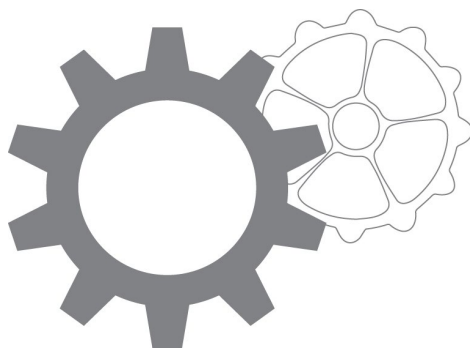


DDAL-EBEP-01



THE IRON GIANT

An Eberron *Oracle of War* Epic Event



Designed By
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In this epic event, Cultists of the Emerald Claw reanimate a warforged colossus from the battlefields outside Salvation and turn it against the outpost. The scavengers in town must work together to disable the titan limb-by-limb and save the outpost from annihilation. They are aided throughout by the Oracle of War, which provides vital tactical advice alongside cryptic verses from the Draconic Prophecy.

A Three-Hour Multitable Adventure for Tier 1 Characters. Optimized for APL 3.

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Adventure Primer

This adventure is designed for **three to seven 1st- to 4th-level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range can't participate in this adventure.

This is a special D&D Epics™ 3-hour interactive adventure, designed for four or more tables playing together. Each group must contain characters of Tier 1 (levels 1—4).

This adventure occurs in Eberron, on the edge of the remains of ruined Cyre. This fallen nation is known as the Mourndland across most of Eberron, but as the Gray to the residents of Salvation. This special event is designed to accompany the *Spoils of War* storyline. *Spoils of War* is part of the *Oracle of War* Eberron campaign for the D&D Adventurers League.

Event Administrators

Guidelines for coordinating this event appear in appendix E, "Administrator Guide." If you're not helping coordinate, you don't need to read or print this section of the adventure.

Background

The terror group known as the **ORDER OF THE EMERALD CLAW** seeds discord across Khorvaire to leverage the influence of the nation of **KARRNATH** and the **BLOOD OF VOL** faith. Their agent in **SALVATION**, the corrupt salvage broker **IRULLAN KARNACH**, has devised a means to awaken a **WARFORGED COLOSSUS** on the outskirts of the outpost. Now she plans to use it to destroy the entire outpost: a mere test run for further strikes into the nation of Breland. Only a rag-tag army of **SALVAGE CREWS** stand between it and the outpost.

Overview

The adventure's story is spread over **two parts** and takes approximately **3 hours** to play.

- **Part 1: Big Moe (30 mins)**

Emerald Claw agents awaken "Big Moe," sending an army of undead ahead of it to ravage the outpost.

- **Part 2: Wrecking Ball (150 mins)**

The adventurers undertake quests to dismantle the warforged colossus, aided by prophecy and advice from the *Oracle of War*.

Adventure Hooks

In the *Oracle of War* campaign, the characters are scavengers working for salvage crews. Players should invent their own reasons for undertaking such dangerous work: dedication to a just cause, serving a specific patron, spying for an organization, etc.

Players with access to the *AL Eberron Player's Guide* can use the backgrounds and patrons listed there. Many of these serve as adventure hooks for this and later adventures in the campaign. At the start of play, ask your players if their characters have utilized any of these backgrounds and tie them into the adventure as best you can.

Continuing the Story

This adventure can take place at any time during the *Spoils of War* storyline, but for continuity it is best enjoyed after at least the first two adventures in the series have been played.

Legacy Events

For simplicity and speed of play, this adventure does not incorporate any legacy events from previous adventures in the *Oracle of War* series.

Hero Points

In the *Oracle of War* campaign, adventurers are supposed to be a cut above the rest. To reflect this, each character in the party gains one **hero point** at the start of this adventure. Players earn additional hero points by completing story goals. The DM may not award hero points except as specifically directed in the adventure. At the end

of the adventure, the players lose any hero points they have accrued.

Hero Points

A player can spend a hero point whenever they make an attack roll, an ability check, or a saving throw. The player can spend the hero point after the roll is made but before they know whether they're successful or not. Spending the hero point allows the player to roll a d6 and add it to the d20, possibly turning a failure into a success. A player can spend only one hero point per roll. In addition, whenever a character fails a death saving throw, the player can spend one hero point to turn the failure into a success.

Event Rules

The Iron Titan is a D&D Epics™ adventure. Familiarize yourself with the following rules concepts before running this adventure. Many of these rules are also summarized on **handout 1: Event Rules**.

Epic Events

The Iron Titan encourages interactivity between tables. The following rules are designed to work across multiple groups.

Prophecies and Tactical Advice

Each group receives one prophecy from the *Oracle of War* when they are seated. If the players can make this prophecy come true, they can request tactical advice from the *Oracle of War*.

Prophecies. Prophecies are ambiguously worded and it is up to the DM to adjudicate if the requirements of each prophecy have been met. For example, “One hero wields the flame as two foes fall” could be completed by a wizard killing two or more enemies with a *scorching ray* spell, a rogue hurling a flask of alchemist’s fire to kill two enemies, or simply two enemies falling prone while another party member holds a burning torch or lantern aloft.

If your group completes a prophecy, ask the Group Captain to call over the administrator handling the *Oracle of War*. That administrator will supply the group with a new prophecy and a piece of tactical advice about fighting the colossus—the players decide which part of the colossus they wish to learn about (Head, Chest, Left Arm, Right Arm, Left Leg, or Right Leg).

- **If the players need no more tactical advice, the administrator grants each character in the party a hero point instead.**

- **Whenever your players successfully complete a prophecy, the administrator delivers it to another table.**

Tactical Advice. Each location in the colossus has a secret vulnerability that players can only exploit if they have received tactical advice from the Oracle. Using tactical advice can give the party major advantages in combat.

- **Whenever your players successfully utilize a piece of tactical advice, all characters in the party gain one hero point.**

Recording Victories

As the players complete quests to assault the colossus, they damage its structural integrity. Each time your players complete a quest, fill in one of the quest reports from **appendix C** and ask your group captain to report the victory to the commander. When enough quest reports have been handed in, the commander announces the destruction of one of the colossus’s deadly weapons.

Special Preparations

Some Dungeon Masters enjoy preparing showpiece 3D terrain for D&D Epics™ adventures. For *The Iron Giant*, any of the six body part locations detailed in Part 2 make ideal candidates. Maps for these locations are provided in appendix A.

Siege Damage

Every twenty minutes, the commander announces one of the colossus’s siege weaponry attacks. Pause the action until the commander has made their announcement, and then apply any effects that occur from it.

If your group receives siege damage, each player must roll on the following table and apply the result immediately. **A player can spend one hero point to ignore the result of their roll.**

Siege Damage Table

d100 Effect

01 **Immolated.** Explosions ripple around you. You must make a DC 15 Dexterity saving throw, taking 27 (5d10) fire damage per tier on a failed save, or half as much damage on a successful one. If you drop to 0 hit points because of this damage, the heat reduces you to a pile of ash.

02-03 **Aflame.** Burning oil ignites your clothing and hair. While you remain on fire, you take 5 (1d10) fire damage per tier at the start of each of your turns. At the end of each of your turns, you can make a DC 15 Constitution saving throw to quell the flames.

04-06 **Aftershock.** All creatures standing on the ground must succeed on a DC 12 Dexterity saving throw or fall prone.

07-09 **Blasted.** An explosion blasts your space. All creatures within a 10-foot-radius of you must make a DC 10 Dexterity saving throw, taking 11 (2d10) fire damage per tier on a failed save, or half as much damage on a successful one.

10-11 **Blinded.** Dust washes over you. You must succeed on a DC 10 Constitution saving throw or be blinded until the end of your next turn.

12-16 **Bludgeoned.** Wreckage slams into you, dealing 5 (1d10) bludgeoning damage per tier.

17-18 **Buried.** A pile of wreckage buries you beneath it. Until freed, you are prone, restrained and blinded. To break free, you or an adjacent ally must take an action and succeed on a DC 15 Strength (Athletics) check. The wreckage counts as difficult terrain.

19-20 **Collapse.** The section of the colossus you're fighting on collapses. When you pull yourself from the wreckage, you find yourself somewhere else. Join another table and return when they've completed their current quest.

21-22 **Confused.** A chunk of wreckage strikes you in the back of the head, dealing 5 (1d10) bludgeoning damage per tier. At the start of your next turn, you move half your speed in a random direction.

23-24 **Coughing.** Dust chokes you. Until the end of your next turn, you can't talk or cast spells with the verbal component.

25-29 **Deafened.** An explosion deafens you until the end of your next turn.

30-34 **Impaled.** A spear of shrapnel plunges into you, dealing 5 (1d10) piercing damage per tier.

35-36 **Inferno.** Burning oil spills in a 10-foot-radius

around you. Any creature that enters the area for the first time on a turn or starts its turn inside it must succeed on a DC 12 Dexterity saving throw or take 11 (2d10) fire damage.

37-39 **Mutilated.** Jagged shrapnel hits you, dealing 16 (3d10) slashing damage per tier and inflicting a random lingering injury (see "Injuries" in chapter 9 of the *Dungeon Master's Guide*).

40-46 **Pinned.** A falling beam or pillar pins you beneath it. Until freed, you are prone and restrained. To break free, you or an adjacent ally must take an action and succeed on a DC 10 Strength (Athletics) check.

47-54 **Rubble.** Rubble clatters over the you, creating difficult terrain in a 10-foot-radius around you.

55-59 **Severely Bludgeoned.** Wreckage hits you, dealing 11 (2d10) bludgeoning damage per tier.

60-64 **Severely Impaled.** A spear of shrapnel plunges into you, dealing 11 (2d10) piercing damage per tier.

65-69 **Severely Slashed.** Shrapnel tears into you, dealing 11 (2d10) slashing damage per tier.

70-74 **Slashed.** Shrapnel tears into you, dealing 6 (1d10) slashing damage per tier.

75-76 **Slowed.** A chunk of wreckage cracks into your knee, reducing your speed by half until the end of your next turn.

77-78 **Smoke.** A 20-foot-radius sphere of thick smoke swirls up around you, heavily obscuring the area. The cloud persists until a wind of moderate or greater speed (at least 10 miles per hour) disperses it

79-80 **Stunned.** Debris strikes you in the head, dealing 5 (1d10) bludgeoning damage per tier and stunning you until the end of your next turn.

81-86 **Tangled.** Wreckage entangles you. Until freed, your speed is halved and you take disadvantage on attacks and ability checks. To free you, you or an adjacent ally must take an action and succeed on a DC 10 Strength (Athletics) check.

