DDAL-ELW10

THE KILLING BLADE

An Eberron *Embers of the Last War* Adventure

As the embers of the Last War ignite across the City of Towers, House Deneith enlists the characters to uncover a terrorist base of operations and storm the compound before it's too late.

A Three-to-Four-Hour Adventure for Tier 2 Characters.
Optimized for APL 10.

Credits

Designer: Robert Adducci
Editing: James Introcaso, Ashley Michaela "Navigator" Lawson
Layout and Graphic Design: Rich Lescouflair
Cartography: Travis Woodall

D&D Adventurers League Guildmaster: Chris Lindsay
D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett
D&D Adventurers League Administrators: Greg Marks, Alan Patrick, Travis Woodall, Lysa Chen, Claire Hoffman, Amy Lynn Dzura

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Adventure Primer

The **LORD OF BLADES** has become bolder as of late, sending units of warforged to disrupt, and even assassinate, his enemies.

One such unit is overseen by **WHISPER**, a warforged assassin. Whisper and his gang of warforged have caused enough trouble that the **HOUSE DENEITH SENTINEL MARSHALS** are after them. **ARLO** and **SILAS** are Marshals hunting **WHISPER'S GANG**, but they're not the only ones. A group of **HOUSE THARASHK** bounty hunters are also on the lookout for the gang to collect the bounty.

The Sentinel Marshals are trying to keep a low profile so as not to spook the warforged gang, so they're not bringing the full weight of House Deneith or the Brelish forces to bear in Sharn. To aid with this, a mutual acquaintance has alerted Arlo and Silas to the characters' prior run-ins with these types of warforged.

Whisper's Gang

The warforged gang is acting at the behest of the Lord of Blades. They've caused trouble for many of the dragonmarked houses as well as the five nations in the past. They've come to Sharn to keep their heads down, so they're more likely to try and flee than make a scene, but once they're cornered they'll fight to the death.

Episodes

The adventure is spread over three to five episodes and takes approximately two to four hours to play.

Episode 1: Marshal Action. The adventure opens with Sentinel Marshals confronting the characters in a wide thoroughfare of Sharn. There they are asked by the Sentinel Marshals to help track down Whisper's gang. This is the **Call to Action**.

Episode 2: Have You Seen This Warforged? The characters learn about Whisper's gang and the weapons they wield by asking the warforged of Sharn. They also get in the middle of a dispute between the Sentinel Marshals of House Deneith and House Tharashk bounty hunters. They can also learn the plight of the warforged in the Cogs. This is **Main Objective A**.

Episode 3: Phoenix Forge and Foundry. Having learned where Whisper's gang is hiding out, the characters confront the gang deep in the Cogs. This is **Main Objective B**.

Bonus Objectives

This adventure includes two bonus objectives the characters can pursue if they have time to do so—earning additional advancement checkpoints in the process. These bonus objectives are found in this adventure's appendices, as follows:

Bonus Objective A: Tharashk Troubles. The characters run afoul of a crew of House Tharashk bounty hunters who are also after Whisper's gang. The bounty hunters are not keen on sharing their bounty with either the Marshals or the characters. This objective can be found in **Appendix C**.

Bonus Objective B: Warforged Woes. With no culture of their own the warforged of the Cogs are often taken advantage of in work situations. Can the characters help the warforged of the Cogs? This objective can be found in **Appendix D**.

Sentinel Marshals

House Deneith is also renowned for its Sentinel Marshals, agents that hold the authority to pursue criminals and enforce the law across the length of Khorvaire. The Sentinel Marshals hold the honor of the house in their hands. Being a Marshal is a privilege, and it comes with high expectations.

Episode Flow

Depending on your time constraints, play style, and environment, this adventure takes approximately two to four hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately two hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objectives Only. To complete the adventure's main objectives, the characters participate in Episodes 1 through 3 in order, however, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one to two hours by including opportunities for the characters to pursue the bonus objectives. **Bonus Objective A** triggers during episode 2, when the characters begin making inquiries about the whereabouts of Whisper's gang and must be completed before episode 3 begins. **Bonus Objective B** triggers during episode 2, when some warforged in the Cogs think the characters might be able to help them. Objective B can be completed at any time.

Warforged

Many creatures in this adventure are warforged and they have the following additional traits:

