

OUT OF TIME

An Original Adventure by The Role Initiative

Years ago, a young wizard looked out over the walls of his city and saw a vision in the winds—a vision of fire, conquest and glory. Now, his hour of destiny is at hand, and it may well spell disaster for the world. Can he be stopped before it's too late?

A Four-Hour Adventure for 5th–10th Level Characters



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INTRODUCTION

Welcome to *Out Of Time*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and an original adventure by The Role Initiative.

This adventure takes place in the city of Hulburg on the Moonsea coast, the foothills of the Galena Mountains, and the outskirts of the Elemental Plane of Fire.

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 7**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

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. Familiarize 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 note cards, 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.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players “little victories” for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

Those who cannot remember the past are condemned to repeat it.

—George Santayana, *The Life of Reason, Vol. 1, Reason in Common Sense*

ADVENTURE BACKGROUND

Years ago, a young Halruaan mage named Jerath Zorastryl looked out over the walls of his city and saw a vision in the winds. Convinced that it spelled out a glorious destiny for him, he became consumed by what he saw. He dedicated his life to seeing his vision to fruition.

When he came to the Moonsea, Jerath heard legends of a location called the Everforge—a lost dwarven foundry deep in the Galena Mountains, powered by a dimensional rift to the Elemental Plane of Fire. He immediately knew that he had found the Where of his vision. It did not take him much longer to figure out the When.

With time enough to make preparations, Jerath robbed and tricked his way around the Moonsea to Hulburg. He arrived early enough to commission a few items that he'd need for his destined moment—a set of *dimensional shackles* and a few constructs. Fortunately, Jerath arrived in Hulburg just in time for the Festival of the Forge, and he had his pick of the most talented metalworkers in the region.

The work done, Jerath ventured into the Galena Mountains. The plan was simple—draw a passing efreeti through the dimensional rift at the foreseen time, and subdue it with the help of his constructs. Once incapacitated, he would bind it with a combination of the *dimensional shackles* and a *planar binding* spell, and exact a *wish* from it.

Unfortunately for Jerath, the Everforge was not unguarded. A garrison of dwarves from the Stouthammer clan had laid claim to it, their chieftain having recently rediscovered its location. Jerath was forced to kill the garrison, but not before one member managed to send an SOS to their chieftain, Grif Stouthammer, back in Hulburg.

When the appointed hour came, Jerath found himself at odds with a party of adventurers hired by Grif to reinforce the Stouthammer garrison. A fierce battle ensued, but the party was ill-prepared and ill-equipped to handle the threat. Jerath was able to subdue them with ease, and now stands on the brink of destiny.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Hulburg (HUL-burg). A town on the North coast of the Moonsea.

Tradegarten (TRADE-garten). A park in Hulburg that hosts seasonal festivals and markets.

The Everforge (EVER-forge). A long-lost dwarven foundry in the Galena Mountains, built over a planar rift.

Jerath Zorastryl (JER-ath zor-AST-ryl). A Halruaan Diviner, on a quest to fulfill what he sees as his great destiny at any cost.

Glimwick Periwhipple (GLIM-wick PERI-wipple). An eccentric but brilliant gnome tinkerer.

Rueful-Eddies-In-The-Current (ROO-ful ED-ees in the CUR-rent). A Tabaxi con artist passing off mundane weapons as magical blades.

Grif Stouthammer (GRIFF STOUT-hammer). The nonsense chieftain of the dwarven Stouthammer clan, in Hulburg to orchestrate the reclamation of the Everforge.

Luff Stouthammer (LOOF STOUT-hammer). A member of the garrison sent to secure the Everforge in advance of the clan's arrival.

ADVENTURE OVERVIEW

The adventure is broken down into 4 parts:

Part 1. Be Careful What You Wish For—10 minutes. Beaten and broken, the characters watch as a Diviner, Jerath Zorastryl, gloats over them and a captive Efreeti. They have moments to take stock of the situation before a slip of the tongue sends them back in time.

Part 2. A Little Too Familiar—120 minutes. Cast back to the final days of the Festival of the Forge in Hulburg, the characters must pick up Jerath's trail. They must rediscover how they came to the brink of defeat, and figure out where this Rift chamber is located.

Part 3. Forging Ahead—50 minutes. Armed with knowledge, the characters make their way to the Everforge, in the Galena Mountains. They must explore the familiar site, navigating a series of nasty traps left behind by Jerath.

Part 4. Once More, With Feeling—60 minutes. In the searing heat of the Everforge, the characters battle Jerath and his constructs once again. The battle spills out onto the Elemental Plane of Fire itself.

ADVENTURE HOOKS

All the Fun of the Fair. The Festival of the Forge has become a popular event over the past few years, drawing metalworkers, merchants, and customers from all around the Moonsea region. Characters may be in town taking advantage of the festival to do some shopping for high-quality arms and armor.

On the Hunt. A spate of crimes has been plaguing the Moonsea region of late, all perpetrated by a mysterious magic-user who has stubbornly evaded capture. The reward for this person is substantial, and rumor has it that he was last seen near Hulburg.

PART 1. BE CAREFUL WHAT YOU WISH FOR

Against stupidity, the gods themselves contend in vain.

—Friedrich Schiller, *The Maid of Orleans*,
Act III, Scene vi

Estimated Duration: 10 minutes

BEFORE STARTING PLAY

Before describing any of this adventure, have the players update their character sheets to reflect the following.

Hit Points. Have the players roll 1d10. The result of that roll is the number of hit points their character has.

Exhaustion. Have the players roll 1d4. The result of that roll is the number of levels of exhaustion that their character is suffering.

Magical Items. Any magical items that the characters possess are depleted of all charges, where applicable.

Spell Slots. Any spellcasting characters have expended all of their spell slots.

Special Abilities. Any characters who have abilities with daily limits (such as Wild Shape, ki points, sorcery points, etc.) have exhausted these abilities for the day.

This adventure opens with the characters defeated at the end of a long, arduous battle. They have little choice but to watch helplessly and take in their surroundings as Jerath Zorastryl stands over them, musing over his victory.

Once the players have made the necessary changes to their character sheets, as detailed in the sidebar, the adventure can begin.

You all lie, broken and exhausted, scattered at the bottom of a shallow hexagonal pit in a huge stone chamber. In the center of this pit, the Rift shimmers in midair, framed by its stone archway. It radiates an intense, dry heat that's making you struggle to breathe.

The man who brought you to this point, the mage you've come here to hunt down, is standing at the top of a stairway that overlooks the Rift. He has his back to you, and is addressing someone you can't quite see from here.

"There. The final piece of prophecy fulfilled. Did I not promise that they would lie prostrate before me?"

GENERAL FEATURES

The Rift Chamber has the following general features.

Planar Rift. The center of the chamber is taken up by a ten-foot-deep hexagonal pit with six staircases leading into it. At the center of the pit is a rift to the Elemental Plane of Fire. Characters beginning their turn within 10 feet of the Rift must succeed at a DC 15 Constitution saving throw, or suffer 5 (1d10) fire damage and gain a level of exhaustion.

Temperature. Due to the planar rift, the temperature in the room is in excess of 200°F. The air is dry and difficult to breathe.

Light. The planar rift sheds bright light in a 30 foot radius, and dim light an additional 30 feet beyond that. Besides the rift, there are no light sources.

Smells and Sounds. The dry air is tinged with the scent of exotic spices, emanating from the captive efreeti. Despite the flame-like appearance of the Planar Rift, it makes no sound, making the chamber eerily quiet.

At this stage, players should be given as little context as possible. Their characters are aware of the following:

- If they have chosen the "On The Hunt" adventure hook, they know that this mage is the same one that has been committing crimes across the Moonsea region.
- The Rift in this chamber is a portal to the Elemental Plane of Fire.
- The heat pouring from this Rift is responsible for the exhaustion that they are suffering.
- Beyond that, their memory is oddly hazy – an effect of the *wish* spell echoing back in time.

Allow players a few moments to decide on a course of action. Make it clear that they do not have a lot of time—they know that Jerath is planning something terrible, although they can't quite remember what.

Characters attempting Wisdom (Perception) checks from the bottom of the pit notice only the following:

- The stone archway surrounding the Rift is covered in carved Dwarvish runes. Characters who speak Dwarvish can attempt a DC 15 Intelligence (Arcana) check to learn that these runes capture and channel the rift's heat.
- The archway is capped by a thick stone pillar that disappears up into the shadowy distance. Near the top of the chamber, smaller pipes split and branch off from the central trunk. They are all covered in the same runes as the archway.

Characters must climb one of the staircases out of the pit if they wish to see more.

DEVELOPMENTS

Jerath's attention is focused entirely on the efreeti that he has captured. He is holding a one-sided conversation with the creature, musing on how

to spend his *wish*, and characters will have no difficulty sneaking up on him if they choose.

- He ignores any attempt at conversation, too wrapped up in his moment of glory.
- Should any characters attempt to attack him, he retaliates immediately and without mercy. He has no qualms about killing the offending character.
- For the purposes of this encounter, assume that Jerath has all of his hit points and spell slots remaining.

Once characters emerge from the pit, read the following:

From here, you can see the creature that this mage is addressing. It's an efreeti, kneeling in the center of a magic circle. Its head is bowed, and its hands are manacled together. It snarls wordlessly as the mage mutters,

"Ruination on my enemies? Unimagined wealth? Godhood? If only the winds had shown me my decision ..."

This alone is bizarre enough, but there are a few other odd sights that catch your eye.

Have the characters each make a Wisdom (Perception) check. Make a note of each character's result, as this will affect their Wisdom (Insight) checks later in the adventure.

Characters notice the following based on the results of their rolls:

DC 8. Characters only notice what they would have seen at the bottom of the pit—the archway, the branching column, and the runes carved into both.

DC 12. There is a dented, empty suit of armor on the other side of the chamber. It's decorated with gaudy, bright designs.

The mage is wearing scraps of odd silvery garments over his robes. As the characters watch, these garments are evaporating away in the heat of the Rift.

The efreeti's shackles are made of a bright metal, connected by a chain. They're patterned with a blocky, austere design.

DC 15. The mage is wearing a white flower pinned to his robes. It's still fresh and alive despite the withering heat.

The mage is carrying a dagger, thrust into his belt. The hilt is inlaid with a stylized image of a griffon, worked in gold.

Once characters have made their Wisdom (Perception) checks, Jerath begins to laugh.

"Decisions, decisions! All this time, and I still find myself spoiled for choice! I'm sorry," he turns to look at you all. "I'm sure this isn't nearly as amusing to you. I've just ... if only you could all understand how much I've given up for this moment!"

He gazes into the Rift with an enraptured expression. "All the sacrifice, all the killing, all the destruction ... but I must admit that it was all worth it, for this moment alone.

"To finally achieve one's destiny is a euphoria like none other. I honestly wish that I could do it all again, if only to ..."

He stops mid-sentence. The color drains from his face. He whirls around to face the captive efreeti, which lifts its head and gives a malevolent grin. The creature utters a single word:

"Done."

It claps its manacled hands together. With an immense surge of arcane energy, your world turns a blinding white, and then—

PART 2. A LITTLE TOO FAMILIAR

Dwarves are very argumentative, sir. Of course, many wouldn't agree.

—Cheery Littlebottom, *The Fifth Elephant*

Estimated Duration: 100 minutes

1. THIS AGAIN?

—you hear a shout from somewhere in the crowded tavern, “TO THE FORGE!”

A raucous cheer rings out your fellow patrons of the Keelbreaker Inn, and you all raise your drinks in celebration. Halfway through the movement, though, you feel a sense of disorientation that almost makes you stagger. Your drinks slop out of your tankards, to some grumbles from the people around you.

The characters have been sent three days back in time by the efreeti's casting of *wish*. They are now back in the town of Hulburg, in a tavern full of happily inebriated townsfolk, on the second-to-last night of the Festival of the Forge.

THE FESTIVAL OF THE FORGE

Held annually in Hulburg's Tradegarten, this tenday-long festival is a celebration of metalwork, smithing, and all things related. Over the past couple of years, it has blossomed into a hugely popular event. Smiths, jewelers, and armorers come from far and wide, not only to sell their wares, but also to make names for themselves, show off their skills, and build their reputations. Adventurers and travelers flock to the festival from across the Moonsea region to take advantage of the beautiful, finely-crafted metalwork on display, from weapons and armor to intricate jewelry.

Given the festival's popularity, it can be difficult to find accommodation in town. Lucky merchants can take over the rare intact building in the ruined outskirts of Hulburg, but most have to make do with living and working out of their wagons in the Tent City for the duration.

THE KEELBREAKER INN

The Keelbreaker Inn is a large establishment in the Harbor District of Hulburg. The characters have been staying here for several days during the Festival.

It's a cold night outside, but the inn is crowded and warm, lit by the glow of oil lamps and filled with merry festival-goers of various races. Everybody has a drink in hand, and every so often another toast is raised to the forge, the smiths, or some other festival-appropriate cheer. Some groups of people playfully try to out-do each other, calling out ever more elaborate toasts to rival factions of metalworkers.

The inn's staff are bustling around with drinks and empty tankards with barely a pause.

