



THE CANNITH SCHEMATICA



M.T. BLACK

An Eberron: Oracle of War salvage mission for Tier 1 Characters

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ADVENTURE OVERVIEW

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 adventure requires use of the D&D fifth edition *Player's Handbook* and *Dungeon Master's Guide*, as well as *Eberron: Rising from the Last War*. Monster statistics are given in an appendix, but the *Monster Manual*, *Volo's Guide to Monsters*, and *Mordenkainen's Tome of Foes* may be helpful. If you wish to use the salvage rules, you need a copy of *Eberron: Oracle of War: Salvage Bases and Missions*.

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ADJUSTING THIS ADVENTURE

This adventure is optimized for 5 characters of level 3. To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters. This is the group's average party level (APL). To approximate the party strength for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than 3	Very weak
3-4 characters, APL equals 3	Weak
3-4 characters, APL greater than 3	Average
5 characters, APL less than 3	Weak
5 characters, APL equals 3	Average
5 characters, APL greater than 3	Strong
6-7 characters, APL less than 3	Average
6-7 characters, APL equals 3	Strong
6-7 characters, APL greater than 3	Very strong

BACKGROUND

This adventure occurs in Eberron, on the edge of the remains of ruined Cyre. This fallen nation is known as the Mournland across most of Eberron, but residents of the small town of Salvation call it the Gray. In this adventure, the characters are tasked by a salvage broker to investigate an old arcane workshop and retrieve a valuable book.

ADVENTURE HOOKS

This adventure assumes 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 *Oracle of War Player's Guide* can use the backgrounds and patrons listed there.

SALVAGE AWARDS

If you are using the salvage rules, salvage is awarded according to the Salvage Rewards per Character table in *Salvage Bases and Missions*. For this adventure, every character is awarded 50 salvage per hour of play.

HERO POINTS

In this adventure, 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.

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.



CHAPTER 1

CALL TO ACTION

A broker approaches the characters with an intriguing opportunity.

A DAY OUT FROM SALVATION

The adventure starts in Salvation, a Scavenger outpost on the edge of the Mournland (see “Salvation Outpost,” below, for more information). The characters receive a summons from a salvage broker named Belaluur, who asks to meet them in the Salvation Hotel. Read the following:

The Salvation Hotel is a dilapidated building made of timber with a flat straw roof and a dirt floor. The cramped common room, full of grubby scavengers, contains benches, tables and a makeshift bar.

Sitting on a dusty bench is Belaluur, a green-skinned goblin with a missing ear and an expensive cloak. She impatiently signals for you to join her.

Belaluur has a mission for the characters. Her client (whom she doesn't name) has given her a map showing the location of an old arcane workshop belonging to House Cannith, which is less than a day's journey from Salvation. This workshop is thought to contain a very valuable item called the Cannith Schematica. In terms of physical description, all Belaluur knows is that it's “some kind of book” and has steel covers. She notes that there should be a good bit of general salvage in the workshop.

ALTERNATE REWARDS

If you are not using the salvage rules, Belaluur offers the characters 200 gp for completing the mission.

SALVATION OUTPOST

Salvation is a rough-and-tumble scavenger outpost on the edge of the Mournland. Chancers from across Khorvaire come here to get rich quick or die trying. More information is available in the *Salvage Bases and Missions*.

Population: Around 400.

Government: None. The outpost's brokers use letters of marque granted by King Boranel to plunder the ruins of Cyre.

Defense: A warforged named Sheriff keeps the peace and settles disputes. Each broker hires their own mercenary crews to protect their interests.

Inns and Taverns: Gray Beyond (poor), Salvation Hotel (squalid), Tin Pot Tavern (squalid).

Other Notable Locations: Salvation Times (newspaper), lightning rail station, Chapel of the Silver Flame.

BELALUUR (BEL-AH-LOOR)

Neutral female goblin salvage broker

Belaluur is missing an ear and wears a fine leather cloak. She is jovial by nature but is nevertheless a shrewd bargainer and ruthless operator. She is a city goblin from Sharna and a **veteran** of the Last War.