87-95 **Tripped.** A shockwave knocks you prone, along with any creatures with 5 feet of you.

96-97 **Unconscious.** A chunk of wreckage thuds into your head and you drop to 0 hit points.

98-99 **Double damage.** Roll twice on this table and apply both results (ignoring rolls of 98-00).

00 **Triple damage.** Roll three times on this table and apply all results (ignoring rolls of 98-00).

Environment Actions

This adventure uses lists of “Environmental Actions” to add drama and excitement to combat. Each turn, a player can work one of these elements into their description of their action. The primary purpose of this is to give players ideas; interesting details to use while describing their actions. But if a player comes up with a particularly clever way to use an element, the DM could grant advantage on a check or attack roll or some other benefit. The rogue wants to cross a room full of enemies by swinging on a chandelier. As the DM, you could let them make a simple Dexterity (Acrobatics) check to avoid opportunity attacks, essentially getting a free Disengage action. Environmental elements are always optional and largely cosmetic. As a DM, you don’t have to grant a bonus for every use of an element. But presenting a list can help players think of the location as more than just squares on a map and challenge them to add more cinematic flair to their actions.

Interactive Restrictions

The following restrictions apply throughout this D&D Epic™ event (these rules and others are summarized on **player handout 1, Event Rules, in appendix C**).

Short and Long Rests

The event plays out in just a few hours of game time. Players can’t afford to take long rests and can take only **one short rest**. Opportunities to earn additional short rests occur during play.

If players have access to the *catnap* spell, they can cast it to gain the benefits of a short rest.

Player Spellcasting

Right from the start of the adventure, the characters have limited time to save the outpost, making it difficult to cast certain spells.

- There is no time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than 5 minutes can only be cast during the event if the group uses their short rest.
- Spells with a casting time of longer than 1 hour can’t be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups at the administrators’ discretion. Inform the administrators if one of your players casts a spell with such a range.

Spellcasting Services

During the event allied clerics can provide any of the spellcasting services listed in the *Eberron Adventurers League Dungeon Master’s Guide*. Players must cover the component costs for these spells, which are cast **instantly**. Such spells can’t be cast during combat.

Winning the Event

To win the event, the players must complete enough quests to destroy Big Moe. Quests allow the players to disable its weapons, and prevent it from crushing the outpost. The commander provide updates on the ongoing battle as the event plays out.

Timekeeping

Every group is expected to triumph in **three quests** to win the event, so budget your time accordingly. Any quests still in progress when time is called must be abandoned.

Part 1: Big Moe

Estimated Duration: 30 minutes

Emerald Claw agents awaken “Big Moe,” sending an army of undead ahead of it to ravage the outpost.

Introduction

When all players are seated and ready to begin, one of the administrators will read the following boxed text aloud:

Another rainy day in Salvation. You are drinking away your latest salvage pay packet in the Gray Beyond tavern, when suddenly you hear a mechanized roar from the outskirts of town! Gathering outside the tavern, you see a huge iron giant lumbering toward town. Somebody has awakened Big Moe from his junkyard and turned him against the town!

As your fellow scavengers run around in panic, warriors dressed in the garb of Cyre shamble into the outpost, hacking down everyone they come across. Alarm bells ring and a magically amplified voice cries out: “Defend the outpost! We’re under attack!”

As the voice echoes around you, purple smoke suddenly belches from the Oracle of War as it speaks another prophecy....

At the start of the event, give the players **handout 1: “Event Rules,”** and **handout 2: “Oracle of War”**.

Combat!

When combat begins, give the players the Street section of **handout 3: “Environmental Elements”**. In this phase, the players must fight against a group of undead rampaging through the streets. The players face the following enemies:

- Eight **zombies** dressed in the tattered regalia of the nation of Cyre. They look like they died just yesterday.

If the players defeat or drive off their enemies in less than three rounds, another five **zombies** shamble forward to attack them.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove four **zombies**.
- **Weak:** Remove two **zombies**.
- **Strong:** Add two **zombies**.
- **Very Strong:** Add four **zombies**.

Continuing to Part 2

When the players have defeated their enemies, proceed to **Part 2: “Wrecking Ball”**. If they have not defeated their enemies after 30 minutes, allied forces charge through the area and mop up any remaining zombies.

Part 2: Wrecking Ball

The adventurers undertake quests to dismantle the warforged colossus, aided by prophecy and advice from the *Oracle of War*.

War Briefing

When Part 1 is complete, read the following boxed text aloud:

As Big Moe lumbers closer, the brokers of Salvation call the surviving scavengers together.

“We’re not leaving this place!” shouts Belaluur.

“This is where our fortunes lie! Here, in this mud.”

Draev Shaldor wheezes into sight. “We fight the colossus here. Whoever turned this thing against us will learn the steel lies within the people of Salvation.”

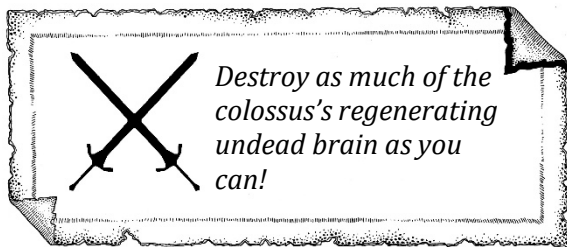
Belaluur looks around.

“Triumph here, and the brokers of Salvation will pay you well.”

The brokers nod their agreement. All apart from Irullan Karnach, who is conspicuous by her absence...

The players must now choose quests from handout 1: “Event Rules”. If they finish a quest, they must choose another to undertake. Continue playing quests until time is called and the commander announces the success or failure of the event.

Quest 1: Head



Estimated Duration: 30 minutes

In this quest, the characters are catapulted into the titan's mouth to destroy its brain.

Introduction

If the players choose this quest, read the following boxed text aloud:

The *Oracle of War* tells us that Big Moe has been fitted with a regenerating, undead brain. Our scouts have spotted that the colossus opens its mouth for brief moments. You need to catapult inside, destroy as much of the brain as you can, then escape before it spits you back out. Do anything you can to slow the undead brain's regeneration!

Each adventurer receives a *feather token* that they can use to land on their feet after being catapulted into the colossus.

Insertion

After you introduce this quest, play out the following events:

Fire!

The adventurers are loaded onto catapults aimed at Big Moe's head. A single character chosen by the group must make a DC 10 Wisdom (Perception) check to tell the catapult operators when to launch. On a success, the party gains advantage on any ability checks made to land inside into Big Moe's mouth before it closes. On a failure, the characters have disadvantage on these checks.

Avoid the Teeth

Once launched, the characters fly through the air toward the colossus's open mouth. Each adventurer can make either a DC 15 Strength (Athletics) or a DC 12 Dexterity (Acrobatics) check to hold their bodies in the perfect projectile shape to get into the mouth before it closes. If they fail this check, they take 5 (1d10) bludgeoning damage as they graze against the closing teeth.

In lieu of making the checks, the characters can get creative. The DC is 12 for any checks they might have to make. For instance, a character could cast the *misty step* spell to teleport inside Big Moe's head, requiring no check, or another character could make a DC 12 Strength check with a portable ram to knock out any teeth in their flight path.

Slow Down

Once through the teeth, the adventurers must roll initiative for the coming fight (see "Destroying the Brain"). Those who act on initiative count 5 or above activate their *feather tokens* successfully and land on their feet. Those who act on lower initiative counts take 5 (1d10) bludgeoning damage and land prone (and still lose their *feather tokens*).

Destroying the Brain

When the adventurers land inside the head, read the following boxed text aloud:

Steel tubes run toward a massive lump of pulsating, gray, wrinkled flesh in the ceiling. Arcs of blue lightning crackle over the flesh as the pipes steam and hiss.

"Intruders!" roars a muscled woman wearing armor with the green flame insignia of the Emerald Claw. A thick wire attached to the back of her skull winds all the way up to the brain on the ceiling. A group of zombies and some sword-wielding humans emerge from the shadows at her command, ready to fight.

When combat begins, give the players the Head section of **handout 3**: “Environmental Elements.” The players face the following enemies here:

- One **Emerald Claw champion**.
- Two **cultists**.
- Three **zombies**.

The Emerald Claw champion attached to the brain can telepathically relay orders to the other cultists inside the colossus. They fight to the death to defend the undead brain.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **Emerald Claw champion** with a **thug**. Remove one **cultist** and one **zombie**.
- **Weak:** Replace the **Emerald Claw champion** with an **Emerald Claw soldier**.
- **Strong:** Add two **zombies**.
- **Very Strong:** Add two **zombies** and replace both **cultists** with **cult fanatics**.

Area Information

The **Head Map** in **appendix A** shows the layout of this area, which has the following important features:

Ceiling. The ceiling is 20 feet high.

Light. Magic globes embedded in the ceiling fill the area with bright green light.

Sounds and Smells. The hiss of pipes, the mechanical thud of the titan’s movements, and the crackle of lightning fill the chamber.

Eye Windows. Two 8-foot-diameter windows look outside.

Pipes. Pipes cover the wall and ceiling and can be climbed without requiring an ability check.

Brain

The 5-foot-radius undead brain is attached to the ceiling via a 5-foot-long indestructible rod that the flesh grows around. The brain has AC 10, 50 hit points, and regenerates 10 hit points every round on initiative count 20. If the brain takes damage, it becomes resistant to damage of that type for 1 minute. When a creature tries to damage the brain with a type of damage the brain is resistant to, the brain shoots a bolt of lightning at the creature. The creature must

succeed on a DC 13 Dexterity saving throw or take 7 (2d6) lightning damage.

If the brain is destroyed, the steel rod it hung from remains embedded in the ceiling.

Tactical Advice

Players can earn the following tactical advice about this quest by completing prophecies (see “Epic Events”):

Poison. One of the cultists carries a vial of pale tincture poison in a hidden compartment in her boot. Adventurers who’ve received advice from the *Oracle of War* can splash this poison over the undead brain to slow its regeneration to 5 hit points every round for 1 minute and remove any damage resistances that it currently has.

Implant. The Emerald Claw champion has an implant in her skull that allows her to connect to the undead brain. Adventurers who’ve received advice from the *Oracle of War* can attempt to remove the implant from her corpse without damaging it on a successful DC 14 Wisdom (Medicine) check. Doing so prevents the undead brain from gaining resistance to any new damage types. If a warforged character plugs the implant into their own head, they can also prevent the undead brain from making lightning attacks.

