

THE FORGOTTEN FORGE

**3.5 TO 5E CONVERSION
GUIDE AND EXPANSION**



THE FORGOTTEN FORGE

CONVERSION GUIDE & EXPANSION

AN INTRODUCTION TO EBERRON

FOR 1ST-LEVEL CHARACTERS

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Original Adventure: Wizards of the Coast

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INTRODUCTION

The Forgotten Forge was a short adventure included in the original *Eberron Campaign Setting* for 3rd edition as an introduction to Eberron. It is intended for a group of four 1st level characters. You will need a copy of the *Eberron Campaign Setting* (ECS) which includes the original adventure to use this conversion. *Eberron: Rising from the Last War* (RLW) or the *Wayfinder's Guide to Eberron* (WGE) is also recommended. A few optional encounters use statistics from the *Monster Manual* (MM). If you are planning on running a campaign based out of Sharn, the 3rd edition book *Sharn: City of Towers* provides a wealth of valuable setting information.

Notes have been included in this conversion to allow for scaling encounters for larger groups and/or more powerful characters. In addition, supplemental information and suggestions are included to help Dungeon Masters run—and expand upon—this adventure.

SETTING THE SCENE

The Forgotten Forge is set in Sharn and is intended to serve as an introduction to both the city and Eberron as a whole. There are, indeed, a few primary locations that could be used to show off the uniqueness and wide diversity of Sharn. Unfortunately, the original adventure does little to describe these locations. I've attempted to rectify that via sections that I've titled Setting the Scene where I set these locations in context, note how they reflect some of the themes of Eberron more broadly, and provide additional plot hooks. Some encounter locations, such as Dorasharn's tower, aren't clearly placed in the original adventure. In such cases, I've filled in gaps as I could, erring on the side of what I thought would be most interesting.

SUPPLEMENTAL INFORMATION

In addition to adding detail to locations, I've included a few additional details where I felt it was appropriate. Some of these are cleaning up loose ends or filling in missing information in the original adventure.

I've also included a few extra encounters, both because the adventure, as written, is short and because there are multiple interesting places that the PCs pass through in the adventure as written without any comment. I've attempted to create these encounters to focus on the flavor of their locations.

PART ONE: DEATH IN THE UPPER CITY

THE BLOODY BRIDGE

SETTING THE SCENE

Part One provides you with the opportunity to showcase one of the more interesting aspects of the city: its verticality. Sharn is built on multiple plateaus, and it rises vertically from them (and stretches deep beneath their surface). The initial scene takes place near the top of Dalannan Tower on the Menthis Plateau. Dalannan Tower is home to Morggrave University, Sharn's premier educational institution. More information on the university is provided in both *Eberron: Rising from the Last War* and *The Wayfinder's Guide to Eberron*. The tower itself is enormous, with large numbers of buildings inside it. The map for the initial encounter on page 308 ECS only shows a small portion of the walkway around this level of the tower. There are many additional walkways and bridges below (and a few above) the place where the characters begin.

The area near the bridge appears largely deserted due to the dismal weather. Usually, at this time of the evening, the everbright lanterns would provide sufficient light to make this one of the more pleasant areas of the city, and the walkways and balconies in this area would be teeming with students.

Noticing the Crime. Characters who succeed at a DC 18 Wisdom (Perception) check will see the body as well as the figure fleeing over the side of the bridge.

Examining the Body. Have the PCs make both a DC 10 Intelligence (Investigation) check and a DC 15 Wisdom (Perception) check. Succeeding at the DC 10 Intelligence (Investigation) check allows a PC to swiftly note that the body's wounds were created by a large, brutal weapon (Cutter's battleaxe) and that the victim is well dressed and still has both its satchel and its coin pouch. If this was a robbery, it was a botched one. Characters who fail at a DC

15 Wisdom (Perception) check to hear the noise of Cutter climbing on the bridge and will be surprised by her attack.

CUTTER, WARFORGED RAGER

Medium humanoid (warforged), chaotic neutral

Armor Class 13 (integrated protection)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	8 (-1)	11(+0)

Saving Throws Str +4, Con +5

Skills Athletics +4, Intimidation +2, Survival +1

Damage Resistances poison

Senses passive Perception 9

Languages Common

Challenge 1 (200xp)

Rage. When Cutter is reduced to under 15 hit points, she flies into a rage at the start of her next turn. While in a rage, her Battleaxe attacks do an additional +2 damage. The rage lasts for 3 rounds.