Characters immediately recognize the carnival atmosphere, and their surroundings. As far as they're aware, though, the festival ended a full day ago.

Looking around, characters can see a wooden notice board behind the bar. They also notice that a harried-looking server is heading straight towards them.

MEMORY TRIGGERS

Because they were at the epicenter of the *wish* when it was cast, characters can remember their last few minutes in the Everforge. Even these moments seem foggy and dreamlike to them; any characters attempting to make a skill check to further understand what they saw now do so with disadvantage. For now, any attempt to recall details beyond those last few minutes are futile.

As the adventure continues, characters will encounter events and sights that call to mind events that they have forgotten. At these Memory Triggers, have all characters make a Wisdom (Insight) check.

The difficulty of this check may vary based on the success of each character's Wisdom (Perception) check made in part 1 of the adventure. Characters who noticed key details there will have an easier time remembering some events of the original three days.

As the characters draw closer to the time and place in which *wish* was originally cast, the Memory Trigger DC will lower as their memories come more easily.

Refer to the appendix, “Adventure Flowchart—Original Timeline,” for a rundown of the events that transpired before this adventure began. Characters have no difficulty remembering details of the original timeline up until this evening. However, any attempt to ‘remember’ details of the upcoming days without a trigger is extremely difficult; a successful DC 22 Wisdom (Insight) check will provide only the vaguest of details.

Characters may also wish to try remembering whether a specific event that they witness happened in the original timeline, or if it is a deviation. They can do so with a successfully DC 18 Wisdom (Insight) check.

MEMORY TRIGGER

Have the characters attempt a DC 15 Wisdom (Insight) check. On a success, they remember that one of the servers rushing by is about to trip and spill several drinks in their direction. Sure enough, if they do not move in time, they are doused in warm ale as the server falls.

THE NOTICEBOARD

One of the pictures on the board is immediately recognizable. The face of the mage who just defeated them stares out from a Wanted poster.

The poster gives the man's name as Jerath Zorastryl.

Jerath is wanted, Dead or Alive, for “Murder, Robbery, and Abuses of Arcane Power (including, but not limited to, Improper Enchantments, Property Damage, and Counterfeiting)”.

The reward listed for his capture or confirmed execution is 1,500 gp.

After characters have had a little time to come to grips with the situation, they hear a sudden commotion:

From somewhere outside, you suddenly hear a loud explosion. Shouts and cries sound out in the distance moments later. Several of the inn’s patrons take notice, and rush out into the cold night.

Once outside, characters are treated to the sight of an elaborate fireworks display. Vividly-colored explosions light up the night sky above the harbor of Hulburg, and as people rush out of the tavern they turn their faces up to the twinkling lights with excited looks.

MEMORY TRIGGER

Have the characters attempt a DC 15 Wisdom (Insight) check. On a success, they remember seeing this exact display two days ago. The fireworks were a one-night-only event, and they know with certainty that it is early evening on the penultimate day of the festival.

Out in the street, a mass of people are chattering excitedly and streaming down along the docks for a better look at the fireworks display. Every so often the crowd ‘oohs’ and ‘aahs’ as a colorful flash of light illuminates the night.

The street around you is quickly clearing as the crowds of people make their way through the Harbor district, heading to the docks for a better view. A young human girl, no more than eight years old, is particularly excited; she rushes through your group, jostling against you. Behind, a human woman calls at the girl:

“Ellie! Slow down, sweetheart, you’ll knock someone over!”

MEMORY TRIGGER

Have the characters attempt a DC 15 Wisdom (Insight) check. On a success, they remember with certainty that the child is about to run out into a cross-street, where a runaway cart will knock her over. The characters have moments to prevent this from happening.

If characters are successful in stopping the girl. The mother catches up to the party and scoops her daughter up in a hug. She thanks the characters profusely before heading away with the crowd, chastising her daughter.

If characters are unsuccessful in stopping the girl. She is clipped by the cart and knocked to the

ground as it rolls out into the street. She is not badly hurt, but the mother’s panicked yells are distressing to hear. In the aftermath, characters clearly remember having seen this happen before.

2. GLIMWICK’S GALLANT GUARDIANS

At this point, the characters should be aware that they have been sent back in time, and the precise day that they are re-living.

Allow the characters a moment to discuss their situation and their next move. They are interrupted before they can begin their investigation, though:

Almost inaudible over the roar of the fireworks and the crowd, there’s a shattering noise. It takes you a moment before you notice that this sound doesn’t trigger that odd sense of déjà vu that you’ve been feeling.

Moments later, the shouts of the crowd take a different tone. People begin to surge around you, fleeing in terror from something further up the street.

Two mechanical constructs (use **helmed horror** statistics) have burst out of a nearby shop window approximately 40 feet away.

As terrified citizens flee the area, the constructs notice the party and attack immediately, with single-minded purpose.

SETTING UP THE ENCOUNTER

Very Weak, Weak

- **Helmed Horror:** AC 20, 60 hp, Init +1

Average

- **Helmed Horror (2):** AC 20, 60 hp, Init +1

Strong

- **Helmed Horror (3):** AC 20, 60 hp, Init +1

Very Strong

- **Helmed Horror:** AC 20, 60 hp, Init +1
- **Shield Guardian:** AC 17, 142 hp, Init –1

TRICKS OF THE TRADE

The constructs ignore all festival-goers and focus their attention on the party. Jerath has given this specific instruction with the intent of slowing or incapacitating the characters before they can become a problem.

The helmed horrors are programmed with immunity to *fireball*, *heat metal*, and *lightning bolt*.

MEMORY TRIGGER

Characters can attempt a DC 18 Wisdom (Insight) check. Characters who successfully noticed the empty armor in the Everforge (DC 12) make this check with advantage.

On a success, characters recognize the garish design of these constructs as identical to the armor they saw on the opposite side of the Rift.

DEVELOPMENTS

When the constructs are subdued, it's an easy matter to find where they came from. The glass display window of a nearby shop has been shattered from the inside. A sign over the door shows a cartoonish, smiling helmet and reads "Glimwick's Gallant Guardians—Safe as Houses!"

The door to the shop is locked, but can be unlocked with a successful DC10 Dexterity (Thieves' Tools) check. Characters can also enter through the broken window.

Inside the shop is a scene of barely-ordered chaos. Metal cogs, springs, and other esoteric items litter most visible surfaces. A narrow aisle runs down the center of the room, with wooden workbenches on the left side.

On the right side are several large containers made of metal and glass with velvet-lined bases. Each one of these containers has been shattered, and broken glass litters the floor, along with other debris.

At the far end of the room, a small figure is lying unmoving on the ground. Next to him, a ladder has been propped up against one of the shattered containers.

The shop's proprietor is a gnome named Glimwick Periwhipple. He is unconscious, but not otherwise hurt, and it's an easy matter to wake him up.

ROLEPLAYING GLIMWICK PERIWHIPPLE

Glimwick is an eccentric, but brilliant, elderly gnome inventor and tinkerer. His latest passion project is to reverse-engineer constructs called Runehelm Guardians and sell them as bodyguards or servants, which he calls Glimwick's Gallant Guardians. These Runehelm Guardians were used to terrorize the city of Hulburg not too long ago, but Glimwick is convinced that if he can put the right spin on it and persuade people that his creations are not dangerous, he stands to make a great deal of money. As a result, he's more upset at the blow to public perception of his work than he is about the attack and theft.

When Glimwick comes to, he is able to explain the following:

- He was attacked by a customer of his—a human man. This man had commissioned work from him a few days ago.
 - The exact items commissioned by Jerath will vary based on the party's strength. See "Setting up the Encounter" in part 4.1 to confirm which items were ordered.
- It was surprising to see the man appear so late—he could have sworn that he'd locked the shop's door—but the man seemed in a great hurry.

- He kept demanding the constructs that he'd ordered, saying that he could not wait a second longer.
- When Glimwick protested that the work wasn't quite finished, the man said that he "couldn't afford to take any chances this time," and knocked out the gnome.
- Glimwick cannot provide a good description of the man—he wore robes with a hood that obscured his features. If shown the Wanted poster with Jerath's face, he hazards a guess that it might be the same person, but he can't say for sure.

At the news that his creations were attacking the festival crowds, Glimwick is distraught. Pulling at the wispy tufts of white hair at his temples, he bemoans that the public won't forget this—they'll never see Glimwick's Gallant Guardians as anything more than dangerous monsters now.

"You know the worst of it?" He moans, sliding down the shop's counter to a sitting position on the floor. "I never got the chance to finish the work. Unfinished work, out in the world. People will think I'm negligent! Sloppy!" He shakes his head back and forth and holds his tiny hands over his face. "The shame of it!"

If asked what he means about unfinished work, Glimwick explains that the man wasn't supposed to pick up the constructs until tomorrow, the final day of the festival. As a result, one of the constructs stolen by Jerath suffers from a fault.

The exact description of this fault varies based on the party's strength, as follows:

Very Weak, Weak. One of the animated armors has unfinished plating, and is less well-armored.

Average. One of the helmed horrors was not programmed with immunity to *wall of fire*, and is instead immune to *lightning bolt*.

Strong. The shield guardian lacks a regenerative ability.

Very Strong. The helmed horror was not programmed with immunity to *wall of fire*, and is instead immune to *lightning bolt*. The shield guardian lacks a regenerative ability.

Deadly. One of the shield guardians lacks a regenerative ability.

If one of the constructs described uses the statistics of a helmed horror, Glimwick adds the following:

"Fire. He was very insistent about that. He wanted his Guardians to be resistant to as many kinds of magical fire as possible. Garl knows what he's planning to do with that. I did my best, but ... well, like I told him, I wasn't quite finished with the work."

If characters search the interior of the shop, they find the following:

- The containers that once held Glimwick's Guardians were smashed from the outside.
- Among the broken glass on the floor are several cards that list prices and customization options. The Guardians are exorbitantly expensive, in the realm of thousands of gold pieces for a basic model.
- A white flower is lying on the floor near where Glimwick was found. It has been crushed in the commotion, but is otherwise remarkably fresh. Characters who succeed at a DC 15 Intelligence (Arcana) check recognize the work of druid *abjuration* magic.

MEMORY TRIGGER

Have the characters attempt a DC 18 Wisdom (Insight) Check. For characters who successfully noticed the flower that Jerath was wearing in the Rift Chamber (DC 15), this check is made with advantage.

On a success, characters recognize the flowers as identical to the one pinned to Jerath's robe in the Rift chamber. They also remember having seen a young girl selling similar flowers from a stall in the festival's market.

If asked about the flower, Glimwick says that he's seen several people wearing similar flowers in the past few days. He believes that they're being sold at the festival's market, in the Tradegarten.

Glimwick has no knowledge of the Rift chamber in which the characters started the adventure. If it's described to him, he says that it does indeed sound like dwarven design.

He mentions that there's a large contingent of dwarves—some clan or other—that have come for the festival. Some of them have come to his shop to purchase machinery parts.

When the characters are ready to leave, Glimwick begs them to track down this man and recover his property. He offers a substantial discount on future purchases if they're able to do so.

Though he has no leads himself, he recommends that they try asking around at the Tradegarten tomorrow; he's sure that somebody will know something.

If characters attempt to question any festival-goers outside, they have little success. Everybody was too distracted by the fireworks to see what happened before the constructs broke out of the shop window.

If characters attempt to follow any tracks left by Jerath and his constructs, they have no success. Jerath left Glimwick's shop using a *teleport* spell.

3. TO CATCH A KILLER

Thanks to centuries of conflict in the region, the town of Hulburg has been razed to the ground and rebuilt many times over. The way to the Tradegarten from the Harbor District is an uphill walk through abandoned neighborhoods with houses and buildings in various states of disrepair.

As you make your way uphill through the ruined outskirts of Hulburg, you see that you're not alone. The streets are teeming with people, many of them proudly wearing shiny new jewelry or armor, or ostentatiously flashing the freshly-forged weapons they're carrying.

The crowd is mostly made up of humans, with plenty of elves, half-elves, and dwarves thrown in for good measure. There are a handful of more exotic races as well—half-orcs, tieflings, and even a few tabaxi.

Characters also notice that, among the dwarves in the crowd, a large contingent seem to be connected with each other. Their mannerisms, accents, and fashion all mark them out as belonging to the same clan.

Asking around easily reveals that these dwarves are all members of the Stouthammer clan; an ambitious group who have come to the festival en masse to publicize their brand.

MAKING INQUIRIES.

Characters may wish to ask passersby for information about Jerath and the Rift chamber. The following are some examples of responses the characters might receive, depending on who they talk to:

Asking Hulburg citizens about the Rift. Nobody will be able to offer useful information. Some people might tentatively suggest that there are abandoned tunnels and warrens underneath most of the old town, but they've never heard of a planar rift of the kind the party describes.

Asking Stouthammer dwarves about the Rift. Characters might connect the dwarven runes surrounding the Rift with the visiting clan. Asking any Stouthammer except Grif about the Rift results in blank stares and claims of ignorance.

A Wisdom (Insight) check (opposed by the dwarf's Charisma (Deception) check) will reveal that they know more than they're letting on, but they stubbornly refuse to talk.

