DDAL-ELW03

THE CANNITH CODE

An Eberron *Embers of the Last War* Adventure

Conspiracy never sleeps in the City of Towers. You've come into possession of an encrypted letter that could bring down one of the most powerful crime families in Sharn... and lucky for you, a gnome spy has offered to decode it, if you can smuggle her out of her undercover assignment.

A Two-to-Four-Hour Adventure for Tier 1 Characters.
Optimized for APL 3.

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Adventure Primer

"War never ends. It will continue so long as life and death dance their unending waltz. Do not mourn war, my artificers. It is not a tragedy; it is an opportunity."

—Merrix d'Cannith

Background

An everyday gang murder has pulled on the loose threads of a conspiracy, and it's up to the player characters to unravel this tapestry. Days ago, a courier of House Orien, a noble house within **SHARN**, the **CITY OF TOWERS**, was found dead. The courier carried a letter for **MERRIX D'CANNITH**, a renowned artificer of **CANNITH SOUTH**.

The characters tracked this letter to the halfling-led **BOROMAR CLAN**, one of Sharn's greatest crime families. In the aftermath of the murder, House Orien hired the characters as **PRIVATE INVESTIGATORS** to recover their courier's letter from the Boromars. The investigators infiltrated the Boromar clan and discovered the letter in a locked safe in Councilor Boromar's villa. The letter was written in a **HOUSE CANNITH CIPHER**. Now the characters have an encrypted letter, and no idea how to decode it.

INGRID BOROMAR, a lowly Boromar spy trying to make a name for herself, discovered that the encoded letter had been stolen. The Boromars also wished to decrypt the letter to learn its contents, and Ingrid hatched a devious scheme. A gnomish **HOUSE SIVIS** spy going by the code name of **ALICIA LUND** is engaged in espionage in a House Cannith research compound. Ingrid delivers to the characters a forged message claiming that Alicia would help decode the letter for them in exchange for help escaping the compound. After the characters extract the gnome, Ingrid and her Clan Boromar thugs strike with the intent to capture Alicia, the letter, and the characters in one fell swoop.



Episodes

The adventure is spread over five episodes that take approximately two to four hours to play.

- ***Episode 1: An Unknown Ally.*** The characters learn who can help them decrypt the mysterious letter. This is the **Call to Action**.
- ***Episode 2: Infiltrating the Cannith Compound.*** The characters break into the House Cannith compound in order to extract Alicia Lund, their ticket to decrypting the letter.
- ***Episode 3: Letter? What Letter?*** The characters learn that Alicia didn't send for them at all, but she's nevertheless the code breaker they were looking for. She agrees to help only if they follow through on their original plan to help her escape.
- ***Episode 4: Clan Boromar's Wrath.*** Clan Boromar's thugs attack! One of their crew set this whole charade up in order to bag both the investigators and their target.
- ***Episode 5: Conclusion.*** Alicia decodes the letter and bids the characters farewell.

Bonus Objectives

This adventure includes two bonus objectives that the characters can pursue if they have additional 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: What's a Little Identity Theft?*** It wouldn't hurt to have a disguise for the next time you tangle with House Cannith. Steal the identity of the chief artificer in charge of the warehouse by killing him, taking his identification, and finding his personnel records. This bonus objective is found in **Appendix 4**.
- ***Bonus Objective B: Perfect Infiltration.*** It would be better if House Cannith never even knew there was a problem at their research facility. Make it in and out of the Cannith compound without having the guards called. This bonus objective is found in **Appendix 6**.

Episode Sequence

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.

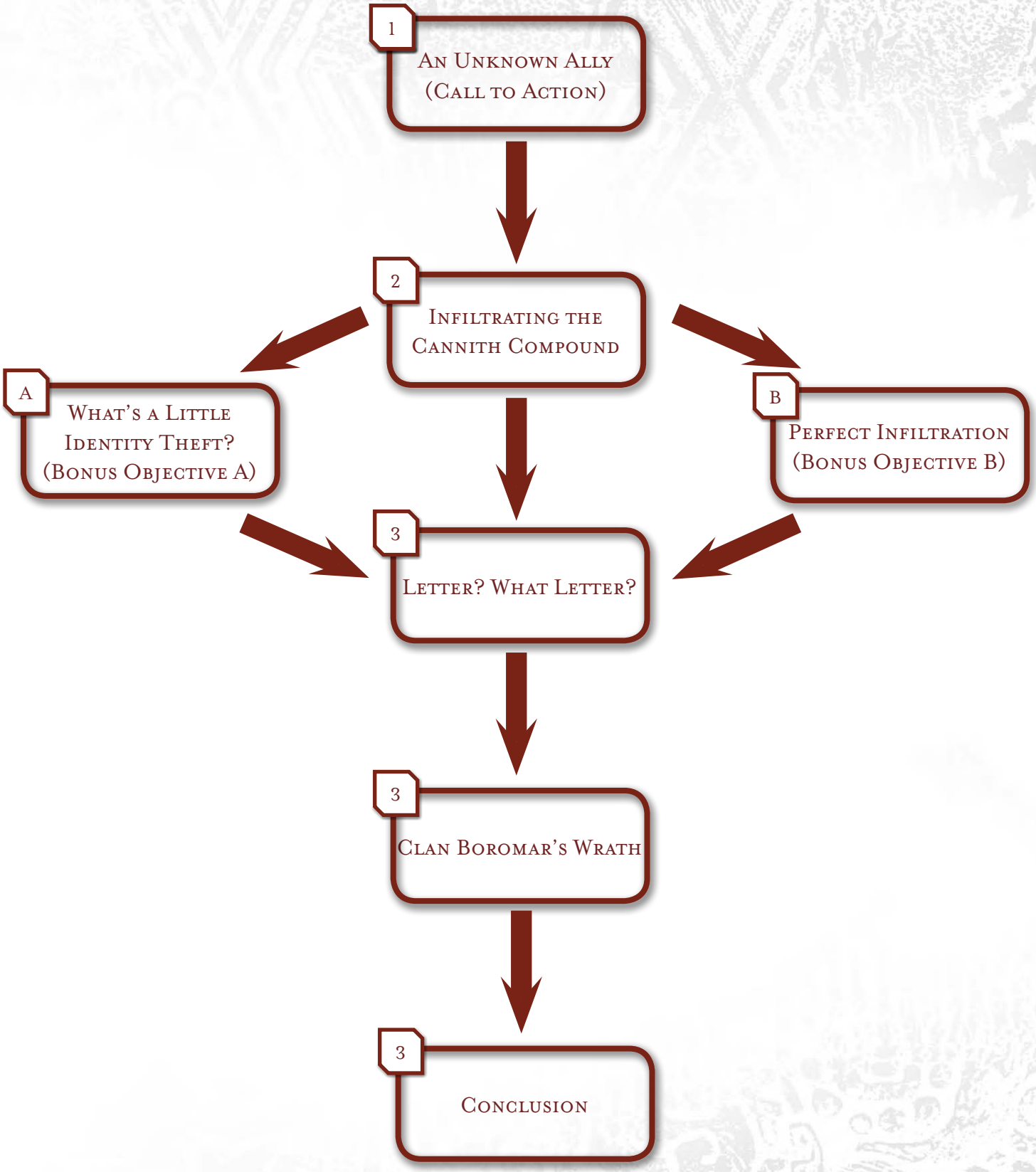
Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 5 in order, however, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives.

These optional objectives take place during episodes 2 and 3; bonus objectives can no longer be completed once those episodes are finished and episode 4 begins.

