DDAL-ELW06

A HOLY VISIT

An Eberron *Embers of the Last War* Adventure

When the Church of the Silver Flame visits Sharn's finest inn, it's a chance for the characters to infiltrate and ask hard questions. But they're not the only ones looking for answers.

A Three-to-Four-Hour Adventure for Tier 2 Characters.
Optimized for APL 6.

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Adventure Primer

"We could burn it all down. With mortar of ashes and bricks of bone and scaffolds of scorched crowns, we'll build atop the embers of a free Khorvaire."

— Evangeline, follower of the Traveler and member of the Swords of Liberty

Background

Sharn is abuzz with news of an impending visit: the **CHURCH OF THE SILVER FLAME** has sent emissaries to Lower Dura, claiming to bring the church's mission to the city's disenfranchised citizens. But in actuality the emissaries from the church are disguised members of the **SWORDS OF LIBERTY**, a radical faction that seeks to reignite the war and destroy the monarchy of **BRELAND** once and for all.

Summoned by **LOBANA PETRIEVNA**, the Swords plan to meet with **MERRIX D'CANNITH** to confirm the shipment of experimental warforged and other weapons. They've agreed to meet in Lower Dura's famous inn, **THE ANVIL**, owned and operated by **HOUSE GHALLANDA**. By posing as the church, the Swords seek to avoid confrontation in Sharn—and, if caught, they can frame the church for their dealings with Merrix.

But **ANTONIA D'MEDANI**, an agent of **HOUSE MEDANI** hired by **CANNITH EAST**, suspects the guise is a ruse. She tasks the characters to infiltrate the Anvil and sleuth out the real reason for the Church's visit. But there is one more complication: members of the Boromar Clan, who have frequented the inn for decades, also suspect the emissaries are not who they say they are. Master thief **CARMEN BOROMAR** hopes to be the one to deliver this information to Antonia to get back in Cannith East's good graces. Carmen will do anything to beat the characters to it.

It's a heist for the most powerful weapon in war: information.

Episodes

This adventure is spread over **three episodes** and takes approximately **three to four hours of play**. The story begins with a Call to Action scene.

- ***Episode 1: Beacons in the Shadows.*** The party witnesses the arrival of the Church of the Silver Flame. They are met by House Medani agent Antonia d'Medani, who shares her suspicions and suggests they investigate the Anvil. This is the **Call to Action**.
- ***Episode 2: Inn-Side Knowledge.*** The characters infiltrate the Anvil to sleuth out the church's motivations, while trying to avoid Boromar hirelings who have their own reasons for obtaining information. This is **Main Objective A**.
- ***Episode 3: Machinations of War.*** The characters uncover a meeting with Merrix d'Cannith, which leads to a confrontation or a race against the Boromars to relay this information to Antonia. This is **Main Objective B**.

Bonus Objectives

This adventure includes two bonus objectives that the characters can pursue if they have the 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: The Curious Cat.*** The party is tasked with finding the source of random explosions in the Mason's Tower. This bonus objective is found in **Appendix C**.
- ***Bonus Objective B: Set in Stone.*** Eranna d'Ghallanda asks the characters to find the *cleansing stone* lost somewhere in the Mason's Tower, an item that will help restore the Anvil to its former glory. This bonus objective is found in **Appendix D**.

Episode Sequence

Depending on your time constraints, play style, and environment, this adventure takes approximately three 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 three hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, 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 hour by including opportunities for the characters to pursue the bonus objectives.

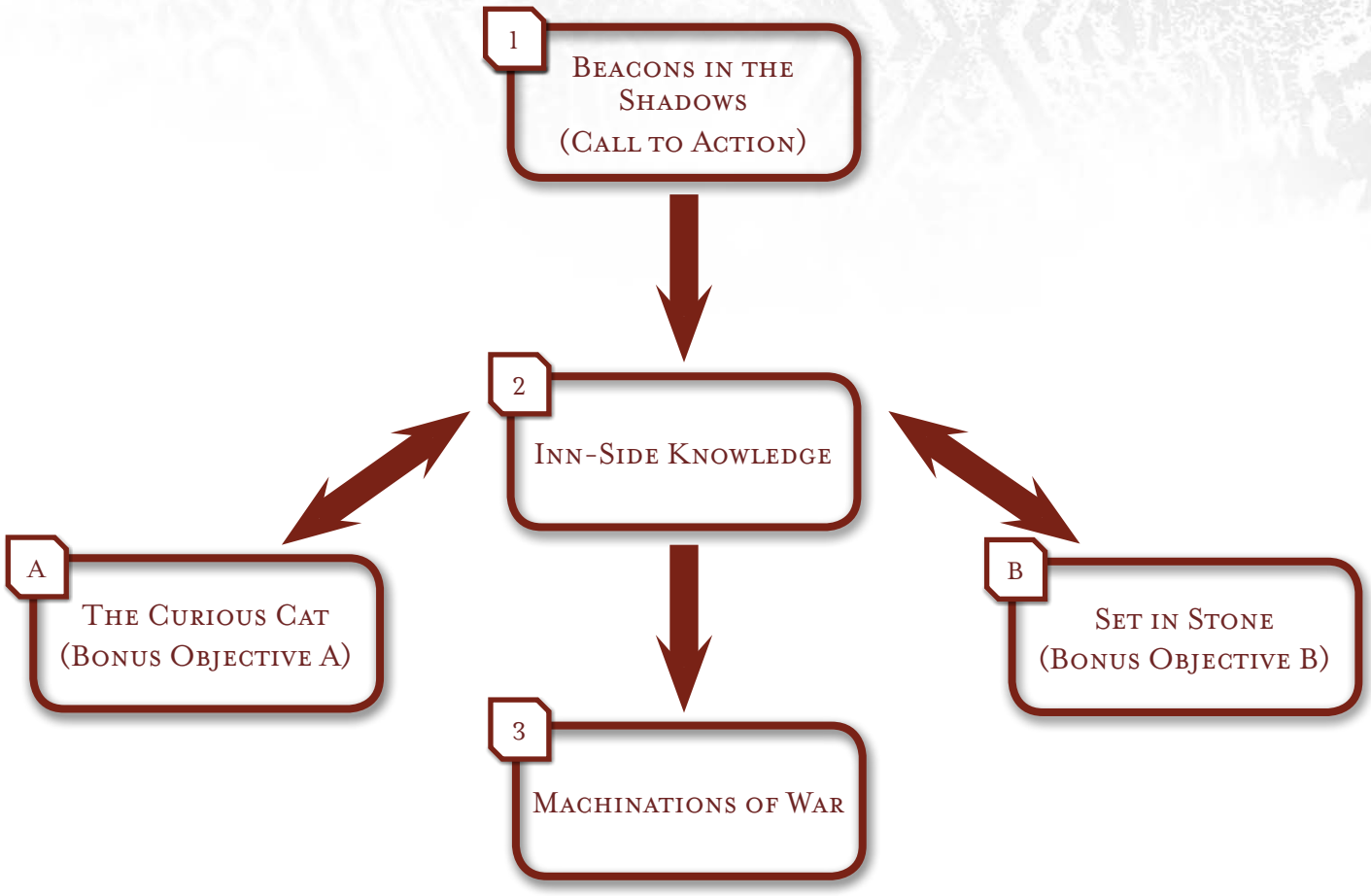
These objectives branch off Episode Two, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