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

ACTIONS

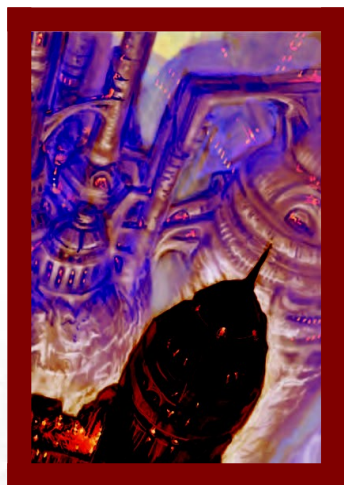
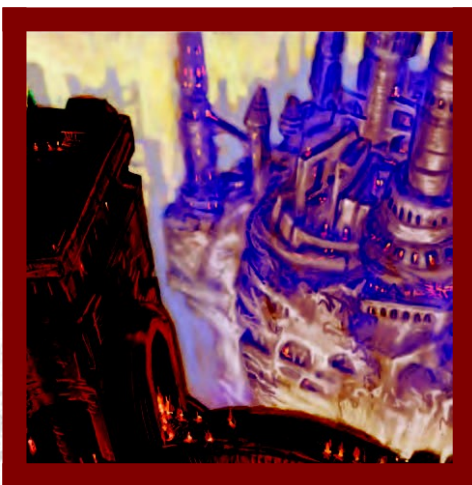
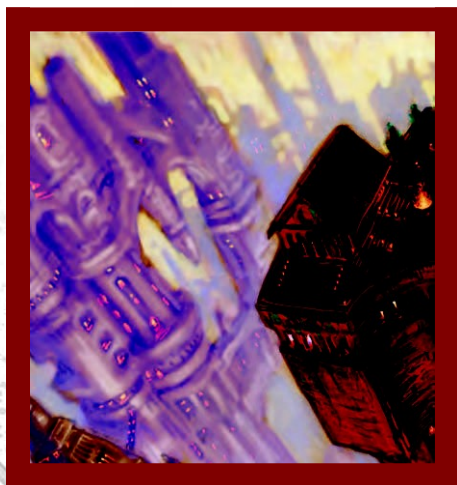
Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) slashing damage or 8 (1d10 +2) slashing damage if used with two hands.

Sling. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

REACTIONS

Final Messenger. If Cutter is disabled, destroyed, or rendered unconscious, her final messenger flies off to warn Saber. The final messenger is a delicate winged assembly that deploys from Cutter's chest and carries a vision of her last moments. It has armor class 20, 10 hit points, and a fly speed of 60 ft.

Swift Sidestep. If Cutter is missed by a melee attack, she can use her reaction to move up to half her speed.



FINAL MESSENGER

Wondrous Item, uncommon (requires attunement)

A final messenger is a dragonfly-like construct designed to serve as a communication method for warforged on the battlefield. If you are a warforged, you may attune to the final messenger. If you do, it folds in on itself, embedding into your chest.

If you have an attuned messenger, you may use your action to provide it with a message, an image of what you currently see, and a target individual warforged at a particular destination. At any point after that, you can use your reaction to release the messenger. A released messenger will travel up to 8 hours to reach its destination and deliver its message. If the targeted recipient is not there (or has not been identified), it will deliver the message to the nearest warforged. Any warforged can attach the message and review the message contained.

If a warforged dies while attuned to a final messenger, it detaches and immediately attempts to deliver its message, but the image it carries is the warforged's last sight.

A final messenger has armor class 20, 10 hit points, a fly speed of 60 ft, and darkvision in a 60 ft radius. After 8 hours of flight, it becomes inert until it is attached to a warforged for recharging.

ADJUSTMENTS

To increase the difficulty of this encounter, give Cutter:

- 15 additional hit points
- **Raging Multiattack.** Cutter makes two melee attacks while raging.
- **Challenge 2** (450 xp)

THE CITY WATCH

When the Watch arrives, it should be clear to the PCs that there are many witnesses – people who watched them fight Cutter... and may well have seen Cutter kill her victim. This should reduce the likelihood of the PCs foolishly attacking the Watch.

The Watch should need no adjustment for a more powerful party. This is not intended to be a combat encounter. If the PCs fight the Watch and kill them, there will be witnesses and there should be significant consequences. PCs who have lived in Sharn for any amount of time should be given a DC 10 Wisdom check to realize that it is a bad idea to be on the wrong side of the Watch.

Convincing Dolom of their innocence is a DC 15 Charisma (Persuasion) check. If witnesses corroborate their story, they will have advantage on this check. A result of 15-20 will gain Dolom's trust. With a result of 21 or greater, he will be truly impressed.

The PCs can alternatively attempt a DC 20 Charisma (Deception) check to explain the situation, but this roll would be at disadvantage if witnesses are questioned.

Dolom, being a poor inquisitive, won't think to question witnesses on his own.

If the PCs gain Dolom's trust, he may recruit them in the future for tasks that the Watch is ill-suited to handle.

SEARGEANT DOLOM

Medium humanoid (dwarf), lawful good

Armor Class 14 (studded leather)

Hit Points 67 (9d8 +27)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +4, Con +5

Damage Resistances poison

Skills Athletics +5, Intimidate +2

Senses darkvision 60ft., passive Perception 11

Languages Common, Dwarf

Challenge 3 (700xp)

Dwarven Resilience. Dolom has advantage on saving throws against being poisoned.

ACTIONS

Multiattack. Dolom makes two melee or ranged attacks.

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

Hit: 9 (2d6 + 2) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8 + 2) piercing damage.

GUARD OF THE SHARN CITY WATCH

Medium humanoid (human), lawful neutral

Armor Class 13 (studded leather)

Hit Points 16 (4d8 +4)

Speed 30 ft

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

Saving Throws Str +3, Con +3

Skills Athletics +3, Intimidate +2, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1/4 (50xp)

ACTIONS

Halberd. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 6 (1d10 + 1) slashing damage.

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

THE BROKEN ANVIL

SETTING THE SCENE

The Broken Anvil is an inn run by House Ghallanda located in Callestan in the ward of Lower Dura. This neighborhood contrasts dramatically with the university district. Lower Dura is near the bottom of the city, both physically and economically. The streets are dark and miserable. Even when walking between towers, you can rarely see the sky. Callestan is a district that is particularly rife with crime. The inns that line its streets are home to many nefarious activities.

