DDAL-ELW05

AGAINST THE LIGHTNING

An Eberron *Embers of the Last War* Adventure

An assassin's trail lures the characters into a lethal deathtrap. But who wants them dead... and why? In the City of Towers, the person holding all the answers is usually the one holding the dagger to your back

A Two-to-Four-Hour Adventure for Tier 2 Characters.
Optimized for APL 5.

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Baker, Keith, and Ruty Rutenberg. *Wayfinder's Guide to Eberron* (2018)
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Adventure Primer

"Only the pigs know what it means to be a wolf. From mud shall you know yourself."

—Sterryk ir'Tyran, Regent of House Cannith

Background

Dragonmarked heir **MERRIX D'CANNITH** operates a secret creation forge in the foundries beneath Sharn. Merrix is conspiring to deliver a huge shipment of experimental warforged to the **SWORDS OF LIBERTY**, a Brelish resistance group planning to overthrow the monarchy.

A coded message confirming the deal was recently intercepted by agents working for **JORLANNA D'CANNITH** of Cannith West; one of Merrix's rivals within his own divided House. The message never reached Jorlanna: instead, it fell into the hands of a group of adventurers, who succeeded in deciphering it and thus learned the broad strokes of Merrix's deal.

Merrix has used divination to uncover the adventurers' meddling and resolved to eliminate them. His allies in **HOUSE THURANNI** have sent a contract killer to deal with his problem, but if the hitman fails, Merrix plans to lure his enemies into a death trap of his own making. The characters have crossed one of the wealthiest men in Khorvaire: now they'll learn what it means to stand against the lightning!

Merrix d'Cannith's Plot

Merrix owns a secret safehouse underneath the **SILVERMIST THEATER** in Lower Dura. From here, his loyal spy **KERVIS PYKE** executes his orders to assassinate the group.

- Kervis has kidnapped several civilians and blackmailed their relatives into attacking the group. At the start of the adventure, Kervis lures the characters into an ambush on the Menthis Steps.
- If the characters survive, House Thuranni assassin **FINN D'THURANNI** has orders to finish the job.
- If Finn fails, Kervis has planted clues on the assassins' bodies to lure the characters to the theater without them smelling a rat.
- To ensure they don't miss these clues, Kervis has blackmailed a dancer named **ERIN KEMBLE** and sent her to the Menthis Steps with orders to befriend the group, lure them to the theater, and notify him when they arrive.
- The criminal **BOROMAR CLAN** operates an illegal dreamlily den in the theater's backroom, Kervis has orders to turn the gangsters on the characters when they arrive at the theater.

Kervis Pyke is unaware that Merrix's plot has a final layer:

- Merrix d'Cannith has planted a warforged titan inside the safehouse to destroy the characters if they enter using the key on Pyke's body.

Episodes

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

The adventure opens with an assassination attempt on the characters' lives. If they survive, the assassin's trail leads to a dream parlor in Lower Dura, where they walk into a trap laid by Merrix d'Cannith himself.

Episode One: The Menthis Steps. A House Thuranni assassin ambushes the characters on the busy Menthis Steps between Middle and Lower Menthis. If they survive the attack, a clue on the assassin's body leads them to the Silvermist Theater.

Episode Two: Where Dreams Die. The characters infiltrate the Silvermist Theater, a seedy dream parlor in the Callestan district. Too late, they realize they've been lured into a trap!

Episode Three: Wolf Among Pigs. Merrix d'Cannith unleashes a warforged titan on the group. The scenario culminates in a desperate battle against this killing machine.

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: King for a Day. In this psychedelic interlude, the players assume the roles of nobles celebrating the maiden launch of the *Portent King* airship. If they're lucky, their vision offers a glimpse of the group's enemy, Merrix d'Cannith.

Bonus Objective B: From Mud. Exploring the ruins of the poorhouse, the characters piece together a lost chapter from Merrix d'Cannith's past.

> **Enmity of the Callestan Boromar**
>
> Episode 2 features a dreamlily den run by the criminal Boromar Clan. Before you begin play, ask if any players have the Enmity of the Callestan Boromar story award. If you record this (and other story awards) at the start of the game, it's less suspicious than checking during play.

Episode Flow

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

How Will You Play?

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

Main 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 or two hours by including opportunities for the characters to pursue the bonus objectives. Objective A triggers during Episode 2, when the characters use the absentia drug to conjure up visions of their enemy. Objective B triggers during Episode 3, when the characters explore the hidden safehouse.

Merrix d'Cannith

This adventure introduces the villain of the *Embers of the Last War* campaign: Merrix d'Cannith, one of three heirs vying for control of House Cannith following the untimely death of its patriarch, Starrin d'Cannith. As Starrin's grandnephew, Merrix has the weakest claim, but his talent as an artificer makes him a formidable opponent. Merrix is the grandson of the first Merrix, creator of the warforged.

Merrix's parents died during his infancy and his great uncle arranged for his estate to be passed on to a trusted regent, Sterryk ir'Tyran. Sterryk tutored the young scion in the ways of nobility and statecraft, and later joined him as chief advisor. Starrin's death has given Sterryk an opportunity he never dreamed possible: for Merrix to inherit the mantle of "Great Gorgon" and rule unopposed. Their plot to arm the Swords of Liberty is a secret power play to bring about change in Breland and gather the funds needed to seize control of House Cannith.

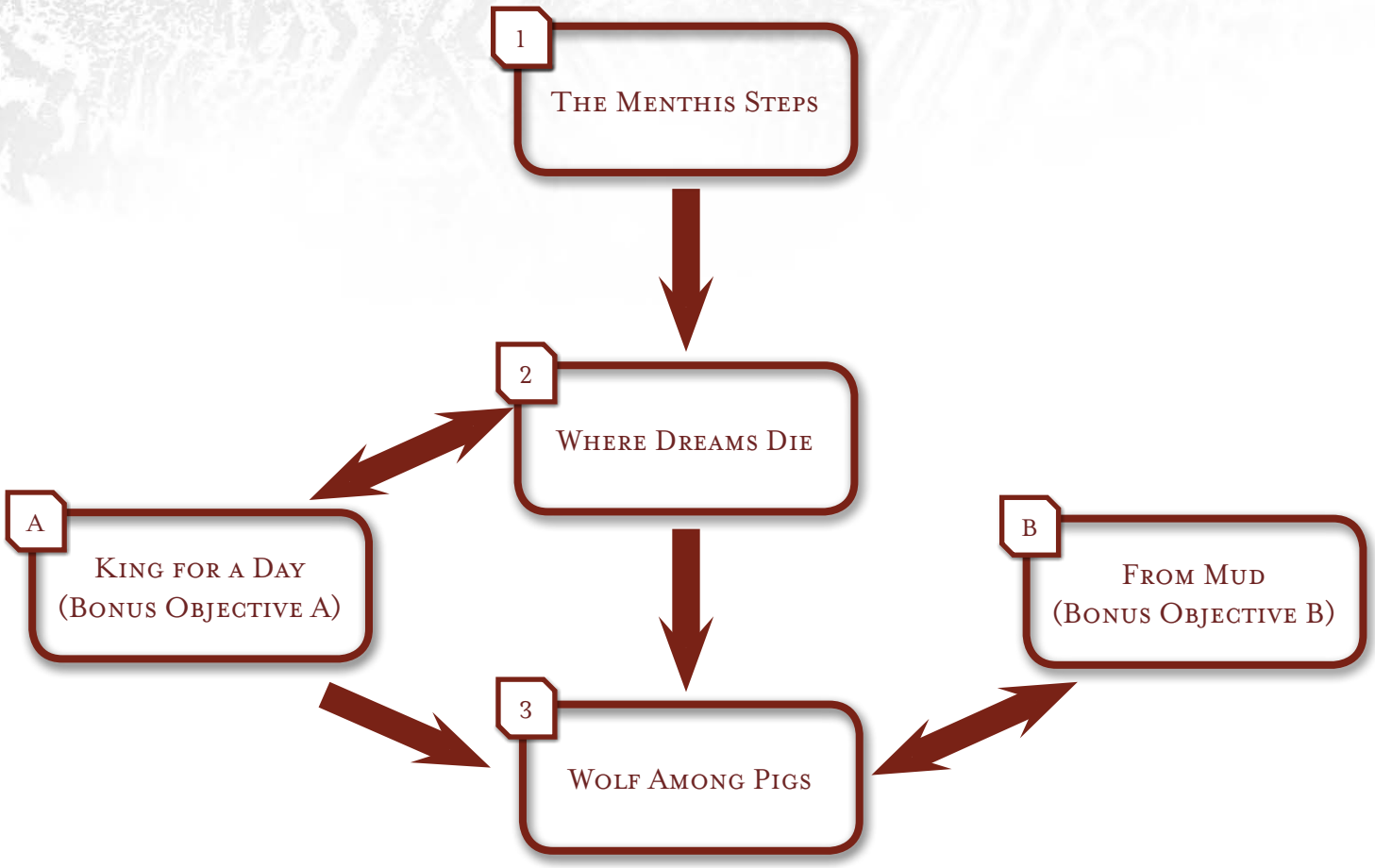
Merrix's mind is damaged from Sterryk's cruel tutelage. As a child, Sterryk stripped him of his name and confined him to a poorhouse so he could learn humility and see how the common folk lived. When Merrix befriended the pauper children, Sterryk had them slaughtered to prove to Merrix that he could never be one of them. The event unhinged Merrix and drove him to worship the Traveler, the divine and forbidden patron of all who embrace change. Merrix often moves through society in disguise, using various personas to spy on his rivals and accelerate his own schemes. He lacks empathy and sees people as tools to achieve his greater goal: the advancement of civilization through science. Merrix's obsession with the forge vexes his mentor Sterryk, who is more concerned with strengthening House Cannith's military power base.

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 the letter Sterryk wrote him on the day he massacred the poorhouse children: "From mud shall you know yourself."



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: The Menthis Steps

"Never play your hand if another can play it for you."

—Sterryk ir'Tyran, Regent of House Cannith

Estimated Duration: 30 minutes

A House Thuranni assassin ambushes the characters on the busy Menthis Steps between Middle and Lower Menthis. If they survive the attack, a clue on the assassin's body leads them to the dream parlor.

Call to Action

The characters awaken to find a mysterious note posted under the door of their lodgings. Give the players Handout A from Appendix 6. The unsigned note reads:

> *"You have been marked for DEATH. I can help you avoid it. Meet me this morning on the Menthis Steps. Tell no one."*

The note is written on a torn scrap of paper that smells faintly of plum tobacco smoke and bears a fragment of a printed word: "IST".

Characters native to Sharn recognize the Menthis Steps as a busy thoroughfare that connects Middle and Lower Menthis. During the day it's sure to be thronged with crowds.

What Did We Do?

Characters who've played previous adventures in the *Embers of the Last War* campaign can probably name a few factions that want them dead. However, if this is their first foray into the storyline, ask the players to decide how they crossed one of Sharn's powerful factions. Grant inspiration to anyone who comes up with a compelling idea.

Whatever incident your players cook up, you need to decide in secret how it also angered House Cannith. Perhaps it inadvertently sabotaged a vital business deal, or the offended faction pulled in a favor with Merrix d'Cannith. Don't reveal that House Cannith wants them dead just yet though – that comes later!

Scene A. Battle on the Menthis Steps

The Menthis Steps are especially busy this morning. Spectators of all races mill around the staircase, craning their necks to peer over the railings toward the smoggy towers of the Central Plateau.

- If a character asks what's up, they're told that House Cannith is celebrating the maiden launch of an elemental airship named the *Portent King*. House Lyrandar built the vessel in rare partnership with House Cannith to thaw the ongoing feud between the two great houses. It's due to set sail soon for Stormhome and is said to be indestructible.
- Soon after the characters arrive, a rumble of elemental thunder echoes across Sharn as the warship emerges from the depths of the Cannith foundries and ascends to the airship docks. As the crowd flexes to get a better view, assassins leap from the press of bodies to strike at the characters!

House Thuranni assassin Finn d'Thuranni has been spying on the characters from a nearby balcony since they arrived on the scene, using a gem of seeing to peer through any disguises they've employed. Finn is posing as a busker. When the *Portent King* takes flight, he signals for his subordinates to attack.

Area Information

The grand, open-air staircase that is the Menthis Steps ascends from the bordellos of Torchfire to the crowded boulevards of Smoky Towers.

Dimensions & Terrain. The staircase is wide enough for dozens of pedestrians to pass each other with ease. A waist-high balustrade separates the outer edge of the staircase from a dizzying drop to the city depths.

Structures. The staircase straddles three great towers, whose high windows and ornamented balconies overlook the steps. Theaters and saloon bars line the narrow, enclosed streets alongside the staircase.

Atmosphere. Drizzle falls over the crowd, while the vastness of the city looms through the smog beyond. There's an air of expectancy as the onlookers await their first glimpse of the battleship.

