



HEART OF THE FORBIDDEN FORGE

By Luke Johnson

An adventure for 7th-level characters

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“I knew hiring goblins was a bad idea. I knew! But my respect for Jelia blinded me and stayed my tongue. Now I sense something has awakened deep within the forge, and I am stuck here as a hostage to ensure Jelia’s cooperation. Dear reader, if you hold this book in your hands, I beg you to make it your sacred duty to return it to Breland and the King’s Citadel. They must know what happened here should Valsath and her hobgoblins take the secrets of this forge back to Darguun.”

—Journal of Marus, a Citadel novice

EBERRON

HEROIC

1-10

The Kech Shaarat goblins have numerous schemes to unite the Dhakaani clans under the Bladebearer banner. One such plan focused on beating the Wordbearer goblins to an artifact called the *Ashen Crown*. A group of adventurers defeated the goblins in this quest, but other missions are moving forward. One involves the capture of a destroyed creation forge and the forbidden creature within it. The Bladebearers have an unlikely ally in this goal: an eladrin artificer working for the Brelish government.

“Heart of the Forbidden Forge” is a DUNGEONS & DRAGONS® adventure for five 7th-level characters in the EBERRON® campaign setting. If the PCs have been through the events in *Seekers of the Ashen Crown*, this adventure can be easily slotted after the events of that one have concluded. Characters do not need to have been involved with *Seekers of the Ashen Crown™* to play through “Heart of the Forbidden Forge.” The adventure works fine for other PCs as well, and it can be adapted easily to another campaign setting.

BACKGROUND

During the Last War, a creation forge near Darguun, on the border of what is now the Mourmland, was important in the experiments that led to the creation of the warforged race. In the past, it produced many prototypes that led the way for the creation of modern warforged. Later, it continued experiments in this vein. Then, the forge’s overseer, Haestus d’Cannith, was also interested in necromancy and how he could combine this art with Cannith’s artifice to create other sorts of beings. Haestus and his people kept working on prototype warforged and constructs. They extended their experiments largely without oversight from house officials.

The forge’s importance was not lost on other forces. Shortly before the Mourning ended the Last War, a group of irregular special forces, thought to be a freelance mercenary team in service to the Karrnathi government, collapsed the forge’s entrance, trapping everyone inside. Haestus and the other artificers died slowly.

The Karrnathi irregulars were journeying through Cyre with news of their success when the Mourning struck. Nobody saw them ever again. In the chaos that surrounded the ensuing events, the creation forge on Darguun’s border was all but forgotten. Even though House Cannith knows of the forge, its actual location was secreted in documents held within Cyre. Or so the house officials think.

Several months ago, Jelia, an eladrin artificer working for the Citadel of Breland, discovered a mention of the forge while going through old documents from the Last War. She also found captured documents indicating that the Cannith artificers had been working on something that could have turned the tide of the Last War: infiltrator warforged units and an autonomous heavy assault construct in the shape of a dragon. These documents, unseen since the Day of Mourning, indicated that the forge had even produced working prototypes.

If she told her patrons about her discovery, they would send a team from the Citadel, and Jelia would gain little for her momentous discovery. She wanted the credit; she wanted to help her country in a more substantial way. She decided that she didn’t need the Citadel to capture the forge for Breland.

But she knew she couldn’t do it on her own, and her partner and apprentice Marus wasn’t enough support. She needed a neutral third party—warriors who wouldn’t betray her to her superiors until her plan was complete. Thus, she hired reputable hobgoblin mercenaries in Darguun. One of their leaders, Valsath, struck

a deal with Jelia: For triple the normal fee, the goblins would help her find the forge, set it up and running, and then relinquish control of it to Breland. In return, Jelia promised to share her secrets with the group’s artificers. Jelia realized that her new allies were dangerous, but she felt that she could handle them. In her haste, she failed to do enough legwork to discover Valsath and her cohorts are far from neutral. They’re Bladebearers working under the cover of a mercenary company.

The mission started out promising. The entrance to the forge complex was beyond recovery, so Jelia and her new goblin allies blew a hole in a nearby cliff. This new cave allowed access to a small complex of natural caverns that connect to the forge.

Once inside, Jelia and the Bladebearers discovered prototype constructs and Haestus d’Cannith, now a forgewraith. Since Jelia and Valsath planned to restart the forge, Haestus agreed to work with them. Everything was going well, until Jelia and Valsath arrived at the heart of the complex. Here they found the creation forge, and next to it stood the hulking, motionless form of the prototype dragon.

Several days of sweat and toil allowed Jelia to activate the dragon. When the dragon stirred, the creation forge also came to life. Machinery whirred and gears turned, although the forge was clearly damaged. “I am Calmachia,” said the dragon, “and my heart and this forge are one. And you are mine now.” It turns out that before she went into torpor, the dragon had linked the forge to herself.

Calmachia promptly set to work creating smaller dragonlike constructs—her “children.” Valsath quickly turned on Jelia, keeping the artificer and her apprentice alive for further use. The hobgoblin commander figures that Calmachia and her progeny can help the Bladebearers slay their enemies and prove their strength to the other Dhakaani clans.

ADVENTURE SYNOPSIS

Through any of a variety of hooks, the PCs learn of the creation forge that was once buried and abandoned, but no longer. Investigating, they fight their way through goblins, constructs, and undead, contend with old traps, and finally meet Valsath and the true power behind the forge, Calmachia. They can also free Jelia and her aide from the clutches of the draconic construct and the Bladebearers.

STARTING THE ADVENTURE

The adventure begins when the PCs arrive at the creation forge on the border of the Mournland. Getting here should be quick, though if you (and the players) want, you can throw an encounter at the PCs during the journey. The PCs might be coming to the forge based on one or more of the following hooks.

HOOK: WORDBEARER WARNING

If the PCs have a relationship with the Kech Volaar (Wordbearer goblins)—which they do if they have completed *Seekers of the Ashen Crown*—a concerned goblin approaches them. The Wordbearers have identified Valsath’s “mercenary” company as a group of Bladebearer operatives. They also know that this company is now working for an eladrin artificer. They don’t know Jelia’s true identity or purpose, but they do know that the artificer and her hirelings have gone to the forge. The Wordbearers lost a scouting party sent to investigate, and they can give the PCs enough information to locate the forge.

Major Quest: Locate the forge and prevent the Bladebearers from gaining access to its secrets.

Minor Quest: Find out the identity of the eladrin artificer, and prevent her from working with the Bladebearers further.

HOOK: MISSING AGENT

Characters who completed *Seekers of the Ashen Crown* have probably worked with the Citadel and have a favorable relationship with the agency. Such PCs are also likely to have favorable relations with a goblin faction in Darguun, making them ideal candidates for this job. Regardless, through a government contact, the PCs learn the Citadel is concerned because an elite agent, an artificer named Jelia, is missing. She was recently working on a case involving war research in Old Cyre, and her last report indicates that she went to Darguun in the company of goblin mercs. The Citadel suspects Jelia’s mission might have gone badly, and it sends the PCs to find Jelia and bring her back alive—or to bring back whatever she was after. The characters eventually track her to the forge.

Major Quest: Locate Jelia and rescue her from the goblins if necessary. Bring her back to the Citadel.

Minor Quest: Find out what Jelia was working on, and secure it for Breland—or secure Breland against it.

HOOK: CANNITH FAMILY SECRETS

Although most people have forgotten the existence of the creation forge, House Cannith hasn’t. The house just hasn’t yet gotten around to sending a recovery team. At least one house faction learns that someone has blown their way into the forge. Eager to prevent enemy acquisition of house secrets, a Cannith representative calls on the PCs to investigate and “ensure that House Cannith’s property is uncompromised.” If one of the PCs is a house scion, this becomes duty rather than a job.

Major Quest: Secure the Cannith facility for future use, keeping its secrets and dealing with any threats within it.

Minor Quest: Keep any advancements (such as Calmachia) as functional as possible while neutralizing dangers within the forge.

QUESTS

The PCs have a single major quest that is level 7. Completing it offers a reward of 1,500 XP, divided among the party members. They might have a number of quests, especially if you combine one or more hooks. In this case, the PCs choose the major quest to complete, and can try to complete other major quests as if they were minor. For instance, it’s impossible to complete the major quest for the Citadel and completely succeed for House Cannith, and vice versa. However, each minor quest you deem completed is worth 300 XP, divided among the party members.

TREASURE

Characters who successfully complete this adventure should earn enough experience to advance from level 7 to about a quarter of the way between 8th and 9th. That means you should assign all ten level 7 parcels, and possibly one level 8 parcel, to locations in this adventure. The encounters have notes about locating parcels in them. Here's a summary, with NPC encounters noted to allow you the option of assigning the NPC a magic item he or she can use that is still valuable to the PCs.

Encounter 1: One parcel.

Encounter 4: One parcel.

Encounter 6: One parcel.

Encounter 7: One parcel (NPC).

Encounter 9: One parcel.

Area 12: One parcel.

Encounter 13: One parcel.

Encounter 15: One parcel (NPC).

Encounter 16: One parcel (NPC).

Encounter 17: Two parcels.

RESEARCH NOTES

If you like, the characters might find Haestus d'Cannith's notes in various forge areas. These are curiosities that describe Haestus's unethical work, necromantic dabblings, and questionable practices, as well as his sources—perhaps ancient artifacts from Xen'drik. They can be valuable to the right buyer, serving as a form of treasure. Further, these papers might serve as hooks for future adventures by identifying other sites and treasures. Since these notes are just color and treasure unless you use them as hooks, you should craft their contents after familiarizing yourself with this adventure.

THE FORGE COMPLEX

The creation forge complex consists of three areas: a few natural caverns that connect with the main area, the facility's upper level, and the facility's lower level.

FEATURES OF THE NATURAL CAVERNS

The natural caverns consist of areas F1-F3. They consist of brown stone with rough walls. The following features apply to them unless otherwise indicated.

Illumination: Dark.

Ceiling: The ceiling is 15 feet high.

Walls: The rough stone requires a DC 15 Athletics check to climb.

FEATURES OF THE UPPER LEVEL

The forge complex's upper level consists of areas F4-F13. They are composed of smooth white marble with gray-green flecks and veins. The following features apply to them unless otherwise indicated.

Illumination: Dim light. A pale orange luminescence suffuses the upper level. It has no obvious source.

Ceiling: The ceilings are 15 feet high.

Walls: The smooth stone requires a DC 25 Athletics check to climb.

Doors: The doors are copper-sheathed wood. They open easily and are unlocked.

FEATURES OF THE LOWER LEVEL

The forge complex's lower level consists of areas F14-F18. They have an industrial and arcane feel: surfaces (walls, floors, and ceilings) are covered with steel plates, and arcane devices appear throughout the area. The following features apply to this area unless otherwise indicated.

Illumination: Dim light. A pale red luminescence suffuses the upper level. It has no obvious source.

Ceiling: The ceilings are 20 feet high.

Walls: The steel walls are difficult to climb, but the seams between the metal plates provide minor hand and footholds (DC 25 Athletics check to climb).

Doors: The doors are steel. Each side of such a door has a wheel in the center and is locked. Spinning the wheel (a standard action) unlocks it.

1. ENTRY

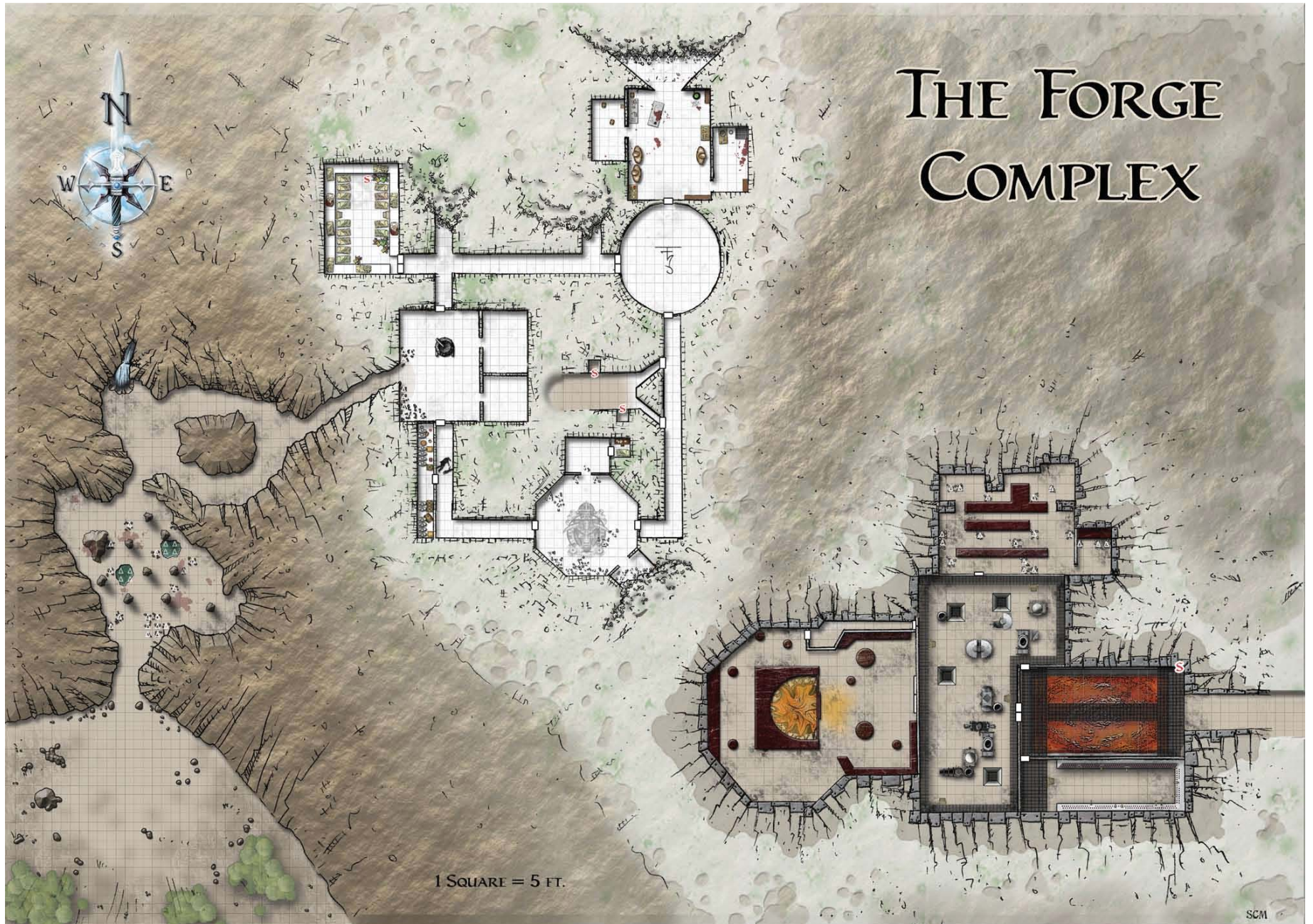
Not long ago, several Kech Volaar scouts ran afoul of the forge's denizens. Several Bladebearers stand guard here.

As the PCs approach the cave, read:

The hillside is covered with scree, thorny bushes, and large rocks that look like they tumbled down from above. A tall cliff rises above it, and soon you notice a cave in the cliff. A great deal of debris lies near the entrance. It looks like the hole was knocked open by explosive means.

Tactical Encounter: 1. Entry Guards (page 13).

THE FORGE COMPLEX





2. WATERFALL

The body of a slain Wordbearer goblin now lies at the bottom of a chasm in this room.

