



THE IRON BARON

Deep in the Greypeak Mountains the fire giant warlord Baron Ugarak has enslaved hundreds of small folk to toil in his iron mines furiously extracting elementally infused ore for an as yet unknown purpose. Surrounded by a monstrous army and decidedly shady allies, the Baron poses a dire threat to the goodly folk of the north.

A Four-Hour Epic Adventure for 1st-10th Level Characters



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INTRODUCTION

Welcome to *Forgotten Traditions*, an official D&D Adventurers League™ adventure, part of the Storm King's Thunder™ storyline season.

This adventure is designed for four to 10 tables of **three to seven 5th to 10th level characters and three to seven 1st to 4th level characters**, and is **optimized for a party of five 3rd-level characters (Tier 1) and for a party of five 7th-level characters (Tier 2)**. Characters outside this level range can't participate in this adventure.

This adventure occurs exclusively in the Graypeak Mountains. Within the Graypeaks the characters will rally with a reformed outlaw, undertake a daring rescue mission, and sabotage the machinations of a fire giant warlord known as the Iron Baron.

THE D&D ADVENTURERS LEAGUE

The D&D Adventurers League™ is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as

notecards, a DM screen, miniatures, and battlemaps.

- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat

encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 3rd-level characters (Tier 1) and for a party of five 7th-level characters (Tier 2)**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You’ve now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don’t have to make adjustments.

RUNNING THE ADVENTURE

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what’s written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they’re after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don’t finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players “little victories” for figuring out good choices from clues. *The Dungeon Master’s Guide* has more information on the art of running a D&D game.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
Lesser restoration	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
Remove curse	90 gp
Speak with dead	90 gp
<i>Divination</i>	210 gp
Greater restoration	450 gp

<i>Raise dead</i>	1,250 gp
<i>Resurrection*</i>	3,000 gp
True Resurrection*	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

DEATH AND RECOVERY

Sometimes bad things happen, and characters get die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DEATH

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player

would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

For generations the dwarven kingdom of Ammarindar thrived under the Greypeak mountains. Not as large or as powerful as the dwarven kingdom of Delzoun to the north, Ammarindar possessed fabulous mineral wealth and acclaimed artisans who constructed fine arms and armor. Alas, an invasion of fiends laid the kingdom low in ages past and it has sat ruined in splendid isolation until fairly recently. Interestingly, the dwarves of Ammarindar designed their structures very openly, with sweeping corridors, rooms, and passageways. This design philosophy eased the passage of large ore carts and merchant caravans as well as gave an impressive sense of scope to Ammarindar's construction. Unfortunately, these same design decisions made Ammarindar an ideal location for giants.

ENTER THE IRON BARON

Baron Krelas Ugarak, also known as the Iron Baron, is a fire giant who made his name as a warlord by raiding and plundering along the Sword Coast for the last decade. With the Ordning sundered, the Baron has thrown in with the infamous Duke Zalto and his bid to see fire giants placed atop the hierarchy of giant kind. While Zalto constructs his titanic war machine further north, Baron Ugarak occupies an ancient dwarven mining complex, once a part of Ammarindar, to help fuel Zalto's war effort. Unfortunately, this entailed the wholesale

enslavement of hundreds of innocent folk in and around the Greypeaks. His ultimate objective is to build a pair of "Inferno bombardrs", great contraptions of iron and magic that launch huge balls of magma tremendous distances. Once completed, he plans to send his cannons and his army to test in battle against the town of Secomber before advancing down the tradeway to Daggerford and eventually Waterdeep. The Baron has assembled an army of fire giants, goblinoids, human mercenaries, and elemental beings to wreak havoc on the surrounding countryside. The Baron is convinced of his army's martial abilities, his own innate superiority as a warrior, and the glory of his cause. Any small folk who succumb in furtherance of his goals will not be missed.

ADMINISTRATING THIS ADVENTURE

This adventure is designed to be run by **four to ten** tables of players simultaneously.

Please see Appendix. Administrative Information.

ADVENTURE OVERVIEW

This adventure breaks down in to four main parts:

Part 1 (15 min). SEER has summoned a group of adventurers for a daring rescue/seek and destroy mission. The characters rally in the Greypeaks whereupon they are briefed on the situation, receive sending stones, detonators, and a rough map of the complex. The primary route of entry is a captured caravan of mercenaries coming from Llorck with prisoners and supplies. Players have the opportunity to act as guards, prisoners, drovers, etc or to hide in the caravan. Disguise kits are offered along with uniforms.

Part 2 (45 minutes). The caravan arrives at the gates of the Baron's complex. The characters have a number of options open to them in order to pass the gates and proceed to their objective. A failure to pass the checkpoint means that the characters must fight the gate guards and the facility is on alert. Success means they pass in to the warehouse which has minimal guards. From there the tables split by tier to their objectives. There are minimal guards and a few captives working in the warehouse along with mercenary drovers.

Part 3 (1 hour). Players arrive at their objectives. Tier 2 tables must move to the forges and confront Hathauda the Smith and Vigorel the Slagmaster. They must disable the forges and plant charges in the Inferno bombardrs.

Tier 1 tables move to the gaolery and prisoner barracks. There they face Nivek the Gaoler and

Hellbrun the foreman. They must free the captives and help move them to the exit.

Part 4 (45 minutes). There is a waste disposal area that offers a clear exit, the teams must move to that area, Tier 2 players face the Baron and two of his iron monstrosities. Tier 1 players face the Captain of the guard. The objective is to kill the Baron if possible, arm the explosives in the caravan, flee up the troop lift in the warehouse, and allow the captives to escape before the whole room collapses.

ADVENTURE HOOK

The Factions provide the primary motivations for attempting this raid. That said, a militant warlord is enslaving innocent folk to help support a military campaign that bodes ill for most goodly peoples in the north. If that's not enough on its own, however:

Filthy Lucre. The Iron Baron has occupied the mines of an ancient dwarven kingdom rumored to contain treasures aplenty.

Lord's Alliance. If the Iron Baron succeeds, his enterprise will endanger trade and stability in this entire region. Furthermore, legitimate mercantile interests could profitably use those mines once hostilities are concluded.

Emerald Enclave. Should the Iron Baron succeed in gathering the resources and fighting power he needs, the resulting destruction would be significant. Also, rare elemental magics are rumored to be kept in Ammarindar and would be most welcome if found.

Zhentarim. Ammarindar is loaded with lost dwarven wealth and artifacts that are worth a potential fortune. Marking key locations for future exploitation would be ideal. Stopping a marauding warlord will be good for business too.

Harpers. The Iron Baron is building his war machines out of ore infused with elemental energies. It is imperative to not only stop his plans for bringing war to the north, but perhaps learn the plans for these engines of destruction.

Order of the Gauntlet. Ammarindar fell to demonic invasion thousands of years ago. This Baron, in his lust for war, could unleash these fell hordes from the Underdark, either on purpose or accidentally. He must be stopped.

PART 1. RALLYING CRY

Estimated Duration: 15 minutes

With the blessing of the Factions, SEER has assembled an elite group of adventurers deep in the Greypeak mountains with the express purpose of stopping the machinations of the Iron Baron, a

ruthless fire giant warlord in service to Duke Zalto. Before Part 1 begins please have the players review **Player Handout 1. Yer Orders!**

GENERAL FEATURES

The encampment has the following general features:

Terrain. The Greypeaks are rugged and remote. Dense stands of fir and pine trees dotted with snow are interspersed with formations of rock and scrub brush.

Weather. The sky is clear and the air is bitterly cold. A moderate wind drives the late fall chill home.

Light. The first hints of sunlight are brightening the morning sky. Normal illumination

Smells and Sounds. Pine trees rustle in the wind while tense voices murmur in anticipation of the day's events.

Read or paraphrase:

Over the past two tenday SEER cast her net far and wide across the Sword Coast in search of capable parties to undertake a daring raid deep beneath the mountains. The time for said raid, is now. Assembled two day's ride up the trade route in the Greypeaks, you see a collection of wagons, oxen, dray horses, and surly men stripped to their breechclouts shivering in the cold under guard. About 20 paces away from the caravan a knot of dirty, unkempt humans, dwarves, and halflings sit huddled around a small campfire sipping steaming liquid from wooden bowls.

The chilly, underdressed men are the former guards and drovers of said caravan. A team of Zhentarim guard this sad lot. Their leader, a jaunty ginger haired fellow steps forward to greet all and sundry.

Read or paraphrase:

As you approach, a lean fellow of about 30 summers with fiery red hair steps forward to greet you.
"Hullo, name's Red Ned. Got yer caravan lined up pretty as a picture. Go ahead and get settled, I'll give you a rundown of what we've got and what's about to happen

Red Ned calls for everyone to gather round and explains the following information.

- This caravan was hijacked by Zhentarim agents about four hours ago. It will serve as the cover for the strike team to enter the Molten Vault.
- There are enough wagon teams to allow each adventurer a place as either a guard, drover, or captive. Each table should comprise one wagon team. The wagons contain various supplies

(foodstuffs, building materials, etc.) or captives. Each wagon is also fitted with a pyrotechnic device that will cause an explosion equivalent to a *fireball* cast at 5th level.

- Ned relates that those who do not wish to impersonate the caravan members may find places to hide in/on the wagons.
- It is approximately three hours to reach the gates of the Molten Vault from here. The route leads the caravan down a well concealed tunnel in to the Upperdark en route to the Vault.
- They are to expect a huge set of iron doors when they reach the entry to the Vault. It literally cannot be missed.
- The caravan will be challenged to provide a password. That password is "*Omagh Broun*"—giant for "light the fire". The lead wagon should sound off with this phrase.
- Once inside they will face what is believed to be a perfunctory inspection. Once that is done they will be allowed on to the warehouse where they will split up and complete their missions.
- Those missions are:
 - Tier 1.** Infiltrate the gaolery and prisoner barracks, free the prisoners and aid their escape.
 - Tier 2.** Assault the forges, disable or destroy it, and sabotage the machines of war that the Baron is constructing. Once that is done, escape with the prisoners.
- All teams are to rally at the heavy lift adjacent the warehouse, arm the destructive charges in the caravan, and escape with the freed prisoners. If they have a chance to kill the Iron Baron, they should do so.
- When that is done, the prisoners are to be escorted here, there will be a debriefing, and the first round is on Ned (wiiiiide grin).

ASSISTING OTHER TABLES

Each player can perform 1 assist to another table once per encounter. Assistance can take the form of giving another table *in the same area* one of the following:

- 1d8+2 healing (those with healing spells only)
- Advantage on an attack
- Advantage on a saving throw
- +1d4 to a skill check

DEVELOPMENT

Have the characters introduce themselves and decide how they would like to participate in the deception. Red Ned answers questions to the best of his ability, but he knows little of the fortress interior. He provides the captured uniforms plus the use of a disguise kit to anyone that needs it. Now, players should also choose a team captain. They can vote, draw straws, however they would like to choose. characters are ready or time has elapsed, please move on to part 2.

PART 2. DECEPTION AT THE GATES

Estimated Duration: 45 minutes

The caravan arrives at the gates of the Molten Vaults whereupon the characters must either fool the Baron's security or fight their way in.

After passing through a clever illusion set a way off the trade route, you pass down in to the Upperdark, wagons creaking and groaning in the darkness. After about 2 hours of slow, monotonous travel, the caravan arrives at a massive set of stone doors approximately 20' high and 40' wide. A faint grinding noise is followed by a guttural shout of, "Password!" in heavily accented common.

Any response other than "Omagh Braun" from the lead wagon (table 1) is met with the sound of murder hole slits sliding open and crossbows cocking. Once the password is uttered, the massive doors slide open. If no one opts to say the password, the guards open fire and continue shooting until all passengers are dead or have fled.

GENERAL FEATURES

The Molten Vault has the following general features:

Terrain. Worked stone all around. The stonework is quite old and clearly dwarven in craftsmanship.

Temperature. Surprisingly muggy. The interior of the complex is quite warm and humid.

Hallways and Ceilings. Unless otherwise specified, the halls and ceilings in most common areas are 40-feet wide and 20-feet tall.

Doors. Unless otherwise specified, the doors within the Molten Vault are 40-feet wide, 5-feet thick, and 20-feet tall. Opening a door requires a successful DC 15 Strength (Athletics) check. Alternatively, the doors can be destroyed (AC 17, 82 hit points; immune to poison and psychic damage; resistant to bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine)

Light. Dim; torches and magical light are set in wall sconces here and there. There is just enough light for a human laborer to get around.

Smell and Sounds. The sounds of heavy labor echo through the complex and the sour smell of burning coal and sulfur permeate the air.

General Occupant Information. The hobgoblin soldiers guarding Molten Vault are professional and well-organized with weapons and armor kept clean and ready for use. All hobgoblins wear blackened steel armor resembling hoplites with splinted sections covering the arms and legs. Fists are

distinguished by a tufted ridge on the front axis of the helm, Captains possess a similar ridge on the side axis.

Goblins and bugbears in the facility are clad in black riveted leather and nowhere near the neatness of their hobgoblin counterparts.

Ogres are well equipped with brutal, blackened metal armor and weapons, but conveniently lack the tidy professionalism of the others.

THE FRONT GATE

As the caravan enters the complex, read the following:

As the great doors rumble open, the convoy trundles slowly in to a massive vaulted chamber. Three stone strong points sit evenly spaced in a V-formation about 40-feet back from the entrance, each crowned with wicked iron spikes. Ballistae-like bolt throwers can be seen inside each fortification along with several crossbowmen. Beyond the strongpoints are multiple portable, spiked barriers and a giant in black plate armor hefting a massive morning star. He strokes his fire-orange beard and languidly peers at the convoy.

The following forces are arrayed in and around the front gate checkpoint when the caravan arrives:

- Three **stone strongpoints**. There is a scorpion at each strongpoint, operated by four **hobgoblins** who are, in turn, led by a **hobgoblin fist**.
- A **fire giant**
- A **hobgoblin captain**
- Four **worgs**
- Twenty **murder holes** (statistics below)

Before the players begin the encounter, have the team captains decide on an order for the wagons. They must enter in single file. One team captain should jot down the sequence of wagons represented by table number. One captain should give this to the Organizer. They will hold on to it should the infiltration of the facility go south. Each wagon entering the checkpoint is approached by an *additional* inspection team consisting of:

- **Three hobgoblin troopers** and a **worg**.

