



SEARCHING FOR SECRETS

An Eberron *Embers of the Last War* Adventure

Sharn's undercity, the Cogs, hides a devastating secret that could reignite the Last War. As agents of the Lord of Blades tighten the noose around the characters' necks, the characters search for the entrance to a hidden forge.



A Three-to-Four-Hour Adventure for Tier 2 Characters.
Optimized for APL 9.

CREDITS

Designer: Travis Woodall

Editing: James Introcaso, Ashley Michaela "Navigator" Lawson

Layout and Graphic Design: Rich Lescouflair

Cartography: Travis Woodall

D&D Adventurers League Guildmaster: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Greg Marks, Alan Patrick, Travis Woodall, Lysa Chen, Claire Hoffman, Amy Lynn Dzura

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

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

ADVENTURE PRIMER

...it was no good looking inconspicuous unless people could see that you were being inconspicuous.

—Terry Pratchett

BACKGROUND

It has long been rumored that **CANNITH SOUTH**, governed by the ambitious **MERRIX D'CANNITH** has a **CREATION FORGE** hidden somewhere within the city of **SHARN**—rumors to which a series of chance encounters has lent a great degree of credit.

Assisted by **ANTONIA D'MEDANI**, a group of adventurers have grown ever-closer to lifting the veil of secrecy surrounding Merrix's dealings in the **CITY OF TOWERS**. Most recently, information surrounding Merrix's secret laboratory was recovered from a vault in the famed **KUNDARAK VAULTS**. Having grown increasingly worried by the break-in, Merrix has been forced to set incomplete plans into motion. But first, he must safeguard his secrets, and has hired a **HOUSE ORIEN** courier to transport information vital to the daily operation of his laboratory, lest it fall into the wrong hands.

EPISODES

This adventure is spread over three **story episodes** which take approximately 2 hours to play. These episodes are introduced by the Call to Action. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits.

- **Episode 1: A Lot to Ask** Once more the heroes meet with Antonia d'Medani. She asks them to hijack a House Orien delivery and obtain what she believes is information about a secret Cannith laboratory. They must follow the clues provided in the delivery to find someone who can reveal the laboratory's location. This is the **Call to Action**.

- **Episode 2: Carriage Return.** The characters formulate and execute a plan to ambush the carriage and steal a lockbox containing the information Antonia has asked them to obtain. This is **Story Objective A**.
- **Episode 3: End of the Road.** The characters learn the identity of Ellwood Gabrila—who they believe will be able to lead the characters to the lab's location (or at least tell them where it is). They soon learn that agents of the Lord of Blades have beaten them to the target and have learned the lab's location. This is **Story Objective B**.

BONUS OBJECTIVES

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have the time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Scout the Route.** The characters must discover the route that the Orien courier will use for the delivery. This entails breaking into a House Orien way station to steal the plans. This bonus objective is found in **Appendix E**.
- **Bonus Objective B: Family Feud.** Having stopped the House Orien carriage, the characters discover that the Cannith lockbox has already been stolen, and clues point to Cannith East. This bonus objective is found in **Appendix F**.

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 2 hours. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

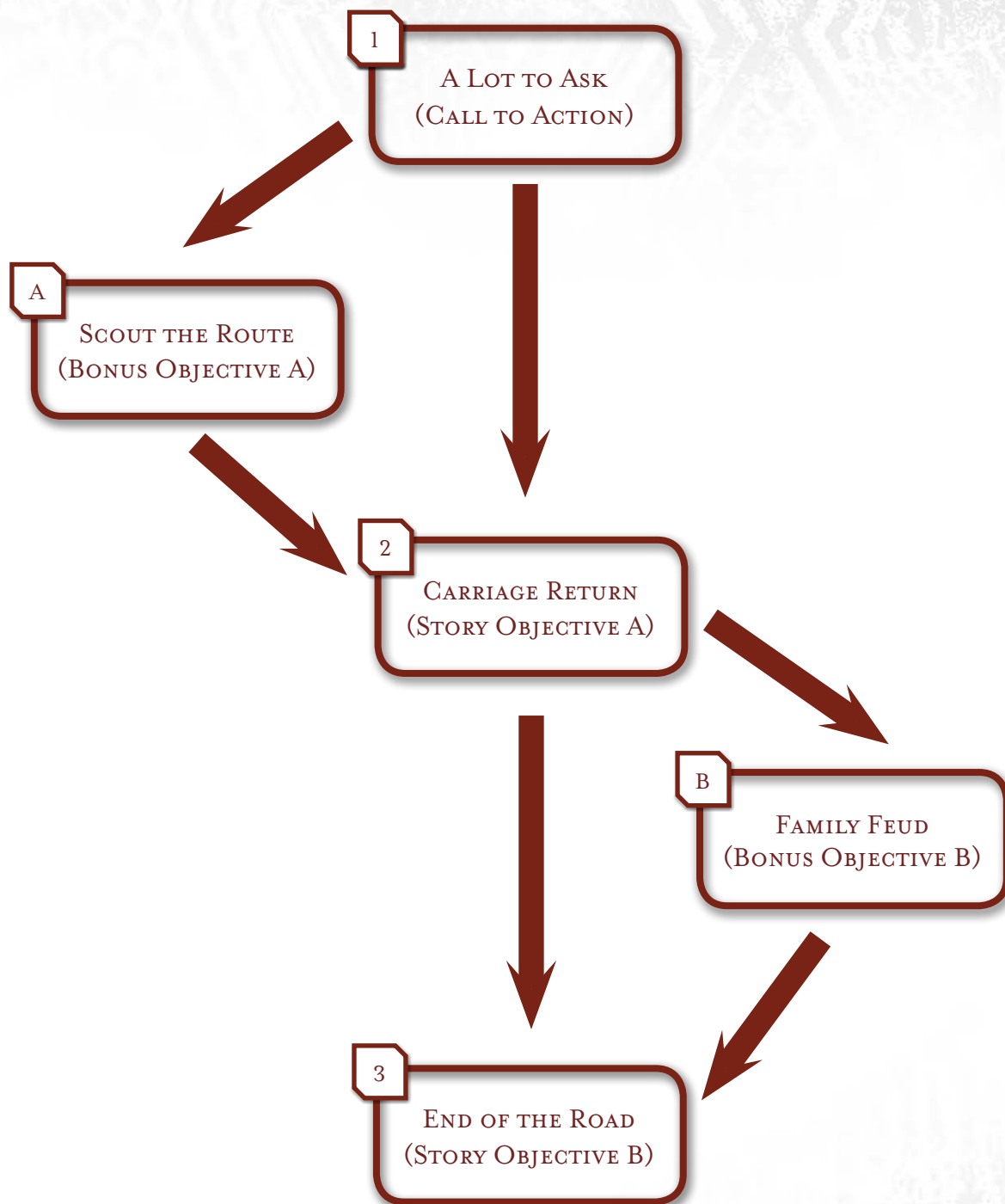
Story Objectives Only. To complete the both of the adventure's story objectives, the characters play in **Episodes 1** through **3** in order.