Dealing with the Assassins

This combat is played narratively and designed to let the players show off their characters. Up to seven of the following events occur in sequence, with the players getting an opportunity to respond to each event in turn:

- A one-eyed half-orc shoves a female elf aside and aims a hand crossbow at the characters.
- A brutish human thug levels a crossbow at the characters from a nearby window.
- As panic spreads through the crowd, a robed priest leaps at the characters with a strangled yell.
- A plump man yanks a short sword from his bundle of bread loaves and tries to backstab a character.
- A City Watchman elbows through the crowd and then turns on the characters!
- A halfling woman falls prone in the stampede but arises with a blade in each hand.
- A sweating man wearing scholarly clothes yanks a dagger from his belt.

Explain to the players that this isn't a traditional combat, so no dice need to be rolled. As each assassin emerges from the crowd, ask one of your players to describe how their character defeats them. Continue around the table until everyone has had a chance to defeat an assassin. No dice rolls are necessary and the characters can cast spells successfully without expending slots. The players can choose to kill or capture the assassins as they please.

Ask your players to imagine this as the start of a TV show or movie, where each hero is introduced in montage! Grant inspiration to any player who impresses the group with their description.

Resolution

As the last assassin is dealt with, Finn d'Thuranni advances into the fray. Now the players must fight for real! Proceed to the next scene: "House Thuranni Assassin."

Scene B. House Thuranni Assassin

The characters face an expert in the killing arts: a dragonmarked contract killer from House Thuranni.

Hostage Situation

Male Mark of Shadow elf assassin Finn d'Thuranni leaps from his balcony and seizes hapless mother Erin Kemble as a human shield. As he grabs Erin, the baby carriage she was pushing begins to clatter down the Menthis Steps! Finn attacks from range while holding Erin hostage.

Hostage. While Finn has Erin held, she provides three-quarters cover to any attacks targeting him (granting a +5 bonus to Finn's AC and Dexterity saving throws). If an attack misses Finn due to this cover – i.e. the attacker rolls high enough to hit his normal AC but still misses – the attack hits Erin instead. Finn has disadvantage on his attacks while holding Erin. He does not intend Erin to die and hurls her to the floor if the characters injure her.



Baby Carriage. Every round on initiative count 20, the baby carriage tumbles 20 feet down the steps. If it hits the balustrade 80 feet below, it upends and tosses the baby over the parapet. The Menthis Steps isn't protected by *feather fall* wards, so it's your call if a passing spellcaster is present to cast a *feather fall* spell further down.

Area Information

Use the Menthis Steps map in Appendix 3 for this scene.

Dimensions & Terrain. The steps are 50 feet wide and swarming with panicked civilians. Due to the stampeding crowds, the staircase counts as difficult terrain.

Lighting. It's another rainy day in Sharn. gloomy enough to vanquish cheer but not so dark as to impose disadvantage in combat.

Creatures/NPCs

Finn d'Thuranni attacks the group alongside two changeling **spies**. Finn is an **assassin** with elven racial traits. Erin Kemble has the statistics of a **spy** but does not fight. In addition, once during the encounter, Finn can exploit his Mark of Shadow to use the Hide action as a bonus action, even if he has no cover or is under observation.

The spies have changeling racial traits as listed in chapter 3 of *Wayfinder's Guide to Eberron*. During the first round, their sudden transformation from the guise of fleeing pedestrians grants them advantage on their attacks.

Objectives/Goals. Finn and his accomplices have orders to kill the characters.

What Do They Know? Finn and his accomplices have received detailed descriptions of the characters. See Appendix 1 for notes on roleplaying Finn. The changelings have had their tongues ritually burnt out to avoid betraying House Thuranni, and thus can't speak in any of their forms.

Treasure

Finn wears a *gem of seeing* strapped to his face like a monocle. Characters who defeat him unlock this item to purchase after the adventure using treasure checkpoints. One character can use the item for the rest of the adventure without needing to purchase it.

Adjusting the Scene

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

- **Very Weak:** All enemies have half their normal hit points.
- **Weak:** The **assassin** has half his normal hit points.
- **Strong:** Add a changeling **enchanter**.
- **Very Strong:** Add two changeling **enchanters**.

Development

If the characters survive, they pick up several leads before the City Watch arrives.

Mother and Child. If Erin survived with her baby, she thanks the characters profusely and bombards them with flustered questions. Secretly, Erin has been blackmailed to ensure that the characters go to the Silvermist Theater. If she's present when the characters piece together the blackmail notes (see "Blackmail Notes"), she blurts out

that the Silvermist Theater is a dream parlor in Callestan, a lawless district of Lower Dura. Erin promises to lead the characters there as payment for saving her life.

See Appendix 1 for notes on roleplaying Erin. If Erin died, the characters may be left holding the baby. Give the "Parenthood" story award from Appendix 7 to whoever's holding the child.

Finn's Orders. If the characters defeated Finn, they find a torn scrap of parchment in his pocket detailing his mission. Give the players Handout B from Appendix 6. The unsigned note reads:

> *"Menthis Steps, 10 bells. My slaves will meet you there. Their targets will arrive in 2 bells. If they fail, finish the job yourself."*

Counting temple bells is a common method of timekeeping in the city. The note is written on the same torn paper as the note that the characters received earlier. It smells faintly of plum tobacco smoke, shares the same handwriting, and bears a fragment of a printed word: "SIL". The changelings carry no such notes.

Interrogating Finn. Finn is an expert in counter-interrogation, but the characters could magically compel him to reveal what he knows. If so, he explains that he and his changeling accomplices were summoned from the Thuranni Enclave to a Lower Menthis dream parlor named the Silvermist Theater, where a man named Pyke briefed them in a private room. Finn received orders to brief Pyke's assassins on the Menthis Steps and prepare an ambush. Finn doesn't know who hired his house for the contract. He also reveals that Pyke insisted that he carry a scrap of parchment summarizing his orders, which was most irregular (see Handout B from Appendix 6).

Blackmail Notes. Each of the assassins who first attacked the group carries a blackmail note and a severed body part wrapped in gauze: a nose, a finger, or a tooth. Give the players Handout C from Appendix 6. The notes are variants on the following message:

> *"Rhona Sykes. I have your son. If you don't do exactly as I say, he dies tonight. Go to the Menthis Steps and speak to the busker. He'll brief you further. Tell no one."*

The blackmail notes are written in the same handwriting and on the same tobacco-scented notepaper that the characters received earlier.

One note bears a fragment of a printed word: "VERM." When combined with the other notes that the players found, it forms the top edge of a page of headed notepaper marked with the printed word "SILVERMIST." If Erin is present, she tries to lead the characters to the theater (see "Mother and Child"). If Erin died or isn't present, the characters can ask around to uncover the theater's location.

If any of assassins survived, they explain how they were blackmailed into attacking the characters. They have no formal training as assassins and none of them met their blackmailer in person.



Resolution

It's clear that someone at the Silvermist Theater wants the characters dead. Right now, the group's only lead is to investigate this location and find out who's targeting them. Proceed to episode 2, "Where Dreams Die."

Playing the Pillars (Scene B: House Thuranni Assassin)

Combat

Having the assassins exploit the environment encourages the players to do the same. The assassins could scale the steep walls between steps, kick barrels on top of the characters, or hurl pedestrians down the staircase to create moving obstacles.

Exploration

Combat needn't be confined the Menthis Steps. The characters could try to shake their assassins, or Finn could flee into the city when injured. If so, use the chase rules from chapter 8 of the *Dungeon Master's Guide* alongside random street events from the "Streets of Sharn" section of chapter 6 of *Wayfarer's Guide to Eberron*.

Social

The assassins have orders to kill the characters, but Finn is an arrogant elf who likes the sound of his own voice. He can't be persuaded to surrender outright, but a character who uses their action to negotiate can delay him with a successful DC 15 Charisma (Persuasion) check.

Episode Two: Where Dreams Die

"If you play the game with honor, tricksters will run rings around you. To make it in this world, even a prince must know how to cheat."

—Sterryk ir'Tyran, Regent of House Cannith

Estimated Duration: 60 minutes

The characters infiltrate the Silvermist Theater, a seedy dream parlor in the Callestan district, where they are lured into a trap!

Approaching the Theater

The Silvermist Theater is situated in the slums of Lower Dura. To reach it the characters must cross from the Menthis Plateau to the crowded towers of the western plateau.

Area Information: Lower Dura

Riddled with poverty and crime, Dura is home to the bulk of Sharn's lower classes. Lower Dura is considered almost as lawless as the Cogs beneath.

Dimensions & Terrain. Dark and filthy, the narrow streets of Lower Dura are festooned with shantytown dwellings, rotten boardwalks, and rat-infested junk piles.

Structures. Dura rose from the ruins of the old city. Over the centuries, its grand temples and guildhalls have collapsed or been converted into overcrowded tenements.

Atmosphere. The dream parlor lies in Callestan, a tavern district that serves as a hotbed for crime and avarice. Callestan is largely enclosed within one of the massive core towers of Lower Dura. Down here in the dark, the locals are more likely to a draw a blade than crack a smile.

Population. Lower Dura is home to poor folk of all races, but the slums tend to attract goblinoids and feckless refugees. The City Watch never ventures down here.

Outside the Theater

The Silvermist Theater is situated on the intersection of two crowded streets lined with taverns and food stalls. Cooking fire smoke coils through the air, coating the walls in grease.

Give the players Handout D from Appendix 6 when they arrive on the scene. This map shows the rough layout of the theater. Remind the players of their goal – get inside and find out who's targeting them – and then ask them to come up with a plan. Whoever's targeting them may be on high alert, so advise caution.

Dream Parlors

A dream parlor offers a form of cabaret where illusion magic is used as entertainment. House illusionists conjure up grand shows accompanied by music and dancers, or private displays tailored to the desires of individual customers. Dream Parlors run the gamut from high- to low-end businesses, with the poorest often serving as fronts for more nefarious practices.

Planning an Entry

Any plan is likely to involve one or more of the following elements. If Erin is present, you can have her suggest some of these to the group, but she refuses to go inside herself.

Watching the Building. A character who spends an hour or two watching the theater's entrances can make a Wisdom (Perception) check. The result of this check determines the amount of information gleaned. Results are cumulative.

Result	Observation
At least 10	The Silvermist Theater occupies the ruin of an older, grander theater whose upper floor still seems uninhabited.
12	The half-orc doormen frisk patrons for weapons as they enter. Patrons whom they approve are stamped on the wrists with glittery silver ink.
15	Some of the patrons entering look like drug addicts.
20+	That's odd: a goods wagon seemed to just disappear down the dead-end side alley.

Anyone observing the theater must also succeed on a DC 10 Dexterity (Stealth) to avoid attracting the suspicion of the doormen. Any character who fails this check has disadvantage on all future Charisma checks made to deal with the parlor's guards.

Creating Disguises. Any character with a disguise kit can create a disguise. For each disguise created, the character must make a Charisma check using the disguise kit. The check result is the DC required to see past the disguise with a Wisdom (Insight) check. If the character is also proficient in Deception, they can make the check with advantage.

Gathering Information. A character who spends an hour or so schmoozing around the local taverns can make a Charisma (Persuasion) check. The result of this check determines the amount of information gleaned. Results are cumulative.

Result	Information
At least 10	The dream parlor was once a traditional theater, back in the day. In the years since, it's served as a soup kitchen, a prison, and a poorhouse.
12	A gnome illusionist named Salleon owns the dream parlor. He's said to be a sucker for a pretty face.
15	The Boromar Clan operates an illegal dreamlily den in the back rooms of the theater.
20+	Salleon pays the Boromar Clan a heavy tithe for protection but is rumored to have fallen behind on his payments and is looking for an out.

Hirelings. Any plan that requires lookouts or distraction could benefit from hired help. With a successful DC 10 Charisma (Persuasion) check, a character can spend some spare change to hire three urchin commoners. The player controls these NPCs for the duration of this episode.

The Silvermist Theater

The Silvermist Theater offers exotic entertainment to Sharn's poorest residents.

Security

The Boromar Clan has several heavies onsite to protect their illicit operations. Two half-orc **gladiators** stand guard at the front door to frisk patrons for weapons, while ten **veteran** bouncers of various races patrol the interior. A half-orc **berserker** named Dajin guards the entrance to the dreamlily den. If the players choose to raid the premises, they face stiff opposition from these gangsters.

The bouncers on the door disarm all patrons and stamp them on their wrists with glittery silver ink. Their allies inside the premises forcibly eject anyone who doesn't bear this mark.

Any character with the Enmity of the Callestan Boromar story award (from *DDAL-ELW01: Murder in Skyway*) runs the risk of being recognized here. Whenever these characters pass by or interact with the gangsters, roll a single DC 10 Wisdom (Perception) check for the gangsters (if three or more gangsters are present, make this roll with advantage). Due to the poor lighting inside the dream parlor, these checks are made with disadvantage. On a success, the gangsters recognize the character and attack. If a character is in disguise, the DC equals the result of the check that the character made when creating the disguise.

Adjusting the Scene

Here are some suggestions for adjusting the gangsters' presence in the theater, according to your group's strength.

- **Very Weak:** Replace the **veterans** and the **gladiators** with **thugs**.
- **Weak:** Replace the **veterans** with **thugs**.
- **Strong:** Add a **veteran** to each location where gangsters are present.
- **Very Strong:** Add two **veterans** to each location where gangsters are present.