When the PCs can see into the room, read:

The hall opens into a small chamber. A waterfall streams down the far wall, disappearing into a crevasse in the floor. From the ledge, you can see the waterfall falls about 30 feet into a shallow pool below.

Nature DC 10: *The pool must have a narrow outlet, preventing the falls from flooding this area.*

Perception DC 19: *A corpse lies in the hollow behind where the waterfall strikes rock.*

The waterfall descends for 30 feet (DC 20 Athletics to climb the slick rock). Investigating the body turns up a couple of interesting things.

Heal DC 15: *The goblin died of violence—multiple bludgeons and slashes. He was dead before he fell here and has been dead for about a week.*

History or Nature DC 15: *The goblin has a branding scar that marks him as a Wordbearer.*

3. WARDED PASSAGE

Jelia placed a glyph of warding halfway down this hallway. She and her allies use the other passageway.

Warding Hall Glyph Trap	Level 7 Elite Warper XP 600
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A hidden glyph in the wall suddenly glows and unleashes a violet cascade of magical force as you pass.

Trap: A magical glyph unleashes energy when the trap is triggered.

Perception

◆ DC 22: The character notices the glyph.

Additional Skill: Arcana

◆ DC 22: The character senses the glyph, then spots it.

Trigger

When a creature passes the halfway point of the passage, where the glyph is located, the glyph attacks.

Attack

Immediate Reaction **Close burst 3**

Targets: All creatures in burst

Attack: +10 vs. Reflex

Hit: 2d8 + 5 force damage, and targets are slammed to the ceiling (1d10 damage) and then fall (1d10 damage).

Miss: Half the force damage, and the target is knocked prone.

Countermeasure

◆ Arcana or Thievery (DC 21); standard action; an adjacent character can disable the glyph with four successful checks.

4. PROTOTYPE LAB

Mindless models for warforged prototypes dwell in these chambers. Unlike normal warforged, these creatures rely on an arcane generator to function.

Tactical Encounter: 4. Prototype Lab (page 15).

5. COLLAPSED PASSAGES

This hallway and the one to the east are collapsed. The forge complex used to be much larger, but a good portion of it collapsed in the attack several years ago.

6. LIVING QUARTERS

The Bladebearers have appropriated this chamber to use as living quarters. They also discovered a secret trapdoor, which bypasses the traps in area 8.

Tactical Encounter: 6. Living Quarters (page 17).

7. CONSTRUCT LAB

In life, Haestus d’Cannith experimented by combining necromancy with alchemy and artifice. These rooms were his primary laboratory in that regard.

Tactical Encounter: 7. Construct Lab (page 19).

8. SECURITY GAUNTLET

This wide hallway slopes down to area F14. Its hallway is trapped heavily. Jelia detected the traps when she and the Bladebearers originally moved into the complex; since they found a better way to the lower level (in area F6), she left the traps active.

Tactical Encounter: 8. Security Gauntlet (page 21).

9. RUINED FOYER

This chamber was once the primary entrance to the forge complex.

Tactical Encounter: 9. Ruined Entrance (page 23).

10. GUARD POST

The door to this small room is locked from the outside, and it requires a successful DC 20 Thievery check to open or a key that Valsath has. This small chamber was once a security post. Now, it serves as a holding cell for Marius, Jelia’s erstwhile apprentice. The room has a desk, chair, and empty weapon rack, a chamber pot, and a small store of food and water.

When the PCs can see into the room, read:

The door opens into a small chamber. A desk stands near one wall, and sitting at it is a male—a half-elf with red hair and a weary expression. Looking a bit battered, he wears in an outfit an explorer might wear. He’s writing and drawing in a tattered book with a quill pen.

Perception Check

DC 14: *The half-elf has nothing resembling a weapon or implement. He appears to be unarmed.*

To approach without attracting Marus’s attention, the PCs must succeed on DC 16 Stealth checks.

When Marus becomes aware of the PCs, read:

The half-elf looks up with an alarmed expression that turns into a smile when he sees you. “Oh,” he says. “Oh, thank the Host.” He shuts his book, closes his eyes, and sighs.

Perception Check

DC 16: *He places his thumb on a sigil on the book cover.*

The symbol glows dimly. (DC 19 Arcana to note the arcane nature of this sigil.)

Insight Check

DC 14: *His relief seems genuine.*

TALKING TO MARUS

Marus hopes the PCs are here to liberate the forge, and thereby him. He is wise enough to feel the characters out before revealing all he knows. Marus is here to impart any background information you want to give out, telling the characters everything that happened up to Jelia and the hobgoblins breaking into the forge complex. He is aware that he is severely outmatched in physical terms. Marus has no love for

the goblins, but he has mixed feelings toward Jelia—admiration mixed with blame. He desperately wants to go back to Breland, clear his name, and put this fiasco behind him.



Use this section to aid in interactions with Marus. Give out information without requiring checks if you think the players' roleplaying is especially appropriate. At the very least, the PCs gain check bonuses (+2) if they are forthcoming and reveal intentions in line with Marus's hopes. Further, the players might come up with other ways to gain information from Marus—the skills and DCs indicated below are just guidelines. If a check fails, Marus expresses distrust and hesitation (DC 10 Insight to discern), but no hostility.

◆ **Who are you?:** (DC 8 Diplomacy) *“My name is Marus, and I am an agent for the Brelish Crown—an assistant to another agent here.”*

◆ **Who is this other agent?:** (DC 8 Diplomacy) *“Her name is Jelia. She is the senior agent on this mission.”*

◆ **What is the mission?:** (DC 14 Diplomacy) *“Jelia planned to reactivate the forge for Breland. She wanted to play the hero, so we went without Brelish support. Instead, she hired these godsforsaken goblins.”*

◆ **What are you doing here?:** (DC 8 Diplomacy) *“Valsath, the goblin leader, turned on us. She and hers are Bladebearers, which means as soon as Jelia and I are of no use, we'll be dead. They keep me locked in here so she won't turn on them. You have to get us out of here.”*

◆ **What's going on here?:** (DC 14 Diplomacy) *“Valsath and Jelia found something deep in the forge. You've seen those drake homunculi? I think it must be the key to creating them. This place holds a creation forge, as well as something else intelligent and capable of running the forge.”*

◆ **A creature runs the forge?:** (DC 14 Diplomacy) *“Something like that. Jelia and Valsath call whatever it is 'Calmachia.' They appear to be taking steps to aid this Calmachia. More of those drakes have been created in the past weeks, and the process appears to be speeding up.”*

◆ **Whom can we trust?:** (DC 14 Diplomacy) *“I'm sure Jelia is being forced to cooperate. We wouldn't be in this mess if she hadn't been so . . . careless. Still, she might help you if you can prove you're here to help.”*

MORE ABOUT MARUS

Marus is too terrified to help the PCs fight. If he's attacked, he has statistics similar to Dakai's (page 19). He tries to surrender quickly or flee, rather than fighting, but he defends himself if he must.

The book Marus has is a journal in which he is writing notes for his report to his Citadel superiors. It can impart much of the information Marus knows. The sigil on the book obscures its actual contents with seemingly personal and sappy diary entries (DC 27 Perception check to see the real Citadel report entries; DC 21 Arcana check to break the sigil). Marus also has thieves' tools hidden on his person (DC 15 Perception check).

11. HALLWAY

This hallway once held a trap. Two Bladebearers ran afoul of it, then Jelia disarmed it.

When the PCs can see into the hallway, read:

You look into a long hallway. About halfway down, two blackened bodies—one large, the other small—lie contorted on the floor.

Arcana or Heal DC 20: *Intense lightning killed these creatures.*

Nature DC 12: *The small body is that of a goblin, while the large is that of a bugbear.*

Perception DC 22: *The runes and crystals of an old trap are embedded in a grove in the walls here. Someone or something marred the runes and removed some of the crystals, probably disarming the trap.*

12. STORAGE

This long room served as a storage area for construct part specimens.

When the PCs can see into the room, read:

You look into a long room. Shelves contain artificial limbs, heads, torsos, and other parts of incomplete constructs—humanoid and otherwise.

Treasure: One parcel.

13. CATWALK

A catwalk crosses a lake of molten metal. The PCs encounter Haestus d'Cannith (again) here.

Tactical Encounter: 13. Catwalk (page 25).

14. CREATION FORGE CONTROLS

This is the primary control area for the forge in area 17. The entry is locked (Valsath has the key).

Skill Challenge: Disabling the Forge (page 27).

15. ARCANE WORKSHOP

This large chamber was a primary work area for the forge. Here large pieces of arcane machinery were assembled and constructs were repaired. Valsath has taken a liking to this place.

Tactical Encounter: 15. Arcane Workshop (page 28).



16. STORAGE

This room is a storage area for parts and tools the forge workers once used. Jelja has been spending a lot of time in this room lately to find parts to meet Calmachia's demands and to escape the hobgoblins and their draconian mistress.

Tactical Encounter: 16. Jelja's Refuge (page 30).

17. WYRM FORGE

Although the entire facility is often referred to as "the creation forge," this room contains the forge. It is here that warforged, constructs, and Calmachia walked from the fires of their creation into life.

Tactical Encounter: 17. Wyrms Forge (page 32).

CONCLUSION

Defeating Calmachia causes the forge to shut down. Someone might start the forge working again, but that someone probably shouldn't be the PCs.

If the characters allow it, Marus and Jelja can act as supporting characters on the trip back to Breland. Either might become a contact for PCs who treated them well.

If the PCs bring Jelja back to Breland for justice, the ramifications of her foolish actions should be tempered to fit the needs of your campaign. She endangered Breland's national security with her activities. However, if the Citadel can secure the creation forge and use it as leverage with House Cannith, Jelja's mission might be considered a risky but profitable success. Further, if the PCs vouch for Jelja, their words carry significant weight in the artificer's defense. For its part, House Cannith might hold Breland's possession of the forge, however temporary, against the characters.

In the case that the PCs serve House Cannith, the house is grateful for the location of the forge and its contents. House members move quickly to reestablish the facility. This can have lasting ramifications on the campaign when House Cannith starts tinkering with the arcane discoveries inside the forge.

The PCs have thwarted the Bladebearers and aided the cause of the Wordbearers—at least twice now if the characters played through *Seekers of the Ashen Crown*. The Bladebearer leadership might take more of an interest in these pesky adventurers. That interest is unlikely to be good for the PCs.

1: ENTRY GUARDS

Encounter Level 6 (1,275 XP)

SETUP

- 2 Bladebearer hobgoblins (B)
- 1 hobgoblin fleshcarver (F)
- 5 Valsath's warriors (W)

Plenty of boulders and undergrowth dot the hillside leading up to the cave, so the characters can approach stealthily if they like. The goblins aren't particularly alert, so their passive Perception checks oppose whatever Stealth checks the PCs care to make.

If the hobgoblins notice the characters' approach, the hobgoblins hide, making Stealth checks. Place a hobgoblin's miniature only if the PCs notice the creature.

When the characters see into the area, read:

A large natural cavern extends into the cliff. Several torches are placed on poles wedged into debris around the room. Several boulders—8 or 9 feet tall—stand here and there. Passages lead off from the cavern.

Perception

(Opposing Stealth Checks): *A slight sound or motion draws your eye to a shadow. An armored hobgoblin lurks there.*

DC 15: *A couple of large, reddish-brown patches stain the floor.*

(DC 15 Arcana or Religion to discern this is blood rock.)

TACTICS

Bladebearer hobgoblins move around the battle's fringes, targeting those at the back of the party. They use *Bladebearer finesse* and *Dhakaani footwork* to move to these foes, and they use their stealth or they flank with their allies to make *scimitar advantage* attacks.

The fleshcarver moves into melee quickly so that he can use *glaiive flurry*. He resorts to ranged attacks only when he cannot reach a target for melee or when *defensive dart* triggers.

Hobgoblins with *phalanx soldier* try to fight alongside at least one ally. The warriors attack to aid their stronger allies with flanking and the like.

All the creatures know about the blood rock. The fleshcarver and Bladebearer hobgoblins fight to the death. If all three of them fall, any remaining warriors surrender.

5 Valsath's Warriors (W)		Level 7 Minion Soldier	
Medium natural humanoid, hobgoblin		XP 75 each	
Initiative +8	Senses Perception +5; low-light vision		
HP 1: a missed attack never damages a minion.			
AC 23 (25 with <i>phalanx soldier</i>); Fortitude 20, Reflex 19, Will 18			
Speed 6			
⚔ Longsword (standard; at-will) ♦ Weapon			
+12 vs. AC; 5 damage, and the target is marked until the end of the hobgoblin's next turn.			
🏹 Longbow (standard; at-will) ♦ Weapon			
+11 vs. AC; 5 damage.			
Hobgoblin Resilience (immediate reaction, when the hobgoblin becomes subject to an effect; encounter)			
The hobgoblin makes a saving throw against the triggering effect.			
Phalanx Soldier			
The hobgoblin gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.			
Alignment Evil	Languages Common, Goblin		
Skills Athletics +9, History +5			
Str 19 (+7)	Dex 16 (+6)	Wis 14 (+5)	
Con 15 (+5)	Int 11 (+3)	Cha 10 (+3)	
Equipment scale armor, light shield, longsword, longbow and 10 arrows			

Hobgoblin Fleshcarver (F)		Level 6 Elite Controller	
Medium natural humanoid		XP 500	
Initiative +7	Senses Perception +4; low-light vision		
Fleshcarver's Trap aura 2; each enemy that starts its turn within the aura takes 5 damage the first time it moves during that turn.			
HP 146; Bloodied 73			
AC 20 (22 with <i>phalanx soldier</i>); Fortitude 18, Reflex 19, Will 18			
Saving Throws +2			
Speed 6			
Action Points 1			
⚔ Glaive (standard; at-will) ♦ Weapon			
Reach 2; +11 vs. AC; 2d4 + 4 damage.			
🏹 Toxic Dart (standard; at-will) ♦ Poison, Weapon			
Ranged 6/12; +11 vs. AC; 1d6 + 4 poison damage, and the target is slowed (save ends). If the target was already slowed, it is instead immobilized (save ends).			
🏹 Defensive Dart (immediate reaction, when the hobgoblin fleshcarver is hit by an enemy's melee attack; recharge ☞☞☞)			
The fleshcarver shifts 2 squares and uses <i>toxic dart</i> against the triggering enemy.			
⚔ Glaive Flurry (standard; at-will) ♦ Weapon			
Close burst 2; targets enemies; +11 vs. AC; 3d4 + 4 damage, and the hobgoblin fleshcarver slides the target 2 squares. The target must end the slide within 3 squares of the fleshcarver.			
Hobgoblin Resilience (immediate reaction, when the hobgoblin fleshcarver becomes subject to an effect; encounter)			
The fleshcarver rolls a saving throw against the triggering effect.			
Phalanx Soldier			
A hobgoblin fleshcarver gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.			
Alignment Evil	Languages Common, Goblin		
Str 14 (+5)	Dex 19 (+7)	Wis 12 (+4)	
Con 17 (+6)	Int 12 (+4)	Cha 16 (+6)	
Equipment chain armor, glaiive, 10 poisoned darts			

2 Bladebearer Hobgoblins (B)		Level 5 Skirmisher	
Medium natural humanoid		XP 200 each	
Initiative +8	Senses Perception +5; low-light vision		
HP 62; Bloodied 31			
AC 19; Fortitude 18, Reflex 17, Will 16			
Speed 6; see also <i>Dhakaani footwork</i>			
⊕ Scimitar (standard; at-will) ⊕ Weapon			
+10 vs. AC; 1d8 + 6 damage (crit 1d8 + 14).			
⊕ Scimitar Advantage (standard; requires combat advantage against the target; requires a scimitar; at-will)			
The Bladebearer hobgoblin makes two scimitar attacks.			
Bladebearer Finesse (free; usable only while charging; at-will)			
The Bladebearer hobgoblin doesn't provoke opportunity attacks when leaving the initial square of its charge.			
Dhakaani Footwork (free, when the Bladebearer hobgoblin hits with a melee attack; at-will)			
The Bladebearer hobgoblin shifts 1 square.			
Hobgoblin Resilience (immediate reaction, when the hobgoblin becomes subject to an effect; encounter)			
The hobgoblin warrior makes a saving throw against the triggering effect.			
Alignment Evil	Languages Common, Goblin		
Skills Athletics +12, Stealth +11			
Str 20 (+7)	Dex 18 (+6)	Wis 16 (+5)	
Con 14 (+4)	Int 10 (+2)	Cha 12 (+3)	
Equipment leather armor, 2 scimitars			

DEVELOPMENTS

Hallways: If the PCs search the area, they might discover that the hall to the east hasn't been used for foot traffic for weeks (DC 23 Perception).