Bonus Objectives. You can extend this adventure by one or two hours by utilizing the bonus objectives provided in the appendices. **Bonus Objective A** occurs between **Episode 1** and **Episode 2**, whilst **Bonus Objective B** occurs between **Episode 2** and **Episode 3**. This additional content can't be utilized anywhere else.



ADVENTURE FLOWCHART

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



EPISODE ONE: A LOT TO ASK

Estimated Duration: 20 minutes

Location (District, Ward): Boldrei's Hearth, Lower Central

DEPARTURE

The adventures are contacted by Antonia d'Medani via House Orien courier. She requests that the characters meet her at Defiant Point, a rather upscale tavern with a spectacular view of the city.

- **Played DDAL-ELW08: The Kunderak Job.** The characters have recovered a cache of documents from a Kunderak vault held by Cannith South. Within these documents, the characters learned of a secret Cannith laboratory hidden somewhere in the lower wards of the city.
- **Didn't Play DDAL-ELW08: The Kunderak Job.** Antonia provides the characters with a dossier containing information about a secret Cannith laboratory hidden in the lower wards of the city.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Defiant Point is a large, spacious, high-ceilinged tavern full of glass, steel, and wood—all polished to a lustrous shine. Despite its size, it houses only a dozen-or-so cozy tables.

Weather. It's a cold, miserable night; sheets of rain fall throughout the city. So miserable that the large glass doors to the balcony have been shut. Even in such terrible weather, the view at the Point is breathtaking.

Lighting. The establishment's interior is dimly lit by magical light sources, mixed with occasional flashes of lightning.

ZARANTYR, THE STORM MOON

The closest moon to Eberron, Zarantyr is closely tied to the Mark of Storm and those that tap into raw, unfettered power, such as barbarians, sorcerers, and evokers. The more superstitious people of Sharn believe a person is more likely to be struck by lightning when Zarantyr is full in the sky.

CREATURES/NPCs

Antonia (a **spy**) enters wearing a thick, hooded cloak to protect her from the rain.

Objectives/Goals. Antonia d'Medani is here to task the characters with learning the location of the Cannith South laboratory secreted away somewhere within the city. She only divulges what information is necessary—without revealing too much about her motivations or those of her own house.

What Do They Know? Antonia wastes no time bringing the characters up to speed. An unknown and prominent member of Cannith South chartered a House Orien courier to transport "cargo" between two residences at opposite ends of Upper Central—a shipment that passes through the ward midday tomorrow. While this alone isn't unusual, the measure of security that House Cannith is taking is: mercenaries in the employ of House Deneith, wards and protections provided by House Kunderak... the works. All of this leads Antonia to believe that this delivery is more than just mere cargo. She thinks that it relates directly to House Cannith's secret laboratory, and that the information is being moved in direct response to the recent break-in at the Kunderak Vaults (see *DDAL-ELW08: The Kunderak Job*).

CALL TO ACTION

Antonia charges the characters with intercepting the courier shipment and discovering what Cannith South is transporting.

- **Story Objectives Only.** Antonia provides the characters with the courier's destination and, more importantly, their route. Proceed to Episode 2 where the characters plan and execute their heist.
- **Bonus Objective A.** If utilizing this additional content, the characters must discern the courier's route by first finding out where the delivery is bound for. Proceed to Bonus Objective A (Appendix E).





EPISODE TWO: CARRIAGE RETURN

Estimated Duration: 60 minutes

Location (District, Ward): Mithral Tower, Upper Central

UPPER CENTRAL WARD

The carriage proceeds through Mithral Tower toward Merrix's villa along one of the main promenades. The carriage arrives in the area within 1 hour.

PREREQUISITES

The characters may pursue this story objective once they have completed the Call to Action.

STORY OBJECTIVE A

Accessing the interior of the House Orien carriage and retrieving the lockbox is Story Objective A. However, if the additional content is being utilized, the characters are presented with a new objective at the episode's culmination.

Bonus Objective B. Upon accessing the lockbox within the carriage, the characters discover that members of Cannith East have replaced its contents with a single sheet of paper. The characters must pursue the thieves and retrieve the lockbox's contents.

SETTING THE SCENE: THE CHASE

The carriage proceeds slowly down one of the larger promenades in Mithral Tower. The characters can choose when to act but must do so soon, if the carriage arrives at Merrix's villa, they'll be too late, and their opportunity to retrieve the lockbox lost. Use Appendix C "A Busy Street Map" for guidance.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The streets in Mithral Tower are 20 feet wide with cobbles level and smooth. Balconies jut out from and skybridges span the distance between various towers, but always afford at least 15 feet of clearance above the street.

Lighting. The clouds have cleared, and the sun shines full and bright in the sky. Some of the side streets and alleys may be only dimly lit due to sky-bridges or proximity to neighboring buildings.

Bystanders. The main street is thick with residents (**commoners**) and visitors (**nobles**) alike, taking advantage of the break in the weather to shop, dine, or otherwise revel in the luxury that their wealth affords. If combat erupts in the streets, they flee in every direction while shouting for the Watch.

City Watch. If summoned, a patrol of twelve **guards** led by a **veteran** arrives in 11 (2d10) rounds. Their policy is to arrest first, ask questions later. If attacked, they sound

whistles summoning two similar patrols that arrive in 5 (1d10) rounds—each accompanied by an **enchanter** (Appendix B) who begins combat having already cast the *mage armor* spell.

HOUSE KUNDARAK CARRIAGE

The carriage is a testament to the skill of House Kundarak. It's 10 feet wide and 10 feet long. It's made of densewood (AC 15, 39 hit points; immunity to poison and psychic damage) with magically reinforced iron bands—evidenced by engraved runes. The carriage has the following features:

Armored Driver's Seat. The driver sits on a recessed bench—protected on either side by short armored walls. These grant the driver half cover (+2 AC) against attacks made from the sides of the carriage, and total cover against attacks made from behind.

Armored Wheels. The wheels have iron plates (AC 19, 24 hit points; immunity to poison and psychic damage), protecting their spokes. If two of the wheels are destroyed, the carriage can't move again until it is repaired.

Arrow Slits. The carriage has two arrow slits on either side and one on the rear that can be opened from within. When opened, creatures inside the carriage have three-quarters cover (+5 AC) from attacks made outside the carriage but can attack from within without penalty.

Locked Doors. The carriage has a door on either side and a trap door on the bottom. Opening a locked door from outside requires a successful DC 18 Dexterity check with a set of thieves' tools or a successful DC 18 Strength (Athletics) check to force it open (see "Heir of Kundarak"). Otherwise, the door must be physically destroyed (AC 15, 14 hit points; immunity to poison or psychic damage).