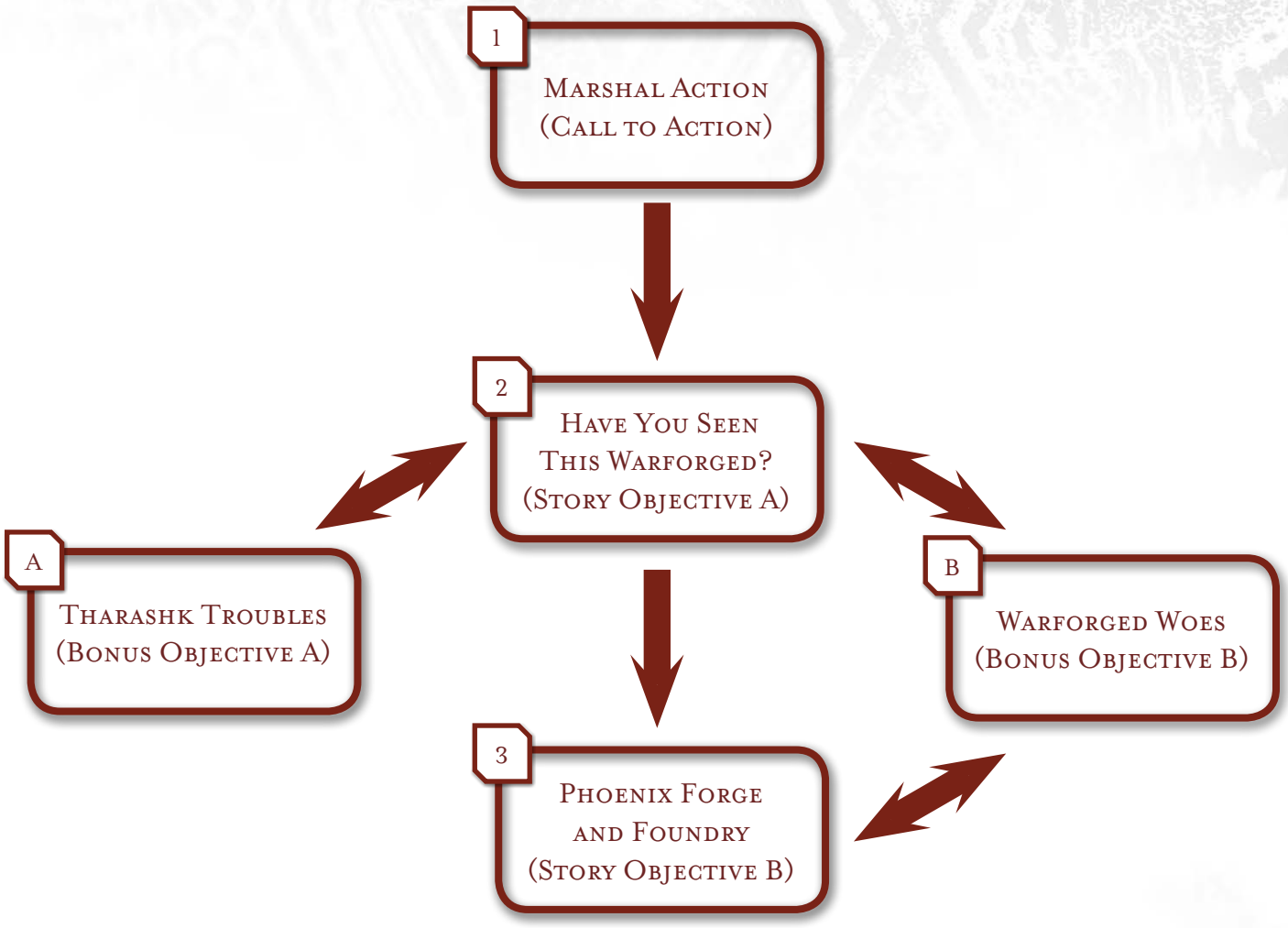
Integrated Protection. A warforged's armor class is one of the following: 11 + Dexterity modifier (+ Proficiency bonus if proficient with light armor), or 13 + Dexterity modifier (maximum of 2) + Proficiency bonus, or 16 + Proficiency bonus and they have disadvantage on Dexterity (Stealth) checks.

Warforged Resilience. Warforged also receive these benefits:

- Warforged have advantage on saving throws against poison, and have resistance to poison damage.
- Warforged are immune to disease.
- Warforged don't need to eat, drink, or breathe.
- Warforged don't need to sleep, don't suffer the effects of exhaustion due to lack of rest, and magic can't put the them to sleep.

Adventure Flowchart

This section provides a basic understanding of not only the flow of the episodes, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode One: Marshal Action

You've got to ask yourself one question: "Do I feel lucky?" Well, do ya, punk?

— Dirty Harry

Estimated Duration: 20 minutes

The Sentinel Marshals make a show of finding the characters in the streets of Sharn. In what at first seems like an encounter that will lead to conflict, two House Deneith Sentinel Marshals ask for the characters' help to track down agents of the Lord of Blades, ones who wield especially deadly weapons.



Showdown on Main Street

While travelling down a main thoroughfare in Sharn the characters are confronted by Silas and Arlo d'Deneith (LN male Mark of Sentinel human veterans), two mid-tier Deneith Sentinel Marshals.

- The Marshals step in the characters' way, causing them to stop and give them a hard look.
- Arlo and Silas have been searching for the characters for a while.
- They do not immediately identify themselves as Sentinel Marshals.
- The two Marshals are used to getting their own way, and their abrupt attitude could rub certain characters up the wrong way.

Initially, make it seem like the characters are in trouble for something. As things escalate, the Marshals announce their position as Sentinel Marshals for House Deneith, and eventually that they need the characters' help finding some warforged outlaws.

If things go south, Arlo tries to calm things down by apologizing. He states they've been tracking these warforged for a while, they lost them in Sharn about a week ago, and they're flustered by the lack of progress. They heard from mutual acquaintance Antonia d'Medani that the characters have previously encountered warforged backed by the Lord of Blades, and thought these warforged were part of the same group. (If the characters have not played through previous adventures in the *Embers of the Last War* storyline, the Sentinel Marshals heard of them from another NPC the characters have helped.) This gang, run by a ruthless warforged called Whisper, is wanted for prior involvement in attempts to sabotage House Lyrandar ships, as well as a number of assassination attempts on Brelish nobles. Whisper and his gang are wanted dead or alive.

The wanted warforged gang is as follows.

- Whisper, the brains of this particular gang.
- Slasher, a warforged who's handy with a blade.
- Stitcher, a warforged doctor who primarily worked on soft-skins during the Last War.
- Dozer, a brawny follower, who does whatever Slasher tells her to do.

The Marshals are not supposed to involve local law enforcement or other Deneith members due to the sensitivity of the crimes. The two Sentinel Marshals are authorized to offer payment to those who help them in their duties as follows:

- Letter of commendation by House Deneith for each character.
- A *potion of greater healing*
- A *spell scroll of greater restoration*
- A bag of 1,000 gp

Episode Two: Have You Seen This Warforged?

Estimated Duration: 40 minutes

There are less than 1,500 warforged in Sharn. The characters can easily find that most warforged live in the Cogs. Others can be found scattered about the city and the characters may uncover them with questions in the right directions.

Asking criminal contacts or other Sharn locals can get the characters pointed toward warforged hangouts. See the *Wayfinder's Guide to Eberron* for more information on Sharn's multitude of districts.

Prerequisites

Having gotten work from Arlo and Silas d'Deneith, House Deneith Sentinel Marshals, the characters search for Whisper's gang in episode 2.

Objectives

Find the location of Whisper's gang by asking the warforged population around Sharn.

Who Have You Seen?

Characters who have been in Sharn a while have likely seen some interesting folks during their time in the city. Characters with specific backgrounds might also know of some local warforged.