Motivation: Get rich—and Keeper take anyone who stands in her way.

Mannerisms: Belaluur glances warily over her shoulder when she talks.

Quote: “If I had a crown for every time someone said that to me, I'd be richer than the Queen of Aundair.”

ACROSS THE GRAY

When the players decide to set out, read the following:

A bleak landscape stretches to the horizon, with cracked, broken ground and no greenery to be seen. In some places, the land is badly scorched, while in others it has fused into great mounds of jagged glass. Dead bodies are visible everywhere—bloody corpses that never decompose.

As the characters proceed, they notice a shadowy form crest a mound of glass about 300 feet away, moving toward them at a speed of 40 feet per round. As it gets closer, they realise that it's a swarm of tiny skulls. Each one is about an inch across and moves by tumbling forward. If the skulls reach the characters, they attack; use the statistics of a **swarm of insects**. If the characters run, the skulls follow tirelessly.

It takes roughly 8 hours of travel to reach the location indicated on Belaluur's map. After they complete the journey, proceed to chapter 2.

CHAPTER 2

CANNITH WORKSHOP

When the characters come to the destination on Belaluur's map, read the following:

A hill of dark glass rises from a sandy plain covered in piles of bloody fish. There is a black pentagonal door set into the hill, with red light spilling out around the edges.

FLYING MENACE

Coming within 10 feet of the door causes a **hunter shark**, with bloody eye sockets and a flying speed of 30 feet, to emerge from the bloody piles and attack.

ADJUSTING THE ENCOUNTER

- **Very Weak or Weak:** Replace the hunter shark with a reef shark.
- **Very Strong:** The hunter shark has 72 hit points.

THE ENTRANCE

The door is 8 feet tall, engraved with the gorgon symbol of House Cannith, and has no handle. If someone with the Mark of Making touches the symbol, the door slides open.

Pushing the thick iron door has no effect and it is too strong to break down. Anyone who examines the door closely and makes a successful DC 13 Wisdom (Perception) check notices that there are barely visible castor wheels on the top and bottom of the door, set in a deep groove. The door can be forced open by pushing it to the left with a combined Strength of 20 or higher. This reveals a set of stairs (see the map in appendix B).

GENERAL FEATURES

This workshop was used by House Cannith to research and prototype magic items with military applications. It has the following general features.

Walls and Ceiling. The interior walls and ceiling are covered by large brass plates, engraved with a houndstooth pattern in the corridors. Unless otherwise noted, the ceiling is 10 feet high.

Floor. The floor is laid with massive onyx flagstones.

Doors. The interior doors are made of iron reinforced with engraved steel belts. The doors are not locked unless stated otherwise.

Lighting. Every 10 feet, a rosy-red dragonshard is set in the ceiling, giving off a warm glow.



I. TROPHY ROOM

The air here is frigid and smells musty. There are four brass pedestals along the south wall, each topped by a glass cabinet. There is also a pile of rocks and old straw in the middle of the room.

This room was used to display various magical devices.

CAMPSITE

The rocks and straw are the remains of an old campsite set up by long-gone squatters. Beneath the material is a 5-foot-square patch of brown mold, although in this case it resembles a pool of bloody pus.

Brown mold feeds on warmth, drawing heat from anything around it. When a creature moves to within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a DC 12 Constitution saving throw, taking 11 (2d10) cold damage on a failed save, or half as much damage on a successful one. See “Dungeon Hazards” in chapter 5 of the *Dungeon Master's Guide* for more information.

ADJUSTING THE ENCOUNTER

- **Weak or Very Weak:** Brown mold does 5 (1d10) cold damage.

GRAFFITI

Anyone who examines the walls and makes a successful DC 10 Wisdom (Perception) check notices an image of a ruined tower scratched into the west wall. A successful DC 14 Intelligence (Religion) check identifies this as the symbol of a cabal known as the Lords of Dust.

PEDESTALS

The brass pedestals are 4 feet high and have glass cases atop them. Three of the cases are smashed and empty. Engravings beneath the cases identify the former contents:

- Kythrian Knife
- Mabaran Armor
- Daanvian Harmonizer

The intact case is labelled “Irian Infuser,” and contains a small glass marble full of swirling red and yellow.