Heir of Kundarak. If a dragonmarked member of House Kundarak is riding within the carriage, the following modifications apply:

- The doors are secured with an arcane lock spell. The DC to unlock them or force them open is increased by 10. A creature bearing the Mark of Warding ignores this effect.
- The carriage is as strong as steel (AC 19) and the hit points of its various components are tripled.

Magebred Draft Horses. The carriage is led by a two **draft horses** with the following modifications:

- **Armor Class** 14 (scale barding)
- **Hit Points** 32 (5d10 +5)
- **Speed** 50 ft.
- **Fey Ancestry.** The horse has advantage on saving throws against being charmed and magic can't put it to sleep.

THE ESCORTS

In order to stop the carriage and plunder its cargo, the characters must first deal with its escorts.

CREATURES/NPCs

The driver, Varrk d'Orien (N male Mark of Passage human **veteran**), drives the carriage while two **archers** in the employ of House Deneith follow above on *soarsleds*. Two agents of House Kundarak, a dragonmarked **Kundarak wardsmith** named Drugan d'Kundarak rides within the House Orien carriage, accompanied by a **Kundarak runeguard** named Fazen Larr.

SOARSLEDS

A *soarsled* is a crystalline disk crackling with energy, 5 feet in diameter, that flies with great speed and maneuverability through the air in Sharn's manifest zone. A creature standing atop it can fly the *soarsled* at a speed of 90 feet, but checks may be required to perform certain maneuvers or during a chase. In extreme situations, creatures riding a *soarsled* may be required to make Dexterity (Acrobatics) checks to stay on the vehicle. Such situations might include: other creatures jumping onto a *soarsled*, changing directions suddenly, colliding with an obstacle, taking damage, etc.

Objectives/Goals. Varrk d'Orien is looking out for any trouble that might arise, as are the archers flying overhead. The Kundarak agents inside the carriage are there to ensure that its wards remain intact until it reaches its final destination. Those within the carriage only emerge if it comes to a halt and doesn't seem to be likely to start moving again.

What Do They Know? None of the carriage's escorts know who chartered the courier or what's in the lockbox. They only know where they're to deliver the package to. They're all loyal to their houses (or their employer, in the case of the archers).

Bonus Objective B. If utilizing this additional content, Varrk knows that the contents of the lockbox have been stolen, something he may give up under duress (see Appendix F, "Family Feud").

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **Kundarak runeguard** with a **Kundarak glyphguard**.
- **Weak:** Remove an **archer**.
- **Strong:** Add a **Kundarak wardsmith**.
- **Very Strong:** Add two **archers** and a **Kundarak wardsmith**.

TREASURE

The carriage and its escorts have the following items:

- A character who investigates the interior of the carriage and succeeds on a DC 13 Wisdom (Perception) check finds a secret compartment containing two potions: a *potion of stone giant strength* and a *potion of superior healing*.
- A densewood lockbox reinforced with rune-engraved steel (see "Concluding the Episode").

WRAPPING UP THE EPISODE: THE CANNITH LOCKBOX

The characters finish the episode in possession of a lockbox of exceptional quality. Opening it requires a successful DC 20 Dexterity check made with thieves' tools or a successful DC 20 Strength (Athletics) check. It can also be destroyed (AC 19, 25 hit points; immunity to poison and psychic damage). However, if a Kundarak wardsmith is conscious, the DCs both increase by 10 and it has 75 hit points. The lockbox's contents are determined by what additional content is being utilized:

- **Story Objectives Only.** The lockbox contains a number of important documents: manifests, invoices, and inventories. Proceed to **Episode 3**.
- **Bonus Objective B.** The characters find the lockbox completely empty, save for a handwritten note. Proceed to **Appendix F**.

PLAYING THE PILLARS (THE ESCORTS)

Combat


Those riding the carriage only emerge if the carriage comes to a halt and doesn't seem to be likely to start moving again. The draft horses may make a free Hooves attack against any creature in front of the carriage as it passes over them. Characters reduced to 0 hit points by Kundarak agents are knocked unconscious; they intend to turn them over to the City Watch. The Deneith mercenaries are unlikely to be as kind.

Exploration

The main street is a bustling hub of activity, but the side streets are much quieter. The characters might consider creating disruptions or obstacles to reroute the carriage. But if Varrk detects an ambush, and no major obstacles block his path, he may whip his horses to speed, plowing through anyone in his way—even bystanders if he feels a sufficient-enough threat exists. If this happens, use the Chase rules in chapter 8 of the *Dungeon Master's Guide*.

Social

Varrk d'Orien is an experienced courier and unlikely to stop the carriage if he feels that his task is at risk. However, he's likely to surrender if his entourage is defeated. The loyalty of the Kundarak agents is bought and paid for. Convincing them to surrender the lockbox is next to impossible by nonmagical means. They're unlikely to do so even if charmed—friends are friends, but business is business. On the other hand, the mercenaries are a bit looser in their ethics.



EPISODE THREE: END OF THE ROAD

Estimated Duration: 60 minutes

Location (District, Ward): Broken Arch, Middle Dura

THE SEARCH IS ON

Once found, the characters find that all of the documents reference a man named Ellwood Gabrila. It's no doubt that Ellwood Gabrila is the key to locating the entrance to the secret Cannith lab. Locating him, however, may be tricky.

Here are some paths the characters might follow:

- **Noble Connections.** Characters that are members of a dragonmarked house, or those with the noble or guild artisan background, who succeed on a DC 13 Intelligence (History) check know of Ellwood as a consultant frequently employed by the dragonmarked houses in the past. But he fell out of favor for failing to pay his bills.
- **Hit the Streets.** Characters with the criminal or street urchin background who succeed on a DC 13 Charisma (Persuasion) check learn (after bribing some of the less-than-scrupulous denizens of Sharn with a few coins) that Ellwood knows the deeper, shadier parts of the city like the back of his hand; if someone wants to hide something, he can show them where—for a price.
- **When in Doubt...** If all else fails, the characters can ask Antonia d'Medani what she knows. While she is a bit disappointed that the characters weren't able to sort it out on their own, she reveals that Ellwood was once a reputable consultant, but fell into debt years ago and now sells his services to the highest bidder without concern about the ethics of the job at hand.

Let the characters guide the search. If all else fails, remind them of Antonia's availability as a resource. Once they learn who Ellwood is, they also learn that he maintains an apartment in Broken Arch.

PREREQUISITES

The characters must successfully retrieve the contents of the Cannith lockbox from the Orien courier in episode 2 before pursuing this episode.

STORY OBJECTIVE B

Identifying the entrance to the secret Cannith laboratory is Story Objective B. The lockbox obtained by the characters presents the characters with information about some individuals that they may suspect work there, but nothing concrete.

