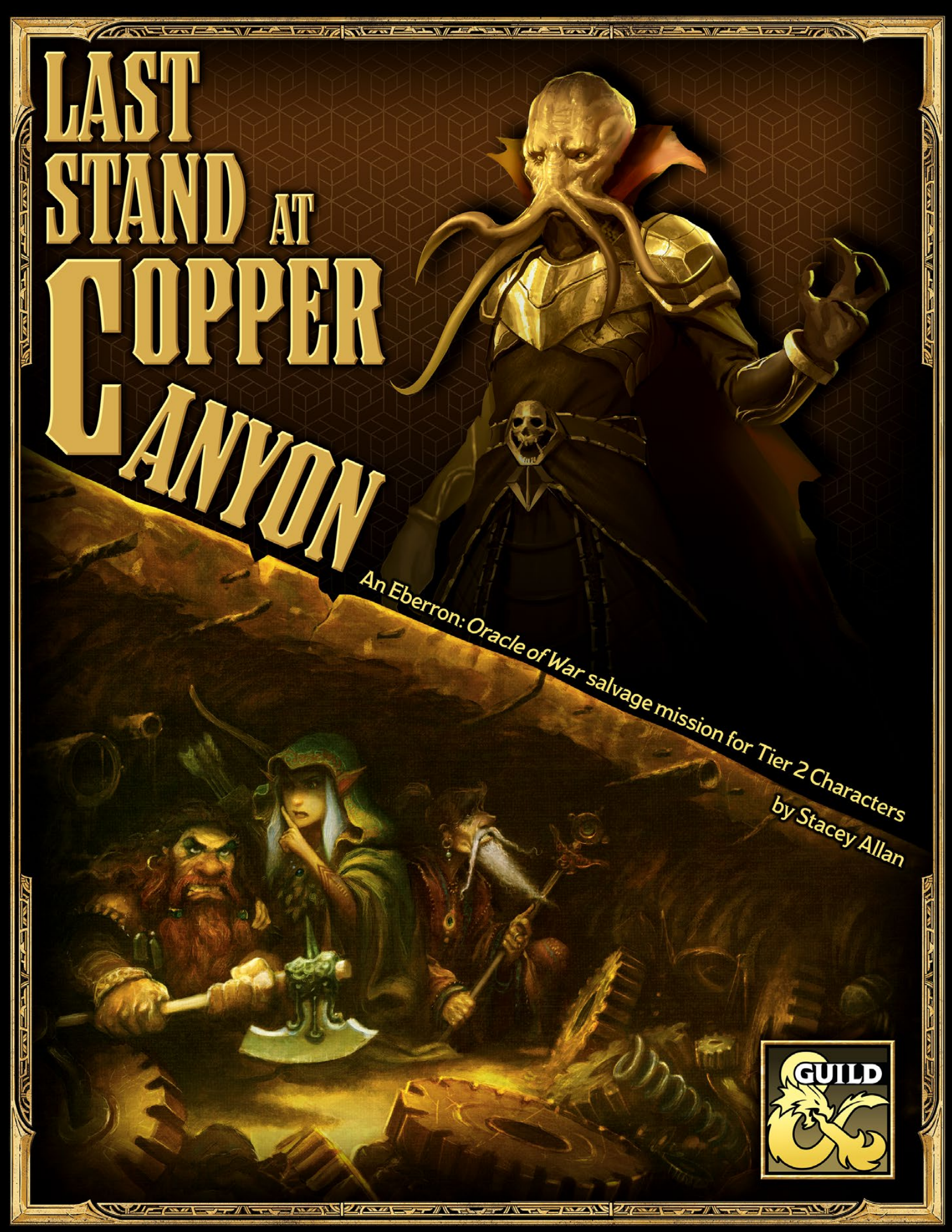
Last Stand at Copper Canyon



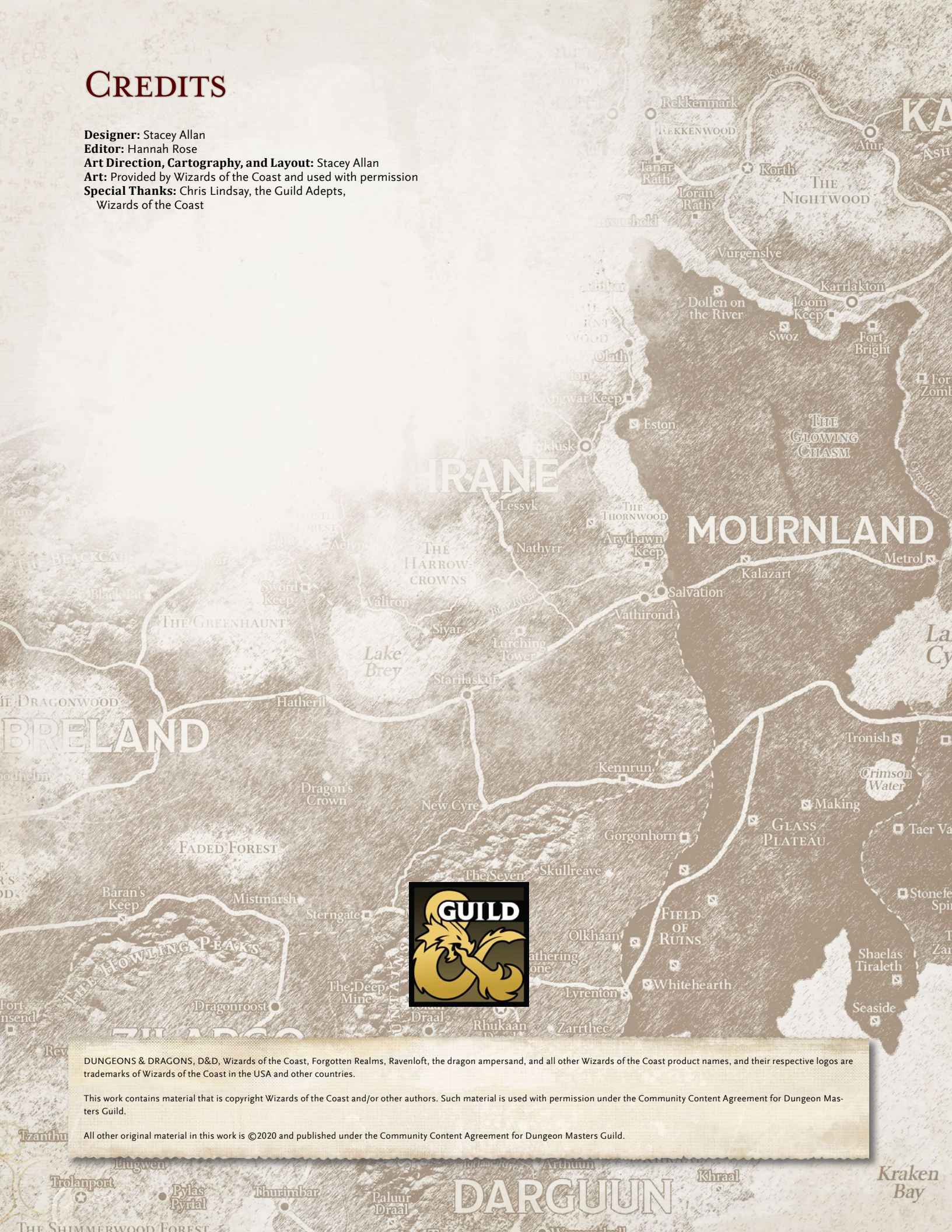
An Eberron: *Oracle of War* salvage mission for Tier 2 Characters

by Stacey Allan

GUILD

Credits

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ADVENTURE OVERVIEW

This adventure is designed for three to seven 5th- to 10th-level characters and is optimized for five characters with an average party level (APL) of 7. Characters outside this level range cannot participate in this adventure.