IRIAN INFUSER

The intact glass case has no opening or latch and is attached firmly to the brass pillar.

Lightning Trap. Anyone who examines the case and makes a successful DC 15 Intelligence (Investigation) check locates a tiny warding glyph engraved faintly in the glass.

Anyone who breaks the glass case causes it to erupt with magical energy in a 20-foot-radius sphere. Each creature in the area must make a DC 13 Constitution saving throw, taking 9 (2d8) lightning damage on a failed saving throw, or half as much damage on a successful one.

ADJUSTING THE ENCOUNTER

- **Weak or Very Weak:** Trap does 5 (1d8+1) lightning damage.

If anyone touches the glass marble (the Irian Infuser), it melts into their skin and causes one of the following effects:

d6	Effect
1	Target gains 10 temporary hit points.
2	Target is hastened. Target's speed is doubled, it gains +2 to AC, and it has advantage on Dexterity saving throws. It can also use the Dash, Disengage, or Use an Object actions as bonus actions.
3	Target can cast the light cantrip at will.
4	Target regains 1d6 hit points every 10 minutes.
5	Irian energy courses through the target's body. When it hits with a melee weapon attack it inflicts an additional 1d6 radiant damage.
6	Target has resistance to any damage inflicted by a creature of evil alignment.

The effect lasts for 1 hour.

2. BATHING CHAMBER

There are two pools in the center of this grimy room, one with greenish water and the other with steam rising from its surface. A long stone bench runs along one wall, with splintered wood strewn all over it.

The ceiling in this room is 13 feet tall. There is an enormous patch of **green slime** clinging to the ceiling and covering the northern 10 feet of the chamber. The slime drops if a creature walks beneath it. See “Dungeon Hazards” in chapter 5 of the *Dungeon Master's Guide* for more information.

POOLS

The two pools are each 15 feet long, 10 feet wide, and 5 feet deep, and are positioned in the middle of the room. The water in the north pool is green (from the reflection of the mold above) and cold. The water in the south pool is clear and kept magically hot and fresh. If allowed to cool, it is fine to drink.

LATRINE

The long stone bench is on the west wall is a latrine, with six regularly spaced holes in the upper surface. The broken wood is the remnants of the privacy screens.

The holes all lead to a single tank which is 10 feet deep. There is green slime in the bottom of the tank, placed there to absorb the waste. It was magically contained but a portion of it escaped and is now on the ceiling (see above). Someone looking into the latrine sees the slime as well as a glint of silver. See “Dungeon Hazards” in chapter 5 of the *Dungeon Master's Guide* for more information on green slime.

Anyone who searches the tank after destroying the green slime locates a silver *keycharm* with a gorgon head engraved on it. Anyone holding this item does not trigger the trap in location 13. It has no other value.



3. KITCHEN

The room is filled with cauldrons, ovens, pots, pans, and other cooking paraphernalia. A sizeable stone box sits against the east wall, while the roof in the northwest corner has collapsed, creating a large pile of rubble.

There are two **ochre jellies** here, one hiding in a huge cauldron and the other in an iron oven. Both are translucent and have partially digested humanoid remains within. They attack 1d4 rounds after the party enters the room.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove one **ochre jelly** and the remaining jelly has 20 hit points.
- **Weak:** Remove one **1 ochre jelly**.
- **Strong:** Add two **ochre jellies**.
- **Very Strong:** Add two **ochre jellies**.

STONE BOX

The stone box is 6 feet long, 3 feet wide, and 4 feet high, with a hinged lid. Inside are stacks of various meat cuts. The box has a permanent *gentle repose* spell cast on it, keeping the meat perfectly edible.

RUBBLE PILE

The exit in the northwest corner is completely blocked by rubble. Anyone who wishes to use that door must dig for 60 minutes by hand, or for 20 minutes with a shovel. A second person can assist to halve the time required, but there is no room for a third person to help.

4. STORAGE ROOM

Bronze shelves line the walls, many of them broken or partially melted. They hold a tangled mess of crystals, bowls, rods, candles, decanters, prisms, tongs, vials, ingredients, and so on, much of it smashed or soiled.