Asking Stouthammer dwarves what they are doing in town. If asked this question, any Stouthammer dwarf will claim to be here for the festival, and for the opportunity to make a name for their clan.

A successful DC 12 Wisdom (Insight) check will confirm that they are being completely honest about this.

Revealing their story. Any mention of time travel or genies will get the characters laughed at openly. People might well question their sanity and sobriety.

Asking about Jerath Zorastryl. Characters may encounter fellow bounty hunters on the lookout for Jerath, as word has spread that he was last seen in this area. Unfortunately, there have been no confirmed sightings of the man; he has been magically disguising himself since first arriving in Hulburg days ago.

THE TRADEGARTEN

After a further half-hour of walking, the characters reach the top of the plateau and the ever-expanding district of hastily-erected buildings still known as the Tent City—the latest ongoing attempt to restore Hulburg to its former glory.

The heart of the Festival of the Forge lies in the long strip of parkland known as the Tradegarten. Every inch of space on this grassy field has been taken up by hastily-erected stalls, carts, and wagons, all lit by a myriad of multicolored lanterns. There are hundreds of people here, and there's barely space to squeeze through the crowd in places.

Each merchant flies a brightly-colored banner above their stall that sports their trade mark. Every kind of metalwork imaginable is on display, from intricate jewelry, to weapons and armor of all shapes and sizes, and even to metal sculptures. Merchants clamor for attention above the noise of the crowd, and the air is heavy with the smell of frying food, mud, and hot metal.

The merchants of the Tradegarten are selling armor and weapons of all kinds. Characters can find and purchase all of the Weapons and Armor listed in the *Player's Handbook*, in any style to suit their tastes.

The Tradegarten is a kaleidoscope of sights and sounds and smells. Despite the bustle, there are a few items that may catch the characters' attention. If time is short, skip to the section "A Familiar Sign."

THE FLOWER-GIRL

Near the entrance to the market, a half-elf girl is selling white flowers from a small hand cart for 2 sp each. She proudly boasts that the flowers are guaranteed to stay fresh for weeks. Characters who succeed on a DC 15 Intelligence (Arcana) check recognize the work of druid *abjuration* magic.

If they did not notice the flower in Glimwick's shop, have the characters attempt a DC 18 Wisdom (Insight) check. Characters who successfully noticed the flower that Jerath was wearing in the Rift chamber (DC 15) make this check with advantage.

On a success, characters recognize the flowers as identical to the one pinned to Jerath's robe.

The young druid doesn't remember ever having sold a flower to anybody matching Jerath's description. She does not recognize his picture from the Wanted poster. If pressed, she says apologetically that she's sold hundreds of flowers over the past tenday, and that nothing stands out in her mind.

TOO GOOD TO BE TRUE

A tabaxi is sitting at a stall with a brightly-painted sign above it. The sign says "Rueful Ed's Magical Weapons—Cheapest You'll Find!"

Rueful-Eddies-in-the-Current is selling +1 martial melee weapons at 150% of the regular weapon's price. For 200%, characters can select a weapon that will also deal 1d6 fire, cold, or lightning damage.

The weapons appear obviously magical; they glow and crackle with elemental energy. A successful DC 12 Intelligence (Arcana) check or use of *detect magic* only confirms the clear *evocation* aura.

In fact, the weapons are fakes. Rueful Ed has cast *Nystul's magic aura* on mundane weapons to dupe unsuspecting shoppers into buying expensive duds. A successful Wisdom (Insight) check (opposed by Rueful Ed's Charisma (Deception) check) will reveal that he is running a scam.

If characters try to remember whether they encountered Rueful Ed in the original timeline, they recall having originally purchased one of Rueful Ed's weapons with a successful DC 18 Wisdom (Insight) check. They get the sense that wielding the dud weapon actually contributed to their defeat.

A FAMILIAR SIGN

A large section of the market at one end of the Tradegarten has been taken over by dwarven merchants. They all belong to the insular Stouthammer clan.

In addition to the usual weapons and armor, the Stouthammer dwarves seem to specialize in baffling pieces of machinery. Though unfamiliar to the characters, they resemble crude versions of combine harvesters, cotton gins, and other such proto-industrial devices.

Notably, one of the stalls is empty. Above it flies a black banner decorated with a stylized golden griffon.

MEMORY TRIGGER

Have the characters attempt a DC 18 Wisdom (Insight) Check. For characters who successfully noticed the dagger that Jerath was wielding in the Rift chamber (DC 15), this check is made with advantage.

- On a success, characters recognize that the griffon on the banner matches the one on Jerath's dagger. Furthermore, they remember clearly seeing a stern, silver-bearded dwarven woman manning that stall on this last day of the festival. There's no sign of her now.
- Characters who noticed Jerath's dagger in the Rift chamber but do not pass the Wisdom (Insight) check have no memory of the stall, but still recognize that the griffon on the banner matches the one on Jerath's dagger.
- If no characters noticed Jerath's dagger in the Rift chamber, they instead overhear the neighboring merchants muttering amongst themselves how out of character it is for the chief to be late. If they succeeded at the Wisdom (Insight) check for this Memory Trigger, they recall seeing the dwarven woman manning the stall in the original timeline.

If questioned, the nearby Stouthammer merchants confirm that this stall belongs to their chieftain, Grif Stouthammer. She'd gone to her residence around noon to pick up some supplies, but hasn't returned since. Nearby dwarves re-iterate that this is very out of character for her.

If the characters show no sign of looking for Grif, one of the dwarves asks the party to do so. They'd send someone to do it themselves, but with the amount of business being done on the festival's final night, they can't spare a soul.

The Stouthammer dwarves give the party directions to a location in the ruins surrounding the Tent City.

4. THE GRIFFON'S NEST

Based on the Stouthammer dwarves' directions, Grif Stouthammer has set up residence on the very opposite end of the city. It takes the characters at least two hours to make their way there through the ruined streets. By this time, it's approaching late evening.

Though long abandoned, this particular area appears to have been spared the worst of Hulburg's latest round of destruction.

The squat, one-story building doesn't look like much. It's certainly not where you'd expect a dwarven chieftain to stay. Ivy and vines cover the entire front of the stone building, even crawling up the single chimney, and in places you can see that their roots have started to pull apart the masonry. Despite this, though, the building appears to be intact.

There are no windows to look through—no openings at all, except for a tall set of wooden double-doors with a rusted horseshoe dangling by one nail above them.

This building was once a farrier's stable. Jerath has already been here, and has taken the time to cast

two instances of *glyph of warding* on the doors. The glyphs are set to trigger the spell *summon greater demon* when the doors are opened or destroyed.

The glyphs are inscribed on the inside of the doors and therefore cannot be seen if the characters inspect from the outside. However, a character casting *detect magic* does sense two nodes of *abjuration* magic.

Characters listening in at the doors hear faint scratching and muffled noises—the sounds of Grif Stouthammer frantically trying to free herself and stop the doors from being opened.

The following happens as soon as the characters open the doors:

As the doors swing open, you see that the interior of the building is lit by a brightly glowing forge. A wooden worktable with tools strewn about, a long horse-trough, and a row of empty stables take up the left half of the single room. More implements are hanging from nails on the walls.

The forge at the far end of the room is huge. There's a bed of glowing coals in front of it, and a large anvil. Tied to the anvil is a dwarven woman with a long grey beard.

Her mouth is covered by a tightly-wound cloth, but her eyes are wide as she watches the doors swing open. She shakes her head frantically, but her screams are muffled and incomprehensible.

As soon as the doors open fully, twin points of light flare from their inner sides. A moment later, two shapes rush at you from the shadows of the smithy.

Triggering the glyphs summons a **tanarukk** and a **mezzoloth**. The demons attack the characters immediately.

SETTING UP THE ENCOUNTER

Very Weak

- **Tanarukk:** AC 14, 45 hp, Init +1
- **Mezzoloth:** AC 18, 35 hp, Init +0

Weak Party

- **Tanarukk:** AC 14, 65 hp, Init +1
- **Mezzoloth:** AC 18, 55 hp, Init +0

Average

- **Tanarukk:** AC 14, 95 hp, Init +1
- **Mezzoloth:** AC 18, 75 hp, Init +0

Strong

- **Tanarukk:** AC 14, 115 hp, Init +1
- **Mezzoloth:** AC 18, 95 hp, Init +0

Very Strong

- **Tanarukk:** AC 14, 130 hp, Init +1
- **Mezzoloth:** AC 18, 110 hp, Init +0

TRICKS OF THE TRADE

Jerath has laid this trap with the intention of slowing or killing the characters. As such, the two demons initially focus their attacks on the party. However, Jerath's control is subject to the limitations of the spell that summoned them.

At the end of each demon's turn, they roll a Charisma saving throw against Jerath's spell save DC 15. On a success, the demon is free of Jerath's commands and may decide to attack Grif Stouthammer, given that she is helpless and therefore easier prey.

For the purposes of the battle, Grif Stouthammer uses the statistics of a **berserker**.

DEVELOPMENTS

Once the demons are defeated, characters are able to easily untie Grif Stouthammer. Though grateful for the rescue, she is a little irritated that the characters triggered the trap in the first place. She is also furious at herself for letting herself be taken captive.

Though the characters may not yet realize it, Grif can lead them directly to Jerath. They must ease her suspicions during the following encounter, so that she confides in them and points the way to the Rift chamber (which, she reveals, is deep in a ruined complex known as the Everforge).

If Grif dies. The characters find papers on a desk detailing the work that's being done to excavate the Everforge, along with details of its history. These notes summarize the information that Grif Stouthammer would otherwise impart below. There is also a detailed map to the Everforge's location in the Galena Mountains.

Characters will need to search the lockbox tucked behind the forge for the fire-resistant garments, but should not be prompted to do so.

MEMORY TRIGGER

Have the characters attempt a DC 18 Wisdom (Insight) Check. Characters who succeed the check have a clear memory of meeting Grif tomorrow, the day after the festival.

In your memory, this dwarf sat across a table from you in a tavern, and handed you a pouch of gold with words of caution.

"A retainer. For information, first. And if yeh can find what's done this and exact a measure o' justice, there'll be double that when yeh return. Just remember to keep this to yourselves. You breathe a word to anyone, and the deal's off."

Characters who recall this now know that whatever happened last time around, they were originally sent on their mission by this dwarf.

ROLEPLAYING GRIF STOUTHAMMER

Grif is the no-nonsense chieftain and matriarch of the Stouthammer clan. She is cunning and proud, and has good cause for both. She is also an excellent blacksmith, and takes as much pride in her craft as she does in her clan.

Recently, she discovered something in an old family history that could potentially put her clan's name into the history books: the location of the legendary Everforge.

Grif has orchestrated an elaborate plan to secure the Everforge. While most of Clan Stouthammer has descended on Hulburg en masse, ostensibly to participate in the Festival of the Forge, a handful of key warriors have gone on ahead to confirm its location. When the festival ends, the Stouthammers will march out of Hulburg, and claim their prize.

Grif has no intention of letting the Everforge fall into any hands outside of her clan's, and reacts with shock and suspicion when the characters seem to know something about it.

Grif can provide the following information about her capture:

- She was attacked a few hours ago by a human who had at least one mechanical construct in tow.
- The man had commissioned a pair of *dimensional shackles* from her a few days previously.
- Grif was initially confused by his appearance, because when they first met, he had disguised himself. If he's described to her, or if she's shown the Wanted poster, she confirms that it was Jerath's face she saw tonight.
- When he burst in, the man seemed extremely agitated, and demanded that Grif give him the shackles immediately.
- Grif refused, insisting that the work was unfinished, but he cast *detect thoughts* on her to determine that the remaining work was only cosmetic (the shackles work perfectly, but one of the manacles is undecorated). Grif not only considered this a violation, but took issue with the idea that they are complete simply because they are functional.
- The man ignored Grif's repeated refusals to hand over unfinished work. He attacked her, incapacitated her, and tied her to the anvil.
- He then spent two hours casting *glyph of warding* on the doors to lay a trap for people he claimed might be following him.
- One phrase of his stands out in her mind: "They'll be there, one way or another. I have seen it. But not before I'm ready, no...no mistakes this time."
- She has no idea where he might have gone to—when she asked, he would only say, "back to where the winds guided me."

Based on what Jerath had been saying, Grif already suspects that the characters are somehow

connected to him, and has a few questions of her own:

- How do the characters know the man who attacked her?
- If he was in such a hurry, why did he take the time to prepare a trap for them?
- Where do they think he might be headed?
- Have they spoken to the rest of her clan? Have her clansmen been targeted in any way?
- If characters describe the dagger that Jerath was wearing in the Rift chamber or the *dimensional shackles* holding the Efreeti, she asks how they could possibly know about that—neither item had ever left her workshop, and both were taken by her attacker.

Grif is eager to learn what the characters know about Jerath, so that she can exact her own vengeance on him. However, if characters reveal that they have traveled back in time, she bluntly tells them she doesn't believe a word of it.

It's not until the characters describe the Rift chamber and their battle there that her attitude changes. She goes quiet for a moment, and when she does speak, it's in a measured tone:

"Now I know that yeh'r spoutin' slag." Grif's expression is carefully neutral. "What yeh'r describin' is just a legend. A legend that's gone by many names. Where I'm from, folk call it the Everforge."