Historically, most of the criminal activity in the area was run by the halfling-led Boromar Clan. Recently, Daask—composed of monstrous humanoids from Droaam—has moved in, and there have been many conflicts between the two groups.

OPTIONAL ENCOUNTER: DAASK AMBUSH

Setting this scene in Callestan provides an opportunity for an optional combat encounter with a few low-level members of Daask. A pair of Gnolls (page 163 *MM*, one armed with a morningstar 1d8+2 piercing damage and the other with a short sword 1d6+2 slashing damage) can attempt to shake down the PCs just before they reach the Broken Anvil. Their Goblin (page 166, *MM*) handler was at the Inn and heard Elaydren describe the PCs to the inn's hostess. He will assume the PCs have business with the Boromar Clan and want to discover what it is... though the gnolls are perfectly happy with a good fight. In a fight, they are overconfident and will, thus, not be masters of tactics.

The gnolls will approach the PCs and attempt to ask them about their upcoming meeting and how it relates to the Boromar Clan. They are impatient and barely speak Common, and the goblin should have been the one to approach the PCs. While one of the gnolls speaks to the PCs, the other will pull a limp, dead chicken (freshly killed, still feathered) from a sack and begin eating it.

If a fight breaks out, the street clears quickly. This sort of thing happens here, and the City Watch usually steers clear of Callestan. The goblin will hang back, hiding, and attempt to run off if the PCs defeat the gnolls. If he succeeds in escaping, he will convince his superiors in Daask that the PCs are high-level operatives for the Boromar Clan in order to explain his failure. This could lead to future encounters with members of Daask.

ADJUSTMENT

To increase the difficulty of this encounter, add a third gnoll and replace the goblin with a Hobgoblin (page 186, *MM*). The hobgoblin will join in on combat.

The Broken Anvil is one of the very few upper class establishments in Callestan. It is warm and cozy, like many Ghallanda Inns. The inn is carved into the wall of a corner of

Mason's Tower. A map should not be necessary, though one is available in the follow-up adventure *Shadows of the Last War*. The name of the inn's halfling host is Eranna.

Eranna is an older halfling woman who has served as the host at The Broken Anvil for decades. She's seen it all, and she's learned to stay out of it. If trouble comes, she'll fade into the background until its over... and be there to clean up afterwards. She's a loyal employee of House Ghallanda, but she isn't averse to accepting a gift from the Boromar Clan on occasion. In return she's happy to share information that she's overheard with them. Discretely.

ERANNA

Small humanoid (halfling), neutral

Armor Class 11

Hit Points 9 (2d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (+1)	12 (+1)	10 (+1)	10 (+0)	12 (+1)	13 (+1)

Skills Perception +3, Persuasion +3

Senses passive Perception 13

Languages Common, Halfling, Goblin

Challenge 1/4 (50xp)

Lucky. When Eranna roll a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Brave. Eranna has advantage on saving throws against being frightened.

Halfling Nimbleness. Eranna can move through the space of any creature that is of a size larger than she is.

Naturally Stealthy. Eranna can attempt to hide even when obscured only by a creature that is at least one size larger than her.

ACTIONS

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

MEETING LADY ELAYDREN

While Elaydren appears alone, an agent of House Cannith is keeping watch and ready to assist her if needed. If necessary, treat him as a Spy (page 349, *MM*).

If the PCs ask about the connection with the warforged or the Lord of Blades, Elaydren looks a bit nervous and answers:

We... intercepted an agent of the Lord of Blades attempting to break into a secure House facility. After a certain amount of persuasion, he admitted that he was seeking the lost foundry and who his master was. I would not be surprised if the Lord of Blades has other agents in the city. If he does, the final messenger will have identified you to them, so I would be wary.

The map that Elaydren gives the party is a simple one, as she chose The Broken Anvil in part because of its proximity to Dorasharn Tower.

Elaydren serves as the patron to the PCs' throughout the series of adventures that follow The Forgotten Forge. You may wish to use the group patron rules in *RLW* to reflect this. While she is initially listed as not having a dragonmark in The Forgotten Forge, she clearly has the Mark of Making in later adventures in the series. Thus she is given the mark in the writeup below.

LADY ELAYDREN VOWN D'CANNITH

Medium humanoid (human), neutral

Armor Class 15 (mage armor)

Hit Points 31 (7d8)

Speed 30 ft

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

Saving Throws Con +2, Cha +5

Skills Deception +5, History +4, Investigation +4, Persuasion +5

Senses passive Perception 11

Languages Common, Giant, Gnome

Challenge 3 (700xp)

Spellcasting. Elaydren is a 3rd level spellcaster. Her spellcasting ability is Charisma (Spell save DC 13, +5 to hit with spell attacks). She knows the following sorcerer spells:
Cantrips (at will): *acid splash*, *friends*, *message*, *prestidigitation*
1st level (4 slots): *charm person*, *detect magic*, *mage armor*
2nd level (2 slots): *detect thoughts*

Artisan's Intuition. When Elaydren makes an Intelligence (Arcana) check or an ability check with artisan's tools, roll 1d4 and add it to the result.

Innate Spellcasting. Elaydren's innate spellcasting ability is Intelligence. She can innately cast the following spells, requiring no material components:
at will: *mending*
1/day: *magic weapon* (duration of 1 hour without requiring concentration)

ACTIONS

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

Lady Elaydren claims allegiance to Cannith East, but she is secretly an agent of Merrix d'Cannith, who heads the southern faction of the House, based out of Sharn. She is usually calm and takes control of conversation to ensure that it goes where she wishes.