Searching the Hobgoblins: If the PCs search closely, such as by removing a bracer or something similar from a hobgoblin, they notice the symbol of an ornate blade branded on the hobgoblins. This is the Bladebearer symbol (DC 15 History or Nature to identify).

Questioning Prisoners: A prisoner doesn't talk willingly and lies if questioned (DC 14 Insight to discern). A prisoner can be tricked, cajoled, or threatened (Bluff, Diplomacy, or Intimidate) into telling the truth. Even then, the goblin answers only specific questions and otherwise avoids straight answers.

◆ *Who is your leader?* (DC 14) Valsath is the leader. The prisoner trusts Valsath and can describe her. Valsath has been deep in the forge for a long time now.

◆ *Who else is here?* (DC 14) Jelia, a "weakling eladrin artificer," brought the goblins here. She works for Breland and is deep in the forge, perhaps with Valsath. Dakai, a hobgoblin artificer, is working in a lab with golems (area 7). He has numerous guards. Some of the golems might work.

◆ *What other dangers?* (DC 14) The prisoner knows of the glyph (area 3) and the prototype warforged (area 4). A successful DC 19 Insight check reveals the goblin is withholding information, and a subsequent DC 14 Bluff, Diplomacy, or Intimidate check causes the creature to reveal that other guards are camping in a nearby room (area 6).

◆ *What are you doing here?* (DC 16) Valsath found something deep in the forge, and she plans to seize control of the place when the time is right.

◆ *Are you Bladebearers?* (DC 19) The PC receives a +2 bonus to this check if he or she shows knowledge of the Bladebearers or the scars on the goblins' forearms. The goblin confirms the tribal affiliation of the goblins here. However, a failure indicates the prisoner lies, saying the goblins were Bladebearer slaves that escaped and formed a mercenary crew.

FEATURES OF THE AREA

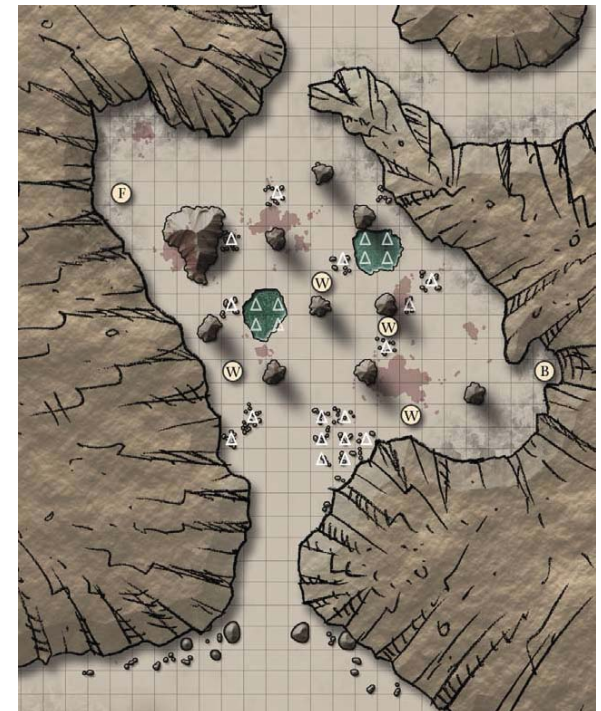
Illumination: Bright light from torches.

Boulders: The boulders are blocking terrain.

Debris: Debris from the excavation, as well as loose rocks, scree, and accumulated trash, are piled up in various parts of the chamber. This is difficult terrain, as marked on the map.

Blood Rock: The areas marked on the map are blood rock. A creature standing in a square of blood rock can score a critical hit on a natural die roll of 19 or 20.

Treasure: One parcel.



4. PROTOTYPE LAB

Encounter Level 8 (1,752 XP)

SETUP

- 3 berserk warforged prototypes (B)
- 4 decrepit warforged (D)
- 1 infiltrator warforged prototype (I)
- 1 arcane generator (G)

The “warforged” here are experiments with differing body forms for possible implementation with actual military warforged models during the Last War. As such, none of them have true sentience. Instead, the arcane generator at the center of the room powers them and allows them to move. It also acts as a central intelligence and awareness for the constructs. Jelja tampered with the generator, disabling its safety protocols. Now, it activates and attacks any who enter besides her or her allies.

When the PCs can see into the chamber, read:

At the end of the natural tunnel, a hole is smashed in the wall. Beyond it is a room finely wrought of white stone with gray-green veins and flecks. A large arcane contraption of metal and stone stands in the center of the room. It is about 7 feet high; levers project from it, runes shine on its surface, and a large purple crystal glows at its apex.

Standing about the room are humanoid creatures like warforged. Some are incomplete or worn with time, while others have fared better. Most of those are wide-framed models that resemble the burliest human. One appears to have a sheathe of flesh that has been cut or torn away in places, revealing inner workings that are thinner than those of a normal warforged.

If the PCs enter or attack, read:

As you enter, the eyes of the inert constructs glow with the same purple color as the crystal at the top of the strange device. They lurch to life.

TACTICS

The warforged prototypes surge into melee. They fight until destroyed or are convinced to cease their attacks (see Developments).

3 Berserk Warforged Prototypes (B)	Level 7 Brute
Medium natural humanoid (living construct)	XP 300 each
Initiative +5	Senses Perception +3
HP 98; Bloodied 49	
AC 19; Fortitude 20, Reflex 18, Will 16	
Saving Throws +2 against ongoing damage	
Speed 6	
⊕ Sweeping Slam (standard; at-will)	
+10 vs. AC; 1d8 + 6 damage, plus 4 damage to another enemy adjacent to the prototype. On a critical hit, the target is also knocked prone.	
↓ Wild Charge (standard; recharges after the berserk warforged prototype hits two or more targets with a <i>savage sweep</i>)	
The prototype charges, gains a +3 bonus to AC during the charge, and makes the following attack in place of a melee basic attack: +11 vs. AC; 2d8 + 9 damage, and the target is knocked prone.	
↖ Savage Sweep (standard; recharge ☹️ ☹️)	
Close burst 1; +10 vs. AC; 1d8 + 6 damage (crit 1d8 + 14). Miss: 4 damage.	
Arcane Empowerment	
While the arcane generator functions, whenever a berserk warforged prototype hits with a melee attack, it gains 4 temporary hit points.	
Alignment Unaligned	Languages Common
Str 20 (+8)	Dex 15 (+5) Wis 10 (+3)
Con 18 (+7)	Int 4 (+0) Cha 4 (+0)

4 Decrepit Warforged (D)	Level 6 Minion Brute
Medium natural humanoid (living construct)	XP 63 each
Initiative +5	Senses Perception +3
HP 1; a missed attack never damages a minion.	
AC 18; Fortitude 20, Reflex 18, Will 16	
Speed 5	
⊕ Slam (standard; at-will)	
+9 vs. AC; 6 damage; on a critical hit, the target is also knocked prone.	
Alignment Unaligned	Languages Common
Str 18 (+7)	Dex 14 (+5) Wis 10 (+3)
Con 16 (+6)	Int 4 (+0) Cha 4 (+0)

Infiltrator Warforged Prototype (I)	Level 7 Skirmisher
Medium natural humanoid (living construct)	XP 300
Initiative +9	Senses Perception +3
HP 80; Bloodied 40	
AC 19 (21 against opportunity attacks); Fortitude 19, Reflex 20, Will 17	
Saving Throws +2 against ongoing damage	
Speed 6	
⊕ Slam (standard; at-will)	
+12 vs. AC; 1d8 + 4 damage, and the infiltrator warforged prototype shifts 1 square.	
↓ Infiltrator Feint (minor; recharges after the infiltrator warforged prototype hits with <i>mimic's slam</i> .)	
+10 vs. Reflex; the infiltrator prototype gains combat advantage against the target.	
↓ Mimic's Slam (standard; recharge ☹️ ☹️ ☹️) ◆ Fear	
The infiltrator warforged prototype mimics the target or one of the target's allies in some way; +11 vs. AC; 2d8 + 4 damage, and the target takes a -2 penalty to attack rolls until the end of infiltrator warforged prototype's next turn.	
Arcane Empowerment	
While the arcane generator functions, whenever an infiltrator warforged prototype hits with a melee attack, it gains 3 temporary hit points.	
Combat Advantage	
An infiltrator warforged prototype deals 1d8 extra damage on melee attacks against any target granting combat advantage to it.	
Alignment Unaligned	Languages Common
Str 14 (+5)	Dex 18 (+7) Wis 10 (+3)
Con 16 (+6)	Int 4 (+0) Cha 12 (+4)

Arcane Generator (G) **Level 7 Warlder**
 Trap **XP 300**

This arcane contraption of metal, gems, and stone, glows with some hidden purpose.

Trap: When triggered, the generator activates allied constructs and attacks to fend off those who might tamper with it.

Perception

No check is required to see the generator.

- ◆ DC 20; minor action; the character spots something on the generator that looks important to its working, granting a +2 bonus to a countermeasure skill check.

Additional Skill: Arcana

- ◆ DC 20; minor action; this device distributes energy to the area's constructs.

Initiative +6

Trigger

When a creature enters the lab, the trap rolls initiative, as do connected creatures. It makes an immediate reaction attack when damaged (see "Countermeasures").

Attack

Standard Action **Area burst 1 within 10**

Target: Each enemy in burst.

Attack: +10 vs. Fortitude

Hit: 2d6 + 5 force damage, and the target is pushed 3 squares.

Effect: At the start of its next turn, a destroyed allied construct in the burst gains 1 hit point, reactivates, and can act. Each allied construct can be affected only once. If no destroyed allied construct is within the burst, one allied construct in the burst instead gains 5 temporary hit points.

Attack

Immediate Reaction **Ranged 10**

Targets: One creature

Attack: +10 vs. Will

Hit: 1d8 + 4 psychic damage.

Countermeasures

Each successful countermeasure check is cumulative; five such successes deactivates the generator.

- ◆ Arcana (DC 20); standard action; ranged 5 or melee 1; the character disrupts the generator's energy.
- ◆ Athletics (DC 15); standard action; an adjacent character breaks part of the generator, triggering the immediate reaction attack.
- ◆ Thievery (DC 20); standard action; an adjacent character tampers with the generator's workings.
- ◆ A character can attack the generator (AC 2, Reflex 2, Fortitude 20; hp 90; immune push, pull, and slide). An attacker triggers the immediate reaction attack.

DEVELOPMENTS

Playing the Warforged Prototypes: The warforged are woefully inadequate compared to completely functional warforged. They are little more intelligent than animals. This fact might emerge during combat, since the warforged speak in halting Common or otherwise reveal their impaired mental function. They also reveal their role as experimental subjects, reporting on the significance of damage dealt to them or other conditions. Once the generator is deactivated, the warforged can be convinced not to attack PCs if one of the PCs suggests the current "test" or "experiment" is over.

Reactivating the Generator: Unless they destroy the generator, the PCs can reactivate it using Arcana and Thievery checks similar to those required to deactivate it. In doing so, they can repurpose the generator to attack creatures other than them.

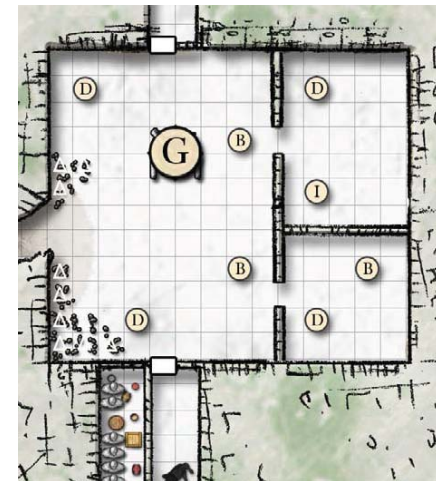
FEATURES OF THE AREA

Illumination: Bright light emanates from the generator crystal.

Generator: The generator is blocking terrain.

Rubble: Rubble is strewn across the floor near the west wall. It was left over from when the hobgoblins smashed their way into the complex and is difficult terrain.

Treasure: One parcel.



6. LIVING QUARTERS

Encounter Level 6 (1,400 XP)

SETUP

- 3 Bladebearer hobgoblins (H)
- 1 Bladebearer strangler (B)
- 6 Valsath's warriors (W)

Goblins rest here between guard shifts. One warrior keeps a lax watch from the room's corner while the others here are sleeping. Sneaking up on them requires only DC 13 Stealth checks, but the guard notices any light. If he becomes aware of the approach of other creatures, he quietly wakes his allies, who pretend to sleep. The bugbear sleeps on a ledge off the floor because she doesn't trust the hobgoblins to keep her safe. If the guard wakes her, she hides, increasing the Perception DC below to 25.

When the PCs can see the room, read:

Furs, blankets, and other bedding cover the floor of this chamber, which has a ledge around it and a high ceiling. Clothing, boots, fresh torches, and other personal items are also scattered about, but an element of organization is apparent. The creatures that dwell here are not savages.

Several hobgoblins sleep on some of the bedrolls, their weapons at hand. One lounges in the corner, sharpening his sword.

Perception

DC 20 (or 25): *A bugbear is asleep on the far ledge. If the PCs sneak up successfully, they surprise the sleeping goblins. If the goblins are aware, they might surprise the approaching PCs, allowing them to at least stand before the battle starts. In this latter case, the guard on watch charges during the surprise round.*

3 Bladebearer Hobgoblins (H)	Level 5 Skirmisher
Medium natural humanoid	XP 200 each
Initiative +8	Senses Perception +5; low-light vision
HP 62; Bloodied 31	
AC 19; Fortitude 18, Reflex 17, Will 16	
Speed 6; see also <i>Dhakaani footwork</i>	
⊕ Scimitar (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 6 damage (crit 1d8 + 14).	
↓ Scimitar Advantage (standard; requires combat advantage against the target; requires a scimitar; at-will)	
The Bladebearer hobgoblin makes two scimitar attacks.	
Bladebearer Finesse (free; usable only while charging; at-will)	
The Bladebearer hobgoblin doesn't provoke opportunity attacks when leaving the initial square of its charge.	
Dhakaani Footwork (free, when the Bladebearer hobgoblin hits with a melee attack; at-will)	
The Bladebearer hobgoblin shifts 1 square.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin becomes subject to an effect; encounter)	
The hobgoblin warrior makes a saving throw against the triggering effect.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +12, Stealth +11	
Str 20 (+7)	Dex 18 (+6) Wis 16 (+5)
Con 14 (+4)	Int 10 (+2) Cha 12 (+3)
Equipment leather armor, 2 scimitars	

TACTICS

The warriors engage the PCs directly if possible. A couple of them might climb the ledge and fire arrows from there. They work together to provide combat advantage for their allies and to gain the benefit of *phalanx soldier*.