The Swords of Liberty

The Swords of Liberty call themselves "freedom fighters." Everyone else calls them "radical rabble-rousers." Members of this faction are radical anarchists who want to rid Breland of the monarchy once and for all. Founded during the Last War, the Swords use violence to complete this mission, despite the destruction that a war would rain down upon a tumultuous Khorvaire. Truthfully, what they seek — a democratic society — is a desire shared by many, but the Swords' tactics alienate more than they attract.

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: Beacons in the Shadows

Estimated Duration: 20 minutes

The adventure begins in rain-drenched Lower Dura. The shadowed streets of Sharn, normally punctuated by lightless *everbright lanterns* broken by gangs and crime lords, are briefly aglow as the Church of the Silver Flame leads a procession through the streets during a rare break in the storm, almost as if their mere presence has caused it to temporarily cease. A crowd of curious Towerfolk, residents of Sharn, lines the streets.

Playing Out of Order

If your party did not play the previous adventures in the *Embers of the Last War* storyline, begin the adventure by asking the characters what they are doing in Callestan. Some ideas may include:

- Exploring the shops and establishments in the district;
- Participating in back-alley gambling (*The Callestan Clash* episode from *Encounters in Sharn* can be used as a tie-in to this adventure);
- Venturing to Callestan after hearing a rumor about the Church of the Silver Flame visiting the district.

Procession in the Streets

The procession features four emissaries who have traveled from Thrane. A character who succeeds on a DC 13 Wisdom (Perception) check perceives that there are two armored paladins and two robed priests, all bedecked in the garb befitting their roles in the church. Four **guards** flank the emissaries, and the presence of guards in this area of the city is just as startling as the church making an appearance in Lower Dura.

One of the robed figures introduces herself as Bishop Evangeline and addresses the crowd that has formed outside the Anvil, a notable House Ghallanda inn. She says:

> We have traveled from Thrane to represent the Church of the Silver Flame. High Cardinal Krozen seeks to improve the lives of Sharn's citizens and has sent us in his stead. Over the coming days, we hope to get to know you and illuminate Lower Dura with the church's enduring flame.

Swords in Disguise

The emissaries are all members of the Swords of Liberty disguised as ranking members in the Church of the Silver Flame. The guards accompanying them are locals who believe they have been employed by the church. A successful DC 19 Intelligence (Religion) check calls attention to something amiss. Potential details may be an incorrect depiction of the church's emblem or improper religious garb. The Swords are comprised of:

- ***Bishop Evangeline.*** CN female human **cult fanatic**. Disguised as a robed bishop but is really a follower of the Traveler.
- ***Priest Kasper.*** CN male dwarf **veteran**. Disguised as a priest and a paladin.
- ***Priest Pike.*** CN male halfling **veteran**. Disguised as a priest and a paladin.
- ***Bishop Poppy.*** CN female half-elf **cult fanatic**. Despite the anarchic nature of the Swords, Poppy closely follows Evangeline's guidance. Like Evangeline, Poppy is disguised as a robed bishop, but is also a votary of the Traveler.

Area Information

This area has the following features:

Dimensions & Terrain. The street is densely occupied by curious Towerfolk. They cluster outside the Anvil, a famous inn that has seen better days. It is a small structure built into the side of a tower known as the Mason's Tower, which looms over the crowd below. Much of the tower has been abandoned — save for the squatters and crime lords who have claimed some of the neglected space — and has fallen to ruin. Rain trickles down the façade in rivulets, slowly eroding the intricate stonework.

Lighting. It is dark in Lower Dura. Natural light does not permeate the canopy of structures above. Most of the *everbright lanterns* in this district have been bashed in by criminals, but a few have been hastily repaired by local shopkeepers. Outside of the Anvil, a single *everbright lantern* emits a feeble 20-foot cone of light. The light outside of the cone is considered dim.



Medani Intrigue

The emissaries enter the inn and the crowd disperses. A young female half-elf **spy**, Antonia d'Medani, beckons the characters toward an alleyway. She introduces herself and expresses doubts about the "emissaries."

> Look, I ain't a woman of faith, but something seems strange about this sudden visit. Why would the emissaries have come to the Anvil instead of first going to the Cathedral of the Cleansing Flame?

Antonia suggests that the characters follow the emissaries to sleuth out their motivations, and to return to her with information. In return, the characters will earn the respect and protection of House Medani, along with a pouch of 50 gp she recently won in a game of Liar's Dice. A successful DC 16 Wisdom (Insight) check reveals Antonia is earnest, but a little hesitant to part with her hard-won coin.

Antonia worries that she is too recognizable to accompany the characters on this mission and, despite her family's affinity for clandestine activity, worries what would happen if the Boromars discovered her involvement in such a plot. She pledges to meet them in the alleyway next to the Anvil upon completion of their mission.

What does Antonia know?

Antonia warns the characters that the Anvil is frequently occupied by members of the Boromar Clan. The Boromars resent the Church of the Silver Flame and sees it as an obstacle to obtaining their goals across Khorvaire. The Boromars are eager to find out anything they can hold against the church.

The Boromars have also recently lost favor with House Medani. Antonia speculates that the Boromars may attempt to win it back. She does not care for the Boromars herself for she knows they peddle drugs in Callestan, among other unsavory activities. The Boromars may become hostile to the characters if they catch on to their mission. Because the Watch does not visit Callestan, any Boromar mercenaries would not hesitate to kill the characters if they see them as a threat.