PART TWO: INTO THE DEPTHS

SETTING THE SCENE

The further down in Sharn you go, the poorer and more dangerous things are. Part Two begins in Lower Dura, one of the most crime-ridden areas of Sharn, and then the PCs descend from there. Twice. First, they will enter the sewers under Sharn and then they will travel into the Depths – the forbidden bowels of UnderSharn that were sealed away a thousand years ago by King Galifar I.

The PCs head to the lowest officially-inhabited level of Dorasharn Tower, in Malleon’s Gate. To get there from the Broken Anvil, they will pass through some of the poorer residential neighborhoods of Sharn. Malleon’s Gate, though, is a different sort of neighborhood: a goblinoid slum.

Remember, in Eberron, goblins and their ilk aren’t inherently evil, and they are far from uncivilized. Before humans even came to Khorvaire, the land was ruled by the goblin-run and highly advanced Dhakaani Empire which only fell due to the invasion of the Daelkyr from the realm of madness. Sharn itself is built on the ruins of an ancient goblin city.

Today, many of the goblins in Sharn are descended from slaves taken by humans who colonized Khorvaire. They know little of their noble history, and live in poverty in the bowels of the city.

Tribes of goblins live in the dark sewers beneath Sharn, looking through the rest of the city’s garbage for anything with value. Those few things they find, they bring to places in the lower city like the district of Malleon’s Gate to sell at what has become known as a rat’s market.

Malleon’s Gate itself is as busy and chaotic as it is run-down. The original adventure simply has the PCs arrive at the rat’s market, but if you’d prefer to provide them with a reason to seek out the rat’s market in particular, you can use the following encounter.

OPTIONAL ENCOUNTER: THE TAILOR

The streets of Dorasharn Tower are lined with ramshackle apartments and filled with goblins, hobgoblins, and the occasional bugbear. Sharn has always had goblins, but they aren’t often seen in numbers outside of Malleon’s Gate.

A DC 15 Wisdom (Perception) check will allow a character to notice that there is an entirely-too-lifelike statue of an angry hobgoblin warrior near the entrance to one of the apartments, the handiwork of the medusa Gasslak, who has taken it upon himself to bring some order to Malleon’s Gate.

A DC 10 Intelligence (Investigation) check will lead the PCs to a stairwell off to the side of Dorasharn’s central square.

You’ve scoured the lowest level of Dorasharn Tower you could find in an attempt to locate an entrance to the sewers. The only stairway leading down ends you’ve seen leads to a

small chamber in which a well-dressed goblin has set up a tailor shop. It looks like there’s a door back behind the counter. Could it lead to the sewers?

The tailor’s name is Nibbur (pronounced *knee-burr*), and his shop is a haven of peace in the chaos of Malleon’s Gate. A DC 10 Wisdom (Perception) check will reveal that his clothes – though mostly designed for goblinoids – are well made and distinctive in style. A result of 15 or higher on that check will also reveal that he has several nicer outfits, including some that incorporate glameweave.

NIBBUR

Small humanoid (goblinoid), lawful neutral

Armor Class 12
Hit Points 10 (3d6)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	12 (+1)	13 (+1)

Skills Insight +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 1/4 (50xp)

Nimble Escape. Nibbur can take the Disengage or Hide action as a bonus action on each of his turns.

ACTIONS
Tailoring Shears. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Nibbur has lived his whole life in Sharn. His father was a well-known tailor in the upper city, and Nibbur apprenticed under him. Nibbur splits his time between Malleon’s Gate and appointments elsewhere. He has considered moving his shop to a wealthier part of the city, but he has been visited by several parties, including Gasslak, who have encouraged him to stay as he brings a measure of respectability to the area.

Nibbur tells the PCs that the door behind him is sealed. If they are polite, he invites them to try to open it, though he will become upset if they disrupt his wares.

The door is, indeed, bolted and rusted shut. Opening it will require a DC 22 Strength check. Without a crowbar, this check will be at disadvantage. A steel weapon of an appropriate type (such as Mandy’s war pick, below) would work in place of a crowbar, but would likely destroy the weapon in the process.

If the PCs somehow get the door open, they find that it opens onto a large (150 ft diameter), unlit cistern filled with wastewater to about 50 ft below the door. The smell is nauseating. If the PCs manage to light or explore the space, there are no other obvious exits. If they brave the water, they may discover that the liquid is about 15 ft deep, beyond which there is vile sludge. If the PCs light the area, or if one

of them who has darkvision examines the walls, they may make a DC 15 Intelligence (Investigation) check to notice that the cistern's stone walls are suspiciously clean of grime and fungus. This is the work of a large Ochre Jelly (page 243, MM) that lives in the cistern and feeds on the waste that flows into it. This ooze is lurking below the water's surface, waiting to attack anything that comes within range.

Nibbur does not know the location of the E-213 Valve Cluster, but he looks thoughtful and will reluctantly tell the PCs that he suspect he knows someone who might – a goblin who makes a habit of exploring the sewers for treasure. (Nibbur, a more cultured goblin than many, shudders as he says “treasure.”) This, of course, is Skakan – and Nibbur can direct the PCs to the nearby Rat's Market.

As the PCs are talking to Nibbur, they'll hear some banging on the stairs as a strangely well-dressed – but grimy – bugbear with a large, well-used, and wicked-looking war pick tucked under his shoulder like a gentleman's walking stick, This is Mandy, and Nibbur stiffens as he appears.