Area Information

The dream parlor occupies the first floor of an abandoned theater.

Dimensions & Terrain. The Silvermist Theater was once grand but has long since fallen into disrepair. The main arena and its surrounding chambers are intact, but the rest of the theater lies in ruin.

Lighting. Low-burning lamps and drifting motes of magical light illuminate the interior with dim light.

Atmosphere. Locals come here to leave the world behind. Half-glimpsed illusions whisper through the drifting smoke and the air is filled with ethereal, dreamlike music.

Management. Gnome illusionist Salleon manages the premises, but pays protection money to the Boromar clan, who use the backrooms of his establishment as an illegal dreamlily den. Salleon's deputy Kervis Pyke is secretly a House Cannith spy. Only Kervis knows of Merrix d'Cannith's history with the establishment

Patrons. The Silvermist Theater attracts two types of patron: drunken revelers seeking an exotic show, and drug addicts yearning the Boromar's dreamlily den.



Salleon the Illusionist

The proprietor wears a battered red top hat and is rarely seen without a well-chewed cigar gripped in his yellowed teeth. Salleon can be encountered anywhere on the premises. At the top of every hour, he performs a 15-minute show in the dream parlor (area S6). The rest of the time he's either inside his office (area S9) or wandering the premises, trailing plum cigar smoke behind him. See Appendix 1 for advice on roleplaying this character.

Kervis Pyke

Salleon's deputy is a House Cannith spy and the engineer behind today's attacks. If the assassinations fail, his orders are to lure the characters to the theater and feed them to the Boromar Clan. When blackmailed dancer Erin Kimble signals that the characters are inside the theater, Kervis goes looking for them with two **thugs**. Until then, he waits in the storeroom (area S10) for Erin's signal.

Areas of the Theater

The Silvermist Theater map in Appendix 3 shows the layout of this location. The following entries refer to locations marked on the map.

S1: Theater Entrance

Outside the theater, a magic lantern projects dancing stars and misty moonbeams over the entranceway. Two bouncers flank the door.

Bouncers. Two surly half-orc **gladiators** frisk patrons for weapons and stamp their wrists with glittery silver ink. Confiscated weapons are stored in a wall compartment. The Silvermist Theater is open to all, but the bouncers refuse to answer questions about their regulars. Anyone who enquires about the dreamlily den must succeed on a DC 12 Charisma (Persuasion) check or be rudely brushed off. Characters who succeed on the check are told to "go inside and talk to Dajin, by the bead curtain."

S2: Hidden Entrance

The area marked with an "X" on the map is an illusory wall that provides street access to the theater's storeroom (area S10). Boromar Clan agents use this entrance to smuggle contraband into the premises.

Illusory Wall. The wall is impossible to discern without magic unless a character touches its ghostly surface. Creatures on the inside of the wall can see through it clearly, so anyone searching about in the alley is sure to attract their attention. A character who activates Finn's *gem of seeing* can see through the wall and recognize it as an illusion.

S3: Ruined Area

Anyone who scales the rubble pile at the far end of the alley can climb in through one of the ruined, upper-floor windows of the theater and from there locate the stairs leading down to the kitchen (area S8).

Old Broadsheet. An old newspaper lies on the filthy floor of the ruined area. Give the players Handout E from Appendix 6 when they find this newsprint. The print reads:

> *"POOR RESIDENTS SLAUGHTERED IN CALLESTAN. The Sharn Watch has confirmed the murder of over thirty residents in the basement of the Silvermist Poorhouse. The victims, most of whom were children, had no known links to crime but their murders had all the hallmarks of a mob hit. The city has announced that the Silvermist Poorhouse is to close, and the old theater premises put up for resale. A service to commemorate those lost is to take place tomorrow at five bells."*

S4: Bar

After passing through the entrance, patrons enter this dimly lit bistro. An antique bar occupies one wall, all cracked mirrors and dusty liquor bottles. Tables are spread out across the floor for diners. Two **veteran** bouncers lurk in the snug (area S5), surreptitiously watching the crowd for trouble.



Bartender. Dry-humored female rock gnome **commoner** Bella d'Novandi tends the bar. She's no friend of the Boromar Clan but keeps her dislike of them on the down low. Any enquiries she deems "above her pay grade" to answer are redirected to Salleon (area S9). If the characters seem friendly and succeed on a DC 12 Charisma (Persuasion) check, Bella warns them about the onsite Boromar dreamlily den.

S5: Snug

This glassed-off private snug swims in a haze of pipe smoke. Two **veteran** bouncers lounge in here, keeping an eye on the patrons in the bar.

Knifey-Knifey. The bouncers are playing knifey-knifey, a game where each bouncer takes turns to repeatedly stab a dagger between the outstretched fingers of their own hand. Points are based on how many times the bouncer can stab the table before an alchemical match burns out. The bouncers are easily won over by characters who dare challenge them at their own game. Resolve this as an opposed Dexterity (Sleight of Hand) check.

S6: Dream Parlor

The dream parlor occupies the decrepit arena of the old theater. During showtime, lights are dimmed as Salleon fills the air with illusory wonders.

Showtime. Shows run on the hour every hour, last for fifteen minutes, and typically attract an audience of twenty to fifty **commoners**. During shows, Salleon the **illusionist** weaves wondrous illusions onstage while two **veteran** bouncers watch for trouble from the sidelines. If Salleon misses his curtain call, the thugs go looking for him.

Roll on the Dream Parlor Illusions table below to determine the nature of each show or invent your own.

Dream Parlor Illusions

d4	Illusion Show
1	A comedy act where Salleon uses *mage hand* to control a foul-mouthed fox puppet named Basil.
2	A psychedelic light show exploring the constellations.
3	A soothing orchestral show that turns the arena into a misty river.
4	A thrilling historical piece that throws the audience into the trenches of the Last War.

S7: Dreamlily Den

Half-orc **berserker** Dajin guards the bead curtain leading into the dreamlily den. Within its incense-wreathed interior, up to ten drug users sprawl inside private compartments in various fugue states. Couches line the walls, with *glamerweave* tapestries depicting cityscape scenes from Gatherhold in the Talenta plains. Four **veteran** heavies stand guard.

Dajin. This hardboiled brute only allows guests inside the den if they purchase narcotics from him: a phial of dreamlily elixir for 1 gp or an absentia potion for 10 gp (see the "Illegal Drugs" sidebar). Once the coin has crossed hands, the guests are free to roam inside. Dajin tries to persuade any characters who purchase absentia to focus their vision on a specific target (see the "Illegal Drugs" sidebar). If they use the letters they found in episode 1 as a focus object, run **Bonus Objective A: King for a Day** from Appendix 4.

Dreamers. A playing card floats in a bowl of scented water next to one of the unconscious addicts. Characters who enquire about this learn that the addict is using the card to focus his absentia vision on a gambler who recently cheated him at cards.

Storeroom Door. This door is locked but can be picked with a successful DC 15 Dexterity check using thieves' tools. Dajin carries the key to this door on a ring on his belt. Salleon (area S9) and Kervis (area S10) also carry copies on their person.

Illegal Drugs

The shadow markets of Sharn supply a variety of illegal opiates and elixirs. Any creature sampling one of these drugs must succeed on a DC 12 Charisma saving throw or develop an addiction. Addiction is treated as a disease: if the addicted creature doesn't sample the drug during a 24-hour period, they gain one level of exhaustion that can't be removed until the addiction is cured. If an addicted creature gains a sixth level of exhaustion in this way, the addiction is cured. Taking a hit of the drug removes any levels of exhaustion accrued by the addiction, but the creature remains addicted.

Dreamlily. When imbibed, this elixir makes the user blissfully at peace for 8 hours, during which time they are immune to fear but have disadvantage on attacks, ability checks, and saving throws.

Absentia. Creatures who drink this potion fall unconscious for 1 hour, during which time they perceive the world through the eyes and ears of a random person within a radius of one mile. With Salleon's help, the Boromar Clan is trialing experimental techniques to focus these visions on specific targets, allowing them to spy on their enemies. To attempt this the user must focus on an object belonging to their target when they imbibe the drug.

S8: Kitchen

Two **commoner** cooks toil in the kitchens, preparing roasted meat and vegetables, lemon-scented seafood, and boiled potatoes for the patrons. They know about the Boromar Clan and have no loyalty to them.

Ruined Staircase. An abandoned staircase to the rear of the kitchen ascends to the ruined floor above (area S3).

S9: Salleon's Office

Salleon's wood-paneled office is lit by dappled daylight pouring from an illusory window. His desk is heaped with papers and overflowing ashtrays. The scent of plum tobacco hangs heavy in the air.

Notepad. The notepad on Salleon's desk contains the same headed paper used to create the notes that the characters found in episode 1. On a successful DC 12 Intelligence (Investigation) check, a character decides to take a rubbing of the last note made on the pad. If a player thinks to do this themselves, grant them inspiration and don't ask for a check. Give the players Handout F from Appendix 6.



The letter reads:

> *"Erin Kemble. I have your MOTHER. If you don't do exactly as I say, she DIES tonight. Take this baby carriage to the Menthis Steps and pose as the child's mother. You will witness an attack. If any of the targets survive, you must follow them to the Silvermist Theater in Lower Dura. Befriend them if necessary and lure them there. When they arrive, go to the tavern opposite and place a lantern in the window. Tell NO ONE."*

Erin was blackmailed too! If she escorted the characters here, she's already lit the lantern and fled the area, leaving the baby carriage behind on the street. Give the "Parenthood" story award from Appendix 7 to whoever rescues the baby.

Salleon the Illusionist. If Salleon the **illusionist** is cornered here, he gladly reveals everything he knows to save his own hide. Salleon owes money to the Boromar Clan and jumps at any opportunity to settle his debt or escape the city unharmed. Unfortunately, the gnome doesn't know much.

Salleon has never met the characters before so he has no beef with them. Any character who succeeds on a DC 10 Wisdom (Insight) check realize he's telling the truth. If pushed, he reveals his connection to the Boromar Clan and explains that he's helping them develop the psychic properties of absentia (see the "Illegal Drugs" sidebar). To help uncover who's targeting the characters, Salleon suggests using the letter they received as the focus for an absentia vision. If the characters agree, run **Bonus Objective A: King for a Day** from Appendix 4.

If the characters ask about Salleon's notepad, he swears he's not used it during the last tenday. He admits that his deputy Kervis Pyke keeps a spare key to his office. Kervis works in the storeroom (area S10).

S10: Storeroom

This warehouse is used to stockpile supplies for the dream parlor and hide contraband for the Boromar Clan. Two **veterans** guard the premises. Salleon's deputy Kervis Pyke dwells in a small works office on the gantry overlooking the storeroom.

Kervis Pyke. Kervis owes secret allegiance to House Cannith. Today, his orders are to lure the characters to the theater and turn the Boromars against them. Kervis waits in his office, keeping one eye on the window to view the tavern across the road. If the characters enter the storeroom through the illusory wall, Kervis flees through the door into the dreamlily den while the veterans deal with the characters.

When Erin gives the signal from the tavern opposite, Kervis orders the veterans to follow him and goes hunting for the characters. If he finds them onsite, he accuses them of being spies for the "Tyrants" shapeshifter cartel and attacks.

Kervis is a House Cannith **wand adept**. Kervis is prepared to die for House Cannith. If captured, he cracks a poisoned tooth and dies choking on his own bile. Characters who use magic to make him talk can learn the background information provided in "Adventure Primer." Kervis carries a magic key on a thong around his neck: a small, silver hammer covered in runes. When held, this key vibrates slightly, increasing in intensity if the key is moved closer to the hidden trapdoor.

Hidden Trapdoor. If the players choose to search the storeroom, the character with the highest passive Investigation score notices some scuff marks by one of the packing crates, as though it were moved regularly. A tiny recessed hammer shape is marked on the flagstone underneath. If Kervis's magic key is inserted into this recess, the flagstone grinds aside to reveal the entrance to the secret safehouse. Proceed to episode 3, "Wolf Among Pigs."

Storeroom Door. This door is locked but can be picked with a successful DC 15 Dexterity check using thieves' tools. Kervis Pyke carries the key to this door on his person. Dajin (area S7) and Salleon (area S9) also carry copies.

Playing the Pillars (The Silvermist Theater)

Combat

The theater is well defended, but characters who strike fast can carve through the defenders before they have time to fully muster. If needed, throw **thugs** or **bandits** at the characters to up the ante. For inspiration, watch fight scenes from *Atomic Blonde*, *John Wick*, or *Marvel's Daredevil* TV show.

Exploration

Characters can enter in disguise or simply sneak through the premises. Bring life to their journey by featuring overheard conversations between interesting patrons. The DM's Guild Adept product *Durnan's Guide to Tavernkeeping* includes random patrons and events that you can exploit for this.

Social

The characters can talk their way through much of this episode if they're clever. Salleon's weakness for pretty women and unpaid debts to the Boromar Clan make him easily manipulated. If the characters turn the screws on Salleon, he has the authority to expose Kervis Pyke without raising the Boromar's suspicions.

Episode Three: Wolf Among Pigs

"The wolf that hunts too cautiously attracts the hunter. Learn when to strike and always do so with overwhelming force."