Roleplaying Antonia d'Medani

Antonia makes an appearance later on in the *Embers of the Last War* storyline. She is a 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.

Call to Action

- Stake out the Anvil and follow the emissaries to find out why they have come to Sharn.



Episode Two: Inn-Side Knowledge



Estimated Duration: 90 minutes

In this episode, the party must infiltrate the Anvil without drawing the attention of the Boromar mercenaries.

The Anvil

Despite its location in one of Sharn's roughest neighborhoods, the Anvil is well-respected and beloved by Towerfolk. Owned and operated by House Ghallanda, The Anvil was once known as the Golden Anvil in its heyday, and later referred to as the Broken Anvil. It is now on the upswing, but there are a few challenges impeding this progress.

Bonus Objectives. Both bonus objectives in this adventure pertain to a singular mission: helping restore the Anvil to its former glory. Characters can speak to innkeeper Eranna d'Ghallanda to kick off these bonus objectives.

Layout of The Anvil

Characters may wish to explore the Anvil to strategize how to spy on the emissaries. The map of the Anvil can be found in Appendix E.

Dimensions & Terrain. Because the inn is built into what was once the Mason's Tower, the ceilings are relatively low at 15 ft. tall.

Lighting. The tavern is well-lit by the *everbright lanterns* hanging above the wooden tables. The tables are an assortment of wood tones and shapes, but the effect is altogether rustic and pleasing. The private booths and dining areas are dimly lit by candlelight.

A1. Common Room

The Anvil's common room is quite large and filled with much activity, providing a good cover for both the party and the Swords. A character who succeeds on a DC 14 Wisdom (Perception) check notices the blink dog seal behind the bar, which is the heraldic symbol of House Ghallanda. The innkeeper, Eranna d'Ghallanda (LG female Mark of Hospitality halfling **noble**) is working the bar beside two halfling bartenders (**apprentice wizards**) (Appendix B).

Eranna d'Ghallanda

Eranna is a halfling matron who has run the Anvil for many years. She is warm and friendly to all who enter her establishment. She prefers to stay out of political matters; if the characters ask her about the Boromars, she says that they have been loyal patrons for many years. She speaks highly of many of the noble families of Khorvaire.

A successful DC 14 Wisdom (Insight) check draws attention to Eranna's forlorn expression. If asked, Eranna says she is honored to host representatives from the Church of the Silver Flame but is disappointed that the inn is not in better shape. She mentions two ways the characters can help:

Bonus Objective A (Appendix C). Eranna has heard an occasional explosion coming from somewhere above the inn in the abandoned workshop of the Mason's Tower. She asks the characters to investigate and, if possible, eradicate the problem.

Bonus Objective B (Appendix D). Eranna tells the characters about an item called a *cleansing stone*, a common, but magical, item that the best House Ghallanda inns have on display as a symbol of their hospitality. Currently, the pedestal that once displayed the cleansing stone is empty; back when the inn was on the decline, a drunken patron took it from its pedestal and lost it. She asks the characters to find the item, which she is sure can be found somewhere in the Mason's Tower.

At the stage, a House Phiarlan **bard** (Appendix B) regales the crowd with music and parlor tricks. Beside Eranna, a halfling bartender infuses her cocktails with prestidigitation to make them sparkle, to the delight of two patrons (**commoners**). The inn is lively and busy.

Staked out at several tables are three stout halfling Boromar mercenaries — two **thugs** and one **master thief** (Appendix B) named Carmen Boromar. Carmen also intends to track the emissaries, which may become an additional challenge for the party.

A2. Private Booths

There are two private booths in the Anvil. One is empty; the other is occupied by a Boromar halfling **thug** and an old male rock gnome **commoner**, clearly engaged in a heated discussion. A character who succeeds on a

DC 18 Wisdom (Perception) check overhears the thug demanding payment for a supply of dreamlily sold to the gnome. The gnome does not have enough coin to pay but agrees to get it by any means necessary. If the characters pry, the thug stalks off angrily. The gnome looks momentarily relieved but refuses to talk about the encounter, and also scurries off.

A3. Kitchen

A large hearth heats bubbling stews and soups in several cauldrons that hang before it. The kitchen is occupied by three halfling employees (**commoners**) of the inn. Like the bartender in the front room, the halfling chefs infuse their creations with *prestidigitation*.

A4. Private Dining Room

The private dining room remains one of the nicer areas in the inn. This is where the four emissaries go after the procession (see "Swords in Disguise" in episode 1). The four **guards** who accompanied them are not associated with the church. Over the course of an hour, the emissaries leave one by one to go to the Innkeeper's Quarters (see "Objectives").

A5. Latrines

A small toilet and a rusty washing basin occupy each latrine. The walls are covered with crude and bawdy graffiti.

A6. Common Guest Rooms

The inn has several guest rooms that the characters can rent for 1 gp per night. The rooms each have a bed and an empty chest to use to temporarily store belongings.

A7. Guest Suites

Several larger guest suites are available to rent for 2 gp per night. The Swords of Liberty have rented two guest suites. Evangeline and Poppy share one. Pike and Kasper share the other. Their belongings contain spare robes and church garb. Among Evangeline's belongings is an amulet bearing the emblem of the Traveler, along with a note from Merrix d'Cannith that reads, "A gift to remember the Giver of Gifts by."

A8. Innkeeper's Quarters

Eranna's room is humble but pleasant. An unlit hearth faces a comfy bed, which is flanked by two nightstands. One contains a key that opens the secret passage. A cabinet has several spare blankets and a stack of clean aprons.

A9. Secret Passage

A successful DC 16 Intelligence (Investigation) check reveals a secret door that opens into a staircase, which leads up into the abandoned mortar room of the Mason's Tower. This passage is only accessible through Eranna's room. If the party doesn't discover the key, the lock can be picked with a successful a DC 18 Dexterity check made with thieves' tools.

Objectives

Corner and question the emissaries one by one or track the emissaries to the secret passage.

Following the Emissaries. The party can choose to follow the emissaries, who have claimed the private dining room.

