DDAL-ELW11

SECRETS BELOW

An Eberron *Embers of the Last War* Adventure

In a secret lab beneath the city, the characters face mechanical horrors and an even more dangerous truth. To survive, they must make a choice that impacts all of Khorvaire!

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

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Adventure Primer

This section provides the adventure's background and an overview of the adventure's episodes and objectives.

Background

In ***SHARN***, ***MERRIX D'CANNITH***, leader of ***CANNITH SOUTH***, has been using a secret, and highly illegal, ***CREATION FORGE*** to manufacture powerful new ***WARFORGED***, whom he is selling to the ***SWORDS OF LIBERTY***. As this adventure begins, the characters have finally discovered the location of his ***SECRET LAB***—and the *creation forge* within.

Episodes

The adventure's story is spread over three story episodes which take approximately 2 hours to play.

- ***Episode 1: A Bar Called Shamukaar.*** The adventurers are asked to find and destroy the illegal *creation forge*. This is the **Call to Action**.
- ***Episode 2: Forgehold Infiltration.*** The adventurers enter the Sharn Forgehold, searching for Merrix's secret laboratory. This is **Main Objective A**.
- ***Episode 3: Creation Forge Conundrum.*** The adventurers find the *creation forge*—and confront Merrix d'Cannith. This is **Main Objective B**.

Bonus Objectives

The primary objective of the adventure is to discover and destroy the secret *creation forge* Merrix is using to manufacture warforged. However, this adventure also includes two 1-hour bonus objectives that the characters can pursue if they have the time to do so—earning additional advancement and treasure checkpoints in the process.

- ***Bonus Objective A: Get the Evidence.*** The adventurers must retrieve evidence linking Merrix d'Cannith to the Swords of Liberty. More details can be found on **page 13.**
- ***Bonus Objective B: Save the Prisoners.*** The adventurers must rescue two prisoners from the Sharn Forgehold. More details can be found on **page 14**.

Episode Sequence

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. If you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

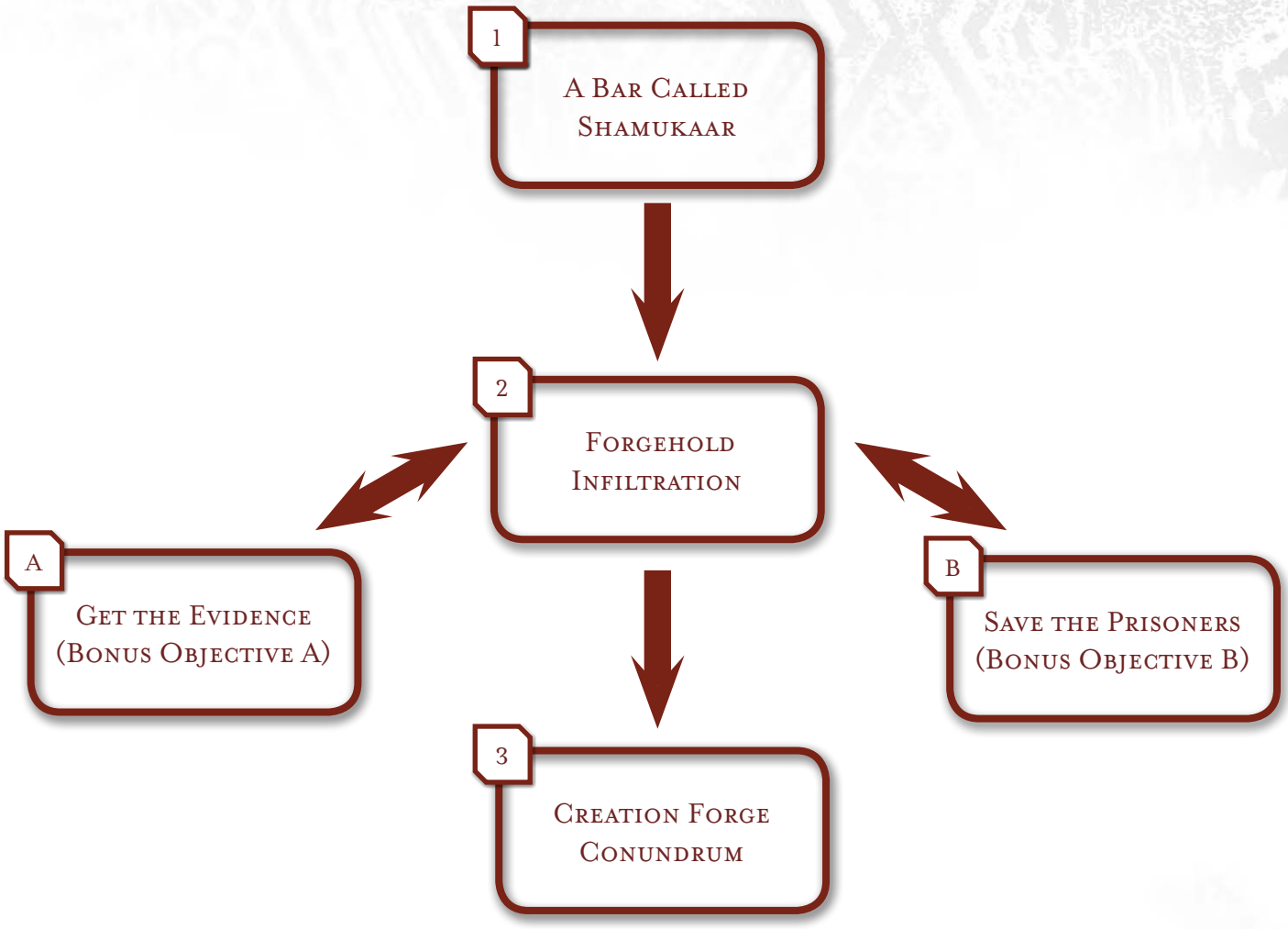
Main Objectives Only. To complete the adventure's main objectives, the characters play **episodes 1** through **3** in order.

Bonus Objectives. You can extend this adventure by one or two hours by utilizing the bonus objectives provided. **Bonus Objective A** and **Bonus Objective B** occur during **episode 2**. This additional content can't be utilized anywhere else.



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: A Bar Called Shamukaar

Estimated Duration: 20 minutes

Let's finish this.

— Merrix d'Cannith

The adventure begins in a secure room at the Shamukaar tavern in the Cogs. The adventurers have been summoned there by Antonia d'Medani, their contact from House Medani.

Prerequisites

This adventure is the climax to the *Embers of the Last War* series. If you wish to play it as a standalone adventure, Antonia contacts the party through a mutual acquaintance about a job that might interest them.

Area Information

The Cogs ward has the following features:

Dimensions & Terrain. The area is a warren of natural tunnels and old goblin ruins. While there are several large thoroughfares, most of the passages are narrow and crowded.

Structures. A combination of freestanding stone buildings in several large caverns as well as innumerable chambers dug from the rock. The Cogs is primarily an industrial area, home to great furnaces, vast foundries, and immense factories.

Atmosphere. Metallic clanging fills the air, along with the ever-present stench of sulfur and smoke. The whole area is dimly lit by a perpetual red glow, supplied by the fires of a thousand furnaces.

Population. While many thousands work in the Cogs, few reside there if they can help it. Warforged, goblins, and humans are the most numerous inhabitants, but just about every race is represented, including monsters from Droaam.

About Shamukaar

Shamukaar is the largest and most popular tavern in the Cogs. It stretches over five subterranean levels crudely hewn from dark, volcanic rock. It is run by goblins and is especially popular with immigrants from Droaam. Each level is packed around the clock with ogres, gnolls, harpies, minotaurs, and other bizarre monsters.

Meeting with Medani

Antonia d'Medani (a **spy**) has arranged to meet in a small private room on the lowest level of Shamukaar. She assures the adventurers the room is quite secure from



eavesdropping, before sharing the following information. If you are playing this as a standalone adventure, Antonia first shares the background information supplied in the Adventure Primer.

Background

- Merrix d'Cannith's secret laboratory can be accessed from the Sharn Forgehold, the secret Cannith fortress factory in the Cogs.
- The entrance to the secret lab is in a room containing something called the Well of Harmony. This is in the north wing of the Sharn Forgehold.