THE LORD OF BLADES SENDS HIS REGARDS

Ellwood Gabrila keeps an average-looking apartment in an average-looking neighborhood.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Ellwood's apartment is one of a half dozen in a single-story apartment block. The apartments are surrounded by a 9-foot-tall wall with two, 20-foot-tall towers flanking the front gate. Within is an open-air green space.

Lighting. No lights are on within Ellwood's home, but the sun is high in the cloudless sky.





CREATURES/NPCs

Pick (NE warforged **master thief**, Appendix B) is inside Ellwood's apartment, ransacking the place, while Pilfer (NE warforged **master thief**) and Enamor (LE warforged **enchanter**, Appendix B) search adjacent apartments. Draw (LE warforged **archer**, Appendix B) provides overwatch from the upper floor of the northern tower.

Objectives/Goals. Draw, Enamor, Pick, and Pilfer have all been sent here for the same reasons that the characters have: to discover the location of the laboratory that everyone seems to be talking about. However, their reasons are much more nefarious; a source of newly created warforged would be invaluable to the Lord of Blades.

What Do They Know? Pick (being woefully ignorant of human anatomy) has killed Ellwood and torn his body to pieces looking for the Cannith secrets. The characters interrupt him elbow deep in gore. Enamor suspects that he's got what he's been sent to retrieve, but he and Pilfer are hungry for loot and are searching the adjacent apartments for any valuables that they might find.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **master thieves** with a warforged **archer** and an **iron cobra**.
- **Weak:** Replace a **master thief** with an **iron cobra**.
- **Strong:** Add a warforged **archer**.
- **Very Strong:** Enamor is accompanied by a **shield guardian** with *greater invisibility* stored using its Spell Storing ability.

REWARDS

Characters searching the characters find:

- Draw wears a *cloak of the bat*.
- Enamor carries a handful of documents belonging to Ellwood in his backpack. Detailed within are records of requests for acquisitions made by Merrix over the last few months, all of which were bound for a location within the Cogs—more than likely the location of his hidden laboratory.

WRAP-UP: HIDDEN BLADES

With Ellwood's records in hand, the characters have discovered the location of Merrix's secret laboratory in the Cogs. Now, the only thing left is to go there and stop his work.

PLAYING THE PILLARS (THE LORD OF BLADES SENDS HIS REGARDS)

Combat

Pick and Pilfer prefer unarmored targets but may change their minds if they see any creatures openly displaying the Mark of Making. Draw might activate her *cloak of the bat* to fly between the two towers if it appears as if she's being pursued. Noticing Draw before she attacks requires a successful DC 25 Wisdom (Perception) check. Enamor stays as close to the shield guardian (if present) as possible.

Exploration

Sneaking up on the complex is difficult given that Draw's attention is focused on the surrounding area. However, approaching from the other side of the apartment building may give the characters the drop on the warforged—especially if they use the windows.

Social

The warforged may be coerced into surrendering the information if they feel that defeat is likely (they or others can always follow the characters later). If convinced to aid the characters, the warforged may assist now, but are likely to show up in a later adventure in an attempt to secure the *creation forge* rumored to be in Merrix's possession.

ADVENTURE REWARDS

At the end of the session, everyone receives rewards based on their accomplishments. These rewards include advancement and treasure, and may include magic item unlocks, story awards, or new downtime activities, as follows:

PLAYER REWARDS

The players may earn the following rewards:

ADVANCEMENT AND TREASURE

CHECKPOINTS

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

- **Story Objective A:** Capture the Cannith lockbox
- **Story Objective B:** Learn of the lab's location.
- **Bonus Objective A:** Discover the courier's route.
- **Bonus Objective B:** Recover the lockbox contents.

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Cloak of the Bat. This cloak is fashioned of tattered black fabric and fastened around the neck by a brooch bearing the heraldry of Karrnath—a blood-red wolf on a field of black. This item can be found in **Appendix G**.

LEVEL PROGRESSION IN EMBERS OF THE LAST WAR

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

DUNGEON MASTER REWARDS

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

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



APPENDIX A: NPCs

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

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

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

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

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

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



APPENDIX B: CREATURE STATISTICS

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

ARCHER

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Archer's Eye (3/day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

ACTIONS

Multiattack. The archer makes two attacks with its longbow.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage.

DRAW, WARFORGED ARCHER

Draw (Episode 3, Scene A) is a skilled marksman in the service of the Lord of Blades. In addition to the Archer traits, she also has the following modifications:

- **Type:** Medium humanoid (warforged), lawful evil
- **Armor Class:** 17 (darkwood core)
- **Warforged Resilience.** Warforged are immune to disease, and have advantage on saving throws against being poisoned and resistance to poison damage. Warforged don't need to eat, drink, breathe, or sleep. Magic can't put them to sleep.
- **Integrated Poisoner's Kit.** Draw has a poisoner's kit integrated into her body and doubles her proficiency bonus for any ability checks she makes with it.
- **Special Equipment (Cloak of the Bat).** Draw has advantage on Dexterity (Stealth) checks. In an area of dim light or darkness, Draw can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If she ever fails to grip the cloak's edges while flying in this way, or if she's no longer in dim light or darkness, she loses this flying speed. While wearing the cloak in an area of dim light or darkness, Draw can use her action to cast polymorph on herself, transforming into a bat. While she's in the form of a bat, she retains her Intelligence, Wisdom, and Charisma.

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.

ENAMOR, WARFORGED ENCHANTER

Enamor (Episode 3, Scene A) is a cunning and manipulative wizard dedicated to the Lord of Blades. In addition to the Enchanter traits, he also has the following modifications:

- **Type:** Medium humanoid (warforged), lawful evil
- **Armor Class** 13 (darkwood core, 15 with mage armor)
- **Strength** 14 (+2)
- **Warforged Resilience.** Warforged are immune to disease, and have advantage on saving throws against being poisoned and resistance to poison damage. Warforged don't need to eat, drink, breathe, or sleep. Magic can't put them to sleep.
- **Quarterstaff.** +5 to hit; 5 (1d6 + 2) bludgeoning damage.
- **Iron Fists.** Enamor deals 4 (1d4 + 2) bludgeoning damage with an unarmed strike (+5 to hit).
- **Powerful Build.** Enamor counts as Large when determining the amount of weight that he can push, drag, or lift.

IRON COBRA

Medium construct, unaligned

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Skills Stealth +7

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands one language of its creator but can't speak

Challenge 4 (1,100 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or suffer one random poison effect:

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

KUNDARAK GLYPHGUARD

Medium humanoid (dwarf), lawful neutral

Armor Class 17 (splint)

Hit Points 57 (6d12 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +3, Perception +4

Damage Resistances lightning, poison

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish

Challenge 4 (1,100 XP)

Action Surge (Recharges after a Short or Long Rest). On their turn, the glyphguard can take one additional action.

Dwarven Resilience. The glyphguard has advantage on saving throws against poison.

Improved Critical. The glyphguard's weapon attacks score a critical hit on a roll of 19 or 20.