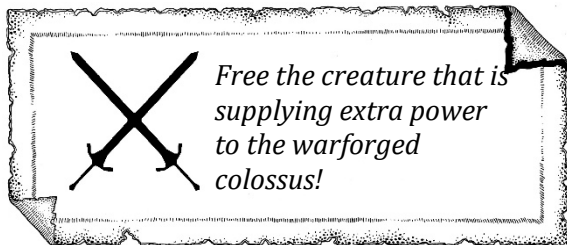
Escape

The characters can climb out of the titan’s mouth and rappel down to the ground with a successful DC 12 Strength (Athletics) check. Those who fail the check fall 30 feet, taking 10 (3d6) bludgeoning damage. After the characters spend 30 minutes (real time) inside the head, it opens its mouth and a powerful gust of wind pushes them out, which has the same effect as falling.

Quest Report

If your players destroy the undead brain, fill in one of the quest reports from **appendix C** and ask your group captain to report the victory to the commander.

Quest 2: Chest



Estimated Duration: 30 minutes

A fire elemental bound to the colossus's chest provides power to its limbs. The characters must free or kill the elemental and then escape an explosion wrecks the area.

Introduction

If the players choose this quest, read the following boxed text aloud:

You fly toward the colossus on an iron platform carried by a strange machine with clattering rotors. Your mission is to open a panel on the titan's back and enter its chest cavity, where the *Oracle of War* tells us an elemental power source focuses its energy. Destroy or release this elemental to cripple the war machine.

Insertion

A goblin pilots the elemental rotor machine toward the warforged colossus.

The Hatch

The hatch leading into Big Moe's chest cavity is a hinged door with a latch. The hatch is locked, and can be opened with a successful DC 12 Dexterity check using thieves' tools, or forced open with a successful DC 20 Strength (Athletics) check. The hatch has AC 8, immunity to poison and psychic damage, and 50 hit points.

At the end of each round that the adventurers remain near Big Moe's body, the colossus swats at them. Everyone on the platform or near the

hatch must succeed on a DC 10 Dexterity saving throw or take 7 (3d4) bludgeoning damage. No damage is taken on a successful save.

Removing the Power Source

When the characters open the hatch, read the following boxed text aloud:

The hatch opens into the side of a 35-foot-square chamber, with a 10-foot-high ceiling. Gravity works differently in here, so the wall you emerge from feels like the floor. Small creatures made from shadow weave in and out of patches of total darkness. Gears spin on the walls, and pipes jet hot steam through the air.

In the corner of the chest cavity, a large creature made of fire is thrashing and hissing, bound in place by ropes of dark energy. Plumes of flame surge from the creature, through the ropes of dark energy, and out into the colossus's body.

When combat begins, give the players the Head section of **handout 3**: "Environmental Elements." The players face the following threats here:

- Five **darklings**.
- One **fire elemental** bound by chains of black energy.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **darklings**. Reduce the DC of checks made to free the **fire elemental** to 10. Reduce the **fire elemental's** hit points to 30.
- **Weak:** Remove two **darklings**. Reduce the DC of checks made to free the elemental to 12. Reduce the **fire elemental's** hit points to 60.
- **Strong:** Add one **darkling**.
- **Very Strong:** Add two **darklings**. Increase the DC of checks made to free the elemental to 16.

The darklings toil to maintain the shadow bonds binding the elemental in place. As the

elemental thrashes, energy from its body is channeled into the warforged colossus.

When the adventurers arrive, the darklings attempt to hide in the pockets of darkness and attack by throwing daggers.

Area Information

The **Chest Map** in **appendix A** shows the layout of this area, which has the following important features:

Ceiling. The ceiling is 20 feet high.

False Gravity. Gravity inside the titan's chest pulls everything inside toward its back, which holds the hatch that the characters entered.

Light. Due to its shadowy bonds, the fire elemental only gives off dim light. Dim light also filters through the open hatch.

Shadow Pockets. Several areas within the chest cavity contain pockets of magical darkness that cannot be penetrated by any light or by darkvision. They can only be burned away if the fire elemental is released.

Sound. The crackling of the fire elemental is the only sound, which echoes through the cavity.

Freeing the Elemental

A successful DC 10 Intelligence (Arcana) check reveals that the elemental's power is being drained by the shadow ropes. The ropes are immune to all forms of damage. There is one more rope than there are darklings in the encounter.

An adventurer can free the elemental from one of its ropes if they succeed on one of the following checks:

- As an action, a character can attempt a DC 14 Intelligence (Arcana) check to dispel a shadow rope using magic incantation. If the check fails by 4 or more, the character attempting the check takes 2 (1d4) necrotic damage per character level.
- As an action, a character can attempt a DC 14 Intelligence (Religion) check to say a counter-prayer to remove the rope. If the check fails by 4 or more, the character attempting the check takes 2 (1d4) necrotic damage per character level.
- As an action, a character can attempt a DC 14 Dexterity (Sleight of Hand) check to carefully

chip away at the place where the rope enters the titan, disabling it. If the check fails by 4 or more, the character attempting the check takes 2 (1d4) necrotic damage per character level.

- If a character has a good idea, use the checks above as a guide for success or failure.

The characters may also figure out that if they can kill the elemental, then it can no longer power the titan. This is true. The elemental cannot attack back, although if a creature is pushed into its space, that creature takes damage as normal.

If Freed or Killed

If the elemental is freed from its shadowy bonds, it first moves to destroy any remaining darklings. If a character damaged the elemental, even accidentally, it goes after that character next. After the elemental has enacted its revenge, it disappears. If the elemental is killed, the interior of the colossus quickly absorbs the energy, causing an overload. Read:

As the elemental dies, the interior of the chamber absorbs the energy and begins to glow brighter and brighter. It's going to become very deadly in this cavity very soon. You must escape.

Tactical Advice

Players can earn the following tactical advice about this quest by completing prophecies (see "Epic Events"):

Hatches. The chamber's ceiling contains secret hatches that a player can open if they have learned about them from the *Oracle of War*. There are five hatches in total spaced across the ceiling. Each hatch can be opened as an action by any character who can reach it, releasing a ray of bright daylight that lands in a 5-foot radius area in a space anywhere in the chamber that the player chooses. The daylight persists until the end of the encounter.

Elemental Name. Adventurers who have learned the fire elemental's name from the *Oracle of War* can command it to break free from its bonds. As it struggles, the DCs of all checks made to remove the ropes are reduced by 4.

Escape

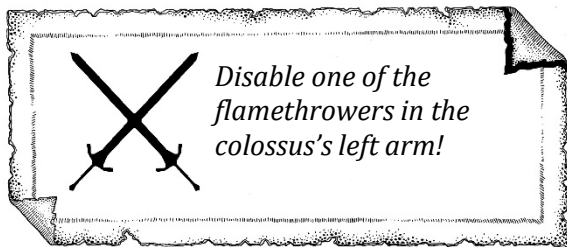
After defeating the enemies, the characters must succeed on DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to clamber back out of the hatch and leap onto the hovering platform. On a failed check, the character falls 20 feet to the ground.

If the elemental was killed, as they make their escape, they have 2 rounds to get out. At the end of the second round, the cavity is suffused with fire, dealing 5 (1d10) fire damage to anyone still in the cavity, expelling them as well.

Quest Report

If your players free or destroy the elemental, fill in one of the quest reports from **appendix C** and ask your group captain to report the victory to the commander.

Quest 3: Left Arm



Estimated Duration: 30 minutes

The characters must leap onto Big Moe's left arm, get inside, disable one of its flamethrowers, and then exit via an escape pod.

Introduction

If the players choose this quest, read or paraphrase:

Atop the highest building in Salvation, you wait for the colossus to pass by. Your mission: jump onto its left arm, break a hole inside, disable one of its flamethrowers, and then exit using an escape pod. Your time inside is limited!

Insertion

The characters stand atop the Gray Beyond, a 30-foot-tall inn in Salvation, with wind blowing in their faces. As the colossus passes by, they must leap off the building onto its arm, using one of the following methods:

- A character can make a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to leap onto the arm.
- A character could use a spell such as *misty step* to teleport onto the arm or a spell like *levitate* for a controlled ascent onto the arm.
- A character could quickly fashion a lasso or net to catch onto the arm using a bedroll, flag, or other item with a successful DC 14 Intelligence check made with weaver's tools.
- Allow the characters to get creative, calling for ability checks as necessary.

Outcomes

Characters who succeed on their ability checks land on the arm without issue. Characters who fail their ability checks by 4 or more hit the arm hard, taking 3 (1d6) bludgeoning damage. Characters who fail by 5 or more fall to the ground, taking 10 (3d6) bludgeoning damage. They must then succeed on a DC 14 Strength (Athletics) check to climb up the titan's body to the arm. Failing this check means that the character makes the climb but gains a level of exhaustion.

Enter the Arm

To enter the arm cavity, the characters must break a hole through its armored ceiling. This 5-foot-square section of armor has AC 18; 27 hit points; and immunity to poison and psychic damage. As an action, a character can also detach a 5-foot-square section of armor with a successful DC 15 Intelligence check made with tinker's or smith's tools.

Shoulder Crossbows. Two heavy crossbows are mounted on Big Moe's left shoulder. Each one makes an attack roll with a +4 bonus against a creature on the arm on initiative count 0 of each round, dealing 5 (1d10) piercing damage on a hit.

Disabling the Flamethrower

When the characters enter the arm cavity, read the following boxed text aloud:

A plush chair with built in levers sits atop an iron tank. A red-hot pipe covered in knobs is connected to the tank. The far end of the pipe sticks out a window, spewing flame. Cackling with glee, a cultist in green robes sits atop the chair, pulling levers.

One wall of the chamber has shelves that hold twenty-four iron tanks, which skeletons unload. A metal canine prowls the other side of the chamber in front of four circular iron doors.

When combat begins, give the players the Left Arm section of **handout 3**: "Environmental

Elements.” The players face the following threats here:

- A **cult fanatic** operates the flamethrower.
- An **iron defender** guards the fanatic.
- Four **skeletons** toil to unload an iron canister of fuel to refuel the weapon.

The monsters attack the party, fighting to the death.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **iron defender**. Replace the **cult fanatic** with a **cultist**.
- **Weak:** Replace the **cult fanatic** with a **cultist**.
- **Strong:** Add two **skeletons**.
- **Very Strong:** Replace the four **skeletons** with three **ghasts**.

Area Information

The **Left Arm Map** in **appendix A** shows the layout of this area, which has the following important features:

Ceiling. The ceiling is 8 feet high.

Light. Glowing globes embedded in the ceiling fill the area with bright green light.

Window. A 6-foot-square window in front of the flamethrower looks outside.

Sound. The sound of crackling flames and screams can be heard outside the window.