The inspection teams approach the individual wagons in turn--inspecting random bits of cargo and eyeballing caravan members. Once satisfied that everything is in order, the convoy is allowed through. See the section below for tips on how to roleplay the inspection. Should the characters' ruse

be discovered or the inspectors attacked, the guards manning the strongpoints immediately sound affixed warning horns. Six rounds after the alarm is sounded, a squad of two **fire giants**, two **hell hounds**, and **ten hobgoblins** arrive to investigate.

ROLEPLAYING THE GUARDS

When the characters arrive, the guards in the Molten Vault have been on duty for several hours. They have also been serving in what could charitably be dubbed a boring assignment. They have seen multiple supply caravans come and go. Most of the guards are hobgoblins who care about the caravan insofar as it provides them food, otherwise they have little interest in it or the folk who crew it. Most of the guards perform perfunctory checks of the crew and its contents. The fire giant tolerates no backtalk from the caravan. Allow the situation to develop organically based on player interaction.

PAPERS, PLEASE

The following is a rough sketch of how to run this encounter. It is designed to be flexible and allow all involved to improvise and play up the tension of the moment.

- The Hobgoblins speak harshly-accented common and respond favorably to being addressed in Goblin (any Charisma checks made by characters doing so are made with advantage)
- Each inspection team asks the players the nature of their cargo and business. Any reasonable response suffices. Unsuitably disrespectful responses are met with the inspection team calling over a Fist who grills the team and pull the offending character from the wagon for additional questioning. Once the inspection team has been agitated, a successful DC 15 Charisma (Persuasion) check is required to defuse the situation or each visible member of the wagon team takes 3 (1d6) bludgeoning damage as the hobgoblins use more aggressive means of inspecting the wagon.
- In addition, the inspection team more thoroughly inspect the wagon. Compare the result of any of the characters Dexterity (Stealth) checks against the hobgoblins's passive Perception score. If any hidden characters are detected, the alarm is sounded for all tables if one or more of the tables at each tier fail to pass the inspection. If the Administrator announces that the alarm has been sounded, have the characters roll initiative and begin combat.

- Notify the administrators that the guards have sounded the alarm, and everyone should roll for initiative.
- Any elves or gnomes noted in the convoy, as either crew or prisoners, are singled out for derision and verbal abuse.
- The guards take great pleasure in taunting the "prisoners" with insults and tales of how awful their lives are about to become. Any back talk is met with a spear-butt to the face and the offending character takes 3 (1d6) bludgeoning damage.
- Each wagon is fitted with a hidden pyrotechnic device on a timer that is supposed to detonate once parked in the warehouse after the strike team has left the facility. Any fire spell that strikes a wagon has a 75% chance of detonating a device. If one device goes off and another is within the area of effect, it detonates; they are akin to daisy-chain in design. If detonated, each device acts identical to a fireball spell (save DC 15). If a combat erupts, the DM should pick two adjacent tables' carts within 30 feet of yours. If your cart explodes within range have the team captain quietly notify the two adjacent table's DMs that their carts explode on initiative count 20. The tables do not need to be of the same tier.
- The end of the round, the hobgoblins operating the scorpions inside the strongpoints make the following attack:

Scorpion Bolt. *Ranged Weapon Attack:* +8 to hit, ranged 120 ft./240 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

STRONGPOINTS & MURDER HOLES

The strongpoints are built on raised stone platforms. They are reinforced 8-foot high, 25-foot wide by 15-foot deep areas of worked stone with an open top and no back wall. Anyone within the strongpoint has three-quarters cover from attacks originating from the front or the sides of the strongpoint. Crenulations along the top allow anyone within the strongpoint to attack those without and grants them three-quarters cover from attacks originating from the front or the sides of the strongpoint. Each 5-foot section of the structure has AC 17, 82 hit points, is immune to poison and psychic damage, and resistant to bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine.

Murderholes

Each murderhole is manned by a single goblin with a mounted crossbow. Once the alarm is sounded the murderholes rain bolts on the main hall with an initiative of 20. Make one ranged attack against each non-hidden player character in the main hall. The murderholes have a passive Perception of 10, an AC of 18 (no shield and three-quarters

cover), and 6 hp. Slain goblins are replaced the round following their death.

Crossbow Barrage. *Ranged Weapon Attack:* +4 to hit, range 120/600 ft., one creature. *Hit:* 5 (1d8 + 2) piercing damage

IF IT ALL GOES SOUTH

The Organizer should have a list of how the parties entered in order by table number. This will become relevant should things start exploding. Also, in addition to the inspection party listed above, the characters at your table must deal with one murderhole **per character**, and one of the stone strongpoints including the strongpoint occupants. Tier 2 tables: Add a **fire giant**, a **hobgoblin captain**, and four **worgs** in addition to inspection team, strongpoint, and murderholes. If a table is having an extremely hard time, let the table captains know that they can shift an opponent to another table of the appropriate tier. It joins the other table's initiative with the appropriate amount of hit points. Remember, table captains can refuse to assist other tables. Sorry Harpers.

THE WAREHOUSE

Upon passing through the front gate the wagons are routed to the warehouse. Upon arriving, read the following:

A passageway roughly 40-foot wide leads from the entry chamber to the central warehouse. Part of the warehouse contains dried foodstuffs and other comestibles neatly stacked in 20-foot high columns. Another section contains building supplies and clothes along with a platform with numerous linked manacles, stanchions, and rust-red streaks on the floor. Haggard looking humans and dwarves tote supplies around the warehouse while nearly naked halflings clean the filthy platform while several angry goblinoids menace the captives with whips and insults. To the east of the warehouse lies a massive, rectangular lift framed with massive cog wheels and various pullies.

If the convoy fought its way out of the main entryway without sounding a general alarm, this description remains unchanged. If the alarm has been sounded, double the number of guards and they will all be on high alert (no penalties). Three **goblins** led by a **hobgoblin trooper** operate the warehouse. They bark orders and insults at twenty **humans, dwarves, and halflings**. Allow the party a few moments to devise a plan for how to deal with the guards. Use common sense

when assigning DCs to ability checks during this process. Should combat erupt, run it as normal. Given how badly the hobgoblins are outnumbered, they likely surrender and ask for honorable treatment. Should the parties alert the guards for any reason, the guards focus on trying to raise the alarms located in the warehouse and alert the facility before surrendering. The guards are motivated by self-preservation, but attempt to do their duty in the face of opposition.

The Alarm is Sounded. Three hobgoblin troopers led by a hobgoblin fist (Tier 1) or two hell hounds and a fire giant (Tier 2) are also here and all are on alert.

The Alarm is Not Sounded. the goblinoids suffer disadvantage on all Wisdom (Perception) checks as they are bored and preoccupied with being mean to the captives.

DEVELOPMENTS

Once the outcome of each table's interactions is known, Table Captains report the results the HQ. If any of the guards escaped the warehouse or raised the alarm, they have failed to maintain the element of surprise; the enemy is alerted with they begin Part 3.

Otherwise, the players can proceed to Part 3 with the element of surprise.

XP AWARD

If the characters successfully navigate the checkpoint without arousing suspicion, award each character 100 XP (Tier 1) or 500 XP (Tier 2).

If they dispatch the forces in the warehouse without an alarm being sounded, award each character 100 XP (Tier 1) or 500 XP (Tier 2).

PART 3A. SAVE THE CAPTIVES (TIER 1)

Estimated Duration: 1 hour

Having successfully entered the Molten Vault, the characters must now find and complete their primary objectives as determined by tier. Have the table captains rally for 2 minutes to ensure that each table chooses an objective and is clear on who will be where.

THE MISSION

The gaolery and laborer barracks each require at least one strike team. Each area has many captives guarded by a stout security force. However, before the teams can split off to complete their individual missions, they must confront the main security checkpoint blocking their way in and the captives' way out.

GENERAL FEATURES

This section of the Molten Vault has the following general features:

Terrain. Worked stone all around. The stonework is quite old and clearly dwarven in craftsmanship.

Temperature. Surprisingly muggy. The interior of the complex is quite warm and humid.

Hallways and Ceilings. Unless otherwise specified, the halls and ceilings in most common areas are 40-foot wide and 20-foot tall.

Doors. Unless otherwise specified, the doors within the Molten Vault are 40-foot wide, 5-foot thick, and 20-foot tall. Opening a door requires a successful DC 20 Strength (Athletics) check. Alternatively, the doors can be destroyed (AC 17, 82 hit points; immune to poison and psychic damage; resistant to bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine)

Light. Dim; torches and magical light are set in wall sconces here and there. There is just enough light for a human laborer to get around.

Smell and Sounds. The sounds of heavy labor echo through the complex and the sour smell of burning coal and sulfur permeate the air.

1. DANCE OF THE STONE FATHERS

As the players approach the checkpoint, please read the following:

The hallways leading back to the barracks and prison maintain the crisp, clean, dwarven craftsmanship of the rest of the facility. Urns hung burning at 20 foot intervals alternating along the walls shed dim, dirty light down the hallway.

After a sharp right turn, the passage opens to reveal a vaulted chamber with a trio of large statues holding warhammers aloft, etched in the likeness of dwarven warriors. The statues have been badly defaced with crude artwork and phrases in goblin.

Two other passages leave this checkpoint, one to the northwest and one to the north east, both blocked by an iron portcullis. Finally, a large ram's horn is mounted by a funnel shaped opening in the northernmost wall.

There are currently three goblins and a worg occupying this chamber. The goblins are busy tormenting a halfling who appears to have brought the guards food and thus suffer disadvantage on Wisdom (Perception) checks unless the alarm has been sounded.

In addition, if the alarm was previously raised, add a hobgoblin and two more **goblins**.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the **worg**
- **Weak party:** Remove a **goblin**
- **Strong party:** Add a **goblin**
- **Very strong party:** Add a **worg**

A character looking around the room notices the following:

- Each statue is set on a base attached to an elaborate track in the floor that passes by each entrance to the chamber.
- A DC 12 Intelligence (Investigation) check reveal the arms and torso of the statues appear to be articulated.
- Three, 3-foot diameter grates set in the floor.
- A stone panel inset with a metal dial is recessed into the wall beside each entryway to and from this chamber. Beside each panel is also mounted by each panel. The lever nearest the players is in the up position. The levers are down for the other two routes out of the chamber.
- The walls and floor nearest each portcullis are deeply stained a rusty brown.

DEALING WITH THE STONE FATHERS

This room is a large trap designed to delay and exhaust the resources (healing, consumables, etc.) of invaders. The Baron has repurposed this room as a layer of security for his captives. If any lever is pulled without first inputting the proper combination on the associated dial, the three statues activate and attempt to purge the room of invaders. Also, there is an activation lever on the far side of the two northern doors. As long as one or both of those levers stay down, the trap remains active. The trap can be dealt with in the following ways:

- Three successful DC 12 Dexterity checks to work the dial in the right combination, thieves' tools may be used with these checks. Failure by 5 or more on any attempt triggers the trap. Triggering the trap resets the number of attempts. Succeeding by 5 or more counts as two successes.
- The three grates in the floor each lead to a waste drainage system under the chamber that runs under each portcullis. They are quite narrow and require a Medium creature to squeeze through the passage, Large creatures cannot fit. The drainage system is disgusting and mostly full of rank, raw sewage. Any creature entering the system must succeed on a DC 11 Constitution saving throw to avoid being poisoned for one minute. In addition, any character traversing the drain pipe must hold their breath. It is approximately 75 feet from a drain opening to the exit drain. A Medium creature squeezing through the pipe must spend one additional foot for each foot traveled. Characters navigating the pipe must succeed on a DC 9 Wisdom (Survival) check to navigate to a specific portcullis, otherwise the portcullis they arrive at is determined randomly.
- Once on the other side, the character may open the appropriate portcullis and activate or disable the room trap at-will. Once the portcullis is up there's no need to return to the sewer pipe in order to reach the room with the Stone Fathers.

SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again. For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

- The goblin boss, Gazzprak, knows the combination to the doors. If he is taken alive, the characters can compel him to reveal the combination with a successful DC 11 Charisma (Intimidation) check. Deception or Persuasion can also be used if the player provides a compelling argument.
- Tampering with the statues (attempting to disassemble or destroy them) activates them.
- Don't rely solely on a roll of the dice to narrate the outcome of this encounter; reward clever thinking here.

The rusty, brown areas by each portcullis are the flattened remains of goblins sent to work out the combination some time ago.

DEVELOPMENT

Should the characters activate the trap read the following:

With a high-pitched whirring and a loud metallic clank, the three statues whirl to deadly life. Elaborately crafted segments in the stone of each statue realign as the upraised warhammers shift to the horizontal plane. Each statue begins whirling at fantastic speed, the hammers traversing rapidly up and down the longitude of each. With a final, jarring clank, each statue slides rapidly down a recessed track in the floor, pistons of whirling death.

If the goblins are in the room, they are smashed to paste by the whirling statues.

THE STONE FATHERS (TRAP)

Upon activation each dwarven statue realigns itself as a spinning piston of death mounted upon a track. This allows the quick and efficient clearing of enemies from a room. Upon activation it acts as follows for all in the chamber: DC 11 Dexterity saving throw, taking 11 (2d10) bludgeoning damage, or half as much on a successful saving throw.

Once the fighting has stopped, the teams can break out to attack their various objectives. From this area, the characters go to either **The Gaolery** OR **The Barracks**; they may not participate in both encounters.

TREASURE

The goblin boss is carrying a *potion of healing* and a *scroll of bless* that is badly folded, spindled, and mutilated. It is, however, still readable.

XP AWARD

If the characters disable the Stone Fathers, award each characters 100 XP.

OPTION 1. THE GAOLERY

The gaolery has the following general features:

Terrain. The same dwarven craftsmanship noted in the rest of the complex. This area shows greater modification by the new tenants. Stone and iron work have been done that reflect a more brutalist, infernal motif.

Hallways and Ceilings. The halls and ceilings in this area are 20-foot wide and 20-foot tall.