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: An Unknown Ally

Estimated Duration: 5 minutes

Delivery from a Courier

It is early morning in Sharn, the City of Towers. Today, a knock on the door of the characters' residence—perhaps a shabby hostel in the Hostelhome neighborhood of Lower Dura, or maybe a modest inn like Marquan's Rooms for Let in Lower Central—delivers a call to adventure to their door.

A rough-and-tumble halfling courier knocks upon their door and delivers an unmarked letter. Reading it reveals that it came from Alicia Lund, a gnome spy performing reconnaissance on a House Cannith research compound. She has completed her mission and is in need of extraction, and her House Sivis benefactors are unable to perform the operation. The entire compound is buzzing that an important and encrypted letter has been stolen from the Boromars, and she offers her decoding skills if the characters can extract her.

Playing Out of Order

If your party did not play the previous adventures in the *Embers of the Last War* storyline, begin the adventure by asking the characters how they came across the encrypted letter that was stolen by, then stolen from, the Boromar Clan. The adventure revolves around this encrypted letter.

Area Information

This adventure begins in the characters' current residence; a place of relative safety. It is brightly lit, and both food and drink are available at market price downstairs.

Creatures/NPCs

There are many others (**commoners**) waking up and eating breakfast in the inn. The only other character of note is Donahue Reckham (CN male halfling **scout**), a courier in Sharn trying to make ends meet. He has a mop of curly black hair that is filled with soot, and his tan face is smudged with mud. He often takes jobs from the shadowy Boromar crime family—and his delivery to the characters is such a job. Not that he would tell, short of his life being threatened.

Reckham has a thick lower-class accent, and his speech is peppered with all sorts of Sharnite slang. If someone lies to him or he's accused of lying, he likes to reply "that's tower spit!" a curse his parents don't let him use at home.

The Letter Arrives

In the midst of the characters' morning routine, there is a knock at their door. Reckham appears at the door (Medium-sized characters have to look down to see him), and wordlessly holds out the letter. If asked about its intended recipient, he simply says the name of one of the characters (DM's choice).

Once he delivers the letter, he holds out a hand. If left waiting, he coughs and says, "One crown, please." (He wants a single copper piece for his service.) Give the players handout 1, "Alicia's Letter," from Appendix 7.

The Letter's Contents

The letter reads: *Good morning, cunning investigators. I hope this letter finds you well. My name is Alicia Lund, I'm a 'marked of House Sivis. That's point one. I'm a spy, and I hear things. That's point two. Last night, I heard you came into possession of a coded letter that you need translated. That's point three. You see how these things come together, right?*

Gnomes like me, those with a dragonmark, we see right through codes, get me? I can help. But I need a favor done for me. See, I'm currently plying my craft in a House Cannith compound, and I'm worried that my cover story is wearing thin. I need someone to extract me before the whole situation goes elemental, and none of my fellow agents are close enough. You follow me? You scratch my back, I scratch yours. I've included a map to the Cannith compound in Lower Dura—it looks like any other warehouse down there, so make sure you've got the right place.

There are two other ways in, besides the main gate. Stay sharp.

Respectfully yours,
Alicia Lund

P.S., Would you mind doing a little bit of identity theft while you're in the compound, if you have time? The chief artificer keeps his records locked up tight, and I'd love to get my hands on his identification card and his personnel records.

Call to Action

In short, the objective of this mission is:

- Follow the map to the House Cannith compound.
- Infiltrate the compound and find Alicia Lund, the House Sivis codebreaker.
- Escape the compound and return her to safety.



Episode Two: Infiltrating the Cannith Compound

Estimated Duration: 60 minutes

The letter sent by Alicia Lund guides the characters through the streets of Sharn. They arrive in the Stores, a foggy warehouse district of Lower Dura, a gang-infested quarter of the city ignored by Sharn's politicians and constabulary alike.

The House Cannith warehouse the characters were directed to has several entrances; the characters must pick one, enter, and find Alicia Lund. They can infiltrate covertly or go in with guns blazing; but the second option makes episode 3 much harder, as the Cannith operatives within will call for mercenary guards.

False Information

The DM knows a secret that the players do not know: Alicia Lund *did not* send the letter asking for the characters' aid. A Boromar Clan agent named Ingrid Boromar wants to capture both the characters and Alicia Lund, so Ingrid sent a false missive to lure both out of hiding.

This deception becomes apparent at the end of this episode when the characters find Alicia. The gnome never sent the letter, and it's not written in her hand. Strangely, everything else about the letter is true, so she agrees to go along with the characters and their plan, as long as they proceed with caution.

Scene A. Cannith Compound, Exterior

Fog clings to the streets. Aside from the characters, the streets are empty; the warehouse district is deathly quiet. They stand across the street from an unassuming warehouse, with tiny, cloudy windows only on its upper floor, large enough only for a Tiny creature to squeeze through. By the map's indication, this warehouse is a secret research compound belonging to House Cannith.

Prerequisites

This scene begins after the characters depart their residence in search of Alicia Lund. They travel to Lower Dura and arrive outside the House Cannith compound with no trouble.

Area Information

This area features:

Dimensions & Terrain. The warehouses are packed tightly together, with only 10-foot-wide streets between each building.

Entrances & Exits. The compound has three entrances and exits, labeled in the text and marked on the map (Appendix 3) as E1, E2, and E3. The characters may have to search around the building to find the entrances.

Lighting. Swirling fog limits sight to a range of 60 feet, and the warehouses cast tall shadows in the early morning sun, lightly obscuring the streets of the entire district.

Scent. The putrid scent of sewage permeates the alley.

Objectives

Find an entrance to the House Cannith research compound and infiltrate it.

Searching the Streets

Characters who wish to search for warehouse for entrances can either describe their search or make a Wisdom (Perception) check. They discover certain entrances based on the result of their check or where they search. These results are cumulative.

E1. Main Entrance (Check Result Less Than 8). From the characters' vantage point, they can already see one entrance to the House Cannith warehouse: the main entrance (area E1). The only problem is that two **hobgoblin captains** belonging to a hired mercenary group called the Statue Smashers are guarding it. Their scarred faces and heavy armor display their experience and ferocity, and anyone who succeeds on a DC 5 Wisdom (Insight) check realizes that these guards aren't common goons.



If a character has somehow acquired a beige lab coat and a researcher's identification card, the guards let them pass—but only after searching their bags and possessions. The hobgoblins demand all weapons be left with them, but a character who succeeds on a DC 13 Charisma (Deception) check could convince the guards to let them keep it as a part of their "research equipment."

E2. Shipping Entrance (Result of At Least 8). Characters who go around back find two large shipping doors. They slide upwards into the roof, but are held down by a lock and chain. Picking the lock requires a character to make a successful DC 15 Dexterity check with thieves' tools. The hobgoblins beyond the door in area C2 both have a key.

E3. Sewer Entrance (Result of At Least 17). The stench of sewage permeates the district. Characters who investigate the source of the scent find a covered manhole around the corner from the warehouse's main entrance. Opening this manhole reveals a ladder into the sewer as expected, but the sewer below is dry. Following it for 10 feet reveals an iron door with the symbol of House Cannith emblazoned upon it. This door is locked, and picking the lock requires a character to make a successful DC 15 Dexterity check with thieves' tools. The magewright beyond this entrance in area C3 has the key.

Failing this check activates a poison gas trap. All characters within 10 feet of the door must make a DC 13 Constitution saving throw as thick green gas pours from tiny holes in the stone, taking 11 (2d10) poison damage on a failed save or half as much damage on a successful one. A character that succeeds on a DC 15 Wisdom (Perception) check can spot the holes, and a character that succeeds on a DC 10 Dexterity check with thieves' tools can disarm or destroy the trap.