Flamethrower

The flamethrower has AC 19; 27 hit points; and immunity to fire, poison, and psychic damage. If a character damages the flamethrower with 5 or more points of bludgeoning, piercing, or slashing damage, it creates sparks and the tank attached to the flamethrower explodes (see “Iron Tanks”).

Iron Tanks

If a single iron tank takes any fire or lightning damage, it explodes in a 10-foot-radius sphere. Each creature in the area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

If a single tank on the shelf explodes, all tanks on the shelf explode. Each creature within 10

feet of the shelves must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much on a successful one.

Tactical Advice

Players can earn the following tactical advice about this quest by completing prophecies (see “Epic Events”):

Passcode. The *Oracle of War* can provide the password to the escape pods: “Sanguine”. This allows the players to escape the area without taking damage (see “Escape”).

Shutdown. The *Oracle of War* can provide instructions to shut down the flamethrower. As an action, a character can disable the flamethrower permanently by succeeding on a DC 15 Intelligence check made with thieves’ tools or tinker’s tools. If no tools are available, the character has disadvantage on their check. A character who fails this check creates a spark, which causes the tank attached to the flamethrower to explode

Escape

The iron doors lead to escape pods. When the characters enter the pod, a magic voice says, “Speak passcode to launch.” Adventurers who interrogate the cultist and succeed on a DC 12 Charisma (Intimidation) check get her to reveal the password is “Sanguine.” If a character speaks the password aloud while inside the escape pod, it flies from the arm and thuds safely into the mud near Big Moe’s feet.

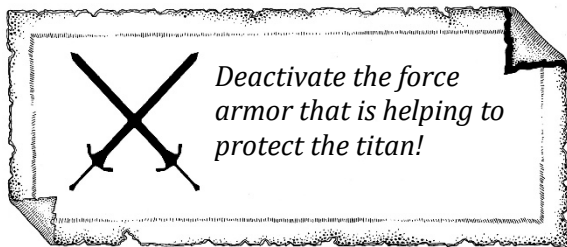
Characters who try to escape through the window and climb onto the floor must succeed on a DC 15 Strength (Athletics) check. If they fail this check, they fall 30 feet to the ground and take 10 (3d6) bludgeoning damage.

If the players spend 30 minutes (real time) inside the arm, Big Moe upturns its arm and shakes the characters out of the window. They fall 30 feet to the ground and take 10 (3d6) bludgeoning damage.

Quest Report

If your players destroy or deactivate the flamethrower, fill in one of the quest reports from **appendix C** and ask your group captain to report the victory to the commander.

Quest 4: Right Arm



Estimated Duration: 30 minutes

The characters must attract the attention of the colossus, force it to reach down to grab them, and then restrain its arm for long enough to disable the force armor generator.

Introduction

If the players choose this quest, read or paraphrase:

The *Oracle of War* has identified a device on the right arm of the colossus that is generating an armor of magical force. You need to attract its attention, force it to reach down to grab you, and then secure its arm long enough to disable the force armor generator.

Insertion

In this case, insertion means securing the arm near the ground long enough to disable the generator. Doing this requires two tasks from the characters: gain Big Moe's attention, and secure the arm:

Gaining Attention

Gaining the attention of the titan enough to get it to reach for the characters can be done in a number of ways:

- Hit an AC of 20 for at least 10 points of damage.
- Use a proficiency or a spell that is flashy or showy, and succeed on a DC 20 ability check or AC 20 spell attack roll. For example, a cleric using thaumaturgy to make a lot of noise could make a spell attack roll to attract Big Moe's attention. Mere Performance checks would not

cut it—the action must be grand and unable to be ignored.

If a character fails their check by 5 or more, the colossus dismissively tries to kick them away. The character attempting the check must succeed on a DC 10 Dexterity saving throw or take 7 (3d4) bludgeoning damage.

When a character finally succeeds, Big Moe reaches down to grab them. The character must succeed on a DC 10 Dexterity saving throw or be crushed for 7 (3d4) bludgeoning damage and grappled and restrained (escape DC 14) in the colossus's hand. If a creature starts its turn grabbed, it takes 2 (1d4) bludgeoning damage. Grappled creatures can use their action to attempt escape.

Secure the Arm

When the titan reaches down, the characters must somehow secure the arm. They are given metal restraints that they can apply to the arm, pinning it to the ground. There are 5 restraints available, and each can be applied as an action with a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check.

For each restraint successfully applied, the arm is forced to the ground for 1 round. At the end of each round, 1 of the restraints is broken and cannot be reused, although a *mending* spell or similar magic can repair it, if the characters have the time.

Destroying the Force Generator

Once they have the arm pinned down, read the following boxed text aloud:

The device on Big Moe's wrist thrums with power, but it is now within reach. Before you can act against it, however, icy-cold creatures burst forth from the ends of the titan's fingers and fly toward you on frosty wings.

After reading this, give the players the Right Arm section of **handout 3**: “Environmental Elements.” At the start of the round after the arm is first pinned, five **ice mephits** emerge from the arm to defend the force armor generator (Remove the ice mephits *fog cloud* ability.) Another **ice mephit** emerges at the start of each following round.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **ice mephits**. Reduce the DC needed to disable the force generator to 10.
- **Weak:** Remove two **ice mephits**. Reduce the DC needed to disable the force generator to 12.
- **Strong:** Add two **ice mephit**.
- **Very Strong:** Add four **ice mephits**. Increase the DC needed to disable the force generator to 16.

Area Information

This mission takes place on the ground, in the bright light of day. There is no map for this location.

The Force Armor Generator

The generator has AC 19; 56 hit points; and immunity to force, poison, and psychic damage. (The mephits are carefully to not include the generator in their breath weapons, or be close enough to damage it when they die).

Characters adjacent to the force armor generator can also use ability checks in an attempt to sabotage it. The DC to succeed on the check is 10, and anyone succeeding on the check does damage equal to the check. For example, a character who gets a 19 on their Sleight of Hand or thieves’ tools check to disable the generator would do 19 points of damage.

The generator has its own defenses, however. A creature within 5 feet of the generator while attempting to damage it takes 3 (1d6) force damage whenever they deal damage to it. Character who have witnessed this backlash can make a DC 10 Intelligence saving throw to avoid the damage, as they know exactly how to damage the generator without getting punished.

Failing the Mission

If all of the restraints are broken, Big Moe lifts its arm and the quest ends in failure. Also, if a character is grappled by the titan when this happens, the titan lifts them up to a height of 20 feet and continues squeezing. That character falls after escaping unless it has a way to fly or avoid falling damage.

Tactical Advice

Players can earn the following tactical advice about this quest by completing prophecies (see “Epic Events”):

Disable Countermeasures. The *Oracle of War* can instruct the characters on how to disable the force generator’s countermeasures system. As an action a character can disable the countermeasures system permanently by succeeding on a DC 15 Intelligence check made with thieves’ tools or tinker’s tools. If no tools are available, the character has disadvantage on their check. If a character succeeds on this check, the generator no longer deals force damage when it takes damage.

Restraints. The *Oracle of War* can tell the players exactly where to place their restraints to maximize their hold over the colossus. If they apply this advice, each restraint holds for 2 rounds instead of 1.

Escape

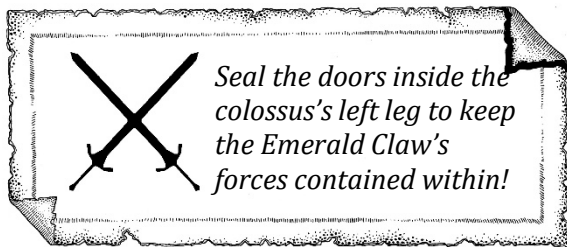
When the generator takes the final bit of damage that disables it, the characters hear the words: “FAILURE IN PROGRESS. OVERLOAD IN SIX, FIVE, FOUR...”

The generator is about to explode. Characters have 1 round to run away, including the creature who dealt the final damage. Any creature or object within 30 feet of the generator when it explodes takes 14 (4d6) force damage.

Quest Report

If your players destroy the force generator, fill in one of the quest reports from **appendix C** and ask your group captain to report the victory to the commander.

Quest 5: Left Leg



Estimated Duration: 30 minutes

The characters must break into Big Moe's left leg, seal the doors inside, and escape using *potions of diminution*.

Introduction

If the players choose this quest, read the following boxed text aloud:

Emerald Claw forces are emerging from the titan's left leg! You break breaks inside the leg, seal all seven doors with this *welding wand* or whatever other tools and magic you have, inflict any other damage you can, and then drink these potions to slips through the cracks in the seals.

Give the characters **handout 4: "Welding Gear"**. The characters must return the wand and any remaining potions at the end of the quest.

Insertion

The characters can choose between two methods of insertion: break into the leg while Big Moe is moving or wait until it stops to deploy troops and then battle their way inside. The door to the colossus's left leg is located in its heel.

Break In

A character can grab hold of Big Moe's leg with a successful DC 12 Strength (Athletics) check. While holding onto the leg, a character can pick the heel door's lock with a successful DC 12 Dexterity check with thieves' tools or force the door open with a successful DC 15 Strength (Athletics) check (both check are made with disadvantage while holding on). If any of these

checks fail by 5 or more, the character loses grip and falls 1d4 x 5 feet to the ground, taking falling damage as normal.

While the door is open a character can jump through it with a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check. If a character fails this check, that character must succeed on a DC 10 Dexterity saving throw or take 10 (3d6) bludgeoning damage as the colossus's foot crushes the character.

Fight Inside

The leg stops every 5 minutes to release an Emerald Claw **cult fanatic** and two **cultists** into the battle. If the cultists notice the characters, they attack, fighting to the death. The titan's foot remains on the ground for 1 minute with the heel door open.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **cult fanatic** with a **cultist**.
- **Weak:** Remove one **cultist**.
- **Strong:** Add two **cultists**.
- **Very Strong:** Add two **cultists** and one **cult fanatic**.

Sealing the Doors

When the characters arrive inside the leg cavity, read the following boxed text aloud:

Seven iron doors, including the one you came through, connect to this chamber. Empty weapon racks and armor dummies are mounted throughout the chamber. A spinning, cylindrical steel beam runs along the ceiling.

The door opposite suddenly flies open, and several Emerald Claw troops rush out, spitting curses.

When combat begins, give the players the Left Leg section of **handout 3: "Environmental Elements"**. The players face the following threats here:

- Three **Emerald Claw soldiers** attack the characters when they enter here.