Temperature. Cooler and clammy than the rest of the complex. The air exchange from the mines and distance from the forges leave it a bit cooler.

Light. Dim; torches and magical light are set in wall sconces here and there. There is just enough light for a human laborer to get around.

Smell and Sounds. The scent of sickness and unwashed bodies permeates the air in here. Cries of agony and weeping fill the air.

Once clear of the checkpoint, the teams that opted to free the captives from the gaolery can advance. Please read the following:

The massive hallways leading to the checkpoint now narrow considerably as you approach what the map says is the gaolery. The hall opens to a chamber like the others you've seen, roughly circular with sweeping upswept ceilings. This chamber, however, has significant modifications. The clean, functional dwarven craftsmanship has been modified with ugly black ironwork along the walls and replacing many doors. What may have once been family dwelling units now sport wicked barbed iron bars where doors once stood. Torches flicker along the walls and the smell of sweat and despair is almost overpowering. At intervals along the walls a mixture of humans, halflings, and dwarves are chained to various racks and other inhuman devices. Hobgoblins in leather aprons wielding hot irons and bladed implements are attending to them.

This is the gaolery, where captives are taken to have information extracted or to be punished for infractions. The gaolers are overseen by a massive ogre named Nivek.

ROLEPLAYING NIVEK

Nivek is a hulking ogre who very much enjoys hurting others as well as himself. He was an early follower of the Iron Baron who showed aptitude for hurting others and overseeing prisoners of war. He is slightly more intelligent than the average ogre, hence his position of leadership. Nivek is clad in iron chainmail adorned with rough barbs and spikes. He

carries a large cat-o-nine-tails that he uses to maximum disciplinary effect.

Quote: "I. Will. Make. You. Cry. (uncomfortable chortling)"

Nivek occupies this chamber, overseeing the punishment of disobedient workers. He is accompanied three **hobgoblins** and a **bugbear** torturer. While each separate group faces Nivek and his cronies individually, other groups should be described as facing off against various other, less-important opponents. Teams in this area may assist one another.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the **bugbear**
- **Weak party:** Remove a **hobgoblin**
- **Strong party:** Add a **hobgoblin**
- **Very strong party:** Add a **worg**

STRATEGY & TACTICS

Nivek goes after the least-armored opponent present—looking to maximize the amount of pain he inflicts. He uses Abuse the Helpless no more than three times during the encounter.

The hobgoblins and bugbear gang up on lightly-armored foes, especially those displaying potent ranged abilities. The bugbear begins the fight hidden, so the characters may not see him until it's too late.

ENVIRONMENTAL EFFECTS

A variety of different environmental effects are available to players and NPCs. **Each device can be used three times.** Describe in broad terms that the following options are available for their use (and 7yours):

- **Brazier of Hot Coals.** An adjacent creature can use its action to make a Dexterity or Strength attack roll against another adjacent target. If successful, the brazier slams into the target who takes 3 (1d6) fire damage and its next attack roll or ability check is made with disadvantage.
- **Hanging Manacles.** An adjacent creature can use its action to make a Dexterity or Strength attack roll against another adjacent target. If successful, the target is struck with a length of chain ending in a pair manacles, taking 4 (1d8) bludgeoning damage and is grappled. If the target is already grappled it is instead restrained (escape DC 15).
- **Beeeeesss!** An adjacent creature can use its action to operate a torture device designed to trap an adjacent target's head inside a container filled

with angry bees. The targeted adjacent creature must make a DC 11 Dexterity saving throw or the device clamps down over its head. On a failure, the target takes 4 (1d8) poison damage and is blinded until the device is removed (escape DC 15).

DEVELOPMENTS

Once Nivek and his guards are defeated it is safe to start releasing the captives and getting them ready to move.

Proceed to A Prelude to Destruction, below.

TREASURE

Nivek is also carrying a *scroll of bless* wadded up in a satchel on his hip. Stuffed in a sack near his torture implements is *Wyrripper* (a *dragonslayer greatsword*) wrapped in oilcloth.

OPTION 2. THE BARRACKS

This section of the Molten Vault has the following general features:

Terrain. The same dwarven craftsmanship noted in the rest of the complex. This area gradually changes to roughly worked stone.

Hallways and Ceilings. The halls and ceilings in this area are 40-feet wide and 20-feet tall.

Temperature. Cooler and clammier than the rest of the complex. The air exchange from the mines and distance from the forges leave it a bit cooler.

Light. Dim; torches and magical light are set in wall sconces here and there. There is just enough light for a human laborer to get around.

Smell and Sounds. The sounds of heavy labor fill the air along with the reek of sweat.

Once clear of the checkpoint, the teams that opted to free the captives from the mine can advance. Read or paraphrase the following:

The massive hallways leading from the checkpoint gradually give way to roughly worked stone as you approach what the map says is the barracks at the upper entrance to the mines. The hall opens in to a massive chamber with mine carts, contraptions hauling slings full of rubble and dirty laborers pushing wheelbarrows full of rock being harassed by goblinoid pit bosses. A massive horn sits in the center of the room, no doubt the sounding mechanism for shift change.

Due to the noise and abundance of cover, moving stealthily in the chamber is quite easy. In order to liberate the prisoners, the guards must first be dispatched. Each team assaulting this objective has

their own group of enemies to fight, but the tables may assist one another. Each table faces Foreman Hellbrun and a group of his goons.

ROLEPLAYING FOREMAN HELLBRUN

Hellbrun is a unique fellow amongst the Baron's crew. He is a stone giant who was captured by the Baron at a young age. Consequently, he has been subjected to a significant amount of "operant conditioning" by the Baron. This has left him stunted of form and of mind. His body is partially encased in iron and copper plates and heavy chains bend his lean form forward in a stooped, ungainly posture. He is a stern disciplinarian with an eye towards keeping his master happy.

Quote: "You cries....they make me happy...."

Foreman Hellbrun is here, accompanied by five **goblins** and a **half-ogre** brute.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the **half-ogre**
- **Weak party:** Remove a **goblin**
- **Strong party:** add a **goblin**
- **Very strong party:** Add a **worg**

STRATEGY & TACTICS

Hellbrun orders the goblins to engage from range while the half-ogre wades into melee. Hellbrun typically fights in concert with the half-ogre; first locating the brute in combat, and attempt to beat its chosen target senseless. He uses Cave In! no more than three times during the fight.

If the fight turns against Hellbrun he retreats to the main entrance to make a final stand with the Baron. The goblins attempt to use the Rubble Lifters (detailed below) to flee.

ENVIRONMENTAL EFFECTS

A variety of different environmental effects are available to players and NPCs. **There are 3 uses of each.** Describe in broad terms that the following options are available for their use (and yours):

- **Wheelbarrow.** This item gives its user advantage on Strength (Athletics) checks made to shove an opponent. If the attempt is successful, the target takes 1d6 bludgeoning damage in addition to the normal effects of a Shove.
- **Loose Stone.** A creature may spend an action and attempt to shove a large hunk of rock into a target within 20 feet. The target must succeed on a DC 11 Dexterity saving throw or take 4 (1d8) bludgeoning damage and be knocked prone.

- **Rubble Lifter.** A character locating the control box for this device may attempt a DC 12 Intelligence (Investigation) check to use it as a battering ram against a single target within 30 feet. If the check is successful, the targeted creature must succeed on a DC 11 Dexterity saving throw to avoid being struck. If struck, the creature takes 11 (2d10) bludgeoning damage and cannot take reactions until the end of its next turn. Each time this device is used, roll a die. If the result is odd, the device breaks and can't be used again.

DEVELOPMENTS

Once Foreman Hellbrun and his guards are defeated, it is safe to start releasing the captives and readying them for the trip back to the entrance.

Proceed to A Prelude to Destruction, below.

TREASURE

Hellbrun is also carrying a *potion of healing* and a *scroll of bless* that is badly folded, spindled, and mutilated. It is, however, still readable. In his living area is *Wyrmpripper (a dragonslayer greatsword)* wrapped in oilcloth.

A PRELUDE TO DESTRUCTION

Once the players decide to move on, read the following:

As you prepare to move out, a rumbling baritone voice seems to thunder from all directions at once in heavily accented common, "You are a clever lot, I give you this. You invade my home; you kill my men. You shame me." After a brief pause the voice continues, oddly calm, "Clever will only take you so far in this life though friends, now steel yourselves for Surtur's cleansing flames".

The following is bellowed in giant immediately after the speech above:

"They have only slain the weak! Purify your home, find those who have defiled our fortress and crush them to paste!"

This is Baron Ugarak utilizing a modified form of *magic mouth* to address the Molten Vault.

Proceed to Part 4 when instructed.

PART 3B. IT'S A SABOTAGE! (TIER 2)

Estimated Time: 1 Hour

The forges and inferno bombards each require at least one strike team. Each area has a complex piece of machinery that needs to be destroyed that's guarded by a stout security force. However, before the teams can split off to complete their individual missions, they must clear the forces blocking their way in and out of this area. There are also captives here that need to be freed and won't be able to escape otherwise.

GENERAL FEATURES

This section of the Molten Vault has the following general features:

Terrain. Worked stone all around. The stonework is quite old and clearly dwarven in craftsmanship.

Temperature. Uncomfortably hot and humid.

Hallways and Ceilings. Unless otherwise specified, the halls and ceilings in most common areas are 40-feet wide and 20-feet tall.

Doors. Unless otherwise specified, the doors within the Molten Vault are 40-feet wide, 5-feet thick, and 20-feet tall. Opening a door requires a successful DC 20 Strength (Athletics) check. Alternatively, the doors can be destroyed (AC 17, 82 hit points; immune to poison and psychic damage; resistant to bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite)

Light. Dim; torches and magical light are set in wall sconces here and there. There is just enough light for a human laborer to get around.

Smell and Sounds. The smell of sulfur and burning coal is heavy in the air. The constant clang of metal on metal resonates constantly.

1. PROCESSING ROOM

As the players approach the processing room, please read the following aloud:

Urns hang burning at 20 foot intervals alternating along the walls shedding dim, dirty light down the hallway. The tang of sulfur and burning metal assaults the eyes and nose.

After a short time, the hallway opens to reveal a cavernous, circular room. A massive chute spews chunks of stone to the floor where dirty, tired looking men and women labor under the watchful eye of a construct wrought in the image of an angry fire giant. Mine cart tracks lead north and east out of this chamber. Each exit is ringed with complex gears that appear to operate massive stone doors crowned with carved dwarf heads, with the doors to the north shut tight. Finally, a large ram's horn is mounted by a funnel shaped opening in the northernmost wall.

This area is guarded by two ogre overseers and one ironmonger. The guards here are more alert than the guards in the main entrance and warehouse. That said, they are not actively expecting trouble. This is the only way in to or out of the forges and the holding area for the cannons, thus the guards here must be neutralized. The door to the forges is open, but can be closed and locked by a guard at the first sign of trouble. The door to the bombards is locked, neither ogre nor the ironmonger know the combination. This area is also part of an ancient dwarven trap called the Purifier. See **Dealing the Purifier** for ways to open the door.

In addition, if the alarm was previously raised, add a **hobgoblin devastator** and two **ironmongers**.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak & Very weak party:** Remove an **ogre overseer**
- **Strong & Very strong party:** Add a **Hell Hound**

Should combat begin, the characters can assist other tables as they choose.

THE PURIFIER

This cunning dwarven trap was designed to purge this room of invaders before they reached the forges or artifice lab.

- The dwarven faces above each doorway are about 15-feet in diameter with articulated eyes and mouths.
- Several bronze nozzles are set in irregular patterns along the ceiling and walls.
- Three 3-foot diameter grates are set in the ceiling at 20 foot intervals.
- A stone panel inset with a metal dial is recessed in the wall beside entryway to and from this chamber. A lever is mounted beside each panel. There is no panel or level by the door the players enter from.

- The bronze nozzles are tarnished from what appears to be repeated exposure to fire.
- There are several scorched, crusty piles on the floor in this room. A DC 11 Wisdom (Medicine) check or DC 15 Intelligence (Investigation) check reveal these to be the badly burnt remains of humanoid creatures.

DEALING WITH THE PURIFIER

If any lever is pulled without first inputting the proper combination on the associated dial, fire from the forges floods the room from the dwarven heads and various nozzles in the room. There is also an activation lever on the far side of the northern and eastern doors. As long as one or both of those levers stay down, the trap remains active. The trap can be dealt with in the following ways:

- Three successful DC 15 Dexterity checks to work a dial in the right combination, thieves' tools may be used with these checks. Failure by 5 or more on any attempt triggers the trap. Triggering the trap resets the number of attempts needed. Succeeding by 5 or more counts as two successes.
- The three grates in the ceiling each lead to an air duct/access system for maintaining the nozzles in the room. It is extremely hot in the ventilation system due to the proximity to the forges. For each turn spent inside the system, each creature within it must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion. Creatures resistant to fire make this saving throw with advantage while those in heavy armor make the saving throw with disadvantage. Creatures who are immune to fire automatically succeed on this saving throw. It is 60 feet from the main chamber to either the north or east doors with a successful DC 12 Wisdom (Survival) check. Otherwise, the character reaches a random door. Once on the other side, the character may open the appropriate door and activate/deactivate the room trap at-will.
- Alternatively, a Small character can squeeze through the mouth to the other side, but takes 7 (2d6) fire damage from the residual heat.
- Due to the complex nature of the locking mechanism, each door would require two *knock* spells to open fully.
- Tampering with the carved heads (attempting to disassemble or destroy them) activates them, spraying molten iron in a 30-foot arc in front of the door (see The Purifier sidebar, below).
- Alternatively, a Small character can squeeze through the mouth to the other side, but takes 7

(2d6) fire damage from the residual heat unless measures are taken to reduce it.

- Don't rely solely on the roll of the dice to narrate the outcome of this encounter; reward clever thinking here.

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1. Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Should the characters activate the trap read the following:

A hollow whooshing noise fills the chamber, as though all the air is being sucked from the room. Suddenly, fire erupts from the eyes and mouth of both carved dwarven heads as they snap open in unison. The air spasms as fire lances from small, bronze nozzles set in the wall. The chamber becomes a raging inferno, heat blasting down the hallway in suffocating waves. After a few moments, it subsides. Heat emanates from the walls and floor, the air as hot as the Nessus itself.