- The four guards block others from entering the dining room; however, the guards have no connection to the church and are easily bribed. 5 gp gets them to look the other way. Characters can also offer free drinks from the bar to lure the guards away from the door.
- The four emissaries leave the room one at a time, spreading out their exits over the course of an hour. Characters with passive Wisdom (Perception) scores of 12 or greater notice the private dining room door open every 15 minutes.
- Characters may choose to split up and follow the individual emissaries or follow as a party. Characters should make two checks. A successful DC 14 Dexterity (Stealth) check ensures they remain unnoticed by the emissary. A successful DC 18 Wisdom (Perception) check notices that Carmen Boromar is following them. If Carmen discovers that the party is working for Antonia d'Medani, she attempts to detain the characters by knocking them unconscious, so she can be the one to relay the information to Antonia instead.





- The emissaries all head toward Eranna's room (A8 on the map, Appendix E). Each possesses a copied key given to them by Merrix, which opens the secret passage (area A9).
- The passage opens into a narrow staircase, which leads upward to the third floor of the tower (see episode 3, "Machinations of War").
- Carmen continues to follow both the characters and the emissaries unless confronted or restrained by the party.

Interrogating the Emissaries. If the characters manage to wrangle one or more of the emissaries, the following ability checks can be used to determine what information they glean.

- **DC 17 Charisma (Deception or Intimidation):** The emissary reveals the group is not from the Church of the Silver Flame, but won't tell the characters don't know who they really are.
- **DC 19 Charisma (Intimidation):** The emissary reveals that the group is not from the Church and actually a part of the Swords of Liberty.
- **DC 20 Charisma (Intimidation):** The emissary reveals the Swords' true identity, and that they have come to Sharn to meet with Merrix d'Cannith.

None of the emissaries know that Lobana Petrievna will also be at the meeting with Merrix. This is only learned if the characters witness the meeting.

If characters take another approach, such as a using magic to extract the truth, they may receive more information.

If Carmen is following the characters, she allows them to do the dirty work for her and listens for any information she can gather.

Developments

There are several potential outcomes of this objective:

- If the characters manage to successfully restrain and interrogate all four of the emissaries, the characters can choose to let the meeting with Merrix happen anyway and relay all information to Antonia.
- If Carmen successfully detains the characters, she runs off. The characters come to consciousness after an hour and can choose how to proceed. They won't be able to find Carmen after this point, but they can return to Antonia or continue following the emissaries.
- Characters can also choose to return to Antonia with incomplete information instead of continuing. The party must choose what to do with the emissaries, who attempt to retaliate against the characters if released from bondage. Keeping them restrained prevents the meeting with Merrix from occurring. Merrix becomes angry with Lobana's inability to secure a meeting.
- Characters can attempt to disguise themselves as the emissaries to still make the meeting. Lobana has been the liaison between the Swords and Merrix, but neither she nor Merrix know what any of the Swords look like. Merrix sent an amulet of the Traveler to Evangeline, whom he knows is a fellow follower of the Giver of Gifts. If characters discovered Evangeline's amulet in the guest suite, they can use this knowledge to aid in their deception.



Playing the Pillars

Combat

If combat breaks out, characters should use the inn to their advantage. There are many ways to cause a distraction in the inn with combat. The added complication of Carmen Boromar presents another challenge for the characters, but they can also use her to their advantage if they can convince her to help.

Exploration

The inn is busy and Eranna cannot keep an eye on all of her patrons. Although there is no rule against exploring the inn, it is considered disrespectful to pry into the guest rooms and Eranna's private chamber. The party would do well to approach that with stealth and caution, else they cause a confrontation.

Social

The Anvil is surprisingly active inside; the din is comprised of music, lively conversation, and several heated games of cards and dice. There are many people to talk to in the inn, including the innkeeper herself, Eranna d'Ghallanda. For characters unfamiliar with Sharn, this provides a chance for them to learn more about the area and the culture.

Episode Three: Machinations of War



Estimated Duration: 1 hour

In this episode, the characters follow the emissaries to a secret location in the Mason's Tower and witness an exchange between Merrix d'Cannith, Lobana Petrievna, and the Swords.

Depending on the outcome of the previous objective, characters may or may not yet know the true identity of the Church emissaries.

Prerequisites

This part of the story only begins after the fourth emissary has left the private dining room and the characters have followed them up the stairs to the abandoned mortar room.

Area Information

This area has the following features:

Dimensions & Terrain. The mortar room is a 20-foot cube. Eight large, crusted vats line the walls, once used for mixing mortar paste. Four rotting wooden crates are scattered haphazardly around the room. As such, there is ample room for a Small or Medium creature to hide or seek cover.

Lighting. This room is dimly lit. Depending on the time of day, the chamber may have some feeble daylight streaming through cracks in the stone walls, but this is just for atmosphere.

Objectives

Find out what the Church is doing in Callestan and report back to Antonia d'Medani.

Merrix d'Cannith

Merrix is one of three noble scions vying for control of House Cannith. He is a master artificer, leader of Cannith South, and one of the richest men in the world.

On the Day of Mourning, Merrix sustained a grievous wound when he was shot through the chest by a harpoon while operating in disguise (see *DDAL-ELW00: What's Past is Prologue*). Merrix repaired himself in his own forge, transforming himself into a half-man, half-machine hybrid. A tattoo on his right forearm bears a phrase in Draconic: "From mud shall you know yourself."

What the Characters Learn

If the characters wait long enough to hear the exchange between Merrix, Lobana, and the Swords, they learn the following:

- Lobana coordinated the meeting between Merrix and the emissaries.
- The emissaries are not from the Church of the Silver Flame but are members of the Swords of Liberty.
- Two of the emissaries, Evangeline and Poppy, follow the Traveler, like Merrix. Merrix acts more favorably toward these two than the other Swords.
- Merrix has developed experimental warforged and other weapons for the Swords. The shipment is ready. He wants to know if the Swords are ready to transport them, but the Swords want to see the warforged first. After a tense moment, Merrix agrees to take Lobana to his creation forge. If the characters do not intervene first, Merrix uses a scroll to teleport them away.

Option 1: The Party Approaches Alone

There are several ways the characters can approach this meeting.

Spying. A successful group DC 17 Stealth check ensures that the characters remain hidden in the shadows. This check should be made twice: once when they first reach the mortar room, and again if they leave to return to Antonia.

Confrontation. If the characters make themselves known, the Swords first try to negotiate. If the party acts with hostility, the Swords attack. Regardless, Merrix teleports away with Lobana as soon as any uninvited guests show up.