- Each round on initiative count 0, another creature emerges from the doors. Roll on the table below to determine which creature emerges.

d6	Creature
1	Cultist
2	Skeleton
3	Zombie
4	Thug
5	Emerald Claw soldier
6	Iron defender

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the three **Emerald Claw soldiers** with four **skeletons**.
- **Weak:** Replace the three **Emerald Claw soldiers** with four **thugs**.
- **Strong:** Add two **Emerald Claw soldiers**.
- **Very Strong:** Replace the three **Emerald Claw Soldiers** with three **Emerald Claw champions**.

Area Information

The **Left Leg Map** in **appendix A** shows the layout of this area, which has the following important features:

Ceiling. The ceiling is 10 feet high.

Light. Glowing globes embedded in the ceiling fill the area with bright green light.

Sound. The chamber thrums with the mechanical sound of the beam spinning and the lifting and crashing of the leg as it stomps forward.

Sealing the Doors

The characters can use the *welding wand* to seal doors as described in **handout 4: “Welding Gear.”** A character can also seal a door as an action by making a successful DC 15 Dexterity check with smith’s tools, thieves’ tools, or tinker’s tools or by casting the *knock* spell. Allow the characters to get creative with ideas for sealing doors, calling for ability checks as necessary.

Tactical Advice

Players can earn the following tactical advice about this quest by completing prophecies (see “Epic Events”):

Secret Armory. The *Oracle of War* can reveal the presence of a secret weapons cache inside the walls of this compartment. To locate it, a character must find a switch on the rack with a successful DC 12 Intelligence (Investigation) check. Flicking the switch causes the rack to turn, revealing a cache of flasks of alchemist fire. There is one flask per adventurer in the party.

Healing Potion. The *Oracle of War* can reveal that each of the emerald claw soldiers carries a *potion of healing* in a secret pocket on their belt.

Escape

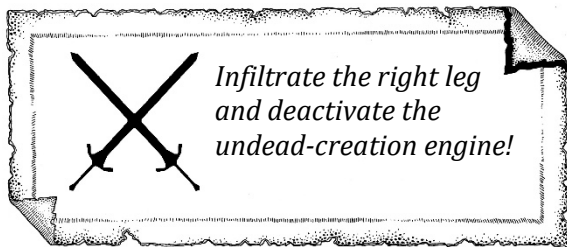
The characters can drink their *potions of extreme diminution* to shrink down and squeeze through the cracks of the heel door, even if it is sealed. Each character must succeed on a DC 12 Dexterity (Acrobatics) check to safely squeeze through the cracks while shrunken. A character who fails this check still squeezes through, but catches themselves on the metal and takes 2 (1d3) slashing damage. Characters could also escape in other ways, such as casting *misty step* to teleport out of the titan.

After the characters spend 30 minutes inside the leg, a disembodied voice says, “Intruders detected: Baleful teleport initiated.” The characters are then teleported outside of the colossus in a burst of fire that deals 5 (1d10) fire damage to each character.

Quest Report

If your players seal all the doors, fill in one of the quest reports from **appendix C** and ask your group captain to report the victory to the commander.

Quest 6: Right Leg



Estimated Duration: 30 minutes

The characters must play dead to get pulled into the right leg and learn how the titan is turning dead allies into monsters.

Introduction

If the players choose this quest, read or paraphrase:

When the colossus steps onto a corpse with its right leg, the body is pulled inside the machine. Minutes later, the leg releases a zombie of the body it absorbed. You need to infiltrate the leg and stop it from making zombies!

Give the characters **handout 5 “Radiant Bomb.”** The characters must return the radiant bomb at the end of the quest.

Insertion

Dead combatants are sprawled over the battlefield. When the colossus spots a body nearby, it walks over and carefully steps on it, and when it raises its leg again, the body is gone.

On a successful DC 10 Wisdom (Perception) check, a character spots that a small panel opens in the foot, so the body is not crushed but instead pulled into the leg. It appears that the panel is large enough to allow passage for 3 Medium-sized or smaller creatures at a time.

Alternatively, a character who stands directly under the foot as the leg descends could attempt a DC 10 Strength (Athletics) check to force the panel open as it descends. Failure to succeed on this check results in 10 (3d6) bludgeoning damage.

To fool the titan into thinking a character is a dead body, the character need only lie on the ground—no ability check needed.

Mission

When the characters break inside, or are pulled into, the leg, read or paraphrase:

You stand inside the colossus’s leg, which is brightly lit by a sickly green orb 20 feet above you. Four hobgoblins wearing uniforms of the Emerald Claw have just loaded a dead body into a stretcher-like basket mounted on a giant, upright wheel. As it rises toward the green orb, the wheel turns another basket down on the opposite side: the once-dead body in this basket is grunting and moving, now a zombie.

When combat begins, give the players the Right Leg section of **handout 3: “Environmental Elements.”** The players face the following threats here:

- Four **hobgoblins** stop their zombie-making efforts and attack the characters when they enter this chamber.
- Four or more **zombies** could also join the battle depend on how the action of combat proceeds (see “Zombie-Making Machine”)

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **hobgoblin**.
- **Weak:** No change.
- **Strong:** Add one **hobgoblin**.
- **Very Strong:** Add three **hobgoblins**.

Area Information

The **Right Leg Map** in **appendix A** shows the layout of this area, which has the following important features:

Ceiling. The ceiling is 25 feet high, with the zombie-making orb fixed to the center of the ceiling.

Light. The green energy lights the entire area.

Sound. The clanking of gears of the undead-making contraption echo through the chamber.

The Zombie-Making Machine

The machine creates zombies from dead bodies. There are four corpses rotating on the machine when the players enter. Each round on initiative count 0, one of these is released from the machine to attack the party.

The grim wheel is solidly made and built to stand up to attacks. It has AC 10, immunity to poison and psychic damage, and 35 hit points.

Loading more zombies. As an action, a hobgoblin can place a body into one of four baskets spaced around the wheel. Only one corpse can be loaded per round.

One round after loading, the body passes underneath the green orb. One round later, the body emerges from a light as a zombie. Then, three rounds after being loaded, the new zombie reaches the floor and exits the basket, ready to fight on behalf of the Emerald Claw.

So long as there are fresh bodies and someone to load them, a new zombie can be readied every round. Every round, Big Moe steps on a new corpse.

Destroying the Energy Ball

The energy ball that is making the zombies cannot be destroyed through normal means; however, the radiant bomb given to the characters can destroy it.

If the radiant bomb is put into a basket and raised into the ball, it can be detonated to destroy the ball. All creatures within 30 feet of the bomb when it explodes must make a DC 15 Dexterity saving throw, taking 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one. Any zombie caught in the blast is automatically destroyed.

Escape

Getting out of the leg is much harder than getting in. The characters must time their departure at a point where the titan is lifting its right leg, then

roll away before it comes down again. The timing is made more complicated if the characters set the timer on the bomb before planning their escape. Give the party a group Intelligence (Investigation) check to figure out the timing of the rising and lowering of the leg. If they succeed, they know exactly when the leg will rise and they can scoot away safely. If they fail, their timing is either too soon or too early (50% chance of either).

- If they are too soon, they are delayed by 1d4 rounds. That means they might set the bomb to go off, and then be stuck in the leg when it explodes.
- If they're too late, they get out of the leg, but the foot lands on them. They must make a DC 13 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a success.

Tactical Advice

Players can earn the following tactical advice about this quest by completing prophecies (see "Epic Events"):

Hatch Lock. The *Oracle of War* can reveal the presence of a lock to seal the hatch in the floor. If activated as an action, the hatch closes and prevents any more corpses from being collected.

Weak Spot. The *Oracle of War* can reveal a weak spot in the wheel. As an action, a character can attempt a DC 15 Dexterity (Sleight of Hand) check made with thieves' tools or tinkers' tools to stop the wheel and jam the mechanism. If no such tools are available, this check is made with disadvantage. (Chances are that the characters will, without thinking it through, jam the wheel, only to realize later that they might need it to deliver the radiant bomb into the energy ball. They can restart the wheel with a successful DC 15 Intelligence (Arcana) check. If that check fails, however, the machine is shut down for good.)

Quest Report

If your players seal all the doors, fill in one of the quest reports from **appendix C** and ask your group captain to report the victory to the commander.

Rewards

At the end of the adventure, everyone receives rewards based upon their accomplishments.

Player Rewards

At the end of the adventure, each player fills out an **Adventure Record** (see **appendix B**). Print out one copy of the Adventure Record for every player in the group.

Players earn the following rewards for completing the adventure:

Advancement

A character participating in this adventure gains one level. Players must tick the box to show this reward has been claimed.

Optional: Decline Advancement

A player may decline taking the level advancement. If so, they cannot take any of the rewards listed on the Adventure Record, but still earn legacy events as normal. If a legacy event would provide the character with magic items, wealth, or another type of benefit if they gain a level, the player declining advancement doesn't gain those benefits, although they still earn the legacy event.

Rewards

At the end of the adventure, each character in the party earns the awards listed on the

Adventure Record. In addition, each player ticks **one** of the listed bonus rewards.

Important: If the party failed to perform a listed task or already consumed the reward, cross it out on their Adventure Record so they cannot choose it.

Legacy Events

At the end of the adventure, each player should tick any legacy events earned.

Important: Cross out any legacy events that the character didn't earn.

Dungeon Master Rewards

For running this adventure, you earn the Adventure Record for this adventure, which you may apply it to one of your Eberron characters. This character gains a level and receives the rewards listed on the Adventure Record. Tick off any legacy events that you want to keep.

You may complete DM Quests for running this adventure. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Important Characters

The following NPCs feature prominently in this adventure.

Important Characters

Name	Identity	Details
Belaluur	N female goblin salvage broker	Belaluur is jovial by nature but is nevertheless a shrewd bargainer and ruthless operator.
Draev Shaldor	N male human salvage broker	Draev is known as a miser who always pays the least for his salvage.

Irullan
Karnach

NE female
human
salvage
broker and
agent of the
Emerald
Claw

Irullan is known as one of Salvation's most powerful brokers: but secretly serves the Emerald Claw as their spy in the area.

Creature Statistics

Cultist

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

Cult Fanatic

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Darkling

Small fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 14 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +5, Deception +2, Perception +5, Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Elvish, Sylvan

Challenge 1/2 (100 XP)

Death Flash. When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn.

Light Sensitivity. While in bright light, the darkling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an extra 7 (2d6) piercing damage.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Emerald Claw Champion

Medium humanoid (any race), neutral evil

Armor Class 18 (plate)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Skills History +2, Insight +2, Intimidation +5, Persuasion +5

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Champion Challenge (Recharges after a Short or Long Rest). As a bonus action, the champion causes each creature of its choice that it can see within 30 feet of it to make a DC 13 Wisdom saving throw. On a failure, a creature can't willingly move more than 30 feet away from the champion. This effect ends on the creature if the champion is incapacitated or dies, or if the creature is moved more than 30 feet away from the champion.