Any captives in the room are incinerated, all others follow the guidance below.

THE PURIFIER (TRAP)

DC 15 Dexterity saving throw: 4d10 (20) fire damage, save for half. Anyone remaining in the area of effect for up to 3 subsequent rounds takes 1d10 (5) fire damage from the

superheated air and must make a DC 12 Constitution saving throw or gain 1 level of exhaustion. Any flammable objects that are unattended are incinerated.

DEVELOPMENTS

Once the fighting has stopped, the teams can break out to attack their various objectives. From this area, the characters go to either **The Forges** OR **The Inferno Bombards**; they may not participate in both encounters.

TREASURE

Each fire giant is carrying a *greater potion of healing*, that if it was not consumed in combat, can be taken as treasure.

XP AWARD

If the characters disable the Purifier, award each character 500 XP.

OPTION 1. THE FORGES

The forges have the following general features:

Terrain. The same dwarven craftsmanship noted in the rest of the complex. This area shows greater modification by the new tenants. A variety of glyphs and sigils are etched on the walls and floors

Hallways and Ceilings. The halls and ceilings in this area are 20-feet wide and 20-feet tall.

Temperature. Borderline unbearable heat. The proximity of the forges results in the area being uncomfortably hot.

Light. Normal; The presence of the forges and links to the elemental plane of fire result in normal illumination in this area.

Smell and Sounds. The area reeks of sulfur and burning metal. There is also a tremendous racket from the clang of metal on metal and heavy labor.

Once clear of the checkpoint, the teams that opted to sabotage the forges can advance. Please read the following:

The ore cart tracks from the processing room continue easterly for some distance. Oppressive heat emanates from the chamber ahead, as does tremendous noise. The chamber is illuminated by a hellish light emanating from a trio of massive forges along the northern wall. Raw ore is fed to the forges from a complex system of chutes and belts whereupon massive cauldrons are fed with the molten metal. Knots of dirty, barely clothed humans and dwarves struggle to work in the oppressive heat.

These are the forges, where raw ore is processed for further refinement. Destroying or disabling it cripples further operations in the facility. The forges is overseen by Vigorel the Slagmaster. Vigorel is a burly salamander with a massive, terrible spear and an even more massive and terrible attitude.

ROLEPLAYING VIGOREL THE SLAGMASTER

Hailing from the elemental plane of fire, Vigorel is an ill-tempered, aggressive salamander who gets extremely upset when his work is interrupted. He doesn't care about most beings one way or the other, he has a job to do and that's about it. Anyone attempting to disrupt his slag operation will face the full weight of his fury.

Quote: "Thirteen tons yesterday, twenty today? Wait, what are you doing?! BURN THEM!"

Vigorel occupies this chamber and is accompanied two **ironmongers**, a **fire giant**, and a **hell hound**. While each separate group faces Vigorel and his cronies individually, other groups should be described as facing off against various other, less-important opponents. Teams in this area may assist one another.

In addition, if the alarm was previously raised, a hill giant and three hobgoblin iron shadows are also present.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the **fire giant**
- **Weak party:** Remove an **ironmonger**
- **Strong & Very strong party:** Add an **ironmonger**

STRATEGY & TACTICS

Vigorel wants to burn his opponents very, very badly. Opponents who display an immunity or resistance to fire enrage him, whereupon he directs his ironmongers to beat that person to death. He uses Slag Blast up to three times in the encounter to incinerate stubborn foes.

The ironmongers follow Vigorel's directions or attack the nearest threat. The fire giant begins combat by throwing hunks of molten slag (adding 2d6 fire damage to its Rock attack) before closing to pummel lightly-armored foes.

ENVIRONMENTAL EFFECTS

A variety of different environmental effects are available to players and NPCs. **There are 3 uses of each.** Describe in broad terms that the following options are available for their use (and yours):

- **Ore Cart.** This item gives its user advantage on Strength (Athletics) checks made to shove an opponent. If the attempt is successful, the target takes 11 (2d10) bludgeoning damage in addition to the normal effects of a Shove.
- **Gravel Chute.** As an action, an adjacent creature can attempt a DC 11 Strength (Athletics) check to pry open a gravel chute. If successful, another creature adjacent to the chute must succeed on a DC 13 Dexterity or Strength saving throw or be buried. A buried creature takes 11 (2d10) bludgeoning damage and is restrained until freed (escape DC 15).
- **Cauldron Crush.** A creature adjacent to the control box may, as an action, operate the cauldron arm, causing it to fall on a foe within 20 feet. The target must succeed on a DC 13 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. If successful, the target is knocked prone.
- **Forge Fires.** Any creature that approaches within 10 feet of a forge or starts its turn there, takes 7 (2d6) fire damage at the end of each turn.

DEVELOPMENTS

Once Vigorel and his minions are defeated, the forges can be sabotaged. There are several ways to accomplish this. A character trained in Arcana or investigation can determine the following:

- To determine how the forges function, the use of *detect magic* is needed. Once completed, a character succeeding at a DC 16 Intelligence (Arcana) check directed at the complex system of runes on each forge causes it to overload OR sieze up over the course approximately an hour. A failed roll disables the device, but the forges overload in 10 minutes—something the triggering character knows. The consequences of being in the complex when this happens are detailed in Part 4.
- Alternatively, a character succeeding at a DC 16 Strength (Athletics) check can bend, break, and destroy some of the complex mechanisms regulating the forges, causing an effect like above, although anyone attempting and assisting the check takes 21 (6d6) fire damage from the energies and super-heated steam that is released. A failed roll disables the device, but the forges overload in 10 minutes—something the triggering character knows. The consequences of being in the complex when this happens are detailed in Part 4.
- Expending a spell slot as raw arcane or divine energy into one of the four forges causes it to overload. However, there is a 25% chance that the

forges overloads in 10 minutes instead of an hour—something the triggering character knows. The consequences of being in the complex when this happens are detailed in Part 4.

Proceed to A Prelude to Destruction, below.

TREASURE

Should they investigate the bodies of the fire giants the characters find a *potion of greater healing* on each. They also find a large, dark leather satchel containing a *scroll of mass cure wounds* hanging on the north wall on a hook in the back of the room with an accompanying set of instructions written in Ignan rebuking whoever is killing slaves without good reason. Wrapped in oilcloth in a dark wooden chest by the north forge is a suit of *red dragon scale mail* sized for a medium creature.

OPTION 2. THE INFERNO BOMBARDS

The inferno bombard workshop has the following general features:

Terrain. The same dwarven craftsmanship noted in the rest of the complex.

Hallways and Ceilings. The halls and ceilings in this area are 40-feet wide and 20-feet tall.

Temperature. Exceedingly hot. The residual heat from the forges is strong here and the inferno bombards give off tremendous heat of their own.

Light. Bright illumination. The sheer number of fires here lights the area well.

Smell and Sounds. The sounds of heavy labor fill the air along with the reek of sweat and the stink of sulfur.

Once clear of the checkpoint, the teams that opted to destroy the inferno bombards can advance. Please read the following:

The sounds of labor emanate from a well-lit room ahead. Inside, you see two massive metal chassis in a cavernous chamber. Each chassis is roughly 50-feet in length, 30-feet wide, and just over 15-feet tall worked from an odd, dark metal alloy both set with massive cannons worked to resemble screaming faces. Behind each barrel is a complex series of interlocking rings set among a sphere 10-feet in diameter. The sphere is etched with silver runes which pulse like cooling magma. Each cannon is surrounded by complex scaffolding and a pair of hoist mechanisms. Metal frames lattice the exterior of each cannon. The far northern section of the chamber has a badly defaced altar set among scorched fane to Moradin.

These are the inferno bombard, Baron Ugarak's newest and most deadly creations. Each is capable of spewing great globs of elemental fire over vast distances and causing a tremendous amount of destruction. Their final construction is overseen by the master azer smith, **Hadutha**. Each bombard is attended by a fire giant and ironmonger.

The primary objective is to sabotage the complex mechanisms that power the guns. Doing so causes a titanic explosion. There are approximately 15 well abused captive workers in here that would very much like to be released. Should the characters use a lot of area of effect spells and effects in this area, captives are slain as you see fit—collateral damage of a sort that should make some people feel bad.

ROLEPLAYING HADUTHA THE SMITH

Hadutha is a craftsman with nothing in the way of scruples. He realizes that his newest creations will be used to cause great destruction. This merits little concern, he only cares if they work. That said, these are his prize creations and he will die before he allows them to be destroyed. Ideally, he kills anyone before they bring his precious creations to harm. Ever conscious of his stature next to the fire giants, Hadutha has constructed an amulet that encases him in a fiery, metallic construct when he goes in to battle. It is widely seen as a form of over compensation.

Quote: *"Look at the lines, the symmetry! It's a thing of beauty!"*

Hadutha the Smith occupies this chamber, putting the finishing touches on his cannons. He is assisted by two **fire giants** and two **ironmongers**. While each separate group faces Hadutha and his cronies individually, other groups should be described as facing off against various other, less-important opponents. Teams in this area may assist one another.

In addition, if the alarm was previously raised, a hill giant and three hobgoblin iron shadows are also present.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove a **fire giant**
- **Weak party:** Remove an **ironmonger**
- **Strong & Very strong party:** Add an **ironmonger**

STRATEGY & TACTICS

Hadutha and his minions move to melee range as quickly as possible and commence to pummeling all and sundry. If a character makes themselves a nuisance, they shift their attention to eliminate it.

If the fight turns against Hadutha and he is reduced to one quarter or fewer of his hit points, he attempts to negotiate a truce and bribe the players to spare his cannons. He offers 350 gp per character in gems and precious ore. If they accept and leave the cannons, the mission is a failure. If they refuse, he enrages and attempt to take as many of the characters to the grave with him, fighting to the death.

Climbing the scaffolding requires a DC 10 Strength check and they move at half speed. For those not trained in Athletics. For those trained no check is required.

ENVIRONMENTAL EFFECTS

A variety of different environmental effects are available to players and NPCs. **There are 3 uses of each.** Describe in broad terms that the following options are available for their use (and yours):

- **Rolled Steel.** As an action, a character can set loose a pile of rolled steel bars which attack any creature within 20 feet. Creatures in the area must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage and are restrained until they are freed (escape DC 15).
- **Break the Scaffolding.** A character that uses an action to attempt a DC 14 Strength (Athletics) may, if successful, break a section of scaffolding causing falling metal to bury another adjacent creature. The target must succeed on a DC 13 Dexterity or Strength saving throw or take 22 (4d10) bludgeoning damage and be buried. While buried, the target is restrained until freed (escape DC 15). Any character atop the scaffolding when it collapses is subject to this effect as well.
- **Hoist Arm.** A character may attempt a DC 13 Intelligence check to operate the hoist arm,

causing it to strike a foe within 20 feet. On success, the targeted creature must make a DC 13 Dexterity saving throw to avoid being struck. If struck, the target takes 11 (2d10) bludgeoning damage and is knocked prone.

DEVELOPMENTS

Once Hadutha and his guards are defeated, any surviving captives can be released. They, of course, run. There are several ways to deal with the cannons. A character trained in Arcana or investigation can determine the following:

- To determine how the bombards function, the use of *detect magic* is needed. Once completed, a character succeeding at a DC 16 Intelligence (Arcana) check directed at the complex system of runes on each bombard causes it to overload over the course approximately an hour. A failed roll disables the device, but the forges overload in 10 minutes—something the triggering character knows. The consequences of being in the complex when this happens are detailed in Part 4.
- Alternatively, a character succeeding at a DC 16 Strength (Athletics) check can bend, break, and destroy some of the complex mechanisms regulating the cannons causes an effect like above, although anyone attempting and/or assisting the check takes 21 (6d6) fire damage from the energies and super-heated steam that is released. A failed roll disables the device, but the cannons overload in 10 minutes—something the triggering character knows. The consequences of being in the complex when this happens are detailed in Part 4.
- Expending a spell slot as raw arcane or divine energy into one of the four forges causes it to overload. However, there is a 25% chance that the cannon overloads in 10 minutes instead of an hour—something the triggering character knows. The consequences of being in the complex when this happens are detailed in Part 4.

Proceed to A Prelude to Destruction, below.

TREASURE

Should they investigate the bodies of the fire giants the characters find a *potion of greater healing* on each giant. There is also a dark leather satchel containing a *scroll of mass cure wounds* hanging by the scaffolding in the back of the room with an accompanying set of instructions written in Ignan talking about the dangers of falling metalwork. Also, if the characters took Haduthua's bribe they receive 350 gp per character in gems and precious ore. Near the altar, wrapped in oilcloth in a dark wooden

chest, is a suit of *red dragon scale mail* sized for a medium creature.

A PRELUDE TO DESTRUCTION

Once the players decide to move on, read the following:

As you prepare to move out, a rumbling baritone voice seems to thunder from all directions at once in heavily accented common, "You are a clever lot, I give you this. You invade my home; you kill my men. You shame me." After a brief pause the voice continues, oddly calm, "Clever will only take you so far in this life though friends, now steel yourselves for Surtur's cleansing flames".

The following is bellowed in giant immediately after the speech above:

"They have only slain the weak! Purify your home, find those who have defiled our fortress and crush them to paste!"

This is Baron Ugarak utilizing a modified form of *magic mouth* to address the Molten Vault.

Move on to Part 4.

PART 4. EGRESS!

Estimated Duration: 45 minutes

Once all tables have completed their objectives, died trying, run away, or time has elapsed the time has come to leave. All characters and captives should be making their way out of the complex via a lift near the warehouse. Should any party not wish to leave the complex, feel free to use the final encounter as a template and have them battle it out until the forges explode and bring the complex down on them.

POSSIBLE DEVELOPMENTS

Here is a list of possible developments from Parts 2 and 3. DM's need to rally with the administrator to relay the outcomes of parts 2 and 3 for their tables:

Main Entry Guards Defeated. If the players defeated the guard force at the front door, reduce the strength of the final encounter by halving the number of non-unique combatants at each tier. Do not remove unique combatants such as the Baron.

Reinforcements. If any of the Baron's lieutenants escaped earlier in the adventure, add them to the encounter for the appropriate tier.