A PC who noticed Nibbur's nicer outfits will recognize that Mandy is wearing clothes in the same style that Nibbur makes. A DC 10 Wisdom (Insight) check will allow a PC to recognize that Nibbur is terrified of Mandy.

Mandy will demand his “new suits” from Nibbur, who will offer him a single (clearly newly-made) bugbear-sized pair of trousers and then begin to beg for more time. Nibbur's insistence that he needs more than a few hours to fashion an entire wardrobe will only agitate Mandy. Eventually, Mandy will start breaking things in an attempt to motivate Nibbur, but he'll find that breaking things is fun... so he'll just continue to do that unless the PCs stop him. In the meantime, Nibbur will silently beg the PCs for help... and, perhaps, add something along the lines of, “Yes. I can help you with that Valve issue, but Mandy here is my most important customer. Of course. And I have to take care of him first. I'm sorry, but until he's... done. You'll just have to wait.”

If the PCs do nothing, Mandy will eventually storm off, demanding his suits be done soon, after destroying Nibbur's shop. Nibbur will be huddling in a corner, whimpering. If the PCs then question him, he'll dejectedly tell them the location of the Rat's Market and says that maybe he should just set up shop there himself, since all he has now is trash.

If Mandy is reduced to fewer than 20 hit points, he will attempt to flee and harbor a grudge against the PCs. If the PCs drive Mandy off or kill him, Nibbur will happily tell them about the rat's market. If they do kill Mandy, Nibbur will insist that they dispose of his body. (If they have opened the cistern door, that provides an obvious solution.) While Malleon's Gate is fairly lawless, a number of non-goblins carting around a goblinoid corpse will attract unwanted attention, so the PCs may wish to come up with a clever plan for getting rid of the body.

If the PCs help Nibbur out, he can become a valuable contact, as he's one of the rare goblins who is accepted in both goblin society and the more upscale parts of Sharn. If they help him out without destroying his shop, he'll also offer them a discount on services.

MANDY

Medium humanoid (goblinoid), neutral

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	9 (-1)	10 (+0)

Skills Intimidation +2, Stealth +7, Survival +1

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 2 (450xp)

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

Surprise Attack. If Mandy 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

Multiattack. Mandy makes two melee attacks

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

Mandy is an exceptional bugbear – a veteran mercenary who fought during the war and made enough money that he thought he could retire as an aristocrat in Sharn. He underestimated the expenses of aristocracy, and has decided to seek out its trappings in a style more traditional for bugbears – by bullying goblins.

Note that Mandy can deal a lot of damage to low level characters. If you need a weaker version, simply use the statistics for the Bugbear on page 33, MM, reducing its armor class to 13.

THE RAT'S MARKET

SETTING THE SCENE

The group crowding around Skakan is made up mostly of goblins. There are a few humans, a couple of shifters, and a bored-looking hobgoblin. A DC 15 Insight check will note that the humans are particularly dirty and probably live in the sewers themselves, while most of the goblins look cleaner and are probably residents of Malleon's Gate. The shifters look relatively clean as well, by comparison. The hobgoblin seems to be waiting for one of the goblins to finish shopping.

There is little of interest for sale at the rat's market. PCs can make an Intelligence (Investigation) check to find the following items:

DC	COST	ITEM
10	25 cp	40 ft of hemp rope, half rotten (attempts to break it have advantage)
10	22 cp	A clearly handmade and rusted, but serviceable hammer
15	58 cp	A scratched, but usable, steel mirror
15	23 cp	A rusty iron bell
20	52 cp	A small scrap of dirty, yellow <i>glamerweave</i> cloth that appears to be on fire and sheds light as a candle
20	32 cp	A cracked vial of a strong, cloying perfume, thickened to a paste-like consistency,

Skakan will happily provide directions to the E-213 Valve Cluster for 100 sp. If the PCs pay in gold (10 gp), Skakan's eyes will widen, but he will not say anything.

If the PCs wish to haggle, they can make a DC 15 Charisma (Persuasion) check. Each point by which they succeed at the check removes 10 sp of cost from the information they seek.

If the PCs attempt to threaten him to get the information out of him, they will succeed with a DC 15 Charisma (Intimidation) check, but Skakan will seek revenge (see below).

SKAKAN

Small humanoid (goblinoid), neutral evil

Armor Class 12

Hit Points 17 (5d6)

Speed 30 ft

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

Skills Deception +3, Perception +3, Persuasion +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 1/4 (50xp)

Nimble Escape. Skakan can take the Disengage or Hide action as a bonus action on each of his turns.

ACTIONS

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

Skakan is the face of a small sewer clan that finds things in the sewers that Skakan then sells to bring in some coin. A couple of the dirtier goblins in the crowd are part of his clan and there to attempt to stir up interest in his goods.

A PC not engaged in the conversation with Skakan who surveys the area can make a DC 15 Wisdom (Perception) check to notice the shifter watching them.

Optional: Skakan's Revenge. If the PCs threatened Skakan – or if he saw that the PCs had a significant amount of gold and they spent less than 10 gp with him, Skakan will pull together some of his sewer-scouring companions – use the statistics for Goblins (page 166, MM) – and set an ambush for the PCs when they emerge from the Depths.

SHARN SEWER

SETTING THE SCENE

The sewers of Sharn are generally unlit, so PCs who cannot see in the dark will need a light source.

Between the darkness and the water, this can be a particularly confusing encounter. Pertinent clarifications and reminders are noted below for convenience.