Adjusting the Scene

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

- **Very Weak:** Evangeline and Poppy are acolytes; Kasper and Pike are **thugs**.
- **Weak:** Poppy is an **acolyte** and Pike is a **thug**.
- **Strong:** The **cult fanatics** have 54 hit points.
- **Very Strong:** The **cult fanatics** have 54 hit points and the veterans have 90 hit points.

Option 2: Boromar Brute Force

The presence of Carmen Boromar changes the nature of this final encounter.

- If Carmen tracked the emissaries without alerting the party, she learned the same information and wants to prevent this deal from happening. She leaves to get her fellow mercenaries, and upon returning to the mortar room, leads an attack on the Swords. If the characters are not in hiding, they are caught in the battle and are surprised. The party can choose to aid the Boromars, aid the Swords, or flee. If the party is successfully hidden, they can flee the scene without drawing attention.



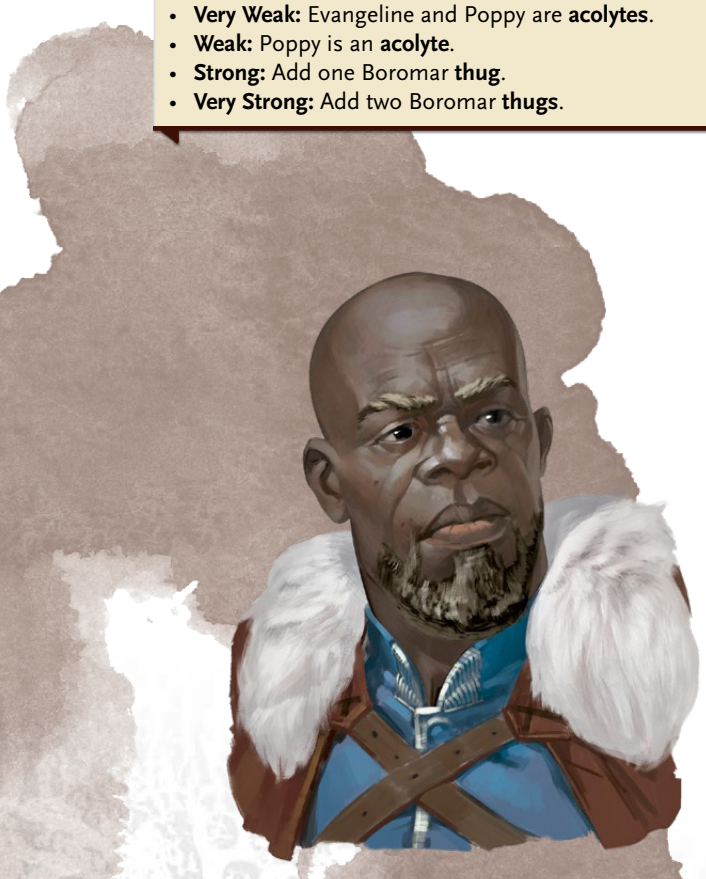
Adjusting the Fight Between the Boromars and the Swords

The composition of this fight differs from the combat scenario without Carmen. To make this fight faster and easier to facilitate, omit the Boromar **thugs** and the Sword **veterans**. This reduces the combat to the following:

- Carmen Boromar (**master thief**)
- Evangeline (**cult fanatic**)
- Poppy (**cult fanatic**)
- The party

Scaling the Battle:

- **Very Weak:** Evangeline and Poppy are **acolytes**.
- **Weak:** Poppy is an **acolyte**.
- **Strong:** Add one Boromar **thug**.
- **Very Strong:** Add two Boromar **thugs**.



- If the party is aware of Carmen, she attempts to leave to alert the other Boromars. The party should be given a chance to prevent her from doing this. If she causes a scene, this draws the attention of the Swords, who attack Carmen and the characters to keep their plans from getting out.

Aftermath

There are several potential outcomes:

- If the Boromars successfully defeat the Swords and the party is still alive, Carmen threatens them with the might of the Boromar Clan. If they don't want to incur this wrath, she tells them they can claim the disguises of the Swords to pass as members of the church and leave the inn. Carmen hopes this will deter any rumors that may start if the church emissaries are reported missing.
- If Carmen and the party left without attracting attention from the Swords, she follows the party to their meeting with Antonia and attempts to take credit for the information. The party can determine how they respond to this claim.
- If the party proceeded alone, they return to Antonia and share what transpired.

Conclusion

Depending on the trajectory of the final encounter, the characters find Antonia in the alleyway and relay the information. The characters earn the rewards outlined in "Adventure Rewards."

What Next?

Players can continue their adventures in Eberron in the next Embers of the Last War storyline, *DDAL-ELW07: Blades of Terror*.

Adventure Rewards

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

Player Rewards

The characters earn the following rewards for completing the adventure:

Advancement and Treasure Checkpoints

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **main objective** completed:

- ***Main Objective A:*** Infiltrating the Anvil and following the Swords of Liberty posing as emissaries from the Church of the Silver Flame.
- ***Main Objective B:*** Confronting the Swords OR delivering the information to Antonia.

The characters earn an additional advancement checkpoint and treasure checkpoint for each **bonus objective** they complete:

- ***Bonus Objective A:*** Stop street urchin and Merrix fangirl Cat from continuing her destructive science experiments.
- ***Bonus Objective B:*** Locate the lost *cleansing stone* and return it to Eranna d'Ghallanda.

Magic Item Unlock

Characters who complete **Bonus Objective B** unlock this magic item:

Cleansing Stone. This item can be found in **Appendix F.**

Story Awards

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

Respect and Protection from House Medani. If you relay the information you've discovered to Antonia d'Medani, you earn the respect and protection of House Medani, which may come into play later in the *Embers of the Last War* storyline.

Respect and Protection from House Ghallanda. If the characters helped Eranna d'Ghallanda improve the Anvil, they earn the help of House Ghallanda. They are offered a 50 percent discount on rooms and a safe place to hide, should they ever need it.

DM Rewards

In exchange for running this adventure, you earn advancement and treasure checkpoints as though you played the adventure, but none of the other rewards listed above.

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: NPCs

The following NPCs and locations feature prominently in this adventure.

