



DAWNBRINGER TEMPLE

"Do you not realize where you now stand, shadow? You stand in the very place where our lord shines brightest."

I. OVERVIEW

- 1;1 **{Summary}** An abandoned sun temple now inhabited by a shadow-worshipping warlock
- 1;2 **{Backstory}** Built nearly 2 ages ago by clerics of the dawn who used the temple's magics to enchant their weapons with the power of the rising sun {order fell under the might of a shadow demon named Dror'shak the Dawn Cleaver}
- 1;3 **{Terrain}** Trudging through the marshy grounds surrounding the temple is tiring work, and several inches of still water have flooded the temple's ground level making stealth a difficult task
- 1;4 **{Bizarre Trait}** The temple's shadow is unusually dark due to the 1d4 shadow demons that hide within it during the day time hours {demons try and lure adventurers into the temple's shadow by calling out to them with promises of treasure and secrets}

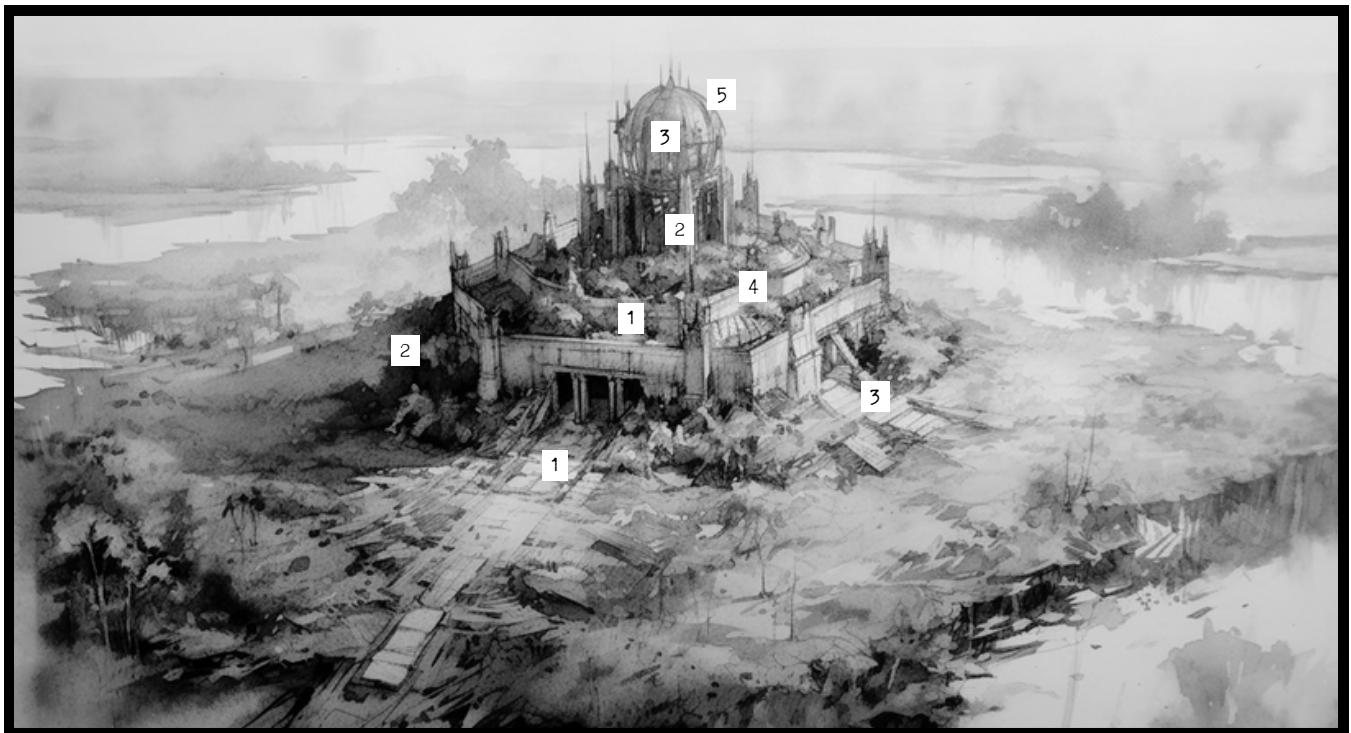
II. INFLUENTIAL CHARACTERS

- 2;1 **{Abyss}** A pale-skinned tiefling warlock whose eyes are so sunken in they appear like black holes {attempting to resurrect the Sun Cleaver by using the Dawn Vault to capture the corrupted light of an upcoming solar eclipse and channel it into the demon's remains down in the Hall of Radiance}