Grif can provide the following information about the Everforge. She speaks entirely in hypotheticals and refers to it as though it were fictional, still unsure whether to trust the party:

- The Everforge refers to both a location and an artifact, the former built around the latter.
- The forge itself was an artifact "of great power and undying flame." Legend says that it harnessed a planar portal to create an unending source of heat that powered an entire foundry.
- Items created on the forge were superlative in their quality. Some say that the forge's energy even imbued those items with magical powers.
- Grif dismisses the last detail as embellishment—she suspects that such a foundry's astoundingly high output would give birth to such a rumor.
- The Everforge's location—if it ever did exist—was lost centuries ago, thanks to centuries of chaos created by invading armies of giants and rampaging orc hordes.

A DC 10 Wisdom (Insight) check easily reveals that Grif is holding something back.

PERSUADING GRIF

Grif is still extremely suspicious of the characters' story, and is unwilling to simply divulge the location of the Everforge to a group of strangers. To get her to open up, the characters must roll a group Charisma (Persuasion) check.

The base DC for this check is 25. Apply the following modifiers as applicable:

- If the characters reveal that Grif originally hired them to investigate the Everforge, the DC is lowered by 5.
- If the characters describe the *dimensional shackles* worn by the efreeti or the dagger worn by Jerath, the DC is lowered by 5.
- If the characters have attempted to intimidate Grif or her clan at any point, the DC increases by 5.

IF THE CHARACTERS SUCCEED AT THE CHECK

Grif believes their story completely and reveals her true motives:

- She has indeed recently rediscovered the location of the Everforge. It's a few hours north of Hulburg, in the Galena Mountains, and the Stouthammers are in town to claim it for their own.
- She apologizes for the secrecy, but explains that if it was publicly known that the Everforge had been found, it would cause chaos as different factions competed for the legendary prize.
- By bringing most of her clan here under the cover of the Festival, Grif hopes to quickly seize and excavate the site before there's any contest. She has already sent a contingent of ten warriors to secure the location ahead of time.

Concerned for what the characters' story implies for the Stouthammer garrison at the Everforge, she gives the party detailed directions to the site. She then quickly writes a letter that they can show to the garrison, vouching for their presence.

As she goes through her supplies, Grif uncovers a strange set of metallic garments.

Memory Trigger. Have the characters attempt a DC 18 Wisdom (Insight) Check. For characters who successfully noticed the silvery garments that Jerath wore in the Everforge (DC 15), this check is made with advantage.

Characters who succeed at the check recognize that Jerath wore a pair of these garments in the Everforge. If asked, Grif explains what they are:

"These are a protective garment of me own design. The Everforge itself is by all accounts hot as a furnace, and a person would tire quickly in that kind of heat. These ought to go some way to helpin' with that."

These are heat-resistant coverings that function exactly like a *potion of fire resistance*, and have the

added benefit of protecting against heat exhaustion. Characters who succeeded at the Wisdom (Insight) check realize that their lack of protection from the Everforge's heat would have contributed to their exhaustion and defeat.

Grif is happy to provide a set for each of the characters, but cautions them that they will degrade quickly, and won't last longer than an hour. Once donned, they degrade even if they are put away again.

Grif also confirms that Jerath did not take a set from her, although the garrison are equipped with their own set. This only deepens her concern for her clansmen.

With that, Grif urges the party to hurry to the Everforge at first light the next day. If asked about payment, she stonily reminds them that her kin could be in mortal peril – should the party ensure their safety, they can discuss payment when the job is done.

IF THE CHARACTERS DO NOT SUCCEED AT THE CHECK

At this point, Grif is not sure whether to believe the characters' story. On the one hand, it sounds impossible, and it's much more likely that one of her clan has been blabbing to outsiders. She also hasn't received any emergency notice from the garrison via a *sending stone* in her possession.

On the other hand, given her captivity and the party's description of the Rift, they could just be telling the truth.

On balance, Grif decides to play it safe. Swearing the characters to secrecy, she provides them with directions to the Everforge and a signed letter, but takes care to keep the heat-resistant garments hidden. She tells the characters to satisfy their curiosity, and hers.

If asked about payment, she scoffs that she's already entrusted the characters with a secret that plenty would kill for. That's as generous as she's willing to be, for now.

As characters leave the smithy, Grif calls out to them one last time:

"About that dagger..." She pauses, and grimaces. "That mad, smooth-chinned mayfly said he'd already paid for it once, but that blade wasn't made for the likes of him. If yeh can see yer way to returnin' that to me, I'd be most grateful."

The dagger holds no deep significance, but Grif considers it one of her finest pieces of work. The thought of a man like Jerath wielding it disgusts her.

Once characters have finished talking to Grif, they are free to return to the Keelbreaker Inn for a night's rest. The following morning, they leave Hulburg and head north, to the Everforge.

PART 3. FORGING AHEAD

Time is a flat circle.

—Rustin Cohle, *True Detective*

Estimated Duration: 80 minutes

It takes most of the day for characters to reach the Everforge from Hulburg.

Your map quickly leads you off established roads and into the wilderness of the Galena Mountains. The journey is a difficult one; you climb treacherous slopes of shale and ice, creep along the sides of steep ravines, and pick your way across a desolate landscape of snow-streaked rock.

The sun is starting to set behind the peaks when you reach your destination: an ancient doorway, carved into the side of the cliff face and partially hidden by a landslide. Hot, dry air is drifting out from the opening, and the ice and snow around it have melted.

This opening was once a little-used side entrance to the Everforge. A long square spiral staircase descends hundreds of feet into the mountain. Although crumbling in places, there are signs that it has been recently cleared.

The Everforge consists of three sections: the Western Administrative Wing, the Foundry Complex, and the Hall of the Everforge.

HEATING UP

As characters descend into the Everforge complex, the heat grows with each step they take, quickly climbing past 150°F. Characters who are not wearing the heat-resistant garments provided by Grif Stouthammer must succeed on a DC 10 Constitution saving throw, or suffer from one level of exhaustion.

If the characters put on the heat-resistant garments, remind them that they will last no more than one hour.

Characters can attempt a DC 15 Wisdom (Insight) check to recall that, though certainly warm, the majority of the Everforge complex was not this hot when they first came here.

When they reach the bottom of the stairs, the characters find a stone doorway that leads into the Everforge.

GENERAL FEATURES

The Everforge complex has the following general features:

Terrain. The floor here is made of level, smooth paving stones.

Ceilings. Unless otherwise specified, the ceilings in the rooms and hallways are 10 feet high.

Walls and Doors. Unless otherwise specified, the walls are decorated with simple, geometric patterns in bas-relief. All doors are made of stone.

Temperature. The complex is extremely hot, due to Jerath's tampering with the arcane runes that channel the planar rift's heat. Temperatures hover around 150°F unless otherwise specified.

Light. There is no light here save for that which the characters brought with them, unless otherwise specified.

Smells and Sounds. An eerie, oppressive silence pervades the abandoned halls and chambers. The air smells of dust, tinged with ash.

MEMORIES OF THE EVERFORGE

As characters approach the time and location at which *wish* was cast, their memories of the original timeline become clearer. Any Wisdom (Insight) checks to recall details from the original timeline are now made at DC 15.

Characters can also attempt a DC 15 Wisdom (Insight) in any part of the Western Administrative Wing (area 1), the Smelting Chamber (area 2A) and the Ore Offloading Platform (area 2B). On a success, they remember the approximate layout of any immediately-adjointing areas, and have a vague sense of their distinguishing features.

If the area's layout or contents deviate from the original timeline, this will be noted in the area's description.

Note that this does not apply to the Template Storage (area 2C), the Central Transportation Shaft (area 2D), and the Hall of the Everforge (area 3). The party did not explore these areas in the original timeline.

JERATH ZORASTRYL'S MOTIVES

Jerath is playing a waiting game. He needs to be at the planar rift at a very specific time to accost the passing efreeti and force it into submission. But based on his knowledge of arcana, he also knows that the characters will remember some details of the original timeline (because of their proximity to the *wish* when it was cast).

His aim is to slow the characters down enough for him to capture the efreeti before their arrival. To this end, he has tampered with the runes surrounding the planar rift, causing a buildup of arcane energy that makes the entire Everforge complex unbearably hot. He has also changed the locations of some *glyphs of warding* that he cast in the original timeline.

Jerath is confident that the characters will reach the Heart of the Everforge no matter what happens, because the conditions of his prophecy must be met again. He is therefore not worried about how deadly his traps might be. As far as he's concerned, his prophecy has yet to be fulfilled, and the characters are in no danger of dying at any hands but his own.

1. WESTERN ADMINISTRATIVE WING

1A. JUNCTION HALL

This small chamber is simple and unadorned, except for four doorways set into the walls and a small circular bench in the middle of the room.

Memory Trigger. Have the characters attempt a DC 15 Wisdom (Insight) check. On a success, characters remember that the northeast doorway leads to an office that overlooks the Foundry Complex, and the northwest door leads to a series of administrative offices. They also recall that the entrance to the Heart of the Everforge (and the planar rift) lay behind a secret door somewhere in this administrative wing.

1B. RUINED PASSAGE

This long hallway stretches 20 feet before turning to the east. A successful DC 15 Wisdom (Perception) check reveals that the ceiling in the hallway is unstable.

Developments. Characters moving 15 feet into the corridor must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) bludgeoning damage as they are crushed beneath falling debris. The cave-in renders the hallway impassable.

1C. OVERSEER'S OFFICE

A short flight of stairs leads up to a doorway with the words "Overseer's Office" carved on it in dwarven runes.

Inside is a large rectangular room lined with stone desks and shelves. Any records have long since degraded into mulch or are desiccated to the point where they disintegrate at a touch.

The north wall is almost entirely taken up by a window of thick crystal that looks out over the Foundry Complex's Smelting Chamber (area 2A). The brilliantly-glowing runes covering the furnaces shed dim light into this office.

A metal lockbox is tucked under a desk in the northeast corner of this room. It is locked, but can be opened with a successful DC 10 Dexterity (Thieves' Tools) check.

Developments. Jerath has trapped the doorway to this office with a *glyph of warding* (explosive runes) that deals 22 (5d8) cold damage. In the original timeline, this doorway was not trapped.

Characters who touch the metal lockbox barehanded must succeed on a DC 8 Dexterity saving throw or take 2 (1d4) fire damage from the searing-hot metal.

Treasure. Inside the lockbox is a preserved sheaf of papers concerning the Heart of the Everforge and the planar rift within it, and the engineering involved in harnessing its energy. These papers mention that the access route to Heart of the Everforge is located in the Clerical Offices (area 1H).

The lockbox also contains a pouch of uncut gems worth 200 gp, and a pair of inch-long ingots of mithral worth 70 gp each.

1D. MESS HALL

The center of this room is taken up by several long stone tables. The desiccated remains of wooden benches line the tables.

Several bedrolls and blankets are scattered around the floor, and it's clear that the garrison has been using this room as a base of operations. There is no sign of the dwarves themselves, however.

There are doors set into the north and east walls.

1E. KITCHEN AND STORAGE ROOM

This small room was a combined kitchen and storage area. The north and west walls are lined with counter tops, and various pieces of kitchenware still lie scattered about. The metal implements have not rusted in the dry environment.

The storage room is a partitioned area in the northwest corner of the kitchen. Stone shelves line the walls, and the floor is covered in the remains of crates and barrels. Some foodstuffs still remain, mummified in the dry heat.

1F. WORKER'S PASSAGE

This hallway contains doors in the north, west, and east walls. The walls themselves are carved with bas-relief murals showing industrious dwarves wielding hammer and tongs over anvils. Geometric spirals seem to suggest some sort of energy radiating through and from the anvils.

Developments. Jerath has trapped the northern door with a *glyph of warding* (explosive runes) that deals 22 (5d8) thunder damage. In the original timeline, this doorway was not trapped.

1G. STAGING ROOM

Parts of the ceiling in this room have collapsed, leaving large portions of the room covered in rubble. These areas are difficult terrain.

Three alcoves in the east wall contain stone doors that lead to the Smelting Chamber (area 2A). In the original timeline, each of these doors was trapped with explosive runes that did cold, lightning, and thunder damage. None of them are trapped now.

Metal racks lie scattered around the floor, along with the remnants of hammers, tongs, heavy leather aprons and elbow-length gloves—the sort of tools a blacksmith might use.

Two dwarves are standing in the center of the room. They are members of the Stouthammer garrison, and are under the influence of the spell *mass suggestion*. Jerath has spared their lives so that they can slow the party down.

The dwarves use the stat block of **berserkers**. They attack the party immediately on sight, and do not respond to anything the party says.

SETTING UP THE ENCOUNTER

Very Weak

- **Berserker (2):** AC 13, 35 hp, Init +1

Weak

- **Berserker (2):** AC 13, 43 hp, Init +1

Average

- **Berserker (2):** AC 13, 52 hp, Init +1

Strong

- **Berserker (2):** AC 13, 63 hp, Init +1

Very Strong

- **Berserker (2):** AC 13, 77 hp, Init +1

STOUTHAMMER DWARF (BERSERKER)

The Stouthammer dwarves have the following adjustments to the berserker statistics:

- Speed halved
- Disadvantage on attack rolls
- Disadvantage on saving throws
- Disadvantage on ability checks

Tricks of the Trade. Both dwarves are suffering from three levels of exhaustion—their speed is halved, and they have disadvantage on attack rolls, saving throws, and ability checks. Characters can attempt a DC 12 Wisdom (Medicine) check as an action to confirm this.