Spellcasting. The champion is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The fanatic has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *cure wounds*, *wrathful smite*

2nd level (2 slots): *aid*, *branding smite*, *lesser restoration*, *warding bond*, *zone of truth*

Actions

Multiattack. The champion makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Emerald Claw Soldier

Medium humanoid (any race), neutral evil

Armor Class 14 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Wis +2

Skills Deception +3, Stealth +5

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Dark Devotion. The soldier has advantage on saving throws against being charmed or frightened.

Fanatic Advantage. Once per turn, if the soldier makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

Pack Tactics. The soldier has advantage on an attack roll against a creature if at least one of the soldier's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The soldier attacks twice with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Ice Mephit

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

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

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Iron Defender

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	11 (+0)	7 (-2)

Skills Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, poison, unconscious

Senses darkvision 60 ft., passive Perception 13

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

Challenge 1 (700 XP)

Keen Senses. The iron defender has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Telepathic Bond. While the iron defender is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or take an additional 3 (1d6) piercing damage and be grappled (escape DC 13).

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Actions

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

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

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

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

Actions

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

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Handout 1: Event Rules

GOAL: DESTROY THE WARFORGED COLOSSUS!

Prophecies

Each group receives one prophecy from the *Oracle of War* when they are seated. If you can make this prophecy come true, you can request tactical advice from the *Oracle of War*.

- Call for an administrator when your prophecy is complete to gain a new prophecy and one piece of tactical advice (see below).
- If you don't need any more tactical advice, the administrator grants each character in the party a hero point instead.
- Whenever you successfully complete a prophecy, the administrator delivers it to another table.

Tactical Advice

Each location in the colossus has two secret vulnerabilities that you can only exploit if you have received tactical advice from the Oracle. Using tactical advice can give your party major advantages in combat.

- Whenever you successfully utilize a piece of tactical advice, all characters in the party gain one hero point.

Short and Long Rests

The event plays out in just a few hours of game time. You can't afford to take long rests and can take only **one short rest**. Opportunities to earn additional short rests occur during play.

If players have access to the *catnap* spell, they can cast it to gain the benefits of a short rest.

Player Spellcasting

Right from the start of the adventure, you have limited time to save the outpost, making it difficult to cast certain spells.

- There is no time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than 5 minutes can only be cast during the event if the group uses their short rest.
- Spells with a casting time of longer than 1 hour can't be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups at the administrators' discretion. Inform the administrators if one of your players casts a spell with such a range.

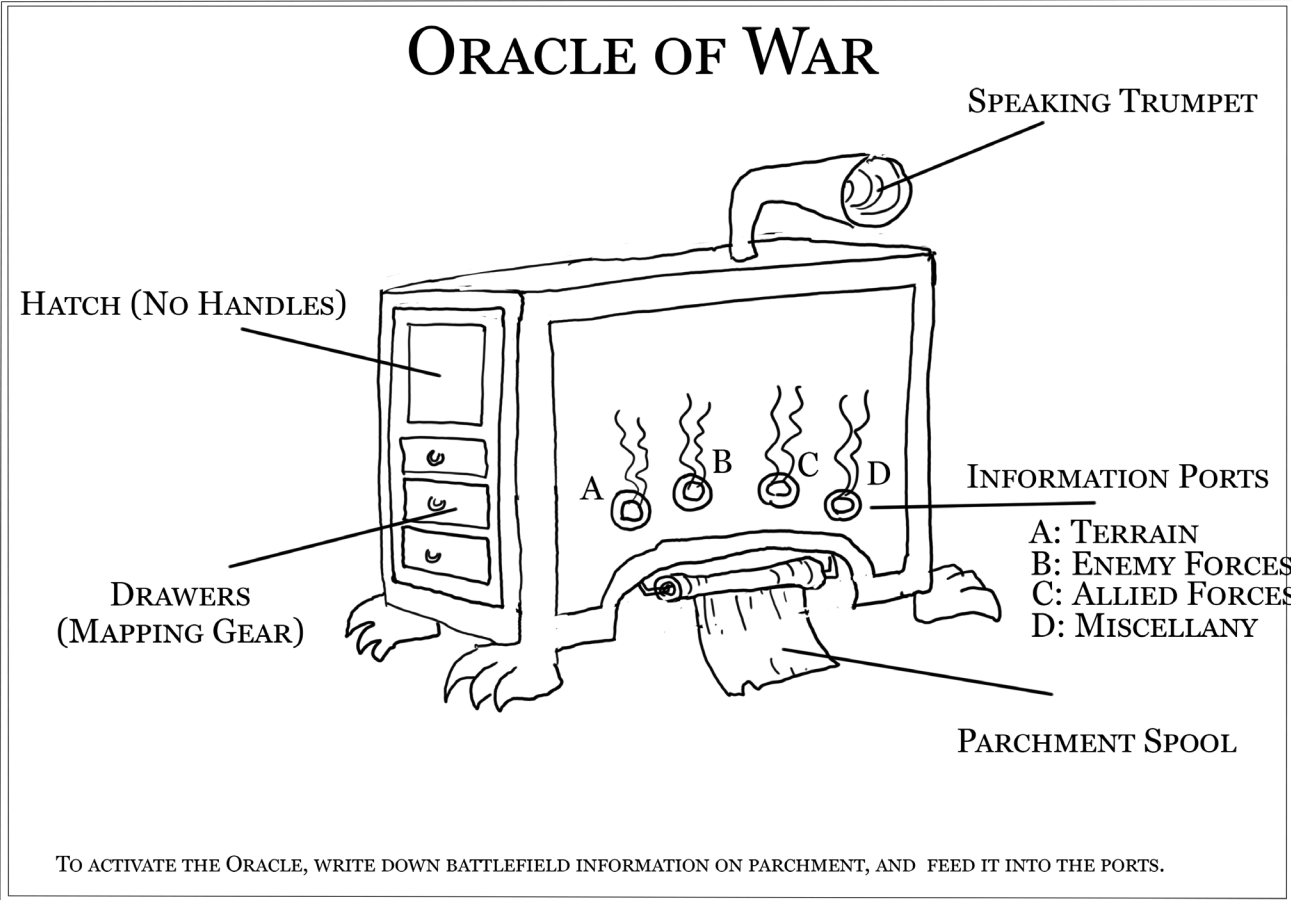
Spellcasting Services

During the event allied clerics can provide any of the spellcasting services listed in the *Eberron Adventurers League Dungeon Master's Guide*. You must cover the component costs for these spells, which are cast **instantly**. Such spells can't be cast during combat.

Quests

During part 2, you must choose where to assault the colossus. Pick one of the following locations:

Handout 2: Oracle of War



Handout 3: Environmental Elements

Street

Hitching Post
Big Muddy Puddle
Horse Trough
Barrel of Rainwater
Slippery Boardwalk

Head

Giant Pulsating Brain
Ocular Windows
Steaming Steel Pipes
Titanic Teeth
Cultist Brain Cable

Chest

Ropes of Dark Energy
Pockets of Shadow
Spinning Gears
Hissing Pipes
Jets of Flame

Left Arm

Mounted Flamethrower
Heavy Iron Doors
Iron Fuel Tanks
Shelf of Iron Fuel Tanks
Square Window

Right Arm

Churned Mud
Writhing Iron Fingers
Reinforced Hatches
Rain-Slick Surfaces
Force Generator

Left Leg

Dummies
Iron Doors
Spinning Ceiling Beam
Empty Weapon Racks

Right Leg

Glowing Necrotic Orb
Zombie Wheel Contraption
Spinning Axle
Shaking Walls

Handout 4: Welding Gear

You have access to the following items for the duration of this quest.

One character carries a welding wand. Decide now who this will be:

Welding Wand

As a bonus action you can cause a 1-foot-long, white-hot flame to shoot out the tip of this steel wand. You can end the effect with another bonus action. While the flame is active, the wand sheds bright light like a torch. You can use this wand as simple weapon with the finesse property that deals 1d6 fire damage on a hit, and as an action you can make a DC 10 Dexterity check to weld a metal door shut, doing so on a success.

Every character in the group carries a potion of extreme diminution to aid their escape:

Potion of Extreme Diminution

As an action, you can drink this potion to shrink and become a Tiny creature the size of a housefly for 1 minute. Everything you wear and carry changes size with you. Any objects dropped by you while Tiny expand to their normal size. While Tiny, you have disadvantage on Strength checks and Strength saving throws and your shrunken weapons only deal 1 damage on a hit (with no damage bonuses). Your statistics otherwise remain the same.

Handout 5: Radiant Bomb

You have access to the following item for the duration of this quest.

One character carries a radiant bomb. Decide now who this will be:

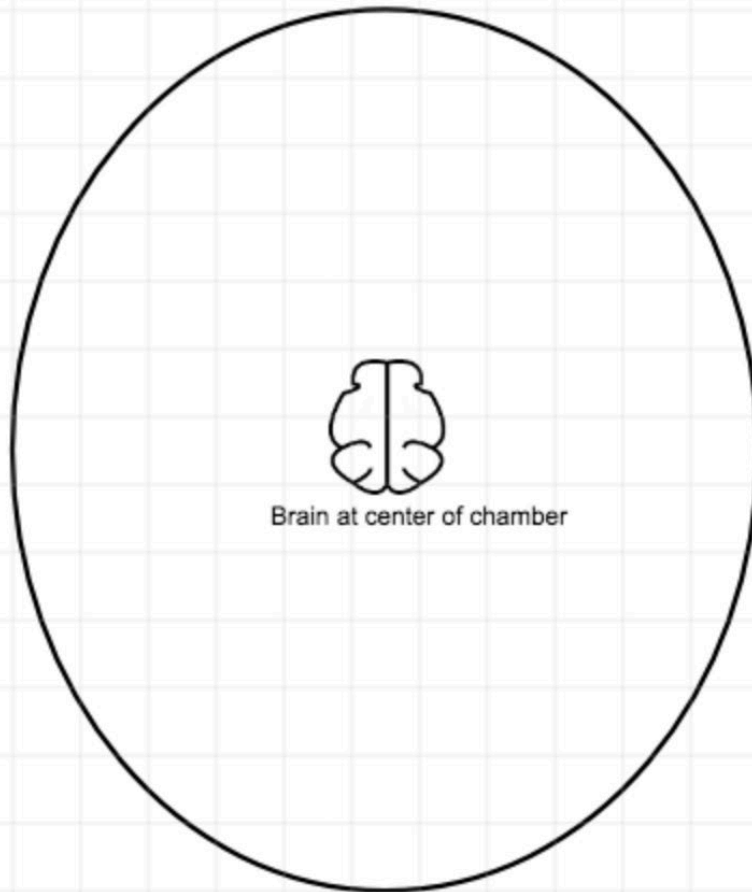
Radiant Bomb

This heavy bomb is shaped like an iron hog embossed with a silver plume of flame. As an action, you can set a timer on the bomb of up to 1 minute. All creatures within 30 feet of the bomb when it explodes must make a DC 15 Dexterity saving throw, taking 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