ACTIONS

Multiattack. The glyphguard makes three attacks with their greatsword.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage.

Lightning Glyph (Recharge 5–6). The glyphguard activates a glyph—launching a bolt of lightning in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

KUNDARAK RUNEGUARD

Medium humanoid (dwarf), lawful neutral

Armor Class 18 (plate)
Hit Points 93 (11d8 + 44)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	11 (+0)	8 (-1)	12 (+1)

Skills Athletics +7, Intimidation +4
Damage Resistances cold, poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarvish
Challenge 7 (2,900 XP)

Action Surge (Recharges after a Short or Long Rest). The runeguard takes an additional action on their turn.

Brute. A melee weapon deals one extra die of its damage when the runeguard hits with it (included in the attack).

Dwarven Resilience. The runeguard has advantage on saving throws against poison.

Indomitable (Recharges after a Short or Long Rest). The runeguard can reroll a saving throw that they fail. They must use the new roll.

Second Wind (Recharges after a Short or Long Rest). The runeguard can use a bonus action to regain 16 (1d10 + 11) hit points

ACTIONS

Multiattack. The runeguard makes three attacks with their greataxe.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

KUNDARAK WARDSMITH

Medium humanoid (dwarf), lawful neutral

Armor Class 15 (scale armor)
Hit Points 45 (7d8 + 14)
Speed 25 ft.

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

Skills Arcana +5, Insight +3, Perception +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 13
Languages Common, Dwarvish
Challenge 4 (1,100 XP)

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

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

Dwarven Resilience. The wardsmith has advantage on saving throws against poison.

Spellcasting. The wardsmith is a 7th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). They have 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*

Wards and Seals. The wardsmith can use their Mark to cast the alarm spell as a ritual. They can also cast arcane lock once with this trait and may do so again after a long rest. Intelligence is their spellcasting ability for these spells.

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.

MASTER THIEF

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7 Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

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

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

Sneak Attack (1/turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The thief makes three attacks with its shortsword.

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

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

REACTIONS

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

SHIELD GUARDIAN

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages understands commands given in any language but can't speak

Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

WALDRIN D'CANNITH

Medium undead, lawful evil

Armor Class 17 (half plate)

Hit Points 195 (23d8 + 92)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 7 (2,900 XP)

Regeneration. Waldrin regains 10 hit points at the start of his turn. If Waldrin takes fire or radiant damage, this trait doesn't function at the start of Waldrin's next turn. Waldrin's body is destroyed only if he starts his turn with 0 hit points and doesn't regenerate.

Turn Immunity. Waldrin is immune to effects that turn undead.

Oath of Vengeance (3/day). As a bonus action, Waldrin swears an oath of vengeance. Whenever Waldrin hits a target against whom he has sworn this oath, the attack deals an additional 14 (4d6) damage.

ACTIONS

Multiattack. Waldrin makes two fist attacks or two vengeful greatsword attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) bludgeoning damage. Instead of dealing damage, Waldrin can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage. This is a magical attack.

Vengeful Glare. Waldrin targets one creature he can see within 30 feet of him. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until Waldrin deals damage to it, or until the end of Waldrin's next turn. When the paralysis ends, the target is frightened of Waldrin for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see Waldrin, ending the frightened condition on itself on a success.

WARFORGED ZOMBIE

Medium undead, neutral evil

Armor Class 16 (heavy plating)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws Wis +0

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 8

Languages understands Common, but can't speak

Challenge 4 (1,100 XP)

Turn Resistance. The zombie has advantage on saving throws against any effect that turns undead.

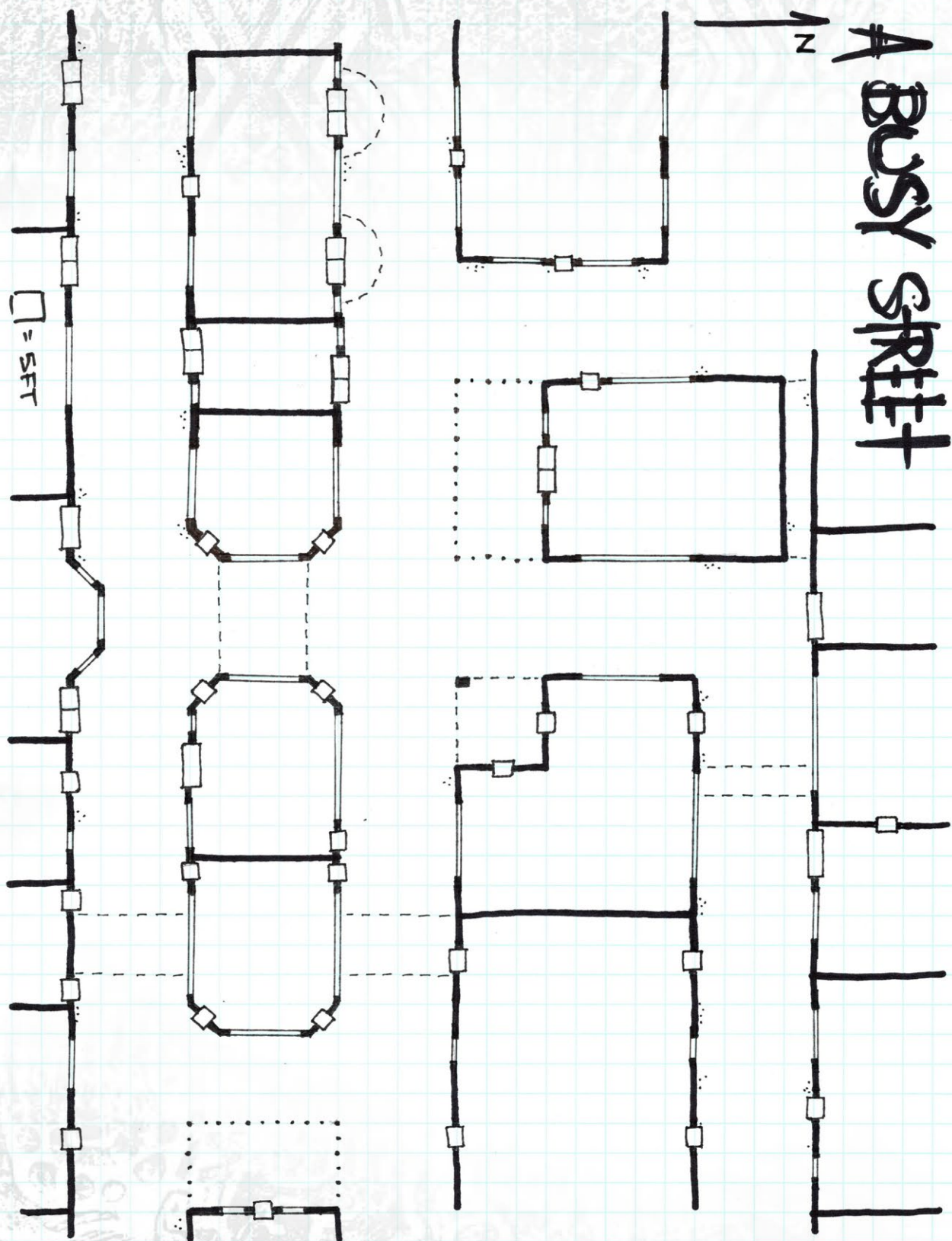
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie makes two empowered slam attacks.