- ***Antonia d'Medani (ANN toe nee uh deh meh DAW nee).*** Antonia d'Medani is a dragonmarked heir of House Medani and a spy. She is a clever-eyed half-elf in her midtwenties. Her sardonic demeanor belies an earnest desire to root out corruption—on her own terms. She frequently offers pro bono legal services to Sharn's poorer residents, but all too often finds herself wrapped up in larger schemes. She keeps her dark hair cropped in a curled bob and wears deep red lipstick in an attempt to appear more mature, but it does little to mask her youthful face. Antonia is keen and witty, and, despite her affinity for doing the right thing, enjoys games of chance when the opportunity arises. She's earned the respect of the Callestan Clash, a ragtag gang who run a back-alley gambling and street fighting ring (as seen in the Encounters in Sharn supplement).

  Personality: *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 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.*

- ***Eranna d'Ghallanda (Eh-RAH-nah deh-Gah-LAWN-duh).*** Eranna d'Ghallanda is a matronly halfling who runs the Anvil. Both Eranna and the Anvil are beloved by residents of Sharn. Eranna is kind to all who visit her establishment. In recent years, Eranna has been trying to improve the Anvil.

  Personality: *I am friendly and hospitable to all who seek out my establishment.*
  Ideal: *There's nothing that can't be resolved over a pint and a hot meal.*
  Bond: *My family is devoted to hospitality and I do whatever I can to uphold that.*
  Flaw: *I keep my head out of politics and overlook negative traits in people I consider my friends.*

Lobana Petrievna (LO-ban-ah PET-treev-nah).

- Lobana Petrievna is a secret operative of the Swords of Liberty in Wroat, newly arrived in Sharn from Thrane, who is pretending to be an agent of High Cardinal Krozen. She dresses in white with accents of silver, always tasteful but never ostentatious. Lobana is stoic and short. Her welcomes are without any warmth and her answers perfunctory. Her goal with the meeting is to deflect any attention from her, Merrix d'Cannith, or the Swords of Liberty. If anyone suspects her of lying, she tries to deflect so suspicion is placed on High Cardinal Krozen and Thrane.

  Personality: *Personality is for the weak.*
  Ideal: *The monarchy should not rule. The people should.*
  Bond: *I would give my life to protect the Swords of Liberty.*
  Flaw: *I will do ANYTHING for the Swords of Liberty and die before I give them up.*

- ***Merrix d'Cannith (MARE-ix duh CAN-ith).*** Merrix is one of three noble scions vying for control of House Cannith. He is a master artificer and one of the richest men in the world.

  Personality: *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.*

- ***Carmen Boromar (CAR-men BOOR-oh-mar).*** Carmen Boromar is a halfling master thief. She is a frequent patron at the Anvil and is always happy to tackle dirty work for the Boromars.

  Personality: *I prefer to keep to myself and am happiest sitting alone at the Anvil.*
  Ideal: *I like to find out secrets and use them against people.*
  Bond: *I do what's in the best interest of the Boromar Clan.*
  Flaw: *I am easily angered and sometimes this overrules my better judgement.*

- ***Cat the Lab Rat.*** Catalina (or Cat) is a street urchin and apprentice wizard who is fascinated by and obsessed with Merrix d'Cannith. She wants to follow in his footsteps and become a great artificer, and has claimed the abandoned workshop in the Mason's Tower. She has repaired an oaken bolter in the tower which has gone rogue.

  Personality: *I am scrappy, resourceful, highly intelligent, and I hate when people patronize me.*
  Ideal: *I dream of a life beyond the rough streets of Callestan. I aspire to greatness.*
  Bond: *I am devoted to my homunculus familiar, Pup, and would be devastated if anything happened to him.*
  Flaw: *I don't know as much about magic as I pretend to, and this sometimes puts me and others in danger.*

Appendix B: Creature Statistics

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

Apprentice Wizard

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Arcana +4, History +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

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

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

Actions

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

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.

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.

Appendix C: The Curious Cat (Bonus Objective A)

Estimated Duration: 30 minutes

Eranna d'Ghallanda reported hearing strange noises in the floor above the inn, which is affecting business, and asked the party to investigate. The party discovers a spunky young street urchin named Catalina holed up in one of the Mason Tower's abandoned workspaces. Catalina, who prefers to be called Cat, is a devotee of Merrix d'Cannith and aspires to be a great artificer like him. She has repaired an **oaken bolter** which is currently going haywire.

Objectives

Neutralize the oaken bolter and convince Cat to find another place to conduct her "experiments."

The Masons' Workshop

The abandoned workshop is located on the second floor of the Mason's Tower. Like the rest of the building, the workshop is in a state of disrepair, and various people and creatures have looted it or resided in it over the years.

Dimensions & Terrain. The circular space has a 60-foot diameter. A 20-foot-long workbench runs the length of wall opposite the entry staircase. A set of mason's tools sits on the workbench. The room is dusty and the brick oven remains filled with the debris of former projects. The walls are covered in scorch marks, and a successful DC 15 Intelligence (Investigation) check hints that the marks were created recently thanks to Cat's experimentation with magic and artificing.

Lighting. Cat has stolen and repaired an *everbright lantern* which emits a 20-foot cone of bright light. Outside of the cone, the light is dim.

Scene: Cat, Pup, and the Construct

When the characters emerge into the workshop, they see Cat is trying to control the **oaken bolter** (Appendix B) and attempting to cast a spell. Cat is accompanied by her familiar, a **homunculus** whom she refers to as "Pup." Cat and Pup are terrified of the rogue construct.

The party can sneak into the area unnoticed with a successful group DC 16 Dexterity (Stealth) check. If Cat notices them, she pleads with them to help her stop the oaken bolter. If she does not, the characters can choose to intervene after they witness her futile attempts to stop the malfunctioning construct from tearing apart the workshop.

Creatures/NPCs

Cat is a young forest gnome **apprentice wizard** (Appendix B) and the source of the strange noises Eranna reported. She has frizzy hair in disarray and wears goggles that she clearly stole, for they are far too big on her. Pup remains glommed onto Cat whenever possible.

A hard life on the streets has made young Cat put on a tough face, but she is genuinely afraid of the powerful oaken bolter. Neither Cat nor Pup participate in combat against the oaken bolter.

Developments

Once the oaken bolter is defeated or neutralized, Cat becomes defensive of her abilities. A successful DC 15 Charisma (Intimidation or Persuasion) check convinces her to find another place to conduct her experiments. If the characters offer her something else (such as gold or, even better, a *spell scroll*) they make the check with advantage. Cat reluctantly agrees to leave but takes the mason's tools with her if the tools have not already been claimed.