- A character with the criminal background may have heard of Guardian Six, a female warforged in Lower Tavick's Landing.
- A character with the entertainer background may have heard of Sonnet, a warforged bard in Menthis Plateau.
- A wizard or a character with the sage background may have heard of Stone, a warforged artificer of the Esoteric Order of Aureon in Clifftop.
- A soldier may have heard of Steel, a reckless former soldier in Lower Dura. Steel may have been the cause of death for a character's friend or unit.
- A character with the acolyte background or one that worships Onatar may have heard of Smith, a male warforged priest of Onatar in the Cogs.

Characters who succeed on a DC 12 Intelligence (History) check remember seeing one of the following NPCs. A warforged has advantage on the check.

- In Menthis Plateau, the character saw a rather flamboyant-looking warforged wearing a feathered hat, carrying a lute while singing. This is Sonnet.
- The character remembers seeing a warforged at the Silver Key, in Lower Tavick's Landing, while they were getting a lock fixed. This is Guardian Six.
- While strolling through Clifftop, the character observed a robed warforged entering the marble tower belonging to the Esoteric Order of Aureon.
- In Lower Dura, the character ran into Steel, a large male warforged acting as a bouncer and muscle for hire.

Tharashk Troubles

If you're using **Bonus Objective A: Tharashk Troubles** remember to intersperse some of those events into this episode.

Sonnet: Menthis Plateau

Sonnet (CN male warforged **bard**, see Appendix B) is a wandering player who travels the streets of Menthis Plateau. He can often be heard singing on street corners and is known to write short love songs and poems for those who tip well.

What Do They Know? Sonnet doesn't know of Whisper's gang personally, but figures that asking Smith at the Pool of Onatar's Tears in the Blackbones district of the Cogs should get them headed in the right direction.



Guardian Six: Lower Tavick's Landing

After the Last War, Guardian Six (N female warforged **master thief**, see Appendix B) began using her talents to help others. For a fee she checks the security of households, often working with House Medani. She runs a locksmith shop called the Silver Key.

What Do They Know? Guardian Six was approached by Whisper some time ago to join his gang. However, she refused his offer. She doesn't know where to find the gang, but suggests the characters discreetly ask around at the Red Hammer in the Blackbones district of the Cogs.

Stone: Clifftop

In the white marble tower that is home to the Esoteric Order of Aureon, the characters can find Stone (N male warforged **mage**).

What Do They Know? Stone does not know of Whisper's gang. If you're using **Bonus Objective A**, he was asked about them previously and he explains that he was questioned by a half-orc named Scarn. He suggests that the characters find the Red Hammer in the Cogs, it's known to be a place where warforged congregate.

Steel: Lower Dura

Once a respectable part of Sharn, Lower Dura as a whole has fallen into decay. It's a place rife with danger and rot. Some of the poorest and most dangerous neighborhoods are in the Lower Dura ward, the inhabitants of which are often in league with criminal organizations either through choice or coercion. Cutpurses and ne'er-do-wells abound in Lower Dura since the Sharn City Watch rarely ventures here. Newcomers can save themselves some grief with a show of strength when entering the ward.

The Laughing Dragon. Steel (CN male warforged **gladiator**) can be found bouncing at a rough tavern called the Laughing Dragon. He is a large warforged standing nearly 7 feet tall. Much of his body is covered in shiny metallic plates. The warforged is a cantankerous fellow who enjoys fighting, but is not disciplined enough to be in a mercenary unit. He occasionally takes work as hired muscle for various petty criminals in the area.

What Do They Know? Steel has heard of Whisper's gang. He tried to join up with them, but after one job he was kicked out because of his recklessness. He's not interested in giving them up though, especially if the characters let on they're working with the Sentinel Marshals. However, he's more interested in exciting times than any honor among thieves. If pushed to talk, he suggests that he fight the toughest-looking character; no weapons, no magic, one-on-one to the point of unconsciousness. If a character takes Steel up on this and plays by the rules, he shares what he knows after the fight, no matter the outcome.

It takes a successful DC 18 Charisma (Intimidation) check to convince Steel to talk without a fight. Steel knows Whisper's gang has some sort of nasty magical blades, but little more than that. He also knows they've had some run-ins with Smith from the Pool of Onatar's Tears in the Blackbones district of the Cogs.

The Cogs

The Cogs is a ward that many who have lived in Sharn their entire lives have never seen. It's below ground level and is the industrial center of the city. Nearby lava flows make the area warm, which is compounded by industrial work and the narrow passages. The dimly lit, honeycombed passages are filled with the smell of smoke and soot, and the sounds of industry. Caravans of dour workers port goods and materials up and down the Cogs.

It's well known that many warforged live in the Ashblack and Blackbones districts of the Cogs. Characters who go to the Cogs and succeed on a DC 12 Intelligence (Investigation) or Charisma (Intimidation or Persuasion) check learn about the Red Hammer and the Pool of Onatar's Tears.

Smith: Blackbones

Among the factories and forges of Blackbones sits an anomaly. A pool of lava surrounding a cool pool of water. Near these pools a forge dedicated to Onatar turns out metal items of high quality. The location has been dubbed the Pool of Onatar's Tears. The forge is run by Smith (NG male warforged **priest** of Onatar) Smith believes that humanity was guided by Onatar to create the warforged and that the god of the forge has a plan for them. As a result he's vehemently against the ideology of the Lord of Blades and speaks about it openly in sermons to other warforged.

What Do They Know? Smith knows where warforged friendly to the Lord of Blades dwell within the city. However, he's been having trouble with protestors. If the characters help him out, he helps them out (see "Warforged Protestors").

Once the characters find out what Smith wants to know, he tells them that Whisper's gang has been using the old Phoenix Forge in the Cogs as their base of operations.

Crucible and Blue: Blackbones

In Ashblack and Blackbones, the characters can learn of the Red Hammer. This inn is a meeting place for warforged as well as an emporium for repairs and improvements, both functional and cosmetic. The Red Hammer is run by two warforged, Crucible (N female warforged **mage**) and Blue (N male warforged **gladiator**). They believe that warforged and other humanoids should work together and that the Lord of Blades is harmful to their positions.