—Sterryk ir'Tyran, Regent of House Cannith

Estimated Duration: 30 minutes

Entering the Safehouse

The safehouse occupies one of the ruined poorhouse workrooms where Merrix d'Cannith toiled as a child. This place has special meaning to Merrix and he often retreats here to contemplate his life. It's one of many safehouses that House Cannith operates in the city to interrogate enemies and shelter their heirs if they get into trouble.

The Cannith Safehouse map in Appendix 3 shows the layout of this location. At the foot of the basement steps, a short passageway opens into a workroom filled with boxes and empty packing crates. A warforged titan stands dormant at the back of the room, concealed underneath a tarpaulin. Barred cells to the rear of the workshop hold drugged prisoners.

On the map, the chambers hidden behind the weak walls are only used if you run **Bonus Objective B: From Mud**.

Lockdown Trap

When the characters enter the workroom, spring-loaded iron doors slam shut across the passageway behind them, sealing them inside. The doors are concealed inside the stonework and magically trigger when anyone without a Mark of Making enters the workroom.

Scene A. Merrix Revealed

Shortly after the gates shut, an ornate mirror hung on the wall begins to glow with magical light. The characters see the face of Merrix d'Cannith appear in the mirror: youthful, bearded, and regal. Characters who succeed on a DC 10 Intelligence (History) check recognize Merrix as one of the most powerful dragonmarked heirs of House Cannith.

Merrix is here to satisfy his own curiosity about the characters and wish them good deaths in the battle to come. He reveals the following:

- Merrix regrets that the characters have learned too much of his plans (or inadvertently crossed him). He can't risk them jeopardizing the future. They're standing in the way of progress for Breland and the world.
- Merrix says he never thought they'd make it this far. If his assassins failed, he was sure that luring them into the Boromars' lair would finish the job.
- Merrix regrets that Kervis Pyke failed him. People can be so poor at following orders. That's why his grandfather made the first warforged: obedience.
- Merrix says the characters would have made good partners. Alas, it is not to be.

With that, Merrix glances at the covered war machine in the corner of the room and exclaims, "Beast, awaken!" With a pneumatic wheeze, the warforged titan shudders to life and attacks the group. As Merrix takes no pleasure in watching, he deactivates the magic mirror. Proceed to the next scene "The Warforged Titan."

Triggering Bonus Objective B: From Mud

If you have time, use the hidden chambers on the map to extend your playtime by an hour. These rooms are concealed behind boarded doorways or crudely plastered walls and have lain undisturbed for almost two decades. Allow your players to discover this area once the warforged titan has been destroyed or have it hurl one of the characters through the weak walls during combat!

The Warforged Titan

The warforged titan is a relic of the Last War; a juggernaut of destruction with just one order - destroy. Merrix d'Cannith had it shipped in parts to the safehouse and assembled in secret. The titan is too large to leave the cellar.

Area Information

Use the Cannith Safehouse map from Appendix 3 for this scene.

Dimensions & Terrain. The workroom ceiling is 20 feet high. Empty packing crates and workbenches are scattered across the floor. The prisoners inside the cages are dosed-up on dreamlily elixir.

Lighting. The workshop is brightly illuminated by wall-mounted lanterns.

Creatures/NPCs

The warforged titan has the statistics of a **shield guardian** with the following modifications:

- The warforged titan is a Huge construct.
- It does not have the Bound or Shield traits.
- Its stored spell is *lightning bolt*.
- It has the legendary resistance trait listed below:

Legendary Resistance (3/Day): If the titan fails a saving throw, it can choose to succeed instead.

Legendary Actions. The warforged titan can take 3 legendary actions, choosing from the list below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warforged titan regains spent legendary actions at the start of its turn.

Fist: The titan makes a fist attack.
Move: The titan moves up to half its speed.
Repair Self (Costs 3 Actions): The titan magically regains 22 (4d8 + 4) hit points.



Adjusting the Scene

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

- **Very Weak:** The warforged titan does not have legendary actions or legendary resistance.
- **Weak:** The warforged titan does not have the Repair Self legendary action.
- **Strong:** The warforged titan can take 5 legendary actions.
- **Very Strong:** Replace the warforged titan with a **stone juggernaut** with the same modifications.

Combat Complications

The battle against the warforged titan should feel epic in scope. Consider using the following optional rules to add drama to the combat.

- Once per turn when a character damages the warforged titan with a melee weapon attack, roll on the Titan Impacts table to determine a random effect.
- Once per turn when the warforged titan hits a character with a melee weapon attack, roll on the Titan Attacks table to determine a random effect.

Titan Impacts

d10	Impact Effect
1-5	None
6	***Entangled.*** You become entangled in the chains and cables hanging from the titan. You are grappled (escape DC 10).
7	***Steam Cloud.*** Scalding steam gouts from the titan. All creatures adjacent to it must succeed on a DC 12 Dexterity saving throw or take 9 (2d8) fire damage.
8	***Devastating Recoil.*** The titan smashes through one of four pillars supporting the ceiling. If all four pillars are destroyed, the safehouse begins to collapse!
9	***Haywire.*** On its next turn, the titan moves to attack a random enemy.
10	***Cracked Armor.*** The titan's AC drops by 1.

Titan Attacks

d10	Attack Effect
1-5	None
6	***Hurled.*** You are hurled 2d10 feet away from the titan and knocked prone.
7	***Skittled.*** The titan pushes you into your nearest ally and you are both knocked prone.
8	***Buried.*** You are buried under packing crates or wreckage. You are restrained until you use your action to succeed on a DC 12 Strength (Athletics) check.
9	***Grabbed.*** The titan grapples you (escape DC 15).
10	***Immolated.*** Your clothing and gear goes up in flames. While you are on fire, you take 11 (2d10) fire damage at the start of each of your turns. As an action, you can attempt a DC 12 Wisdom check to put the flames out.

Resolution

The destruction of the warforged titan marks the conclusion of the adventure. When the characters are ready to move on, the titan's wreckage bursts into flames. The spreading inferno consumes the safehouse and ultimately causes the collapse of the Silvermist Theater. Everyone on the premises escapes alive, but the theater is reduced to ash and cinders.

The players deserve congratulations. They've thwarted an assassination attempt on their characters' lives and identified the villain of the ongoing storyline. If they're interested in playing more, the story continues in the next module in this series, *DDAL-ELW06: A Holy Visit*.

Loose Ends

There are a couple of loose ends that the players may wish to resolve. It's best to brush over these as an epilogue instead of roleplaying them out in depth.

Prisoners. The drugged prisoners turn out to be the kidnapped relatives of the assassins who targeted the group on the Menthis Steps. As such, each is missing an appendage. The players may have difficulty breaking the news of their relatives' deaths to them, especially if their characters were responsible!

Erin Kemble. The players may wish to track down Erin if she fled the scene. If reunited with her mother, Erin apologizes profusely and swears she had no choice but to betray the group. If the players forgive her, each character earns inspiration that they can carry on to their next adventure. Even if appeased, Erin is too poor to look after the baby. Give the "Parenthood" story award from Appendix 7 to whoever's left with the child.

Rewards

Upon completing the adventure, the characters each receive 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 story objective completed:

- ***Story Objective A:*** Locate Merrix d'Cannith's secret safehouse.
- ***Story Objective B:*** Defeat the warforged titan.

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

- ***Bonus Objective A:*** Identify Merrix d'Cannith as the villain during the absentia vision.
- ***Bonus Objective B:*** Explore the abandoned section of the poorhouse.

Magic Item Unlock

Characters completing the adventure unlock:

Gem of Seeing. This lustrous emerald is fixed to leather head-straps that allow it to be worn over one eye. The gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem. The gem regains 1d3 expended charges daily at dawn. This item can be found in **Appendix 8**.

Story Awards

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

Parenthood. You saved a baby from mortal peril on the Menthis Steps but were unable to identify their parents. For the short term, you've chosen to take the child into your care. Give the child a name and tell your DM where the child resides. This award may become important in later adventures! This award can be found in **Appendix 7**.

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 E*mbers 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 playstyle is important.





Appendix 1: NPCs

The following NPCs feature prominently in this adventure.

- ***Finn d'Thuranni (FIN duh THOO-ra-nee).*** This elf assassin was summoned from the Thuranni Enclave to clean up Merrix d'Cannith's problems.

  Personality: *I'm arrogant and cold-hearted.*
  Ideal: *I want to be the best of the best.*
  Bond: *I will die for House Thuranni.*
  Flaw: *I love the sound of my own voice and revel in taunting my victims before I finish them.*

- ***Erin Kemble.*** Erin is a dancer from a Callestan strip joint. When her mother is kidnapped, Erin is blackmailed into befriending the group and luring them into an ambush.

  Personality: *I'm a blabber mouth and tend to act a bit flustered. I'm also a great liar.*
  Ideal: *I'll do anything to look after myself and my family.*
  Bond: *I live hand-to-mouth and spend my evenings caring for my elderly mother, Bella.*
  Flaw: *When things go wrong, I seek solace at the bottom of a bottle.*

- ***Salleon the Illusionist (SAL-ee-on).*** Gnome illusionist Salleon bought the Silvermist Theater for a steal and turned it into a dream parlor for his illusions.

  Personality: *My brash theatrical exterior masks the panic I feel underneath.*
  Ideal: *I want to be rich!*
  Bond: *I'm deeply in debt to the Boromar Clan.*
  Flaw: *I'm a sucker for a pretty face.*

- ***Kervis Pyke (CUR-vus PIKE).*** Pyke is a House Cannith wand adept and secret spy for House Cannith in the Silvermist Theater. Acting undercover as Salleon's deputy, his standing orders have been to monitor Boromar activity on site and guard Merrix's secret safehouse under the storeroom

  Personality: *I'm neat but a bit slimy, just like my pencil-thin waxed mustache.*
  Ideal: *I want people to respect me and I'm willing to break a few bones to make it so.*
  Bond: *Merrix has taken a chance on me and I won't betray him. I'll take his secrets to the grave.*
  Flaw: *I treat those underneath me like dirt.*

- ***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.*

Appendix 2: Creature Statistics

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

Enchanter

Medium humanoid (any), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30 ft.

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

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 5 (1,800 XP)

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, mending, message*
1st level (4 slots): *charm person,* mage armor, magic missile*
2nd level (3 slots): *hold person,* invisibility, suggestion**
3rd level (3 slots): *fireball, haste, tongues*
4th level (3 slots): *dominate beast,* stoneskin*
5th level (2 slots): *hold monster*

*enchantment spells of 1st level or higher

Actions

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

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st level or higher). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

Illusionist

Medium humanoid (any), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2
Skills Arcana +5, History +5
Senses passive Perception 10
Languages any four languages
Challenge 3 (700 XP)

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

Cantrips (at will): *dancing lights, mage hand, minor illusion, poison spray*
1st level (4 slots): *color spray,* disguise self,* mage armor, magic missile*
2nd level (3 slots): *invisibility,* mirror image,* phantasmal force*
3rd level (3 slots): *major image,* phantom steed**
4th level (3 slots): *phantasmal killer**

*illusion spell of 1st level or higher

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

Actions

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

Stone Defender

Medium construct, unaligned

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

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

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

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

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

Actions

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

Reactions

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

Stone Juggernaut

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 50 ft. (in one direction chosen at the start of its turn)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	1 (-5)	21 (+5)	2 (-4)	11 (+0)	3 (-4)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 120 ft., passive Perception 10
Languages —
Challenge 12 (8,400 XP)

Devastating Roll. The juggernaut can move through the space of a prone creature. A creature whose space the juggernaut enters for the first time on its turn must make a DC 17 Dexterity saving throw, taking 55 (10d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Immutable Form. The juggernaut is immune to any spell or effect that would alter its form.

Regeneration. As long as it has 1 hit point left, the juggernaut magically regains all its hit points daily at dawn. The juggernaut is destroyed and doesn't regenerate if it drops to 0 hit points.

Siege Monster. The juggernaut deals double damage to objects and structures.

Actions

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit*: 25 (3d12 + 6) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

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.