Scene B. Cannith Compound, Interior

The interior of the House Cannith warehouse seems to glow reddish-brown as the flickering light of the *everbright lanterns* in the rafters reflects off the rusty iron girders holding the building up.

House Cannith magewrights in beige lab coats move back and forth between laboratory tables, taking notes and discussing results with their fellows. The entire research compound is overseen by Chief Artificer Garavantus d'Cannith, a middling artificer who yearns to make a magical breakthrough to garner fame and fortune.

Prerequisites

This scene begins after the characters enter the House Cannith warehouse. Where they enter depends on which entrance they used in scene A.

Area Information

Since this scene involves infiltrating a secure facility, it's important that the DM understands how the people inside will react to intruders, and how the scenery helps or hinders the characters' attempts to go unseen.

Alarm Procedure. The magewrights of this compound have a set procedure for dealing with intruders. Characters in clean lab coats go undetected unless they interact directly with one of the magewrights. Characters that interact with a magewright must succeed on a Charisma (Deception) check opposed by the researcher's Wisdom (Insight) to maintain their cover. Otherwise, the magewright takes the following steps:

- **Interrogate.** The intruders are asked why they're here, who they are, and for proof of identification.
- **Detain & Report.** Failing this, the magewright tells the intruders to stay where they are, and then travels to area C6 to report the intrusion to Chief Artificer Garavantus. If the intruders become violent, two magewrights in the area flee to report, and all others in the area attack. They do not pursue fleeing characters.
- **Apprehend.** Upon receiving word of intrusion, Garavantus calls for the Statue Smashers, their hired mercenary guard. They arrive in 10 minutes or at the start of episode 3, whichever is sooner.

Characters who arrive without a disguise are halted by the first magewright who sees them, and make this Charisma (Deception) check with disadvantage. Characters that noticeably attack magewrights cause the entire room to panic, and one magewright instantly flees to report the violent intrusion to Chief Artificer Garavantus.

Dimensions & Terrain. The warehouse's floor is smooth wood, and the brick walls and ceiling are reinforced by thick iron girders (AC 19, 27 hp, damage threshold 10) in 10-foot intervals. The ceilings are 30 feet high.

Breaking a girder causes it to collapse in a random direction. All creatures beneath the collapsing girder must make a DC 13 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save or half as much damage on a successful one.

Entrances & Exits. The compound has three entrances and exits, labeled in the text and marked on the map as E1, E2, and E3. These labels correspond to the entrances in scene A. There are windows on the upper floor, but they are thin glass slats only large enough for Tiny creatures to squeeze through.

Lighting. The *everbright lanterns* (see chapter 5 of the *Wayfinder's Guide to Eberron*) hanging from the ceiling brightly and flatly illuminate every room, but the edges of every room are shrouded in shadow. A creature or object hugging the wall of any room is lightly obscured.

Objectives

Explore the compound and make contact with Alicia Lund. She is in area C9.

Time Grows Short!

This episode is supposed to be completed in just 60 minutes to keep the adventure on pace. If you're playing in a timed environment and the characters have neither found Alicia Lund nor completed any bonus objectives after 90 minutes, simply have her enter the room they're in and advance to episode 3.

Creatures/NPCs

Except for the House Sivis spy Alicia Lund, all of the beings in this warehouse-turned-research laboratory are magewright researchers in the service of House Cannith. These researchers have a passive Wisdom (Perception) score of 10; as long as characters are able to hide in areas of shadow or behind objects, they only need to make a successful DC 10 Dexterity (Stealth) check to sneak through a room of researchers without drawing attention. On a failure, one researcher approaches the intruder (see "Alarm Procedure").

Objectives/Goals. These researchers were hired by Chief Artificer Garavantus to research ways to improve warforged armor, weaponry, and obedience.

What Do They Know? If questioned about their research, a magewright might say, "My team and I are researching blasted-out warforged from the Last War to find new ways of constructing armored chassis. This research is all theoretical, anyway! There's no way to make more warforged now that the Creation Forges are destroyed. If you want to know anything else, talk to Chief Artificer Garavantus in his study on the lower floor. He's in charge of this place."

If asked about Alicia Lund, the researchers know that she's a simple clerk who runs the personnel records room upstairs (area C8). The researchers are unaware of this, but Alicia is currently in the research library (area C9), stealing vital documents.

Researchers also possess uniforms and identification cards, and they have submitted detailed personal information that is kept in the personnel record-filing library (area C8). The former two are all that is needed for an effective disguise.

Finally, these researchers are racially diverse, consisting of humans, elves, dwarves, halflings, gnomes, half-orcs, and half-elves. Characters of other races will have a harder time blending in and constructing a disguise without the use of magic.



C1. Development Lab: Warfare

The main entrance leads into the central room of the warehouse, an open chamber that has been converted into a weapons research laboratory. This laboratory is engulfed in the sounds of fiery welding tools, screeching blades, and crackling firebolts. A dozen researchers in beige lab coats move back and forth between long lab tables. The center of the room is brightly lit, but the walls are cast in shadow (see "Lighting" in "Area Information").

Occupants. Twelve magewright researchers in the employ of House Cannith are hard at work. Four are taking apart warforged bodies on lab tables; three are operating welding tools and creating unusually-shaped warforged armblades; two are holding up tower shields while two others shoot *firebolts* at them; and one is sitting at a desk, recording research notes.

These magewrights use **apprentice wizard** statistics with the following modifications:

- They have *identify* prepared instead of *disguise self*.
- They have a +2 bonus to Insight.

Tables. Nine long lab tables take up most of this room's floor space, and several others have been pushed against the walls. These tables are made of aluminum and are polished to a reflective mirror sheen. They are filled with research equipment, inert warforged bodies, sharp weaponry, file folders filled with notes written in illegible shorthand, and dozens of half-filled mugs of black tea.

Searching a table requires a character to spend 1 minute searching and to make a DC 13 Intelligence (Investigation) check. On a success, the character finds notes relating to the hypothetical creation of larger warforged similar to the massive warforged titans seen in the Last War. These notes could sell for a fair price to historians or arms manufacturers.

A character that wants to search through a table without being noticed must succeed on a DC 15 Dexterity (Sleight of Hand or Stealth) check. On a failure, a researcher approaches and interrogates the character, asking what they're doing at their workstation (see "Alarm Procedure," under "Area Information").

Stairs. A broad staircase ascends to a central balcony (area C10), which overlooks the southeastern part of this room. There is also a smaller staircase leading upstairs (to area C7) in the northwest corner of the room.

C2. Shipping & Receiving

This shipping area is currently filled with empty crates. The next shipment out is clearly some time off, and the most recent shipment of food and supplies has already been distributed throughout the facility.

Hobgoblin Mercenaries. Two **hobgoblins** from the Statue Smasher mercenary company loiter inside the shipping area, waiting for the next shipment out. They are smoking cigarettes and cracking crass jokes about the "egghead researchers." Their assignment is to protect the next outgoing shipment of research materials as it is delivered to a secure location.

If they catch intruders here, they level their weapons but do not immediately attack. Instead of reporting the intrusion immediately, however, one of the hobgoblins tries to extort them for money. They keep quiet... but only to the tune of 10 gp per character. They aren't loyal to House Cannith, after all, but to their company.

C3. Development Lab: Obedience

The underground sewer entrance leads up a set of dimly lit tile stairs until it emerges into a small laboratory. It smells clean and sterile, and the center of the room is wide open; all of the lab tables have been pushed against the walls.