This adventure requires use of the D&D fifth edition *Player's Handbook* and *Dungeon Master's Guide*, as well as *Eberron: Rising from the Last War*. Creature statistics are included at the end of the adventure. This adventure also utilizes the salvage rules from *Eberron: Oracle of War: Salvage Bases and Missions* and assumes that the players have their own salvage base. Suggestions for running this quest without the salvage rules are detailed in sidebars throughout the adventure.

Background

Mercenaries storm the adventurers' base in the dead of night. They work for **STEEPLEJACK**, an ex-soldier who served in an infamous military unit, **THE FIGHTING FIFTH**, during the Last War. Steeplejack is kidnapping salvagers and imprisoning them at his base, **COPPER CANYON**, an enchanted **HOUSE CANNITH SCRAPYARD**, which surges with strange magic as a result of the Mourning.

Steeplejack is the thrall of a mind flayer arcanist, **SLARDUSK**, which is harnessing the magic of the scrapyard to create a colony of loyal **SCRAP SOLDIERS**: undead hybrids of humanoids and magical machinery. Slardusk requires a steady supply of humanoid creatures to experiment on. The adventurers must raid the scrapyard, free the captives they find there, and rid the Mournland of this malignant threat.

Overview

The adventure's story is spread over **three parts** and takes approximately **4 hours** to play:

- ***Part 1: Base Attack (45 minutes).*** The adventurers undergo a midnight raid on their base. If they fail to defend it, they're captured by their assailants and taken to the Copper Canyon scrapyard.
- ***Part 2: Enchanted Scrapyard (2.5 hours).*** The adventurers explore Copper Canyon, a scrapyard humming with creation magic. Here they uncover the sinister plot of the mind flayer Slardusk.
- ***Part 3: Last Stand (30 minutes).*** In a final showdown with Slardusk, the adventurers must use the magic of the scrapyard to their advantage.

Adjusting this Adventure

This adventure is optimized for 5 characters of level 7. To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters. This is the group's average party level (APL). To approximate the party strength for the adventure, consult the table below.

Determining Party Strength

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

Adventure Hooks

The characters are thrown into this adventure with an unprovoked attack on their base. It's assumed that the characters are scavengers working for salvage crews and have set up a base in the Mournland. Players should invent their own reasons for undertaking such dangerous work: dedication to a just cause, serving a specific patron, spying for an organization, etc. Players with access to the *Oracle of War Player's Guide* can use the backgrounds and patrons listed there.

Threats and Locations

The following describes short synopses of the threats and locations used throughout this adventure:

The Fighting Fifth

This adventure features a new group operating within the Mournland: an elite Cyran military unit from the Last War called the Fighting Fifth. Only the strongest and most formidable soldiers were selected to join this unit. They were assigned many dangerous and secretive missions—and they were infamous for their willingness to break the law in order to complete their objectives.

Having miraculously survived the Mourning, the Fifth are still fighting. They believe they were spared for a reason, and each now pursues their own cause—but

without a chain of command, their actions are unchecked and chaotic. Operating as lone wolves and warped by the horrors of the Mournland, a few of the Fighting Fifth are making their presence known.

Members of the Fighting Fifth will appear in other *Salvage Missions* published by the Guild Adepts. Feel free to add Fighting Fifth soldiers of your devising into your own salvage quests, too.

Steeplejack

One of the surviving Fighting Fifth members is Steeplejack, a menacing soldier who has focused his wrath on salvagers, whom he sees as opportunists robbing his homeland of its treasures. When Steeplejack crossed paths with Slardusk, the mind flayer harnessed the rage burning within the soldier to its advantage and transformed him into its thrall.

Slardusk

Slardusk, a mind flayer arcanist, is the cruel mastermind of this adventure. Slardusk stepped into Cyre from Khyber through a planar rift on the day of Mourning, and became drawn to the untamed magic of Copper Canyon scrapyard. Slardusk uses the yard's powers to fuse the enchanted scrap with the brains of his humanoid test subjects, hoping to raise a colony of clockwork thralls. Slardusk is a rogue agent—the twisted magic of the Mournland has severed its connection with Dyrnn the Overmind, leaving it free to pursue and hone its true purpose: creation.

Enchanted Scrapyard

Copper Canyon is a scrapyard attached to the rear of a House Cannith forge and workshop. On the day of Mourning, the forge imploded, and raw magic surged through the canyon. The magic clung to everything it touched. It filtered through the layers of scrap, animating it into wondrous constructs with a fleeting awareness of their surroundings.

Salvage Awards

If you're using the salvage rules, salvage is awarded according to the Salvage Rewards per Character table in *Salvage Bases and Missions*. For this adventure, every character is awarded 100 salvage per hour of play.

Hero Points

In this adventure, adventurers are supposed to be a cut above the rest. To reflect this, each character in the party gains one hero point at the start of this adventure.

Hero Points

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



PART 1
BASE ATTACK

Estimated Duration: 45 minutes

The adventurers undergo a midnight raid on their base. If they fail to defend it, they're captured by their assailants and taken to the Copper Canyon scrapyard.

Midnight Strike

Before the adventure begins, give the players **Handout 1: *Salvation Times***. If your group doesn't have a base, refer to the "Playing Without a Base" sidebar for guidance. Read or paraphrase the following boxed text aloud:

> The quiet night erupts with noise as a series of heavy thuds cause the walls to shake and the ground to tremble. Your base is under attack!

Be sure to account for any early warning defenses the characters have in place. Reward their planning!

When a character first looks outside, read or paraphrase the following aloud:

> Orbs of yellow light bloom in the night sky. A siege weapon wrought of wood and iron thunders forwards, firing off heavy bolts. A motley crew of raiders advance in the machine's wake.

The following creatures attack the base, and are described in more detail below:

- An **oaken bolter**
- A **mage** riding an armored **warhorse**
- Four **veterans** equipped with magical gas weapons
- Two scrap soldiers: mechanically enhanced humanoids which use the **scarecrow** stat block

The attackers' objective is to capture as many living prisoners as possible and transport them to the scrapyard to be processed.

Transport Wagon

The veterans ride in a covered wagon drawn by four **draft horses**. There's a large iron cage for holding prisoners in the back of the wagon.