Characters can relay this to Eranna, who is grateful to have the issue resolved and hopes it will no longer deter people from staying at the Anvil.



Appendix D: Set in Stone (Bonus Objective B)

Estimated Duration: 30 minutes

Eranna d'Ghallanda told the characters about an item called a cleansing stone that high-end Ghallanda inns display in their common areas. Many years ago, a drunken patron took it from its pedestal and lost it somewhere in the Mason's Tower. She hopes the characters find the stone so she can once again display it.

Objectives

Find the *cleansing stone* and return it to Eranna.

Object Details

The cleansing stone is one foot in diameter and engraved with various mystical runes.

Area Information

The stone can be found on the fourth floor of the Mason's Tower. A spiral staircase leads upward through the center of the tower. (The secret passage from Eranna's chamber also connects to this floor if characters continue up the staircase.)

Dimensions & Terrain. The abandoned areas of the tower are littered with trash and debris. Over the years, squatters have graffitied the walls with various bawdy drawings. On the fourth floor, one such graffiti reads: BEWARE THE GIFTS OF THE TRAVELER. It's accompanied by a sketch of the Dark Six's symbol.

Lighting. There is no light in the abandoned areas of the tower.

Residual Arcana. The presence of magic, left over from the tower's former function, permeates the abandoned areas.

Creatures/NPCs

- The door to the fourth floor is covered in **gray ooze**.
- The *cleansing stone* is tucked under the **skeleton** of the drunk patron who died from the gray ooze. If disturbed, the skeleton rises and attacks. A successful DC 14 Intelligence (Investigation) check notices that the skeleton is halfling sized and was wearing blue robes. A successful DC 18 Intelligence (History) check notes that this shade of blue is known as "Boromar Blue."

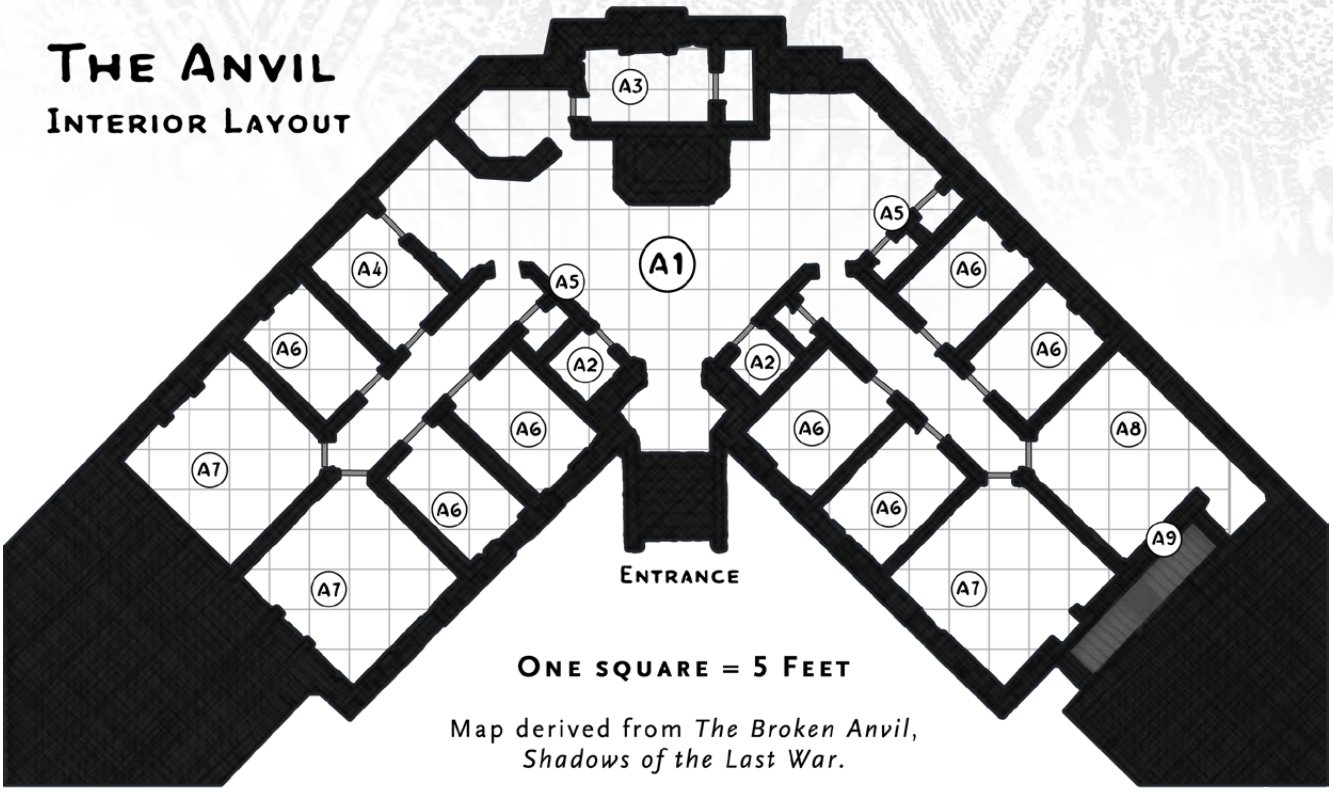
Development

Returning the *cleansing stone* to Eranna earns the party the **Bonus Objective B** rewards outlined in "Adventure Rewards."