Characters can also attempt a DC 15 Intelligence (Arcana) check to confirm that the dwarves are under the influence of the spell *mass suggestion*. This check is made with advantage if characters have already told the dwarves that they were sent by Grif Stouthammer.

Developments. Killing the dwarven garrison members earns the characters the “Enmity of the Stouthammers” story award, and affects their interaction with Grif Stouthammer in the adventure’s conclusion.

If the spell *mass suggestion* is dispelled, the dwarves collapse to the ground. They are exhausted, confused, and almost incoherent, but they can provide the following information:

- They were surprised here the previous night by a wizard of some sort. He quickly charmed them and ordered them to attack any intruders. They’ve been standing in this room since.
- They do not know what’s become of the other members of their garrison.
- One of the other garrison members carried a *sending stone* that they could use to get a message back to Hulburg. Its counterpart is in Grif Stouthammer’s possession.
- The heat has been increasing steadily over the past few hours, but they don’t know the cause.

- They can tell the players the general layout of the Western Administrative Wing and Foundry Complex, but are in no state to go into detail.
- They do not know where the entrance to the Heart of the Everforge is.

Whether knocked out or freed from Jerath’s influence, the dwarves must be taken out of the Everforge complex soon, or the heat will kill them. If characters make no attempt to move them to safety, they are considered to be killed for the purposes of the aforementioned story reward.

1H. CLERICAL OFFICES

This area was the administrative hub of the Everforge complex. Stone desks have been carved out of the floor in the center of this room to provide space for clerks and engineers to work.

Three doors in the west wall lead to administrative offices and the Records Archive (area 1I). A door in the southeast wall leads to the Hall of Ancestors (area 1L).

A secret door leading to the Heart of the Everforge is hidden in the northwest wall. Finding it requires a DC 15 Wisdom (Perception) check. If characters are already aware of the door’s presence, but not its precise location, this check is made with advantage.

If characters have succeeded at a Wisdom (Insight) check to recall the exact location of the door, they find it without the need for a Wisdom (Perception) check.

Developments. Jerath has trapped the door in the southeast wall with a *glyph of warding* (explosive runes) that deal 22 (5d8) lightning damage.

Jerath has trapped the secret door with a *glyph of warding* (explosive runes) cast at 4th-level that deals 27 (6d8) acid damage.

Beyond the secret door is a descending staircase. However, it is completely blocked with rubble—Jerath has collapsed the passageway. It is now impassable, and would require several days of work to clear.

1I. RECORDS ARCHIVE

This square room is lined with rows and rows of stone shelves. Books and scrolls line the shelves, although any exposed parchment has long since crumbled to dust.

Characters who can read Dwarvish can tell from the remaining book spines that these were accounting records, spanning centuries of activity. There are also documentations of work and engineering proposals that cover a similar period of time.

Treasure. One scroll case, tucked behind a row of books, contains an intact *spell scroll of stone shape*.

1J. CHIEF ENGINEER'S OFFICE

One large stone desk takes up most of the space in this room. The north wall is carved with a bas-relief depicting a hunched-over dwarf in a robe, holding a book.

A successful DC 12 Intelligence (Religion) check reveals that this is Dugmaren Brightmantle, dwarven god of invention, discovery, and knowledge.

Treasure. A drawer in the desk contains a set of tinker's tools, and a small clockwork cat made of tarnished bronze. The cat is a marvel of engineering, and can be sold for 100 gp.

1K. MINOR OFFICE

This office contains a pair of stone desks. The walls are plain and unadorned.

1L. HALL OF ANCESTORS

This long hall is lined with slender, fifteen-foot-high columns. Each column is banded with rings of metal that start from iron at the bottom, then become progressively rarer and more expensive as they climb higher. The top band of each column is made of mithral. The bands are set deep into the stone of the columns, and cannot be removed.

The walls are carved from floor to ceiling with elaborate murals. They depict a variety of scenes; dwarves battling orcs and giants with elaborate weapons; dwarves working great bellows and forging huge creations of metal; dwarves proudly building wonders of architecture and engineering; dwarves kneeling before the gods Moradin and Berronar. They are all beautifully intricate, and are styled with the same geometric patterns as the carvings in other rooms.

The beauty of the room is offset by its contents. The bodies of eight dwarves lie in the center of the hall, surrounded by a pool of dried blood.

A successful DC 12 Intelligence (Medicine) check reveals that the dwarves have been killed in the past twenty-four hours, and by magical means.

The dwarves were not wearing any heat-resistant garments. If their bodies are searched, one is carrying a cracked *sending stone*. It was broken in the attack and cannot be repaired.

2. FOUNDRY COMPLEX

2A. SMELTING CHAMBER

This huge chamber is an awe-inspiring sight. The ceiling is 50 feet high, and shaped in a vaulted arch. Four doorways in the west wall lead to the Western Administrative Wing, and there is a set of double-doors in the southeast corner of the room that lead to the Template Storage (area 2C).

Five immense smelting furnaces, carved from stone in the shape of stern, bearded dwarf heads, take up the majority of the room. The largest, to the

north, is set into a semicircular alcove. A twenty-foot-high walkway with a low railing surrounds it. It is accessible via a ladder on the western end, and three platforms jut out over the open top of the furnace.

Stone troughs run out of this furnace's eyes, leading to the smaller furnaces to the east and west. These, in turn, have troughs coming out of their open mouths, which extend over a final pair of furnaces. At the base of this last pair, channels lead into a long, shallow pool.

In centuries past, molten slag would have flowed along these troughs and channels, gradually purifying in each successive furnace until pure metal collected in the pool.

At the south end of the pool, tiny channels lead to four stone platforms with square-shaped indentations, no more than five feet to a side.

Furnaces, troughs, channels and pool are all covered with dwarven runes in their interior. These runes shine with a brilliant white glow that bathes the chamber in dim light. The heat radiating from them is intense, enough to make the air shimmer.

Memory Trigger. Have the characters attempt a DC 15 Wisdom (Insight) Check. On a success, characters recognize these runes as being identical to the ones covering the archway and column that surrounded the planar rift.

Moreover, characters remember that when they first explored this area, the runes were dull and dark, and the heat was not nearly as intense.

Developments. Jerath has cast *magic mouth* on the largest head-shaped furnace, at the north end of the chamber. When characters enter the Smelting Chamber, its mouth opens and it speaks with a familiar voice:

"I knew that you'd remember. The winds have guided you here again, as they did me. Just remember your place in what is to come."

Its message delivered, the mouth closes, and the furnace falls silent.

2B. ORE OFFLOADING PLATFORM

This area is accessed via the walkway surrounding the largest furnace. This walkway opens out to a wider staging area that has been carved into the rock twenty feet above the floor of the Smelting Chamber.

A narrow rail track follows the curve of the wall and disappears into a collapsed tunnel. There is an iron mine cart at the end of the tracks, piled high with ore.

Treasure. Characters searching the ore can make a DC 12 Intelligence (Investigation) check. On a success, they find a chunk of stone containing a diamond worth 600 gp.

2C. TEMPLATE STORAGE

The ceiling in this room has mostly collapsed, filling the entire eastern half with rubble.

Scattered around the room and stacked against the walls are several thick squares of metal, five feet to a side. They have various shapes cut into them—mostly ax-heads, sword blades, and sections of armor. These templates were fitted into the platforms in the Smelting Chamber, so that molten metal could flow into the appropriate shape.

Developments. A dry, lichen-like mold has begun growing in the piles of rubble. It releases a cloud of spores if disturbed. Characters who dig through the crushed stone must succeed on a DC 12 Constitution saving throw, or take 5 (1d10) poison damage and become poisoned for 1 hour.

2D. CENTRAL TRANSPORTATION SHAFT

This southern section of the Foundry Complex is mostly taken up by a large elevator platform operated by a long lever. A complex assemblage of gears, metal cables, and pulleys surrounds the platform, and disappears up into a dark shaft that stretches at least one hundred feet. At the top of the shaft, any passage leading out has long since been blocked by collapsed masonry.

South of the elevator is the doorway to the Hall of the Everforge.

Developments. The mechanism to work the elevator is in dangerous condition. If characters attempt to activate it, there's a loud metallic groaning noise, followed by a crashing sound from above.

Characters standing on the platform must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) bludgeoning damage as they are crushed by falling wreckage.

3. THE HALL OF THE EVERFORGE

An immense, twenty-foot-high stone door blocks this area off. Wisps of steam leak out from underneath it. The door is unlocked, and can be rolled aside with a DC 15 Strength check.

As you slide the door into the wall, billowing clouds of steam roll out over you from the chamber beyond. The entire area is bathed in an eerie, diffuse glow. Through the cloying, hot mist, you can hear a muffled roaring noise coming from the far end of the room.

At the far end of this semicircular room, a waterfall crashes into a pool of water from a narrow opening near the ceiling thirty feet above. There are wide grooves set into the floor that channel the water, creating a moat around the five-foot-high podium in the center of the room.

Characters immediately notice that the steam is coming from one area. Part of the pool beside the

central podium has collapsed, and water is spilling into the area below. The room is filled with the steam that billows out of the hole.

Four alcoves are spaced along the curved wall. Set into each one is a small forge and an anvil. The anvils are dark, but all the forges except one are covered in glowing runes on the inside and radiate heat.

The forge in the southwest corner of the room is cracked and broken, its runes dark.

Four flights of stairs radiate out from the central podium and lead to the alcoves. Small stone bridges cross the moat along these paths.

At the top of the central podium is another anvil, much larger than the others. The floor surrounding it is covered in a linework of metal bands etched with shining runes. These web out from the anvil and sink into the stone. The anvil itself is glowing white-hot.

The entire area is lightly obscured by thick steam, imposing disadvantage on any Wisdom (Perception) checks that rely on sight.

TREASURE

Inside the broken forge are three platinum ingots worth 175 gp each.

DEVELOPMENTS

The humid air of this room is so hot that even protective clothing cannot guarantee safety. Characters who are not wearing heat-resistant garments must succeed on a DC 15 Constitution saving throw when they enter this room, or gain one level of exhaustion. For characters wearing the heat-resistant garments, the DC is reduced to 8.

Once the door is opened, the steam dissipates after one minute. After this minute, the air is clear and characters do not need to make a Constitution saving throw after entering.

Except for the waterfall itself, the water in this room is scalding-hot. Characters who come into contact with the water take 3 (1d6) fire damage every round they are immersed.

The anvil on the podium has been absorbing immense amounts of arcane energy for hours, and is critically unstable. The slightest touch will cause the anvil to unleash this energy in a fiery blast, casting *fireball* centered on the anvil (spell save DC 13).

When characters investigate the hole in the pool, six **steam mephits** fly out of it and attack.

TRICKS OF THE TRADE

The steam mephits should present little more than an annoyance to the party, and an indication that they are on the right track. After one round, the mephits fly out into the Foundry Complex.

The opening in the floor leads to a small cave and a rough, narrow tunnel that descends to the north. This is not part of the Everforge complex itself, but a sinkhole that the waterfall has eroded into existence over the centuries.

The tunnel twists and turns, leading deeper underground, and the air grows hotter with each step the characters take. After a few hundred feet, characters emerge from a collapsed wall into a hallway that is immediately recognizable.

At the far end of this hallway is a large door carved with an ancient symbol for the Elemental Plane of Fire. Behind this door lies the Heart of the Everforge.

PART 4. ONCE MORE, WITH FEELING

Such a vision the winds have shown me. A gate of fire, long forgotten. A mighty creature, bound to my service. Heroes and champions, prostate before me. What could this foretell, if not glory?

—Jerath Zorastryl

Estimated Duration: 60 minutes

GENERAL FEATURES

The Heart of the Everforge has the following general features.

Planar Rift. The center of the room is taken up by a ten-foot-deep hexagonal pit with four staircases leading into it. At the center of the pit is a rift to the Elemental Plane of Fire. Characters beginning their turn within 10 feet of the Rift must succeed at a DC 15 Constitution saving throw, or take 5 (1d10) fire damage and gain 1 level of exhaustion.

Characters wearing the heat-resistant garments take half as much damage, and do not suffer from exhaustion.

Temperature. Due to the planar rift, the temperature in the room is in excess of 200°F. The air is dry and difficult to breathe. Characters wearing the heat-resistant garments find themselves able to breathe more easily in the heat.

Light. The planar rift sheds bright light in a thirty foot radius, and dim light an additional thirty feet beyond that. Besides the rift, there are no light sources.

Smells and Sounds. The dry air has no scent to it. Despite the flame-like appearance of the Planar Rift, it makes no sound, making the chamber eerily quiet

Rubble. The southwest and northeast corners of the room have collapsed, and rubble is strewn over the floor. These areas count as difficult terrain.