Destroying the Creation Forge

- House Medani want the characters to penetrate the Sharn Forgehold, find the secret lab, and disable the *creation forge*.
- Antonia gives the adventurers a brown, rubbery diaphragm, about six inches wide. This is a *mabaranic infuser*, which they stole from Cannith East. They must place it over the *irianic conduit*, a six-inch-wide panel of flashing, multicolored lights on the *creation forge*.
- Antonia is a little vague about what will happen after the device is placed, but assures the adventurers there should be enough time to escape.

Bonus Objectives

If you wish for a longer game, Antonia gives the adventurers one or both bonus objectives:

- ***Bonus Objective A.*** House Medani believe there might be evidence in Merrix's private apartment linking him directly to the Swords of Liberty. If it exists, they want it.
- ***Bonus Objective B.*** House Medani have learned that Merrix is keeping two prisoners in the Forgehold. They want these prisoners rescued so they can be interrogated. Their names are Grannok Twinpines, a half-orc, and Sharyl Fiennes, a human.

Entering the Forgehold

- The adventurers are to enter the Forgehold disguised as haulers. In a nearby alleyway is a cartload of rock crystal drawn by an ox, along with a faked purchase order and some old smocks.
- The secret entrance to the Forgehold is through an illusory wall at the end of a blind alley in the Ashblack district of the Cogs. Antonia gives them precise directions.

Reward

Antonia is authorised to offer them 3,000 gp to complete the mission.

Roleplaying Antonia d'Medani

Antonia d'Medani is a Mark of Detection half-elf spy in her midtwenties. She has a youthful face and wears her dark hair cropped in a curled bob.

Trait. I'm a born gambler who can't resist taking a risk for a big payoff, and I encourage others to do the same.

Ideal. It is everyone's responsibility to bring a little more fairness and happiness to the city.

Bond. I owe a large gambling debt to a certain back-alley gangster. There could be trouble for me if he calls it in.

Flaw. I worry that people don't take me seriously because of my youth, so I'm always trying to appear more mature and experienced than I really am.

Concluding the Episode

If the adventurers accept Antonia's offer, the episode is over. Assume they take possession of the rock crystal and move to episode two.



Playing the Pillars

Combat

Fighting is strongly discouraged in Shamukaar, and the tavern maintains a small troop of **ogre** bouncers to deal with the unruly. Having said that, a belligerent **gnoll** named Chikaha has been picking fights with strangers recently, and a **minotaur** named Raastred is challenging all comers to wrestle.

Exploration

Adventurers may wish to spend some time exploring Shamukaar. One level is a combination restaurant/slaughterhouse, another has a goblin skald singing tales of the Great Crag, while yet another features a changeling skindancer, painting patterns of color and shape across his skin.

Social

The adventurers are likely to spend most of their time talking to Antonia d'Medani, but they can interact with other patrons if they wish. Of special interest are a harpy **priest** of the Dark Six named The Grim, and an orc **veteran** named Yokgu, an exile from the Ghaash'kala. They are available as hirelings if needed, each asking for 10 gp per day while on adventure plus a negotiable share of treasure.

Episode Two: Forgehold Infiltration

Estimated Duration: 1-3 hours

I promise you that I have defenses you know nothing about.

—Merrix d'Cannith

Most people in the Cogs have heard rumors of House Cannith's Sharn Forgehold. It is a massive subterranean fortress containing foundries, forges, workshops, and other facilities. The location of the Forgehold is a closely kept secret, being accessed through an illusory wall at the end of a seemingly blind alley in the Cogs industrial district.

Prerequisites

This episode begins once the characters complete episode 1.

Map

There is a map of the Forgehold in Appendix B. The entire Forgehold is massive, and the map shows only the north wing of the first level.

Area Information

The Forgehold has the following features:

Dimensions & Terrain. The interior walls and ceiling of the Forgehold are covered by large brass plates, the corridors being engraved with a houndstooth pattern. The floor is laid with massive onyx flagstones. Unless otherwise noted, the ceiling is 15 feet high.

Doors. The interior doors are made of iron reinforced with decorated steel belts. The doors are not locked unless stated otherwise.

Lighting. Every 10 feet a narrow strip of blue crystal is set in the corridor and chamber walls, reaching from floor to ceiling. These strips give off a dim, phosphorescent light.

Teleporting. The dimensional pillars in area 5 prevent any teleportation magic or similar from operating within the Forgehold.

Traps & Puzzles

Merrix d'Cannith has placed deadly traps in the Forgehold and these may prove fatal to the careless. Several rooms contain interesting devices which the characters can manipulate to their advantage.

Objectives

The main objectives are to locate the *creation forge* in the secret laboratory, and disable it using the *mabaranic infuser*. The secret lab may be accessed through area 4 or area 25.

The bonus objectives are to rescue the prisoners from area 28, and retrieve the incriminating letter from area 25.

Creatures/NPCs

Most of the creatures inside the Forgehold are warforged, many of them designed for very specific purposes. Unlike the warforged outside, these creatures have never known freedom. Following are some of the unique warforged the adventurers might encounter:

Pickers are shaped like small centaurs, with four arms and an extensible torso. They transport items around the Forgehold.

Couriers look like disembodied warforged heads with dove-like wings and tiny claws. They are messengers.

Stewards are tall and spindly. They oversee the various operations of the Forgehold.

Fitters have six arms, two of them terminating in hands and the other four terminating in various tools, such as screwdrivers, wrenches, and chisels.

Riggers are short, squat, and have four thick legs. Their arms terminate in two flat forks, and their rotund torso is extensible. They lift and transport heavy items.

None of these warforged are built for battle, and all have the statistics of a **commoner**. None of them have names and they are usually referred to by type and number (e.g. Fitter 874).

Random Encounters

The corridors of the Forgehold are busy. Whenever the characters leave a room, roll on the following encounter table:

d20	Encounter
1-4	None
5-9	Picker
10-14	Courier
15-20	Darkwood Watch

Playing the Pillars

Combat

There are many strange and deadly creatures in the Forgehold, some of them created by Merrix specifically to defend this area. Adventurers may need to retreat sometimes to regroup and make another plan.

Exploration

There are many interesting rooms to explore in the Forgehold and some of them hold hidden treasures. If the session is time constrained, the party should focus on the main goal or they may not complete the adventure.

Social

Not all the warforged here are warriors. Many of them are workers, and some may prefer talk over combat. The adventurers might gain some valuable clues by speaking before drawing their swords.

These encounters are described below:

Picker. These warforged gallop down the corridors with requisition slips in their hands, wearing a backpack full of components (see the Components table). A typical requisition slip might say, "4 crystal pinions to *soarsled* workshop." Pickers are single-minded about their deliveries and are unlikely to stop and talk.

Courier. These warforged carry component requisition slips from the workshops and maintenance bay to Picker Dispatch (area 19). Like the pickers, they are single-minded about their tasks. Grabbing one from the air requires a successful DC 20 Dexterity check.

Darkwood Watch. Five leather-cloaked human **wand adepts** (Appendix A) patrol the corridors. These are members of the famed Darkwood Watch, and they attack any intruders.

Adjusting This Encounter

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

- **Very Weak:** remove two **wand adepts**.
- **Weak:** remove a **wand adept**.

Resting

If the adventurers take a short rest, there is a 25 percent chance that the Darkwood Watch comes upon them.

Components Table

The Forgehold is a highly productive factory, building magic items large and small. There are shelves and shelves full of every component possible. If needed, use the following table to generate a component name:

d20	Descriptor	Object
1	abyssal	cog
2	amber	coil
3	ambient	cylinder
4	cabalic	diode
5	calyptic	distributor
6	cobalt	duct
7	crystal	flue
8	elemental	gasket
9	exarchic	injector
10	irianic	mandrel
11	mabaranic	manifold
12	onyx	pinion
13	orphic	plug
14	peridic	resistor
15	phantasmal	resonator
16	spectral	seal
17	supernal	spindle
18	tantric	transformer
19	thelemic	valve
20	theurgic	wire



Forgehold Locations

Refer to the map in Appendix B for locations.

1. Main Gates

The area has the following features:

Dimensions & Terrain. A wide alley in the Cogs leads to a seeming dead-end. However, the wall is an illusion and can simply be walked through, revealing a long passage of hewn stone terminating in an imposing set of double doors.