Bladebearer hobgoblins also engage directly, but they try to approach from a vector that can allow them combat advantage or allow them to shift into a flanking position after a successful attack. They use *Bladebearer finesse* to charge wounded enemies in hopes of taking those foes out quickly.

Lurking on the ledge to sneak up on an opponent, the Bladebearer strangler selects a target carefully from among those who like to stay out of melee. Since the bugbear is trained in Acrobatics, she isn't afraid

Bladebearer Strangler (B)	Level 8 Lurker
Medium natural humanoid, bugbear	XP 350
Initiative +12	Senses Perception +7; low-light vision
HP 88; Bloodied 44	
AC 22; Fortitude 21, Reflex 20, Will 19; see also <i>body shield</i> and <i>strangler's cover</i>	
Speed 7	
⊕ Battleaxe (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d12 + 6 damage.	
↓ Strangle (standard; requires combat advantage and a garrote; at-will) ♦ Weapon	
Can be used as part of a charge; +11 vs. Reflex; 1d10 + 5 damage, and the target is grabbed (-4 penalty to escape). <i>Sustain Standard:</i> When it sustains this power, the bugbear deals the target 1d10 + 5 damage and sustains the grab.	
Body Shield (immediate interrupt, when targeted by a melee or a ranged attack; recharge ☞☞☞)	
The Bladebearer strangler makes the creature it is grabbing the triggering attack's target. The Bladebearer strangler can't use this power against a creature it is grabbing.	
Strangler's Alacrity (free, when a creature the Bladebearer strangler has grabbed drops to 0 or fewer hit points; encounter)	
The Bladebearer strangler can make a charge attack.	
Combat Advantage	
The Bladebearer strangler deals 1d6 extra damage against any creature granting combat advantage to it.	
Strangler's Cover	
While the Bladebearer strangler is grabbing a creature, that creature's allies consider the grabbed creature to be an enemy for determining cover.	
Alignment Evil	Languages Common, Goblin
Skills Acrobatics +13, Intimidate +11, Stealth +15	
Str 20 (+9)	Dex 18 (+8) Wis 16 (+7)
Con 16 (+7)	Int 10 (+4) Cha 10 (+4)
Equipment leather armor, battleaxe, wire garrote	

to leap from the ledge to charge and grab someone. She then works to kill that enemy before moving on to another target.

Pulling Out Bedrolls: For some swashbuckling fun, the warriors might try to pull bedrolls from under a PC's feet to knock the character prone. Doing so is a standard action; +10 vs. Reflex; 1d6 damage, and the target is knocked prone.

6 Valsath's Warriors (W) Level 7 Minion Soldier	
Medium natural humanoid, hobgoblin	XP 75 each
Initiative +8	Senses Perception +5; low-light vision
HP 1: a missed attack never damages a minion.	
AC 23 (25 with <i>phalanx soldier</i>); Fortitude 20, Reflex 19, Will 18	
Speed 6	
⚔ Longsword (standard; at-will) ♦ Weapon +12 vs. AC; 5 damage, and the target is marked until the end of the hobgoblin's next turn.	
🏹 Longbow (standard; at-will) ♦ Weapon +11 vs. AC; 5 damage.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin becomes subject to an effect; encounter) The hobgoblin rolls a saving throw against the triggering effect.	
Phalanx Soldier The hobgoblin gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +9, History +5	
Str 19 (+7)	Dex 16 (+6) Wis 14 (+5)
Con 15 (+5)	Int 11 (+3) Cha 10 (+3)
Equipment scale armor, light shield, longsword, longbow and 10 arrows	

DEVELOPMENT

Escape: If the battle here goes badly, one of the creatures here might try to escape. If one does so, it runs toward the security gauntlet in area 8 and avoids the pressure plates.

Questioning Prisoners: Any captured goblins act as those in area 1 did. The PCs might know to ask about more subjects (using Bluff, Diplomacy, or Intimidation).

♦ *How did you move beyond the warforged near the entrance?* (DC 14) Jelja and Dakai reactivated the generator there, making it so the warforged within ignored the goblins and their allies. They attack anyone else they don't recognize.

♦ *Where did the drake constructs come from?* (DC 14) Jelja, Dakai, and Valsath brought them from deeper in the forge.

♦ *Who is Haestus?* (DC 14) Valsath convinced the ghost she'd reactivate the forge, so he helps the goblins. He has power over the spirits of the dead in this place, but apparently not their souls.

♦ *Where does this trapdoor lead?* (DC 19) The goblin doesn't truly know where the passage under the door leads, but it does know it leads past the trap gauntlet in area 8. If it isn't convinced to tell the truth, it lies, saying Valsath and Jelja know. They didn't allow the others to see where the passage goes.

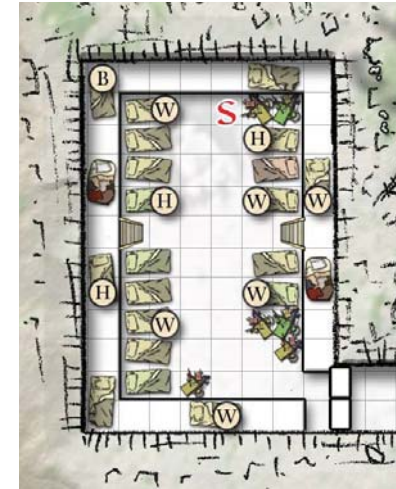
FEATURES OF THE AREA

Ledge: This ledge is 10 feet from the floor, and the walls leading to it are rougher than others in the complex (DC 20 Athletics to climb). A couple of ladders (DC 0 Athletics to climb; DC 15 Acrobatics or Athletics to climb at normal speed) lead up to the ledge.

Secret Trapdoor: A DC 21 Perception check reveals the trapdoor. It is locked (DC 21 Thievery to open; Valsath and Jelja each have a key). Opening the door reveals a 10-foot-deep shaft with metal rungs hammered into its side. The shaft ends in a narrow, sloping tunnel that leads to area 13.

Gear: In a couple of areas, the stacked gear is enough to hinder movement, causing difficult terrain. Also, the PCs can find any useful gear mundane here that you'd like them to have. Food and water are part of the assortment.

Treasure: One parcel.



7. CONSTRUCT LAB

Encounter Level 7 (1,600 XP)

SETUP

Dakai (D)

1 decrepit flesh golem (G)

1 forge drake (F)

4 Valsath's warriors (W)

Initially, the PCs see only the hobgoblin warriors, who are acting as guards. These guards know that they have little chance against a well-armed party. They challenge the PCs, but stall with conversation as one warrior “idly” taps his longsword against the north door to alert Dakai about intruders. A successful Insight check (DC 14) reveals that the hobgoblins are stalling.

When the PCs can see into this chamber, read:

The door opens into a round room with doors on the north, west, and south walls. A rune is inlaid into the floor, and four hobgoblins stand near the door to the north. They seem shocked by your arrival.

Arcana Check

DC 17: *The rune on the ground courses with eldritch energy. Standing on it empowers arcane attacks.*

DC 21: *The character knows the specifics of the rune (see “Features of the Area,” below).*

Dakai, an artificer, has reanimated one of the constructs, but time has not been kind to it. If a hobgoblin warrior raps on the door or a fight starts, Dakai and his creatures take 1 round to prepare, then join the fray.

When the PCs can see into the lab area, read:

Four hulking forms loom in this macabre room. Each is vaguely humanoid but constructed of mismatched humanoid parts sewn together with metallic thread and other metal parts. Tools hang on the walls, and shelves hold various containers.

Dakai (D)	Level 7 Controller (Leader)
Small natural humanoid, goblin	XP 300
Initiative +3	Senses Perception +5; low-light vision
HP 80; Bloodied 40	AC 22; Fortitude 21, Reflex 22, Will 20
Speed 6; see also <i>goblin tactics</i>	
⊕ Mace (standard; at-will) ♦ Arcane, Weapon	+12 vs. AC; 1d8 + 4 damage, and the next of Dakai's allies to attack the target gains +2 to its attack roll.
⊕ Rod Arc (standard; at-will) ♦ Arcane, Implement, Lightning	Dakai ignores the target's cover; ranged 10; +10 vs. Reflex; 1d8 + 4 lightning damage, and the target takes -3 to its next damage roll.
✱ Shard Orb (standard; recharge ⓂⓂⓂⓂⓂⓂ) ♦ Arcane, Force, Implement, Zone	Area burst 1 within 10; targets enemies; +10 vs. Fortitude; 1d10 + 4 force damage, and the target is knocked prone. Effect: The burst creates a zone that lasts until the end of Dakai's next turn. An enemy who ends its turn in this zone takes 1d10 + 4 force damage.
⚡ Resistive Formula (minor; encounter) ♦ Arcane, Healing	Close burst 5; allies in the burst gain +1 to AC and can end this bonus as a free action to gain 5 temporary hit points.
Goblin Tactics (immediate reaction, when missed by a melee attack)	Dakai shifts 1 square.
Alignment Evil	Languages Common, Goblin
Skills Arcana +12, Bluff +9, Stealth +5, Thievery +10	
Str 10 (+3)	Dex 10 (+3) Wis 14 (+5)
Con 16 (+6)	Int 18 (+7) Cha 13 (+4)
Equipment leather armor, mace, rod	

Decrepit Flesh Golem (G)	Level 8 Elite Brute
Large natural animate (construct)	XP 700
Initiative +4	Senses Perception +5; darkvision
HP 210; Bloodied 105	AC 20; Fortitude 23, Reflex 18, Will 19
Saving Throws +2	
Speed 5; can't shift	
Action Points 1	
⊕ Slam (standard; at-will)	Reach 2; +11 vs. AC; 2d8 + 5 damage, and the target is pushed 2 squares.
⚡ Berserk Attack (immediate reaction, when damaged by an attack; at-will)	The flesh golem makes a slam attack against a random enemy within its reach.
⚡ Golem Rampage (standard; recharge ⓂⓂ)	The decrepit flesh golem moves its speed and can move through enemies' spaces. When it enters a creature's space, the golem makes a slam attack against that creature.
Alignment Unaligned	Languages –
Str 20 (+9)	Dex 7 (+2) Wis 8 (+3)
Con 15 (+6)	Int 3 (+0) Cha 3 (+0)

Forge Drake (F)	Level 7 Skirmisher
Medium natural animate (construct, homunculus)	XP 300
Initiative +9	Senses Perception +5; low-light vision
HP 79; Bloodied 39	AC 21; Fortitude 19, Reflex 20, Will 18
Speed 6, fly 4 (clumsy)	
⊕ Claws (standard; at-will)	+12 vs. AC; 2d6 + 4 damage.
⚡ Shifting Bite (standard; at-will)	+12 vs. AC; 2d4 + 3 damage. The forge drake can shift 1 square before or after the attack.
⚡ Guard Creature (immediate reaction, when an enemy attacks a creature guarded by the forge drake; at-will)	The forge drake shifts 2 squares toward or around the triggering creature. If the drake is adjacent to the triggering creature after shifting, it can make a claw attack against that creature.
⚡ Force Breath (standard; encounter) ♦ Force	Close blast 3; +10 vs. Reflex; 3d6 + 4 force damage, and target is pushed 2 squares and knocked prone.
Alignment Unaligned	Languages –
Str 16 (+6)	Dex 19 (+7) Wis 14 (+5)
Con 15 (+5)	Int 4 (+0) Cha 4 (+0)
Description: <i>This winged drake is made of shining steel.</i>	

4 Valsath's Warriors (W)	Level 7 Minion Soldier
Medium natural humanoid, hobgoblin	XP 75 each
Initiative +8	Senses Perception +5; low-light vision
HP 1; a missed attack never damages a minion.	
AC 23 (25 with <i>phalanx soldier</i>); Fortitude 20, Reflex 19, Will 18	
Speed 6	
Ⓢ Longsword (standard; at-will) ♦ Weapon	
+12 vs. AC; 5 damage, and the target is marked until the end of the hobgoblin's next turn.	
Ⓢ Longbow (standard; at-will) ♦ Weapon	
+11 vs. AC; 5 damage.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin becomes subject to an effect; encounter)	
The hobgoblin makes a saving throw against the triggering effect.	
Phalanx Soldier	
The hobgoblin gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +9, History +5	
Str 19 (+7)	Dex 16 (+6)
Con 15 (+5)	Int 11 (+3)
	Wis 14 (+5)
	Cha 10 (+3)
Equipment scale armor, light shield, longsword, longbow and 10 arrows	

TACTICS

If the PCs attack, one hobgoblin warrior bangs on the door to the lab area in desperation (a minor action). The warriors then fight alongside one another to gain the benefit of *phalanx soldier*.

Dakai stays inside the lab and fights from there, launching *rod arc* and *shard orb* at the PCs, since both allow the artificer to ignore a measure of cover. The goblin is eager to put his constructs to the test, and he fights as long as they are still functional. If the golem and the forge drake fall, Dakai can be made to surrender with a successful DC 20 Intimidate check.

The golem and forge drake rush into combat. Both work to protect Dakai, who is the drake's guarded creature. These constructs fight until destroyed.

FEATURES OF THE AREA

Inert Golems: The inert golems are blocking terrain. However, an adjacent character can use a standard action to push over an inert golem (DC 15 Athletics). The golem falls, allowing the pushing creature to make an attack with the golem as the origin: close blast 2; +9 vs. Reflex; 2d8 damage, and the target is knocked prone and grabbed. A grabbed creature can escape (DC 19), but cannot stand until it does so. The fallen golem becomes difficult terrain.

Rune: The rune is a font of power. A creature standing on the rune gains a +2 bonus to damage rolls with attacks that have the arcane keyword.

Treasure: One parcel.

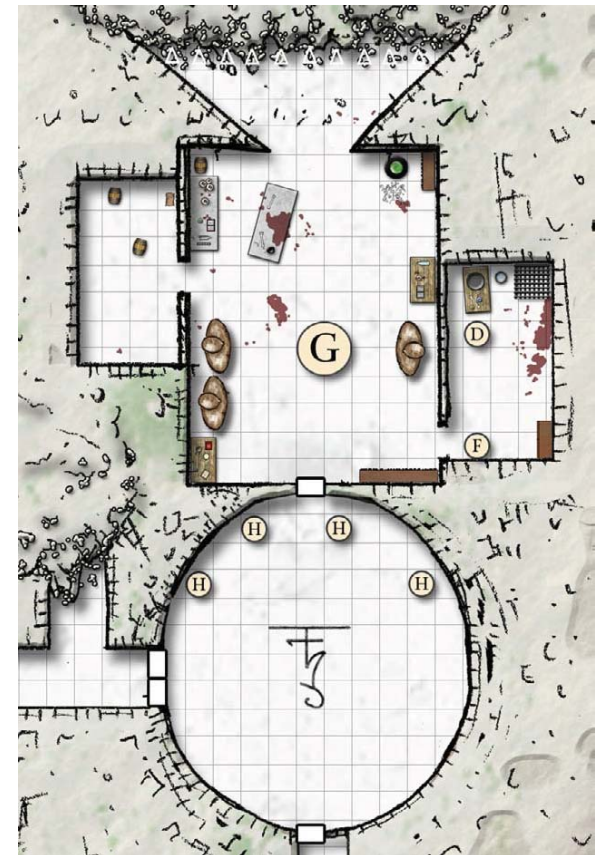
DEVELOPMENT

If captured, Dakai knows much of what the goblins in area 1 and 6 knew. He tries to avoid answering questions or lies with Bluff, but in doing so he might contradict facts the PCs already know. For instance, he doesn't admit to being a Bladebearer until the PCs force him to, somehow. This means you might have to edit the facts below until the PCs somehow discover the whole story.