She's Gonna Blow! (Tier 2, Only). If any of the Tier 2 tables failed to sabotage the forges or the cannons, the final fight is a bit more...explosive. See the sidebar below for more details.

A Little Help From the Soulforger. Should at least half of the tables succeed at their missions, an old dwarven holy man is among those rescued. He produces a small hip flask of a potent brown liquor that he passes around to all the characters exhorting them to drink up for luck. Anyone who imbibes gains the effects of a short rest. The old man is curiously absent when the fighting ends.

ENTER THE BARON

By this time, word has reached Baron Ugarak that intruders have entered his complex and are causing mayhem. With the front entrance on lockdown, he knows of only one other way out of the complex, the supply lift located in the warehouse. The dwarves who built the facility maintained a secured lift able to move large amounts of troops and supplies topside quickly, if needed. The front entrance is heavily guarded and sealed, ruling it out as an escape route before the sabotaged forges and cannons detonate.

As the players approach the lift, freed captives in tow, please read the following:

For the time being, the defenders appear to be confused and disorganized from the pace of your assault, so resistance en route to the evacuation point is light. Horns sound in the distance as the warehouse judders in to view. The freed folk begin to chatter breathlessly, excitement rising in their strained voices at their rapidly approaching freedom. The sound of horns blaring is broken by a bowel loosening bellow that shakes the very stones. The freed folk halt in their tracks, filled with almost palpable fear, voices rising, "The Baron..."

The Baron and his forces are ready for a pitched battle. If any characters are contemplating diplomacy, inform them that it looks highly unlikely to succeed and they can decide from there. The following objectives need to be completed during the battle:

- Guard the captives who are operating the lift and hold back the Baron's forces long enough to allow the captives to escape.
- Kill the Baron and his Captain of the Guard.

The Table Captains should confer with one another for 5-10 minutes to determine their battle plan.

Tables may assist one another during this fight as previously stated. However, if one table is having an extremely hard time, let the table captains know that they can shift an opponent to another table of the appropriate tier. It joins the other table's initiative with the appropriate amount of hit points.

The battles that the characters face depend on their tier:

TIER 1

The characters are assigned or choose one of the following encounters:

Guarding the Lift. A force consisting of three **hobgoblins** and a **hobgoblin iron shadow** led by a **hobgoblin devastator** arrive and attempt to seize control of the lift.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** The **hobgoblin devastator** has no 3rd level spells and the **hobgoblin iron shadow** has half hp.
- **Weak party:** Remove the **hobgoblin iron shadow**
- **Strong & Very strong party:** Add a **hobgoblin iron shadow**

Kill Captain of the Guard. The characters must seek out and defeat **General Greshod**, the Captain of the Guard. He is guarded by a **goblin booyagh** and three **goblins** mounted on **worgs**. He can be clearly

seen rallying defenders and encouraging the hobgoblins.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove a **goblin** and a **worg**.
- **Weak party:** Remove the **goblin booyagh**.
- **Strong & Very strong party:** Add a **hobgoblin iron shadow**.

TIER 2

The characters are assigned or choose one of the following encounters:

Guarding the Lift. A force consisting of two **salamanders**, one **fire giant**, one **hell hound**, and an **infernal dreadnaught** arrive and attempt to seize control of the lift.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the **fire giant**.
- **Weak party:** Remove a **salamander**.
- **Strong & Very strong party:** Add a **fire giant**.

Kill the Baron. The characters must seek out and defeat **Baron Ugarak**. He is guarded by three **ironmongers**, and a fire **myrmidon**.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the **fire myrmidon**.
- **Weak party:** Remove an **ironmonger**.
- **Strong & Very strong party:** Add a **fire myrmidon**.

DEVELOPMENTS

SHE'S GONNA BLOW!

If the characters botched destroying the forges and/or the cannons, one of the following events occurs starting on the **second round of combat and each round thereafter for 5 rounds**:

D4	Result
1	Gout of Fire (2d4 fire damage, DC 11 Dexterity for half damage)
2	Shockwave (disadvantage to Perception checks for a round)
3	Falling Rocks (2d6 bludgeoning damage, DC 11 Dexterity check for half damage)
4	Smoke (all targets concealed)

After 5 rounds the structure begins to collapse. All creatures who remain outside the lift take 21 (6d6) bludgeoning and

fire damage for 10 rounds at which time the complex is destroyed.

CONCLUSION

Once this group of opponents is defeated, describe the sound of more combatants heading in their direction. Once all teams board the lift, it begins its ascent and the players are home free. If the players botched one or both sabotage missions read the following:

The massive lift begins grinding its way to the surface, every inch packed with sweaty, dirty bodies. After what feels like an eternity of grinding up the huge, vertical tunnel a flash of light emanates below followed by a thunderous boom. A shockwave of force launches the lift up like a missile and it erupts out of the ground, blasting an articulated stone slab from its hinges. The contraption slams to the ground, throwing occupants hither and yon. As the dust settles you taste cool, mountain air. You did it.

If the characters successfully sabotaged the forge and cannons read the following:

The massive lift begins grinding its way to the surface, every inch packed with sweaty, dirty bodies. After what feels like an eternity, the contraption reaches a massive stone which grinds up to reveal a low summit. The freed prisoners rush off the lift, tears of joy gleaming in their eyes. As they move from the open tunnel followed by a gust of smoke and fire, the ground shaking at the force of the explosion. As the dust and smoke settle, the prisoners begin to cheer lustily, shaking their fists to the sky.

The march down the mountain is a joyous one. Before long the parties are met by Red Ned and his team. Cheers are exchanged all around. In thwarting the Baron all present receive the story award **Hated of Surtur**.

Ned looks out at you, amazement clear on his face. "By Tempus's hairy arse", he mutters shaking his head, "I owe you bastards a round, now don't I?"

Red Ned arranges transport for all and sundry.

TREASURE

In exchange for their services, the gathered faction representatives give the characters a handsome

wooden chest containing 500 gp (Tier 1) or 1,250 gp (Tier 2).

They also gain the story award **Hated of Surtur**.

REWARDS (TIER 1)

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Bugbear	200
Goblin	50
Goblin Booyahg	50
Half Ogre	200
Hobgoblin	100
Hobgoblin Battle Priest	450
Hobgoblin Fist	450
Hobgoblin Captain	700
Hobgoblin Devastator	1,100
Hobgoblin Iron Shadow	450
Worg	100
General Greshod	1,800
Foreman Hellbrun	1,100
Nivek	700

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Negotiated past front gate	100
Disabled guards in warehouse	100
Avoided all combat in Part 2	50
Disable the Stone Fathers	100

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating in this adventure is **1,500 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP value
Tier 1 Faction reward	500

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

WYRM RIPPER (DRAGONSLAYER GREATSWORD) (TIER 1, ONLY)

Weapon (Greatsword), rare

Made of what appears to be roughly crafted pig iron with a crude leather haft, this enormous greatsword possesses a bold Davek rune at the base of both sides of the blade which reads "Wyrripper". A description of this item can be found in **Player Handout 2**.

POTION OF HEALING

Potion, common

A description of this item can be found in the *Player's Handbook*.

SCROLL OF BLESS

Scroll, common

A description of this item can be found in the *Dungeon Master's Guide*.

RENOWN

Every player receives **one point of renown** for successfully competing this adventure.

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

DOWNTIME ACTIVITIES

The Factions now have access to a store of ore that has been sustain prolonged exposure to unusual elemental energies. Any character of Rank 2 or higher with their respective faction may spend **60 downtime days** to assist their faction with the crafting and fitting of a suit of metal armor with a cost of 750gp or less that has the fire resistance property. This item is non-tradeable and does not require attunement.

STORY AWARDS

The characters have the opportunity to earn the following story award during this adventure.

Hated of Surtur. For thwarting Baron Ugarak's plans in the Molten Vault, you have earned the ire of Surtur, god of the Fire Giants. Fire Giants who see you sense a deep and abiding hatred which can be quelled only through your painful death. You have disadvantage on any social checks with fire giants and they attempt to kill you as quickly as possible in combat, even at the expense of other foes.

DM REWARDS

For running this adventure, you receive **300 XP, 150 gp** and **ten downtime days**.

REWARDS (TIER 2)

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

EXPERIENCE

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted. **Tier 1 awards are in parentheses.**

COMBAT AWARDS

Name of Foe	XP per Foe
Fire Giant	9,000
Fire Myrmidon	2,900
Hell Hound	700
Ironmonger	2,900
Ogre Overseer	1,100
Salamander	1,800
Infernal Dreadnaught	7,200
Vigorel the Slagmaster	2,300
Hadutha the Smith	1,800
Baron Ugarak	11,500

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Negotiated past front gate	500
Disabled guards in warehouse	500
Avoided all combat in Part 2	250
Disable the Purifier	500

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

The **maximum** total award for each character participating in this adventure is 6,250 **experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one

character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP value
Tier 2 Faction reward	1,250
Bribe from Hadutha	350

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

DRAGON SCALE MAIL (TIER 2, ONLY)

Armor (scale mail), very rare, requires attunement

This beautiful suit of scale mail is crafted from red dragon hide. Exquisite gold embossing covers the pauldrons and greaves, while the helm is crafted in the likeness of a snarling dragon complete with horns. A description of this item can be found in **Player Handout 3**.

POTION OF GREATER HEALING

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

SCROLL OF MASS CURE WOUNDS

Scroll, rare

A description of this item can be found in the *Dungeon Master's Guide*.

RENOWN

Every player receives **one point of renown** for successfully competing this adventure.

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

DOWNTIME ACTIVITIES

The Factions now have access to a store of ore that has been sustain prolonged exposure to unusual elemental energies. Any character of Rank 2 or higher with their respective faction may spend **60 downtime days** to assist their faction with the crafting and fitting of a suit of metal armor with a cost of 750gp or less that has the fire resistance property. This item is non-tradeable and does not require attunement.

STORY AWARDS

The characters have the opportunity to earn the following story award during this adventure.

Hated of Surtur. For thwarting Baron Ugarak's plans in the Molten Vault, you have earned the ire of Surtur, god of the Fire Giants. Fire Giants who see you sense a deep and abiding hatred which can be quelled only through your painful death. You have disadvantage on any social checks with fire giants and they attempt to kill you as quickly as possible in combat, even at the expense of other foes.

DM REWARDS

For running this adventure, you receive **1,250 XP**, **625 gp** and **ten downtime days**.

APPENDIX. NPC SUMMARY

Below is a list of NPCs that appear in this adventure.

Baron Krelas Ugarak (Kreh-LAS UH-guh-Rak).

Also, known as the Iron Baron, a male fire giant warlord, currently rules the Molten Vault. Vassal to Duke Zalto.

Hadutha the Smith (HA-doo-th-uh).

Male Azer, Baron Ugarak's chief artificier and metalsmith in the Molten Vault.

Forgemaster Vigorel (VEE-gor-el).

Male salamander, oversees the refinement of newly mined ore in the Molten Vault.

Nivek the Gaoleryer (Nih-vek the Jailer).

Male ogre, oversees the detention of and information extraction from unruly captives.

Foreman Hellbrun (Hell-BRUHN).

Male stone giant. Supervises mining operations in the Molten Vault. Captured and twisted by the Baron from a young age.

"Red" Ned Fillgren (Fill-grehn).

Male Chondathan human. Former independent outlaw, now works for the Zhentarim doing black bag work.

NEW CREATURES

The following creatures are new or unique to this adventure:

Hobgoblin Devastator (Volo's Guide).

Clad in studded leather armor and carrying iron tipped quarterstaves, hobgoblin devastators are evokers trained in the application of battlefield magics. This creature can be found in Volo's Guide to Monsters.

Hobgoblin Iron Shadow (Volo's Guide).

Peerless assassins and scouts, iron shadows are shadowy monks who don devilish masks to hunt their foes. This creature can be found in Volo's Guide to Monsters.

Goblin Booyahg (Volo's Guide).

A goblin that's managed to learn just enough magic by aping a hobgoblin devastator that they are able to cast a single spell reliably. Usually clad in a ragged pointy hat or other wizardly trappings. They have an outsized sense of self-importance.

Ironmongers.

Mechanical creations of the Baron cast in the likeness of angry fire giants.

Infernal Dreadnaught.

A massive iron contraption with a fiendish maw where the abdomen should be. Created to flatten things that are not fire giants.

APPENDIX. NPC/MONSTER STATISTICS (TIER 1)

BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

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

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

FOREMAN HELLBRUN

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Crazy Like a Fox. Foreman Hellbrun has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Never Dreaming. Foreman Hellbrun never sleeps.

ACTIONS

Multiattack. Foreman Hellbrun makes two attacks: one with his axe and one with his club.

Stone Axe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Spiked Stone Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

LAIR ACTION: CAVE IN!

On initiative count 20 (losing initiative ties), Hellbrun takes a lair action to cause the following effect; he can use the following action:

Ceiling Collapse. Hellbrun smashes his maul against the ground or walls and part of the ceiling collapses above one creature that Hellbrun can see within 120 feet of him. The creature must succeed on a DC 12 Dexterity saving throw or take 6 (2d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.

GENERAL GRESHOD, HOBGOBLIN COMMANDER

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The Captain has advantage on saving throws against being frightened.

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

ACTIONS

Multiattack. The Captain makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The Captain adds 3 to its AC against one melee attack that would hit it. To do so, the Captain must see the attacker and be wielding a melee weapon.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

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

GOBLIN BOOYAHG

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Spellcasting. The Booyahg is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 10, +2 to hit with spell attacks). It knows the following Wizard spells:

1st level (1 slot): *magic missile*

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

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

GOBLIN BOSS

Small humanoid (goblinoid), lawful evil

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 Goblin, Common

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The boss 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.

HALF-OGRE

Large giant, any chaotic alignment

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP)

ACTIONS

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing 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.

HOBGOBLIN BATTLE PRIEST

Medium humanoid (goblinoid), lawful evil

Armor Class 15 (scale 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 Goblin, Common

Challenge 2 (450 XP)

Battle Ready. The battle priest has advantage on saving throws against being charmed or frightened.

Spellcasting. The battle priest is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The battle priest 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 battle priest makes two melee attacks.