Darkness and a hidden warforged. The original adventure makes no mention of light, but warforged cannot see in the dark. It also has the warforged rogue hiding in a 5 ft square that the PCs pass through (without giving them a chance to spot him). The PCs will be coming down stairs. The warforged can be hiding in an alcove above the staircase to the right of the square marked "A." Thus, he would be well-hidden to anyone until they pass him, at which point he will be behind them. This, of course, requires him to be prepared. If the PCs successfully sneak down the stairs—a DC 13 Dexterity (Stealth) check—he will not have covered his *everbrite lantern* yet and the PCs will be able to see the light from it up ahead.

If the warforged is hiding, a DC 18 Wisdom (Perception) check will spot the alcove—assuming PCs are explicitly on the lookout. Remember, however, that PCs without darkvision will likely have disadvantage on this check due to dim lighting.

If the warforged is still hidden when the last PC passes underneath him and is standing on the steps leading down, he will uncover his *everbrite lantern*, leaving it on the ledge where he was hiding, and drop down into square “A” in an attempt to catch the last PC on the stairs below him by surprise. To determine if a PC is surprised, have them make a Wisdom (Perception) check with a DC equal to the result of the agent’s Dexterity (Stealth) check. Alternatively, the warforged could fire his crossbow from his perch for his attempted sneak attack and then drop down to engage with his rapier.

Note that the agent can deal a significant amount of damage with his sneak attack; enough to down most 1st-level PCs in a single hit. PCs should be afforded the opportunity to avoid it.

The *everbrite lantern* will provide bright light to square “A” and the stairs down – and dim light in the four squares in front of the grate. The PCs will likely have their own light sources as well.

Sewer water. PCs will need to step into the sewer water to progress. It is about 1 ft deep (in a 2 ft deep trench) and flowing from right to left. Moving through the water is considered difficult terrain.

The Valves. The adventure suggests giving the valves an initiative of 4 and having one open each round. Instead, simply have the valves release water at the beginning of each round. If you want to make them more chaotic, instead of rolling a d12 each round, first roll a d6. On a result of 2–4, roll a d12 as normal. On a result of 1, the valves do nothing that round. On a result of 6, roll 2d12 and have two valves open. If both d12 rolls give the same result, the rushing water is particularly strong and characters in the same row as that valve have disadvantage on their save. To resist the rushing sewage, a creature must succeed on a DC 15 Strength Save. Failure results in the victim being knocked prone. If they are in the trench in the middle of the tunnel, they are lying in sewage.

AGENT OF THE LORD OF BLADES

Medium humanoid (warforged), lawful evil

Armor Class 14 (integrated protection)

Hit Points 22 (4d8 + 4)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Dex +5, Int +2

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

Damage Resistances poison

Senses passive Perception 12

Languages Common

Challenge 1 (200xp)

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

Cunning Action. On each of its turns, the agent can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The agent deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the agent that isn’t incapacitated and the agent doesn’t have disadvantage on the attack roll.

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Final Messenger. If the agent is disabled, destroyed, or rendered unconscious, its final messenger flies off to warn Saber. The final messenger is a delicate winged assembly that deploys from the agent’s chest and carries a vision of its last moments. It has armor class 20, 10 hit points, and a fly speed of 60 ft.



FERAL SHIFTER

Medium humanoid (shifter), chaotic neutral

Armor Class 12 (leather armor)

Hit Points 22 (3d8 +3), +4 temporary hit points when shifted

Speed 30 ft

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

Skills Athletics +3, Intimidation +2

Senses darkvision 60 ft, passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 xp)

Pack Tactics. A shifter has advantage on an attack roll against a creature if at least one of its allies is within 5 ft. of the creature and the ally isn't incapacitated.

Shifting. As a bonus action, a shifter assumes a more bestial appearance for 1 minute. When shifted, it gains 4 temporary hit points and a bite attack.

ACTIONS

Multiattack (only when shifted). The shifter makes two attacks: one with its bite and one with its dagger.

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

Bite (only when shifted). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

- Increase his hit points to 44 (8d8 +8)
- Add the action:

Multiattack. The agent makes two attacks with his rapier.

THE DOOR TO YESTERDAY

Acid Trap. This magical trap is set off if the door takes damage, someone attempts to force it open, or uses tools in an attempt to open it. The trap randomly targets up to 3 creatures within 10 ft. Each target must make a DC 15 Dexterity save, taking 5 (2d4) acid damage on a failed save, or half as much on a successful one. An Intelligence (Investigation) check of 15 or higher reveals small pits in the floor and wall near the door. A 20 or more finds tiny glowing runes that ebb and flow in intensity based on how the door is interacted with. A DC 20 Intelligence (Arcana) check identifies these as an ancient variant of a *glyph of warding* spell. A successful *dispel magic* (DC 15) cast on the door disables the trap for 10 minutes.

If PCs enter the after opening the hatch, they may want to close it after them—but the hatch was sealed and trapped from the outside as a way to keep everyone out of this part of UnderSharn. There is no way to close it from the inside.

Still, PCs might think to block or trap the entrance. This will be difficult with the vertical shaft, but not impossible. The *alarm* spell might be useful here, particularly if any of the PCs know it as a ritual. Consider how Saber will adapt his plans if the PCs manage to block his access or alert themselves of his presence. He may set up a trap for them in the sewers instead of in the cavern below.