Occupants. Four magewright researchers work at these tables, and all of them have a warforged head on the table in front of them. The heads' cranial plates are open, and the researchers are tinkering around inside and scribbling notes as they observe their skulls' reactions. Some are speaking to their skulls, and they occasionally sputter out an unintelligible reply.

These magewrights use **apprentice wizard** statistics with the following modifications:

- They have *color spray* prepared instead of *disguise self*.
- They have a +2 bonus to Insight.

Tables. Three long lab tables have been pushed against the walls. These tables are filled with research equipment and pried-open warforged skulls. One of the researchers, a half-elf named Lyla Moonbroch, has left her lab coat on the back of her chair, and her identification card is hidden among her research notes. A character that searches the table and makes a successful DC 16 Intelligence (Investigation) check can find it.

A character that wants to search through a table without being noticed must succeed on a DC 15 Dexterity (Sleight of Hand or Stealth) check. On a failure, a researcher approaches and interrogates the character, asking what they're doing at their workstation (see "Alarm Procedure," under "Area Information").

C4. Specimen Storage

This storage hallway is filled with wooden crates, all of which are nailed shut. A character that makes a successful DC 14 Wisdom (Insight) check notes that each of these boxes is large enough to hold an average-sized humanoid.

Opening a crate requires succeeding on DC 15 Strength check to remove the lid, or destroying it. A crate has AC 5, 10 hit points, and is immune to poison and psychic damage. Inside, it is filled with wood shavings and a warforged corpse. Most of these warforged were victims of the Last War, and are missing one or more limbs.

C5. Lavatory

There are two chambers to this unisex washroom. The northern section has five toilet stalls, and the southern section contains ten washbasins. Its grubby tile walls are chipped, and the entire room smells of old urine.

Lost Coat. A magewright accidentally left his coat in one of the stalls. Characters who search the lavatory can make a DC 12 Intelligence (Investigation) check, finding the coat on a success. The coat contains an identification card for a clean-shaven, pale-skinned human male with thinning black hair. His name is Hugoh Darrey.

C6. Chief Artificer's Study

Chief Artificer Garavantus d'Cannith is a haughty dragonmarked human **noble** with the Mark of Making that considers himself a pioneer in the field of arcane automation. His ultimate goal is to create new warforged without the use of a Creation Forge—an impossible task, but one he arrogantly believes he can achieve.

Garavantus and his researchers have created several unique clockwork creatures and delivered them to their House Cannith sponsors, but crafting new warforged is, of course, beyond their capabilities. He has kept one clockwork construct as his personal defender; his **stone defender** stands camouflaged against the wall behind his desk. It is indistinguishable from the wall, thanks to its False Appearance trait. The construct leaps to Garavantus's aid if he calls it.

Stone Defender Malfunction. Garavantus's construct uses stone defender statistics with the following modification; which reduces its challenge to 3 (700 XP): The construct isn't immune to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine.

Developments. If Garavantus is killed or captured, magewrights can no longer report intruders, and the Statue Smasher mercenaries can no longer be called for aid. Additionally, characters have advantage on Charisma (Intimidation) checks against magewright researchers in this adventure.



Adjusting the Scene

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

- **Very Weak:** Replace the **stone defender** with two suits of **animated armor**.
- **Very Strong:** Remove the **stone defender**'s modification, restoring its normal damage immunities.

C6a. Sleeping Chamber

Garavantus is married to his work, and has no partners, children, or close friends. He often spends nights at the research lab. His bedroom has a comfortable feather bed large enough for one Medium creature to sleep in.

The door can be locked from the inside, requiring a successful DC 15 Dexterity check with thieves' tools to pick, or a successful DC 15 Strength check to break down.

C7. Antechamber

This room is an empty hallway. The door in the south is open (leading to the cafeteria, area C11), and the sounds of loud, indistinct chatter drift out into the hall. The eastern door is shut, and a small brass plaque affixed to it reads "Library: Personnel Records."

C8. Library: Personnel Records

The personnel records room is a twisting labyrinth of 10-foot-tall aluminum shelves arranged in tight corridors. The sound of snoring echoes through the rows of metallic bookshelves.

Napping Guard. A bookish **hobgoblin devastator** from the Statue Smashers mercenary company dozes in an aluminum chair in the southeast corner of the records room. She has taken six books from the repository (area C9), and they sit in a tidy stack next to her chair. She is unconscious, but is awakened by taking damage or by loud noises, such as the sound of combat in this area or an adjacent one.

Identity Theft Made Easy. The records in this room contain detailed information on the appearance, education, employment history, and history of every magewright researcher on staff in this compound—including the Chief Artificer. A character can spend 10 minutes searching to find his records in this room, in order to complete **Bonus Objective A: What's a Little Identity Theft?** This search can be done during a short rest.

Adjusting the Scene

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

- **Very Weak:** The **hobgoblin devastator** is not wearing armor, reducing her AC to 11, and she has already used her 4th-level spell slot.
- **Weak:** The **hobgoblin devastator** has already used her 4th-level spell slot.
- **Strong:** No changes.
- **Very Strong:** The **hobgoblin devastator** is accompanied by two **hobgoblins**, both of which are awake and playing a game of cards in the northeast corner of the room.

C9. Library: Repository

The Cannith compound's research repository is a cross between an academic reference library and an organized collection of research notes. Textbooks and almanacs on arcane technology are intermingled with folders full to bursting with notes scribbled in House Cannith research shorthand.



Alicia Lund. The Mark of Scribing gnome **spy** known as Alicia Lund is furiously copying a binder of research notes into her own personal notepad. She tries to play it cool if characters approach her disguised as Cannith researchers, but reacts with confusion if she sees adventurers breaking in. Once the characters meet her, advance to episode 3. "Letter? What Letter?"

C10. Central Balcony

This grand balcony overlooks the southeast portion of Development Lab: Warfare (area C1) and the shipping dock (area C2). There's usually at least one magewright researcher **(apprentice wizard**) on break here, leaning against the bannister, at any given time.

The double doors in the north of this area are closed, but the muffled sound of excited chatter spills through from the cafeteria beyond them (area C11).

C11. Cafeteria

The raucous din of carousing researchers fills this room at all hours of the day, and it only increases in intensity at lunch and dinnertime. The only time this room ever quiets is when Chief Artificer Garavantus enters, at which point it becomes still as a crypt.

If characters enter this room without wearing a disguise, four magewright researchers and two hobgoblins rise and tell the characters, "We'll show you what we do to intruders 'round here. Let's take it outside." They try to pressure the characters to go into the antechamber (area C7), where they fight them instead of reporting the intrusion.

Occupants. A dozen magewright researchers and six **hobgoblins** are in this room at any given time. They are all drunk, and none of them are in any condition to question the disguise of a character in a lab coat, and they all have disadvantage on Wisdom (Insight) and Wisdom (Perception) checks.

These magewrights use **apprentice wizard** statistics with the following modification:

- They have *unseen servant* prepared instead of *disguise self*.
- They have a +2 bonus to Insight.

Treasure. A character who searches the cafeteria bar can make a DC 13 Intelligence (Investigation) check. On a success, they find several bottles of locally brewed cider, as well as two *potions of healing*.

Playing the Pillars

Combat

There are several opportunities for the characters to pick a fight in the warehouse, but these fights are best kept as isolated incidents. Fighting in heavily populated areas like the development labs likely results in the characters being overwhelmed through sheer numbers.

Exploration

Exploring the warehouse stealthily is key to success. The shadowed walls allow characters to hide as long as they skirt the edges of a room. Characters who know exactly where to go to find Alicia Lund could easily sneak their way to her without ever alerting the researchers.