Appendix E: Maps

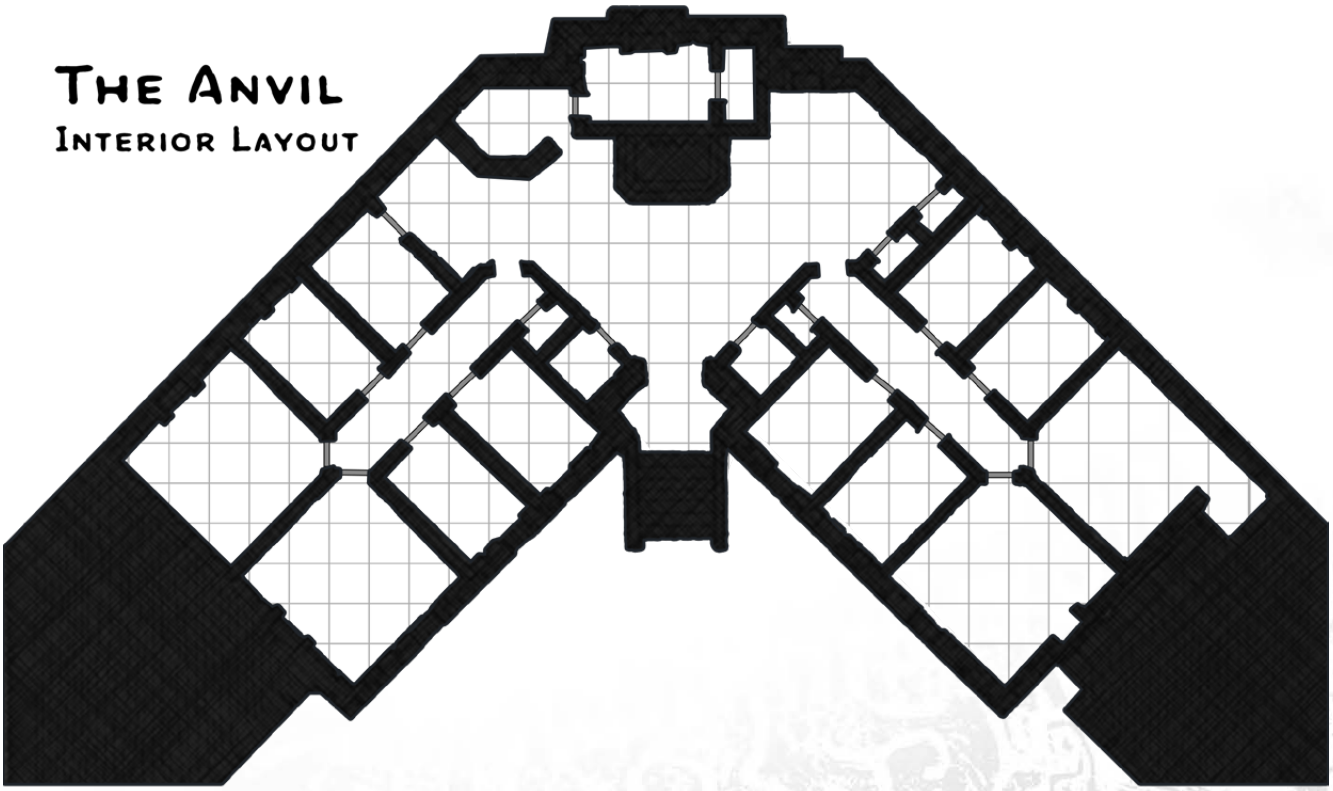
The Anvil
Interior Layout

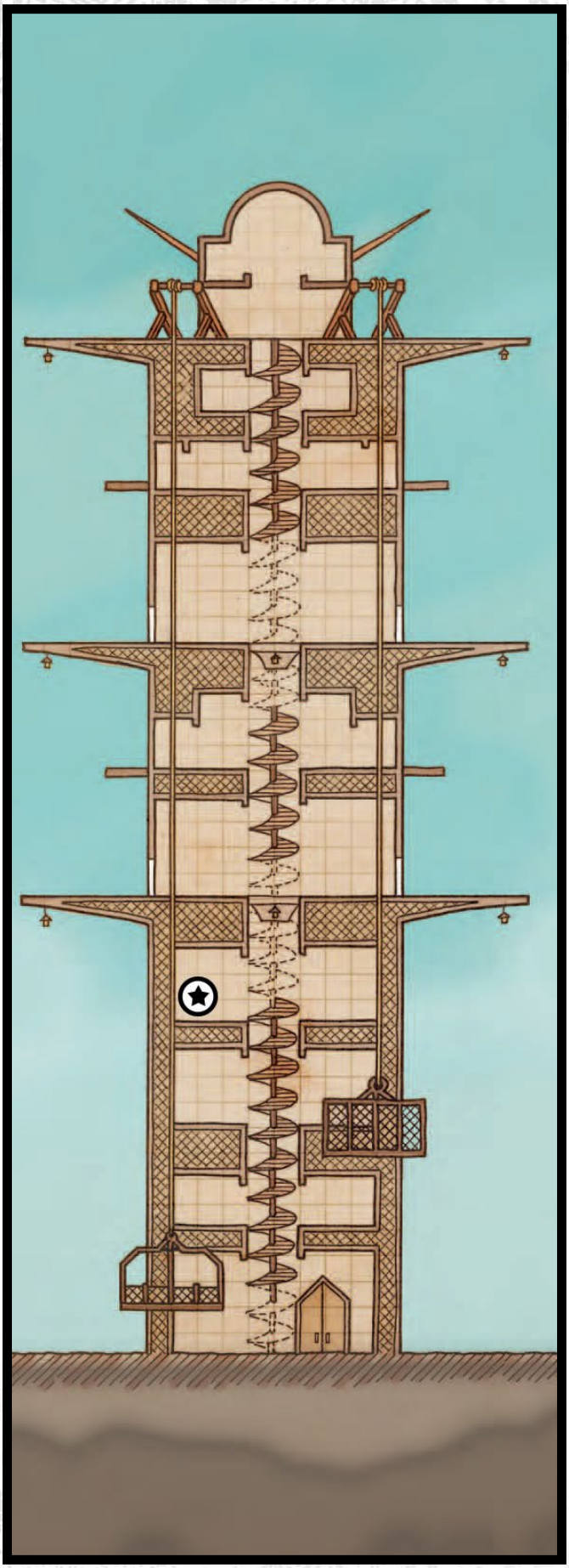


One square = 5 Feet

Map derived from *The Broken Anvil*, *Shadows of the Last War*.

The Anvil
Interior Layout





Appendix F: Magic Item

Cleansing Stone

Wondrous item, common, 2 treasure checkpoints

A *cleansing stone* is a stone sphere one foot in diameter, engraved with mystic sigils. When touching the stone, you can use an action to activate it and remove dirt and grime from your garments and your person. Cleansing stones are often embedded into pedestals in public squares in Aundair or found in high-end Ghallanda inns.

Appendix G: Story Awards

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

Respect from House Medani

If you relay the information you've discovered to Antonia d'Medani, you earn the respect and protection of House Medani, which may come into play later in the *Embers of the Last War* storyline.

Respect from House Ghallanda

If the characters helped Eranna d'Ghallanda improve the Anvil, they earn the help of House Ghallanda. They are offered a 50 percent discount on rooms and a safe place to hide, should they ever need it.

Appendix H: 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 6**. 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