Oaken Bolter

This machine is constructed from scrap metal and wood. A large iron fist with rusting rivets is bolted to the front of the chassis, and military helmets skewered on metal poles protrude across its frame.

Playing Without a Base

If the characters don't have a base, the attack happens whilst they're staying overnight in Salvation. The raid plays out as described, with plenty of opportunities for the enemies to capture NPCs. Since Steeplejack's wrath is directed towards salvagers, Salvation is an obvious target. As this adventure cannot feature the death of any canonical D&D NPCs or NPCs who are introduced in any *Oracle of War* adventures, such as Irullan Karnach or Draev Shaldor, it's best to stick to NPCs of your own invention. A map of Salvation is provided in appendix A to help you plan and run the attack.

Mage

Saga Skullarm (a lawful evil, female human) is an Aundarian **mage**, fiercely loyal to Slardusk. She rides a **warhorse** armored with sheets of worked scrap metal which function as plate barding, giving the beast an AC of 18.

Gas Mask. Saga wears a full-face plague doctor mask, which protects her from the effects of magical gas. This protection is a minor enchantment on the mask, which lasts for 24 hours.

Cantrips. Saga can cast the *message* and *dancing lights* cantrips instead of *light* and *prestidigitation*.

Veterans

These mercenaries are handpicked by Steeplejack and equipped for the raid. They have the following traits in addition to those listed in their stat block:

Gas Helmets. Their full-face helmets have modified visors that protect them from the effects of magical gas. This protection is a minor enchantment on the helmets, which lasts for 24 hours.

Bottled Smoke. As an action, a veteran can throw a smoke bottle at a point up to 60 feet away. The bottle shatters as it lands and releases a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (at least 20 miles per hour) disperses it in 1 round. Creatures within the smoke-filled area have disadvantage on attack rolls and Wisdom (Perception) checks.

Paralysis Gas (2/Day). As an action, a veteran can release a 30-foot cone of gas from a stoppered vial. Each creature in that area must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scrap Soldiers

These creatures are the results of Slardusk's experiments; lobotomized humanoid husks that serve as thralls to their illithid master. The subject's bodies are fitted with enchanted scrapyard parts, which connect to their brain

through arcane tendons, giving the creatures a modicum of sentience and the ability to speak. They wear copper masks and look like metal figures with exposed areas of gray flesh.

The scrap soldiers arrive at the base either by clinging to the oaken bolter or capering alongside it. They use the stat block of a **scarecrow** with the following modifications:

- Their speed is 40 ft
- Their languages are Daelkyr and Common
- They have no damage vulnerabilities
- They do not have the False Appearance trait
- They have a telepathic link to Slardusk as long as they are on the same plane of existence as the mind flayer

Running the Attack

The attack takes place over two stages. Keep the following in mind:

- Make the enemies fallible. Allow them to run afoul of any defenses the characters have in place at their base—players have spent time and salvage to build their base, so allow for memorable moments which enable their hard work to shine. Conversely, don't be shy about exploiting any of the base's weaknesses.
- If the characters employ NPCs at their base, give the enemies opportunities to capture these employees, providing the characters with motivation for a rescue mission.

Attack Phase 1: Breach

During the first phase, the **oaken bolter** opens fire on the base, as the four **veterans** close in to gain access. The rest of the group remains close to the oaken bolter until phase two of the attack. It should feel chaotic and disorientating—a deafening raid from nowhere, with unknown assailants emerging through screens of smoke, as the night sky flashes with arcane light.

Artillery. The enemies try to get within 100 feet of the base before beginning their attack, but fire from long range if spotted.

Gas Attacks. Whenever seems appropriate, the veterans launch their smoke bottles to separate the characters and draw them out.

Mage. Saga lights the sky above the base with balls of yellow *dancing lights* and uses *message* spells to maintain communication with her cohorts. When in range she provides artillery backup with her *fire bolt*.

Attack Phase 2: Capture

The second phase involves all the remaining attackers. It begins once the veterans have accessed the base and are engaged in combat with the characters.

Scrap Soldiers. Saga sends the two scrap soldiers howling towards the base.

Subdue and Capture. The raiders have orders to capture the characters alive if they can; the veterans use paralysis gas, and strike to knock out characters rather than kill them.

Mage. If the attack is going well, Saga stays to help round up the captives. However, if the characters have the upper hand, Saga flees back to the scrapyard.

Adjusting the Scene

Here are some suggestions for adjusting the difficulty of this encounter:

- **Very Weak**: Remove the **mage**, three **veterans**, and one scrap soldier (**scarecrow**).
- **Weak**: Remove the **mage** and two **veterans**.
- **Strong**: Add one **veteran** and two scrap soldiers (**scarecrows**).
- **Very Strong**: Add three **veterans** and two scrap soldiers (**scarecrows**).

Captured

Captured characters and NPCs are tied up, blindfolded, stripped of their equipment, and thrown into the cage on the wagon. Their captors use paralysis gas to immobilize them during the journey. They're transported to the scrapyard and placed in prisoner pens. Proceed to "Prisoners Pens" below, in "Part 2: Enchanted Scrapyard."

Defend and Retaliate

If the characters successfully defend their base, there are several clues they can investigate to learn the identity of their attackers and the scrapyard's location. When the characters have gathered all the information they want, proceed to "Part 2: Enchanted Scrapyard."

Interrogation

Saga Skullarm refuses to talk, but any of the veterans reveal the following information when questioned:

- They work for Steeplejack, an ex-soldier of the Fighting Fifth regiment from the Last War, and they have orders to take prisoners alive.
- The scrap soldiers were created by Slardusk, whom they believe to be a reclusive human doctor; they don't know Slardusk is a mind flayer.
- The location of their base, Copper Canyon.

Parchment

A search of the bodies uncovers a tally of captives on faded "Copper Canyon Scrapyard" letterhead. Give the players **Handout 2: *Headed Parchment***. Cyran characters have heard of Copper Canyon and know how to get there. Otherwise, characters who succeed on a DC 12 Intelligence (History) check recall this information. It can also be found on any map of the local area dated before the Mourning.

Scrap Soldiers

Searching the bodies of the scrap soldiers reveals lobotomized gray humanoids beneath a scrap metal exterior. The metal is attached to the flesh using unknown surgical techniques, and falls to pieces when handled.

Tattoo

Saga has a strange tattoo at the nape of her neck. Characters who succeed on a DC 14 Intelligence (Arcana or Religion) check recognize it as a symbol of Dyrrn, the daelkyr Overmind of mind flayers.

PART 2
ENCHANTED SCRAPYARD

Estimated Duration: 2.5 hours

The adventurers explore Copper Canyon, a scrapyard humming with creation magic. Here they uncover the sinister plot of the mind flayer Slardusk.

Approaching the Scrapyard

Copper Canyon is half a day's travel on foot from the characters' base. If you wish to have an encounter on the way, use the Mournland Encounters (Levels 5–10) table in chapter 7 of *Eberron: Oracle of War: Salvage Bases and Missions*.