♦ *What are the plans for the forge?* (DC 19) Valsath plans to use the weapons and constructs in the forge for the glory of the Bladebearers. With these weapons, the Bladebearers could rise to power more quickly.

♦ *What about the eladrin, Jelia?* (DC 14) Jelia hired the goblin mercenaries to help her uncover the forge, but she didn't know the goblins were Bladebearers. Valsath turned the tables on Jelia, who is now stuck here. The hobgoblin leader will probably kill the eladrin when the time is right.

♦ *What is this drake construct?* (DC 14) The forge drake, and others like it, comes from deeper in the forge, where Valsath and Jelia found a very powerful weapon called "the Calmachia." Dakai hasn't met Calmachia, but he suspects the "weapon" is an intelligent construct, and he fears that this being has influence over Valsath.



8. SECURITY GAUNTLET

Encounter Level 8 (1,750 XP)

SETUP

Trap 1:

- ◆ 1 ceiling scythe
- ◆ 1 razormesh net
- ◆ 1 whirling blades automaton (B)

Trap 2:

- ◆ 1 arcane turret (A)
- ◆ 1 ceiling scythe
- ◆ 1 razormesh net
- ◆ 1 whirling blades automaton (B)

The PCs don't know of the danger here unless they succeed on the required skill checks. Stepping into a numbered area activates a pressure plate linked to all the associated traps (see above). A net launches from a hatch in the ceiling, the ceiling scythes start swinging, and a secret door rises into the ceiling, releasing a whirling blade automaton. The arcane turret activates when either set of traps is activated.

When the PCs enter the hall, read:

This unlit hallway is wide but otherwise featureless.

History Check

DC 20: *Cannith facilities—especially those surrounding creation forges—often have security trap gauntlets in halls such as this one.*

Perception Check

DC 17: *Thin, shallow cuts mark the floor in several places. (These cuts are due to the ceiling scythes.)*

DC 19: *There are slots in the ceiling above the cuts in the floor. (A character who makes a DC 15 Dungeoneering check recognizes these as signs of the ceiling scythes trap.)*

DC 20: *The dust and debris indicate that no traffic of any sort has moved down this hallway in a long time.*

DC 21: *Some of the marble flagstones are slightly raised; they must be pressure plates for a trap.*

When an automaton activates, read:

A construct like a whirling top spins out of a compartment in the wall. Sharp blades spin at its highest point.

Arcane Turret Trap Level 6 Blaster XP 250

A crossbowlike contraption emerges and begins to fire magical bolts much like magic missiles.

Trap: When triggered, the trap begins launching bolts of force. **Initiative** +6

Trigger

When a creature steps on a linked pressure plate, the trap rolls initiative.

Attack

Standard Action **Ranged 10**

Targets: One creature.

Attack: +10 vs. Reflex

Hit: 3d4 + 4 force damage

Countermeasures

- ◆ Arcana or Thievery (DC 20); standard action; three successful checks disables the turret.
- ◆ A character can attack the turret (AC 20, Reflex 20, Fortitude 18; hp 66; immune push, pull, and slide). Destroying it stops its attacks.

2 Ceiling Scythes

Trap

Level 6 Lurker

XP 250 each

Scything blades sweep across the hall.

Trap: The scything blades emerge from the ceiling and sweep across the hallway.

Initiative +6

Trigger

The trap rolls initiative when a creature steps on a linked pressure plate.

Attack

Standard Action

Melee touch

Targets: Each creature in one of the rows of squares in the area the trap occupies. Roll randomly to determine the row the trap attacks on a given turn.

Attack: +11 vs. AC

Hit: 2d6 + 4 damage, and the target slides 1 square and is knocked prone. A prone creature takes 1d6 extra damage.

Countermeasures

- ◆ Dungeoneering (DC 19); minor action; the creature can determine which row of squares the trap attacks on its next turn.
- ◆ A character can ready an action to attack a pendulum blade (AC 20, Fortitude 9, Reflex 19; hp 35). Destroying a blade renders one row of squares safe from attack.

2 Whirling Blades Automaton (B)

Level 6 Skirmisher

Small natural animate (blind, construct) XP 250 each

Initiative +9 **Senses** Perception +1; blindsight 10

HP 66; **Bloodied** 33

AC 20; **Fortitude** 18, **Reflex** 20, **Will** 16

Immune disease, knocked prone, poison

Speed 5

⊖ **Whirling Blades** (standard; at-will)

Close burst 1; +10 vs. AC; 1d6 + 4 damage, and the automaton can shift 1 square for each target it hits up to 3 squares.

⊖ **Remove Mark** (minor; at-will)

Close burst 5; +9 vs. Will; the target's mark is removed from the whirling blade automaton.

⊖ **Bladed Destruction** (when reduced to 0 hp)

The whirling blade automaton explodes, launching blades in all directions. Close burst 5; +10 vs. AC; 1d10 + 2 damage.

Alignment Unaligned

Languages –

Str 14 (+5)

Dex 19 (+7)

Wis 6 (+1)

Con 10 (+3)

Int 2 (-1)

Cha 2 (-1)

2 Razormesh Nets
Trap**Level 6 Obstacle**
XP 250 each

A mesh of sharp steel wire falls from a hatch in the ceiling.

Trap: The net is composed of lightweight steel mesh. It is enchanted to twist and grasp its targets.

Trigger

When a creature steps on a linked pressure plate, the trap attacks. The attack is centered on the triggering creature and occurs only once.

Attack

Immediate Reaction Close burst 1

Targets: Each creature in burst.

Attack: +10 vs. Reflex

Hit: 2d6 + 4 damage, and the target is knocked prone and restrained; it is unable to stand and takes ongoing 5 damage while it remains restrained (see Countermeasures).
Aftereffect: Ongoing 5 damage (save ends).

Miss: The target is pushed to an unoccupied square adjacent to the burst.

Effect: The area of effect is difficult terrain.

Countermeasures

- ◆ Acrobatics or Athletics (DC 18); standard action; the creature is no longer restrained.
- ◆ The net can be attacked (AC 20, Fortitude 20, Reflex 2; hp 70; immune to push, pull, and slide). If the net is destroyed, all creatures within are no longer restrained.

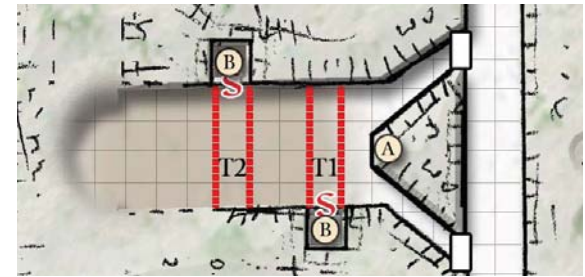
DEVELOPMENT

If the characters trigger the traps, the noise likely alerts the creatures in area 13.

FEATURES OF THE AREA

Control Panels: Each set of traps has its own control panel, each of which is under its own hatch (DC 23 Perception to locate) at the far end of the hall adjacent to the arcane turret. A lock seals each panel (DC 21 Thievery to open). Deactivating the set of traps that a panel controls requires three successful DC 21 Thievery checks.

Secret Doors: Each whirling blade automaton is behind a secret door (DC 20 Perception to locate). Opening the secret door without deactivating the associated control panel activates the automaton. The creature then moves and sets off the other trap, which launches its net at the closest PC and releases the second automaton. That automaton then sets off the other trap group, which also launches its net at the closest character. Neither automaton concerns itself with opportunity attacks during this initial action. Then the automatons move to attack as many PCs as possible each round.



9. RUINED FOYER

Encounter Level 7 (1,550 XP)

SETUP

- 1 bone worm (B)
- 2 tomb mote swarms (M)
- 1 ghostly flame jets trap

Here in the forge's original entry point, the former overseer and many of his underlings died. His connection to the place makes him aware of intruders who enter it. He can then manifest within if he so chooses. No monsters are apparent when the PCs enter.

When the PCs can see into the room, read:

The door opens into a large, octagonal room that must once have been magnificent. The large symbol set into the floor still looks impressive, but the southern wall is completely shattered. Rubble is scattered everywhere, and some of the room's southern section is blackened as if by an explosion. A large number of clearly humanoid bones are also strewn about the area.

History Check

DC 10: *The symbol is that of House Cannith.*

Perception Check

DC 19: *Numerous tiny nozzles project from a groove in the room's walls, at least a dozen on a side.*

Arcana Check

DC 19 (success on the Perception check required): *They look like the sort of nozzles that spew magical fire. If they activated, everything in the room would be burned beyond recognition.*

This foyer once contained a deadly security device that could fill the entire chamber with fire. It hasn't been functional since the end of the Last War. If a PC

takes a minute to detect magic, a successful DC 21 Arcana check reveals that no magic remains in these nozzles.

After a PC moves into the room, read:

An apparition rises through the floor. It is a translucent human male dressed in the finery of House Cannith. At his heart burns a spectral blue flame. His eyes, mouth, and hair share a similar fire.

"Look who else has come! What are you people doing here in my forge?"

TALKING TO HAESTUS

Haestus appears before the PCs mainly to taunt them and to gain information he can pass on to his allies. He talks and asks questions as long as the PCs are peaceful.

The PCs can learn the following information from Haestus, who is arrogant, a little crazy, and confident they have little chance of breaching the forge's lower level. Feel free to reward roleplaying with check bonuses. You can also just give out some information, rather than requiring a skill check.

◆ **Who are you?:** (DC 8 Diplomacy) *"I am Haestus d'Cannith, the overseer of this place. You might already have seen some of my work. The golems? The warforged prototypes?"*

◆ **What are you?:** (DC 19 Diplomacy) *"I am something between living and dead, and greater than either. My power in life allowed my spirit to remain kindled even in death. I am a soul alight with the forge's fire."*

Arcana or Religion (DC 15): Haestus is a forge-wraith, an undead creature with fiery powers. A PC can know more per Monster Knowledge Checks, *Player's Handbook*, page 180).

◆ **This is your forge?:** (DC 8 Diplomacy) *"Yes, I am lord over those who died here. The others have the living forge back up and running. Perhaps you'll see, but I doubt it."*

Insight (DC 19): Available only after Haestus mentions "the others" above. Haestus's claim that this is his forge isn't entirely true. Clearly, he has some loyalty to or is beholden to the others he has mentioned.

◆ **Others?:** (DC 16 Diplomacy, or DC 12 Bluff/Diplomacy if the PC mentions Jelja or the hobgoblins) *"Valsath is a cunning leader for a hobgoblin. Her alliance with Calmachia and me will prove fruitful for her people; I have no doubt. I'm not sure I trust that eladrin female. She serves another agenda, I suspect."*

◆ **Calmachia?:** (DC 19 Diplomacy, or DC 16 Bluff/Diplomacy if the PC mentions the forge drakes) *"Ah, yes. She is the heart of the forge and mother of the forge drakes. One day, perhaps, her children will be more like her. The world will know her soon enough, and they will know the name of her father—Haestus d'Cannith."*

When the conversation ends, read:

Haestus cackles. *"Perhaps I'll see you again, but I hope not." His eyes flash, and pieces of bone around the room tremble. "Witness, now, my power over the dead things of this forge!" He sinks into the floor, and as he does, bones dart through the rubble, meeting each other and knitting together. A spectral blue flame lingers in the spot where he was. It pulses, filling the nozzles on the walls with a pale glow, then goes out.*

DEVELOPMENT

Haestus leaves and warns Valsath that she might expect company, then returns to area 13. If the PCs somehow keep Haestus here, he fights until he can escape (see page 26). Once Haestus vanishes or the PCs attack him, the monsters appear, and they and the trap roll initiative.

When this happens, read:

Whole bones knit to form a sinuous form like a centipede with ribs for legs. A human skull caps the monstrosity. Bits of broken bone, teeth, and ash gather in tiny humanoid shapes that mass in swarms to attack.

TACTICS

The monsters initially move to attack the closest creatures, while the trap launches spectral flame at clustered PCs. The bone worm senses and favors as a target any creature taking ongoing necrotic damage. A tomb mote swarm is attracted to areas where it can keep more than one enemy in its aura and still be adjacent to an enemy adjacent to the other swarm. The monsters here fight until destroyed.

Bone Worm (B)	Level 7 Elite Skirmisher	
Medium natural animate (undead)	XP 600	
Initiative +10	Senses Perception +6; darkvision	
HP 158; Bloodied 79	AC 21; Fortitude 18, Reflex 21, Will 19	
Immune disease, poison; Resist 10 necrotic	Saving Throws +2	
Speed 7, climb 4; see also <i>bite</i> and <i>skittering rake</i>	Action Points 1	
⊕ Rake (standard; at-will) ♦ Necrotic		
The bone worm shifts up to 2 squares before or after the attack; +12 vs. AC; 1d8 + 5 damage, and ongoing 5 necrotic damage (save ends).		
⊖ Skittering Rake (standard; recharge ⓂⓂⓂⓂ) ♦ Necrotic		
The bone worm shifts up to 7 squares and can make two rake attacks during this move.		
Combat Advantage ♦ Necrotic		
A bone worm deals +1d8 necrotic damage to creatures it has combat advantage against.		
Necrotic Advantage		
A bone worm gains combat advantage against any creature taking ongoing necrotic damage.		
Alignment Unaligned	Languages –	
Str 15 (+5)	Dex 20 (+8)	Wis 16 (+6)
Con 15 (+5)	Int 2 (-1)	Cha 2 (-1)

2 Tomb Mote Swarms (M)	Level 7 Brute	
Medium natural beast (swarm, undead)	XP 300 each	
Initiative +8	Senses Perception +6; darkvision	
Swarm Attack (Necrotic) aura 1; each enemy that starts its turn within the aura takes 5 necrotic damage plus 3 extra necrotic damage per tomb mote swarm adjacent to the enemy.		
HP 87; Bloodied 43		
AC 14; Fortitude 14, Reflex 15, Will 10		
Immune disease, poison; Resist half damage from melee and ranged attacks, 10 necrotic; Vulnerable 10 against close and area attacks		
Speed 6		
⊕ Swarm of Bones (standard; at-will) ♦ Necrotic		
+10 vs. Reflex; 1d6 + 1 necrotic damage, and ongoing 5 necrotic damage (save ends). A creature already taking ongoing 5 necrotic damage instead takes ongoing 10 necrotic damage (save ends).		
Alignment Unaligned	Languages –	
Str 12 (+4)	Dex 20 (+8)	Wis 16 (+6)
Con 17 (+6)	Int 4 (+0)	Cha 14 (+5)

Ghostly Flame Jets	Level 8 Blaster
Trap	XP 350
<i>Ghostly light pulses in the ancient nozzles, and phantom flame silently explodes into existence.</i>	
Trap: When the trap is triggered, the flame pulses and attacks each round on its initiative.	
Religion	
♦ DC 21: The character knows the nature of the ghostly flame jets, including the countermeasures.	
Initiative +9	
Trigger	
When a non-undead creature enters area of the ghostly flame jets, the trap rolls initiative.	
Attack	
Standard Action	Area burst 1 within 10
Targets: Each non-undead creature in burst.	
Attack: +11 vs. Reflex	
Hit: 1d6 + 3 fire damage plus 1d6 + 3 necrotic damage, and ongoing 5 fire and necrotic damage (save ends).	
Miss: Half damage.	
Effect: Undead creatures in the burst gain 5 temporary hit points.	