1. OUT OF THE FRYING PAN...

The Heart of the Everforge is almost exactly as the characters remember it, with one notable difference:

The runes covering the stone arch are glowing with their own light now. Rough gouges in the rock have erased them in patches, and in other places new arcane marks have been carved out. There is also no sign of the efreeti.

As soon as you enter, Jerath snarls at you from the other side of the chamber. “No chances this time, heroes! The winds said you’d lie at my feet—they didn’t say you’d be alive!”

Jerath shouts a word of command, and his constructs rush towards the players as he begins to cast a spell, beginning combat.

SETTING UP THE ENCOUNTER

If characters are suffering from exhaustion, consider adjusting the party’s strength to compensate.

Very Weak

- **Jerath Zorastryl:** AC 12 (15 with *mage armor*), 67 hp, Init +2
Has no spell slots above Level 6
- **Animated Armor:** AC 15, 33 hp, Init +0
- **Animated Armor:** AC 18, 33 hp, Init +0

Weak

- **Jerath Zorastryl:** AC 12 (15 with *mage armor*), 67 hp, Init +2
Has no spell slots above Level 7
- **Animated Armor:** AC 15, 33 hp, Init +0
- **Animated Armor:** AC 18, 33 hp, Init +0

Average

- **Jerath Zorastryl:** AC 12 (15 with *mage armor*), 67 hp, Init +2
Replace *arcane eye* with *sickening radiance*
- **Animated Armor:** AC 18, 33 hp, Init +0
- **Helmed Horror:** AC 20, 60 hp, Init +1
Immunity to *fireball*, *heat metal*, *lightning bolt*
- **Helmed Horror:** AC 20, 60 hp, Init +1
Immunity to *fireball*, *heat metal*, *wall of fire*

Strong

- **Jerath Zorastryl:** AC 12 (15 with *mage armor*), 67 hp, Init +2
Replace *arcane eye* with *sickening radiance*
- **Helmed Horror:** AC 20, 60 hp, Init +1
Immunity to *fireball*, *heat metal*, *wall of fire*
- **Shield Guardian:** AC 17, 142 hp, Init –1
No regeneration ability
absorb elements stored at level 4

Very Strong

- **Jerath Zorastryl:** AC 12 (15 with *mage armor*), 67 hp, Init +2
Replace *arcane eye* with *sickening radiance*
- **Helmed Horror:** AC 20, 60 hp, Init +1
Immunity to *fireball*, *heat metal*, *lightning bolt*
- **Shield Guardian:** AC 17, 142 hp, Init –1
No regeneration ability
absorb elements stored at level 4
- **Stone Defender:** AC 16, 52 hp, Init +0

JERATH ZORASTRYL (DIVINER)

- Replace *locate object* with *magic mouth*
- Replace *fly* with *glyph of warding*
- Replace *Rary’s telepathic bond* with *planar binding*
- One 1st-level spell slot has been used for *mage armor*
- One 2nd-level spell slot has been used for *magic mouth*
- All 3rd-level spell slots have been used for *glyphs of warding*
- One 4th-level spell slot has been used for *glyph of warding*
- One 6th-level spell slot has been used for *mass suggestion*

Deadly

Deadly is an optional choice for DMs and players who decide to take on an additional challenge.

- **Jerath Zorastryl:** AC 12 (15 with *mage armor*), 67 hp, Init +2
Replace *arcane eye* with *sickening radiance*
- **Shield Guardian:** AC 17, 142 hp, Init –1
No regeneration ability
absorb elements stored at level 4
- **Shield Guardian:** AC 17, 142 hp, Init –1
absorb elements stored at level 4
- **Stone Defender:** AC 16, 52 hp, Init +0

TRICKS OF THE TRADE

In each round, on initiative count 20, the planar rift itself pulses brightly for a moment. A successful DC 18 Intelligence (Arcana) check lets characters know that the rift is unstable due to Jerath's tampering.

Jerath does his best to keep at a distance from the characters, casting spells from across the chamber. He attacks quickly and brutally, using area-of-effect spells to do as much damage as possible in the opening rounds of the encounter.

His constructs attempt to focus their attacks on spellcasters. If possible, Jerath keeps one beside him for additional defense.

If Jerath has a **stone defender** with him, it does not engage in battle, but stays within five feet of him at all times. If Jerath is attacked in melee, it deals with the offending character to the best of its ability.

Constructs that use the **shield guardian** statistics are not linked to an amulet. As such, Jerath does not gain the benefit of the construct's *Bound* ability.

DEVELOPMENTS

After 3 rounds of combat, the planar rift explodes. Everybody in the Heart of the Everforge, including Jerath and his constructs, is flung into the outskirts of the Elemental Plane of Fire.

2. ...INTO THE FIRE

When the light fades, you find yourself in a desolate landscape, on a spit of scorched land surrounded by a lake of lava. The hot air is thick with sulfur and ash, and the sky is a roiling mass of black and red clouds.

This area is in the very outskirts of the Elemental Plane of Fire. Because of this, it is almost a mirror of the Prime Material Plane, and the area resembles the general layout of the Heart of the Everforge. The lava follows the contours where walls had collapsed in that chamber, and there is a five foot depression in the ground that roughly corresponds to the pit.

Characters remain in the same positions relative to the planar rift as the landscape changes around them.

If characters are concentrating on a spell that has a sustained area of effect (such as *ice storm* or *sickening radiance*), they have a chance to keep the spell active thanks to the area's similarity to the Everforge. On a successful DC 15 Constitution saving throw, the spell's area of effect is carried over to the corresponding location relative to the planar rift.

GENERAL FEATURES

The Elemental Plane of Fire has the following general features.

Planar Rift. The rift is nowhere to be seen. Though it still exists on the Prime Material plane, it is a one-way conduit and does not exist in the Elemental Plane of Fire.

Temperature. The air here is in excess of 200°F. The air is dry and difficult to breathe.

Characters wearing the heat-resistant garments find themselves able to breathe more easily in the heat.

Light. Though the cloud cover is thick, there is an ambient red light that is as bright as daylight. The lava also sheds bright light.

Smells and Sounds. The air reeks of noxious gases and charred soil. A scorching breeze whispers through the air.

Lava Lake. Falling into this lava can be deadly. Creatures take 44 (8d10) fire damage if they fall into the lava, and an additional 44 (8d10) fire damage when they begin their turn in it.

Jerath and his constructs do not pause in their assault, and combat resumes immediately.

DEVELOPMENTS

Each round, on initiative count 20, one of the six patches of ground marked on the map erupts into rainbow-colored flame. Roll 1d6 to determine which spot does so.

Any creatures standing in that spot must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) fire damage.

If Jerath is killed, his constructs fall still and stand in a neutral position. Without anybody to command them, they are of no further threat.

Jerath dies without fanfare; no speeches, no posturing. As the characters watch, the last vestiges of his heat-resistant garments wisp away as they succumb to the heat, and the fringes of his robes begin to smolder.

TREASURE

Characters will need to move quickly to loot Jerath's body before it begins to burn. He is carrying a diamond worth 1,000 gp (an ingredient for the spell *planar binding*), a perfectly-balanced dagger with a gold griffon inlaid on the hilt, and a set of *dimensional shackles* with one undecorated manacle.

After characters have recovered these items from Jerath's body, they hear a booming voice behind them:

"I see that I have tarried too long to exact my own vengeance."

An immense figure towers over you from behind. His skin is as red as the clouds above, and he holds a huge curved sword. He stares at you all with white-hot eyes, then sighs and sheathes his blade.

"Very well. It is so. My honor passes to you." He kneels in the cinders. "My name is J'mash al-Bakhtiar, Kaahn of the Flamekeepers, Third heir to the Gleaming Spires, Sepah-Salaar of the Searing Hordes." The efreeti looks up at you all and grins. "But you, friends, may call me Jim.

Jim is extremely grateful to the party for vanquishing this foe.

- If asked what happened during the original timeline, he glowers at Jerath's smoldering corpse. "I was merely passing by. This one drew me through the Gate with honeyed words and empty promises, to my lasting shame. It is fortunate for all of us that he could not still that silvered tongue when he should, no?"
- He laughs if asked about Jerath's prophesy. "He told me of this, before. He foresaw heroes prostrate before him. He foresaw me bound to his service. The winds spoke true to him. All that he saw was fulfilled, before his wish."
- If asked to grant a wish, Jim regretfully informs the characters that he will be unable to do so for some time. "Greater nobility than I can manage more. For myself, it will be at least a year before I can summon such power again."

Jim tells the party that should they ever find themselves in the City of Brass, they will find a friend there. He then casts *plane shift* to send the party back into the Heart of the Everforge, noting that they will not survive long if they remain here. He does not send back any remaining constructs.

Characters earn the "Friend in Hot Places" story award.

EPILOGUE

Back in the Heart of the Everforge, the runes surrounding the planar rift are no longer glowing. The buildup of energy has been released for now, and the rift itself seems much more stable than it was before.

The characters encounter no trouble getting out of the Everforge and making their way back to Hulburg.

On their way back through the Galena Mountains, they meet a large contingent of dwarves—the remaining members of the Stouthammer clan, led by Grif herself.

If the characters dealt with the Stouthammer garrison members without killing them. Grif expresses her gratitude. She allows the characters to keep the *dimensional shackles*, and pays them a total of 500 gp for their services. If characters return the dagger, she gives them an additional 200 gp in thanks.

If the party have killed the Stouthammer garrison members. Grif is incensed beyond belief and flatly refuses any attempted explanation. She refuses to pay the characters a single copper. Spitting at them that they've made enemies for life, she leads the Stouthammer clan away from the characters before any further blood is shed. She leaves the dagger and *dimensional shackles* behind, forgetting all about them in her grief and fury. Characters earn the "Enmity of the Stouthammers" story award.

On their return to Hulburg, the characters find the city a little subdued, now that the festival is over. There, they can collect their reward of 1,500 gp for killing Jerath Zorastryl, so long as they provide some proof.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Animated Armor	200
Helmed Horror	1,100
Shield Guardian	2,900
Mezzoloth	1,800
Tanarukk	1,800
Berserker	450
Steam Mephit	50
Diviner	3,900
Stone Defender	1,100

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Save the Garrison	1,000

The **minimum** total award for each character participating in this adventure is **3,750 experience points**.

The **maximum** total award for each character participating in this adventure is **5,000 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Uncut gems	200
Mithral ingots	140
Clockwork Cat	100
Diamond Ore	600
Platinum Ingots	525
Grif's Dagger	200
Diamond	1,000
Grif's Reward	500
Jerath's Bounty	1,500

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

DIMENSIONAL SHACKLES

Wondrous item, rare

This set of shackles is unfinished. The left manacle is intricately decorated, but the right is made of roughly-hammered metal.

This item can be found in **Player Handout 2**.

SCROLL OF STONE SHAPE

Scroll, rare

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

STORY AWARDS

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

Enmity of the Stouthammers. There may have been extenuating circumstances, but your part in the death of the Stouthammer garrison has earned you the enmity of their clan. You are not welcome at the Everforge, and any Stouthammer dwarf you meet in the world will consider you a foe.

More information can be found in **Player Handout 1**.

Friends in Hot Places. Your actions today have earned you the gratitude of a very powerful creature. Should you ever find yourself back on the Elemental Plane of Fire and visiting the City of Brass, you will be welcomed as a friend.

More information can be found in **Player Handout 1**.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Jerath Zorastryl (JER-ath zor-AST-ryl). A Halruaan Diviner, on a quest to fulfil what he sees as his great destiny at any cost.

Glimwick Periwhipple (GLIM-wick PERI-whipple). An eccentric but brilliant gnome tinkerer.

Rueful-Eddies-In-The-Current (ROO-ful ED-ees in the CURrent). A Tabaxi con artist passing off mundane weapons as magical blades.

Grif Stouthammer (GRIFF STOUT-hammer).

The no-nonsense chieftain of the dwarven Stouthammer clan, in Hulburg to orchestrate the reclamation of the Everforge.

Luff Stouthammer (LOOF STOUT-hammer). A member of the garrison sent to secure the Everforge in advance of the clan's arrival.

APPENDIX. MONSTER/NPC STATISTICS

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

DIVINER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 67 (15d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 8 (3,900 XP)

Spellcasting. The diviner is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The diviner has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*, *true strike*

1st level (4 slots): *shield*, *fog cloud*, *mage armor*

2nd level (3 slots): *detect thoughts*, * *locate object*, * *scorching ray*

3rd level (3 slots): *clairvoyance*, * *fly*, *fireball*

4th level (3 slots): *arcane eye*, * *greater invisibility*, *ice storm*

5th level (2 slots): *Rary's telepathic bond*, * *scrying**

6th level (1 slot): *mass suggestion*, *true seeing**

7th level (1 slot): *delayed blast fireball*, *teleport*

8th level (1 slot): *maze*

*Divination spell of 1st level or higher

Portent (Recharges after the diviner casts a Divination Spell of 1st Level or Higher). When the diviner or a creature it can see makes an attack roll, a saving throw, or an ability check, the diviner can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

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.