Warforged asking questions have advantage on checks to gather information while at the Red Hammer.

What Do They Know? Crucible and Blue know where warforged friendly to the Lord of Blades dwell within the city, but they, like Smith, have been having trouble that they're not equipped to handle. If the characters help them out, the warforged return the favor by telling them the gang is staying in the old Phoenix Forge, deep in the Cogs (see "Warforged Protestors").

Warforged Protestors

A group of racist agitators has been protesting near the Red Hammer and the Pool of Onatar's Tears. These protesters dislike warforged. The signs they wave echo their views with sayings like, "Destroy them before



they destroy us", "No war, no warforged", and similar sentiments. They've been harassing warforged that come into these warforged-run establishments as well as paying customers. The agitators are led by Del Sork (LE male mountain dwarf **commoner**). Del and the protestors back down if threatened physically.

Smith, Crucible, and Blue all want to know who is behind these protests and share information about Whisper's gang in exchange for learning what the protestors know.

What Do They Know? If asked why he dislikes warforged Del says that that they're dangerous and that they take jobs others need. A successful DC 15 Wisdom (Insight) check reveals that he's lying. A successful DC 15 Charisma (Intimidation) checks convinces Del to tell the truth. He and many of the other protesters are being paid to protest by Councilor Nolan Toranak (a fact the other protestors know and reveal with the same successful check).

If the characters take the information further and confront Nolan Toranak, not much comes of the confrontation except the characters draw the ire of the councilor and gain the **Councilor's Anger story award**. However, this information is useful to Smith, Crucible, and Blue, who share what they know about Whisper's gang in exchange for the information.

An Opportunity for Aid. If the characters dress down Del, a nearby nonbinary warforged named Shepherd sees the interaction. Afterward they approach the characters with a plea for help. This leads to **Bonus Objective B: Warforged Woes**. Alternately, Smith or Crucible could ask the characters to help other warforged in the area.

Nolan Toranak

Nolan Toranak, a dwarf, is the Sharn Councilor for the Cogs, and he hates warforged. Councilor Toranak's children were killed by warforged during the Last War and he's harbored prejudice toward all warforged ever since. As a result he is attempting to push them out of the Cogs. He'd rather see them melted down or banished, but he'd settle for them reverting back to property.

Should the characters take the fight to Councilor Toranak, he could make their life difficult by taking action against House Cannith, warforged members of the party, or residents in the Cogs. He's not above hiring thugs or attempting to discredit the party within Sharn.

Playing the Pillars

Combat

Getting into a fight in this episode could lead to the Sharn City Watch being called in depending on where the fight takes place. If characters are itching for a fight, Whisper could send a few warforged **gladiators** to spice things up.

Exploration

The characters can travel to a number of locations in Sharn in this episode. Be sure to note how each district is different.

Social

The episode is full of social interaction with warforged. Be sure to read up on warforged and highlight how their personalities and motivations are different than other races.

Episode Three: Phoenix Forge and Foundry

Estimated Duration: 60 minutes

The hideout of Whisper's gang is an old industrial armory. During the Last War, the Phoenix Forge churned out armor and weapons at an amazing rate, now most of its forges are cold and the building sees little use. However, there is still some work going on. One massive crucible melts down metal and two forges heat metal to create swords and armor, albeit at a much slower rate than in the past.

Prerequisites

The characters have helped out Smith, Crucible, or Blue in episode 2 in order to find out the location of Whisper's gang deep in the Cogs.

Objectives

Defeating Whisper's gang and turning them over, dead or alive, to Silas and Arlo d'Deneith completes the final objective.

Phoenix Forge and Foundry

The Phoenix Forge is made up of a large foundry area, forges, testing rooms, assembly areas, polishing rooms, warehouse space, ore rooms, and an old sales floor.

The main building can be easily accessed via the forge and foundry. The old sales floor is boarded up and locked. The warehouse doors are locked.

General Area Information

Dimensions & Terrain. The Phoenix Forge and Foundry is a sprawling complex of rooms and warehouse space. All together the complex takes up about 20,000 square feet.

Lighting. The majority of rooms are dark unless noted.

Atmosphere. The sound of metal pounding on metal echoes throughout the complex. Closer to the foundry, the sounds of boiling liquid metal can be heard, and near the forge, the sounds of hot iron sizzling in water join the clamor. The heat can be felt in every area of the complex.

What Do the Workers Know? Throughout the complex there are four dozen workers. Most are human, but members of any common race can be found. The workers (**commoners**) do not put up a fight and they know there are four warforged staying in the warehouse. They also know there are guard constructs within the complex, but do not give that information up without a successful DC 12 Charisma (Intimidation or Persuasion) check.

The Foundry

The foundry is a massive room, 100 feet by 50 feet, on the west side of the building. It's unbearably warm as great kilns heat massive crucibles containing molten metals. Ten workers feed the kilns coal, add ore and metal to the crucibles, create sand molds, pour metal into molds, and removed hardened metal. Due to the heat and danger, all workers are heavily covered, and they use giant tongs and pulleys on chains to move around some objects.

Creatures/NPCs

Since the workers are heavily covered, the characters can easily sneak by with a successful DC 8 Dexterity (Stealth) group check. However, there are more than just the workers here. Two **stone defenders** and one **oaken bolter** sit quietly among the worktables and chains (details for both creatures can found in Appendix B). The characters need a successful DC 15 Dexterity (Stealth) group check to bypass the guard constructs, which attack any intruders they notice.

Objectives/Goals. The workers (**commoners**) take cover as soon as combat begins. They can call off the defenses if need be, but have little reason to do so unless one of them is taken hostage or otherwise coerced.

Where To?

The foundry's exits lead to corridors which connect to all other areas of the Phoenix Forge and Foundry.

Corridors

The corridors in the Phoenix Forge and Foundry are dimly lit. Only half of the *everbright lanterns* are lit anymore leaving the hallways dim in most areas.

Creatures/NPCs

Each time the characters enter a corridor roll a d8.