Doors. The double doors are 12 feet high and made from iron with crisscrossing belts of steel. They are so well-balanced and hung that they swing open with a single push. When required, they can be secured internally with a steel door bar. They are currently closed though unbarred.

Creatures/NPCs

The doors are guarded by a **steel predator** (Appendix A) and four warforged guards. A warforged guard has the statistics of a **nimblewright** (Appendix A). If the adventurers do anything aggressive or overly suspicious, the guards and steel predator attack. They do not pursue anyone beyond the illusory wall.

Sentinel 174. A gold chestplate and greaves mark one of the warforged guards as the ranking officer. They identify themselves as Sentinel 174 and demand to know the characters' business in the Forgehold.

Presumably the adventurers are transporting a cartload of rock crystal (as described in episode one). If more than two of the adventurers are obviously armed, Sentinel 174 demands to know why they need so many guards. If the adventurers give reasonable answers, Sentinel 174 calls out. The doors swing open and another warforged emerges.

Steward 88. The new warforged identifies themselves as Steward 88. They curtly complain that the delivery is not on their schedule, but upon inspecting the purchase order, lead the adventurers to the crystal repository (area 13) to unload the cart.

Roleplaying Steward 88

Steward 88 is responsible for the day-to-day operations of this wing of the Sharn Forgehold. They can describe the basic functions of the rooms in the Forgehold but do not know where the Well of Harmony is. If intimidated into answering, they suggest the adventurers either go to the map room (area 12) or talk to the Comptroller (area 3).

Trait. I am always in a hurry, always rushing from one place to another and talking about how busy I am.

Ideal. It is my desire to run my wing of the Forgehold as efficiently as possible.

Bond. I was created to serve House Cannith and my loyalty to them is unwavering.

Flaw. I am a coward and can be easily intimidated.

2. Antechamber

The area has the following features:

Dimensions & Terrain. This chamber is 40 feet wide and 60 feet long. The brass walls are engraved with a wave pattern.

Furniture. There are several dark, leather-covered couches against the western wall.

Sound. A rapid, metallic clicking sound occasionally emerges from the passage in the western wall. The area beyond this passage is dark.

Traps & Puzzles

There are three enormous crystal screens in this chamber, all hanging on the east wall. Each screen has a permanent *scrying* spell cast on it, targeting the following areas in the Forgehold:

- Crystal foundry (area 9)
- Cannon workshop (area 11)
- Soarsled workshop (area 14)

Creatures/NPCs

1 round after the adventurers enter the chamber, the flickering blue image of a tall, spindly warforged appears. They say:

> "Welcome to the Forgehold of Sharn! I can see that you don't have an appointment. Please take a seat and someone will be here shortly to attend to you."

The image then disappears. 1 minute (10 rounds) later, the Darkwood Watch (see "Random Encounters") appears at the north entrance of the chamber and attacks.

3. Comptroller

The area has the following features:

Lighting. The chamber is dark, but the lights turn on as soon as the adventurers enter.

Dimensions & Terrain. This chamber is 40 feet wide and 60 feet long. The brass walls are engraved with esoteric mathematical symbols.

Abacuses. There are eight enormous abacuses lined up across the middle of the room. Each one is 5 feet wide and 8 feet high. They are comprised of polished steel rods and crystal beads.

Wax blocks. Six massive wax blocks, 8 feet wide, 1 foot deep, and 15 feet high, are lined up against the east wall. Three of them are inscribed with a seemingly random array of little horizontal and vertical notches.

Creatures/NPCs

Embedded near the top of the west wall is an 8-foot-tall warforged face, surrounded by tubes and wires. The face says: "*Greetings! My name is Comptroller 13. What problem do you wish to solve?*"

Comptroller 13 does not know where the Well of Harmony is, but does know there is a map room in the Forgehold. They suggest the adventurers try to find it.

Roleplaying Comptroller 13

This remarkable creature was made by Merrix to record his accounts and help him with complex calculations. They use the mage hand spell to inscribe account information on the wax blocks and to use the abacuses. Comptroller 13 is rather delicate with AC 12 and 14 hit points.

Trait. I love performing calculations and continually interrupt people to ask if they have a mathematical problem to solve.

Ideal. It is my desire to perform every calculation with perfect precision.

Bond. I was created by Merrix d'Cannith and my loyalty to him is unthinking.

Flaw. I am very ignorant of the outside world and have a childlike naivety.

4. Well of Harmony

This is the entrance to the secret laboratory. Merrix has forbidden everyone from entering this chamber, and none of the warforged in the wing know what is in it.

Area Information

The area has the following features:

Dimensions & Terrain. This chamber is 50 feet long and 40 feet wide. The brass walls are engraved with a gingham pattern.

Traps & Puzzles

In the middle of this room is a 20-foot-square pool with 3-foot-high steel walls and filled with a thick, glowing, blue liquid.

Glyph of Warding. A *glyph of warding* spell triggers if anyone touches the pool walls or liquid without speaking the password ("Whitehearth"). A character who succeeds on a DC 15 Intelligence (Investigation) check spots the glyph, which is inscribed on the pool wall.

When triggered, the glyph erupts with magical energy that completely fills the chamber. Each creature in the area must make a DC 15 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.

Entering the Pool. The pool is 180 feet deep. Anyone entering it quickly slides down through the warm, thick liquid and emerges safely in the secret laboratory 2 rounds later (see episode 3).

5. Dimensional Pillars

The area has the following features:

Dimensions & Terrain. The chamber is 40-foot-square. The bronze walls are engraved with chevrons which seem to drift upward if you stare at them for any length of time.

Pillars. There are nine ebony pillars in three rows in this room, each 1 foot in diameter and 12 feet high. They emit a low, throbbing hum.

Traps & Puzzles

A character examining the pillars and succeeding on a DC 15 Intelligence (Arcana) check deduces that they prevent teleportation magic from functioning in this wing of the Forgehold.

A character trying to work out how to turn off the pillars and succeeding on another DC 15 Intelligence (Arcana) check deduces that connecting all the pillars together using elemental wire would cause them to short out. (Elemental wire can be found in areas 15-18.)

6. Maintenance Bay

The area has the following features:

Dimensions & Terrain. This chamber is 30 feet long and 60 feet wide. The brass walls are plain though smeared with grease and grime.

Furniture. There are numerous iron benches and boxes scattered all over the area, holding spare parts and tools. Scaffolding covers the west wall. Several chains and oversized hooks dangle from pulleys in the ceiling.

Creatures/NPCs

There are four warforged fitters and four warforged riggers in the bay, and seven warforged of miscellaneous type in varying stages of repair. These workers ignore the adventurers unless attacked, in which case they attempt to flee.

There are also two warforged couriers here and a warforged steward with a notepad and stylus. The steward demands the adventurers leave immediately.

Treasure

A character who searches amongst the tools and parts, and makes a successful DC 15 Wisdom (Perception) check, locates a *brazier of commanding fire elementals*. This is used by the fitters to perform welding operations.

7. Other Wings

The area has the following features:

Doors. A pair of ponderous bronze doors, 12 feet high and engraved with a checkerboard pattern, block the way. Inscribed in glowing green letters on the right-hand wall are the words:

SOUTH WING
WEST WING
EAST WING
LOWER LEVELS

Traps & Puzzles

The doors are secured by three arcane locks. The other wings and levels are beyond the scope of this adventure, but they mostly consist of foundries, forges, workshops, factories, storage chambers, and so on.



8. Storm Cocoons

The area has the following features:

Dimensions & Terrain. This bottle-shaped chamber is 70 feet long and 30 feet wide. The walls are made of dark bronze engraved with a skyscape, showing angry titans casting lightning bolts at one another.

Cocoons. Three 15-foot-tall silver cylinders are lined up in this chamber. They are beehive-shaped with a corrugated surface. A loose bundle of silver wires connects the top of each cylinder to the ceiling.

These devices supply energy to the north wing of the Forgehold.

Traps & Puzzles

Anyone touching a cylinder or the wiring must make a Constitution saving throw. A creature takes 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

The top of each cylinder may be unscrewed with a successful DC 15 Strength check. Doing so frees the storm elemental within.