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*

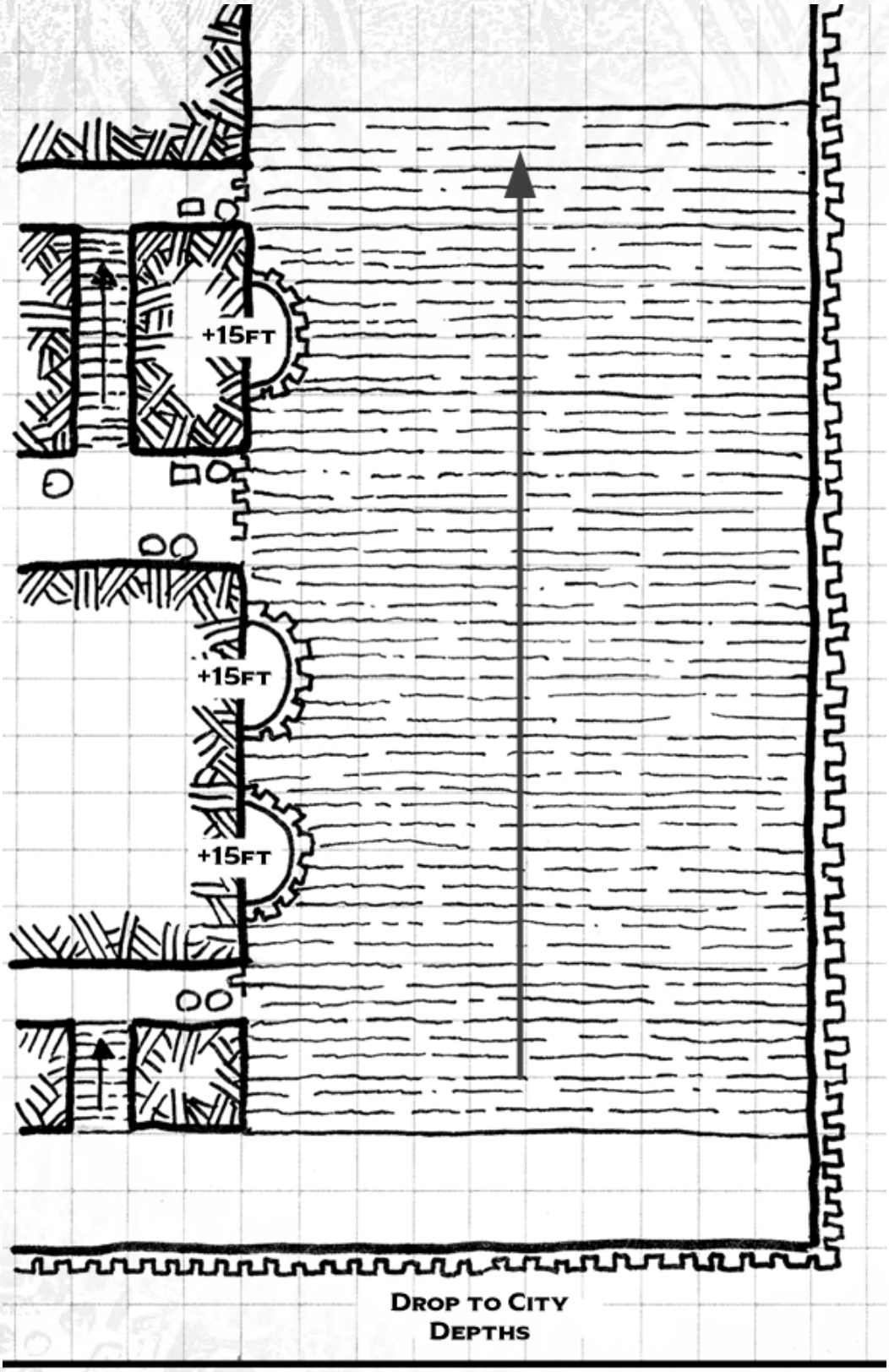
Actions

Multiattack. The adept makes two wand attacks.

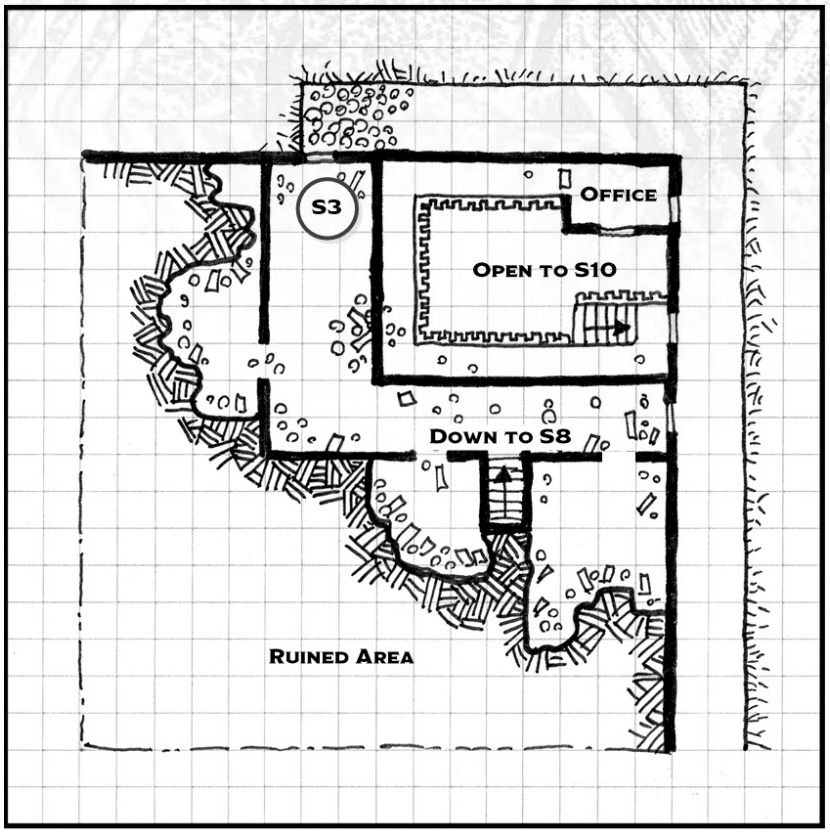
Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage.

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

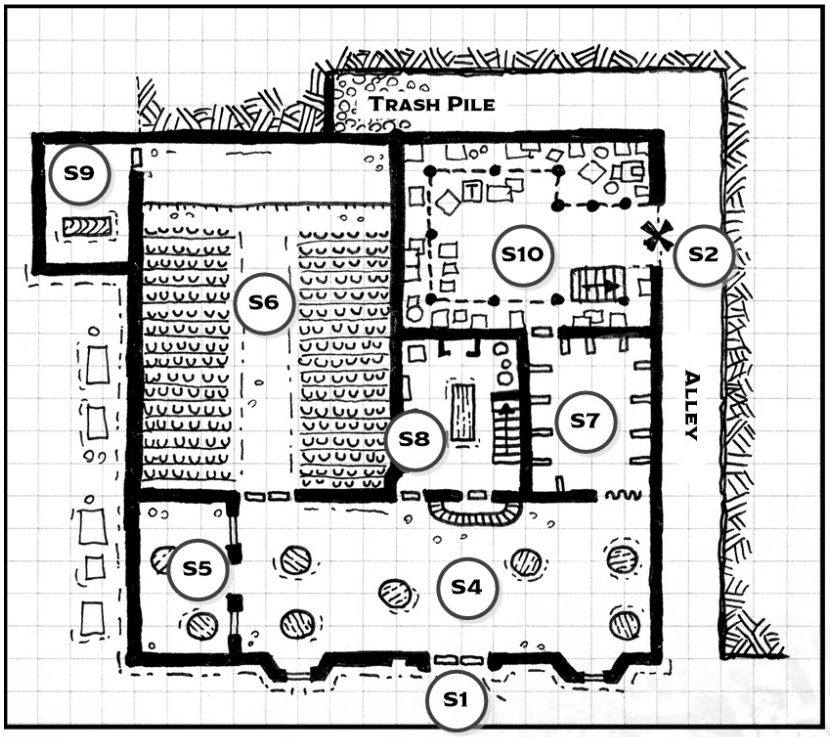
Appendix 3: Maps



Silvermist Theater (2nd Floor)

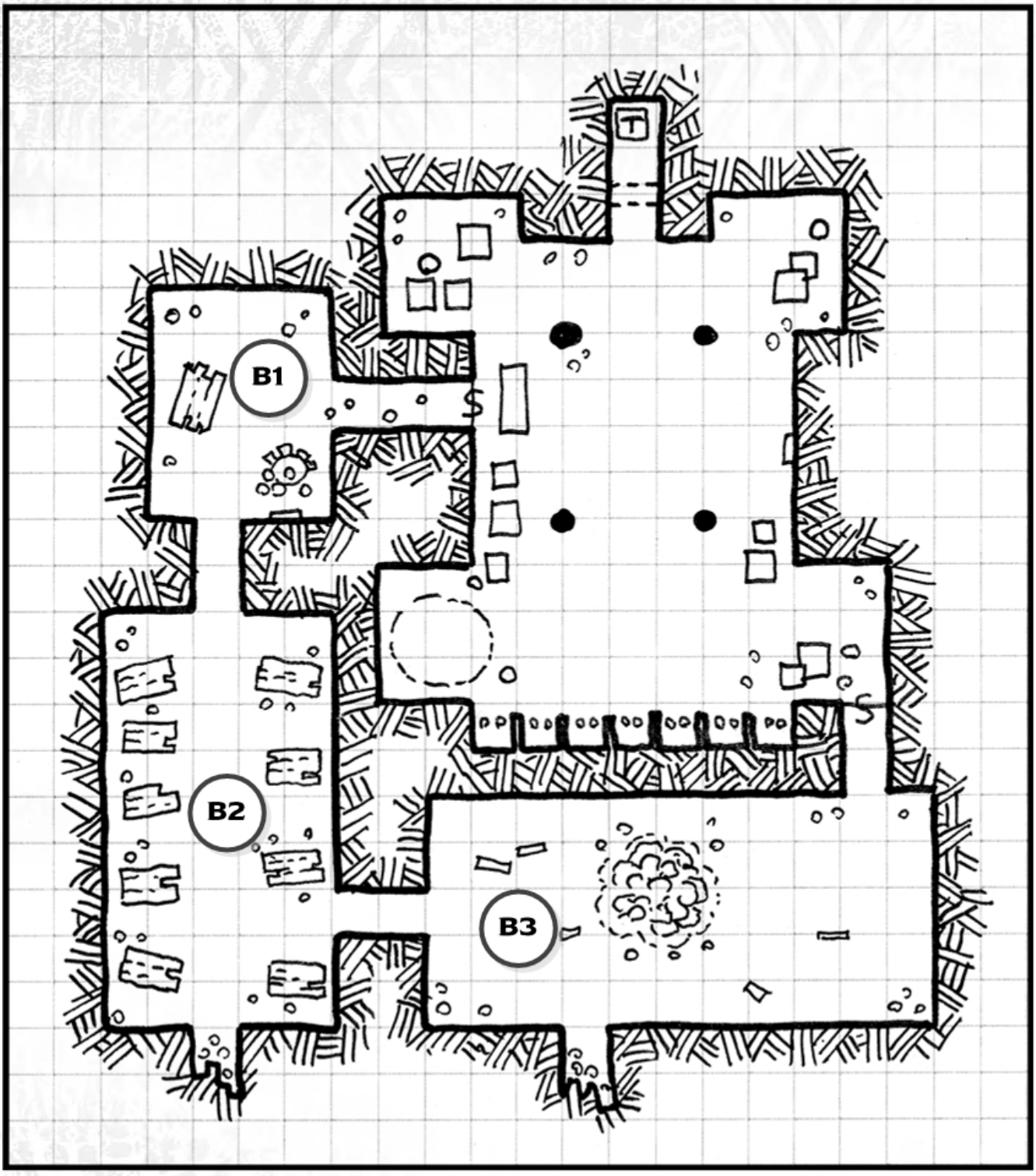


Silvermist Theater (1st Floor)



= 5 ft.

Basement Workshop



= 5 ft.

Appendix 4: King for a Day (Bonus Objective A)

"The pigs dream of leaving the pen and dining with the farmer. Best to keep their pen locked, lest they trail their filth through your house."

—Sterryk ir'Tyran, Regent of House Cannith

Estimated Duration: 60 minutes

Prerequisites

Play this bonus episode if the players use the absentia drug to identify their enemy during episode 2. If you don't have time for this episode, either summarize the scene's conclusion as a vision or explain that the drug didn't work as intended.

Overview

In this short interlude, the players assume the roles of nobles attending a party to celebrate the maiden launch of the *Portent King* airship. Each player has a secret objective that conflicts with another player's objective: a murder, a blackmail, an offer to elope, etc. The scene is played for purely for fun and designed to encourage roleplaying. If any of the players complete their objectives, they identify Merrix d'Cannith as the villain of the storyline and possibly learn something of his plans.

Narratively, this scene is witnessed by one or more characters intoxicated by the absentia drug, who exploit a magical technique to focus the drug's visions on a designated target. The "dreamers" have no control over their host bodies. Instead, the players are asked to roleplay their hosts in character.

Setup

When this episode begins, shuffle the "Absentia Visions" on Handout G from Appendix 6 and lay them facedown on the table. Each player must choose one handout at random. The handouts contain brief descriptions of the nobles, advice for roleplaying them, and summaries of their secret objective. Give the players five minutes to study their new roles.

When everyone is ready, ask each player to describe their noble as he or she enters a party. A herald announces each noble by name as they join the gathering. Each character has the statistics of a **noble** (or **veteran** for Vosh and Brull) but can use their own character's ability scores and proficiencies for checks if they're higher.

Area Information

This scene is set in the grand hall of the Airship Docking Tower and is best played narratively using the "theater of the mind." Outside the hall's windows, the *Portent King* is anchored to one of the tower's docking pylons.

Dimensions & Terrain. The grand hall is decked out for a party. Towers of champagne flutes weigh down the tables and servants slip through the crowd bearing trays of canapés. The hall's layout is up to you and your players. If they need a room or a prop, there it is!