Social

Characters who don't wish to explore every inch of the warehouse need to don disguises and talk to the House Cannith researchers in order to figure out Alicia Lund's location. This involves stealing or crafting a disguise, and asking the right questions without arousing suspicion.

Episode Three: Letter? What Letter?

Estimated Duration: 25 minutes

In this episode, the characters meet up with Alicia Lund and escape the Cannith compound. Their actions in episode 2 may cause a mercenary group known as the Statue Smashers to crash their party, making this escape a harrowing experience.

Prerequisites

The characters must have found Alicia Lund in the Repository (area C9) in order to begin this episode.

Mercenary Guards. If Chief Artificer Garavantus was alerted to the presence of intruders in the course of episode 2, reinforcements arrive to secure the building. These mercenary guards, known as the Statue Smashers, are made up mostly of hobgoblins, but are led by a male **medusa** named Zimarkos. He is a medusa with the following changes, which lower his challenge to 4 (1,100 XP):

- His AC is increased to 16 (chain mail).
- His hit points are reduced to 90 (12d8 + 36).
- The save DC of his Petrifying Gaze ability is reduced to 12.
- He can only make two melee attacks when he takes the Multiattack action.

If the characters' cover was blown, the Statue Smashers arrive after 10 minutes or at the start of episode 3, whichever is sooner. Their arrival results in changes to the following areas:

Statue Smasher Changes

- C1. The male medusa Zimarkos guards the main exit (E1), and all magewright researchers flee to area C3. Two hobgoblins patrol the room's center.
- C2. Chief Artificer Garavantus gathers his personal files and exits through the shipping door (E2) with his stone defender as quickly as possible.
- C3. All researchers are encouraged to gather here for their own safety, packing this room with twenty-eight magewrights. Thanks to the chaotic circumstances, they don't investigate the disguises of any characters in this room.
- C4. No changes.
- C5. No changes.
- C6. Chief Artificer Garavantus has departed with all his personal files. This area is now empty.
- C7. No changes.
- C8. The hobgoblin devastator in this area wakes up and is joined by the four hobgoblins from area C11. They patrol the entire upper floor, investigating any suspicious sights or sounds.
- C9. No changes.
- C10. No changes.
- C11. This area is now empty.

Area Information

This episode uses the same location and details as episode 2.

Objectives

The characters must convince Alicia Lund to come with them then escape the warehouse with her.

Creatures/NPCs

Eliza d'Sivis, known to the characters by her cover name of Alicia Lund, is a Mark of Scribing gnome **spy** bearing the Mark of Scribing. She has a quick, dry wit, and likes to flirt with any handsome males in the party. She's basically a female, gnomish James Bond. Alicia is spying on Cannith South against the wishes of House Sivis. She's overheard rumors Merrix d'Cannith, leader of Cannith South, has something big in store that could change the future for all the houses in Breland, but she doesn't know what exactly and has been trying to find out.

What Does She Know? Alicia didn't send the message the characters received in episode 1, but she's worried she got in too deep and this might be her only chance to escape the Cannith compound. She's suspicious of the circumstances, but agrees to escape with the characters' help. She warns them to be on their guard.

Objectives. Alicia needs to get out of the Cannith compound and get to safety with her stolen information as soon as possible. She gladly repays the characters' kindness by decoding the encrypted letter... but only once they're out of danger. This gnome has an iron will, and if the characters try to coerce her to decode their letter immediately, she flatly refuses to help until she's out of the Cannith compound.



Scene A. "I'm Alicia Lund. Who in Khyber are you?"

This episode begins when the characters meet Alicia Lund in the repository. She is a female gnome dressed in the beige lab coat of the magewright researchers. She carries a briefcase almost as large as her body, and it's packed with stolen documents.

If the characters approach her while disguised as Cannith researchers, she stays in character as a researcher until they drop the act. If the characters approach her without a disguise, she hisses to them to get away. "Who in Khyber are you? You're going to blow my cover!"

Uncovering the Deception

Alicia Lund didn't send the message that the characters received in episode 1, and she tells them as much. She thinks that they've all been set up, but she doesn't know who did it yet. Alicia has a curious streak—and a vengeful one, too—and suggests that if a trap has been laid for them, the best way forward is to first spring it, then lay the hurt on whoever set it.

Suggesting a Bonus Objective

If the alarm hasn't been raised and the Statue Smashers haven't been called, Alicia urges the characters to escape without getting caught.

"Yeah, we could blast our way out of this one, sure, but I'd rather House Cannith never even know we messed with their operation. If they realize a spy got into this operation, they'll beef up security on their other labs, and that could make another job... difficult."

This bonus objective is found in Appendix 6.



Bonus Objective B – "Perfect Infiltration"

If the Statue Smashers have arrived, it's already too late to escape undetected and complete bonus objective B. If they haven't, the characters still have a chance to complete it by escaping without being reported.

"Let's Get Out of Here"

Now that the characters have rendezvoused with Alicia Lund, their goal is to escape the warehouse. Alicia helps in any combat she feels is winnable. She urges the characters to flee from a losing battle with her.

Using the areas from episode 2, including any changes caused by the potential arrival of the Statue Smashers, the characters must make their way to area E1, E2, or E3. Unless the two hobgoblin captains in E1 were taken care of earlier, they still stand guard.

She Knows the Researchers. Alicia has been undercover here for several weeks, and the researchers consider her a colleague. They don't know the characters, but characters in disguise "blend in" with their friend Alicia, unless they have to make conversation. Undisguised characters trigger the alarm procedure as usual (see "Alarm Procedure," under "Area Information" in scene B. "Cannith Compound, Interior").

Exiting the Compound. Alicia can walk right past the guards undisturbed, but not with her briefcase full of stolen notes. All bags are checked when entering or exiting the main gate, and she's well aware that this is out of the question. The briefcase must stay in one piece; she refuses to let the characters touch even a single sheet of its contents.

Optional: Scene B. "Wait a Sec..."

The characters are free to concoct any escape plan they like. If things are going a little too smoothly, you can inject a little tension into the scene by having a researcher (**apprentice wizard**) walk by and recognize Alicia just as the party is about to make their escape. If the Statue Smashers have put the building on lockdown, the researcher is returning from the lavatory and just happened to meet the party.

The researcher starts making small talk, and Alicia reciprocates to keep from blowing her cover. If the characters are nearby, however, he quickly notices them and realizes that he doesn't recognize them.

If the characters are in a public space, like area C1 or C2, this could be a problem, as violently subduing this researcher draws the attention of everyone else in the room.

Episode Four: Clan Boromar's Wrath

Estimated Duration: 25 minutes

The Deceiver, Revealed

The characters escape the Cannith Compound and run through Lower Dura to return to safety. They only get a single block away before a dissonant chord shrieks through the air, and a flash of light and smoke explodes not ten paces in front of them. A piercing cackle rings through the veil of smoke, and silhouettes of several muscle-bound thugs plod through the cloud.

"Lookie here, I've snared two birds in one net," the shrill voice squawks. "Don't you know it's rude to steal a woman's mail? This is payback for the Boromar Ball. Get 'em, boys."



Prerequisites

The characters must have escaped the Cannith compound to begin this episode. This episode assumes that the characters have Alicia Lund with them.

Area Information

Ingrid Boromar and her goons ambush the characters in a dingy city street in a bad neighborhood of Lower Dura.

Dimensions & Terrain. The street is 10 feet wide with a 5-foot-wide sidewalk on either side. It splits into a T intersection 40 feet in front of the characters' position.