If the wires for all three cylinders are severed, or if the storm elementals are released, the following changes take place in the Forgehold:

- The lights go out, and all chambers and rooms are in complete darkness.
- All warforged workers (such as pickers and fitters) immediately cease work and stand at attention, awaiting further instruction.
- Comptroller 13 in area 3 is disabled.
- The dimensional pillars in area 5 are disabled.
- The map in area 12 is disabled.
- The crystal bolters in area 23 are disabled.
- The Darkwood Watch urgently begin seeking the intruders. There is a 50 percent chance of the party encountering them whenever they enter a corridor or a room.

Creatures/NPCs

Inside each silver cylinder is a storm elemental. The storm elemental has the statistics of an **air elemental** with the following modifications:

- It deals lightning damage instead of bludgeoning damage
- The reach of its slam attack is 20 ft.

If a storm elemental is released from its cylinder, it immediately attacks any creature it notices.

Treasure

The silver wire is worth 35 gp.

9. Crystal Foundry

The area has the following features:

Dimensions & Terrain. This chamber is 60 feet long and 30 feet wide. The walls are made of light bronze engraved top and bottom with thin bands of an interlocking fret pattern.

Furniture. A dozen sturdy iron benches are neatly arranged in this room, each one holding rock crystals being sculpted into crystal parts. An open-sided iron bin on the west wall holds the finished parts.

Creatures/NPCs

There are five warforged fitters here, cutting and polishing the raw rock crystal into the shapes required by the workshops. These workers ignore the adventurers unless attacked, in which case they attempt to flee.



Treasure

A character who examines the benches and makes a successful DC 15 Wisdom (Perception) check finds four rough diamonds mixed in with the rock crystal. They are worth 200 gp in total.

10. Shrine to the Traveler

The area has the following features:

Dimensions & Terrain. This chamber is 30 feet long and 40 feet wide. The walls comprise a mishmash of bronze panels, each a different width and shade. Inscribed on the floor are eight arrows in a radial pattern.

Altar. At the intersection of the eight arrows is a 3-foot-high altar composed of various animal skulls sculpted in silver. On top of the altar is a wide silver dish.

Traps & Puzzles

Inscribed inside the dish are the words:

> *Beware the gifts of the Traveler*

In the dish are an old pipe, a pair of socks, a copper badge shaped like a shield, and a silver teardrop earring.

If anyone places a personal item in the dish, they must roll on the following table:

d20	Effect	Duration
1	You are poisoned.	1d6 hours
2	You are blinded.	1d6 hours
3	You are incapacitated.	1d6 hours
4	You are paralyzed.	1d6 hours
5	You are deafened.	1d10 hours
6	You gain a short-term madness condition.	1d4 hours
7	All the hair on your body falls out.	-
8	You become an oni.	1d4 hours
9	You become another alignment.*	1d4 hours
10	Your skin becomes translucent.	1d6 days
11	You become another race.*	1d4 hours
12	You become another gender.**	1d4 hours
13	Your Dexterity increases to 25.	1d4 hours
14	You become invisible.	1 hour
15	You gain the effect of the haste spell.	1 hour
16	You are healed of all damage.	-
17	You gain 3d6 temporary hit points.	-
18	You become resistant to all damage.	1 hour
19	You gain advantage on all rolls.	1 hour
20	You become 5 years younger.	Permanent

* The DM can either assign one or roll randomly.
** Depending on your players' level of maturity and personal circumstances, this option may prove disruptive or distressing. The DM is encouraged to either discuss this option with their players or to ask for a reroll.

Once someone has rolled on the table, they cannot do so again until the following dawn.

11. Cannon Workshop

The area has the following features:

Dimensions & Terrain. This chamber is shaped like a stretched octagon, being 100 feet long and 40 feet wide, with three large alcoves in each of the long walls. The alcoves are full of metal shelves and drawers stuffed with tools and components.

Production Line. There is a long iron table down the middle of the room with several *portable magefire cannons* on it, in varying stages of construction. Tools and components are scattered all over the table.

Creatures/NPCs

There are ten warforged fitters and five warforged riggers here, assembling *portable magefire cannons*. These workers ignore the adventurers unless attacked, in which case they attempt to flee.

There are also three warforged couriers here and a warforged steward with a notepad and stylus. The steward demands the adventurers leave immediately.

Treasure

There are six *portable magefire cannons* on the production line, in progressively more complete stages of construction. On the southern end of the table is a fully working cannon.

> **Portable Magefire Cannon**
>
> A *portable magefire cannon* looks like a short stovepipe made of crystal and onyx, with an iron triggering mechanism attached. It is fired from the shoulder but in all other respects is identical to a *wand of fireballs* (except it does not require attunement). Further details can be found in Appendix D.

12. Map Room

The area has the following features:

Dimensions & Terrain. This chamber is 20 feet long and 30 feet wide and the walls are engraved with elaborate mapping symbols.

Podium. There is a steel podium in the center of the room with a square crystal button on it. The button currently glows red.

Traps & Puzzles

An enormous crystal screen hangs from the west wall. If anyone presses the red crystal button, its color switches to green and a map of this part of the Forgehold appears on the screen. Give the players the player map from Appendix B.

If the button is pressed while green, the map disappears from the screen and the color reverts to red.

13. Crystal Repository

The area has the following features:

Dimensions & Terrain. This irregularly shaped chamber is 50 feet long and 30 feet wide with two small alcoves near the rear wall. The bronze walls are dusty and scratched.

Contents. A great pile of raw rock crystal sits against the rear wall and spills across the floor. The individual stones range in size from an inch to over 3 feet across.

Treasure

The raw rock crystal, uncut and unpolished, is worth 1 gp per pound.

14. Soarsled Workshop

The area has the following features:

Dimensions & Terrain. This square chamber has walls 60 feet long. The brass walls are plain though dirty.

Furniture. There are numerous iron benches, shelves, chests, and cabinets arranged neatly around the room, all overflowing with tools and components.

Production Table. There is a round iron table in the middle of the room, 20 feet in diameter. There are several *soarsleds* on it, in varying stages of construction. Tools and components are scattered all over the table.

Creatures/NPCs

There are eleven warforged fitters and five warforged riggers here, assembling *soarsleds* on the table. These workers ignore the adventurers unless attacked, in which case they attempt to flee.

There are also four warforged couriers here and a warforged steward with a notepad and stylus. The steward demands the adventurers leave immediately.

Treasure

There are eight *soarsleds* on the production table, and two of them are in working order.

> **Soarsled**
>
> A *soarsled* is a crystalline disk, 5 feet in diameter, that crackles with eldritch energy. Within Sharn's manifest zone (which includes the Forgehold), it has a flying speed of 90 feet. You do not require any special proficiencies to operate a *soarsled*, although you may be required to make a Dexterity (Acrobatics) check in some circumstances, such as changing direction suddenly, colliding with an obstacle, taking damage, etc.

15-18. Storerooms

The area has the following features:

Dimensions & Terrain. These chambers are 30 feet long and 25 feet wide.

Fixtures. These rooms have rows of floor-to-ceiling iron shelves packed with components (see Component table).

Treasure

If scavenged for treasure, the components are typically worth 1d10 sp each. There are some more valuable items on the shelves as well. A successful DC 17 Wisdom (Perception) check locates one of the following:

d6	Item
1	*Bag of holding*
2	*Brooch of shielding*
3	*Elemental gem* (randomly determine type)
4	*Gauntlets of ogre power*
5	*Goggles of night*
6	*Robe of useful items*

Only one magic item per storeroom can be located.

19. Picker Dispatch

The area has the following features:

Dimensions & Terrain. This chamber is 30 feet long and 20 feet wide. The brass walls are dull and unadorned.

Creatures/NPCs

There are ten warforged pickers in this room, standing in two columns at attention. They have been commanded to neither move nor speak and will not do so even if attacked.

Every 10 minutes, there is a 25 percent chance that a warforged courier arrives with a requisition slip. If that happens, the picker nearest the door takes the slip and gallops off to the storerooms (areas 15-18). Every other picker then moves forward one spot. When a picker returns from their job, they rejoin the formation at the rear.

20. Fitter & Rigger Depot

The area has the following features:

Dimensions & Terrain. This chamber is 40 feet long and 20 feet wide. The brass walls are dull and unadorned.