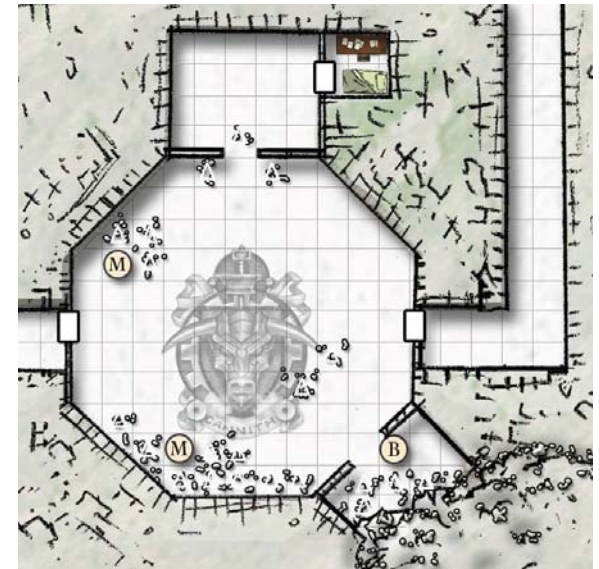
Countermeasures

- ♦ A creature can direct radiant damage against the trap, targeting any nozzles on the walls (AC 22, other defenses 20). If the trap takes 8 or more points of radiant damage, it attacks the last creature to deal it radiant instead of making its normal attack: ranged 10; +12 vs. Will; 2d6 + 5 necrotic damage, and ongoing 5 psychic and necrotic damage (save ends).
- ♦ Arcana or Religion (DC 21); standard action; a creature can attempt the check from anywhere in the trap's encounter area. A total of four successes disables the trap. Any failure by 5 or more allows the trap to attack as an immediate reaction.

FEATURES OF THE AREA

Rubble: This is difficult terrain.

Cannith Seal: While a dragonmarked character stands on this symbol, he or she feels a surge of power and gains a +2 bonus to saving throws during this encounter.



13. CATWALK

Encounter Level 9 (2,050 XP)

SETUP

2 forge drakes (D)

6 forge wisp wraiths (under lava)

Haestus (H)

1 catwalk deadfall and mesh trap (T)

If the PCs made little noise moving down the hall, they might take the creatures here by surprise. If not, Haestus moves out of sight under the lava when they arrive. Whatever the case, the forge wisp wraiths are out of sight in the lava when the PCs arrive.

When the forge was operational, the trap here was locked in a closed position unless the facility was under attack. Jelia and Valsath leave the trap active, since their lackeys rarely come here and know of the trap's safety mechanism.

When the PCs can see into this room, read:

The marble of the passageway gives way to steel-covered walls and the flicker of fire from below. The hallway opens onto a steel catwalk, which narrows to a 10-foot-wide bridge as it crosses to the other side. Thirty feet below, molten metal churns. A fine mesh is stretched across the room about 10 feet above the chasm, and on it rests charred humanoid remains.

On the far side of the catwalk is a pair of winged drakes made of steel. Their luminous eyes flair at your arrival.

2 Forge Drakes (D)		Level 7 Skirmisher
Medium natural animate (construct, homunculus) XP 300 each		
Initiative +9	Senses Perception +5; low-light vision	
HP 79; Bloodied 39		
AC 21; Fortitude 19, Reflex 20, Will 18		
Speed 6, fly 4 (clumsy)		
⊕ Claws (standard; at-will)		
+12 vs. AC; 2d6 + 4 damage.		
↓ Shifting Bite (standard; at-will)		
+12 vs. AC; 2d4 + 3 damage. The forge drake can shift 1 square before or after the attack.		
↓ Guard Creature (immediate reaction, when an enemy attacks a creature guarded by the forge drake; at-will)		
The forge drake shifts 2 squares toward or around the triggering creature. If the drake is adjacent to the triggering creature after shifting, it can make a claw attack against that creature.		
↖ Force Breath (standard; encounter) ♦ Force		
Close blast 3; +10 vs. Reflex; 3d6 + 4 force damage, and target is pushed 2 squares and knocked prone.		
Alignment Unaligned	Languages –	
Str 16 (+6)	Dex 19 (+7)	Wis 14 (+5)
Con 15 (+5)	Int 4 (+0)	Cha 4 (+0)

6 Forge Wisp Wraiths		Level 7 Minion Brute
Medium shadow humanoid (undead) XP 75 each		
Initiative +4	Senses Perception +3	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 20, Reflex 18, Will 19		
Immune disease, fire, necrotic, poison; Resist insubstantial		
Speed fly 6 (hover), phasing		
⊕ Kindling Touch (standard; at-will) ♦ Fire, Necrotic		
+8 vs. Fortitude; 2 necrotic damage, and ongoing 5 fire damage (save ends).		
↖ Explosive End (when reduced to 0 hp) ♦ Fire		
Close burst 1; +7 vs. Reflex; ongoing 5 fire damage (save ends).		
Alignment Chaotic evil	Languages –	
Skills Stealth +9		
Str 4 (+0)	Dex 13 (+4)	Wis 10 (+3)
Con 17 (+6)	Int 4 (+0)	Cha 15 (+5)

Haestus (H)		Level 8 Elite Controller
Medium shadow humanoid (undead), foregwraith XP 700		
Initiative +5	Senses Perception +9; darkvision	
HP 123; Bloodied 61; see also <i>bloodied wrath</i>		
AC 20; Fortitude 19, Reflex 20, Will 21		
Immune disease, nonmagical fire, poison; Resist 5 fire, insubstantial; Vulnerable 5 radiant		
Saving Throws +2		
Speed fly 6 (hover); phasing		
Action Points 1		
⊕ Pain Hammer (standard; at-will) ♦ Fire, Necrotic		
+12 vs. Fortitude; 1d6 + 5 fire and necrotic damage, and the target is pushed 2 squares and knocked prone.		
⊕ Soulburn (standard; at-will) ♦ Fire, Necrotic		
Ranged 10; +12 vs. Reflex; 1d6 + 5 fire and necrotic damage, and the target slides 2 squares and takes a -2 penalty to all defenses until the end of Haestus's next turn.		
⚔ Double Attack (standard; at-will)		
Haestus makes two basic attacks.		
⚔ Forge Strike (standard; recharge ☹ ☹ ☹) ♦ Fire		
Ranged 10; +12 vs. Fortitude; 2d10 + 5 fire damage, and ongoing 10 fire damage (save ends), and the target is knocked prone. Each time a target takes ongoing damage from this attack, the foregwraith gains 5 temporary hit points.		
↖ Forge's Wrath (standard; recharge ☹ ☹) ♦ Illusion, Psychic, Teleportation		
Close burst 2; +11 vs. Will; 2d6 + 5 psychic damage, and the target believes it is surrounded by fire; if the target leaves its space, it takes 2d6 + 5 psychic damage (save ends). While the target remains in its space, all other targets have concealment against the target. Miss: Half damage. Effect: Haestus can teleport to any square in the area of effect.		
Bloodied Wrath (when first bloodied; encounter) ♦ Illusion, Psychic, Teleportation		
Forge's wrath recharges, and Haestus uses it immediately.		
Alignment Evil	Languages Common, Draconic	
Skills Arcana +13, Intimidate +14, Stealth +10		
Str 10 (+4)	Dex 12 (+5)	Wis 10 (+4)
Con 16 (+7)	Int 18 (+8)	Cha 20 (+9)

Catwalk Deadfall and Mesh (T) Level 7 Warder Trap XP 300

The catwalk falls open.

Trap: A 2-square-by-2-square section of floor flips downward, dumping creatures toward the molten metal.

Perception

- ◆ DC 21: The creature notices the door.
- ◆ DC 21 (requires the creature to know the door is there): A character adjacent to the door's western side discovers its hidden locking mechanism.

Trigger

The trap attacks when a nonflying creature enters one of its western squares.

Attack

Immediate Reaction **Melee**

Target: The creature that triggered the trap.

Attack: +11 vs. Reflex

Hit: The target falls 30 feet onto the safety mesh, taking 2d10 damage, and falls prone.

Miss: The target grabs the edge of the opening or a rail near it (DC 10 Athletics to climb toward a safe square).

Effect: The false floor opens and the pit is no longer hidden. A creature that starts its turn on the safety mesh takes 5 fire damage.

Countermeasures

- ◆ Thievery (DC 17); standard action; an adjacent character triggers the trap.
- ◆ Thievery (DC 21); standard action; an adjacent character works to disable the trap. From the eastern side, this requires two successful checks to jam the door closed. From the western side, this requires one successful check to lock the trap with its hidden locking mechanism.

TACTICS

The creatures here make use of their ability to fly to outmaneuver the PCs. Haestus uses his ability to hover to remain out of the PCs' reach when he doesn't want to use a close or melee attack.

Forge drakes prefer to land before attacking. They both consider Haestus to be their guarded creature.

Haestus waits until PCs are on the catwalk. He readies an action if necessary, then emerges to start off with *forge's wrath*. When he uses an action point,

he tries to do so when he can unleash *forge's wrath* and *forge strike* during the same turn—or when he can try to knock multiple targets off the catwalk. Haestus is unafraid of melee, but he tries to remain free of attackers so he can use his powerful ranged attacks.

Forge wisp wraiths emerge from the molten metal to harry the PCs.

All the creatures here fight until destroyed.

FEATURES OF THE AREA

Illumination: Bright light from the molten metal.

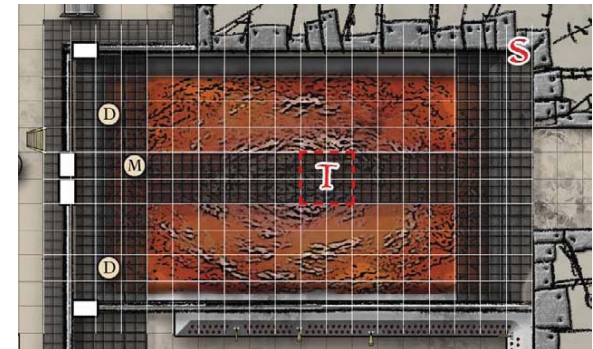
Rails: The catwalk and balconies have rails, which give any creature forced over an edge a +2 bonus to the saving throw to avoid falling.

Safety Mesh: The safety mesh is inches above a sea of molten metal. A creature that starts its turn on the mesh takes 5 fire damage. The charred humanoid form on the mesh was a hobgoblin who fell to his death.

Treasure: When the PCs defeat Haestus, a single corporeal object clatters to the catwalk as he dissipates. His personal House Cannith signet ring is left behind. House Cannith is likely to give one treasure parcel, even a magic item, for the return of this item—as long as the PCs reveal its origin. The characters can gain a smaller monetary treasure parcel from a jeweler or fence, but doing so might offend House Cannith.

DEVELOPMENT

Roleplaying Haestus: Haestus taunts and mocks the PCs while the battle progresses. He uses what was said in his earlier meeting with the PCs as a starting point for interactions in this room. The undead artificer also makes it very clear that any undead here exist due to his influence. He is supremely arrogant, and he lingers long enough to be shocked if the PCs destroy him.



14. DISABLING THE FORGE

Encounter Level 7 (600 XP)

SETUP

Opening the door here requires a successful DC 20 Thievery check or DC 25 Athletics check.

When the PCs can see into the room, read:

The walls of this tall room are covered with levers, knobs, runes, and other arcane devices. Lights blink from crystals, symbols glow softly, and the whir and crank of machinery fills the air. A ladder leads from a catwalk at the entry to the floor.

Arcana or History DC 15: These are the primary controls for a creation forge.

Disabling Calmachia's Forge Skill Challenge

Level 7
XP 600

You need to shut down the forge.

The PCs can engage in a skill challenge to shut down the forge.

Jelia (from area 16) can help them if they've convinced her to betray Calmachia, but her help grants a +2 bonus to the PCs' checks (see also "Success"). The whole skill challenge takes but a few moments.

Complexity

2 (6 successes before 3 failures)

Primary Skills

Arcana, History, Thievery.

Secondary Skills

Athletics, Perception

Victory

Calmachia's forge in area 17 shuts down over the course of a few minutes. It won't complicate the encounter with Calmachia. Without Jelia, the shutdown alerts Calmachia that something suspicious is afoot. With Jelia's help, the shutdown can be delayed until time enough elapses for the PCs confront the dragon.

Defeat

Security countermeasures activate, alerting Calmachia to tampering in the forge controls. The forge can no longer be shut down from this room without some manual manipulation of controls in area 17. See area 17 for details. The controls attack anyone who tampers with them further here: Melee 1; +11 vs. Reflex; 2d8 + 5 lightning damage.

Retrying

If the forge in area 17 is reset, someone here can retry the skill challenge with the successes remaining at the number acquired before the challenge failed but the failures reset to none.

Arcana

DC 19 (1 success, no maximum successes)

The character manipulates the energy in the arcane device. With a few quick gestures and a word, the character forces part of the forge to start shutting down.

History

DC 21 (1 success, maximum 1 success) A success grants a +2 bonus to all other primary skill checks. Further, a character who succeeds on this check knows that attacking the controls is counterproductive.

A study of history has familiarized the PC with the general workings of creation forges. You recall the proper shutdown protocols.

Thievery

DC 19 (1 success, no maximum successes)

It might be arcane, but it's still a device. The character can adroitly sabotage a few important controls or follow protocol instructions to shut part of the device down.

Athletics

DC 19 (no successes, maximum 1 attempt)

The character helps to unjam part of the controls, eliminating one Thievery failure.

Perception

DC 19 (no successes, maximum 1 canceled failure, no maximum attempts for bonus result) Perception can be used to eliminate one Arcana failure or to grant a +2 bonus to one primary skill check.

The character sees the pattern to the glowing crystals, revealing the energy flow in the controls.

DEVELOPMENT

If the forge shuts down before Calmachia is defeated, the dragon warns Valsath, who in turn warns Jelia.

All these creatures prepare for attack.

15. ARCANES WORKSHOP

Encounter Level 8 (1,900 XP)

SETUP

- 2 bugbear wardancers (B)
- 1 hobgoblin dirge singer (D)
- Valsath (V)
- 6 Valsath's warriors (W)

Valsath is likely to have been warned, so she and her compatriots are expecting company. Due to the dim illumination, the PCs might not see their enemies immediately. Unless the characters are trying to be stealthy, opening the door and entering this room alerts Valsath and her guards to the PCs' presence.

Don't place an enemy's miniature until the PCs see the creature. Some of the guards are out of line of sight.

When the PCs can see into the room, read:

The door opens onto a metal catwalk. About 20 feet above you is the ceiling, and 30 feet below you is the floor of a vast room of industrial and arcane complexity. Huge, bulky devices of incomprehensible purpose abound. Yawning pits open in the steel floor. Chains dangle from above, some looping on the ground. Some of these items evince signs of life: chains ratchet upward, a device hums, and a crystal sparks fitfully.