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

HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 55 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) 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

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

HOBGOBLIN DEVASTATOR

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 55 (6d8 + 12)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 4 (1,100 XP)

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

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

Spellcasting. The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, ray of frost, shocking grasp*

1st level (4 slots): *fog cloud, magic missile, thunder wave*

2nd level (3 slots): *gust of wind, melf's acid arrow, scorching ray*

3rd level (3 slots): *fireball, fly, lightning bolt*

4th level (1 slot): *ice storm*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage if used with two hands.

HOBGOBLIN FIST

Medium humanoid (goblinoid), Lawful evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

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

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The Fist makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

HOBGOBLIN IRON SHADOW

Medium humanoid (goblinoid), lawful evil

Armor Class 15 (half plate)

Hit Points 32 (5d8 + 10)

Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 2 (450 XP)

Spellcasting. The hobgoblin is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *minor illusion*, *prestidigitation*, *true strike*

1st level (3 slots): *charm person*, *disguise self*, *expeditious retreat*, *silent image*

Unarmored Defense. While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier

ACTIONS

Multiattack. The hobgoblin makes four attacks, each of which can be an unarmed strike or a dart attack. It can also use *Shadow Jaunt* once, either before or after one of the attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

NIVEK (MINOTAUR)

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common

Challenge 3 (700 XP)

Charge. If the Nivek moves at least 10 feet straight toward a target and then hits it with an impale 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 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The Nivek can perfectly recall any path it has traveled.

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

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Impale. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

LAIR ACTION: ABUSE THE HELPLESS

On initiative count 20 (losing initiative ties), Nivek takes a lair action to cause the following effect; Nivek can use the following action:

Hapless Shield. Nivek snatches up a prisoner and uses their body as a shield. A character can attack Nivek with ranged or melee attacks at disadvantage to avoid striking the prisoner, otherwise there is a 35% chance that the attack will strike the prisoner instead of Nivek. Area of effect spells will automatically strike both Nivek and the prisoner. Spells that target a single creature and do not require an attack roll avoid this effect.

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

APPENDIX. NPC/MONSTER STATISTICS (TIER 2)

BARON UGARAK (FIRE GIANT DREADNOUGHT)

Huge giant (fire giant), lawful evil

Armor Class 22 (plate, shields)

Hit Points 187 (15d12 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +4, Con +11, Cha +5

Skills Athletics +13, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant, Goblin, Ignan, Common

Challenge 14 (11,500 XP)

Dual Shields. The giant carries two shields, each of which is accounted for in the giant's AC. The giant must stow or drop one of its shields to hurl rocks.

ACTIONS

Multiattack. The giant makes two fireshield attacks.

Fireshield. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage plus 7 (2d6) fire damage plus 7 (2d6) piercing damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Shield Charge. The giant moves up to 30 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, it makes a fireshield attack against that creature. If the attack hits, the target must also succeed on a DC 21 Strength saving throw or be pushed ahead of the giant for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 18 (3d6 + 8) bludgeoning damage, or 29 (6d6 + 8) bludgeoning damage if it was already prone.

FIRE GIANT

Huge giant, lawful evil

Armor Class 18 (plate)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage

FIRE MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Giant, Ignan

Challenge 7 (2,900 XP)

Illumination. The myrmidon sheds bright light in a 20-foot radius.

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

Water Susceptibility. For every 5 feet the myrmidon moves in water, it takes 2 (1d4) cold damage.

ACTIONS

Multiattack. The myrmidon makes three scimitar attacks.

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

Fiery Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack deals an extra 5 (1d10) fire damage.

HADUTHA THE SMITH

Large fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Iron Spikes. At the start of each of its turns, Hadutha deals 5 (1d10) piercing damage to any creature grappling it.

Clear Sight. Magical darkness doesn't impede the Hadutha's darkvision.

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

ACTIONS

Multiattack. Hadutha makes three melee attacks: one with his flail and two with its gauntlets. Alternatively, he can use Hurl Flame twice.

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

Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

LAIR ACTION: BARRAGE

On initiative count 20 (losing initiative ties), Hadutha takes a lair action to cause the following effect; he can use the following action:

Barrage. Hadutha activates a rune on his armor causing the shoulder plates to open and summon a shower of crazed magma mephits in a 30' cone centered on Hadutha. Any creature in the area of effect must make a DC 15 Dexterity saving throw or take 3d6 (10) fire damage and be restrained until the end of their next turn as the crazed mephits melt away.

HILL GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

INFERNAL DREADNAUGHT

Huge construct neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6

Damage Immunities Fire

Senses darkvision 90 ft., passive Perception 16

Languages Giant

Challenge 11 (7,200 XP)

ACTIONS

Multiattack. The Infernal Dreadnaught makes two attacks: one with its gauntlet and one to crush.

Spiked Gauntlet. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Crush. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the Infernal Dreadnaught isn't already constricting a creature, and the target is restrained until this grapple ends.

Fire Breath (Recharge 5–6). The Infernal Dreadnaught exhales a line of fire that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Swallow. The Infernal Dreadnaught makes one spiked gauntlet attack against a Medium or smaller target it is grappling. If the attack hits, the target is also thrown in the Devastator's engine, and the grapple ends. While in the engine, the target is blinded and restrained, it has total cover against attacks and other effects outside the Infernal Dreadnaught, and it takes 21 (6d6) fire damage at the start of each of the Infernal Dreadnaught's turns. An Infernal Dreadnaught can have only one creature in the engine at a time.

If the Infernal Dreadnaught takes 30 damage or more on a single turn from the creature in the engine, the Infernal Dreadnaught must succeed on a DC 14 Constitution saving throw at the end of that turn or eject the creature, which falls prone in a space within 10 feet of the Infernal Dreadnaught. If the Infernal

Dreadnaught dies, a creature in the engine is no longer restrained by it and can escape from the wreckage by using 15 feet of movement, exiting prone.

IRONMONGER

Large elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Giant, Terran

Challenge 7 (2,900 XP)

Magic Weapons. The ironmonger's weapon attacks are magical

ACTIONS

Multiattack. The ironmonger makes two maul attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Thunderous Strike (Recharge 6). The ironmonger makes one maul attack. If the attack hits, it deals an extra 16 (3d10) thunder damage and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

OGRE OVERSEER (ICE SPIRE OGRE)

Large giant, chaotic evil

Armor Class 16 (scale armor, shield)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	9 (-1)	12 (+1)	8 (-1)

Saving Throws Con +6, Wis +3

Skills Perception +3

Special Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The ogre makes two melee attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +8 to hit, reach 5 ft. or ranged 30 ft./60 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

SALAMANDER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Giant, Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Multiattack. The salamander makes two attacks with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5ft., or range 20ft./60ft., one target. *Hit:* 11 (2d6 + 4) piercing damage or 13 (2d8+4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10ft, one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

VIGOREL

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., burrow 30 ft.

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

Skills Arcana +3, Religion +3

Damage Immunities fire

Senses passive Perception 10

Languages Common, Ignan

Challenge 6 (2,300 XP)

Spellcasting. Vigorel is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from *Princes of the Apocalypse*, Appendix B):

Cantrips (at will): *control flames**, *fire bolt*, *friends*, *light*, *minor illusion*

1st level (4 slots): *burning hands*, *color spray*, *mage armor*

2nd level (3 slots): *scorching ray*, *suggestion*

3rd level (3 slots): *fireball*, *hypnotic pattern*

4th level (1 slot): *fire shield* (see *Wreathed in Flame*)

Wreathed in Flame. For the Vigorel, the warm version of the fire shield spell has a duration of “until dispelled.” The fire shield burns for 10 minutes after Vigorel dies, consuming its body.

ACTIONS

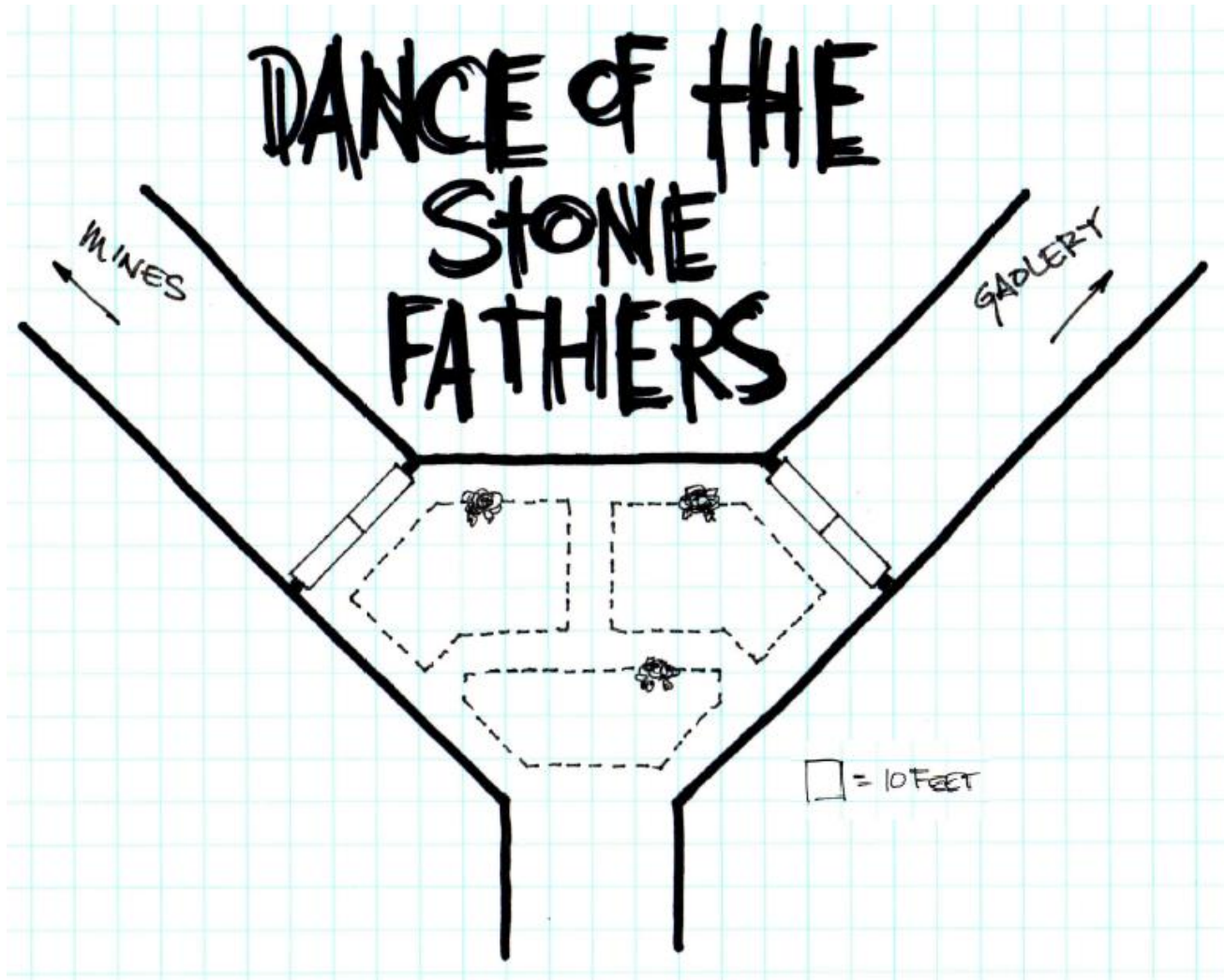
Iron Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d10 + 2) piercing damage.

LAIR ACTION: SLAG BLAST

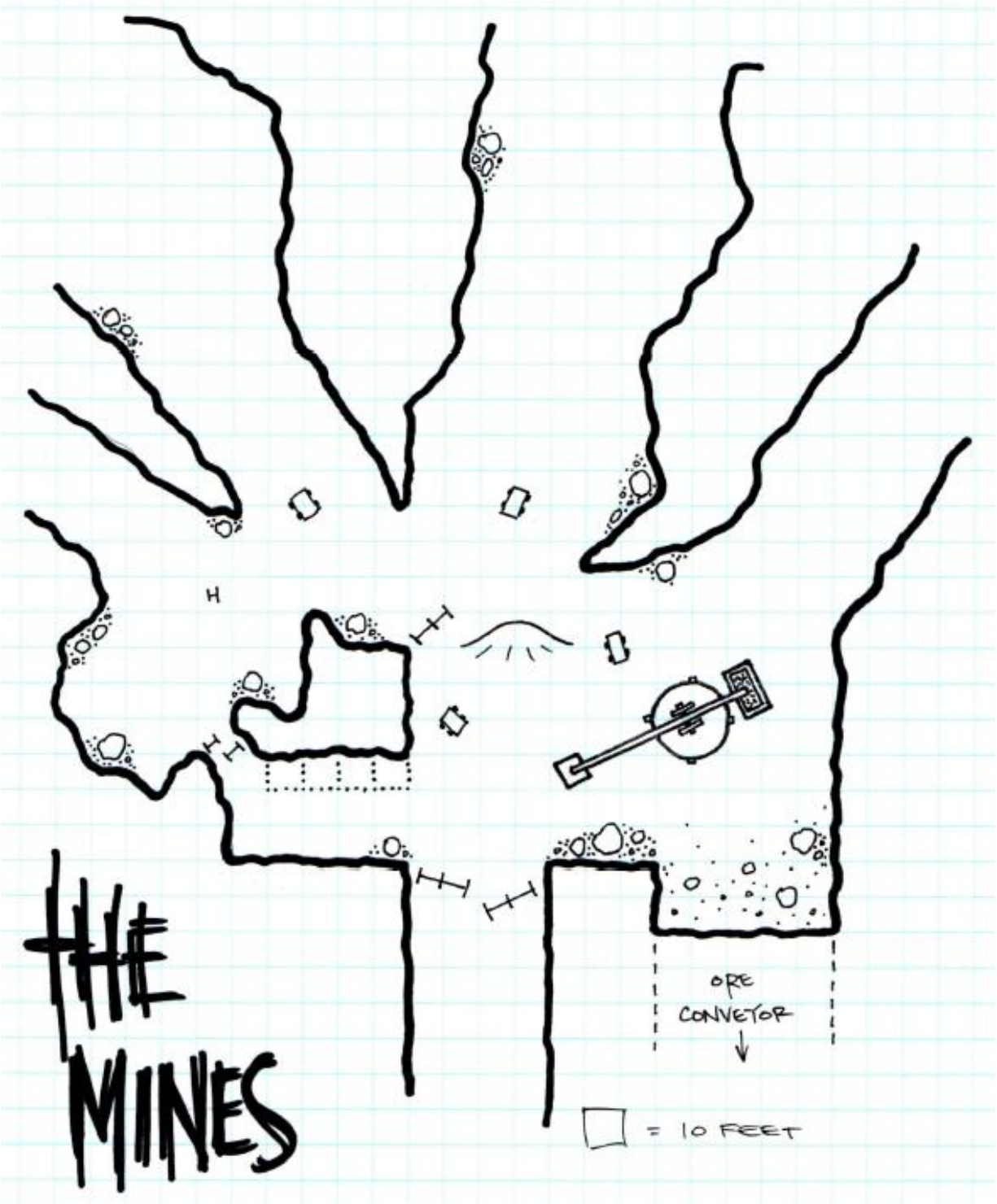
On initiative count 20 (losing initiative ties), Vigorel takes a lair action to cause the following effect; he can use the following action:

Slag Blast. Vigorel causes a forge to belch an orb of molten slag. Any creature targeted must succeed a DC 15 Dexterity saving throw or be coated in molten slag taking 3d6 (10) fire damage and be slowed until the start of its next turn.