Creatures/NPCs

There are thirty warforged fitters and fourteen warforged riggers in this room, standing to attention in four columns. They have been commanded to neither move nor speak and do not do so even if attacked. This is the alternative shift of fitters and riggers. Every twelve hours, the two shifts swap.

Traps & Puzzles

A successful DC 15 Wisdom (Perception) check reveals some graffiti inscribed in very small letters on the western wall. It reads, "I just want to be me."

21. Obedience Dome

The area has the following features:

Dimensions & Terrain. This chamber is 40 feet long and 20 feet wide. The brass walls are dull and engraved with deep horizontal grooves that circle the chamber and give it a severe look.

Dome. In the middle of the room is a dome made of thick, clear crystal. It has an 8-foot diameter and is 6-foot high with a small, square crystal door with an external bolt on it. This may be easily unbolted from the outside, and the door opened.

Podium. There is a 4-foot-high steel podium before the dome.

Traps & Puzzles

Embedded on the top surface of the podium is a square cut gem, 2 inches across and glowing red. Touching the gem while it is red causes it to glow green. Touching it while green causes it to turn red.

While the gem is red, once per hour the dome fills with a strobing red light. Anyone inside the dome when this happens suffers excruciating pain and takes 1d4 psychic damage. They must also succeed on a DC 10 Constitution saving throw or suffer one level of exhaustion.

Creatures/NPCs

Inside the dome is a warforged fitter in very bad shape. When they see the adventurers, they point toward the door with a pleading expression. If the door is opened, they slowly crawl out before collapsing, all the while muttering their thanks. After gathering some strength, they say:

- They are called Fitter 331.
- They were trying to escape the Forgehold when they were caught by Merrix and placed in the Obedience Dome.

Fitter 331 knows some secrets. With some prompting, they reveal the following:

- Merrix has forbidden the warforged from entering a certain room (area 4).
- Whenever Merrix enters the door that leads to his chambers (area 23), he says the word "Whitehearth".

Roleplaying Fitter 331

Unlike their fellow warforged, Fitter 331 is very poor at following orders.

Trait. I am intensely curious and have explored this part of the Forgehold quite thoroughly.

Ideal. I yearn to have an individual identity and to make decisions about my own fate.

Bond. My ultimate loyalty is to myself.

Flaw. I have had no moral training and sometimes behave in a petulant and childish manner.

22. Watch House

The Darkwood Watch sometimes rest here when on patrol (they have better apartments deeper in the Forgehold).

Area Information

The area has the following features:

Dimensions & Terrain. This chamber is 30 feet long and 20 feet wide. The brass walls are bright and engraved with a scale pattern. A colorful tapestry depicting a battle scene from the Last War almost completely covers the north wall.

Furniture. There are five iron cots here, each with a feather mattress and a small footlocker.

Monsters/NPCs

This area is currently unoccupied. Every hour the adventurers spend here, there is a 20 percent chance the Darkwood Watch returns and discover them.

Treasure

The footlockers contain the following items:

- Footlocker 1: 28 gp, two leather cloaks, a pair of boots, and a *potion of healing*.
- Footlocker 2: 11 pp, night gown, a pair of boots, and a *driftglobe*.
- Footlocker 3: 20 gp, a spyglass, a lantern, and a vial of perfume.
- Footlocker 4: 31 gp, a leather cloak, and a box of buttons.
- Footlocker 5: 83 sp, a pair of boots, a *spell scroll of darkvision*, and a *spell scroll of levitate*.

Bonus Objective A

Areas 23-25 relate to Bonus Objective A. If you are not playing this bonus objective, you can:

- Eliminate the entrance to area 23.
- Secure the entrance with three arcane locks.
- Make these areas abandoned and empty.
- Have an NPC encourage the characters to look elsewhere.

23. Security Checkpoint

The area has the following features:

Dimensions & Terrain. This chamber is 30-foot square. The brass walls are dark and engraved with a repeating square pattern.

Monsters/NPCs

There are four crystal bolters mounted on the ceiling near the west wall. A crystal bolter has the statistics of an **oaken bolter** (Appendix A) with the following modifications:

- It is made of crystal and polished steel.
- Its lancing bolts deal force damage.
- It has speed 0.
- It has no harpoon attack.

Deadly Warning. When anyone enters the chamber, a magic mouth says: "Please leave this chamber immediately. You have 12 seconds to comply." If anyone attacks the crystal bolters or remains in the chamber for more than 2 rounds, the crystal bolters open fire.

Secret Password. If anyone says the word "Whitehearth", the crystal bolters become incapacitated for one minute.

Adjusting This Encounter

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

- **Very Weak:** remove two **crystal bolters**.
- **Weak:** remove a **crystal bolter**.

24. Research Lab

The area has the following features:

Dimensions & Terrain. This chamber is 70 feet long and 30 feet wide. The brass walls are bright and smooth.

Furniture. A long steel bench runs down the middle of the room, with desks, cabinets, chairs, and shelves arranged about it. Atop the bench and desks are numerous partially constructed machines of unknown purpose, surrounded by a bewildering collection of components and tools.

Traps & Puzzles

The following can be found in this area.

Food Dispenser. On one of the desks is a cube-shaped machine, about 2 feet per axis. It is made of brass and has loops of rubber tubing emerging from the rear. A glass button is placed above a small dispensary. Next to the machine are half a dozen glass mugs.

If anyone pushes the button, a glassful of thick, orange-brown liquid is dispensed. This liquid smells and



tastes of cinnamon, and a single glass provides enough nourishment for a medium creature for one day.

The liquid has mild restorative properties, and the first glass of the day restores 1d6 points of damage. Drinking subsequent glasses has unpredictable effects—roll on the following table treat it as if the drinker has consumed the indicated potion:

d20	Effect
1-15	*Potion of poison*
16	*Potion of fire breath*
17	*Potion of gaseous form*
18	*Potion of growth*
19	*Potion of diminution*
20	*Potion of heroism*

25. Merrix's Apartment

The area has the following features:

Dimensions & Terrain. This chamber is 60 feet long and 30 feet wide. The walls are made of interlocking brass plates, cut into geometric planes and shapes. A curtain of steel beads divides the room 20 feet from the west wall.

Furniture. The chamber is sparsely furnished, with two divans near the door, a brass dining table and chairs a little further in, and several brass bureaus along the walls. Behind the curtain of beads is a large, plain bed, and a brass wardrobe.

Monsters/NPCs

A 1-foot-tall warforged trundles slowly about the chamber. They walk with their trumpet-shaped head pressed against the ground, making a gentle sucking noise as they pick up the dust. They are not very intelligent and cannot speak.

Traps & Puzzles

The following can be found in this area.

Locked Bureau. One of the bureaus is locked. Picking the lock requires a successful DC 22 Dexterity check

made using thieves' tools. If the check fails, lightning erupts from the bureau, dealing 18 (4d8) lightning damage to any creature within 10 feet of it.

The lock can be forced open with a crowbar or equivalent, and a successful DC 15 Strength check. Attempting this also triggers the lightning trap.

Secret Door. Anyone who examines the walls of the bedroom and makes a successful DC 25 Wisdom (Perception) check discovers a secret door. This door opens onto a winding stone tunnel that leads down to the secret lab (see episode 3).

Treasure

The locked bureau contains a money pouch with 263 gp. There is also a letter (see Appendix C: Handout). The other bureaus are covered with uninteresting financial papers as well as a few incomprehensible technical memoranda.

Bonus Objective B

Areas 26-29 relate to Bonus Objective B. If you are not playing this bonus objective, you can:

- Eliminate the entrance to area 26.
- Secure the entrance with three arcane locks.
- Make these areas abandoned and empty.
- Have an NPC encourage the characters to look elsewhere.

26. Detention Reception

The area has the following features:

Dimensions & Terrain. This chamber is 40 feet long and 60 feet wide. The brass walls are scored with deep, diagonal grooves, which gives the room a severe look.

Furniture. The chamber is sparsely furnished, with two divans against the north wall, and a brass desk and chair near the west wall.

Traps & Puzzles

A *wall of force* blocks the east passageway. The brass desk has two crystal buttons on top of it, one red and the other blue.