- 2;2 **{Dror'shak the Sun Cleaver}** An elder demon of shadow resembling a many-headed vulture who wields a crooked scythe forged from the pure absence of light {their unholy whispers tempted Abyss into performing the resurrection ritual with promises of serving at their side}

III. TEMPLE EXTERIOR

- 3;1 **{False Entrance}** The temple's south-facing archway {which receives the most direct sunlight} is trapped with hidden fire glyphs that melt any intruders {a compass-like mosaic is visible on the norther-most interior wall from here and depicts a cleric riding the rising sun {east} high into the sky {north} over a bottomless chasm of shadow {south} before landing safely outside the temple {west} giving a hint as to how to safely enter the temple}
- 3;2 **{Secret Entrance}** A mosaic mural of the Dawnbringer lifting the morning sun upon their shoulders dominates this side of the temple {the secret door's handle is disguised as a sun-shaped septum piercing hanging from the Dawnbringer's nose}
- 3;3 **{Secret Exit}** A mosaic mural of the Dawnbringer gently lowering the setting sun beyond the horizon dominates this side of the temple {the secret door is disguised as the sun itself, but opening it from the outside requires lifting the pins at its base with lock picking tools}
- 3;4 **{Temple Roof}** The temple's roof is covered with the nests of 1d4 giant vultures that scavenge off whatever the temple or it's undead inhabitants kill and don't devour
- 3;5 **{The Dawn Vault}** The enormous golden sun resting atop the temple has barely-visible vertical grooves running down its easter-most side {Much like an observatory tower, the eastern wall of the Dawn Vault can be opened to allow in the light of the rising sun}





IV. TEMPLE INTERIOR

- 4;1 {Hall of Radiance} This domed, sun-shaped courtyard is dominated by the hulking, mummified remains of the Sun Cleaver as well as the skeletons of the 12 dawn clerics who fought to the last man in order to slay the demon {the interior walls of the courtyard are covered with sun-shaped mirrors, but many are noticeably missing}
- 4;2 {The Rising Stairs} At the peak of the Hall of Radiance's domed ceiling is a vertical shaft with no visible stairs or other means of ascending, but it's eastern-facing side is decorated with a stained glass mural depicting a dawn cleric climbing the rays of the morning sun {when the first rays of dawn hits this mural, the light is magically refracted into a spiral staircase that leads from the ground-level of the Hall of Radiance up to a trapdoor into the Dawn Vault}
- 4;3 {The Dawn Vault} Here the temple's clerics hid the Dawnbringer's Lantern, a powerful relic that could capture the light of the rising sun and use it to enchant weapons and armor with the cleansing light of the sun {Abyss has positioned several mirrors stolen from the Hall of Radiance here in such a way that when the light of the solar eclipse passes through the Dawnbringer's Lantern, it will reflect off the mirrors and down onto the remains of Dror'shak the Dawn Cleaver}

IV. TREASURE

- 5;1 {Amulet of the Dawn} A sun-shaped medallion with a small flame flickering within the central gemstone that {worn by each of the skeletal clerics which rise as lesser shadow demons if disturbed before Dror'shak's resurrection ritual is thwarted}
- 5;2 {Dawnbringer's Lanter} Can infuse any singular weapon or piece of armor with a +2 blessing using the captured light of the rising sun {The lantern's magics can only be safely used 1d4 more times due to unholy runes etched across its surface by Abyss as a part of his resurrection ritual}
- 5;3 {Abyss's Tome} Abyss journaled all his conversations with Dror'shak in a shadow-wrapped tome along with all of the eldritch incantations his master has taught him thus far