ADJUSTMENTS

The fight with the agent and his hirelings should be a fairly tough one. To increase its difficulty for a more powerful party, you can make the agent a challenge rating 2 (450 xp) opponent with the following adjustments:



PART THREE: THE RUINS OF DORASHARN

The shaft from the door into the Depths is vertical for 25 ft before it begins to level out. It continues for another 70 ft until it opens into the large chamber. Remember that the opening into the chamber is 6 ft above the chamber floor. This may be an issue if any of the PCs attempt to leave the chamber quickly.

BEETLE SWARM

Any PC who fails at a DC 15 Wisdom (Perception) check will be surprised by the beetles. Use the Swarm of Insects on page 338, MM. The beetle variant has a burrowing speed, though this is unlikely to come into play. If this is an insufficient challenge for the party, you may wish to use multiple beetle swarms.

RUINED TEMPLE

A DC 10 Intelligence (Religion) check will identify the temple as being dedicated to Onatar. With a 15 or more on the check, a PC will be able to connect some of the iconography with some that has been incorporated into common secular use by House Cannith.

Finding the Font requires a DC 20 Intelligence (Investigation) check. The font is equivalent to 3 *potions of healing*.

HORRID RATS

Depending upon the strength of the PCs, you may wish to add one or more extra horrid rats. Two horrid rats should be an average challenge for a 1st level party of four, but it will likely be an easy one for five or more. Note that adding additional rats makes them significantly more effective due to their pack tactics.



HORRID RAT

Small beast, unaligned

Armor Class 15 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	15 (+2)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities acid

Senses darkvision 60 ft, passive Perception 10

Languages –

Challenge 1/2 (100 xp)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

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

Hit: 5 (1d6 + 2) piercing damage and 3 (1d6) acid damage.

HOUSE CANNITH FOUNDRY

Since many buildings in Sharn are built into towers, it is important when you describe the foundry building to the PCs, to do so in such a way that they know it has a roof. A PC who searches the area around the building will find some broken pieces of the roof on the ground near its northwest corner from when it caved in if they succeed at a DC 15 Intelligence (Investigation) check.

ANCIENT IRON DEFENDER

Medium construct, neutral

Armor Class 15 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft

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

Skills Perception +3 Stealth +4

Damage Immunities poison

Senses darkvision 60 ft, passive Perception 13

Languages understands Common but can't speak

Challenge 1 (200 xp)

Keen Senses. The defender has advantage on Wisdom (Perception) checks.

ACTIONS

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

Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or take an extra 3 (1d6) piercing damage and be grappled (escape DC 13). The defender can have only one creature grappled in this way at a time.

For a slightly greater challenge, you can use the stat block for a modern iron defender from *Eberron: Rising from the Last War*, below:

IRON DEFENDER

Medium construct, neutral

Armor Class 17 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 40 ft

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

Skills Perception +3 Stealth +4

Damage Immunities poison

Senses darkvision 60 ft, passive Perception 13

Languages understands Common but can't speak

Challenge 1 (200 xp)

Keen Senses. The defender has advantage on Wisdom (Perception) checks.

ACTIONS

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

Hit: 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or take an extra 3 (1d6) piercing damage and be grappled (escape DC 13). The defender can have only one creature grappled in this way at a time.

- a well-made rapier that has topaz and gold set into its pommel and guard with a flame motif (worth 250 gp).

THE VAULT

The shock trap is remarkably similar to the acid trap (above) in design.

Shock Trap. This is a magical trap that is set off each time a rod is placed in the incorrect order. The trap shocks all creatures standing on the metal plates in front of the forge. Each such creature must make a DC 15 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one. The trap can be identified with a DC 20 Intelligence (Investigation) check. If a PC identified the acid trap, they have advantage on Intelligence checks to identify this one. A successful dispel magic (DC 15) cast on the depressions atop the forge disables the trap for 10 minutes.

Treasure. The following items can be recovered from the hidden vault: sack of 100 sp, sack of 100 gp, 4 gold ingots each worth 50 gp, 3 *potions of greater healing*, 1 *potion of fire resistance*, an old map, and the schema.

Finding a collector for the coins is a DC 20 Intelligence (Investigation) check. The PCs can gain advantage on this check if they specifically look via the university.



Treasure. The following items can be discovered in the foundry: 1 suit of scale mail, 3 shields, 1 mace, and 1 longsword. There are also a few unusual items that reflect ancient Cannith techniques:

- a cleverly-made chain shirt that allows up to 3 points of the wearer's Dex modifier to be applied to AC,
- a long-handled mace that has the versatile (1d8) property, and

PART FOUR: ENDGAME

The more time the PCs spend in the foundry, the more Saber has studied the area. If he can, he will attempt to use difficult terrain and obstacles to separate PCs from each other. If most of the PCs lack darkvision, he will target those carrying light sources in order to give himself an advantage in the dark.

Saber will attempt to flee if he is reduced to less than 18 hp.

SABER

Medium humanoid (warforged), lawful evil

Armor Class 17 (integrated protection)

Hit Points 52 (8d8 + 16)

Speed 30 ft

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

Saving Throws Str +5 Con +4

Damage Resistances poison

Skills Athletics +5, Intimidation +2, Perception +3, Stealth +3

Senses passive Perception 13

Languages Common

Challenge 3 (700xp)

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

ACTIONS

Multiaction. Saber makes two longsword attacks.

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

Flaming bolts (2). Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 1) piercing damage and 3 (1d6) fire damage.