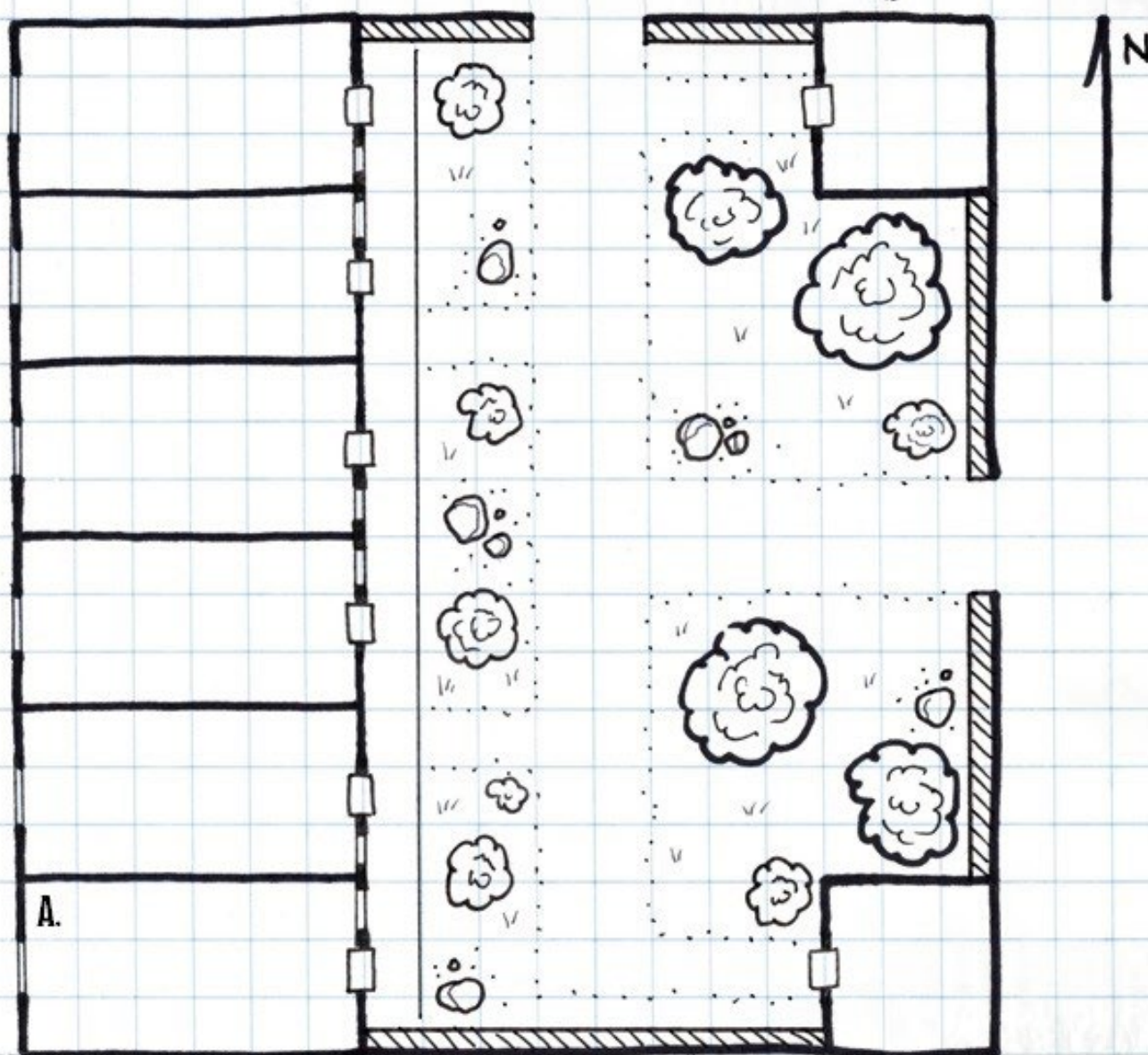
Empowered Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

APPENDIX C: A BUSY STREET MAP



APPENDIX D: ELLWOOD'S APARTMENT MAP

ELLWOOD'S APARTMENT



□ = 5 FT.

APPENDIX E: SCOUT THE ROUTE (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes

Location (District, Ward): Twelve Pillars, Upper Tavick's Landing

THE SEARCH IS ON

Antonia tasked the characters with stopping an Orien courier and relieving him of his charge but is unsure of the route that the courier will take.

This, she suggests, can no doubt be learned only from House Orien themselves. However, the way station that the courier will be originating from is across the gap in Tavick's Landing. It's as good a place as any to figure out where they're headed.

PREREQUISITES

The characters may pursue this bonus objective once they receive their orders from Antonia d'Medani in the Call to Action, but before they begin episode 2.

BONUS OBJECTIVE A

Determining the courier's route is Bonus Objective A. The characters can accomplish this by infiltrating the Internuncio's office and locating the manifest documenting the delivery's details.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The neighborhood is largely wealthy warehouses and professional buildings. The way station itself is a squat, two-story building with a tall masonry wall surrounding an open yard. The entire compound is 60 feet square.

Lighting. The area surrounding the way station is brightly lit during the day, but street lamps provide only dim light during the evening. If Varrk is here during the evening (see scene C), the light of a candle can be seen in his second-story window.

Locked Doors. All of the way station's doors and windows are locked in the evening. Unlocking them requires a successful DC 19 Dexterity check made with thieves' tools. Passersby may make this difficult to accomplish without the guards or City Watch being summoned in response.

CREATURES/NPCs

The way station operates with a roster of twelve couriers and eight clerks (all **commoners**), four magebred **draft horses** (see episode 2), Gurl the yard overseer (a **thug**), and Varrk d'Orien (N male Mark of Passage human **veteran**), the way station's Internuncio. A group of four **guards** patrol the way station at night.

SCENE A. YARD

All of the deliveries to and from the way station pass through the yard. Couriers receive their orders for the day here whilst parcels are inventoried and catalogued as they pass through the city.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The 40-by-55-foot yard is cramped with three modest-sized stalls on the western wall that normally house the magebred horses House Orien utilizes in its deliveries. A number of lockers as well as a small shed house the supplies needed for the yard's daily operation.

Lighting. The yard is brightly lit—day and night—by use of *driftglobes*.

Kundarak Carriage. This testament to Cannith engineering and Kundarak warding (see episode 2) sits in the southeastern corner of the yard.