Lighting. The light of the midday sun brightly illuminates the street.

Smoke Cloud. Ingrid Boromar used her *Mac-Fuirmidh cittern* to create a smoky, bitter-smelling *fog cloud* that obscures her and her minions.

Objectives

The characters must defeat Ingrid Boromar and her goons. Once she's defeated, get back home!

Creatures/NPCs

Ingrid Boromar is a skilled **bard**, but a lowly daughter of Clan Boromar. She has a serious inferiority complex, and is desperate to prove herself to her family. She is accompanied by four Clan Boromar **thugs**. She and the thugs are all stout halflings, with the following racial traits:

- Their size is Small.
- Their base walking speed is 25 feet.
- When they roll a natural 1 on the d20 for an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.
- They have advantage on saving throws against being frightened.
- They can move through the space of any creature that is of a size larger than them.
- They have advantage on saving throws against poison and resistance against poison damage.
- They can speak Common and Halfling.

Objectives. Ingrid Boromar wants to capture both the characters and Alicia Lund alive and return them to the Boromar crime family. She also wants the characters to know exactly how clever she was, and she explains her deception in detail over the course of the battle, saying things such as:

- "The letter-thieves and the gnome who can decode it, together at last. You will make a fine gift for the Lady Boromar."
- "Yes, it was I who sent you the message, not that ugly little gnome."
- "I needed you both, but the gnome was out of my reach. What better way to nab her than to get you adventurers to do all the dirty work for me?"
- "Enough talk. Let's settle this. Now."

Tactics. Ingrid Boromar stands 10 feet above the ground on a fire escape at the north end of the street. She and her thugs are heavily obscured by the fog cloud, and attack from its cover until the characters come to them. They only abandon cover to pursue fleeing characters.

Adjusting the Scene

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

- **Very Weak**: Remove three **thugs**.
- **Weak:** Remove two **thugs**.
- **Strong:** No changes.
- **Very Strong:** Add a **priest** and replace one **thug** with a **bandit captain**.

Episode Five: Conclusion

Estimated Duration: 5 minutes

Missive Decoded, Mission Accomplished

The characters return to their residence with Alicia Lund. When they arrive, she reveals—if she hasn't already—that her real name is Eliza d'Sivis, and she possesses the Mark of Scribing (which was hidden on her shoulder beneath her clothing). It grants her powers that aide in encryption and decryption, and she's been using those skills to crack House Cannith's codes for months. Alicia also explains that her mission for investigating House Cannith wasn't assigned to her by House Sivis. She covertly went against the orders of her house to spy on Cannith South, because she heard Merrix d'Cannith, Cannith South's leader, was planning "something big" that would chart the future of the houses in Breland, and she wanted to find out what.

So far she has figured out that Cannith South is covertly trying to sell a new invention to criminal buyers, but she does not know what the invention is or who the buyers are.



Prerequisites

The characters must have defeated Ingrid Boromar in order to leave Lower Dura and return home.

In Case of Petrification…

If any of the characters were petrified by Zimarkos while escaping the Cannith compound, their House Orien patrons provide as many *greater restoration* spells as necessary to heal the investigators, free of charge.

Cracking the Cannith Code

The letter that the characters stole from Clan Boromar in the last adventure, *DDAL-ELW02: Boromar Ball*, is written in the same House Cannith cipher that Alicia has been breaking in the warehouse lab. She spends about half an hour working on the letter, then tears a sheet from her notebook and places it on top of the original letter.

She addresses the characters and says, "Done. No pay necessary. I appreciate the help in making my getaway, but try to keep me out of your schemes in the future. I don't want to risk you lot blowing my cover." She turns to go, then turns back and says, "It was a fun ride, though," and winks at the cutest male character, if any, in the party. She then departs.

Give the players player handout 2, "Decoded Letter," in Appendix 8.

Reading the Letter

The characters can examine the decoded letter, if they wish. It reads:

To the Greatest of All Who Bear the Name Cannith,

We represent the Swords of Liberty. We have received confirmation that you are proceeding with our order as planned. You have our humblest thanks—we assure you that the transfer of funds into your accounts will be made with the utmost discretion, and that nothing will link our activities.

Our agents have heard that the schisms within your mighty house have led to the Boromar crime family siding with your d'Cannith rivals. Our deepest condolences. Nevertheless, we expect that your agents will be the picture of discretion in order to keep any unwanted investigators out of our business.

The crowned heads of Eberron will roll, thanks to your contribution to the war effort. We hope to do business with you again in the future.

Sincerely,

He Who Will Write History with Crimson Ink

Adventure 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:

Advancement and Treasure Checkpoints

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

- ***Story Objective A:*** Find Alicia Lund
- ***Story Objective B:*** Decode the stolen letter

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

- ***Bonus Objective A:*** Steal a Cannith-employed artificer's identity... just in case.
- ***Bonus Objective B:*** Infiltrate and escape the Cannith Compound without being discovered.

Magic Item Unlock

Characters completing adventure unlock:

Instrument of the Bards (Mac-Fuirmidh Cittern). This magical instrument is typically constructed as a cittern, but when sized for a Clan Boromar halfling, it looks more like a ukulele. This item can be found in **Appendix 9**.

Story Awards

Characters who complete Bonus Objective A receive the following story award:

Phony Chief Artificer. You now possess the personal records of an artificer employed by House Cannith. More information can be found in **Appendix 5**.

Level Progression in Embers of the Last War

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

DM Rewards

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime 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.



Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- ***Alicia Lund (a-LEE-shuh LUND).*** The gnome spy Eliza d'Sivis is undercover in a House Cannith research facility using the name Alicia Lund.

  Personality: *I'm a quick study in three fields: codes, magic, and cute men.*
  Ideal: *Get in, get out, don't get noticed. Unless getting noticed is what you had in mind.*
  Bond: *Orphans make the best spies, it seems. House Sivis took me in when no one else would.*
  Flaw: *I don't get "distracted" by beautiful men. I would say they... realign my priorities.*

- ***Garavantus d'Cannith (GAIR-uh-VAN-tuss).*** Garavantus d'Cannith is a haughty human that has desperately clawed his way into every position of power he has ever held—and believes that he is superior to everyone because of it. He has been named Chief Artificer of a House Cannith research facility, and he is going to prove to his superiors that he deserves the world, and more.

  Personality: *I deserve more than this. I deserve it all. Fame. Money. Power. They will not deny me what I deserve!*
  Ideal: *The things I create will drive the world into a bright new era, one where I plant myself on top.*
  Bond: *House Cannith is filled with benefactors. They are lucky to have my loyalty.*
  Flaw: *Flaws? Me, flaws? I think you're quite mistaken. I am a perfect intellect, a flawless diamond!*



- ***Zimarkos (zim-ARC-ohs).*** The male medusa known as Zimarkos is a big name in the more dangerous neighborhoods of Lower Dura. He runs the Statue Smasher mercenary company—named so because he turns their foes into statues... and his hobgoblin goons smash 'em. He wears a helmet with a thick visor that keeps others from looking upon his face, which he removes during combat.

  Personality: *I speak my mind. If none care what hurts me, then I care not what hurts them.*
  Ideal: *I live for destruction. It is all I can live for.*
  Bond: *My soldiers are... my family. I rely upon them They are my eyes in this world.*
  Flaw: *I am alone. I can never look upon those I love.*

- ***Ingrid Boromar (ING-grid BORE-oh-marr).*** Ingrid Boromar, a halfling, is a skilled bard, but a lowly daughter of Clan Boromar. She has a serious inferiority complex, and is desperate to prove herself to her family.