REACTIONS

Final Messenger. If Saber is disabled, destroyed, or rendered unconscious, his final messenger flies off to a message station where a message will be relayed to the Lord of Blades. The final messenger is a delicate winged assembly that deploys from Saber's chest and carries a vision of his last moments. It has armor class 20, 10 hit points, and a fly speed of 60 ft.

Saber is outfitted with a night visor, a new warforged component described below.

NIGHT VISOR

Wondrous item, uncommon (requires attunement)

A night visor appears to be a belt-like ring of black metal, a bit over one inch wide and with a diameter of about two feet. A warforged can attune to the night visor, at which point it is placed around his head, covering his eyes. The night visor shrinks to fit the warforged once attuned. While the night visor is attached, it cannot be removed from you against your will. You can spend one minute to end the attunement and remove the night visor. A warforged attuned to a night visor has darkvision to a range of 60 feet.

ADJUSTMENTS

Saber should be a daunting opponent for the PCs. If you are using a more powerful party and need a challenge rating 4 (1,100xp) opponent, make the following adjustments:

- Increase his hit points to 78 (12d8 + 24).
- Increase his Strength to 18, which adds one to his Strength saving throw and Athletics, and changes his longsword attack to:

Longsword +1. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands.

If Saber needs to set up an ambush in the sewers, he'll attempt to attack the PCs as they are in the vertical shaft. If he has time, he will collect as much vile sewage as he can and set it up so that he can dump it down the shaft. Those caught in it must make a DC 13 Constitution saving throw or be poisoned for 5 rounds. He'll use this and the hatch to delay the PCs so that he can fight them individually, if possible.

This can potentially make this encounter much more deadly.

FINAL THOUGHTS AND WHAT COMES NEXT

A FEW LOOSE THREADS

What is the map the PCs found in the vault?

While the adventure says that the meaning of the symbols would be explained in the follow-up adventure *Shadows of the Last War*, this wasn't clearly done. It might be alluding to the secret Cannith facilities mentioned in that adventure, but it seems unlikely for those to have been old enough to show up on the map.

If you plan on using *Shadows of the Last War*, I would make them match up to those locations, but have the symbols indicate small manifest zones to different planes in places that House Cannith secured land for facilities. Adding a small manifest zone to Fernia in Whiteheart would be simple—and the other locations could inspire a wide variety of adventures.

Why is the Lord of Blades involved? What does he know?

The Lord of Blades clearly knows something about the schema and is dedicated to acquiring it. In the Mournlands, the Lord of Blades could easily have access to otherwise-lost information of House Cannith, so him knowing something about the schema is plausible. If he is interested in it, it might well have something to do with either warforged or the Mournlands. More details are available in *Grasp of the Emerald Claw*.

What sort of creation pattern is the schema for?

There is an answer to this in the official sequels, but if you are looking to create your own follow-up story, consider the following:

- The warforged were originally created using similar ancient patterns. Maybe this is something like the warforged—perhaps it is a pattern for creating docents or empowering warforged in some way. Maybe it describes how to move the consciousness of a warforged from one body to another?
- The giants were locked in a war with Dal Quor and likely created many terrible weapons. Perhaps this tells how to create one of them.
- The Mournland may have been the result of a magical experiment gone awry, and the Lord of Blades may know more about this. Could the pattern somehow tie into whatever it was that destroyed Cyre?

Where do the other tunnels off of the cavern go?

See the next section, Further Exploration, for some ideas.

Did the PCs make any friends or enemies who might show up in the future?

Lady Elaydrin is an obvious source of future jobs and can serve as a patron to the PCs.

If you used any of the optional encounters here, the PCs might be targeted by Daask or (if he survived) Mandy. Did Saber or any agents of the Lord of Blades escape?

If the PCs made a positive impression on any other NPCs (Sergeant Dolom, Nibbur, Skakan, etc.) might those NPCs ask for (or offer) help in the future?

FURTHER EXPLORATION

The ruins in the Depths under Dorasharn Tower lead to a portion of Sharn that was sealed in the early days of the Kingdom of Galifar, over 900 years ago.

The tunnels off of the cavern that the PCs explored in this adventure can easily lead to others. A wide variety of dungeons could be linked off of these tunnels, allowing for future exploration.

The PCs might also consider trying to keep the journal so they can access the cavern and turn it into a secure base of operations. There's nothing wrong with this idea... except that the entrance to their base (unless they discover another one) is in the sewers below a goblin neighborhood, their base is in a forbidden area of the city, and once they open the door to their base, they can't close it from the inside. Still, it could make for some interesting situations.

SHADOWS OF THE LAST WAR

The official story path that began in *The Forgotten Forge* continues in [Shadows of the Last War](#). This adventure has Lady Elaydrin recruit the PCs to find another piece of the pattern. To do so, they must leave Sharn and head to Darguun, a country run by goblins; face necromancers of the Order of the Emerald Claw; and travel into the Mournland itself.

...OR YOUR STORY

The Forgotten Forge can alternatively be used to launch your own unique campaign. I've tried to present plenty of plot hooks to get you started, and the search for the other missing pieces of the pattern can be used to focus the adventurers on the aspects of Eberron that you want to explore.

AVAILABLE ON THE DUNGEON MASTERS GUILD

See other works by [Stuart Broz](#), including expansion and 5e conversion guides for:

- [Shadows of the Last War](#)
- [Whispers of the Vampire's Blade](#)
- [Grasp of the Emerald Claw](#)