The land around Copper Canyon is arid. Chunks of dusty scrap metal litter the area surrounding the yard, providing plenty of cover for the characters to approach stealthily and stake out the location. When the characters draw near, read the following boxed text aloud:

> A deep canyon stretches ahead, its walls piled high with scraps of wood, steel, and copper. Several cranes stand inert, chains clinking in the breeze. Hooded figures and armored guards patrol the canyon, as balls of tangled copper wire blow across the ground like tumbleweed.

Give the players **Handout 3: *Copper Canyon Map***.

Scrapyard

The scrapyard is a sandbox location. Its defenders include cultists of Dyrnn drawn to Slardusk's side, a band of mercenaries loyal to Steeplejack, and a horde of Slardusk's scrap soldiers. The characters can stakeout the area before deciding where to enter, whether that's through the main gate, down the walls, traversing a crane, or any other plan they can conceive. Locations can be explored in any order.

If Saga Skullarm escaped during part 1, the yard is on high alert. See the "Scrapyard Features" sidebar for guidance.

Scrapyard Creations

The scrapyard is alive with creation magic. It's constantly assembling, destroying, and recreating things from the junk it contains. It animates objects and throws together constructs, imbuing them with ephemeral character and purpose.

For every 30 minutes that the characters spend in any of the scrapyard locations, or when an encounter begins, roll on the Scrapyard Creations table below to see what manifests. The creations can be a help, a hindrance, or an unusual spectacle; allow for creativity in the characters' interactions with them, and reward ingenuity. Each creation lasts for d4 rounds unless otherwise stated.

Scrapyard Creations

d20	Creation
1	A 30-foot-high wall forms from enormous, rolling cogs, blocking line of sight.
2	A mechanical monkey marches out of a pile of scrap, bashing a pair of cymbals.
3	A clawfoot bathtub gallops by.
4	A swarm of whirring insects made from tiny fans, cogs, and bolts buzzes in the air.
5	A large chain winds along the ground like a snake.
6	A huge brass bell bounds along, tolling loudly.
7	A mechanical bird bursts from a cage and lands on the shoulder of the character with the shiniest armor or visible jewelry.
8	An ornamental tin frog leaps by with springs for legs.
9	An anvil thunders by chasing an iron mallet.
10	A brass instrument quintet bobs around, playing a song not heard since before the Last War.
11	A tin kettle whistles loudly, and hops across the yard, followed by a line of marching tin cups.
12	A brass mannequin with a revolving fan skirt pirouettes by and dances with the creature closest to it.
13	A suit of armor without a helmet stumbles by, swinging a sword.
14	A chandelier spider scrabbles from the scrap.
15	A mine cart filled with track pieces hurtles by, throwing the track down in front of it as it goes.
16	A hopping bullseye lantern that stops frequently to "blink" its glass aperture.
17	A tree of copper wire grows from the canyon wall and reaches skyward.
18	A cooking pot thumps by with its lid banging.
19	A huge metal face animates in the wall and proclaims that it's hungry.
20	A unicorn of turning gears heals 1d4 hit points to each creature within 30 feet of it with its lightning rod horn, before falling to scrap.

Scrapyard Features

Copper Canyon scrapyard has the following common features:

Walls. The walls are stacked with junk and are roughly 70 feet high. Climbing the walls requires success on a DC 12 Strength (Athletics) check.

Alertness. If the yard is on high alert due to the return of Saga Skullarm, all enemies have a raised passive Perception of 15, and are actively on the lookout for intruders.

The scrapyard is crammed with all sorts of items, both strange and mundane. At the beginning of any of the scrapyard location encounters, roll 3 times on the Scrapyard Salvage table below to randomly populate the environment. Characters or enemies may choose to use these items in inventive ways.

Scrapyard Salvage

d20	Creation
1	Brass chamber pots.
2	Piles of chain.
3	Cogs of assorted sizes.
4	Buckets of shrapnel, nuts, and bolts.
5	Brass mannequins on creaking wheels.
6	Springs of assorted sizes.
7	Cages of assorted sizes.
8	A tin bathtub.
9	Battered brass instruments.
10	Chandeliers attached to lengths of chain.
11	Mine carts.
12	A huge brass bell.
13	A large fan with metal blades.
14	Brass ship figureheads.
15	An assortment of rusting weapons and armor.
16	Spiked portcullises.
17	A jumble of warforged body parts.
18	A tower of anvils.
19	Decommissioned eldritch cannons.
20	Stacks of ladders.

Stakeout Events

If the characters stake out the canyon they witness the following events:

- After 10 minutes, suits of armor burst from a pile of scrap and run past a guard, almost knocking them over. The armor soon collapses, and the guard reports the incident to a kobold who appears from a doorway in area C10.
- After 30 minutes, an enormous warrior strides from a lightning rail carriage (this is Steeplejack from area C5), hauling a guard behind him. The warrior lifts the guard above his head and throws him effortlessly into the crusher in area C6. Steeplejack activates the machine, and the guard's screams echo through the canyon, as the warrior storms back to the carriage.
- Every hour, the guard in area C5 drags a captive to area C10, where they're met by a kobold and ushered inside. A few moments later, the guard returns to their post.

Confronting Slardusk

Just as Slardusk was lured to the magic of Copper Canyon, so the unknowable magic of the scrapyard is drawn to the mind flayer. Slardusk's assistant, Smethwick (area L1) hints that if Slardusk is encountered in the open, the magic of the scrapyard will turn on the mind flayer.

The characters can come up with any plan they like to lure Slardusk out, including defeating Steeplejack and the scrap soldier thralls or destroying large areas of Copper Canyon. If the characters draw Slardusk out of its laboratory into the scrapyard, proceed to "Part 3: Last Stand."

Scrapyard Location

The following locations are keyed to the map of the scrapyard in appendix A. The guards here are all trained to operate the machinery at locations C3, C4, C8, and C9, and will use this equipment against the characters at every opportunity.

C1. Main Gate

When the characters approach this area, read the following aloud:

> A creaking sign hangs from a metal archway. The words "Copper Canyon Scrapyard" are emblazoned on a panel of cogs. A copper statue of a rearing bull has broken off its base and lies in the sand by the entrance.

The bull statue represents House Cannith, and once stood proudly at the scrapyard's entrance.

If the yard is on high alert (see the "Scrapyard Features" sidebar), two **veterans** stand guard here; otherwise the gate is unguarded.

C2. Main Yard

The walls of the yard are piled high with junk, from dismantled weaponry and lightning rail cars to bathtubs and cogs. Refer to the Scrapyard Creations and Scrapyard Salvage tables to add flavor as the characters explore. Numerous piles of debris provide places to hide and take cover.

Patrols. Two **veterans** and two **cult fanatics** each patrol areas C2a, C2b, and C2c. If the **mage**, Saga Skullarm, is present, she patrols all three areas in sequence on her armored **warhorse**.