  Personality: *My father always loved my music, but I knew that he would never allow me to be anything more than a pretty singer. I'll show him.*
  Ideal: *Respect. You give me respect, I give it back. You don't give it? I'll take it by force.*
  Bond: *Dear ol' dad's a filthy piece of work, but Clan Boromar itself? I love it more than life.*
  Flaw: *I admit... in the heat of the moment, I sometimes get blinded by my own ambition and feel like I can't lose.*

- ***Warehouse District, Lower Dura.*** Lower Dura is a dark and dangerous place that has largely been left to fester and rot while the miserable poor struggle to get by. Street violence by amateurs and criminal gangs are a common site, much more than the Sharn Watch. House Cannith South has quietly acquired an unmarked warehouse in a seedy neighborhood of the dingiest district in Sharn. This warehouse looks unassuming, but it's filled to the brim with magewright researchers looking for new ways to create warforged and other war automata.

Appendix 2: Creature Statistics

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

Apprentice Wizard

Medium humanoid (any race), any alignment

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

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

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

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

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

Actions

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

Bard

Medium humanoid (any race), any alignment

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

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

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

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

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

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

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

Actions

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

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

Hobgoblin Devastator

Medium humanoid (goblinoid), lawful evil

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

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

Skills Arcana +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 4 (1,100 XP)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

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

Cantrips (at will): *acid splash, fire bolt, ray of frost, shocking grasp*
1st-level (4 slots): *fog cloud, magic missile, thunderwave*
2nd-level (3 slots): *gust of wind, Melf's acid arrow, scorching ray*
3rd-level (3 slots): *fireball, fly, lightning bolt*
4th-level (1 slot): *ice storm*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) bludgeoning damage, or 5 (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.

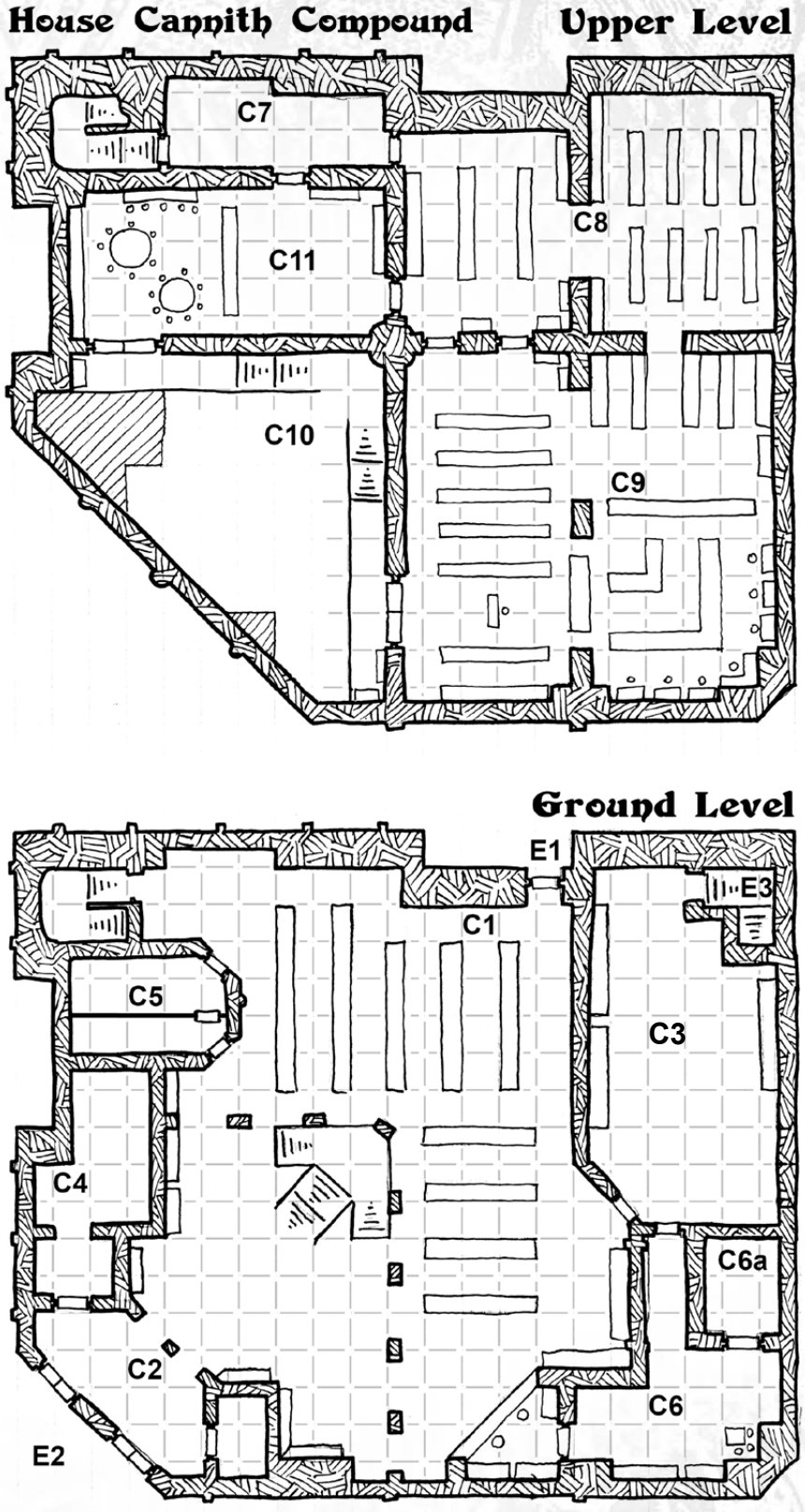
Actions

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

Slam. 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.

Appendix 3: Maps



House Cannith Compound

Appendix 4: What's a Little Identity Theft? (Bonus Objective A)

Estimated Duration: 30 minutes
Location: Cannith compound, any area

Prerequisites

The bonus objective can be completed once the characters enter the Cannith Compound, and they must accomplish it without having their presence reported to the chief artificer, otherwise he flees the building.

Objectives

In order to complete this bonus objective, the characters must kill Chief Artificer Garavantus, take the identification card from his person, and take his personnel records from the library (area C8).

Area Information

This bonus objective takes place entirely within the Cannith Compound. The characters can stumble upon it while searching for Alicia Lund in episode 2, or try to accomplish it while escaping the compound in episode 3.

Creatures/NPCs

Chief Artificer Garavantus d'Cannith is a human artificer with the Mark of Making and is in charge of this research facility. He is described in episode 2 in area C6, and in **Appendix 1: Locations & NPCs**.

Treasure & Rewards

Completing this bonus objective grants the characters the Phony Chief Artificer story award found in **Appendix 5**.

Appendix 5: Story Award

Characters who steal Chief Artificer Garavantus's identity earn the following story award:

Phony Chief Artificer

You now possess the personal records of an artificer employed by House Cannith. You can use the personal information you acquired in the Cannith Compound's library to pretend to be human artificer, Garavantus d'Cannith. This includes pre-signed stationary, sealing wax, and a sealing stamp. You also possess an identification card, but unless you can make yourself look like a middle-aged male human, it won't get you very far.

This false identity gets you access to House Cannith South social events and low-ranking research labs, but there are caveats. Garavantus didn't have clearance to access any top-secret Cannith South research projects. Also, Garavantus was allied with Cannith South, not Cannith East or West, and is only permitted into Cannith South events or locations.