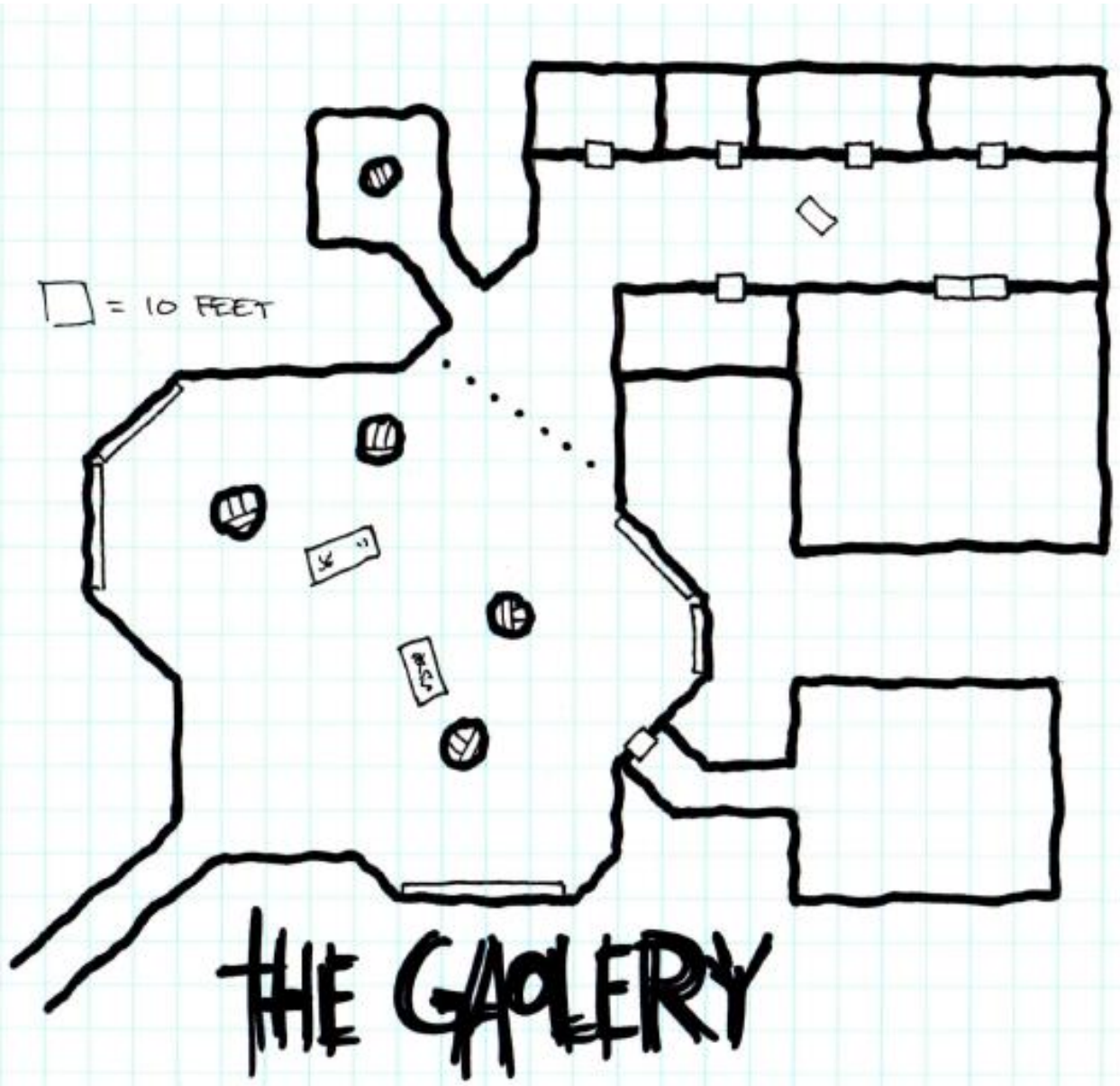
APPENDIX. THE STONE FATHERS MAP



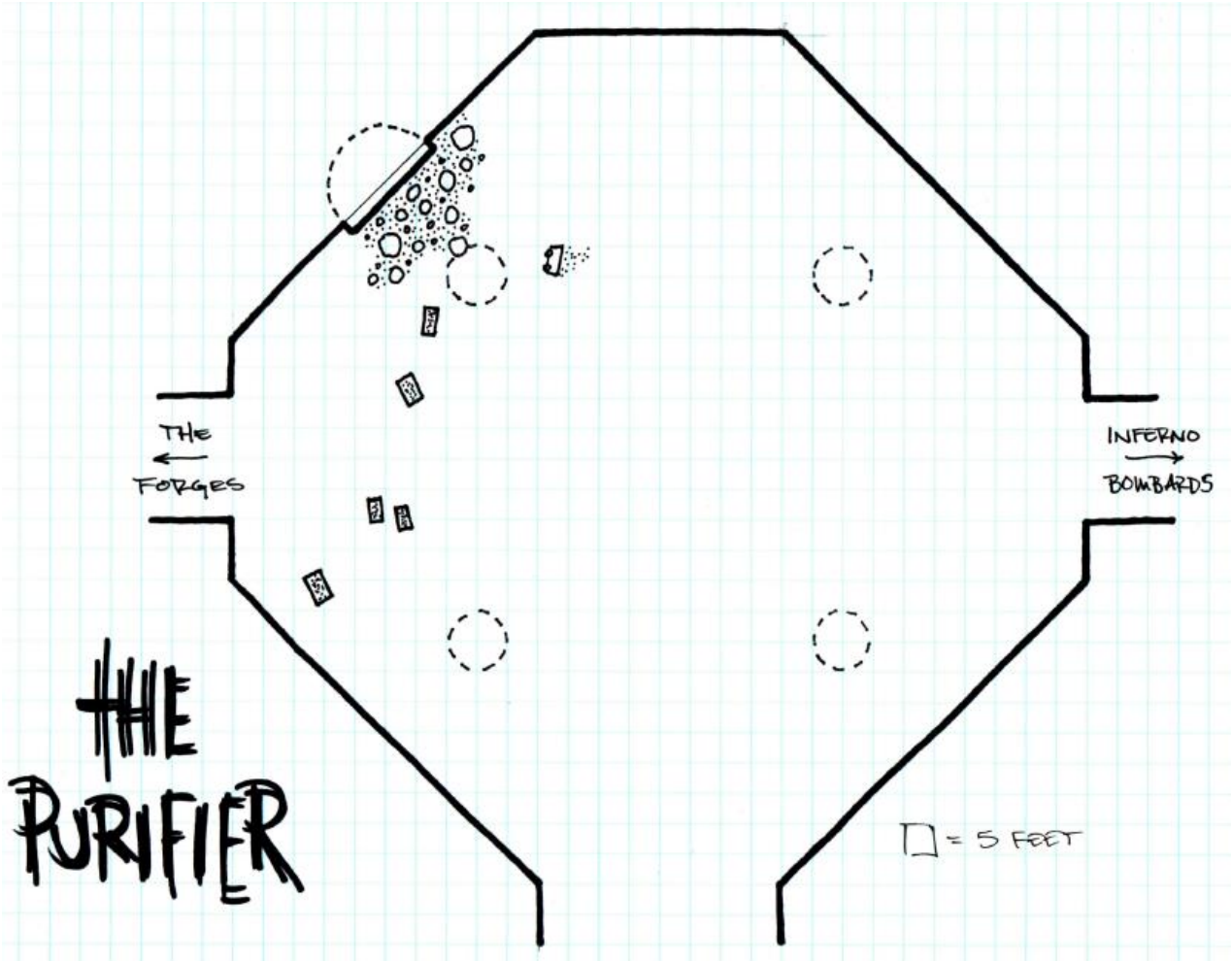
APPENDIX. THE MINES MAP



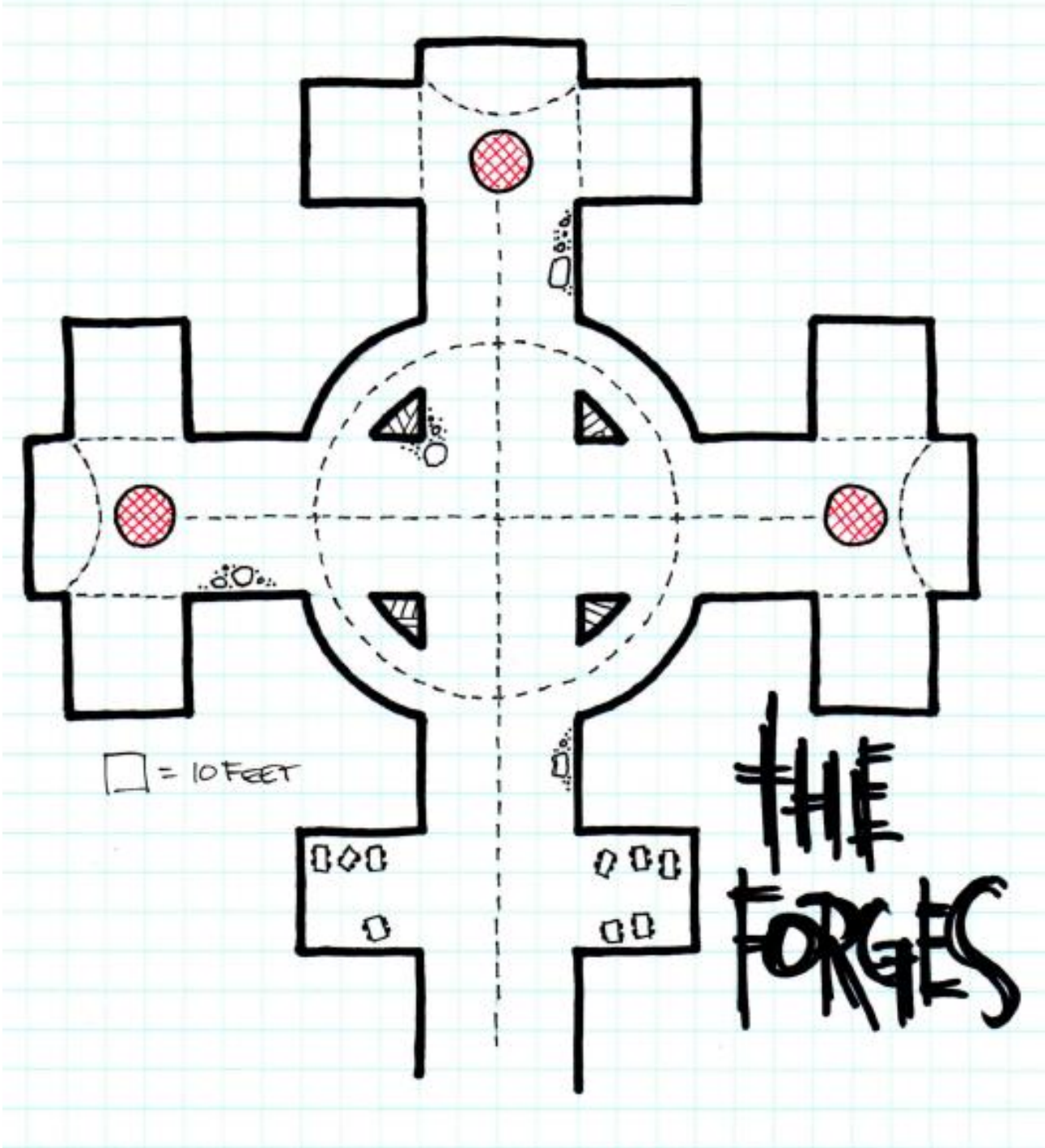
APPENDIX. THE GAOLERY MAP



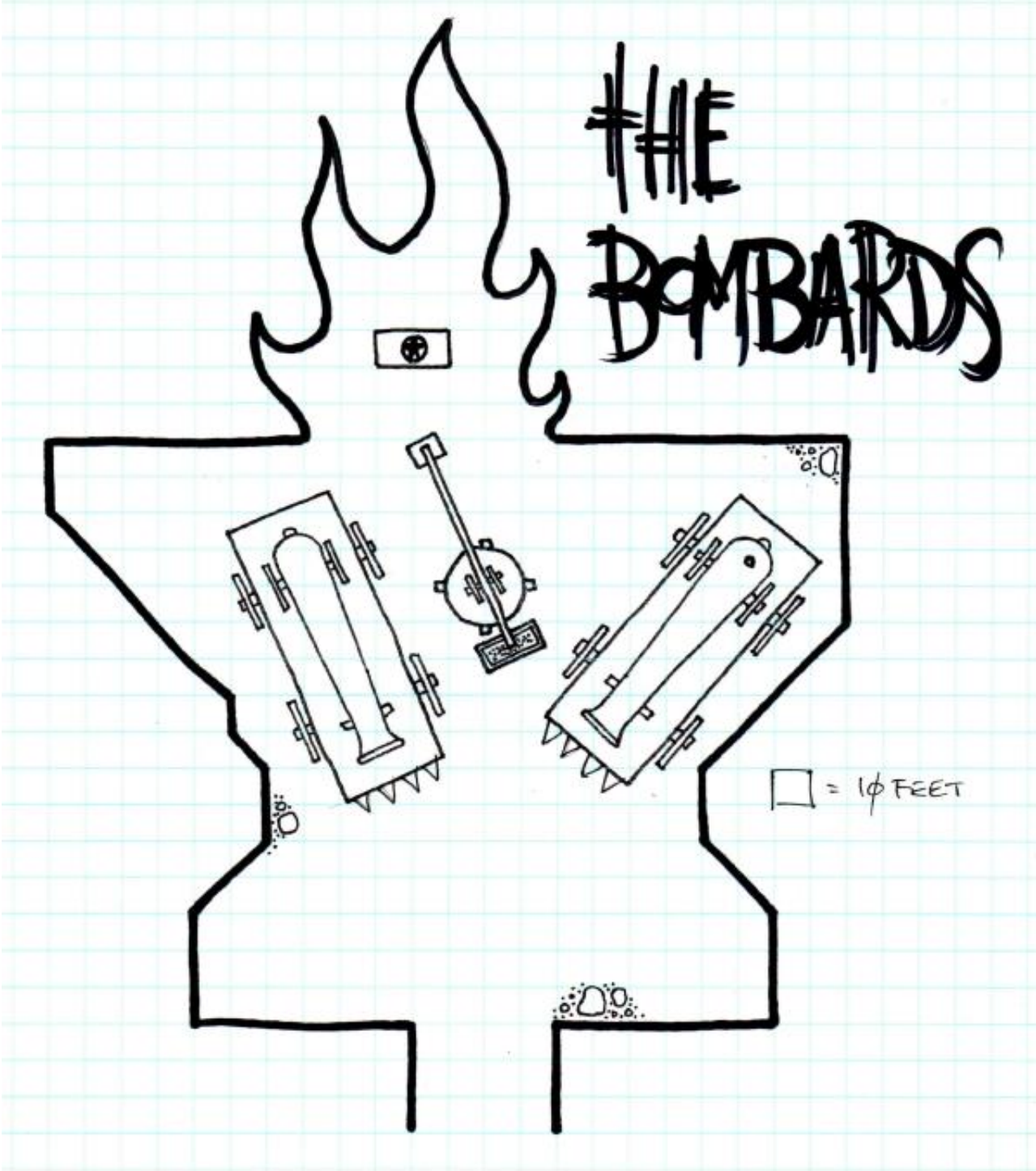
APPENDIX. THE PURIFIER MAP



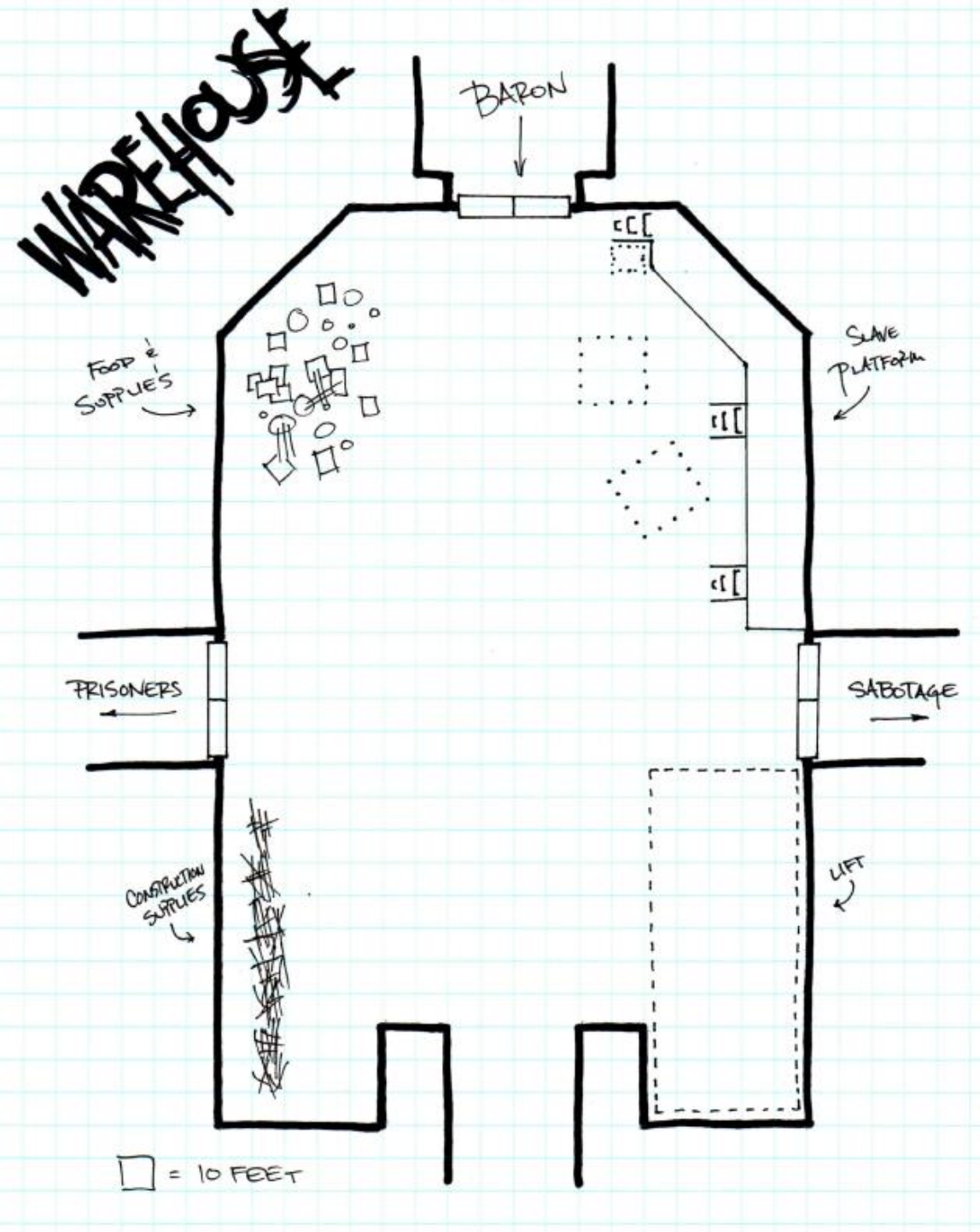
APPENDIX. THE FORGES MAP



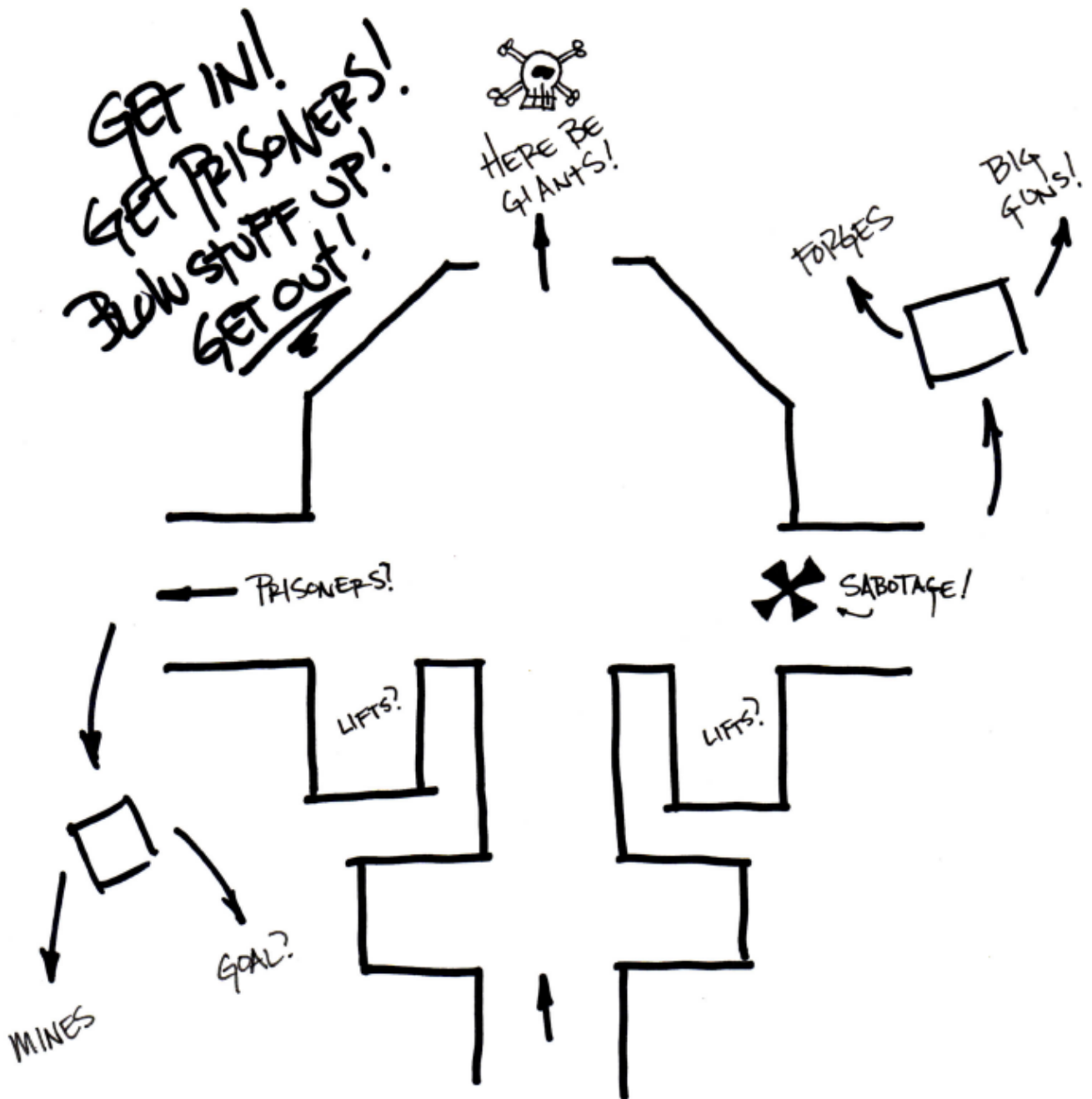
APPENDIX. THE BOMBARDS MAP



APPENDIX. THE WAREHOUSE MAP



PLAYER HANDOUT 1. YER ORDERS!



PLAYER HANDOUT 2. DRAGONSLAYER GREATSWORD

WYMRIPPER (DRAGONSLAYER GREATSWORD) (TIER 1, ONLY)

Weapon (Greatsword), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns. This item can be found in the *Dungeon Master's Guide*.

Made of what appears to be roughly crafted pig iron with a crude leather haft, this enormous greatsword possesses a bold Davek rune at the base of both sides of the blade which reads "*Wyrripper*".

PLAYER HANDOUT 3. DRAGON SCALE MAIL

RED DRAGON SCALE MAIL (TIER 2, ONLY)

Armor (scale mail), very rare, requires attunement

Dragon scale mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, dragon scale mail is highly valued.

While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales (see the table).

Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor. This special action can't be used again until the next dawn. This item can be found in the *Dungeon Master's Guide*.

This beautiful suit of scale mail is crafted from red dragon hide. Exquisite gold embossing covers the pauldrons and greaves, while the helm is crafted in the likeness of a snarling dragon complete with horns.

PLAYER HANDOUT 4. DOWNTIME ACTIVITIES

Characters add the following downtime activity.

FLAMEBORNE ARMOR

The Factions now have access to a store of ore that has been sustain prolonged exposure to unusual elemental energies. If you are Rank 2 or higher with a faction, you may spend **60 downtime days** to assist your faction with the crafting and fitting of a suit of nonmagical metal armor. You must pay the full price of the armor, however, when complete, it bestows resistance to fire damage when worn.

As a nonmagical suit of armor, this item is non-tradeable.

PLAYER HANDOUT 5. STORY AWARD

The characters have the opportunity to earn the following story award during this adventure.

HATED OF SURTUR