Anyone who searches the room and makes a successful DC 13 Wisdom (Perception) check locates a bronze *keycharm* with a gorgon head engraved on it. Anyone holding this item does not trigger the trap in location 9. It has no other value.

ALTERNATE REWARDS

If you are not using the salvage rules, the characters find miscellaneous goods worth 150 gp in this room.



5. FOUNDRY

A hefty iron furnace dominates this scorching hot chamber. Casts, anvils, and various other metalworking gear float gently through the air. A strange pillar of white stone sits in the southeast corner, covered in glowing green runes.

The ceiling in this room is 15 feet high, and the furnace is 10 feet tall.

GRAVITY PILLAR

The white stone pillar, made of Syranian marble, controls the gravity in the room and was used by workers to move and maintain the heavy furnace. The pillar is currently activated, which means all objects in the room are in freefall (except the furnace, which is currently bolted to the floor). Creatures that can fly can move normally but others float helplessly unless they can find a way to get leverage. Touching the pillar toggles the freefall effect off and on.

LIVING SPELLS

There are two **living burning hands** in the firebox beneath the furnace, formed from the magical fires of the furnace on the Day of Mourning. The creatures, full of chaotic malevolence, wait until a creature enters the room before attacking. If the characters retreat, the living spells slowly follow them through the facility.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove two **living burning hands**.
- **Weak:** Remove one **living burning hand**.
- **Strong:** Add one **living burning hand**.
- **Very Strong:** Add two **living burning hands**.

TUB

In a large brass tub near the anvil are several unfinished pieces of ironwork, including lantern frames, sword blades, arrow heads, warforged parts, and so on.

OBSIDIAN GATE

In the southwest corner of the room is an unlocked gate made of obsidian, leading to the Whispering Memorial (location 9).

6. TRANSPORT CHAMBER

The entire floor of this chamber has collapsed, leaving a natural pit dozens of feet deep. An alcove in the north wall holds a glass statue of a cloaked figure.

The pit is 40 feet deep and climbing up or down the walls requires a successful DC 13 Strength (Athletics) check.

ADJUSTING THE ENCOUNTER

- **Weak or Very Weak:** The pit is 20 feet deep.
- **Strong or Very Strong:** The pit is 60 feet deep.

STATUE OF THE TRAVELER

Anyone who examines the 7-foot-tall statue and makes a successful DC 13 Intelligence (Religion) check determines that it depicts the Traveler, one of the Dark Six. The statue is fused into the alcove, so attempting to move it causes it to shatter.

Teleportation. A creature who states a clear destination and then touches the statue is teleported to that location, so long as it's within 3 miles. A creature who touches the statue without stating a destination is teleported to a random room in the workshop.

SECRET DOOR

Anyone who searches the north wall and makes a successful DC 13 Wisdom (Perception) check notices a small knob of bronze protruding from the wall. Pushing the knob causes a secret door to swing open, leading to the infirmary (location 12).



7. ASSEMBLY ROOM

Three smooth wooden benches run the length of this room, each covered in debris and various bits of magical apparatus. A large pile of stone and glass blocks off the southwest corner of the room.

The ceiling here is 15 feet high. There is a white-flanked **unicorn** serenely grazing on something toward the northern end of the room. Anyone who approaches the creature realizes that its mouth is stained with bright red blood and it is chewing on the entrails of a fresh corpse. The unicorn attacks anyone who enters the chamber but does not pursue them into the corridors.

ADJUSTING THE ENCOUNTER

- **Very Weak or Weak:** The unicorn has 27 hit points and does not have the Multiattack action or legendary actions.
- **Strong or Very Strong:** The unicorn has 108 hit points.

RUBBLE PILE

The ceiling has partially caved in, leaving a large pile of stone and glass in the southwest corner. The door in the corner is smashed off its hinges but the area within 15 feet of it is difficult terrain, and only one Medium creature at a time can pass through the doorway.