Lighting. Glittering chandeliers bathe the hall in bright light, but there are many shadowy alcoves and side-rooms for conducting clandestine activity.

Party Events

For the most part, it's up to your players to guide this scene. However, they only have fifty minutes to complete their objectives. Every ten minutes, notify the players of the passage of time (ideally by ringing a bell). When directed, describe the timed events below. After fifty minutes, the *Portent King* sets sail and the character's visions come to an end.

Dance (After Introductions). Each player's noble must dance with the noble seated to their left. Encourage the players to roleplay out these interactions.

Speeches (After 20 Minutes). The nobles are encouraged to deliver speeches to celebrate the alliance between House Cannith and House Lyrandar. Tell the players that they needn't participate unless they want to. Instead, they can use this period to carry out their secret objectives. Any noble who does take the podium is guaranteed the attention of the entire gathering.

Final Warning (After 50 Minutes). The heralds announce that the airship is due to take flight in 10 minutes, which will mark the end of the party. If any players haven't yet made their move, now is the time to act!

Conclusion

Each noble's secret objective culminates in them trying to escape through the building's ventilation shafts. At the end of the scene, choose one player at random who completed their objective. While passing by one of the vents, their noble overhears a secret meeting taking place between two powerful figures: Merrix d'Cannith and his chief advisor, Sterryk ir'Tyran. The character spies on them through the vent and overhears the following:

- Old Sterryk congratulates Merrix on the successful launch of the airship. He says that the cargo will be ready to load soon.
- Sterryk asks Merrix about their "other problem." Merrix says that Kervis Pyke has it in hand. If House Thuranni fails to eliminate Merrix's enemies, Pyke will serve them up to the Boromars at the theater.
- With concern, Sterryk says he wishes Merrix would let go of that place. Merrix says he cannot. Sterryk above all others should know that is "the mud that made him." With that, they leave the room.

Such information means nothing to the noble who overhears it, but everything to the "dreamer" inside their mind. Shortly after this, the absentia vision ends, and the characters involved reawaken in the theater. Grant inspiration to any character who completed their noble's secret objective.

Appendix 5: From Mud (Bonus Objective B)

"You are a piece of clockwork, my prince, and I am the engineer who winds you up."

—Sterryk ir'Tyran, Regent of House Cannith

Estimated Duration: 60 minutes

Prerequisites

Play this bonus episode if the characters locate the secret rooms underneath the Silvermist Theater. To find these chambers, the characters must conduct a careful search of the safehouse or accidentally smash through one of its weak walls during combat!

Area Information

Use the Cannith Safehouse map from Appendix 3 for this scene.

Dimensions & Terrain. The walled-off section of the poorhouse has lain abandoned and untouched for almost twenty years. The owners condemned the cellar after their workers were slaughtered by unknown assassins. Now the dormitories lay silent, draped in dust and cobwebs.

Lighting. This area is unlit and tomb-dark.



Creatures/NPCs

These rooms are inhabited by clockwork constructs that the young Merrix d'Cannith created while he was resident here. Originally crafted as toys, the clockworks have now taken on a life of their own.

Objectives/Goals. The clockworks have created a shrine to Merrix d'Cannith (see area B3). They view the characters as desecrating their shrine and seek to destroy them.

What Do They Know? The clockworks have some intelligence but are emotionally infantile. They hardly remember their "master" and believe that a dusty portrait of the previous king of Breland depicts their god. One of the clockworks in area B3 is fitted with a voice resonator and can talk.

Areas of the Workhouse

The following areas correspond to locations marked on the Cannith Safehouse map.

B1. Ruined Office

This ruined office is filled with broken furniture. A dusty painting of King Boranex ir'Wynarn hangs on the wall, with a neat tower of cogs and bolts arranged on the floor below it.

Old Letter. Characters who search through the ruined dresser discover an old letter. Give the players Handout H from Appendix 6. The letter reads:

> *"Mother Strayne,*
>
> *As per our agreement, find enclosed one year's payment for housing the boy. Allow me to reiterate our key terms:*
>
> *1. Nobody can learn the boy's identity. He must remain distant from the other children.*
>
> *2. The boy must work. He must learn how the worker children live.*
>
> *3. No lasting harm may come to the boy. Beat him as you would any other child, but if he sustains permanent injury, the penalties will be extreme.*
>
> *I wish you good health.*
>
> *- Sterryk ir'Tyran"*

Any character who succeeds on a DC 12 Intelligence (History) check recalls that Sterryk ir'Tyran was a regent assigned to House Cannith to train Merrix d'Cannith in the ways of statecraft.

B2. Dormitory

This ruined dorm contains crooked bunk beds and scattered junk. Two clockwork **stone defenders** hide in here. They have the following individualized designs:

First Stone Defender

- ***Improved Armor.*** The clockwork's AC increases by 2.
- ***Rusty Gears.*** The clockwork has disadvantage on initiative rolls, and its speed decreases by 10 feet.

Second Stone Defender

- ***Suction.*** The clockwork gains a climbing speed of 30 feet.
- ***Faulty Sensors.*** Roll a d6 at the start of the clockwork's turn. If you roll a 1, the clockwork is blinded until the end of its turn.

The stone defenders flee to area B3 if they lose more than half their hit points.

Birthday Card. Characters who search through the bunks discover an old birthday card. Give the players Handout I from Appendix 6. The card is written in a child's hand, and reads:

> *"Happy birthday Zora! You have been kind to me so I have made you a clockwork toy. It is a clever little thing and would probably make itself bigger if it had the right parts. Don't let mean old Strayne see it and don't tell anyone I made it for you. Don't ask me how I made it either. I like you. M."*

Adjusting the Scene

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

- Very Weak: All the clockworks have half hit points.
- Weak: The oaken bolter has half hit points.
- Strong: Add two stone defenders to area B2.
- Very Strong: Add two stone defenders and a shield guardian to area B2.

B3. Refectory

The clockworks have constructed a grand shrine to their "master" in the refectory: a 10-foot-tall effigy of a boy built from children's bones, shoes, old clothes, work tools, and other junk.

An **oaken bolter** guards the effigy. It has the following individualized design:

Vocal Resonator. The clockwork gains the ability to speak rudimentary Common.

Ground fault. The clockwork has vulnerability to lightning damage.

Before the oaken bolter attacks, it proclaims that the intruders are "defiling the shrine of the master" and must be "disassembled in the name of the bearded god." Any clockworks that fled area B2 fight alongside the oaken bolter.

Sterryk ir'Tyran's Letter. Characters who search the effigy uncover a bloodstained letter from Sterryk ir'Tyran to a young Merrix d'Cannith. Give the players Handout J from Appendix 6. The letter reads:

> *"Young Merrix,*
>
> *I regret it had to end like this. I sent you to the workhouse to learn humility. After all, the good prince must learn to see himself through the eyes of his people. Only the pigs know what it means to be a wolf. From mud shall you know yourself.*
>
> *However, my orders were clear. You were not to befriend the children. Pigs dream of leaving the pen and dining with the farmer. Best to keep their pen locked, lest they trail their filth through your house.*
>
> *By now the Daask will have slaughtered your young comrades. This will hurt, I am sure, but know that strength is always forged in the crucible of loss. There is another lesson here; those killers have no idea I am directing them. Never play your hand if another can play it for you! If you play the game with honor, tricksters will run rings around you. To make it in this world, even a prince must know how to cheat.*
>
> *If it helps, none of the killers will survive the night. I have ensured that. Remember also this lesson: the wolf that hunts too cautiously attracts the hunter. Learn when to strike and always do so with overwhelming force.*
>
> *Hate me if you wish, but know your grand uncle assigned me this role to raise you as a statesman. You are a piece of clockwork, my prince, and I am the engineer who winds you up.*
>
> *With love,*
> *Sterryk ir'Tyran*

Playing the Pillars

Combat

Use the ruined features of the poorhouse to impose cover and give the clockworks room to hide during combat. If needed, use the Titan Impacts table from episode 3 to bolster their attacks.

Exploration

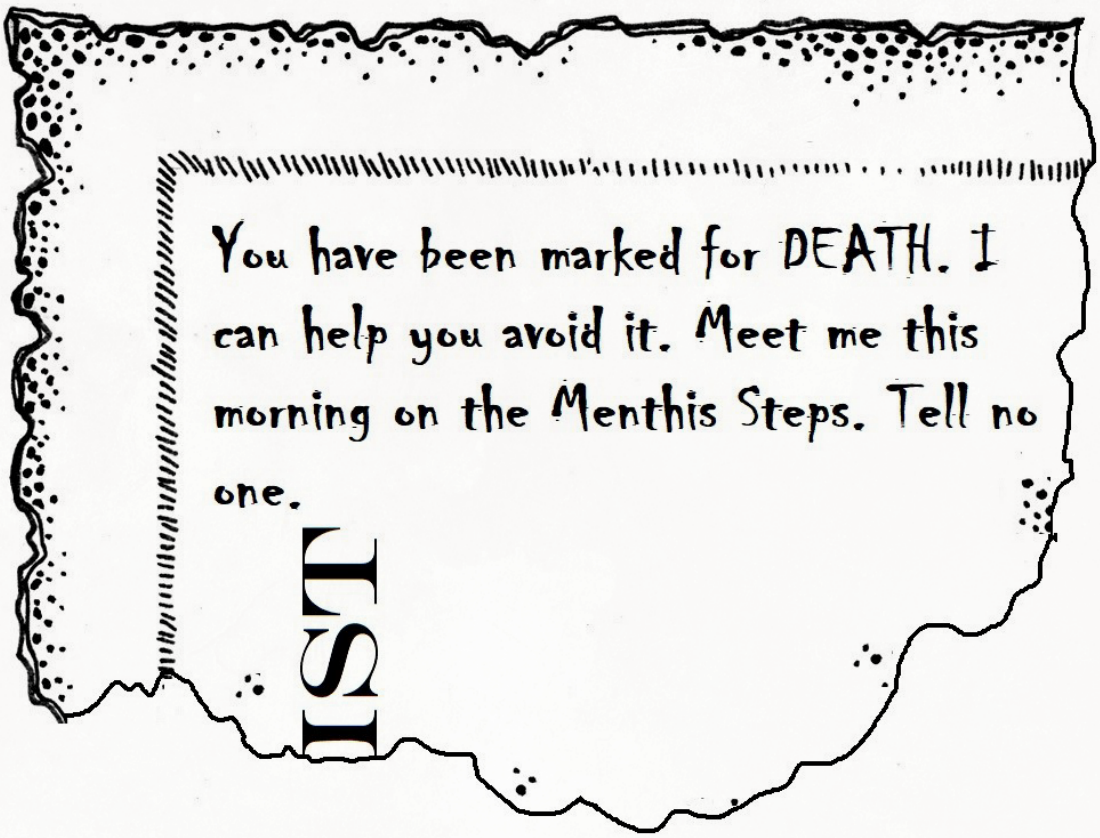
Characters can use stealth to explore the ruined poorhouse without being noticed by the clockworks. The *Hiding and Stealth (Rules Clarification)* product on the DM's Guild provides a refresher of these rules.

Social

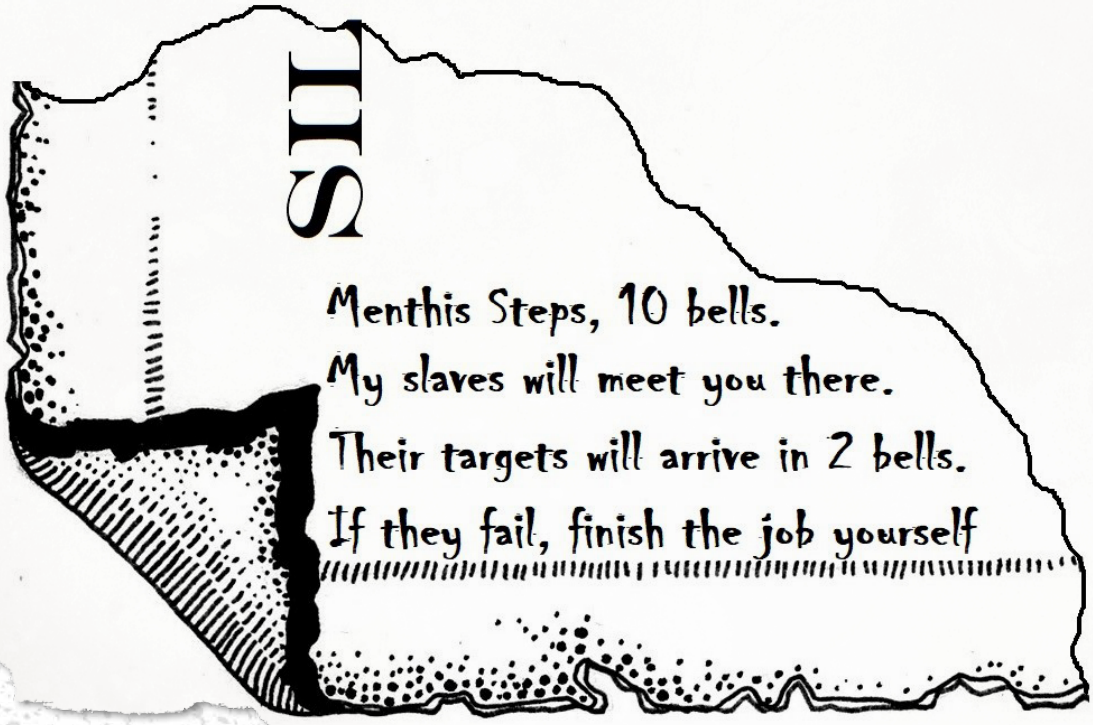
Allow the players to reason with the clockworks if they try. Remember that these creatures have infantile intelligence. If the players convince them that they mean their creator no harm, the clockworks let them pass unmolested.