The guards clear piles of scrap from the main thoroughfare, which have been dropped by the collapsing magical creations of the yard. Occasionally they'll use one of the yard's cranes to move or break down larger piles of debris. If the characters cause a commotion, it may attract guards from the other areas at your discretion.

While many of the scrapyard's creations are noisy, the guards are used to strange occurrences here, so may not immediately investigate when something springs to life. If, however, the scrapyard creates something particularly noteworthy, a guard reports it to Smethwick in area C10.

Walls. Climbing the walls requires a successful DC 12 Strength (Athletics) check. For every round that a creature clings to the walls, they must roll a d20 at the end of their turn. If they roll a 1, the scrap around them animates and grapples them. For each round they are grappled they take 1d10 slashing damage as the scrap attempts to pull them into the junkpile. Breaking free of the grapple requires a successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check.

Adjusting the Scene

Here are some suggestions for adjusting the difficulty of this location:

- **Very Weak**: Remove one **veteran** and one **cult fanatic** from each area and remove the **mage**.
- **Weak**: Remove one **veteran** from each area and remove the **mage**.
- **Strong**: Add one **veteran** and one **cult fanatic** to each area.
- **Very Strong**: Add two **veterans** and two **cult fanatics** to each area.

C3. Wrecking Ball

When the characters approach this crane, read the following aloud:

> This crane slumps on rusty wheels, its cabin a hollow sphere streaked with rust. A chain of interlocking steel runes hangs from its arm.

This demolition machine conjures up a wrecking ball of force at the end of its chain, which it uses to smash large pieces of scrap. The metal boom is 45 feet high and extends 30 feet, and a 20-foot-long chain hangs from its tip; the chain links are crafted to resemble interlocking arcane runes. One creature can sit in the machine's cabin at a time.

For rules on learning the machine's command word, controlling it, and other general information, see the "Crane Features" sidebar.

Wrecking Ball Controls. Inside the cabin, a metal orb etched with runes is embedded in the panel's surface. The command word to activate the panel is "wreck." Speaking the word causes a 5-foot-diameter arcane ball of force to materialize at the end of the crane's chain. The ball can be raised or lowered on its chain by manipulating the panel's orb. The boom can also be rotated, allowing the ball to be swung 20 feet in any direction as an action. When the ball is swung, creatures in its path must make a DC 12 Dexterity saving throw. On a failed save, they take 8d6 damage and are knocked prone and pushed 15 feet away. On a successful save, they take half as much damage and aren't knocked prone or pushed.



Crane Features

The three cranes (the wrecking ball in area C3, the grabber in area C4, and the giant magnet in area C8) share the following common features:

Command Word. Characters who sit at the machine's control panel must succeed on a DC 14 Intelligence (Arcana) check to decipher the panel and learn the machine's command word. Speaking the command word aloud activates the machine. When the machine is active, repeating its command word deactivates it.

Controls. As an action, characters can use the panel's levers to rotate the boom, raise or lower the chain or move the crane at a speed of 15 feet. For each round that a character controls the machine, they must succeed on a DC 12 Intelligence (Arcana), or a DC 12 Dexterity check if they're proficient with land vehicles, to get it to function as they wish. If they fail the check, they roll on the Malfunctioning Machinery table.

Guards. Those who work at the yard know the command words and are trained to operate the machinery.

Causing a Landslide. If any of the heavy machinery is directed at the canyon walls, it causes a landslide. All creatures within a 15-foot-radius of the base of the affected wall must make a DC 15 Dexterity saving throw, taking 4d10 bludgeoning damage on a failed save, and half as much damage on a successful one.

Malfunctioning Machinery

d6	Malfunction
1	**Major Glitch.** The machine performs the opposite of whatever action the character intended (swings left instead of right, drops instead of grabs, etc.).
2	**Power Surge.** Arcane electricity seethes over the control panel, dealing 3d6 lightning damage to the character operating it.
3	**Alarm.** The machine emits an alarm, audible out to 80 feet. The alarm lasts a few seconds before falling silent.
4-6	Nothing happens.

C4. Grabber

When the characters approach this crane, read the following aloud:

> This crane sits on a plateau of huge cogs, halfway up the canyon wall, its chassis resting on four wheels of iron and wood. A huge, jointed, metal fist hangs from the end of the boom's chain.

This crane is used to pick up and carry large bundles of scrap. It sits on a ledge of cogs, 30 feet up the canyon wall. The metal fist at the end of its chain is 5 feet in diameter. This machine has wheels and can be driven.

For rules on learning the machine's command word, controlling it, and other general information, see the "Crane Features" sidebar.

Grabber Controls. Inside the cabin, a rune-etched gauntlet is chained to the control panel, which also hosts an assortment of levers. The command word to activate the panel is "grab." Speaking the word aloud causes the

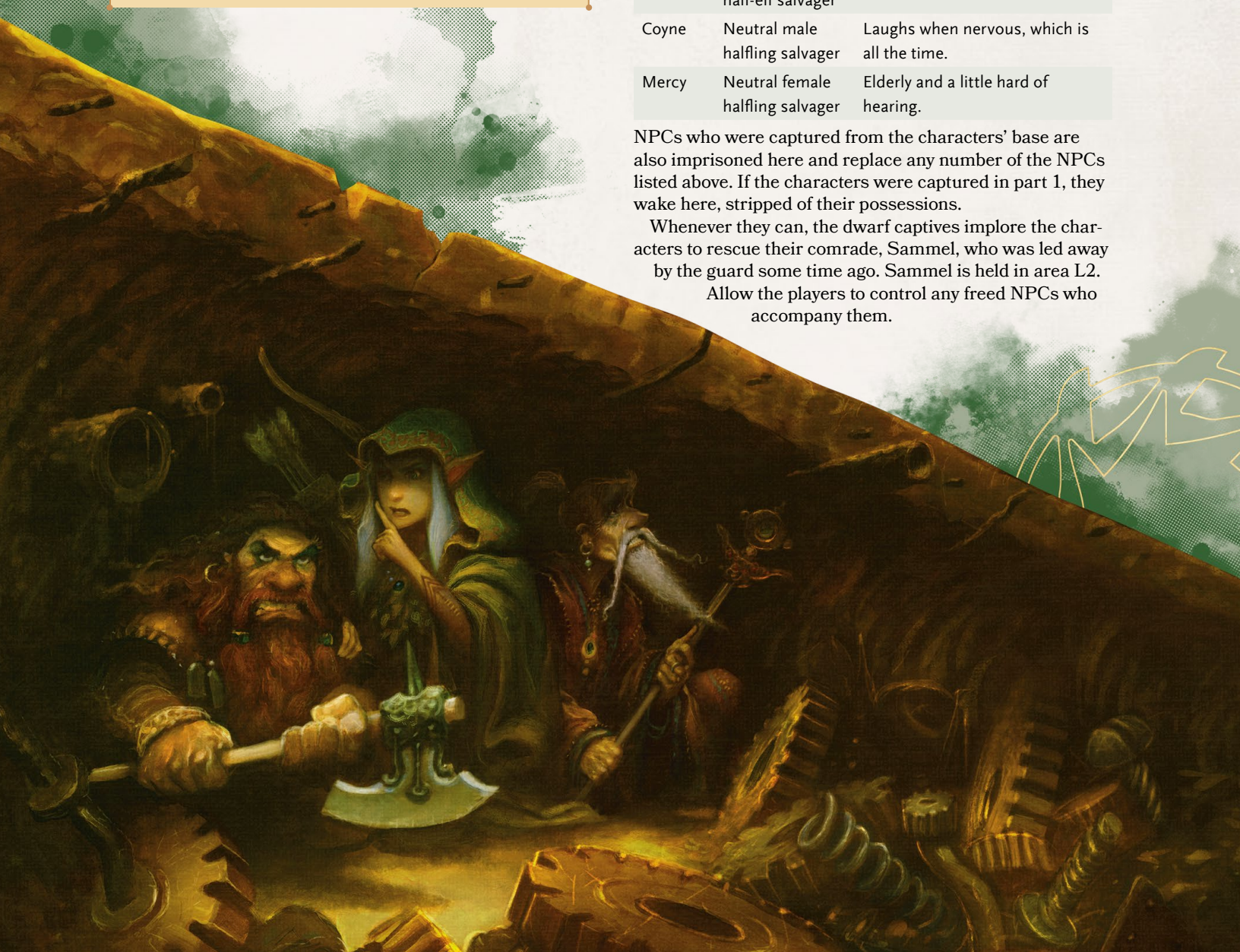
runes on the control panel's gauntlet to glow, and the giant fist at the end of the chain unclenches. Characters who place a hand inside the control panel's gauntlet whilst the machine is active find that the giant grabber on the end of the chain mimics the movement of their own hand. Grabber operations are as follows:

- **Grab:** The grabber can lift a Huge or smaller target weighing up to 4 tons. If a creature is targeted, it must succeed on a DC 12 Dexterity saving throw to avoid being seized. Grappled creatures can break free as an action with a successful DC 16 Strength (Athletics) or Dexterity (Acrobatics) check.
- **Crush:** Creatures and objects grappled by the grabber take 2d10 bludgeoning damage when crushed.
- **Release:** The grabber drops whatever it is holding.

C5. Prisoner Pens

When the characters approach this area, read the following aloud:

> Several cages are piled here like stacking blocks, occupied by bedraggled and terrified looking captives. A smug guard keeps watch, accompanied by two gaunt creatures—part grayish humanoid, part machine.



The captives here are guarded by one **veteran** and two scrap soldiers (use the **scarecrow** stat block, with the modifications listed under "Scrap Soldiers" in part 1). Every hour, the guard selects one prisoner at random and drags them to the laboratory at area C10. The cage doors are locked and can be picked with a successful DC 12 Dexterity check using thieves' tools. The guard also carries a ring of keys that open the cages and the lockbox in area C6. If the characters make excessive noise here, they may wake the guards in area C6.

In the cages are seven salvagers (use the **scout** stat block), three of which are dwarves from the Scraps & Songs crew (see **Handout 1: *Salvation Times***.) They are:

Name	Identity	Trait
Garnous	Neutral male dwarf salvager	Mumbles through his beard.
Baggon	Neutral male dwarf salvager	Repeats the phrase "We're doomed!" at every opportunity.
Hellagin	Neutral female dwarf salvager	Punches inanimate objects in anger.
Vanyeras	Neutral male human salvager	Always hungry.
Olnoa	Neutral female half-elf salvager	Accident-prone.
Coyne	Neutral male halfling salvager	Laughs when nervous, which is all the time.
Mercy	Neutral female halfling salvager	Elderly and a little hard of hearing.

NPCs who were captured from the characters' base are also imprisoned here and replace any number of the NPCs listed above. If the characters were captured in part 1, they wake here, stripped of their possessions.

Whenever they can, the dwarf captives implore the characters to rescue their comrade, Sammel, who was led away by the guard some time ago. Sammel is held in area L2. Allow the players to control any freed NPCs who accompany them.

C6. Guard Quarters

The sleeping car of a lightning rail train sits across the yard from the cages. The guards rest and eat here when they're not on duty. One **veteran** and two **cult fanatics** are sleeping in their bunks. The sleeping car contains a lockbox that stores the prisoners' possessions. If the characters were captured in part 1, their gear is kept here. The lockbox can be picked with a successful DC 12 Dexterity check using thieves' tools.

Adjusting the Scene

Here are some suggestions for adjusting the difficulty of locations C5 and C6:

- **Very Weak**: Remove one scrap soldier (**scarecrow**) from area C5, and remove one **veteran** and one **cult fanatic** from area C6.
- **Weak**: Remove one **veteran** from area C6.
- **Strong**: Add one **veteran** to area C6.
- **Very Strong**: Add one **veteran** to area C6. All enemies in area C6 are awake.

C7. Steeplejack's Quarters

When the characters approach this area, read the following aloud:

> The helm of a lightning rail train rests at the base of the canyon wall. The carriage exterior has been stripped of parts, and two humanoids fitted with crude scrap metal attachments guard the door.

Steeplejack, a **blackguard** of the Fighting Fifth regiment, occupies the stripped-down helm of a lightning rail. From here, he plots which salvage groups to strike next, doles out orders to his mercenaries, and meets with those who seek to join his cause. Two scrap soldiers (use the **scarecrow** stat block) guard the entrance.

If the characters did not witness Steeplejack meting out punishment to one of his guards as described in "Stakeout Events," that event happens as they approach this area. If the characters encounter him in the open, any nearby allies rush to his aid.

Steeplejack is Slardusk's thrall. The process of becoming a thrall has reduced his Intelligence score to 6. He can also communicate telepathically with the mind flayer. Characters who spy on Steeplejack when he's alone witness some strange behavior: muttering to himself, or standing inert in the center of the room. If a character discovers that Steeplejack is a thrall, they can make a DC 14 Intelligence (Arcana) check. If successful, they recall that a combination of spells can restore the thrall to its former self: the thrall must have *regeneration*, *heal*, and *greater restoration* cast on it once per day for three consecutive days. The victim is restored to normal when the final round of spells is cast.

Steeplejack's Weakness. Steeplejack has a partial lobotomy—the result of an aborted brain extraction by Slardusk. He wears a helmet to cover his gaping head wounds. If the characters fight Steeplejack while he's not wearing his helmet, all weapon attacks against him have advantage and deal a critical hit on a roll of 18-20. Smethwick, the kobold in area L1, knows of this weakness. Steeplejack occasionally removes his helmet when he's alone, to inspect his wounds. Characters who see the wounds can make a DC 12 Wisdom (Medicine) check. On a success, they determine the nature and cause of the wounds, and realize that removing the helmet may weaken the soldier during combat.

Carriage Features. The carriage is 20 feet high, and the door is unlocked while Steeplejack is inside. Skylights run along the carriage's roof; they're locked and can picked with a successful DC 12 Dexterity check using thieves' tools.