GRAFFITI

Anyone who examines the walls and makes a successful DC 10 Wisdom (Perception) check notices an image of a ruined tower scratched into the west wall. A successful DC 14 Intelligence (Religion) check identifies this to be the symbol of a cabal known as the Lords of Dust.

BENCHES

The benches are covered in stone and glass debris, and strewn with apparatus such as crucibles, chalk, candles, prisms, wire, braziers, etc.

STEEL BINS

There are three cubic steel bins, 3 foot to a side, bolted to the floor in the northwest corner of the room. Each bin has a retractable lid. Placing an item in a bin and closing the lid causes different effects:

- **Bin 1:** The item is disintegrated.
- **Bin 2:** The item turns completely transparent.
- **Bin 3:** The item is super-cooled. For the next hour, anyone touching it without thick gloves takes 1d4 cold damage. If it is a melee weapon, all attacks make with it deal an additional 1d4 cold damage.

8. EXPERIMENT CHAMBER

A many-pointed star is inscribed on the floor in the middle of this chamber, with a shimmering curtain of light emerging from it. South of the star is a fluted stone lectern with a pulsing blue crystal atop it. Several broken stone benches are stacked in the far corner.

The ceiling in this room is 15 feet high. There is a **couatl** (with 18 hit points remaining) caught in the 20-foot-wide tridecagram (a 13-pointed star), writhing silently in anguish. An iron collar around her neck is glowing red hot. Behind the lectern, chanting loudly is a **babau**, flanked by two **maw demons**. These wretched creatures are servants of the Lords of Dust.

The characters can convince the babau, whose name is Hrizurghwin, that they also serve the Lords of Dust with some quick talking and a successful DC 15 Charisma (Persuasion) check (see “Hrizurghwin,” below).

TACTICS

If the characters do not befriend Hrizurghwin, it sends the maw demons to attack. After 2 rounds of combat, the couatl in the tridecagram dies and Hrizurghwin also joins the combat. If the characters flee, the maw demons pursue them but Hrizurghwin remains in the experiment chamber.

Stepping on the tridecagram causes the shimmering curtain to disappear and frees the couatl, which joins the fight and helps the characters.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove two **maw demons**. **Babau** has 44 hit points and no Multiattack action.
- **Weak:** Remove one **maw demon**. **Babau** has 60 hit points and no Multiattack action.
- **Strong:** Add one **maw demon**.
- **Very Strong:** Add one **maw demon**.

STONE LECTERN

Atop the stone lectern is a pulsing blue Khyber dragonshard, sitting in a small indentation. When the dragonshard is placed in the indentation, the curtain of light emerges from the tridecagram, operating like a *magic circle* spell targeting celestials, elementals, fey, fiends, and undead.

The curtain is permanent until the dragonshard is removed from the lectern, or until someone from the outside places something on the tridecagram. When this happens, the curtain is interrupted for 10 minutes before resuming.

HRIZURGHWIN

Hrizurghwin is a sadistic babau who serves the Lords of Dust. Its masters believe there might be some of Rak Tulkhesh's Khyber shards beneath the Mourmland (see chapter 6 of *Eberron: Rising from the Last War*) and sent Hrizurghwin here to establish a base for future expeditions. The babau plans to clear out the workshop for this purpose, but happened to capture the couatl and decided to have a little fun with it.

THE LORDS OF DUST

The Lords of Dust are a powerful group of fiends who seek to release the evil primordial entities known as the overlords (such as Rak Tulkhesh) from their captivity. They have agents across Khorvaire who they are using to achieve this goal. See chapter 4 of *Eberron: Rising from the Last War* for more information.

SILMSARNATALA

If the characters free the couatl and she survives the fight, she introduces herself as Silmsarnatala and thanks them sincerely. Hrizurghwin had placed an iron collar around her neck and was using *heat metal* to slowly kill her.

Silmsarnatala used to reside in Eston, guarding one of the seals that keep Rak Tulkhesh bound. The seal disappeared on the Day of Mourning, and she has been wandering the Mourmland ever since, searching for it.

She learned about the fiends in a prophetic dream and tracked them down using *scrying*, but they proved too powerful for her to defeat. She knows that they were serving the Lords of Dust.