Appendix A: Dungeon Master Maps

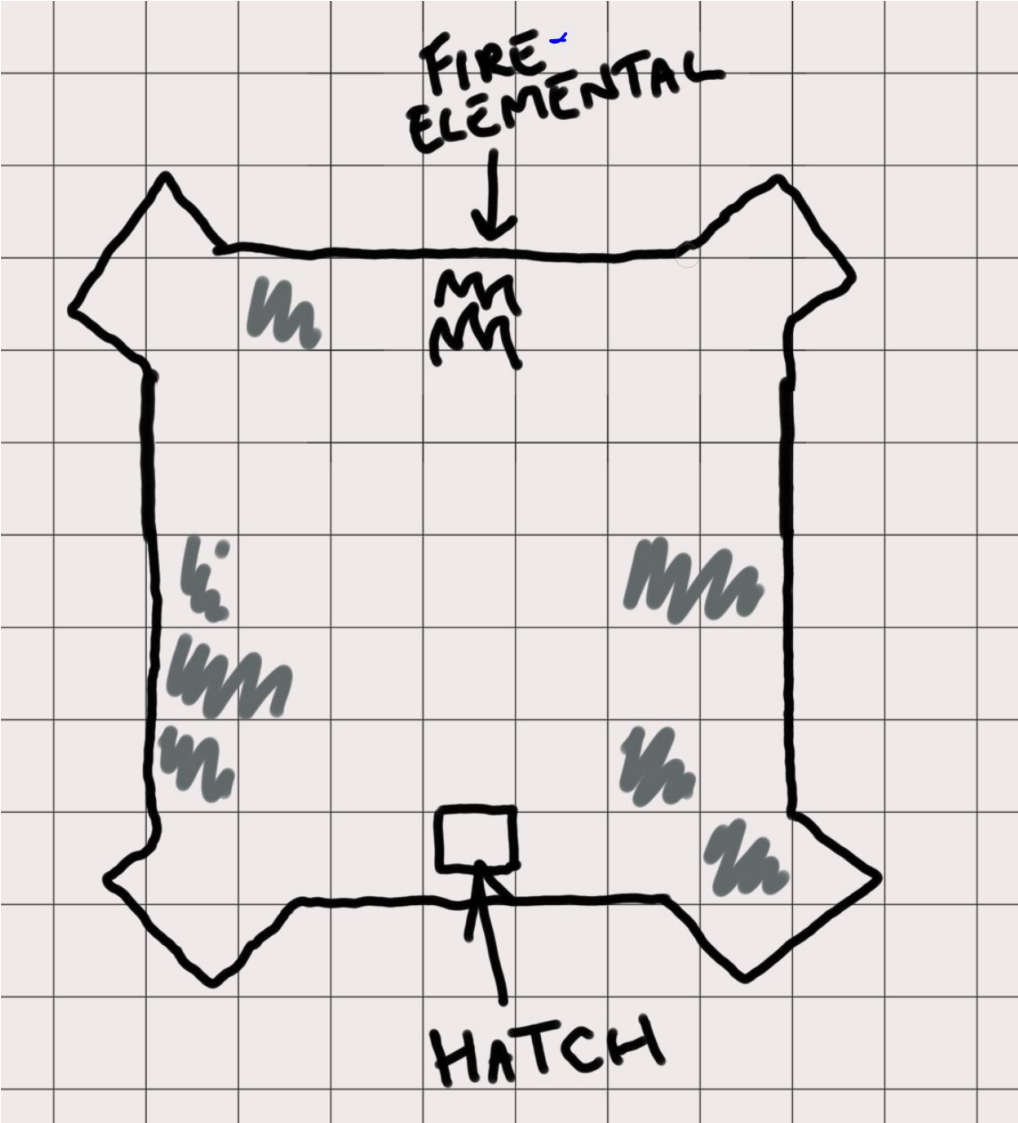
The following maps are used in the adventure.

Head

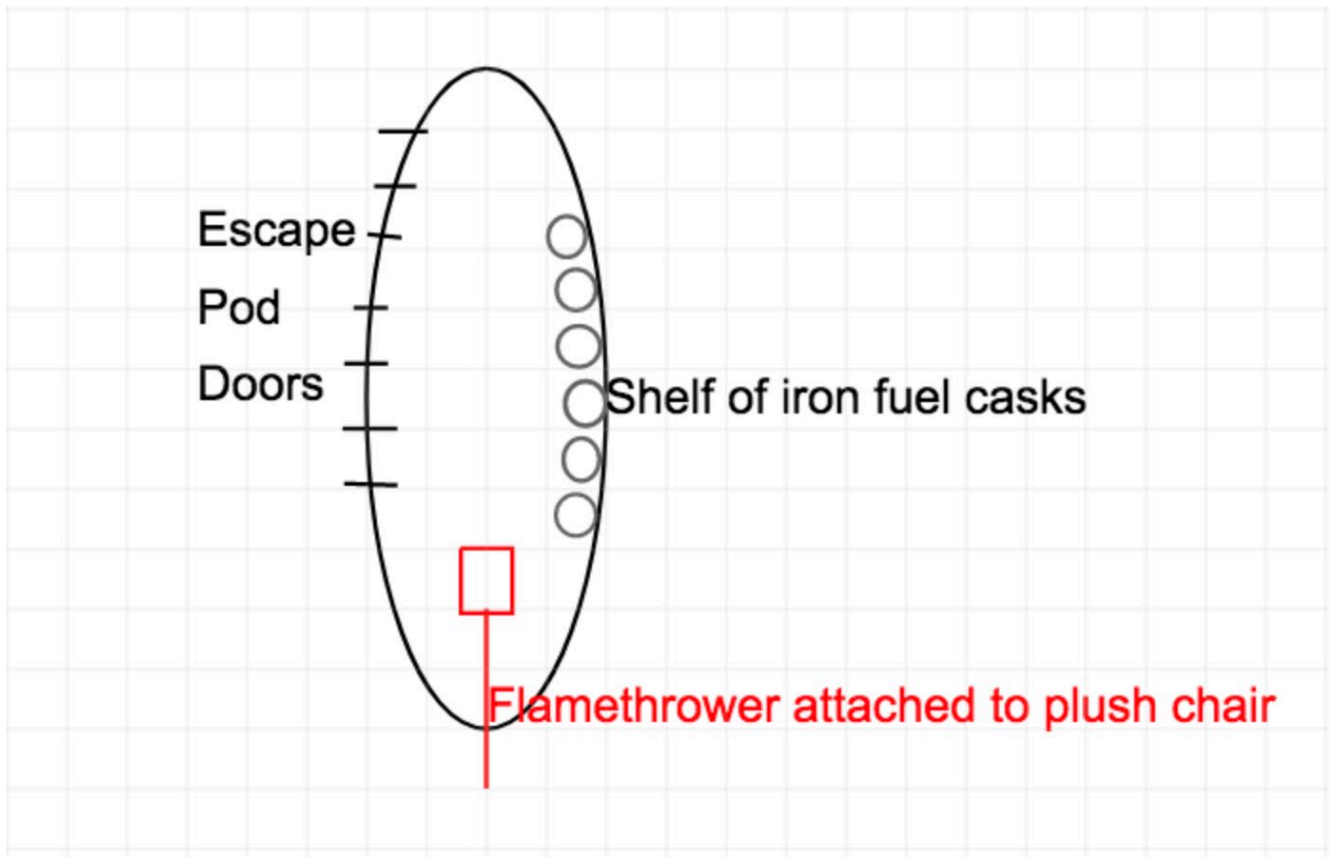


**Mouth Entrance
with eye windows**

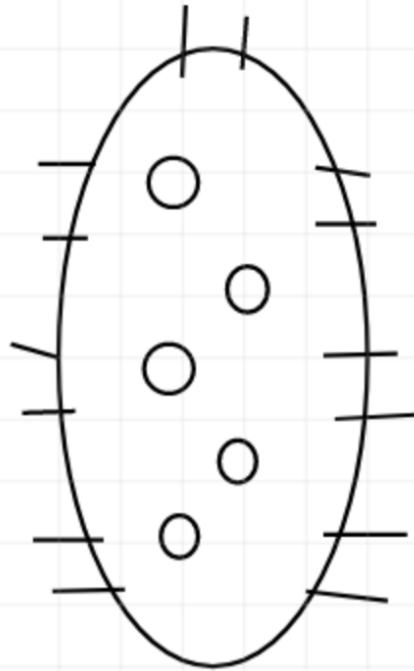
Chest



Left Arm

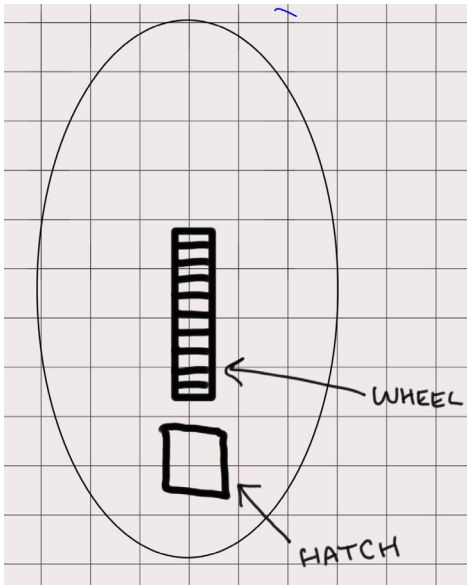


Left Leg



Between doors are empty
weapon racks and circles
are empty armor dummies

Right Leg



Appendix B: Adventure Record

Adventure Summary

You helped the brokers of Salvation save the outpost from Big Moe, a warforged colossus awakened by the Order of the Emerald Claw.

Rewards

You gain the following awards:

- 200 gp from the brokers for defending Salvation.
- A *potion of healing* from the brokers for defending Salvation.

Choose **one** bonus reward:

- Rope of climbing*.
- Shield +1*.
- Lantern of revealing*.

Legacy Events

Tick any that apply:

- Fallen Titan.** The warforged colossus Big Moe was defeated. One of the salvage brokers, Irrulan Karnach, fled town just before the attack. Could she have been involved somehow?
 - If you're interested in tailing Karnach you can invest 200gp after this adventure into tracking her down. You discover a lead that she's headed to Sharn. If you visit Sharn in a future adventure, you can locate her for questioning.
- Death is a Door** You died defending Salvation from its enemies. Mysterious forces brought you back to life, but you don't know who they were or how they wielded such powerful magic.

