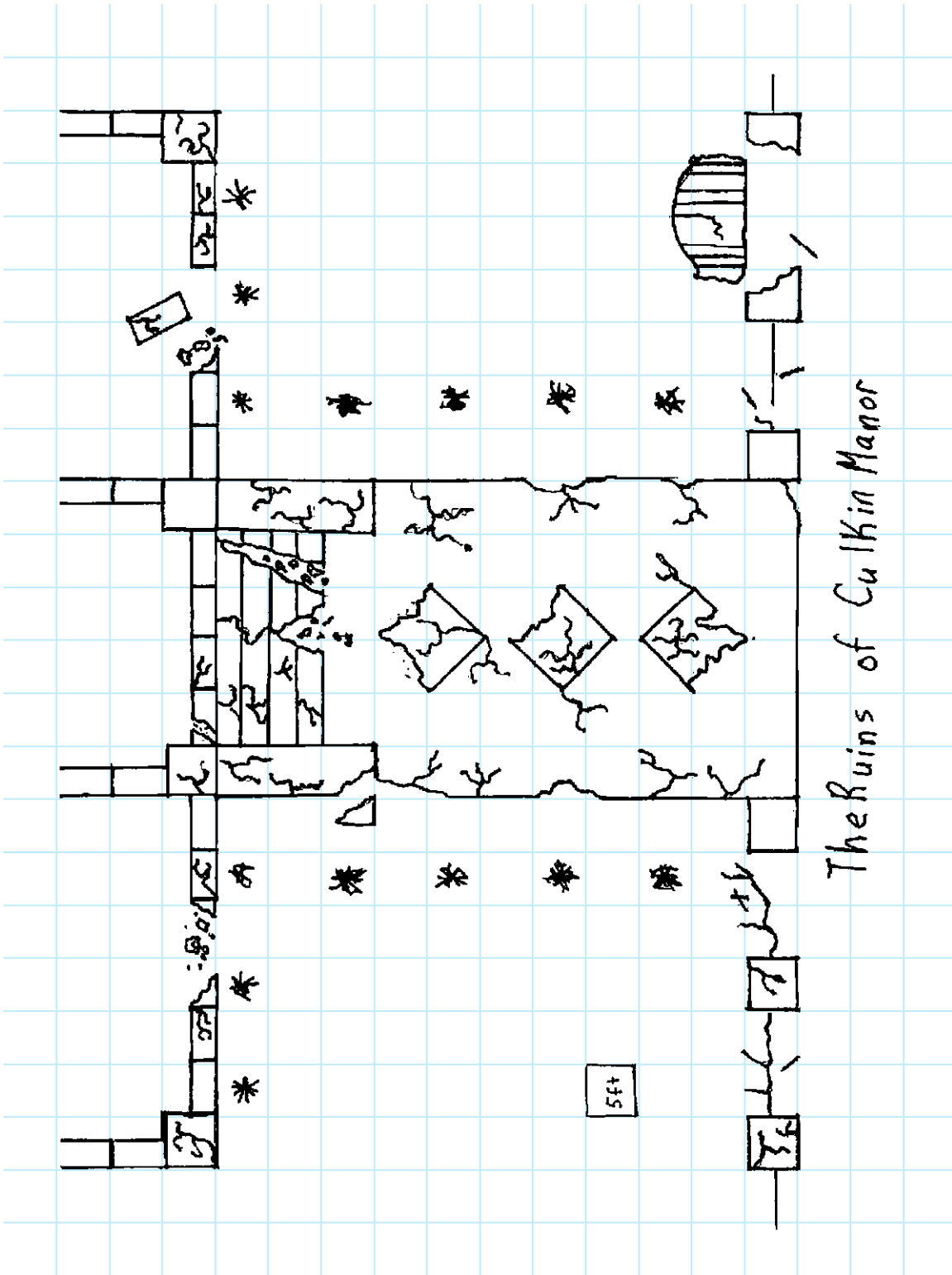
Appendix. Dream Encounter 1 Map



Appendix. Dream Encounter 2 Map



Appendix. The Ruins of Culkin Manor Map



Player Handout 1. 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.

The Sacred Oath

The Sacred Oath. You agreed to take Miriam's mission as your own, placing it above all others and taking a Sacred Divine Oath. While playing WYC 1 mods, you have advantage on any save that would cause you to act against this oath.

If you should tier out by playing other adventures before finishing the series, you will have disadvantage on all social checks with the priesthood of Aumunator for violating this sacred oath.

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.

Marked by the Fire of Imix

Marked by the Fire of Imix. You personally experienced the searing heat of a devastation orb first hand and, while it was only an illusory experience, the flames marked you even now. On your left hand a burnt marking of Imix appears.

While you have this story award, you have advantage on all Charisma checks with members of the Cult of Burning Hatred and disadvantage on all Charisma checks to interact with clergy of any good aligned deity who also has the light domain, Miriam of Aumunator being an exception. This story award may be referenced in other WYC modules.

Player Handout 3. Magic Item

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

Brazier of Controlling Fire Elementals

Wondrous item, rare

This item is warm to the touch and it appears to be crafted from black iron. Sigils of flames cover its surface surrounding a symbol of the Cult of Eternal Flame painted in orange and red. While this brazier is on a bearer's person, that person can speak and understand Ignan.

While a fire burns in this black iron brazier, you can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the *conjure elemental* spell. The brazier can't be used this way again until the next dawn. The brazier weighs five pounds.

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