Silmsarnatala cures any wounds the characters have (using whatever spells she has remaining). After that she bids them farewell and makes her way to the exit, determined to continue her futile mission.

ALTERNATE REWARDS

If you are not using the salvage rules, Silmsarnatala gives the characters a set of colorful gems, strung together in a rainbow progression and worth 100 gp.

9. WHISPERING MEMORIAL

In the center of this pristine room is an 8-foot-tall statue of blue-veined marble. It depicts a figure in a flamboyant Aundairian dress, holding a wand in one hand and a protractor in the other.

LIGHTNING TRAP

The 5-foot-square onyx flagstone immediately beyond the entrance is a pressure plate. Any creature who steps on it, unless it has the bronze keycharm from location 4, must make a successful DC 13 Constitution saving throw or suffer 14 (3d8) lightning damage as a massive bolt of blue-white energy shoots down from the roof.

Anyone who examines the floor and makes a successful DC 13 Wisdom (Perception) check notices that the grooves around the flagstone are wider and deeper than in other parts of the facility, suggesting that the flagstone can move.

ADJUSTING THE ENCOUNTER

- **Weak or Very Weak:** Trap does 5 (1d8+1) lightning damage.

CLEVER WHISPERS

Once in the room, characters hear a very low, continual whisper. Any characters who can cast spells or have proficiency in the Arcana skill soon realize that the whispers are full of complex magical jargon. Listening carefully to the whispers for half an hour gives the listener advantage on their next Intelligence (Arcana) check. The recipient can only benefit from this effect once.

STATUE OF FLORIANA D'CANNITH

Across the base of the statue are the words, "In respectful memory of Floriana d'Cannith, founder of this facility." Anyone who examines the statue and makes a successful DC 13 Wisdom (Perception) check notices that it is not bolted to the floor. A combined Strength score of 25 is required to push over the heavy statue.

SECRET DIARY

Beneath the base of the statue is an alcove with a small, leather-bound, handwritten book. This is the secret diary of Floriana d'Cannith. Anyone who reads the entire book (which takes about 8 hours) learns that the Cannith Schematica is hidden in a secret library accessed from a dead end. The reader is also given great insight into House Cannith and gains a +1 bonus on all future Intelligence (History) checks related to this family.



10. DORMITORY

There are about a dozen cots in this room, as well as some small tables. Most of the furniture is overturned, and several items have been stacked together in the northwest corner to form a small barricade.

A female human **commoner** with close-cropped hair and ragged clothing huddles behind the barricade, her head down.

XANTHA

The woman's name is Xantha and she seems to be arguing with herself about the wisdom of leaving the room: "We need to go and find some more people. No, it is too dangerous! But we have run out of food..." and so forth.

Xantha's Secret. If the characters approach the barricade, she stands up and stares at them. At this point, they clearly see a small, grotesque face growing on the back of her neck—this is the creature she is arguing with. When Xantha talks, the second face often interrupts and contradicts her. Xantha does not seem to think it is strange to have a face on the back of her head.

Xantha's Knowledge. Xantha is friendly but confused. She can't remember why she is here or how long she has been here. If the characters are polite, she warns them about the "surgeons" in the Infirmary (location 13), and also says she has heard there is a "secret library" somewhere.

Xantha's Heritage. Anyone who examines Xantha notices that she has the Mark of Making on her forearm. Her bewildered state means she knows nothing about House Cannith and cannot use the powers of her dragonmark.

Xantha's Desire. Xantha asks the characters whether she should stay or go. She is inclined to leave, but her second face argues that there are too many dangerous creatures in the area. Should the characters offer to escort her to the entrance, she is grateful.

11. MESS HALL

Splintered tables and benches are stacked haphazardly against the east wall, and iron flatware is scattered across the floor. The air smells putrid and a low murmuring comes from the furniture pile.

Touching the furniture causes eight **giant centipedes** to emerge and attack. These creatures have human heads and continually murmur in guttural tones, "There is no place like home."

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove five **giant centipedes**.
- **Weak:** Remove three **giant centipedes**.
- **Strong:** Add two **giant centipedes**.
- **Very Strong:** Add four **giant centipedes**.