Passive Perception

DC 18: Movement alerts you to lurking creatures.

TACTICS

The goblins prefer to wait until some PCs are on the floor, then they attack. However, the bugbear wardancers climb up to assault those who remain on the catwalk. If they can, they push PCs off the catwalk to the floor. Some of the warriors might also take up positions on the catwalk to fire their longbows.

Valsath, the wardancers, and the dirge singer remain mobile while the warriors tie up the PCs. The dirge singer aids this mobility with *battle chant* and *fateful keening*. While Valsath or the dirge singer is conscious, the rest of the goblins fight to the death.

2 Bugbear Wardancers (B)	Level 6 Skirmisher
Medium natural humanoid	XP 250 each
Initiative +9	Senses Perception +5; low-light vision
HP 70; Bloodied 35	
AC 20; Fortitude 18, Reflex 19, Will 18	
Speed 7	
⊕ Flail Dance (standard; at-will) ♦ Weapon	
+9 vs. Fortitude; 2d6 + 4 damage, the target is pushed 2 squares and knocked prone, and the bugbear wardancer shifts 1 square.	
⚡ Flail Barrier (standard; recharge ☹️ ☹️) ♦ Weapon	
Close burst 2; targets enemies; no attack roll; 5 damage, and the bugbear wardancer takes half damage from weapon attacks until the end of its next turn.	
⚡ Flail Assault (standard; encounter) ♦ Weapon	
Close burst 2; +9 vs. Reflex; 2d6 damage, and the target is pushed 2 squares and knocked prone.	
Combat Advantage	
A bugbear wardancer deals 1d6 extra damage against any creature granting combat advantage to it.	
Alignment Evil	Languages Common, Goblin
Str 16 (+6)	Dex 19 (+7) Wis 14 (+5)
Con 14 (+5)	Int 11 (+3) Cha 16 (+6)
Equipment hide armor, heavy flail	

Hobgoblin	Level 6 Controller (Leader)
Dirge Singer (D)	XP 250
Medium natural humanoid	
Initiative +4	Senses Perception +5; low-light vision
HP 72; Bloodied 36	
AC 20; Fortitude 18, Reflex 18, Will 19	
Speed 5	
⊕ Longsword (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d8 + 6 damage.	
⚡ Grave Cry (standard; requires a longsword; at-will) ♦ Weapon	
+11 vs. AC; 1d8 + 6 damage, and the target takes a -1 penalty to all defenses against attacks by the dirge singer's allies until the end of the dirge singer's next turn.	
⚡ Battle Chant (standard; recharge ☹️ ☹️)	
Close burst 5; two allies within the burst shift 5 squares and make a melee basic attack as a free action. If an attack hits, the target of the attack is marked by the ally until the end of the dirge singer's next turn.	
⚡ Fateful Keening (standard; encounter) ♦ Thunder	
Close blast 3; targets enemies; +10 vs. Fortitude; 2d6 thunder damage, and the dirge singer pushes the target 2 squares. <i>Effect:</i> The dirge singer slides each ally in the blast 1 square.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin becomes subject to an effect; encounter)	
The hobgoblin makes a saving throw against the triggering effect.	
Alignment Unaligned	Languages Common, Goblin
Skills Diplomacy +12, History +11, Insight +10	
Str 12 (+4)	Dex 12 (+4) Wis 14 (+5)
Con 16 (+6)	Int 16 (+6) Cha 19 (+7)
Equipment chainmail, longsword	

Valsath (V)		Level 8 Elite Skirmisher	
Medium natural humanoid, hobgoblin		XP 700	
Initiative +9		Senses Perception +8; low-light vision	
HP 178; Bloodied 89; see also <i>bloodblade dance</i> .			
AC 23; Fortitude 21, Reflex 19, Will 20			
Saving Throws +2			
Speed 6; see also <i>Dhakaani footwork</i>			
Action Points 1			
⊕ Scimitar (standard; at-will) ♦ Weapon			
+12 vs. AC; 1d8 + 7 damage (crit 1d8 + 15), the target is marked until the end of Valsath's next turn.			
↓ Scimitar Rend (standard; requires combat advantage against the target; requires a scimitar; recharge ☹☹☹☹) ♦ Weapon			
+12 vs. AC; 1d8 + 7 damage (crit 2d8 + 22), and ongoing 10 damage and the target takes -2 to AC (save ends both).			
↓ Bladebearer Riposte (immediate reaction, when hit or missed by a melee attack; at-will) ♦ Weapon			
Valsath shifts 1 square and makes a melee basic attack against the triggering target. See also <i>bloodblade dance</i> .			
Bladebearer Finesse (free; usable only while charging; at-will)			
Valsath doesn't provoke opportunity attacks when leaving the initial square of her charge.			
Bloodblade Dance (while bloodied)			
The use of <i>bladebearer riposte</i> becomes a free action 2/round.			
Dhakaani Footwork (free, when Valsath hits with a melee attack; at-will)			
Valsath shifts 1 square.			
Hobgoblin Resilience (immediate reaction, when Valsath becomes subject to an effect; encounter)			
Valsath rolls a saving throw against the effect.			
Alignment Evil		Languages Common, Goblin	
Skills Athletics +14, Intimidate +10, History +12			
Str 20 (+9)		Dex 17 (+7)	
Con 17 (+7)		Wis 18 (+8)	
		Cha 12 (+5)	
Equipment plate armor, light shield, scimitar, key to secret trapdoor in area 6, key to area 10, key to area 14			

DEVELOPMENT

Battle Sounds Carry: Jelja, in area 16, likely hears combat in this room, but she does not come to aid the Bladebearers.

Prisoners: These goblins know everything, although they avoid revealing anything in Valsath's presence. She breaks only under intimidation (DC 20 Intimidation check).

6 Valsath's Warriors (W)		Level 7 Minion Soldier	
Medium natural humanoid, hobgoblin		XP 75 each	
Initiative +8		Senses Perception +5; low-light vision	
HP 1: a missed attack never damages a minion.			
AC 23 (25 with <i>phalanx soldier</i>); Fortitude 20, Reflex 19, Will 18			
Speed 6			
⊕ Longsword (standard; at-will) ♦ Weapon			
+12 vs. AC; 5 damage, and the target is marked until the end of the hobgoblin's next turn.			
⊕ Longbow (standard; at-will) ♦ Weapon			
+11 vs. AC; 5 damage.			
Hobgoblin Resilience (immediate reaction, when the hobgoblin becomes subject to an effect; encounter)			
The hobgoblin makes a saving throw against the triggering effect.			
Phalanx Soldier			
The hobgoblin gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.			
Alignment Evil		Languages Common, Goblin	
Skills Athletics +9, History +5			
Str 19 (+7)		Dex 16 (+6)	
Con 15 (+5)		Wis 14 (+5)	
		Cha 10 (+3)	
Equipment scale armor, light shield, longsword, longbow and 10 arrows			

FEATURES OF THE AREA

Arcane Machinery: The bulky and largely non-functional arcane machinery is blocking terrain. Each piece of machinery is about 10 feet high.

Catwalk: The catwalk is 15 feet above the floor, with ladders (DC 0 Athletics to climb; DC 15 Acrobatics or Athletics to climb at normal speed) to the floor. Rails here give any creature forced over an edge a +2 bonus to the saving throw to avoid falling.

Chains: Leaping among the chains hanging from the ceiling requires DC 15 Athletics or Acrobatics checks, allowing a character to essentially fly around the room at half speed (+10 to the DC to move at full speed). While among the chains, a creature grants combat advantage to foes, but also has cover.

Noise: The noises in this room impose a -4 penalty to Perception checks.

Pits: These pits were once used to dispose of refuse. They are 20 feet deep (DC 20 Athletics to climb).

Steel Drums: These drums are low (4-foot) obstacles that hold old alchemical reagents and hinder ground movement. A creature can hop atop one as part of a move action with a successful DC 10 Athletics check, treating the square as difficult terrain. A creature can instead use an entire move action to clamber atop one without a check. Otherwise, a steel drum blocks movement into its square.

Treasure: One parcel.



16. JELIA'S REFUGE

Encounter Level 7 (1,500 to 1,550 XP)

SETUP

2 forge drakes (D)

Jelia (J)

1 Jelia's iron cobra (I)

The PCs have a chance to convince Jelia that they can help her, and that she should help them. Doing so is a skill challenge (see Negotiating with Jelia). If the PCs instead attack, Jelia responds in kind.

When the PCs see into the room, read:

A large bank of metal cabinets stands in the center of this rectangular room. Many are open, and objects—mostly construct parts—are spilled onto the floor. Leaning against the eastern wall is a striking eladrin female, regarding you with a tense expression, a rod in one hand and a sword in the other.

An iron cobra in front of her spreads its hood. The female taps it on its head with the rod, but keeps her eyes on you. "Hello, whoever you are." She swallows. "Um . . . who are you?"

Insight Check

DC 14: *Although she doesn't appear frightened of you, this female is clearly a bundle of nerves. She is haggard and rattled, and she sees you as an opportunity to be free of something that is troubling her.*

Perception Check

DC 20: *A scrape against the floor behind the cabinets indicates something is moving back there.*

Negotiating with Jelia Skill Challenge

Level 7
XP 1,500

It's time to deal with this eladrin—hopefully she will listen to reason.

Jelia is in a poor state. She has all but betrayed Breland—even though she thought she was doing it for the greater good. She allied with evil hobgoblins, plus she unleashed a construct dragon that has turned out to be more intelligent and cunning than she expected. Now she is in this dragon's thrall. She is desperate for a way out of this situation.

Complexity

5 (12 successes before 3 failures)

Special: Jelia might reveal more about Valsath and the goblins, as well as this facility, when the PCs succeed on primary skill checks. She does not, however, reveal Calmachia's existence until the PCs have acquired six or more successes.

Primary Skills

Bluff, Diplomacy, Insight, Intimidate.

Secondary Skills

Arcana, History.

Victory

Jelia thinks PCs have the right of it. She describes Calmachia, the forge area, and the controls. She tells the PCs what to expect and agrees to help them with her skills, but she refuses to face the dragon. ("If she kills you, at least I'll live.") Jelia can help shut down the forge in area 14. She then waits for the outcome. If the PCs are successful, she upholds her end of any bargain.

Defeat

Jelia doesn't trust the PCs. Her best chance is with the hobgoblins and Calmachia, and thus it is her job to eliminate intruders. She attacks.

Arcana

DC 16 (no successes, maximum 1 attempt per PC) This grants a +2 bonus to the character's next primary skill check. This works once for each PC.

As part of another check, the character can impress Jelia with knowledge of magic or insight into Jelia's profession.

Bluff

DC 16 (1 success, no maximum successes)

The character falsely talks Jelia into turning from her course, and Jelia believes those lies.

Diplomacy

DC 16 (1 success, no maximum successes)

The character plays on Jelia's loyalties or honestly promises some form of protection.

History

DC 16 (no successes, maximum 1 attempt per PC) This grants a +2 bonus to the character's next primary skill check. *The character can impress Jelia with knowledge of Breland, the Citadel, or even House Cannith facilities.*

Insight

DC 16 (1 success, no maximum successes)

Knowing Jelia fears something, such as the goblins, the character offers aid or otherwise tries to comfort the eladrin artificer.

Intimidate

DC 20 (1 success, no maximum successes)

Jelia might be afraid of something else, but she should be afraid of the party or other consequences.

2 Forge Drakes (D)

Level 7 Skirmisher

Medium natural animate (construct, homunculus) XP 300 each

Initiative +9 **Senses** Perception +5; low-light vision

HP 79; **Bloodied** 39

AC 21; **Fortitude** 19, **Reflex** 20, **Will** 18

Speed 6, fly 4 (clumsy)

⊕ **Claws** (standard; at-will)

+12 vs. AC; 2d6 + 4 damage.

⊕ **Shifting Bite** (standard; at-will)

+12 vs. AC; 2d4 + 3 damage. The forge drake can shift 1 square before or after the attack.

⊕ **Guard Creature** (immediate reaction, when an enemy attacks a creature guarded by the forge drake; at-will)

The forge drake shifts 2 squares toward or around the triggering creature. If the drake is adjacent to the triggering creature after shifting, it can make a claw attack against that creature.

↔ **Force Breath** (standard; encounter) ♦ **Force**

Close blast 3; +10 vs. Reflex; 3d6 + 4 force damage, and target is pushed 2 squares and knocked prone.

Alignment Unaligned

Languages –

Str 16 (+6)

Dex 19 (+7)

Wis 14 (+5)

Con 15 (+5)

Int 4 (+0)

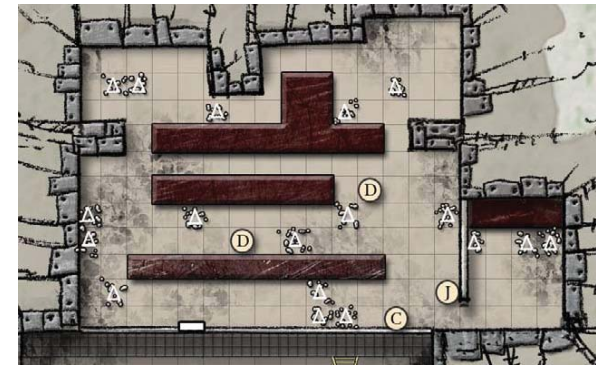
Cha 4 (+0)

FEATURES OF THE AREA

Cabinets: Cabinets stretch to the ceiling, like walls.

Junk: In some places, the junk is difficult terrain.

Treasure: One parcel. If Jelvia has this parcel, she gives it to PCs who succeed on the skill challenge.