Pushing the blue crystal button causes the *wall of force* to toggle off and on. Pushing the red crystal button causes a warning klaxon to sound for 1 minute. The Darkwood Watch appear in the reception 30 seconds after the klaxon starts.

Monsters/NPCs

A warforged steward named Warden 41 sits behind the brass desk. "What do you want?" they demand curtly when the adventurers enter. If the adventurers become aggressive, or cannot give a convincing reason for their presence, Warden 41 presses the red crystal button.

Warden 41 knows the passcode to the cells, which is 3427, and reveals it on a successful DC 12 Charisma (Intimidation) check.

27. Cobra Kennels

The area has the following features:

Dimensions & Terrain. This chamber is 40-foot-square and is connected by a 20-foot-wide passage to a smaller chambered filled with five-foot-wide stalls. The brass walls are unadorned.

Monsters/NPCs

There are six **iron cobras** (Appendix A) in the stalls to the south. They immediately emerge and attack.

Adjusting This Encounter

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

- **Very Weak:** remove three **iron cobras**.
- **Weak:** remove two **iron cobras**.

28. North Cell

The area has the following features:

Locked Doors. The reinforced, brass double doors are magically locked. There is a keypad next to the door made of green crystals, each engraved with a number from 1 through 9. Punching in the code 3427 causes the doors to unlock and swing open. The door has AC 16, 120 hit points, resistance to piercing and slashing damage, and immunity to poison and psychic damage.

Dimensions & Terrain. This cell is 20 feet long and 40 feet wide. The brass walls are dull and unadorned.

Furniture. There are two brass divans in the cell, several clean blankets, a brass chamber pot, and a large pitcher of water.

Monsters/NPCs

There are two prisoners in this cell:

- Grannok Twinpines, a male half-orc soldier
- Sharyl Fiennes, a genderfluid (currently female) human charlatan

They are in poor shape, each one having 1d4 levels of exhaustion. Merrix captured them several months ago and has been using the obedience dome (area 21) to interrogate them about a smuggling operation they were involved in four years ago. For more information about these characters, see *DDAL-ELW00: What's Past is Prologue*.

29. East Cell

The area has the following features:

Locked Doors. The reinforced, brass double doors to this cell are magically locked. There is a keypad next to the door made of green crystals, each engraved with a number from 1 through 9. Punching in the code 3427 causes the doors to unlock and swing open. The door has AC 16, 120 hit points, and resistance to piercing and slashing damage.

Dimensions & Terrain. This cell is 20 feet long and 40 feet wide. The brass walls are dull and unadorned.

Furniture. There are two brass divans in the cell, a brass chamber pot, and a large empty pitcher.

Monsters/NPCs

There are no prisoners in this cell.

Concluding the Episode

Once the adventurers enter the pool in area 4, or the secret passage in area 25, this episode is over. Continue to episode 3.

Episode Three: Creation Forge Conundrum

Estimated Duration: 40 minutes

We both know I can't let you live, but there are certainly more pleasant ways to end this.

— Merrix d'Cannith

Prerequisites

This episode can only begin after the characters have completed episode 2.

Secret Laboratory

There is a map of the secret laboratory in Appendix B.

Area Information

The area has the following features:

Dimensions & Terrain. This circular chamber is 100 feet wide and over 120 feet tall. The walls are rough-hewn volcanic stone.

Light. The walls are pockmarked with small, round portals of blue light, giving everything in the chamber a blueish tinge.

Creation Forge. The *creation forge* sits in the center of the chamber. It is 20 feet across at the base and nearly 100 feet high, made from cobalt with brass gilding. It has an organic shape, resembling a tree trunk without branches. See "Tricks & Puzzles" for information about disabling the *creation forge*.

Materialization Pool. A 10-foot-wide pool of glowing white light is positioned next to the main structure.

Silver Pillars. There are four silver pillars around the *creation forge*. They are 8 feet tall and bulge in the center.

Entrance. There is a 20-foot-high vertical pool of liquid set into the wall at this point. The adventurers emerge here if they entered the pool in area 4. Anyone re-entering the pool from here is drawn upwards and emerges in area 4.

Secret Door. There is a secret door built into the chamber wall about 100 feet above the floor. It leads to the secret door in area 25.

Tricks & Puzzles

The *irianic conduit* is 30 feet above ground and can be located with a successful DC 13 Intelligence (Investigation) check. Climbing the *creation forge* requires a successful DC 10 Strength (Athletics) check.

Placing the *mabaranic infuser* over the *irianic conduit* causes the *creation forge* to emit a deep throbbing sound while the lights in the chamber grow dim and begin pulsing. Ten minutes later the forge explodes, dealing 55 (10d10) piercing and 55 (10d10) fire damage to anyone still in the chamber. Deep cracks open in parts of the Forgehold above and the shock is felt all over the Cogs.

Creatures/NPCs

Merrix d'Cannith (LE male Mark of Making human **abjurer**, see Appendix A) is here. He is hovering 60 feet above the ground, performing some minor maintenance on the *creation forge*, while seated in a cauldron-shaped *soarsled* equipped with a chair.

Merrix is startled to see the adventurers but recovers quickly, and quietly casts *wall of force* about his *soarsled* before he demands to know who they are and what they want.

Once he realizes they wish to destroy the *creation forge*, he sincerely tries to dissuade them. He argues that this *creation forge* is the only means to create new warforged. Destroying it means the warforged race is doomed and is therefore an act of genocide.





If he cannot convince the adventurers to leave, he unleashes his guardians. Merrix hovers over the battle about 100 feet above ground. He avoids combat himself, and anyway, the *wall of force* protecting him also prevents him from directly intervening. If his guardians are being bested, he flies up to the secret door and attempts to escape, casting *sending* to summon the **steel predator** (Appendix A) to his apartment. The steel predator has the following modifications:

- It doesn't understand Modron.
- It can't innately cast **plane shift**.

Roleplaying Merrix d'Cannith

Baron Merrix d'Cannith is the leader of Cannith South. He is a lean, middle-aged man with graying brown hair and dark stubble. He is partially machine beneath his clothing, having repaired his body using the creation forge after he was shot. He is a very powerful artificer, but for this adventure has the statistics of an **abjurer** with the *sending* spell.

Merrix wields a *wand of paralysis*. He also has a purse with 68 gp and is wearing a platinum necklace with the House Cannith symbol as a pendant, worth 325 gp.

Trait: I'm highly intelligent yet often withdrawn. I act on obligation rather than impulse.

Ideal: Change is the only thing that can bring about true progress.

Bond: I am bound by blood to inherit House Cannith and strengthen its standing in the world.

Flaw: The ends always justify the means.

See DDAL-ELW05: *Against the Lightning* for more information about Merrix.

See *DDAL-ELW05: Against the Lightning* for more information about Merrix.

Warforged Guardians. The four silver pillars unfold, revealing themselves to be warforged raptors; silvery, airborne warforged with talons and a spiked tail. A warforged raptor has the statistics of a **peryton** with the following modifications:

- Its type is construct.
- Its gore attack is replaced by a tail attack that is otherwise identical.

At the same time a warforged dreadnought begins emerging from the materialization pool, but it will not be ready for combat until the start of the second round.

A warforged dreadnought is heavily armored, has enormous warhammers built into its arms, and is three times the size of a regular warforged. It has the statistics of a stone golem with the following modifications:

- It does not have the ***slow*** feature.

Adjusting This Encounter

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

- **Very Weak:** remove all **warforged raptors**.
- **Weak:** remove two **warforged raptors**.

Leaving the Forgehold

If the adventurers leave the secret laboratory at Merrix's urging, they are met by the **steel predator** (Appendix A) in the corridors of the Forgehold. Merrix had no intention of letting them live.

If the adventurers destroy the *creation forge*, the Forgehold is in chaos with warforged running everywhere. The front gates are unguarded, and the adventurers can easily slip out.

Concluding the Episode

Once the adventurers leave the Forgehold, the episode is over. Go to "Wrap Up."

Wrap Up

The adventurers can rendezvous with Antonia d'Medani back at Shamukaar. If they destroyed the *creation forge*, she pays the agreed reward while offering copious thanks.

Antonia also warns the adventurers, quite sternly, against mentioning their experiences to anyone, and says she is likely to contact them again for future work.