Source: *Volo's Guide to Monsters*

HELMED HORROR

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

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

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

MEZZOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Skills Perception +3

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The mezzoloth's innate spellcasting ability is Charisma (spell save DC 11). The Mezzoloth can innately cast the following spells, requiring no material components:

2/day each: *darkness*, *dispel magic*

1/day: *cloudkill*

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

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

ACTIONS

Multiattack. The mezzoloth makes two attacks, one with its claws, and one with its trident.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when held with two claws and used to make a melee attack.

Teleport. The mezzoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

SHIELD GUARDIAN

Large 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)

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

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.

STEAM MEPHIT

Small elemental, neutral evil

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast blur, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

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 damage 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)

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

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

ACTIONS

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

REACTIONS

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

Source: *Mordenkainen's Tome of Foes*

TANARUKK

Medium fiend (demon, orc), chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (–1)	9 (–1)	9 (–1)

Skills Intimidation +2, Perception +2

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the tanarukk can move up to its speed toward a hostile creature that it can see.

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

ACTIONS

Multiattack. The tanarukk makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

Source: *Volo's Guide to Monsters*

APPENDIX. ENCOUNTER SETUP

GLIMWICK'S GALLANT GUARDIANS

VERY WEAK PARTY STRENGTH (1,100 XP)

- **Helmed Horror:** AC 20, 60 hp, Init +1

WEAK PARTY STRENGTH (1,100 XP)

- **Helmed Horror:** AC 20, 60 hp, Init +1

AVERAGE PARTY STRENGTH (2,200 XP)

- **Helmed Horror (2):** AC 20, 60 hp, Init +1

STRONG PARTY STRENGTH (3,300 XP)

- **Helmed Horror (3):** AC 20, 60 hp, Init +1

VERY STRONG PARTY STRENGTH (4,000 XP)

- **Helmed Horror:** AC 20, 60 hp, Init +1
- **Shield Guardian:** AC 17, 142 hp, Init –1

GRIFFON'S NEST

VERY WEAK PARTY STRENGTH (3,600 XP)

- **Tanarukk:** AC 14, 45 hp, Init +1
- **Mezzoloth:** AC 18, 35 hp, Init +0

WEAK PARTY STRENGTH (3,600 XP)

- **Tanarukk:** AC 14, 65 hp, Init +1
- **Mezzoloth:** AC 18, 55 hp, Init +0

AVERAGE PARTY STRENGTH (3,600 XP)

- **Tanarukk:** AC 14, 95 hp, Init +1
- **Mezzoloth:** AC 18, 75 hp, Init +0

STRONG PARTY STRENGTH (3,600 XP)

- **Tanarukk:** AC 14, 115 hp, Init +1
- **Mezzoloth:** AC 18, 95 hp, Init +0

VERY STRONG PARTY STRENGTH (3,600 XP)

- **Tanarukk:** AC 14, 130 hp, Init +1
- **Mezzoloth:** AC 18, 110 hp, Init +0

STAGING ROOM

VERY WEAK PARTY STRENGTH (900 XP)

- **Berserker (2):** AC 13, 35 hp, Init +1

WEAK PARTY STRENGTH (900 XP)

- **Berserker (2):** AC 13, 43 hp, Init +1

AVERAGE PARTY STRENGTH (900 XP)

- **Berserker (2):** AC 13, 52 hp, Init +1

STRONG PARTY STRENGTH (900 XP)

- **Berserker (2):** AC 13, 63 hp, Init +1

VERY STRONG PARTY STRENGTH (900 XP)

- **Berserker (2):** AC 13, 77 hp, Init +1

STOUTHAMMER DWARF (BERSERKER)

The Stouthammer dwarves have the following adjustments to the berserker statistics:

- Speed halved
- Disadvantage on attack rolls
- Disadvantage on saving throws
- Disadvantage on ability checks

HALL OF THE EVERFORGE

VERY WEAK PARTY STRENGTH (300 XP)

- **Steam Mephitis (6):** AC 10, 21 hp, Init +0
Disengages and flees after 1 round of combat

WEAK PARTY STRENGTH (300 XP)

- **Steam Mephitis (6):** AC 10, 21 hp, Init +0
Disengages and flees after 1 round of combat

AVERAGE PARTY STRENGTH (300 XP)

- **Steam Mephitis (6):** AC 10, 21 hp, Init +0
Disengages and flees after 1 round of combat

STRONG PARTY STRENGTH (300 XP)

- **Steam Mephitis (6):** AC 10, 21 hp, Init +0
Disengages and flees after 1 round of combat

VERY STRONG PARTY STRENGTH (300 XP)

- **Steam Mephitis (6):** AC 10, 21 hp, Init +0
Disengages and flees after 1 round of combat

HEART OF THE EVERFORGE

VERY WEAK PARTY STRENGTH (4,300 XP)

- **Jerath Zorastryl:** AC 12 (15 with *mage armor*), 67 hp, Init +2
Has no spell slots above Level 6
- **Animated Armor:** AC 15, 33 hp, Init +0
- **Animated Armor:** AC 18, 33 hp, Init +0

WEAK PARTY STRENGTH (4,300 XP)

- **Jerath Zorastryl:** AC 12 (15 with *mage armor*), 67 hp, Init +2
Has no spell slots above Level 7
- **Animated Armor:** AC 15, 33 hp, Init +0
- **Animated Armor:** AC 18, 33 hp, Init +0

AVERAGE PARTY STRENGTH (6,300 XP)

- **Jerath Zorastryl:** AC 12 (15 with *mage armor*), 67 hp, Init +2
Replace *arcane eye* with *sickening radiance*
- **Animated Armor:** AC 18, 33 hp, Init +0
- **Helmed Horror:** AC 20, 60 hp, Init +1
Immunity to *fireball*, *heat metal*, *lightning bolt*
- **Helmed Horror:** AC 20, 60 hp, Init +1
Immunity to *fireball*, *heat metal*, *wall of fire*

STRONG PARTY STRENGTH (7,900 XP)

- **Jerath Zorastryl:** AC 12 (15 with *mage armor*), 67 hp, Init +2
Replace *arcane eye* with *sickening radiance*
- **Helmed Horror:** AC 20, 60 hp, Init +1
Immunity to *fireball*, *heat metal*, *wall of fire*
- **Shield Guardian:** AC 17, 142 hp, Init -1
No regeneration ability
absorb elements stored at level 4

VERY STRONG PARTY STRENGTH (9,000 XP)

- **Jerath Zorastryl:** AC 12 (15 with *mage armor*), 67 hp, Init +2
Replace *arcane eye* with *sickening radiance*
- **Helmed Horror:** AC 20, 60 hp, Init +1
Immunity to *fireball*, *heat metal*, *lightning bolt*
- **Shield Guardian:** AC 17, 142 hp, Init -1
No regeneration ability
absorb elements stored at level 4
- **Stone Defender:** AC 16, 52 hp, Init +0

JERATH ZORASTRYL (DIVINER)

- Replace *locate object* with *magic mouth*
- Replace *fly* with *glyph of warding*
- Replace *Rary's telepathic bond* with *planar binding*
- One 1st-level spell slot has been used for *mage armor*
- One 2nd-level spell slot has been used for *magic mouth*
- All 3rd-level spell slots have been used for *glyphs of warding*
- One 4th-level spell slot has been used for *glyph of warding*
- One 6th-level spell slot has been used for *mass suggestion*

DEADLY PARTY STRENGTH (10,800 XP)

Deadly is an optional choice for DMs and players who decide to take on an additional challenge.

- **Jerath Zorastryl:** AC 12 (15 with *mage armor*), 67 hp, Init +2
Replace *arcane eye* with *sickening radiance*
- **Shield Guardian:** AC 17, 142 hp, Init -1
No regeneration ability
absorb elements stored at level 4
- **Shield Guardian:** AC 17, 142 hp, Init -1
absorb elements stored at level 4
- **Stone Defender:** AC 16, 52 hp, Init +0

APPENDIX. ADVENTURE FLOWCHART—ORIGINAL TIMELINE

DAY 1 (PENULTIMATE DAY OF THE FESTIVAL):

Jerath Zorastryl has come to Hulburg to take advantage of the excellent blacksmiths in town for the Festival of the Forge. He has commissioned a set of *dimensional shackles* from a renowned dwarven smith (Grif Stouthammer), and a specially-worked set of constructs from a gnome tinkerer (Glimwick Periwhipple). He spends this day laying low in disguise waiting for his items to be completed. At some point during the day, he buys a flower from a pretty druid at the market.

The characters are in town to enjoy the Festival—known throughout the region as an opportunity to purchase armor of exquisite craftsmanship. They explore the marketplace during the day, then spend the evening in the Harbor District, watching the fireworks and drinking into the early morning.

DAY 2 (FINAL DAY OF THE FESTIVAL):

Immediately before leaving Hulburg, Jerath picks up his commissioned items (paying in counterfeit coin). As an afterthought, he also purchases an elaborate dagger from Griff Stouthammer. He then follows his visions to the Everforge. When he arrives, he kills the Stouthammer garrison there and heads inside to prepare for the efreeti's arrival. Unbeknownst to him, one garrison member survives and sends an SOS message to his clan chief in Hulburg.

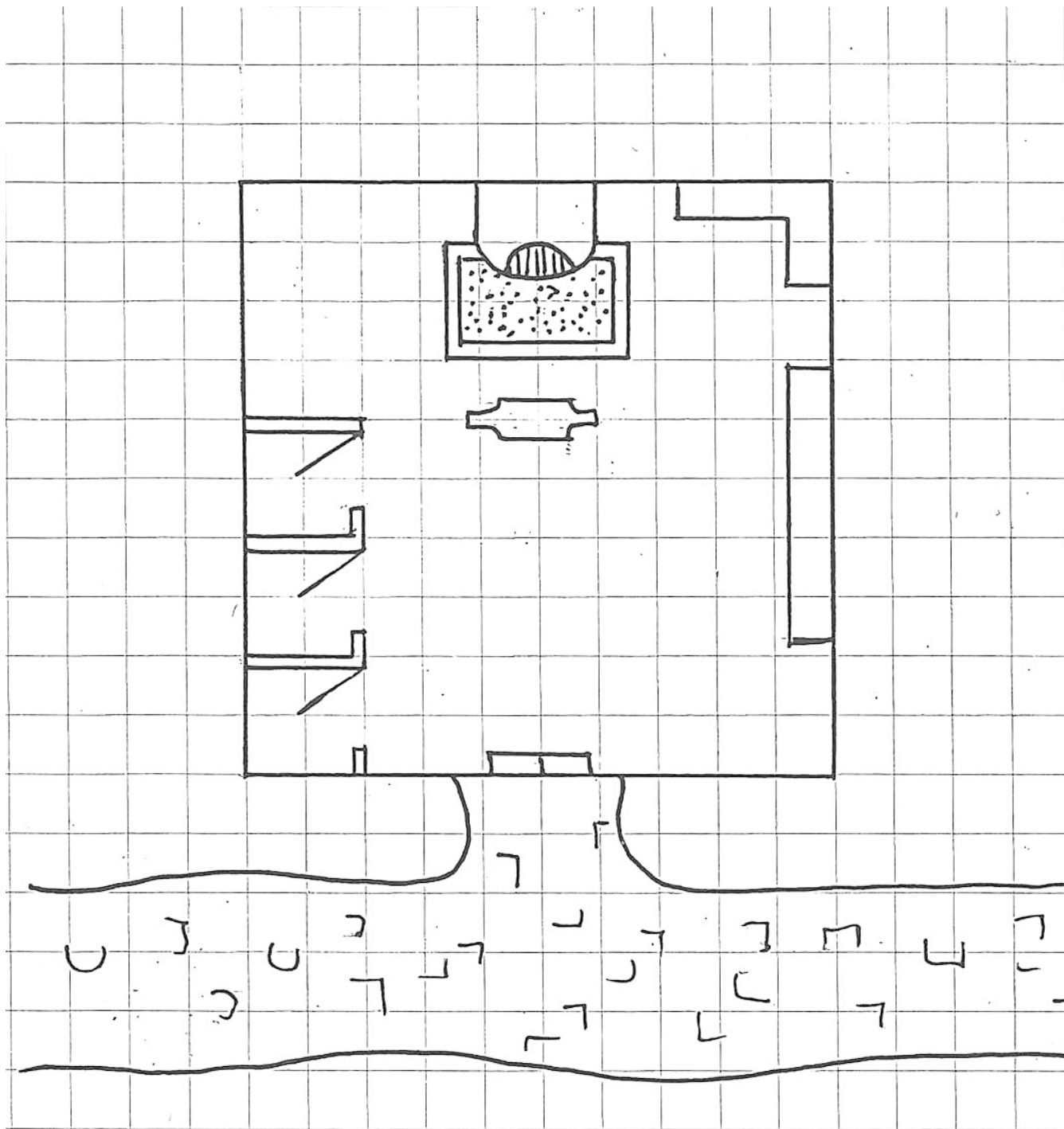
After a day of carousing, the characters are approached that evening by Grif Stouthammer, who hires the party to investigate what has happened to the garrison of her clansmen. They are advised to gather what they need tonight and set out the following morning.