CREATURES/NPCs

During the day, the yard is a hive of activity, with couriers (all **commoners**) departing and arriving on horse and on foot in regular intervals. The yard is overseen by Gurl (a **thug**). At night, the yard is empty save for the magebred **draft horses** resting in the stables. At night, there's a 25 percent chance of one or more **guards** patrolling the yard.

Objectives/Goals. Time spent chit-chatting with strangers is time not spent making deliveries. As such, any couriers here are hesitant to stop what they're doing to entertain questions. Any guards present are here to safeguard the way station during the evening hours. Gurl is even less accommodating than the couriers, and even less polite, insisting that any inquiries need be levied against the quill-pushers in the way station's offices.

What Do They Know? The couriers don't receive their delivery's destination until they are readying to depart. Gurl isn't involved in the delivery process aside from maintaining the horses and loading their packs. He does know that the large Kundarak cart is a nuisance and he's ready to be rid of it. He doesn't know the specifics of the delivery, but it's set for a delivery to Central Plateau. He doesn't know who the delivery is for—only that it's got to be someone pretty damned important, guessing by the state of the carriage.

SCENE B. CLERK'S OFFICE

The clerk's office is slightly less busy than the yard outside. Here, a half dozen clerks (**commoners**) take orders, inventory deliveries, and file manifests.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. A wide counter separates the small customer service portion of this 25-by-55-foot room from the rest. A large desk rests against the southern wall and a number of cabinets and bookshelves the rest. A set of stairs leads up to the second floor. A wide window provides an unfettered view into the yard.

Lighting. During the day, natural light and *driftglobes* brightly light the area. In the evening, the room is mostly dark with some light filtering in through the curtained window separating the clerks' office from the yard.

CREATURES/NPCs

Six clerks work in this area: one servicing the counter, one assembling records, and four filing and passing assignments to Gurl (scene A), outside.

Objectives/Goals. The clerks' sole function is to ensure that orders are received and processed.

What Do They Know? The clerks know that the carriage in the yard is scheduled for a high profile client, but not exactly who (though they presume that the client is a dragonmarked house). They know that Varrk is personally making the delivery and handling its arrangements.

SCENE C. ADMINISTRATION

This office handles the administration of the way station. Scheduling, pay, and the like.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This 25-by-35-foot office is manned during the day by a pair of clerks. At night, the guards occasionally bunk off here for an hour or so of sleep on the floor.

Lighting. The room is brightly lit during the day and dark in the evening.

CREATURES/NPCs

The administration office is manned during the day by two clerks (**commoners**). At night, the **guards** may come here to bunk off for an hour or so of sleep.

Objectives/Goals. The clerks here serve two purposes: to perform the day-to-day paperwork which keeps the way station functioning, and to serve as Varrk's executive assistants.

What Do They Know? The clerks have been suffering under Varrk's increasing worry over the Cannith delivery—testing their loyalty. They don't know who the delivery is for or the route that Varrk will take in the morning, but they'll be glad for the ordeal to end.

SCENE D. INTERNUNCIO'S OFFICE

This is Varrk d'Orien's office.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This 20-by-25-foot room houses a single large desk, and a locked file cabinet made of wood and iron. The walls are covered in dark wood paneling. The office is richly appointed, but in a bit of disarray. Varrk has taken to sometimes sleeping in his office lately due to the increasing amount of stress that the pending delivery is causing him.

Lighting. During the day, the room is brightly lit by the abundant natural light pouring in through the windows. At night, the *driftglobes* outside fail to light up the office; it's completely dark (unless Varrk is here, in which case it's dimly lit).

CREATURES/NPCs

During the day, the office is manned by the attending Internuncio, Varrk d'Orien (N male Mark of Passage human **veteran**). At night, it's likely that he is home, but there's a 25 percent chance that he's still here working by the light of a candle (which the characters can see from the street).

Objectives/Goals. Varrk is nothing if not a consummate professional. He is steadfastly devoted to the integrity of his work and the reputation of his house; he's here to do his job and to do it perfectly.

What Do They Know? Varrk is doing everything in his power to simultaneously keep tomorrow's delivery discreet and to ensure that everyone in the way station is on the same page—two tasks that are often impossible to perform at the same time. He knows where the parcel is to be picked up from and delivered to, but not what it actually is (and he's glad for that).

TREASURE

A character searching Varrk's desk who succeeds on a DC 13 Intelligence (Investigation) check discovers a false compartment in its main drawer. The compartment is trapped with a *glyph of warding* which is triggered when opened without depressing a catch in the drawer of a desk in the admin room (scene C). The creature triggering the glyph must succeed on a DC 13 Wisdom saving throw or suffer the effects of a *Tasha's hideous laughter* spell. If the target fails, anyone in the area of the way station is able to hear the target's laughter. Within the characters find:

- A *spell scroll of haste* and a single *bead of force*.
- A folder describing the delivery's route.

PLAYING THE PILLARS

Combat

If the characters use force to get the clerks to surrender whatever information they possess, they cower and grovel. Varrk is more likely to defend himself but shouts for the City Watch (bringing down a patrol of eight guards, a veteran, and an enchanter, 1 minute later). Gurl and the guards patrolling the way station investigate any unusual disturbances inside the way station.

Exploration

Getting into Varrk's office without being noticed is nigh-impossible during the day but is much easier at night. The characters might think of scaling the exterior walls and entering via the windows. Doing so while climbing might impose disadvantage on the check, or even cause a fall on a rather spectacular failure.

Social

Most of the way station's employees aren't full-fledged members of House Orien and are more likely to be subject to influence, especially if the offer is more than a day's wage (2 gp). While they won't directly help the characters, they may be willing to pass on information, such as the location of Varrk's office, or the fact that his desk drawer is trapped (but without disclosing how to bypass it). Gurl is faithful to Varrk and won't willingly betray him.

APPENDIX F: FAMILY FEUD (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

Location (District, Ward): Fallen. Lower Dura

WHAT'S IN THE BOX?!

Having obtained, unlocked, and opened the lockbox, the characters find it disappointingly empty except for a single sheet of paper that reads:

*"Your secret is out, cousin.
—Zorlan"*

Any character that succeeds on a DC 13 Intelligence (History) check recognizes the name as that of Zorlan d'Cannith, the governor of Cannith East. Dragonmarked characters, or characters with the noble background make this check with advantage. But why they would be involved in Sharn?

PREREQUISITES

The characters may pursue this bonus objective once they retrieve the Cannith lockbox from the Orien courier in episode 2, but before they begin episode 3.

BONUS OBJECTIVE B

Recovering the contents of the Cannith lockbox from Waldrin d'Cannith is Bonus Objective B.

CREATURES/NPCs

Varrk d'Orien (N male Mark of Passage human **veteran**) may still be alive depending on the outcome of episode 2.