- On a result of 3 or greater, the characters encounter no one in the corridors.
- On a result of 2, the characters encounter a pair of **commoner** workers moving through the halls.
- On a roll of a 1, the characters encounter three **iron cobras** slinking down the hallways on patrol.

What Do They Know? The workers will not put up a fight and they know that there are 4 warforged staying in the warehouse.

Forgeworks

The sound of metal hammering against metal fills this hot, brightly lit room. Two forges pump out heat and bright light across the whole room.

Creatures/NPCs

A half a dozen smiths and a dozen assistants (all **commoners**) work the two forges crafting various arms and armor.

Testing Rooms

These smaller, dark rooms have mannequins that look like they've been hacked to pieces. Some ruined armor slumps against one wall and a dented shield sits on a table.

Assembly Areas

This room is brightly lit with three *everbright lanterns*. Four human workers (**commoners**) labor with a crateful of swords and daggers. They carefully wrap wet leather strips around the hilts or expertly affix wire made of precious metals or other flourishes to the weapons.

Polishing Rooms

This room is brightly lit with three *everbright lanterns*. Four workers are surrounded by pieces of armor and shields. They scrub the armor with polish, making them gleam brightly.

Ore Rooms

Ore piled on the ground and in carts is stored here. Several *everbright lanterns* are fastened to the wall, yet only one provides light. The rest are broken.

Sales Floor

This large dark room used to hold product for sale. However, since the end of the Last War there's not enough armory being sold. Broken display cases and mannequins abound. The window panes are cracked or broken, and wood planks cover the windows. A successful DC 12 Strength (Athletics) check is required to tear off the planks, but bystanders will notice the break-in.

The door outside is locked and requires a successful DC 15 Dexterity check with thieves' tools to unlock.

Warehouse Space

This massive space has crates and large pallets of weapons, armor, metal sheets and rods, and metal tools stacked in neat cubes. The pallets and stacks of crates vary in height from 2 to 15 feet high. Pulleys and chains with hooks hang down in rows all across the warehouse on tracks to move pallets easier. Several *everbright lanterns* make bright light in spots but, given the size of the warehouse, much of it is left in darkness.

Whisper and his gang have cleared a small area of goods where they have set up their gear, make their plans, and rest.

Creatures/NPCs

Whisper and his gang are as follows :

- Whisper (CE male warforged **assassin**), the brains of this particular gang.
- Slasher (CE male warforged **champion**, Appendix B), a soldier who's handy with a blade.
- Stitcher (CE nonbinary warforged **war priest**, Appendix B), a doctor who primarily worked on soft-skins during the Last War.
- Dozer (CE female warforged **blackguard**, Appendix B), a brawny follower who does whatever Slasher tells her to do.



Slasher's Sword of Wounding

Slasher wields a *Greatsword of Wounding*. His greatsword attack should be amended with the following:

- Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.
- Once per turn, when Slasher hits a creature with an attack using this magic weapon, he can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time Slasher wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Objectives/Goals. Whisper and his gang are not interested in dying here. If things look rough at the end of the first round Whisper commands them to retreat. They disengage and retreat to the foundry. If things are unraveling quickly, Whisper can command the guard constructs in the foundry to help them.

What Do They Know? Whisper's gang is in Sharn to find and murder Merrix d'Cannith. The Lord of Blades received an anonymous message stating that Merrix was still constructing and enslaving warforged in a secret lab somewhere in Sharn. (The characters don't know it, but this message came from Jorlanna d'Cannith of Cannith West in the hopes that the Lord of Blades might kill her rival, Merrix.) The Lord of Blades wants Merrix dead and wants the secret *creation forge* for himself.

Adjusting the Encounter

Here are some suggestions for adjusting this encounter, according to your group.

- **Weak** or **Very Weak:** Remove the **war priest**.
- **Strong** or **Very Strong:** Replace the **champion** with a **warlord** (Appendix B).

Treasure & Rewards

Slasher uses a *sword of wounding*.

Conclusion

Once Whisper's gang is subdued, Arlo and Silas d'Deneith give the characters their thanks for taking agents of the Lord of Blades off the streets and the promised rewards (see episode 1).

Adventure Rewards

Upon completing the adventure, everyone receives rewards based upon their accomplishments. These rewards include advancement, treasure, item unlocks, and may include new downtime activities and story awards, as follows:

Player Rewards

The players may earn the following rewards:

Advancement and Treasure Checkpoints

The characters receive **1 advancement checkpoint** and **1 treasure checkpoint** for each objective they complete, as follows:

- ***Main Objective A.*** Find out that Whisper's gang is holed up at the Phoenix Forge and Foundry
- ***Main Objective B.*** Capture or kill Whisper and his gang.
- ***Bonus Objective A.*** Stop the Tharashk crew from claiming the bounty for Whisper's gang.
- ***Bonus Objective B.*** Make the working conditions better for the warforged at the Luminous Lanterns factory.

Magic Item Unlock

Characters completing this adventure unlock the following magic item:

Sword of Wounding. This item can be found in **Appendix E: Magic Item**.

Story Awards

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

House Deneith Letter of Commendation. By aiding the Sentinel Marshals you've proven your mettle and been awarded a signed letter of commendation by House Deneith. More information can be found in **Appendix F: Story Awards**

A Councilor's Anger. You've shown yourself to have differing views from Sharn Councilor Nolan Toranak of the Cogs. In future he'll make your dealings with the council as unpleasant as he can. More information can be found in **Appendix F: Story Awards**

Warforged Friends in the Cogs. By helping the warforged in the Cogs you've proven yourself friends to them and your story will spread. You'll be treated favorably not only by warforged, but by most inhabitants of the Cogs. More information can be found in **Appendix F: Story Awards**.

Level Progression in Embers of the Last War

Between *Encounters in Sharn* and the *Embers of the Last War* story arc, the Adventurers League Eberron campaign has many play opportunities. If you plan to play regularly and take in the entire *Embers of the Last War* story, strongly encourage the players to use the Slow Progress option where they voluntarily halve the rewards received for playing. If you plan to play only some of the adventures, or not take part in the bonus objectives, the Normal Progression of rewards may be more appropriate. Because the *Embers of the Last War* adventures are produced as a serial, managing character level according to play style is important.