Notes

Appendix C: Quest Reports

The following quest reports are used during the adventure:

Quest Report

DM Name:
Table Number:
Quest Completed (circle which quest was completed):

HEAD	CHEST
LEFT ARM	RIGHT ARM
LEFT LEG	RIGHT LEG
LEFT LEG	RIGHT LEG

Quest Report

DM Name:
Table Number:
Quest Completed (circle which quest was completed):

HEAD	CHEST
LEFT ARM	RIGHT ARM
LEFT LEG	RIGHT LEG
LEFT LEG	RIGHT LEG

Quest Report

DM Name:
Table Number:
Quest Completed (circle which quest was completed):

HEAD	CHEST
LEFT ARM	RIGHT ARM
LEFT LEG	RIGHT LEG
LEFT LEG	RIGHT LEG

Quest Report

DM Name:
Table Number:
Quest Completed (circle which quest was completed):

HEAD	CHEST
LEFT ARM	RIGHT ARM
LEFT LEG	RIGHT LEG
LEFT LEG	RIGHT LEG

Quest Report

DM Name:
Table Number:
Quest Completed (circle which quest was completed):

HEAD	CHEST
LEFT ARM	RIGHT ARM
LEFT LEG	RIGHT LEG
LEFT LEG	RIGHT LEG

Quest Report

DM Name:
Table Number:
Quest Completed (circle which quest was completed):

HEAD	CHEST
LEFT ARM	RIGHT ARM
LEFT LEG	RIGHT LEG
LEFT LEG	RIGHT LEG

Appendix D: Administrator Guide

The section provides guidance on running *The Iron Titan* as a D&D Epics™ event for your game day or convention.

Epic Participants

The following players comprise this D&D Epics™ event.

4+ Groups

Each table is run by a Dungeon Master and has 3-7 players. There must be at least four groups present. All characters within a group must belong to tier 1.

Commander

A lead administrator, the commander, oversees the event. The commander keeps track of the overall flow of the event, makes important announcements, answers DM questions, and ensures everything runs smoothly. Full instructions for performing this role can be found in appendix D, “Administrator Guide.”

The Oracle of War

This event also calls for an administrator to move between tables when summoned, handing out advice and prophecies from the *Oracle of War*. The commander can take on this role, or they can recruit an assistant to perform these duties.

Group Captain

Before the adventure begins, ask the group to designate one player as the group’s captain. The captain liaises with the administrators and the captains of other tables and makes decisions for the group when they can’t agree on a course of action through other means (such as voting). If your group can’t pick a group captain, appoint someone to the job yourself.

Setup

The following steps are important for ensuring the event runs smoothly.

Step 1. Prepare Headquarters

Headquarters (or “HQ”) is an area set aside for the administrative staff. The commander needs to prepare the following:

- **Prophecies Bowl.** Print out one copy of the **Administrator Handout 1: Oracle Prophecies** per group. Cut the prophecies out and store them in a bowl.
- **Tactical Advice.** Print out one copy of the **Administrator Handout 2: Tactical Advice** per group. Cut the tactical advice out and sort them into piles grouped by quest location.
- **Victory Piles.** As players complete quests, completed quest reports are added to the victory piles, grouped into by quest location.

Step 2. Prepare Tables

One table is required for each group.

- Each table must have a table number displayed prominently on its surface, so administrators can locate specific tables during the event.
- All tables need a good view of HQ so they can see and hear the commander’s updates.

Step 3. Muster Groups

During muster, each Dungeon Master receives a **prophecy** from headquarters.

Step 4. Count Groups

To calculate victories, the administrators need to know how many groups are playing (see “Victory Requirements”, below).

Step 5. Play!

When play begins, the commander reads the briefing aloud to the assembled players (see Part 1).

Victory Requirement

To destroy Big Moe, each group must triumph in **three** quests inside the colossus. Therefore,

the number of groups present determines how many victory reports must be added to the victory piles for the players to win.

The overall number of victory reports present in all piles should be tallied before each Battle Update (see “Battle Updates” below). As the players reach certain milestones, different events occur:

Groups	25%	50%	75%	100%
8	6	12	18	24
9	6	13	20	27
10	7	15	22	30
11	8	16	24	33
12	9	18	27	36
13+	Round down		+3 per group	

Core Rules

Quests

Each group undertakes quests to destroy the colossus.

- When a group’s quest goals are complete, the group captain delivers the completed quest report to the commander.
- The commander sorts the report into the correct victory pile, based on which quest location was beaten.

Mission Success

If the players succeed in enough quests, Big Moe is destroyed at the end of the event! The players have spared Salvation!

Mission Failure

If the players fail at the end of the event, Big Moe rampages through Salvation! One character must volunteer to sacrifice themselves to destroy the colossus. Nothing can bring the sacrificed character back to life – they are gone forever!

Battle Updates

The event plays out over six **phases**, each lasting 30 minutes. At the start of each phase **after the first**, the commander delivers a battle update to the assembled players.

1: Destroy Weapon. First, the commander counts the victories in each victory pile. Based on the quest location with the most victories accrued to date, one of Big Moe’s weapons is destroyed (see the table below). In the case of a tie, the commander chooses one pile at random, asks the room, or chooses a location that has not used yet. When a weapon is destroyed, all groups active in that area take Siege Damage.

2. Attack! Big Moe attacks! The commander picks two **colossus actions** from the list below. The commander can’t use weapons that have been destroyed, and each weapon may only fire once per phase.

3. Check Victories. The commander counts all victory reports received to date and compares the result to the table under “Victory Requirements”. If a milestone has been reached, the commander makes an announcement (see “Battle Events.”)

Location	Weapon Destroyed
Head	Profane Burst
Chest	Healing Burst
L. Arm	Flamethrowers
R. Arm	Electrified Harpoon
L. Leg	Emerald Claw Reinforcements
R. Leg	Zombie Reinforcements

Colossus Actions

At the start of each phase, the commander picks two actions for Big Moe. The commander can’t pick actions from locations that have been destroyed by quest events.

Profane Burst (Head). Necromantic energy spills from the colossus’s head. All adventures in the event must make a DC 15 Constitution saving throw, taking 5 (2d4) necrotic damage on a failed save, or half as much damage on a successful one.

Healing Burst (Chest). Big Moe’s chest swells with energy. Choose one group – all enemies still alive and facing that group are healed to full hit points.

Flamethrowers (Left Arm). Flames gout from Big Moe’s arm, sweeping across the battlefield and triggering internal explosions

inside the colossus's body. Two groups in the event take Siege Damage.

Electrified Harpoon (Right Arm). Big Moe fires an electrified harpoon from its right arm. Ask one player in the event to stand up. That adventurer must succeed on a DC 15 Dexterity saving throw or die (if they have hero points or advantage, now is the time to use them!). If they succeed on the check, they take 7 (3d4) lightning damage, the adventurers seated to either side of them take 5 (2d4) lightning damage, and the adventures seated two seats away from them take 2 (1d4) lightning damage.

Emerald Claw Reinforcements (Left Leg). One group is attacked by 2 + 1d4 **cultists**, which arrive in the following round on initiative count 20.

Zombie Reinforcements (Right Leg). One group is attacked by 2 + 1d4 **zombies**, which arrive in the following round on initiative count 20.

Battle Events

25% Complete. With the battle in full swing, the Order of the Emerald Claw move to strike back against the defenders. Every group is attacked by a single **Emerald Claw soldier**, who joins the battle at initiative count 20 in the next round.

50% Complete. Big Moe is now burning! Rallying their force, the Order of the Emerald Claw target the toughest defending crew, seeking the cut the head from the snake. The group that has delivered the most victory reports is attacked by an **Emerald Claw champion**, which joins their battle on initiative count 20 in the next round.

75% Complete. Big Moe starts to stumble! The defenders of Salvation cheer! All characters gain the benefit of a short rest.

100% Complete. Big Moe explodes and crashes to the ground in pieces. The defenders of Salvation have won! If this event occurs before the final phase, the commander should delay it until the end of the event.

Administrator Handout 1: Oracle Prophecies

Below is a list of the prophecies that the *Oracle of War* can provide to groups. If the characters make their prophecy come true, they gain a piece of tactical advice from the *Oracle*.

One hero wields the flame as two foes fall.

The retreating hero is struck, but an ally avenges the blow.

When a foe is shown mercy, the victor gains knowledge.

Two allies blend their skills to bring down a superior foe.

A combination of spell and steel, simultaneously wielded, leads to victory.

A hidden hero turns the tide of battle.

The sign of the dragon overcomes evil.

A song well sung gives courage to the injured and the dying.

A fallen hero strikes true.

Death from close and from afar brings victory to the heroes of Salvation.

A killing blow, held in check until fortune shines, strikes the enemy true.

Only after all the enemies strike can the heroes win the day.

All true heroes must feel the breath of their foes.

The same weapon, wielded by different hands, bites the flesh of the wicked.

An enemy is brought low through strength alone.

An enemy is brought low through magic alone.

Heroes draw upon their fortunes and fates to point their way to victory.

A hero dodges an enemy's many blows and comes away unscathed.

Speed brings a hero to an enemy's blow, inspiring allies with bravery.

Although the hero's spirit or finesse failed, allies rallied to take down the foe.

Administrator Handout 2: Oracle Tactics

Head 1

One of the Emerald Claw agents carries a vial of poison in her boot. Splash this over the undead brain to weaken it.

Head 2

Carefully remove the implant in the agent's skull to weaken the undead brain. A warforged can attach the implant to their own head to further weaken the brain.

Chest 1

There are five secret hatches spaced across the ceiling that can be opened to shed light on the scene.

Chest 2

The elemental's name is Kaz-Drim. With this name, you can command it to free itself from its bonds.

Left Arm 1

The password for the escape pods is "Sanguine".

Left Arm 2

A secret panel underneath the flamethrower can be accessed to shut it down.

Right Arm 1

Access the hidden panel to the right of the force generator to disable its countermeasures.

Right Arm 2

Place restraints on the second joint of each finger to maximize their hold.

Left Leg 1

There is a secret weapons cache hidden in the compartment in the west wall.

Left Leg 2

Each Emerald Claw agent carries a potion of healing in a secret pocket on their belt.

Right Leg 1

There is a secret lock on the righthand side of the hatch that can seal the door.

Right Leg 2

There is a weak spot near the center of the wheel that can be jammed to spot its rotation.