12. INFIRMARY

This room is filled with charred cots, and the air smells of smoke. There are two bloody stone tables abutting the west wall.

There are three **warforged soldiers** wearing blood-spattered white gowns here, using their armblasses to dissect a fresh human corpse on the stone table. They are wearing flayed human faces over their heads and have amputated body parts hung around their necks. These creatures, once physicians, were driven insane by the Day of Mourning.

When the characters open the door, one of the warforged gestures with a gory armblass, saying, "Please sit down and we will be with you shortly. Do not be afraid—the procedure is only moderately painful."

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove two **warforged soldiers**.
- **Weak:** Remove one **warforged soldier**.
- **Strong:** Add one **warforged soldier**.
- **Very Strong:** Add two **warforged soldiers**.

TACTICS

The warforged soldiers finish with the corpse in 1d4 minutes and then attack anyone in the room. They pursue any fleeing characters for 100 feet, calling, "Please return for your treatment," before giving up and going back to the infirmary.

REPLACEMENTS

If any characters have died in the adventure, you may choose to have a replacement character in this room, strapped to a scorched cot and struggling to escape.

13. LIBRARY

Anyone who searches the corridor dead end and makes a successful DC 12 Wisdom (Perception) check notices a patch of discolored metal on the north wall. Pressing this spot causes the secret door to the library to open. Read the following:

Thick, sticky webs cover the entire chamber, making it difficult to see inside. Stone shelves, crammed with books, run along the side walls, and there are luxurious chairs scattered across the floor, while a colorful mural on the far wall is just barely visible.

There are four steel spiders in this room, hiding in a tangle of artificial web near the north wall. Anyone who examines the room and makes a successful DC 16 Wisdom (Perception) check spots them. Otherwise, the creatures attack once two creatures have entered the room, seeking surprise.



STEEL SPIDERS

These creatures look like 5-foot-wide arachnids made from livewood wrapped in steel plates. They have the same statistics as **giant spiders** with the following changes:

- Their size is Medium.
- Their AC is 15.
- Their bite attack does 9 (2d6+2) piercing damage but no poison damage.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove two steel spiders.
- **Weak:** Remove one steel spider.
- **Strong:** Add one steel spider.
- **Very Strong:** Add two steel spiders.

SPIDER WEB

The entire web-filled room is difficult terrain. Moreover, a creature that enters a webbed area for the first time on a turn or starts its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Destroying the Web. Each 10-foot-cube of web has AC 10, 15 hit points, vulnerability to fire damage, and immunity to bludgeoning, piercing, and psychic damage.

Burning the Web. The artificial web created by the warforged spiders is an oil-based substance and therefore highly flammable. If the characters start burning the web, within 2 rounds the entire room turns into an inferno. A creature that begins its turn in the room takes 2d6 fire

damage. The warforged spiders flee the room and continue fighting the characters in the corridor.

Blaze Aftermath. The fire continues for 1d6 × 10 rounds. At the end of it, most of the books are destroyed or severely damaged, and the chairs are smoldering frames. The mural on the back wall is miraculously preserved.

BOOKS

The library is well stocked. The shelves contain books, scrolls, and manuscripts covering every topic imaginable, including history, geography, theology, philosophy, and arcana. Most of the books are covered with mildew.

MURAL

The 7-foot-high mural on the north wall depicts a regal woman in formal robes, holding her hand up with her palm facing toward the viewer. There is a fine manor house in the background, and a bronze plate beneath says, “Floriana d’Cannith.”

Opening the Mural. If anyone bearing the Mark of Making places their palm against the palm on the mural, the mural swings open, revealing a cavity containing the Cannith Schematica.

Anyone who touches their palm against the mural without the dragonmark (unless they have the silver keycharm from location 2), causes it to erupt with magical energy in a 30-foot-radius sphere. Each creature in the area must make a DC 13 Constitution saving throw, taking 14 (3d8) lightning damage on a failed save, or half as much damage on a successful one.

The mural can be forced open with a crowbar (or similar tool) and a combined Strength score of 20 or more.