DAY 3:

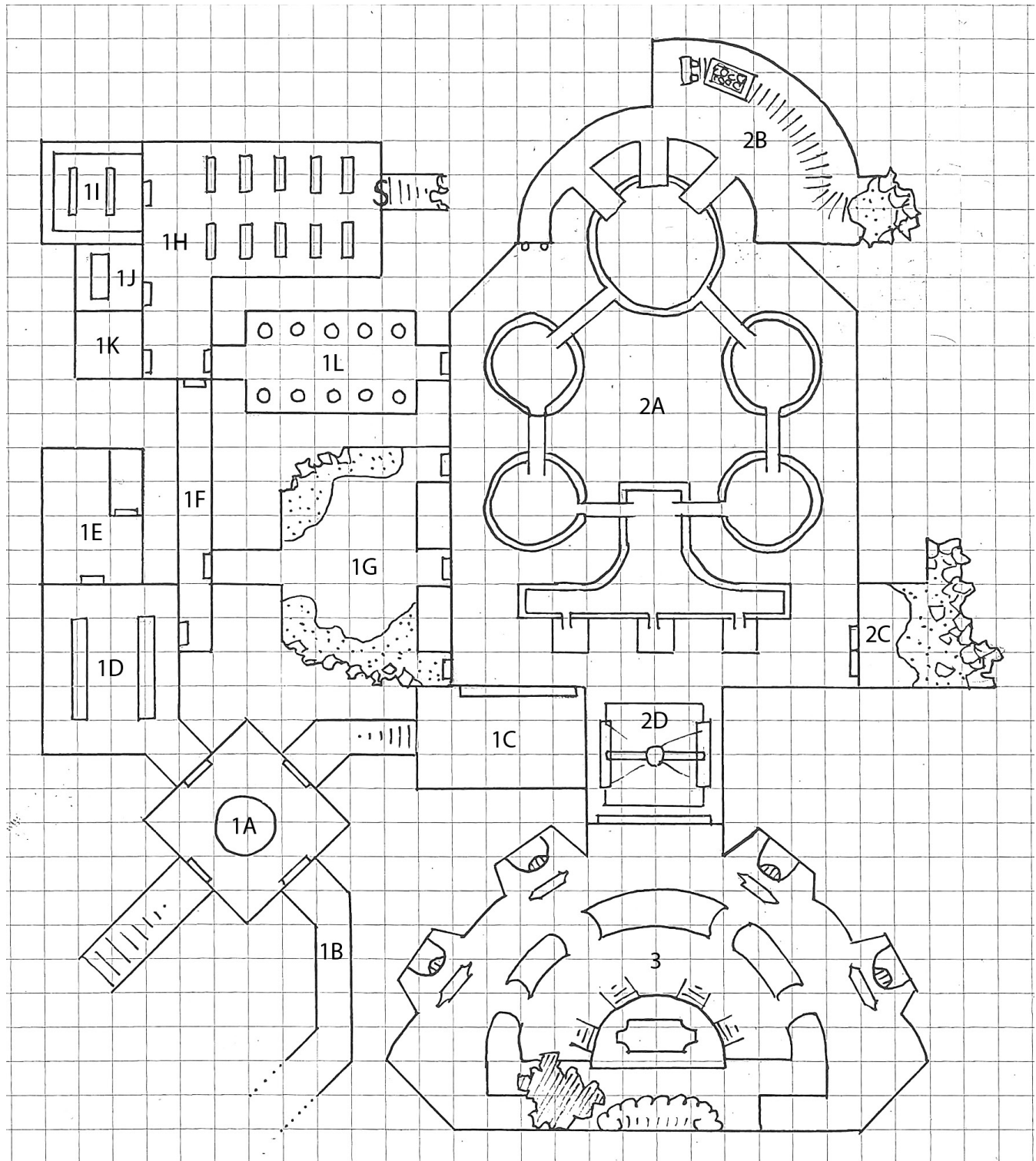
Preparations complete, Jerath passes through the Planar Rift and lures the efreeti into the forge, where the constructs wait to attack. With their help, he incapacitates the Efreeti, slips the *dimensional shackles* onto him, and begins casting the spell *planar binding*.

The party arrives at the Everforge, but find themselves unprepared for the withering heat and Jerath's traps. They quickly become exhausted. They arrive in the heart of the Forge just as Jerath is completing the ritual of *planar binding* to enslave the efreeti. In the ensuing battle, they manage to destroy Jerath's constructs, but are ultimately defeated.

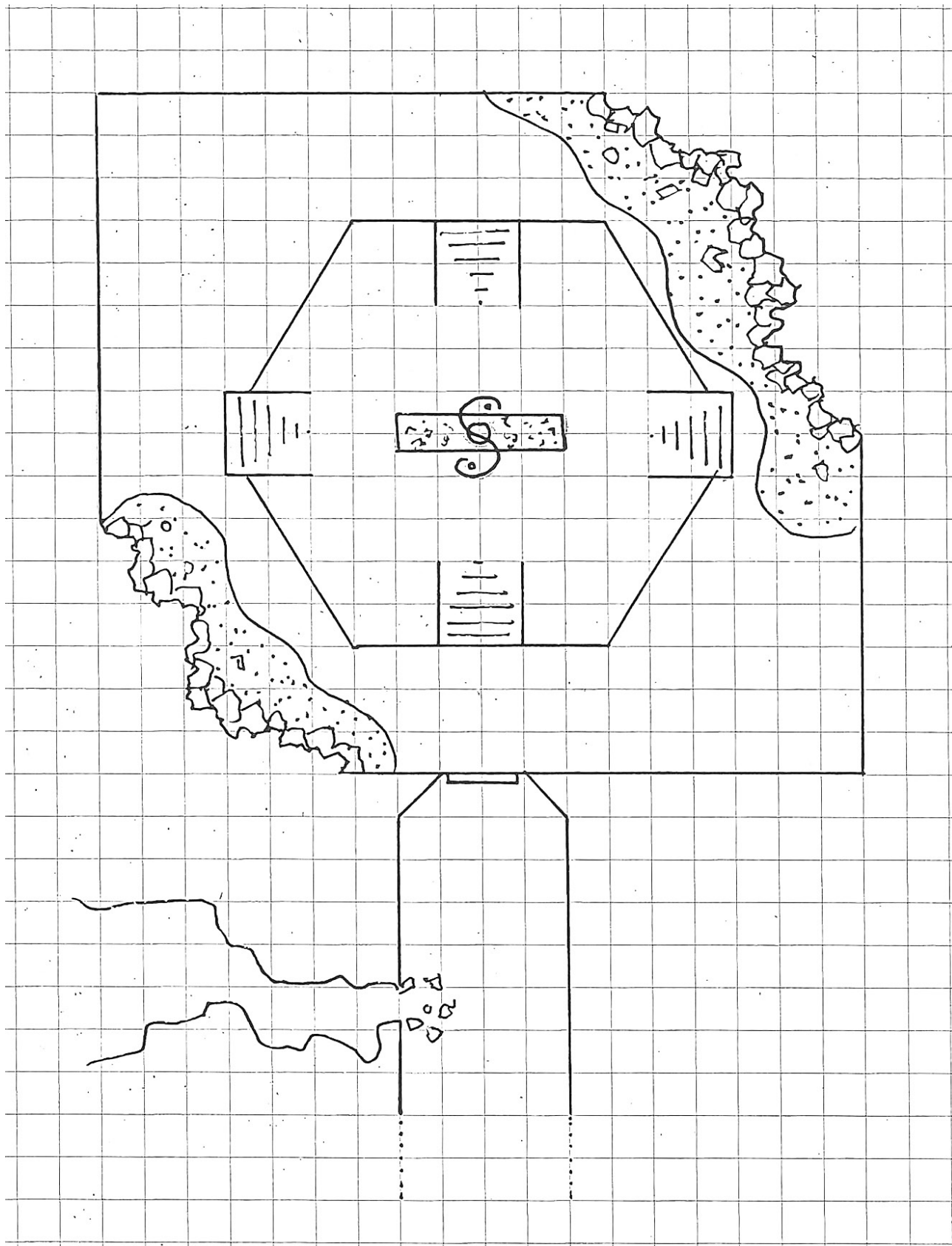
APPENDIX. MAP OF THE GRIFFON'S NEST



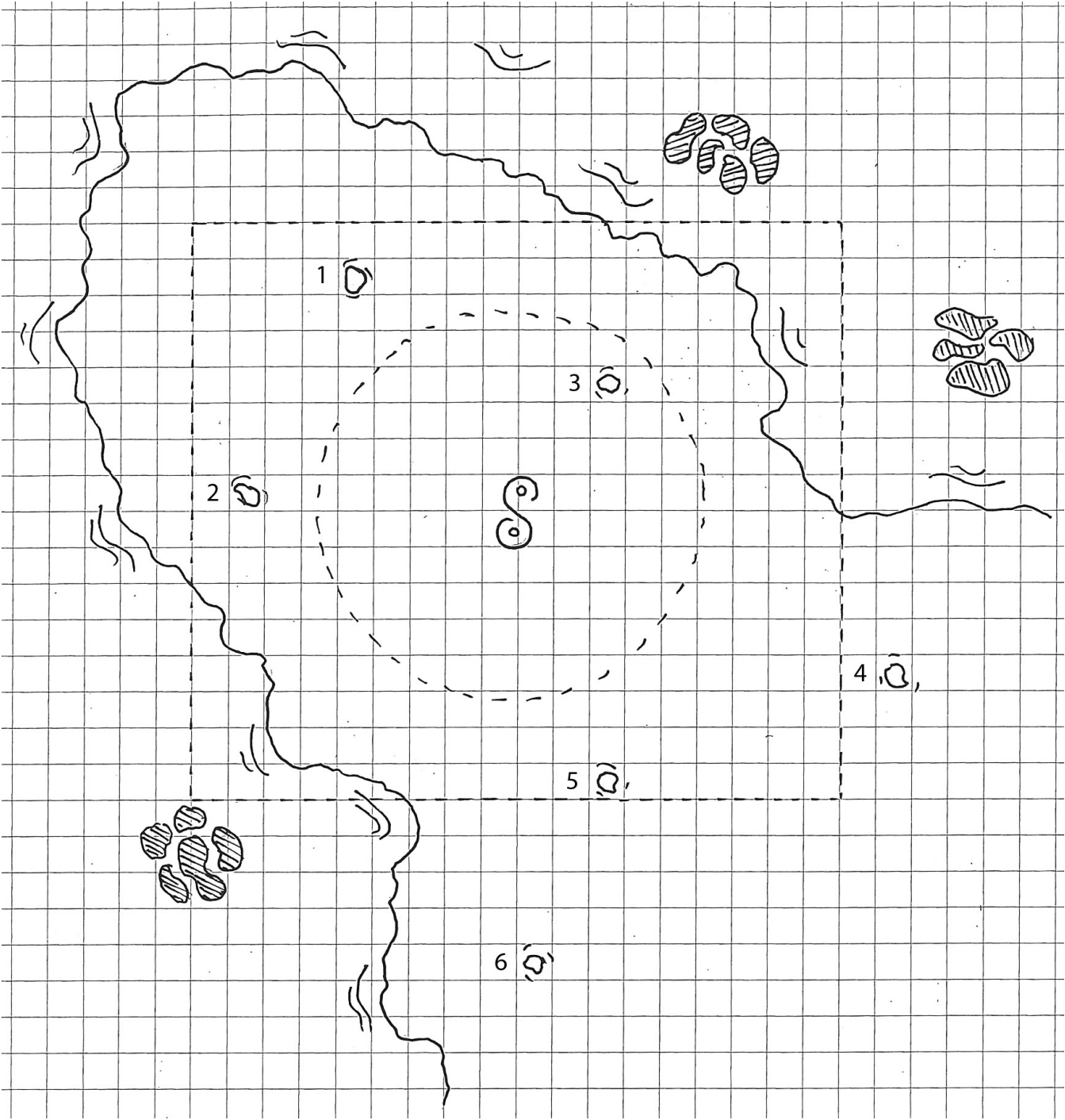
APPENDIX. MAP OF THE EVERFORGE COMPLEX



APPENDIX. MAP OF THE HEART OF THE EVERFORGE



APPENDIX. MAP OF THE ELEMENTAL
PLANE OF FIRE



PLAYER HANDOUT 1. STORY AWARDS

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

STORY AWARD

Enmity of the Stouthammers. There may have been extenuating circumstances, but your part in the death of the Stouthammer garrison has earned you the enmity of their clan. You are not welcome at the Everforge, and any Stouthammer dwarf you meet will consider you a foe.

Friends in Hot Places. Your actions today have earned you the gratitude of a very powerful creature. Should you ever find yourself back on the Elemental Plane of Fire and visiting the City of Brass, you will be welcomed as a friend.

PLAYER HANDOUT 2. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

DIMENSIONAL SHACKLES

Wondrous item, rare

You can use an action to place these shackles on an incapacitated creature. The shackles adjust to fit a creature of Small to Large size. In addition to serving as mundane manacles, the shackles prevent a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. They don't prevent the creature from passing through an interdimensional portal.

You and any creature you designate when you use the shackles can use an action to remove them. Once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a success, the creature breaks free and destroys the shackles.

This set of shackles is unfinished. The left manacle is intricately decorated, but the right is made of roughly-hammered metal.

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