Jelvia (J)		Level 8 Elite Controller (Leader)	
Medium fey humanoid, eladrin		XP 700	
Initiative +6		Senses Perception +6; low-light vision	
HP 176; Bloodied 88			
AC 22; Fortitude 19, Reflex 21, Will 20			
Saving Throws +2; +5 against charm effects			
Speed 6; see also <i>construct space</i> and <i>fey step</i>			
Action Points 1			
⚔ Longsword (standard; at-will) ♦ Weapon			
+13 vs. AC; 1d8 + 5 damage, and the next among Jelvia and her allies to hit the target gains a +3 bonus to the damage roll.			
⚡ Eldritch Discharge (standard; at-will) ♦ Force			
Close burst 10; Jelvia or one ally (primary target) gains a +1 bonus to AC until the end of Jelvia's next turn. An enemy adjacent to the primary target is attacked; +12 vs. Fortitude; 1d8 + 5 force damage, and the enemy is pushed 1 square away from the primary target.			
⚙️ Artificer's Expertise (standard; at-will)			
Jelvia makes two basic attacks.			
⚡ Resistive Formula (minor; encounter) ♦ Arcane, Healing			
Close burst 5; allies in the burst gain +1 to AC and can end this bonus as a free action to gain 10 temporary hit points.			
⚡ Staggering Notes (standard; recharge ⏳⏳⏳) ♦ Force			
Close blast 5; targets enemies; +11 vs. Fortitude; 2d10 + 5 force damage, and the target slides 2 squares. It also slides 2 squares each time an attack hits it (save ends).			
Construct Space (immediate interrupt, when hit by an attack; encounter) ♦ Teleportation			
Jelvia switches spaces with a construct or living construct within 5 squares. That creature becomes the attack's target.			
Fey Step (move; recharges when first bloodied) ♦ Teleportation			
Jelvia teleports 5 squares.			
Alignment Unaligned		Languages Common, Elven, Goblin	
Skills Arcana +16, History +16, Thievery +12			
Str 10 (+4)		Dex 14 (+6)	Wis 14 (+6)
Con 16 (+7)		Int 20 (+9)	Cha 18 (+8)
Equipment leather armor, longsword, rod, key to secret trapdoor in area 6			

Jelvia's Iron Cobra (I)		Level 6 Skirmisher	
Medium natural animate (construct, homunculus)		XP 250	
Initiative +7		Senses Perception +9; darkvision	
HP 75; Bloodied 37			
AC 20; Fortitude 20, Reflex 18, Will 17			
Immune disease, poison			
Speed 7; see also <i>slithering shift</i>			
⚔ Bite (standard; at-will) ♦ Poison			
+11 vs. AC; 1d8 + 3 damage, and ongoing 5 poison damage (save ends).			
⚡ Poison the Mind (standard; recharge ⏳⏳⏳)			
Ranged 10; affects only creatures taking ongoing poison damage; +8 vs. Will; the target is dazed and slowed (save ends both); see also <i>guard creature</i> .			
Guard Creature			
Jelvia's iron cobra can use its <i>poison the mind</i> power against any creature that has attacked Jelvia since the end of the iron cobra's last turn, even if the power hasn't recharged and even if the target isn't taking ongoing poison damage.			
Slithering Shift (move; at-will)			
The iron cobra shifts 3 squares as a move action.			
Alignment Unaligned		Languages –	
Skills Stealth +10			
Str 17 (+6)		Dex 15 (+5)	Wis 13 (+4)
Con 19 (+7)		Int 5 (+0)	Cha 12 (+4)

TACTICS

The homunculi move among the PCs, keeping themselves between the characters and Jelvia. Jelvia is their guarded creature. The iron cobra uses *poison the mind* to keep determined attackers away from Jelvia.

Jelvia prefers to attack from a short distance, augmenting her homunculi with *eldritch discharge* or using *staggering notes*. She uses her teleportation powers to keep her distance from the PCs or to position herself behind her homunculi.

The constructs fight until destroyed, or until Jelvia orders them to stand down. When reduced to 40 or fewer hit points, Jelvia can be persuaded to surrender (DC 20 Bluff, Diplomacy, or Intimidate). If she does, she might subsequently help the PCs.

17. WYRM FORGE

Encounter Level 10 (2,600 XP) or 9 (2,000)

SETUP

Calmachia (C) Calmachia's Forge

Calmachia dwells here. She has not yet left the forge complex; indeed, she hasn't even left this chamber, because she sees no reason to do so. She works on the forge, hoping to create children superior to the forge drakes she has brought into being.

If the forge is operational, read:

Heat and loud sound pour through the open door. Beyond is a vast arcane workshop that appears to be performing all its functions by itself—gears whirl, levers move up and down, and lightning arcs between rods. Across from the door, an enormous glass hatch reveals red fire on the other side.

If the forge is shut down, read:

Beyond the door is a vast arcane workshop that is dead except for an ambient red light. Gears are still, levers are frozen between positions, and rods that might conduct energy stand quiet and dark. Across from the door, an enormous glass hatch reveals a blackened hearth where no fire lives.

If the forge is working, Calmachia is engrossed in her plans and might not notice the PCs immediately. If the PCs shut down the forge, Calmachia hides behind the forge, preparing an ambush. She is out of line of sight.

When the PCs see Calmachia, read:

As supple as a serpent, a dragon emerges from near the forge. It has flesh made of wood strands, stone plates, and metal scales. Its teeth are like steel daggers, and its eyes flash with blue light. A hint of lightning dances on its steely scales.

"Who enters my forge unbidden?" says the dragon in a voice that vibrates your innards and tickles your mind.

TALKING TO CALMACHIA

When Calmachia sees the PCs, she is taken aback. She doesn't attack immediately, but is hostile and suspicious. A successful DC 20 Diplomacy check can convince her to parley beyond an initial exchange. Otherwise, the draconic construct attacks. When Calmachia chooses not to answer a query, she suggests the PCs are unworthy of the answer or are merely biding their time.

◆ **What are you?:** (DC 14 Diplomacy) *"I am Calmachia. I am the forge. The forge is me. But your question is more mundane than this profound truth. I am a construct with sentience beyond your comprehension."*

Arcana or Nature (DC 15): This dragon has traits like those of a warforged. It is a living construct. A PC can intuit more by using Monster Knowledge Checks, *Player's Handbook*, page 180).

◆ **What are you doing here?:** (DC 19 Diplomacy) *"I am creating my children. When I perfect the process, I will create others like me, and I will be their queen. I already rule the others here, whom you have likely slain."*

Insight (DC 15): Calmachia's wrath rises at this point. She attacks unless the PCs sense this and appease her with a successful DC 21 Bluff, Diplomacy, or Intimidate check.

◆ **What about the others?:** (DC 14 Diplomacy) *"Yes, the eladrin and the goblins. They make excellent servants."*

◆ **What are your plans?:** (DC 21 Diplomacy) *"I shall go into Darguum to enlist the Bladebearers, and I shall make them great. With others like me, I shall rule over these goblins. Then, according to their history, we shall reforge the Dhakaani Empire from this shattered land."*

Bluff or Diplomacy (DC 23): The PCs can convince Calmachia that they have no problem with her plans. She agrees to let them leave if they agree to do so peacefully. Jelja's release can be part of the bargain.

Calmachia (C)	Level 9 Solo Controller	
Large natural dragon (living construct)	XP 2,000	
Initiative +4	Senses Perception +5; darkvision	
HP 400; Bloodied 200		
AC 23; Fortitude 23, Reflex 20, Will 21		
Saving Throws +5 (+7 against ongoing damage)		
Speed 6, fly 8 (hover)		
Action Points 2		
⊕ Bite (standard; at-will)	Reach 2, +15 vs. AC; 2d8 + 6 damage, and the target is grabbed.	
⊕ Claw (standard; at-will)	Reach 2; +15 vs. AC; 1d10 + 6 damage, and the target slides 2 squares.	
⊕ Double Attack (standard; at-will)	Calmachia makes two claw attacks.	
⊕ Fling (minor; at-will)	Targets a creature Calmachia has grabbed; +13 vs. Fortitude; 1d8 + 6 damage, and the target is pushed 6 squares and knocked prone. Miss: The target is pushed 2 squares.	
⊕ Arcing Backlash (immediate reaction, when hit by an attack; at-will) ◆ Lightning	Close burst 10; targets only the attacker; +13 vs. Reflex; 1d8 + 5 lightning damage, and the enemy is pushed 2 squares and knocked prone.	
⊕ Breath Weapon (standard; recharge Ⓜ; Ⓜ; Ⓜ) ◆ Force	Close blast 5; +13 vs. Reflex; 2d6 + 5 force damage, and the target is slowed (save ends) and pushed 3 squares.	
⊕ Bloodied Breath (free, when first bloodied; encounter) ◆ Force	Calmachia's breath weapon recharges, and she uses it immediately.	
⊕ Commanding Voice (standard; encounter) ◆ Charm	Close burst 3; targets enemies; +11 vs. Will; the target is dominated until the end of Calmachia's next turn. Miss: The target is dazed until the end of Calmachia's next turn.	
Alignment Unaligned	Languages Common, Draconic	
Skills Arcana +13, Intimidate +14		
Str 23 (+10)	Dex 10 (+4)	Wis 12 (+5)
Con 20 (+9)	Int 18 (+8)	Cha 20 (+9)

Calmachia's Forge Level 7 Elite Warder Trap XP 600

The mechanisms around the forge appear to move with a life of their own. Something takes form in the forge's heart.

Trap: The forge reacts to Calmachia's aggression by quickly creating minions to aid the draconic construct.

Trigger: When Calmachia rolls initiative, so does the forge.
Initiative +7

Attack

Standard Action

Create Minion

At the start of each of the forge's turns, two incomplete forge drakes emerge from the front of the forge. This creature is Medium and vaguely draconic. It can act immediately. The minions act subsequently on the forge's initiative count.

Countermeasures

- ◆ Arcana (DC 20); standard action; an adjacent character can reset the controls of the forge, allowing someone to retry the skill challenge to shut down the forge (area 14).
- ◆ A character can shut down the forge in its control room (area 14).
- ◆ Destroying Calmachia deactivates the forge.

Incomplete Forge Drake Level 7 Minion Skirmisher Medium natural animate (construct) XP –

Initiative +4 **Senses Perception** +4

HP 1; a missed attack never damages a minion.

AC 22; **Fortitude** 18, **Reflex** 17, **Will** 17

Speed 6

⊕ **Bite** (standard; at-will)

+11 vs. AC; 5 damage, and the incomplete forge drake can shift 1 square.

↖ **Guarding Flash** (immediate reaction, when an ally within 5 squares is targeted by an attack that could instead target the incomplete forge drake; encounter)

Targets the creature making the attack; +10 vs. Will; the target must instead make its attack against the incomplete forge drake.

Alignment Unaligned

Languages –

Str 16 (+6) **Dex** 19 (+7) **Wis** 14 (+5)

Con 15 (+5) **Int** 4 (+0) **Cha** 4 (+0)

TACTICS

Calmachia opens with *commanding voice*, following up immediately with an action point and her *breath weapon*. She bites to grab and *fling* those who deal her significant damage in melee, but only when she cannot use her breath weapon for a similar but more widespread attack. Although she is aggressive with melee attacks, she tries to keep a position near a wall or the forge where it is impossible for PCs to flank her. Calmachia has Haestus's arrogance, and she does not surrender to mortals such as the PCs.

If incomplete forge drakes are emerging from the forge, they rush into melee to protect their “mother.” Each one employs *guarding flash* to sacrifice itself for Calmachia's benefit as soon as is necessary.

FEATURES OF THE AREA

Illumination: If the forge is operational, bright light. If it is shut down, dim light.

Machinery: These chambers are filled with arcane machinery related to the working of the forge. It is blocking terrain.

The Forge: The forge is behind magically reinforced glass. Behind the glass is only magic fire, and the glass opens only long enough to release its incomplete forge drakes.

Treasure: Two parcels. Part of Calmachia or the creation forge might serve as a magic item, especially an attachable warforged component.

DEVELOPMENT

The PCs can force Calmachia to surrender by reducing her to 50 or fewer hit points and succeeding on a DC 23 Intimidate check. At the end of this encounter, the adventure is likely over—see “Conclusion,” page 12.



APPENDIX 1

FORGEWRAITH

A FORGEWRAITH IS AN UNDEAD HUMANOID whose spirit was extinguished and rekindled in the fires of a furnace or forge. Inside it burns a spectral fire and, often, a hatred for the living.

FORGEWRAITH TACTICS

Forgewraiths like to see their enemies consumed in fire and pain. A forgewraith attacks while hidden, emerging among its foes to let loose with *forge's wrath*. It then employs basic attacks, perhaps with an action point, to give itself some space to use *forge strike* without danger of opportunity attacks. Even if it might provoke one, the forgewraith is content to rely on its insubstantial nature to mitigate damage from most attacks until it is bloodied.

Forge Wisp Wraith		Level 7 Minion Brute
Medium shadow humanoid (undead)		XP 75
Initiative +4	Senses Perception +3	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 20, Reflex 18, Will 19		
Immune disease, fire, necrotic, poison; Resist insubstantial		
Speed fly 6 (hover), phasing		
⊕ Kindling Touch (standard; at-will) ♦ Necrotic		
+8 vs. Fortitude; 2 necrotic damage, and ongoing 5 fire (save ends).		
⚡ Explosive End (when reduced to 0 hp)		
Close burst 1; +7 vs. Reflex; ongoing 5 fire damage (save ends).		
Alignment Chaotic evil	Languages –	
Skills Stealth +9		
Str 4 (+0)	Dex 13 (+4)	Wis 10 (+3)
Con 17 (+6)	Int 4 (+0)	Cha 15 (+5)

Forgewraith		Level 8 Elite Controller
Medium shadow humanoid (undead)		XP 700
Initiative +5	Senses Perception +9; darkvision	
HP 123; Bloodied 61; see also <i>bloodied wrath</i>		
AC 20; Fortitude 19, Reflex 20, Will 21		
Immune disease, nonmagical fire, poison; Resist 5 fire, insubstantial; Vulnerable 5 radiant		
Saving Throws +2		
Speed fly 6 (hover); phasing		
Action Points 1		
⊕ Pain Hammer (standard; at-will) ♦ Fire, Necrotic		
+12 vs. Fortitude; 1d6 + 5 fire and necrotic damage, and the target is pushed 2 squares and knocked prone.		
⊕ Soulburn (standard; at-will) ♦ Fire, Necrotic		
Ranged 10; +12 vs. Reflex; 1d6 + 5 fire and necrotic damage, and the target slides 2 squares and takes a -2 penalty to all defenses until the end of Haestus's next turn.		
⚡ Double Attack (standard; at-will)		
Haestus makes two basic attacks.		
⚡ Forge Strike (standard; recharge ☹ ☹ ☹) ♦ Fire		
Ranged 10; +12 vs. Fortitude; 2d10 + 5 fire damage, and ongoing 10 fire damage (save ends), and the target is knocked prone. Each time a target takes ongoing damage from this attack, the forgewraith gains 5 temporary hit points.		
⚡ Forge's Wrath (standard; recharge ☹ ☹) ♦ Illusion, Psychic, Teleportation		
Close burst 2; +11 vs. Will; 2d6 + 5 psychic damage, and the target believes it is surrounded by fire; if the target leaves its space, it takes 2d6 + 5 psychic damage (save ends). While the target remains in its space, all other targets have concealment against the target. <i>Miss</i> : Half damage. <i>Effect</i> : Haestus can teleport to any square in the area of effect.		
Bloodied Wrath (when first bloodied; encounter) ♦ Illusion, Psychic, Teleportation		
<i>Forge's wrath</i> recharges, and Haestus uses it immediately.		
Alignment Evil	Languages Common, Draconic	
Skills Arcana +13, Intimidate +14, Stealth +10		
Str 10 (+4)	Dex 12 (+5)	Wis 10 (+4)
Con 16 (+7)	Int 18 (+8)	Cha 20 (+9)

FORGEWRAITH LORE

History DC 15: Forgewraiths are born in the fires that feed arcane industry. Although these creatures are not common, numerous individuals are known to inhabit the lava furnaces and abandoned forges below Sharn. Most of these are crazed, soulless creatures that exist only to torment the living.

Religion DC 15: Most forgewraiths form when numerous humanoids die in a fiery disaster on a developed site. The souls pass on, but the pain and fire mixes with unleashed magic to form a humanoid spirit of monstrous hate. Forge wisp wraiths are individual spirits that failed to join together to form a forgewraith.

Although most forgewraiths are amalgams of several spirits instead of a truly sentient and souled undead, some are more like a ghost or specter. Such forgewraiths retain a soul and a personality—frequently that of a person who was evil in life. They speak languages they knew in life, and might retain higher goals.

About the Author

Luke Johnson starts medical school in August 2009, giving him precious little time to keep writing for the DUNGEONS & DRAGONS game. If you'd like to tell him what you think of "Heart of the Forbidden Forge," drop him a line at www.lukejohnson.com. He dedicates this adventure to the lovely Lindsay, who will be his wife by the time it is published.