Key. Steeplejack keeps a cog-shaped key locked in his desk drawer. The lock can be picked with a successful DC 12 Dexterity check made with thieves' tools. The key opens the door in area C10.



Steeplejack

Neutral evil male human blackguard of the Fighting Fifth

Steeplejack is six-and-a-half feet tall and built like a brick bathhouse. Once a paladin, he fought his way from the front line to the ranks of the Fighting Fifth during the Last War. After the Mourning, however, Steeplejack lost faith in his Sovereign Host, Dol Dorn. Without divine guidance, Steeplejack became a wrathful blackguard with a bloody vendetta against the salvagers of Cyre. Soon after, he was transformed into Slardusk's thrall. Steeplejack still wears his old armor and medals, including his helmet, which covers up his partial lobotomy.

Motivation: Having survived the Mourning, Steeplejack is driven to punish those who profit from the downfall of his homeland.

Mannerisms: Abrupt, humorless, and prone to sudden displays of anger. Steeplejack often pauses and stands completely still during his telepathic exchanges with Slardusk.

Quote: "*Killing you is as easy as taking out the trash.*"

C8. Magnetic Crane

When the characters approach this crane, read the following aloud:

> This crane sits on wheels of interlocking cogs. A two-pronged shard of stone hangs from the chain.

This crane is used to gather and carry large items of metal scrap through magnetic force. The lodestone at the end of the chain is 5 feet in diameter, and the crane can be driven around the scrapyard.

For rules on learning the machine's command word, controlling it, and other general information, see the "Crane Features" sidebar.

Magnet Controls. Inside the crane's cabin, a large dial and several levers are fitted to the control panel. The command word to activate the panel is "magnetize." Speaking the word aloud causes the lodestone to hum with arcane energy. Twisting the dial on the control panel as a bonus action controls the application of magnetic force. When the lodestone is magnetized, it draws all metal in a 10-foot radius towards it. Creatures in the lodestone's area of effect that wear metal armor or wield metal weapons must make a DC 16 Strength saving throw to avoid being pulled toward the magnet. On a failed save, they find themselves stuck to the lodestone. They count as being grappled and can break free of the grapple with a successful DC 16 Strength (Athletics) or Dexterity (Acrobatics) check.

C9. Crusher

When the characters approach this area, read the following aloud:

> The high trash walls lean menacingly overhead, making this corner of the canyon dark and grungy. The air is filled with the tang of rust and rot. A large steel container squats in the corner, surrounded by cubes of compacted trash.

The crusher is a 15-foot-high square steel receptacle with interior walls of force, capable of crushing its contents into neat, 3-foot-square cubes of scrap. The area is littered with these cubes, some of which have dried blood pooled around their bases. A pile of trash slopes up one exterior wall of the crusher, and a ladder is bolted to the front of it, providing access.

The guards tend to avoid patrolling this area, but scrap soldiers nest in the walls. They use the **scarecrow** stat block (with the modifications listed under "Scrap Soldiers" in part 1), and there are two of them for every character present. Spotting them requires a successful DC 15 Wisdom (Perception) check. The scrap soldiers extricate themselves from the walls and launch howling attacks at the characters when they draw close, trying to drag them into the crusher.

Malfunctioning Crusher. The first time a character enters the crusher, it immediately activates and malfunctions. Four walls and a ceiling of force flicker to life, and close in at a rate of 3 feet per round. On the fourth round, the machine begins to crush everything inside it. Creatures being crushed are restrained and take 3d10 bludgeoning damage every round the machine remains active. On the third round of crushing, the walls close and any creature trapped inside them is killed outright.

A control panel of buttons and switches adjoins the crusher. Characters who study the panel and succeed on a DC 14 Intelligence (Arcana) check learn the machine's command word: "crush." Under normal circumstances, repeating this command word deactivates the crusher. However, when it's malfunctioning, a further two successful DC 12 Intelligence (Arcana) checks are required to repair it. The crusher also deactivates if the control panel is destroyed. It has an AC of 17, 22 hit points, and immunity to poison and psychic damage. The panel deals 3d6 lightning damage to the creature that destroys it, and the crusher is rendered useless.

Adjusting the Scene

Here are some suggestions for adjusting the difficulty of this location:

- **Very Weak**: There is one scrap soldier (**scarecrow**) for every character present.
- **Very Strong**: There are three scrap soldiers (**scarecrows**) for every character present.

C10. Laboratory Entrance

When the characters approach this area, read the following aloud:

> A round metal door fitted with cogs and gears is embedded in the scrapyard wall. A small brass bell hangs on the wall nearby.

The door to the laboratory is locked. Smethwick and Slardusk each carry a cog-shaped key, and a third key can be found in area C7. Inserting and twisting one of these cog-keys into the door's mechanism opens the door. Otherwise, the door can be unlocked with a successful DC 16 Dexterity check using thieves' tools.

Ringing the bell summons Smethwick from area L1. Every hour, the guard from area C5 brings a captive here and hands them over to Smethwick. Guards also ring the bell to report any particularly strange scrapyard creations.

Laboratory Locations

The Copper Canyon scrapyard was part of a House Cannith forge and workshop that exploded during the Mourning. Most of the workshop collapsed and is inaccessible, but Slardusk has set up its heinous laboratory in the few chambers that remain intact.

Suggestions for adjusting the encounter difficulty of the laboratory locations are detailed below. If the characters manage to lure Slardusk out into the scrapyard (see "Confronting Slardusk in the Scrapyard"), proceed to "Part 3: Last Stand."

Laboratory Features

The laboratory has the following common features:

Ceilings. Unless otherwise stated, ceilings are 20 feet high and made of copper panels.

Doors. The doors are made of iron. If doors are described as being locked, they can be opened with the cog-shaped key from area C7; Smethwick and Slardusk also carry keys. Alternatively, the locks can be picked with a successful DC 16 Dexterity check using thieves' tools.

Lighting. Unless otherwise stated, bronze bull's heads holding lanterns in their mouths are fitted to the walls throughout the laboratory. The flickering copper magic light within the lanterns provides dim light.

Adjusting the Laboratory Scenes

Here are some suggestions for adjusting the difficulty of the laboratory locations:

- **Very Weak**: Slardusk is a **mind flayer** that does not have the arcanist variant powers. Remove Sliver, the **iron defender** from area L2. Remove three scrap soldiers (**scarecrows**) from area L3.
- **Weak**: Remove Sliver, the **iron defender** from area L2. Remove two scrap soldiers (**scarecrows**) from area L3.
- **Strong**: Add two scrap soldiers (**scarecrows**) to area L3.
- **Very Strong**: Add four scrap soldiers (**scarecrows**) to area L3.

L1. Smethwick's Workshop

When the characters enter this chamber, read the following aloud:

> This room is a mess of scattered parchments, spilled ink, and half-finished scrap-metal gadgets. A grubby alchemy lab has a beaker bubbling over with a foul gray fluid, and shelves along one wall are lined with labeled jars of pickled brains.