DM Rewards

As thanks for running this adventure, you earn **advancement and treasure checkpoints** as though you played the adventure, but none of the adventure's other rewards.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Playing the Pillars

Combat

If things seem slow in the warehouse, have the NPCs escape and take the fight to the foundry where chains can be swung on, characters can fall into molten metal, and the environment can be exploited.

Exploration

If Whisper's gang escapes, they flee into the Cogs, making it very difficult to track them down. Pushing through the narrow streets and alleys counts as difficult terrain unless a character makes a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Social

The workers here don't know much about Whisper's gang, but they're not willing to risk their necks for them.

Appendix A: NPCs and Locations

The following NPCs and locations feature prominently in this adventure.

NPCs

- ***Arlo d'Deneith (Ar-low duh-de-neeth).*** Arlo is a Sentinel Marshal. He usually tracks folks down in the wilds and is not too savvy in the ways of cities.

  Personality: *I prefer the ways of the wilds to the cities.*
  Ideal: *You can't escape the law.*
  Bond: *House Deneith means everything to me.*
  Flaw: *It doesn't matter what your reason, you're coming with me.*

- ***Blue (bloō).*** When Merrix d'Cannith offered him the opportunity to have a purpose after the Last War, Blue jumped at the chance. The fact that he must occasionally lie about how he came to own the Red Hammer is secondary to the good he does.

  Personality: *I like helping others when I can.*
  Ideal: *If we work together we'll be stronger.*
  Bond: *House Cannith helped him when he needed it.*
  Flaw: *He's too trusting of House Cannith.*

- ***Crucible (kroō-sa-bel).*** Crucible worked for House Cannith during the war, creating others of her kind. After the war, Blue offered to start the Red Hammer with her when she seemed unsure what to do. Due to her time spent working closely with the artificers of House Cannith, she dislikes the ideology of the Lord of Blades.

  Personality: *If something's wrong I can fix it.*
  Ideal: *Everything has a reason for its existence.*
  Bond: *House Cannith has done everything they could for her.*
  Flaw: *Things don't work when they're broken, everything must be broken.*

- ***Del Sork (Del Sork).*** Del is an impressionable young dwarf. His uncle, Nolan Toranak, has convinced him that the warforged are taking peoples' jobs, and that they purposefully murdered his cousins during the Last War.

  Personality: *If it wasn't for others our family would be doing ok.*
  Ideal: *My family is my life.*
  Bond: *The Cogs are where I was born.*
  Flaw: *It's someone elses fault I'm not doing well.*

- ***Nolan Toranak (no-lan tor-an-ak).*** Nolan represents the Cogs on the Sharn City Council. He holds grudges and blames all warforged for the death of his children during the Last War.

  Personality: *I have power so I get what I want.*
  Ideal: *Together we are stronger.*
  Bond: *My family means everything to me.*
  Flaw: *I will make others suffer as I have.*

- ***Silas d'Deneith (Sy-lus duh-de-neeth).*** Silas has only recently joined the Sentinel Marshals after his Mark spontaneously manifested. He's eager to prove himself and is a bit reckless as a result.

  Personality: *I want to do what's right.*
  Ideal: *I want to be respected by others.*
  Bond: *House Deneith has been there when others haven't.*
  Flaw: *I must make my authority known to others.*

- ***Scarn (Skarn).*** Scarn is a half-orc and a dragonmarked member of House Tharashk. When he's hired to do a job, he does it and doesn't question why.

  Personality: *It's just a job.*
  Ideal: *Retiring to a quiet life sounds nice.*
  Bond: *My crew are the only reason I'm alive.*
  Flaw: *Your wants and needs aren't important, just the job.*

- ***Smith (SmiTH).*** After the Last War, Smith, like many warforged, wondered about his purpose. When he found the god Onatar, he found his purpose.

  Personality: *Together we can make something greater!*
  Ideal: *When there is no more war we will be happy.*
  Bond: *Onatar's faithful know the true me.*
  Flaw: *In my quest for unity I overlook things.*

- ***Whisper (Wis-per).*** A lonely warforged, drawn into the fold when the Lord of Blades gave him a sense of belonging. Despite this, years of abuse cause Whisper to lash out at authority and act impulsively if left to his own devices.

  Personality: *No one truly likes me.*
  Ideal: *Only the strong survive*
  Bond: *The Lord of Blades has tolerated me when others do not.*
  Flaw: *I will make you pay for that slight.*



Locations

- ***Lower Dura.*** Once a respectable part of Sharn, Lower Dura as a whole has fallen into decay. It's a place rife with danger and rot. Some of the poorest and most dangerous neighborhoods are in the Lower Dura ward, the inhabitants of which are often in league with criminal organizations either through choice or coercion. Cutpurses and ne'er-do-wells abound in Lower Dura since the Sharn Watch rarely ventures here. Newcomers can save themselves some grief with a show of strength when entering the ward.
- ***The Laughing Dragon.*** A tough tavern. This place sees its shares of drunken bar fights. The patrons are a close-lipped lot, but will open up if someone proves their strength.
- ***The Cogs.*** The Cogs is a ward that many who have lived in Sharn their entire lives have never seen. It's below ground level and is the industrial center of the city. Nearby lava flows make the area warm, which is compounded by industrial work and the narrow passages. The dimly lit, honeycombed passages are filled with the smell of smoke and soot, and the sounds of industry. Caravans of dour workers port goods and materials up and down the Cogs.
- ***Phoenix Forge and Foundry.*** This foundry has seen better days. During the war, massive quantities of armor and weapons were created here, now barely a quarter of the site is in use. Most of the *everbright lanterns* are broken.
- ***Pool of Onatar's Tears.*** This pool of water surrounded by lava has been consecrated as a holy site to Onatar. Smith, Onatar's servant, holds congregation here, espousing the value of all beings working together.
- ***The Red Hammer.*** Owned by Blue and Crucible, but secretly funded by Merrix d'Cannith, this hall is predominantly frequented by warforged. Set up as a place to study warforged, Blue lies and says it was funded by a lucrative adventure he had.