A Few Weeks Later...

Assuming Merrix escaped, sometime later the adventurers are relaxing in a room somewhere when they hear a thudding knock at the door. Opening it reveals a warforged courier, who drops a note at their feet before leaving.

The note is handwritten and reads:

> You are fools if you think this is over. M.

What's Next?

This is the end of the *Embers of the Last War* campaign, but it is not the end of the story! If Merrix d'Cannith survived, he certainly seeks revenge against those who destroyed his *creation forge*.

Adventure Rewards

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

Player Rewards

The characters earn the following player 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:*** Discover the *creation forge*.
- ***Main Objective B:*** Destroy the *creation forge*.
- ***Bonus Objective A:*** Retrieve evidence linking Merrix d'Cannith to the Swords of Liberty.
- ***Bonus Objective B:*** Rescue the two prisoners from the Sharn Forgehold.

Magic Item Unlock

Characters completing the adventure unlock:

Wand of Fireballs. This item can be found in **Appendix D**.

Dungeon Master Rewards

In exchange 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.

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.



Appendix A: Creature Statistics

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

Abjurer

Medium humanoid (any), 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. Their 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 spells 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.

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.

Nimblewright

Medium construct, unaligned

Armor Class 18
Hit Points 45 (6d8 + 18)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	8 (–1)	10 (+0)	6 (–2)

Saving Throws Dex +6
Skills Acrobatics +8, Perception +2
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands one language of its creator but can't speak
Challenge 4 (1,100 XP)

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

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

Repairable. As long as it has at least 1 hit point remaining, the nimblewright regains 1 hit point when a mending spell is cast on it.

Sure-Footed. The nimblewright has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The nimblewright makes three attacks: one with its dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Reactions

Parry. The nimblewright adds 2 to its AC against one melee attack that would hit it. To do so, the nimblewright must see the attacker and be wielding a melee weapon.

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.

Steel Predator

Large construct, lawful evil

Armor Class 20 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	22 (+6)	4 (–3)	14 (+2)	6 (–2)

Skills Perception +7, Stealth +8, Survival +7
Damage Resistances cold, lightning, necrotic, thunder
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17
Languages understands Modron and the language of its owner but can't speak
Challenge 4 (1,100 XP)

Innate Spellcasting. The steel predator's innate spellcasting ability is Wisdom. The steel predator can innately cast the following spells, requiring no components:

3/day each: *dimension door* (self only), *plane shift* (self only)

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

Magic Weapons. The steel predator's weapon attacks are magical.

Actions

Multiattack. The steel predator makes three attacks: one with its bite and two with its claw.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) slashing damage.

Stunning Roar (Recharge 5–6). The steel predator emits a roar in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 27 (5d10) thunder damage, drops everything it's holding, and is stunned for 1 minute. On a successful save, a creature takes half as much damage. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wand Adept

Medium humanoid (human), any alignment

Armor Class 18 (studded leather, shield
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +6, Con +4, Wis +3
Skills Perception +3, Stealth +8
Senses passive Perception 13
Languages Common
Challenge 4 (1,100 XP)

Wandslinger. The adept gains the following benefits:

- Being within 5 feet of a hostile creature or attacking at long range doesn't impose disadvantage on the adept's ranged attack rolls with a wand.
- The adept ignores half cover and three-quarters cover when making ranged attacks with a wand.
- The adept deals an extra 1d10 fire damage on ranged weapon attacks made with a wand (already accounted for in its statistics)

Innate Spellcasting. The wand adept's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*
1/day each: *darkness, faerie fire*

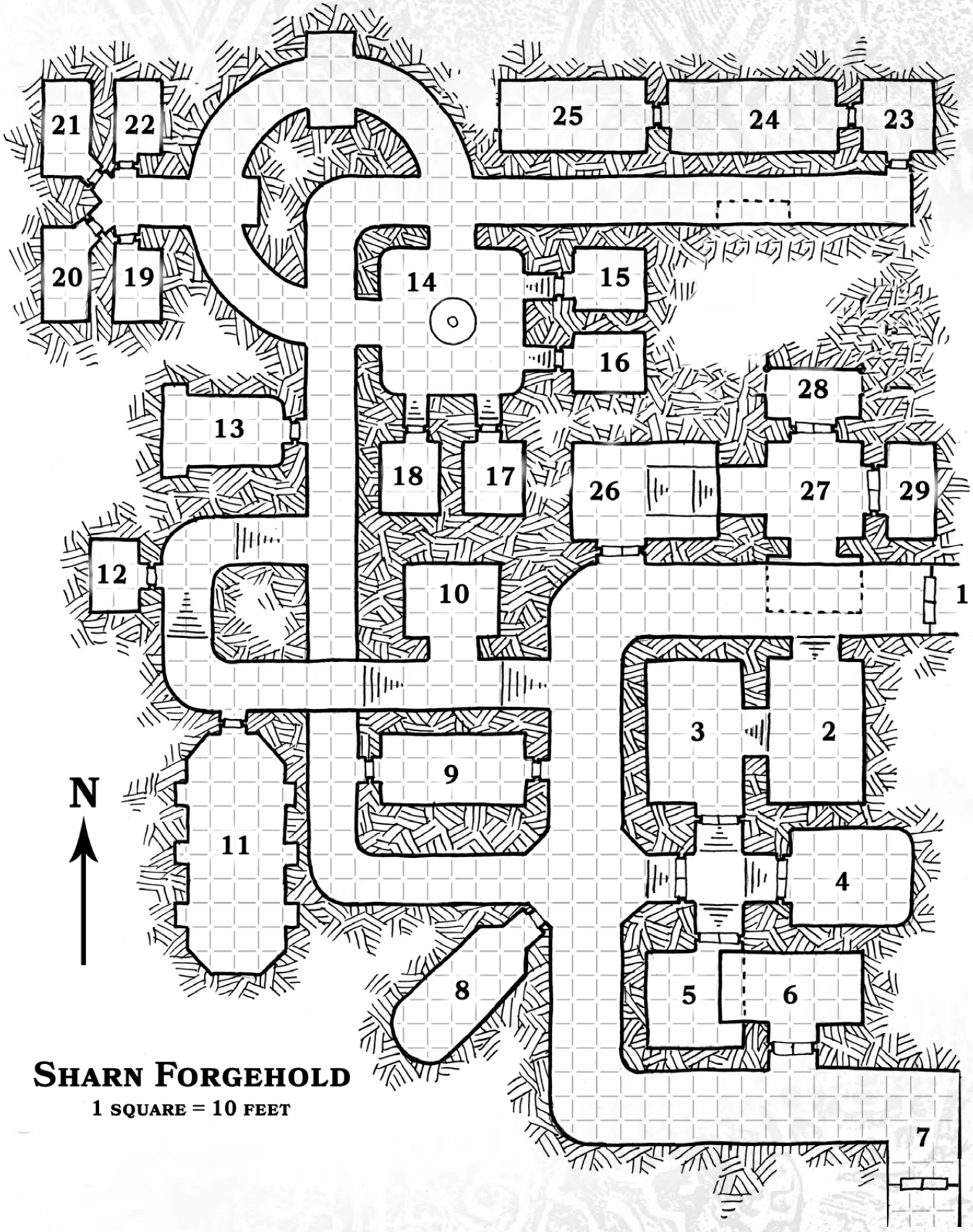
Actions

Multiattack. The adept makes two wand attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage.