ADJUSTING THE ENCOUNTER

- **Weak or Very Weak:** Trap does 5 (1d8+1) lightning damage.

CANNITH SCHEMATICA

This shallow, 1-foot-square box is made of shining steel and embossed with the gorgon emblem of House Cannith. The lid comes off easily, and inside are a dozen sheets of translucent blue crystal, each one etched with a bewildering array of lines and words. Anyone who makes a successful DC 15 Intelligence (Arcana) check recognizes them as magical schemas. An artificer automatically recognizes what they are and can also identify some of them (an improved soarsled, a canon that shoots fireballs, etc.).

WRAPPING UP

If you wish for the characters to have an encounter on the return journey to Salvation, use the Mournland Encounters (Levels 1–4) table in the *Salvager’s Guide to the Mournland*.

If the characters retrieve the Cannith Schematica, Belaluur is delighted and promises them some lucrative future missions. If they fail, she is contemptuous and questions whether they are up to the job of being a salvager.

If they mention Hrizurghwin and Lords of Dust, Belaluur looks worried. She tells them they may have made some powerful enemies, and bids them farewell.

APPENDIX A: MONSTER STATISTICS



BABAU

Medium fiend (demon), chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +5, Stealth +5

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 15

Languages Abyssal

Challenge 4 (1,100 XP)

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

At will: *darkness, dispel magic, fear, heat metal, levitate*

ACTIONS

Multiattack. The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when used with two hands to make a melee attack.

Weakening Gaze. The babau targets one creature that it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength 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.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

COUATL

Medium celestial, lawful good

Armor Class 19 (Natural Armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Saving Throws CON +5, WIS +7, CHA +6

Damage Resistances Radiant

Damage Immunities Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Truesight 120 ft., Passive Perception 15

Languages All, Telepathy 120 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good, detect magic, detect thoughts*

3/day each: *bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield*

1/day each: *dream, greater restoration, scrying*

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

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.

Hit: 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

Change Shape. The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice).

In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.



GIANT CENTIPEDE

Small beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses Blindsight 30 ft., Passive Perception 8

Languages --

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

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

Languages —

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

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

Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

HUNTER SHARK

Large beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 45 (6d10 + 12)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses Blindsight 30 ft., Passive Perception 12

Languages --

Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) piercing damage.

MAW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	5 (-3)	8 (-1)	5 (-3)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Abyssal understands but can't speak

Challenge 1 (200 XP)

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the maw demon can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 11 (2d8 + 2) piercing damage.

LIVING BURNING HANDS

Medium construct, unaligned

Armor Class 15 (Natural Armor)

Hit Points 15 (2d8 + 6)

Speed 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Poisoned, Prone

Senses Darkvision 60 ft., Passive Perception 8

Languages --

Challenge 1 (200 XP)

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

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

ACTIONS

Magical Strike. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage.

Spell Mimicry (Recharge 5–6). The living spell unleashes a thin sheet of flames in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.





SWARM OF INSECTS

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.



UNICORN

Large celestial, lawful good

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities Poison

Condition Immunities Charmed, Paralyzed, Poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages Celestial, Elvish, Sylvan, Telepathy 60 ft.

Challenge 5 (1,800 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good, druidcraft, pass without trace*

1/day each: *calm emotions, dispel evil and good, entangle*

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

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

ACTIONS

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

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

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

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

The unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) hit points.

WARFORGED SOLDIER

Medium humanoid (warforged), any alignment

Armor Class 16 (Natural Armor, Shield)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	11 (+0)

Skills Athletics +5, Perception +4, Survival +4

Damage Resistances Poison

Senses Passive Perception 14

Languages Common

Challenge 1 (200 XP)

Warforged Resilience. The warforged has advantage on saving throws against being poisoned and is immune to disease. Magic can't put it to sleep.

ACTIONS

Multiattack. The warforged makes two armlade attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

REACTIONS

Protection. When an attacker the warforged can see makes an attack roll against a creature within 5 feet of the warforged, the warforged can impose disadvantage on the attack roll.



APPENDIX B: MAP