Appendix B: Creature Statistics

This appendix details new monsters that do not appear in the *Monster Manual*.

Bard

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

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

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +5, Performance +6
Senses passive Perception 15
Languages any two languages
Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*
2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Actions

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

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

Blackguard

Medium humanoid (any race), any evil alignment

Armor Class 18 (plate)
Hit Points 153 (18d8+72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5
Skills Athletics +7, Deception +5, Intimidation +5
Senses passive Perception 12
Languages Common
Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, protection from evil and good, thunderous smite*
2nd level (3 slots): *branding smite, find steed*
3rd level (2 slots): *blinding smite, dispel magic*

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Champion

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 84 (13d8 + 26)
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.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Iron Cobra

Medium construct, unaligned

Armor Class 13
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	3 (–4)	10 (+0)	1 (–5)

Skills Stealth +7
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 4 (1,100 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or suffer one random poison effect:

1. **Poison Damage:** The target takes 13 (3d8) poison damage.
2. **Confusion:** On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand and moving beforehand if necessary to get in range. If it's holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the Dash action, moving toward the nearest creature.
3. **Paralysis:** The target is paralyzed until the end of its next turn.

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

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

Saving Throws Dex +7 Int +3
Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7
Senses passive Perception 13
Languages any one language (usually Common) plus thieves' cant
Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

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

Sneak Attack (1/Turn). The thief 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 thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Oaken Bolter

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 5 (1,800 XP)

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

Actions

Multiattack. The oaken bolter makes two lancing bolt attacks or one lancing bolt attack and one harpoon attack.

Lancing Bolt. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit*: 16 (2d10 + 4) piercing damage.

Slam. *Ranged Weapon Attack:* +7 to hit, range 50/200 ft., one target. *Hit*: 9 (1d10 + 4) piercing damage, and the target is grappled (escape DC 12). While grappled in this way, a creature's speed isn't reduced, but it can move only in directions that bring it closer to the oaken bolter. A creature takes 5 (1d10) slashing damage if it escapes from the grapple or if it tries and fails. As a bonus action, the oaken bolter can pull a creature grappled by it 20 feet closer. The oaken bolter can grapple only one creature at a time.

Explosive Bolt (Recharge 5-6). The oaken bolter launches an explosive charge at a point within 120 feet. Each creature within 20 feet of that point must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Shadow Dancer

Medium humanoid (elf), neutral

Armor Class 15 (studded leather)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

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

Saving Throws Dex +6, Cha +4
Skills Stealth +6
Damage Resistances necrotic
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish
Challenge 7 (2,900 XP)

Fey Ancestry. The shadow dancer has advantage on saving throws against being charmed, and magic can't put it to sleep.

Shadow Jump. As a bonus action, the shadow dancer can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The shadow dancer can use this ability between weapon attacks of another action it takes.

Actions

Multiattack. The shadow dancer makes three spiked chain attacks.

Spiked Chain. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of the shadow dancer's choice:

- The target is grappled (escape DC 14) if it is a Medium of smaller creature. Until the grapple ends, the target is restrained, and the shadow dancer can't grapple another target.
- The target is knocked prone.
- The target takes 22 (4d10) necrotic damage.

Stone Defender

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 4 (1,100 XP)

False Appearance. While the stone defender remains motionless against an uneven earthen or stone surface, it is indistinguishable from that surface.

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

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage, and if the target is Large or smaller, it is knocked prone.

Reactions

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the stone defender gives that creature a +5 bonus to its AC against that attack, potentially causing a miss. To use this ability, the stone defender must be able to see the creature and the attacker.

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)	13 (+1)

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. Their spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). They have 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 themselves or another creature within 30 feet of them. The priest can make this choice after the roll is made but before it hits or misses.

Warlord

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 229 (27d8 + 108)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8
Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8
Senses passive Perception 15
Languages any two languages
Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw they fail. They must use the new roll.

Survivor. The warlord regains 10 hit points at the start of their turn if they have at least 1 hit point but fewer hit points than half their hit point maximum.

Actions

Multiattack. The warlord makes two weapon attacks..

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Legendary Actions

The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of their turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally they can see within 30 feet of them. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy they can see within 30 feet of them. If the target can see and hear the warlord, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the warlord's next turn.

Appendix C: Tharashk Troubles (Bonus Objective A)

Estimated Duration: 60 minutes

Unbeknownst to the characters, Arlo and Silas d'Deneith are not the only people looking for Whisper's gang. A bounty hunter crew from House Tharashk is also on the warforged gang's trail.

The bounty hunters in the crew are as follows:

- Scarn, a male Mark of Finding half-orc **assassin**
- Torashtai, a nonbinary Kalashtar psychic warrior (use the **githyanki knight** statistics)
- Isti, a female Karrnathi human **mage**
- Dailian, a male Valenar elf **shadow dancer** (see Appendix B)

Prerequisites

Once the characters have interviewed at least one warforged character this bonus episode can be started.

Bonus Objective

If the characters defeat the Tharashk bounty hunters, or convince them to stop searching for Whisper's crew, they complete the objective.

We're Being Followed

While travelling the streets of Sharn a character with a passive Wisdom (Perception) score of 16 or higher notices they're being followed. If confronted, Dailian will try to escape and warn Scarn and the crew that he was made. If he's captured, he can be convinced to talk with a successful DC 14 Charisma (Intimidation) check.

What Do They Know? Dailian knows that they were hired to track down these warforged and capture them. He doesn't know who hired them.

Intimidation

After the characters talk to one or two people in their search for Whisper's gang, Scarn and his crew attempt to intimidate the characters into leaving Whisper's gang to House Tharashk. They do this when Silas or Arlo are not around, but when they're also in a public place. The crew won't outright attack the characters in public. When their attempts at intimidation do not work, they move to more extreme methods. If the characters try to escalate the encounter, a Sharn City Watch patrol happens to walk by right at that moment, helping to de-escalate the situation allowing the bounty hunters to escape.