Appendix 6: Perfect Infiltration (Bonus Objective B)

Estimated Duration: 30 minutes
Location: Cannith compound, any area

Prerequisites

If any House Cannith researcher or Statue Smasher mercenary reports your intrusion to Chief Artificer Garavantus in either episode 2 or episode 3, you can no longer complete this bonus objective.

Objectives

In order to complete this bonus objective, the characters must complete episodes 2 and 3 without being reported to Chief Artificer Garavantus. If they are caught by one of the House Cannith researchers or the hobgoblin mercenary guards, the creature that caught the character must be killed or otherwise incapacitated before reporting the intrusion. If this takedown occurs within plain view of other hostile NPCs, they try to report the intrusion themselves.

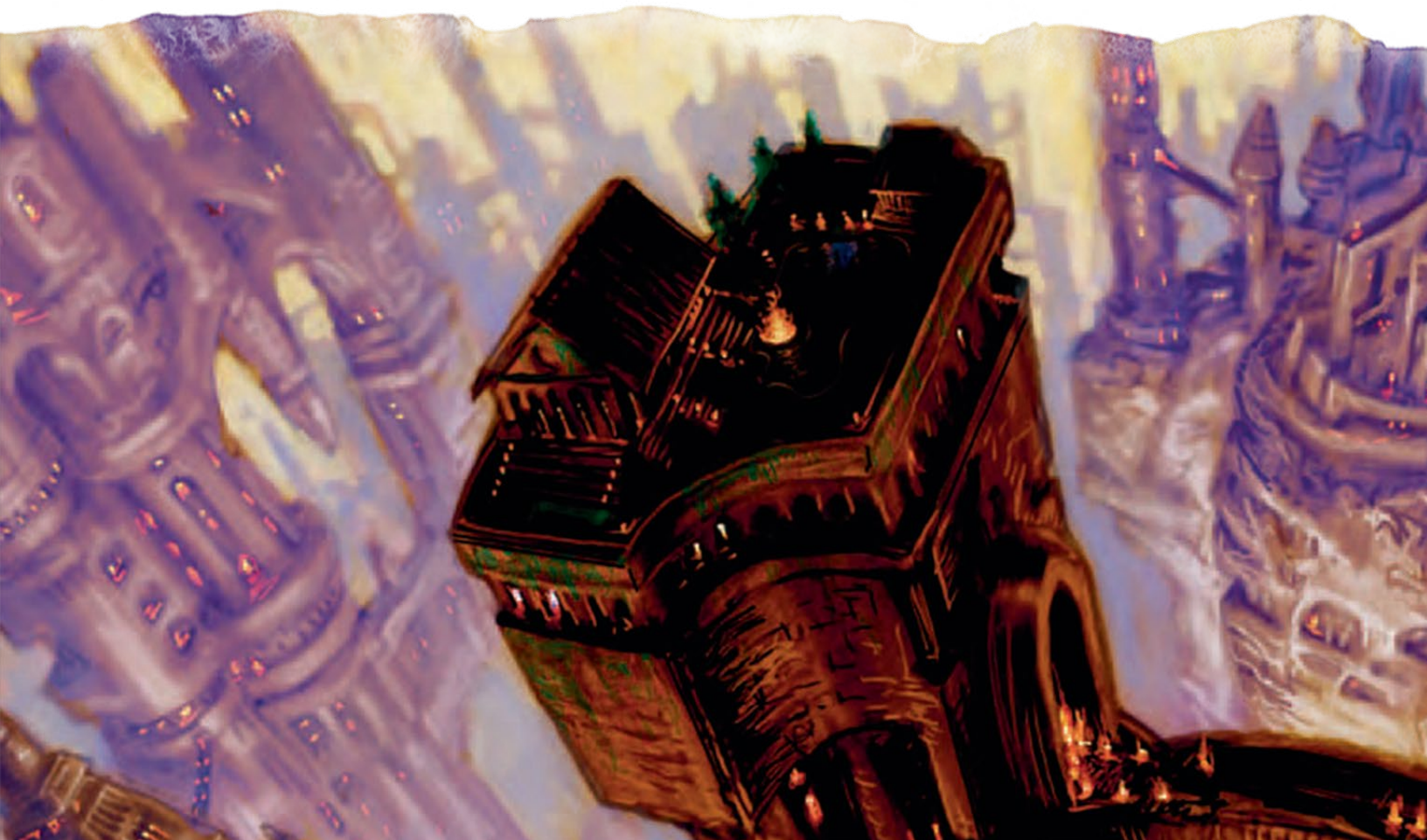
If this happens, the characters' only recourse is to secure the room and defeat everyone inside—possibly alerting other rooms to their presence by the noise of the fight—or trying to cut their losses and hide.

Area Information

This bonus objective takes place entirely within the Cannith compound.

Creatures/NPCs

The creatures and NPCs involved in this bonus objective are described in episodes 2 and 3.



Appendix 7: Alicia's Letter (Player Handout 1)

Good morning, cunning investigators. I hope this letter finds you well. My name is Alicia Lund, I'm a 'marked of House Sivis. That's point one. I'm a spy, and I hear things. That's point two. Last night, I heard you came into possession of a coded letter that you need translated. That's point three. You see how these things come together, right?

Gnomes like me, those with the dragonmark, we see right through codes, get me? I can help. I'm offering. But I need a favor done for me. See, I'm currently plying my craft in a House Cannith compound, and I'm worried that my cover story is wearing thin. I need someone to extract me before the whole situation goes elemental, and none of my fellow agents are close enough. You follow me? You scratch my back, I scratch yours. I've included a map to the Cannith compound in Lower Dura—it looks like any other warehouse down there, so make sure you've got the right place.

There are two other ways in, besides the main gate. Stay sharp.

Respectfully yours,
Alicia Lund

P.S., Would you mind doing a little bit of identity theft while you're in the compound, if you have time? The chief artificer keeps his records locked up tight, and I'd love to get my hands on his identification card and his personnel records.

Appendix 8: Decoded Letter (Player Handout 2)

To the Greatest of All Who Bear the Name Cannith,

We represent the Swords of Liberty. We have received confirmation that you are proceeding with our order as planned. You have our humblest thanks—we assure you that the transfer of funds into your accounts will be made with the utmost discretion, and that nothing will link our activities.

Our agents have heard that the schisms within your mighty house have led to the Boromar crime family siding with your d'Cannith rivals. Our deepest condolences. Nevertheless, we expect that your agents will be the picture of discretion in order to keep any unwanted investigators out of our business.

The crowned heads of Eberron will roll, thanks to your contribution to the war effort. We hope to do business with you again in the future.

Sincerely,

He Who Will Write History with Crimson Ink

Appendix 9: Magic Item



Characters who complete this adventure unlock this magic item.

Instrument of the Bards (Mac-Fuirmidh Cittern)

Wondrous item, uncommon (requires attunement by a bard)
Tier 1, 16 treasure checkpoints

An instrument of the bards is an exquisite example of its kind, superior to an ordinary instrument in every way. Seven types of these instruments exist, each named after a legendary bard college. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells: *barkskin, cure wounds, fly, fog cloud, invisibility, levitate*, or *protection from evil and good*. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

When you use the instrument to cast a spell that causes targets to become charmed on a failed save, the targets have disadvantage on the saving throw. This effect applies whether you are using the instrument as the source of the spell or as a spellcasting focus.

This item is found in the *Dungeon Master's Guide*.

Special. This instrument is sized for a halfling to play it, and looks like a ukulele. Additionally, when you cast fog cloud with this instrument, the cloud erupts with a bang and a flash of light, creating a cloud of acrid smoke instead of fog. This does not otherwise change the spell's effects.

Appendix 10: Dungeon Master Tips

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. 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