For thwarting Baron Ugarak's plans in the Molten Vault, you have earned the ire of Surtur, god of the fire giants. Fire giants who see you sense a deep and abiding hatred which can be quelled only through your painful death.

You have disadvantage on any social checks with fire giants and they may single you out in combat; even if it places them in peril.

DM APPENDIX. RUNNING THE ADVENTURE

The Iron Baron is a fast-paced adventure where the clock is always ticking and the consequence of failure are death. To that end, play up the following elements:

- **Improvisation.** If the players want to run off and do something silly, fine. Use existing creatures, make the fight as fair as you think it needs to be.
- **Tension.** Our heroes are outnumbered in an enemy held fortress, underground. If they choose to stop and rest, throw a patrol at them suitable to their level. It's a rescue mission, not a tourist destination.

THE EVENT SHOULD BE ORGANIZED AS SUCH:

- One Organizer to oversee all tables. This person makes sure the sections start and stop on time. They should also track what tables are assaulting what objectives.
- Two DMs per tier (minimum). DMs should track what objectives their players choose and report this to the organizer.
- One Table Captain per table. The table captain is responsible for communicating what the teams are doing to the other table captains when the teams rally to make decisions.

IMPORTANT STUFF:

- For purposes of this playtest, if fighting breaks out in Part 2, the DMs should rally briefly and break out what forces they want from the total at hand to run for their tables. If you don't feel it's hard enough, add some. If you think it's too brutal, subtract a few.
- Table assistance mechanic: Each player can perform **one** assist to another table once per Part. Assistance can take the form of giving another table **in the same area** one of the following:
 - 1d8+2 healing
 - Advantage on an attack roll
 - Advantage on a saving throw
 - +1d4 to a single ability check
- Write the desired effect on a 3 x 5 card and relay it to the intended table.
- Each table captain is issued a *sending stone* to facilitate communication with other captains.
- Each table chooses an objective based on tier and each objective requires 1 table minimum:

Tier 1. Free the captive miners

Tier 1. Liberate the Gaolery

Tier 2. Destroy the Forges

Tier 2. Sabotage the Inferno Bombards