The Setup

If intimidation tactics didn't work, the Tharashk crew attempts to set up an ambush for the characters. They can do this in one of several ways.

- Scarn's crew gets to Steel or Guardian Six (see episode 2) first, who tell the characters they know where to find Whisper's gang and lead them into the ambush.
- A warforged by the name of Candle (**commoner**) approaches the characters with the information they've been looking for.
- If time is running out, Scarn's crew can ambush the characters on their way to the Phoenix Forge and Foundry.
- If the DM has time, and wishes to run a complicated encounter, Scarn and his crew can attack as a third party during episode 3.

The Ambush

During the setup, the characters are led to a false location, a warehouse in Lower Dura, where they're ambushed by Scarn's crew. Scarn and his crew won't kill the characters. The warehouse is dark and dingy. The Tharashk bounty hunters try to use the darkness to their advantage.

If Scarn and their crew are able to get the best of the characters they leave them tied up, hoping to capture Whisper's gang before the characters can do anything about it.

Adjusting the Encounter

Here are some suggestions for adjusting this encounter, according to your group.

- **Weak** or **Very Weak:** Remove the **mage**.
- **Strong** or **Very Strong:** Add a **githyanki knight**.

Treasure

If the characters defeat Scarn's crew they find the following:

- A *potion of healing*
- A *spell scroll of blur*

Appendix D: Warforged Woes (Bonus Objective B)

Estimated Duration: 60 minutes

Prerequisites

Once the characters deal with the protesters in episode 2, they're approached by a shy warforged named Shepherd and asked for help.

This bonus objective can be completed anytime during or after the main objectives.

Bonus Objective

If the characters help the warforged workers of the Luminous Lanterns factory by making their working situation better, as determined by the DM, they complete the bonus objective and gain the Warforged Friends in the Cogs story award.

Background

Warforged working at the Luminous Lanterns factory are being taken advantage of. They're being persuaded to work long hours without much, if any time off, for little pay.

The owner of the factory, Carlisle ir'Oronsek, is a Brelish **nobleman** who rarely shows up. In his stead the foreman runs the factory. The foreman is a dwarf by the name of Habden Strakeln. Habden knows Carlisle detests coming down to the factory unless absolutely required, so he's taken full advantage of his autonomy to enact policies that both increase production and keep warforged down.

Habden Strakeln

Habden is the nephew of Nolan Toranak, the Sharn Councilor for the Cogs. Like his uncle, Habden dislikes warforged and blames all warforged for his cousins' deaths during the Last War. Habden's treatment of the warforged mostly comes at the behest of his uncle.



Shepherd's Story

Shepherd can relate the following information they know about working at the Luminous Lantern factory:

- *Everbright lanterns* are made at the factory
- The warforged are required to work 20 hours a day or they will not be called back for more work.
- They do not get breaks.
- The factory is run by Habden Strakeln, a dwarf **commoner**.
- The warforged workers are often discriminated against, as some locals see the warforged as having taken their jobs.
- The factory is owned by a Brelish noble family.

Further investigation reveals the following with the associated successful Intelligence (Investigation) checks. These results are cumulative.

Check Result	Clue
12	Habden's cousins were killed by warforged during the Last War.
15	The Luminous Lantern factory is owned by Carlisle ir'Oronsek, a Brelish nobleman.
18	Habden is the nephew of Nolan Toranak, the Sharn Councilor for the Cogs.

Confronting the Problem

If the characters try to confront Habden at the factory, they're not allowed up to see him. If they pressure workers, Habden commands several warforged to escort the characters out of the factory.

Habden can be confronted on his way to or from the factory while he's escorted by two warforged (**gladiators**). If his escorts are defeated or he's otherwise spoken with alone, Habden denies that the policies were his ideas. A successful DC 12 Wisdom (Insight) check reveals this to be the truth. If the characters suggest that the ideas came from Carlisle he agrees. However, a successful DC 12 Charisma (Intimidation) check reveals that his uncle Nolan Toranak persuaded Habden to make these policies to get more warforged under control.

Dealing with Toranak is nigh impossible as he's not likely to change his mind, and as a member of the Sharn Council he has power. If he's strong-armed, he eventually relents and has his nephew lighten up on the warforged, but the characters make a life-long enemy of the councilor and gain the Councilor's Anger story award.

The characters' best option is to talk with Carlisle ir'Oronsek. The nobleman has no idea what's going on at this factory. If some proof can be offered to him of the goings-on, he remedies the problem immediately as he agrees that warforged should be respected as people.

Appendix E: Magic Item

Characters completing this adventure's objective unlock this magic item.

Sword of Wounding

Weapon (any sword), rare (requires attunement)
Tier 2-4, 20 treasure checkpoints
Magic Item Table G, Dungeon Master's Guide

Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Appendix F: Story Awards

The following story awards can be obtained during this adventure.

House Deneith Letter of Commendation

By aiding the Sentinel Marshals you've proven your mettle and been awarded a signed letter of commendation by House Deneith. This letter grants you advantage when dealing with House Deneith.

Councilor's Anger

You've shown yourself to have differing views from Sharn Councilor Nolan Toranak of the Cogs. In future he'll make your dealings with the council as unpleasant as he can. This award grants disadvantage when dealing with the Sharn Council.

Warforged Friends in the Cogs

By helping the warforged in the Cogs you've proven yourself friends to them and your story will spread. You'll be seen favorable not only by warforged, but by most inhabitants of the Cogs. When dealing with folks from the Cogs (except those who hate warforged), you'll have advantage on social checks.

Appendix G: Dungeon Master Tips

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 10**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

http://dnd.wizards.com/playevents/organized-play

New to the Annual Storyline?

http://dnd.wizards.com/articles/news/eberron-adventurers-league-embers-last-war-storyline

New to Being the Dungeon Master?

http://dnd.wizards.com/articles/features/public-dungeon-master

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play too but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

Preparing the Adventure

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. Familiar 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.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the end of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

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

Determining Party Strength

Party Composition Party	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