Objectives/Goals. If he's still alive, Varrk is more interested in saving his skin than remaining loyal to House Cannith at this point.

What Do They Know? Varrk knows that the lockbox is empty, having sold out to Cannith East in the weeks prior. He arranged for Waldrin d'Cannith (scene C) to retrieve the contents of the lockbox the day before the shipment and replace them with Zorlan's note. Varrk, being the cunning fellow that he is, had Waldrin tailed to his workshop in Lower Dura in case Zorlan's promises fell through. If Varrk was slain in the characters' attempts to claim the lockbox, the characters find a hastily drawn map to a location in Lower Dura with the name "Waldrin d'Cannith" scribbled above it. A character that succeeds on a DC 13 Intelligence (History) check recalls that name as belonging to a member of Cannith East long thought dead. If the characters are unable to recall this information, Antonia d'Medani is able to provide it. Without this clue, the characters have little to nothing to help them find the lockbox's stolen contents.

SCENE A. REJECT ROOM

This chamber is full of Waldrin's failed projects.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This 30-by-30-foot room has a 10-foot-high ceiling and a corridor leading out of each of its four walls. The corridors leading to scene C have a short flight of steps leading down. The stone door leading to scene B is unlocked but grinds loudly against the floor when opened.

Lighting. The chamber is brightly lit by spheres of iron glowing with pale white light. These spheres lose their enchantment if removed from the lair.

Glyphs of Warding. Waldrin has inscribed two *glyphs of warding* into the floor at the bottom of the steps that lead into this chamber, triggered by any living creature that passes over them. A triggered *glyph* explodes, dealing 22 (5d8) lightning damage to each creature in a 20-foot radius, or half damage on a successful DC 15 Dexterity saving throw. A creature that succeeds on a DC 15 Intelligence (Investigation) check notices the *glyphs*. Waldrin (see scene C) knows when a *glyph* has been triggered.

Bodies. The room is filled with the corpses of various humanoids (mostly warforged). Some of the bodies here animate if Waldrin d'Cannith (scene C) is engaged in combat or detects intruders, but they aren't discernable from corpses before then. They are all long-dead but appear to have been 'tinkered with' in various ways, such as:

- Armor plating crudely bolted onto limbs.
- Rune-etched gems crammed into eye sockets.
- Hands replaced with spiked hammers.
- Extra arms grafted onto torsos.
- Mouths filled with needle-like teeth.
- Long, segmented tentacles replacing arms.

SCENE B. PARTS ROOM

This chamber is where Waldrin stores the 'spare parts' for use in his various projects.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This 20-foot-square chamber has a 10-foot-high ceiling. A long, wide hallway leads east and then north before ending in a blank wall. A character who succeeds on a DC 17 Wisdom (Perception) check detects the secret door that leads to scene C. It's easily opened once found.

Lighting. The chamber is dimly lit by spheres of iron glowing with pale white light, but the hallway beyond is completely dark. These spheres lose their enchantment if removed from the lair.

Bodies. The chamber is filled with neatly stacked corpses covered in sheets. As before, most of the bodies are warforged. Some of the bodies here animate if Waldrin d'Cannith (scene C) is engaged in combat or detects intruders, but they aren't discernable from corpses before then.

Temperature. This room is unusually cold thanks to an enchantment created by a series of runes that have been inscribed along the wall. If a rune is marred by a tool or weapon, the enchantment fails, and the room rises in temperature to that of the others.

TREASURE

Characters that spend an hour searching find:

- A ring carved of polished bone and inscribed with the name "*Bastian*" on a severed warforged hand.

SCENE C. WALDRIN'S WORKSHOP

Waldrin performs the bulk of his work here.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This 25-foot-square chamber has a 10-foot-high ceiling. Two small flights of steps lead down from scene A. Workbenches line the walls. Each bears the partially disassembled body of a dead warforged.

Lighting. The chamber is brightly lit by spheres of iron glowing with pale white light. These spheres lose their enchantment if removed from the lair.

CREATURES/NPCs

Waldrin d'Cannith is here, retrofitting the inert corpse of a dead warforged. If engaged in combat or if the intruders make their presence known, he activates a glyph of his own design, which animates three **warforged zombies** and another at the end of every third round until Waldrin is defeated.

Objectives/Goals. Waldrin is content to while away the years creating caches of undead beneath Sharn in the event that they should be needed in the future. For now, however, he is devising a way to deliver the information stolen from the Orien courier to Zorlan. The warforged zombies exist only to serve Waldrin and do so without question.

What Do They Know? He suspects that Merrix is operating a secret forge within the city but isn't sure where it's located, though he presumes in the Cogs. He is hopeful that his work here will sufficiently impress Cannith East and permit his return home. The dead know only that it's better to be alive.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace **Waldrin d'Cannith** with a **warforged zombie** that speaks Common and has Waldrin d'Cannith's Intelligence, Wisdom, and Charisma scores.
- **Weak:** Remove a **warforged zombie**.
- **Strong:** Add a **warforged zombie**
- **Very Strong:** Add a **Waldrin d'Cannith** described as a larger, more powerful-looking **warforged zombie**.

REWARDS

Searching Waldrin's workshop yields the following:

- A *potion of heroism*
- Waldrin d'Cannith wears a satchel containing the lockbox's stolen contents. Proceed to episode 3.

PLAYING THE PILLARS

Combat

The warforged zombies animated by Waldrin rise from the corpses found in scenes A and B. They attack the closest living creature they can see. Waldrin wades into combat with relish using his Vengeful Gaze to incapacitate foes that appear to be 'less cerebral' or those displaying potent ranged attacks. Waldrin prefers to use his Oath of Vengeance against foes that appear to present a greater threat. He directs the warforged zombies to attack any softer, unarmored targets at the rear.

Exploration

If the characters enter via the hallway in scene B, they are potentially able to catch Waldrin by surprise; however, if they triggered either of the glyphs in scene A or didn't mask the sound of the door leading to scene B, this will be next to impossible.

Social

Waldrin is driven, but not stupid. While he knows that destruction is but a temporary setback, he's not keen to lose the work he's accomplished here, especially the opportunity to thwart Cannith South's plans. Particularly persuasive characters may be able to come to a mutually beneficial agreement that allows both parties to learn of the lab's location.

APPENDIX G: MAGIC ITEM

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

CLOAK OF THE BAT

Wondrous item, rare (requires attunement)

Tier 2-4, 20 treasure checkpoints

Magic Item Table G, Dungeon Master's Guide

This cloak is fashioned of tattered black fabric and fastened around the neck by a broach bearing the heraldry of Karrnath—a blood-red wolf on a field of black.

While wearing this cloak, you have advantage on Dexterity (Stealth) checks. In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

While wearing the cloak in an area of dim light or darkness, you can use your action to cast polymorph on yourself, transforming into a bat. While you are in the form of the bat, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

APPENDIX H: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 9**. 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 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