Appendix 6: Player Handouts

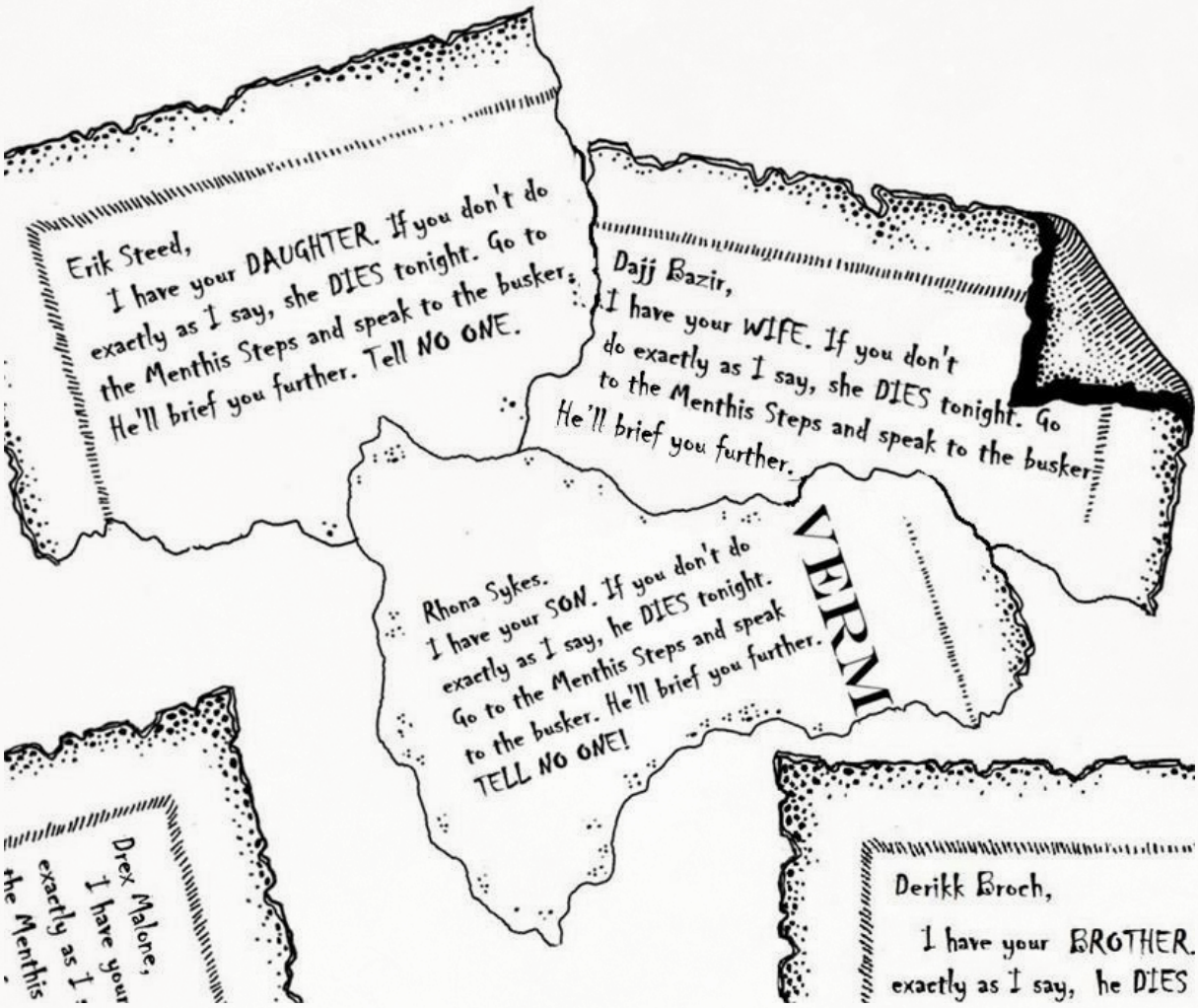
Handout A: A Warning Note

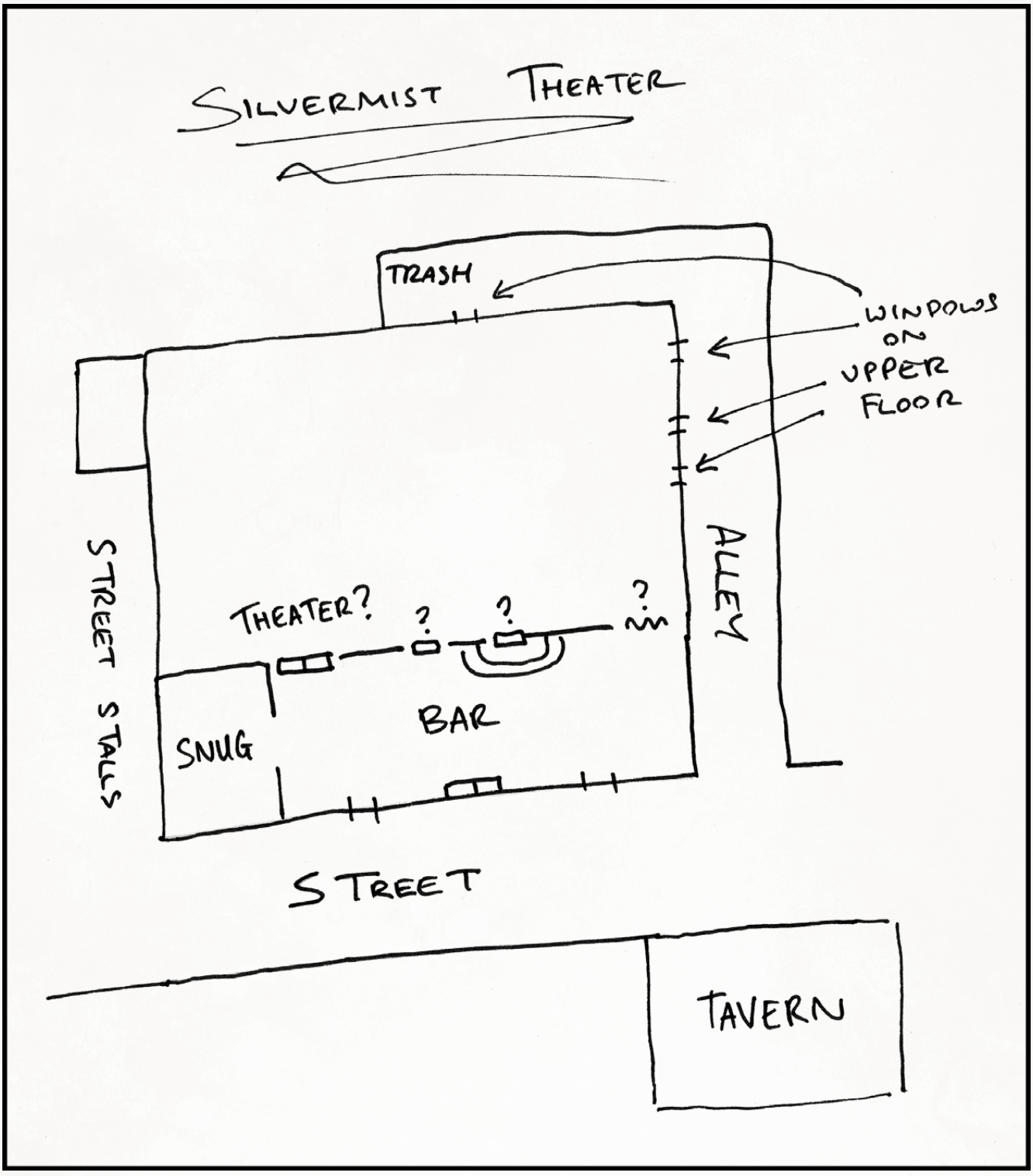


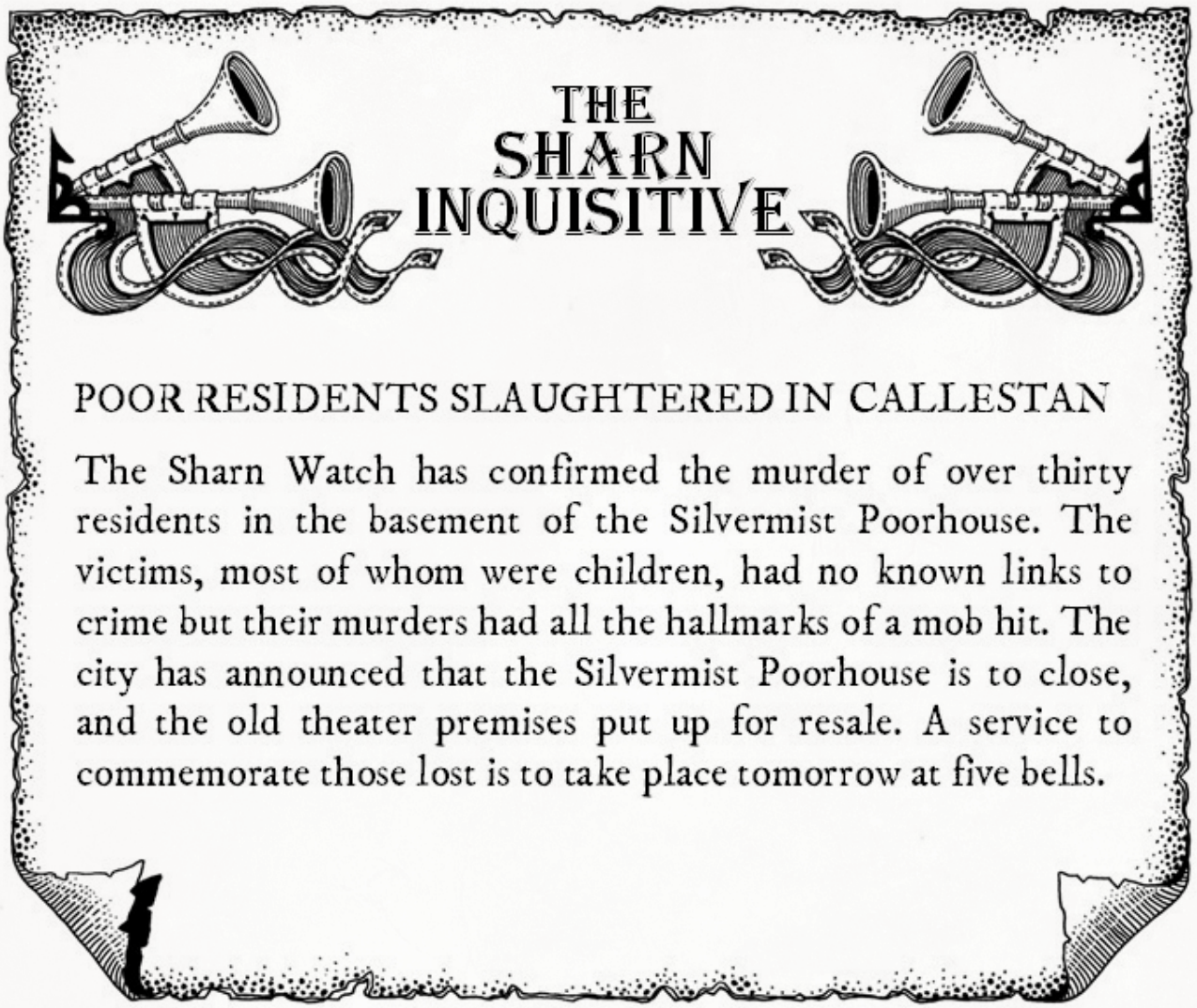
Handout B: Finn's Orders



Player Handout C: Blackmail Notes




SILVERMIST THEATER
TRASH
WINDOWS ON UPPER FLOOR
STREET STALLS
ALLEY
THEATER?
?
?
?
SNUG
BAR
STREET
TAVERN



THE SHARN INQUISITIVE

POOR RESIDENTS SLAUGHTERED IN CALLESTAN

The Sharn Watch has confirmed the murder of over thirty residents in the basement of the Silvermist Poorhouse. The victims, most of whom were children, had no known links to crime but their murders had all the hallmarks of a mob hit. The city has announced that the Silvermist Poorhouse is to close, and the old theater premises put up for resale. A service to commemorate those lost is to take place tomorrow at five bells.

Erin Kemble,
I have your MOTHER. If you don't do exactly as I say, she DIES tonight. Take this baby carriage to the Menthis Steps and pose as the child's mother.

You will witness an attack. If any of the targets survive, you must follow them to the Silvermist Theater in Lower Dura. Befriend them if necessary and lure them there. When they enter, go to the tavern opposite and place a lantern in the window.