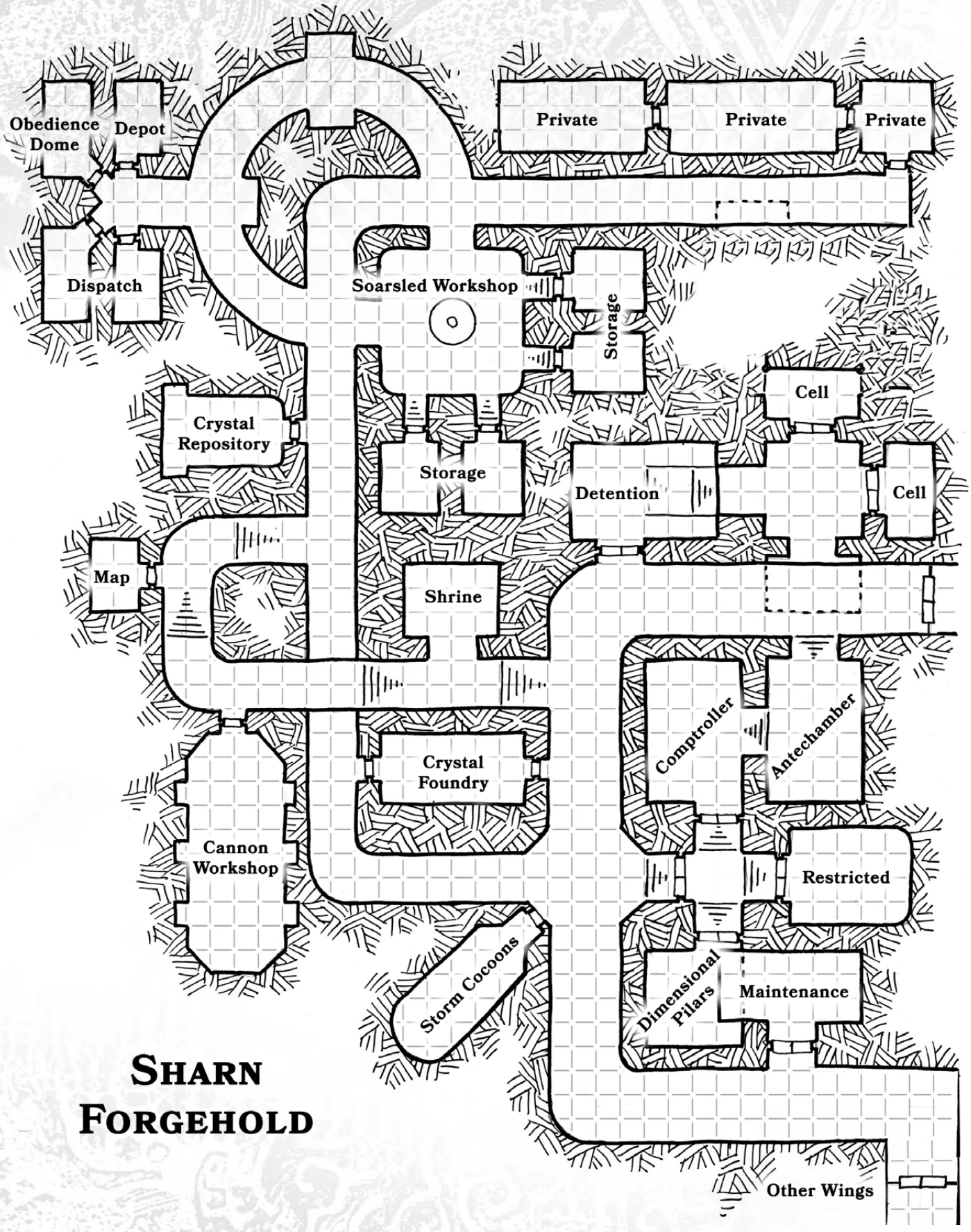
Wand. *Ranged Spell Attack:* +6 to hit, range 30/90 ft., one target. *Hit*: 15 (2d10 + 4) fire damage.

Appendix B: Maps

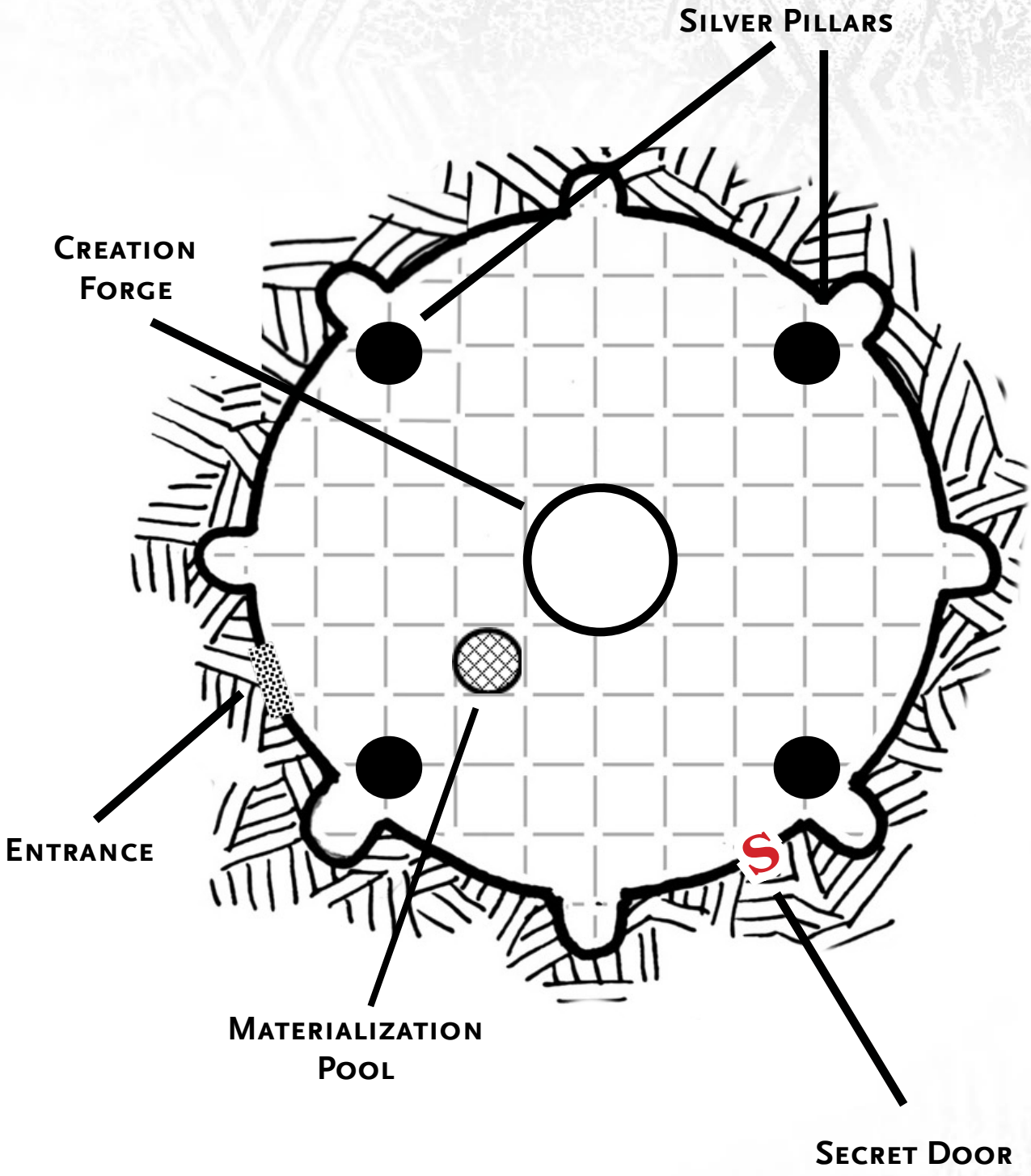


Sharn Forgehold

1 square = 10 feet



Sharn Forgehold


Silver Pillars
Creation Forge
Entrance
Materialization Pool
S
Secret Door

Appendix C: Handout

To Baron Merrix d'Cannith,

I was very pleased to hear about your success with the new warforged raptors. I am certain the Swords will place another large order, assuming you can accommodate us with similar terms as before. Securing credit for this type of expenditure through our regular channels is quite impossible, so we are grateful for your assistance in that area.

I am intrigued by your description of the warforged dreadnought, though I would need to see a personal demonstration before the Swords could even consider investing such a vast sum.

One further note. Our agents have heard that the Boromars may have taken notice of your recent activities. I trust your grace is taking all appropriate precautions to protect our mutual interests.

Sincerely,

Lobana Petrievna

Appendix D: Magic Item

Characters completing the adventure unlock this magic item.

Wand of Fireballs

Wand, rare (requires attunement by a spellcaster)
Tier 2-4, 20 treasure checkpoints
Magic Item table G, Dungeon Master's Guide

This wand, also known as a *portable magefire cannon*, looks like a short stovepipe made of crystal and onyx, with an iron triggering mechanism attached. It is usually fired from the shoulder.

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

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

Appendix E: 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