Tell NO ONE.

Player Handout G: Absentia Visions

Deal the following handouts facedown on the table in order, until each player has a handout (i.e. if you have four players, deal only the first four handouts.)

1. ARJEX D'LYRANDAR

Bound by tradition, this young scion of House Lyrandar is engaged to marry the Khoravar heiress Eiryn Enkiliost – but his heart belongs to another!

BACKGROUND

You are a swashbuckling half-elf noble of House Lyrandar who is due to serve aboard Portent King as first mate. Tradition dictates that the heirs of House Lyrandar marry only into Khoravar (half-elf) blood. Your parents have arranged for you to marry before you set sail, but your heart secretly belongs to another – the human dragonmarked heir Arazyn d'Cannith.

GOALS

- Persuade Arazyn d'Cannith to elope with you. Use the ventilation shafts to escape the area and rendezvous with a waiting sky coach outside the building.
- You must complete your objective before the party ends and separates you forever from your love.

2. VOSH GUNBRIGHT

Arazyn d'Cannith's loyal bodyguard has received orders from her father to assassinate her secret lover Arjex d'Lyrandar.

BACKGROUND

You are grizzled veteran of the Last War who now serves Arazyn d'Cannith as bodyguard. It's normally a cushy job but today things have taken a rather grim turn. Arazyn's father Sergoth has learned that she has a secret lover from House Lyrandar and he wants the boy killed. You've grown quite fond of Arazyn so you'd rather she didn't witness the violence. You're carrying a jewel case that is secretly filled with weapons.

GOALS

- Find a way to separate Arazyn from Arjex so that she doesn't witness his murder.
- Kill Arjex d'Lyrandar as discretely as possible. In a cruel twist, Sergoth has specified that he wants you to explain to the lad why he must die before killing him.

3. ARAZYN D'CANNITH

This powerful heiress is secretly dating Arjex d'Lyrandar - a noble from a rival house - but she isn't yet prepared to leave her wealthy life behind

BACKGROUND

You are a dragonmarked heir of House Cannith who was raised in the Cannith Enclave in the lap of luxury. Your secret affair with the half-elf Arjex d'Lyrandar brings you much joy, but you've unwilling to elope to a life of poverty no matter how romantic it sounds. You're attending the party with your best friend Lizbett d'Aubrey and your father Sergoth. You've already confided in Lizbett about your affair. Your father would possibly kill you if he found out.

GOALS

- Enjoy the party. If Arjex brings up the subject of running away, tell him that you'll need money to do so.
- Your bodyguard Vosh Gunbright is carrying a jewel case with your dead mother's jewels inside. Steal it from him and hide the riches in the ventilation shafts to retrieve later.

4. BRULL MELGG

This half-orc cook is due to serve onboard the Portent King, but first he has a bone to pick with one of the guests.

BACKGROUND

You're a damn good cook. So good that you've worked your way up to head chef aboard the new airship. Your team prepared the food for this morning's party and when the ship takes flight you're all set to join it as crew. Unfortunately, you've just seen one of your most hated enemies: Vosh Gunbright, a Brelish sergeant who led a brutal raid against your company in the Last War. He captured your friends and had them cruelly executed.

GOALS

- Vosh Gunbright needs to pay for what he's done. Kill him, humiliate him, poison him – it doesn't matter. Just don't let your actions jeopardize your job on the airship.
- If things go wrong, escape through the ventilation shafts.

1. ARJEX D'LYRANDAR

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BACKGROUND

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GOALS

- Persuade Arazyn d'Cannith to elope with you. Use the ventilation shafts to escape the area and rendezvous with a waiting sky coach outside the building.
- You must complete your objective before the party ends and separates you forever from your love.

2. VOSH GUNBRIGHT

Arazyn d'Cannith's loyal bodyguard has received orders from her father to assassinate her secret lover Arjex d'Lyrandar.

BACKGROUND

You are grizzled veteran of the Last War who now serves Arazyn d'Cannith as bodyguard. It's normally a cushy job but today things have taken a rather grim turn. Arazyn's father Sergoth has learned that she has a secret lover from House Lyrandar and he wants the boy killed. You've grown quite fond of Arazyn so you'd rather she didn't witness the violence. You're carrying a jewel case that is secretly filled with weapons.

GOALS

- Find a way to separate Arazyn from Arjex so that she doesn't witness his murder.
- Kill Arjex d'Lyrandar as discretely as possible. In a cruel twist, Sergoth has specified that he wants you to explain to the lad why he must die before killing him.

5. LIZBETT D'AUBREY

Arazyn d'Cannith's closest friend knows about her affair – and intends to exploit it for everything she can get.

BACKGROUND

You're an aristocratic heiress, social butterfly, and best friend to the noblewoman Arazyn d'Cannith. You like to think of yourselves as hellraisers but you're both far too rich to cause too much trouble. You occasionally partake of the dreamlily drug and have some vials hidden on your person today. Arazyn has recently confided in you that she's having an affair with Arjex d'Lyrandar: a noble from a rival house. You've decided to go behind your best friend's back and blackmail Arjex. Mainly just to see the look on his face.

GOALS

- Blackmail Arjex about his affair. Money is a good start, but wealth doesn't really mean much to you. Making out with Arjex would serve as suitable payment too.
- If Arjex gives you the cold shoulder, make sure everyone knows about his affair!
- If there's any trouble, hide your dreamlily vials deep in the ventilation shafts. If you get caught with them on your person it will be most embarrassing.

6. LADY EIRYN ENKILIOST

This Khoravar heiress is due to marry into the wealthy House Lyrandar. Unfortunately, she suffers from a secret drug addiction..

BACKGROUND

You're due to marry Arjex d'Lyrandar today as part of an arranged marriage between your houses. You love him, but unfortunately, you're hiding a secret addiction to the dreamlily drug and all this excitement is making you crave a hit. Your own supplier was supposed to meet you at the party, but he didn't show and now you're getting cranky.

GOALS

- You've seen one of the other guests, Lizbett d'Aubrey, using dreamlily before at a society party. She's bound to have some vials on her or know where to get some.
- If you get your hit, retreat into the ventilation shafts to administer a dose. If you fail to get your drugs, you'll need to escape through here anyhow to find a dreamlily den.

7. SERGOTH D'CANNITH

Arazyn d'Cannith's father is a wealthy noble who jealously guards his daughter's legacy.

BACKGROUND

You're a ranking noble in House Cannith and own several manufacturing workshops and forges within the city. You're old and have no claim to leading the House, but your daughter Arazyn may do one day if you play your cards right. You've recently learned she's having a secret affair with Arjex d'Lyrandar, a noble from a rival House. You've asked your daughter's bodyguard Vosh Gunbright to put an end to this upstart whelp.

GOALS

- Ensure that Vosh kills Arjex d'Lyrandar. Check up with Vosh regularly to ensure he's on the case.
- If Vosh fails, kill the boy yourself and smuggle his body through the ventilation shafts to a waiting team of "disposal experts".

Player Handout H: Letter of Confirmation

Mother Strayne,

As per our agreement, find enclosed one year's payment for housing the boy. Allow me to reiterate our key terms:

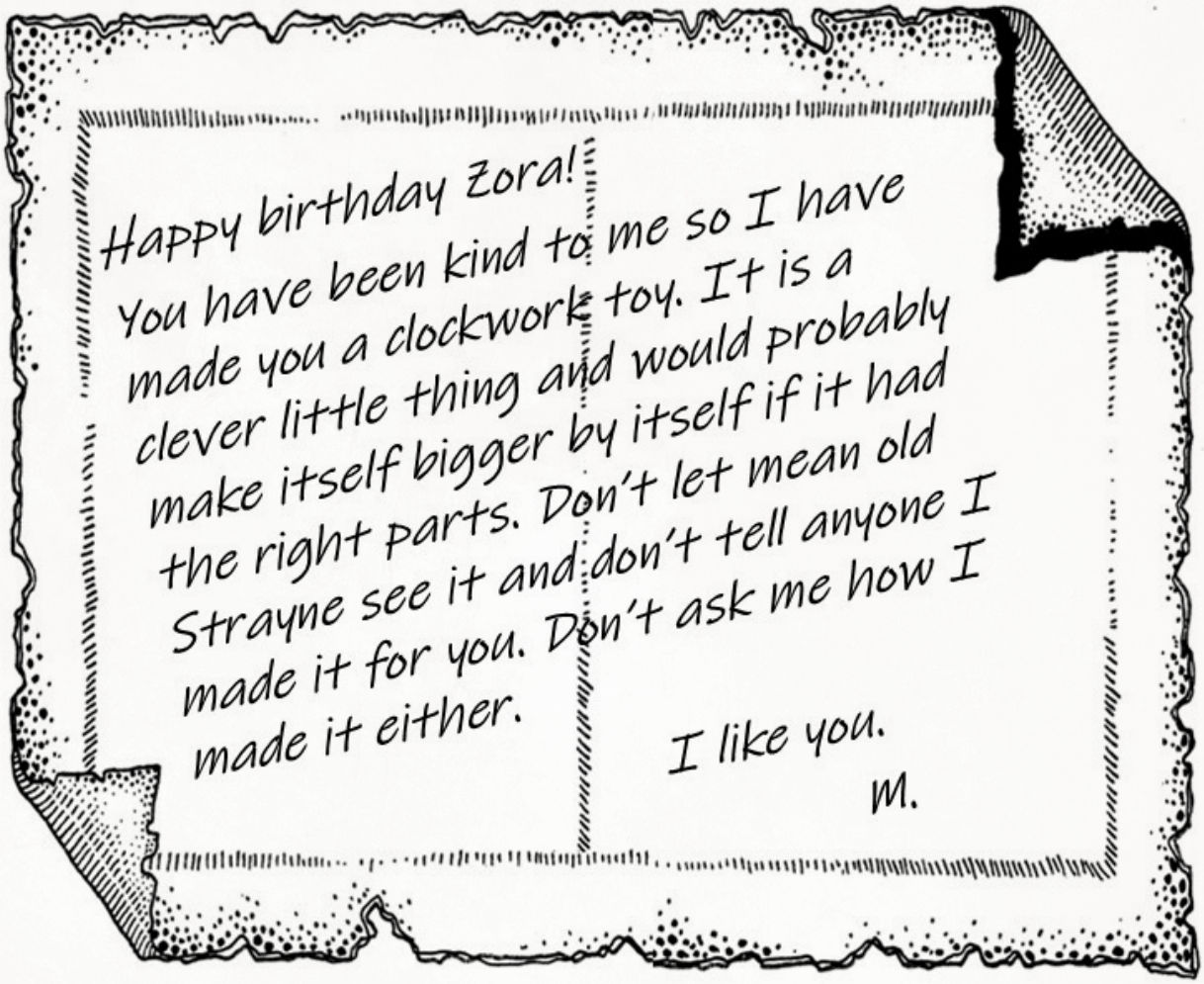
1. Nobody can learn the boy's identity. He must remain distant from the other children.

2. The boy must work. He must learn how the worker children live.

3. No lasting harm may come to the boy. Beat him as you would any other child, but if he sustains permanent injury, the penalties will be extreme.

I wish you good health.

Sterryk ir'Tyran


Happy birthday Zora!
You have been kind to me so I have made you a clockwork toy. It is a clever little thing and would probably make itself bigger by itself if it had the right parts. Don't let mean old Strayne see it and don't tell anyone I made it for you. Don't ask me how I made it either.
I like you.
M.



Young Merrix,

I regret it had to end like this. I sent you to the workhouse to learn humility. After all, the good prince must learn to see himself through the eyes of his people. Only the pigs know what it means to be a wolf. From mud shall you know yourself.

However, my orders were clear. You were not to befriend the children. Pigs dream of leaving the pen and dining with the farmer. Best to keep their pen locked, lest they trail their filth through your house.

By now, the Daask will have slaughtered your young comrades. This will hurt, I am sure, but know that strength is always forged in the crucible of loss. There is another lesson here: those killers have no idea I am directing them. Never play your hand if another can play it for you! If you play the game with honor, tricksters will run rings around you. To make it in this world, even a prince must know how to cheat.

If it helps, none of the killers will survive the night. I have ensured that. Remember also this lesson: the wolf that hunts too cautiously attracts the hunter. Learn when to strike and always do so with overwhelming force.

Hate me if you wish, but know your grand uncle assigned me this role to raise you as a statesman. You are a piece of clockwork, my prince, and I am the engineer who winds you up.

With love,

Sterryk ir'Tyran

Appendix 7: Story Awards

Parenthood

You saved a baby from mortal peril on the Menthis Steps but were unable to identify their parents. For the short term, you've chosen to take the child into your care. Give the child a name and tell your DM where the child resides. This award may become important in later adventures!

Appendix 8: Magic Item

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

Gem of Seeing

Wondrous item, rare (requires attunement)
Tier 2-4, 20 treasure checkpoints, found on Magic Item Table G

This lustrous emerald is fixed to leather head-straps that allow it to be worn over one eye. The gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem. The gem regains 1d3 expended charges daily at dawn.

Appendix 9: 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 5**. 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