Shortly after the Mourning, a kobold horde settled in the Copper Canyon scrapyard. They worshipped the magic there, calling it the "Great Scrapyard." When Slardusk arrived, it claimed the scrapyard and the kobolds as its own. The kobolds' brains provided sustenance for the mind flayer while it conducted its initial experiments, but Smethwick, a **kobold inventor**, was spared, as he proved useful to have around.

Smethwick's role is to keep detailed records of the scrapyard's creations and to journal Slardusk's experiments. He also mixes the unguents which Slardusk needs for its work and oversees brain-pickling. Noteworthy items here include an alchemy lab and the pickled brains of Smethwick's friends. There is a secret door to area L3 in the northwestern wall; characters can spot this with a successful DC 18 Wisdom (Perception) check.

Smethwick seldom leaves his workshop. A bell here is connected to the bell in area C10; he answers the bell for reports of interesting scrapyard creations, or to receive captives for Slardusk's experiments, which he quickly delivers to area L2. Slardusk occasionally summons him to record a surgical breakthrough, or to note one of the mind flayer's many epiphanies.

If the characters encounter Smethwick alone, he begs the "brave and noble heroes" to spare him and to help him eliminate Slardusk. As well as information about the recent history of the scrapyard and its current denizens, the kobold imparts the following:

- Steeplejack is weakened if his helmet is removed (see area C7).
- Smethwick can give the characters his cog-shaped key to area C10, if necessary.
- Smethwick shows the characters the secret door that leads to area L3.

Smethwick also insists that he communes with the "Great Scrapyard" and that it too wants Slardusk gone. He believes that if Slardusk can be drawn into the open, the magic of the scrapyard will assist in the mind flayer's downfall (see "Confronting Slardusk in the Scrapyard"). If this happens, proceed to "Part 3: Last Stand."

Smethwick

Neutral evil male kobold inventor

Smethwick wears a tin hat and goggles, and his ragged leather overcoat is adorned with crude traps made of scrap. He's a meticulous note-taker, and the many pockets of his waistcoat are stuffed with parchments. He behaves sycophantically around Slardusk, through fear—but deep down, he believes that Slardusk does not respect nor deserve the "Great Scrapyard." Smethwick is convinced of his own affinity with the magic of Copper Canyon.

Motivation: To somehow rid the "Great Scrapyard" of Slardusk.

Mannerisms: Smethwick frequently talks to the pickled brains of his cohorts that line the shelves of his workshop.

Quote: "*Tell me what to do, oh mighty scrapyard!*"

L2. Slardusk's Surgery

Slardusk, a **mind flayer arcanist**, prepares its victims and carries out its operations here. When the characters enter the surgery, read the following aloud:

> A chemical stench fills this chamber. Large alembics containing a phosphorescent green fluid provide pulsing light, highlighting two dark doorways on the far wall. Three cots are arranged here; two of the cots have stained sheets pulled over unmoving, humanoid forms.

The domed ceiling of this circular chamber is 40 feet high. Slardusk *levitates* to this vantage point if it's aware that the characters are approaching. The room also contains the following creatures:

- Sammel, the dwarf salvager from the Scraps & Songs crew, lies under a sheet on one of the cots (use the **scout** stat block). His head has been shaved and his scalp is covered in a slimy unguent. He is unconscious but alive and has 1 hit point remaining.
- A scrap soldier (uses the **scarecrow** stat block with the modifications listed under "Scrap Soldiers" in part 1) occupies the second cot, covered by a sheet.

- Slardusk's mount, Sliver, stands inert under a tarpaulin. Sliver is a construct of scrap fused with a lobotomized warhorse. Steel tentacles hang from its chin. Sliver uses the stat block of an **iron defender** with the following modifications: its size is Large, its speed is 60 feet, and only Slardusk can ride it.

The room is full of grim surgical equipment, pots of foul-smelling creams and oils, and organs squeezed into jars. There are piles of scrap arranged by type: cogs, springs, sheets of metal, copper masks, etc.



L3. Surgical Recovery Chamber

When the characters enter this chamber, read the following aloud:

> This spherical room has eight cells embedded in its walls. Four of them are occupied by humanoids, their grey flesh surgically bound to layers of scrap metal. They stand inert and silent.

This dark room is dimly lit by the phosphorescent light from area L2. Slardusk's scrap soldiers are moved here after their surgery to allow time for any malfunctions to manifest. The four scrap soldiers here use the **scarecrow** stat block with the modifications listed under "Scrap Soldiers" in part 1.

The scrap soldiers are in a trance-like state and animate if telepathically ordered to do so by Slardusk, or if they become aware of the characters in the room. Characters can sneak past them with a successful Dexterity (Stealth) check opposed by the scrap soldiers' passive Wisdom (Perception) score. There is a secret door in the southwestern wall to area L1; characters can spot this with a DC 16 Wisdom (Perception) check.

L4. Slardusk's Quarters

When the characters enter this chamber, read the following aloud:

> A throne of scrap dominates this room, and the walls are adorned with ornate items of junk: tarnished elven figureheads, chandeliers, and sculpted brass door knockers. A swollen brain sits in a jar upon a wooden writing desk, strewn with parchments.

Slardusk devises its surgical procedures here, and the parchments on the desk are etched with diabolical drawings. The mind flayer also contemplates its own greatness and dictates its findings to Smethwick whilst sitting on its makeshift throne.

Slardusk

Lawful evil mind flayer arcanist

Slardusk is reclusive and rarely leaves its laboratory. It dresses in long robes embroidered with copper wire and festooned with baubles gathered from the scrapyard. It has grafted metal piping to its tentacles, and metal plates up one side of its head. Slardusk has developed some personality quirks due to its severed link to Dyrnn, and its mind-reading abilities are sometimes clouded by its own lofty opinion of itself. The mind flayer has taken on the mantle of the "Great Scrapyard," the name the kobolds first gave to Copper Canyon, believing itself to be a scrapyard king—it even wears a crown of scrap.

Motivation: Slardusk wishes to pioneer new forms of creation by harnessing the magic of Copper Canyon to grow a colony.

Mannerisms: Slardusk lords over the scrap like a dragon with a hoard and is constantly delighted by its own flashes of genius.

Quote: *"Smethwick!! Write this down...."*

PART 3
LAST STAND

Estimated Duration: 30 minutes

In a final showdown with Slardusk, the adventurers must use the magic of the scrapyard to their advantage.

The Great Scrapyard

Slardusk rides from the laboratory into the scrapyard on Sliver, a warhorse construct (use the **iron defender** stat block with the modifications listed in area L2). Any remaining enemies surround the characters and close in, too.

The enchanted junk of the yard is drawn to Slardusk during combat, rattling and reaching towards the mind flayer when it's near the scrapyard walls. Characters who have a passive Perception score of 14 or higher, or who succeed on a DC 14 Wisdom (Perception) check, notice this activity. If Slardusk is reduced to a quarter of its hit points and is within 15 feet of the scrapyard walls, Copper Canyon claims the mind flayer and kills it. Read or paraphrase the following aloud:

> Tendrils of chain and copper wire lash out and coil around Slardusk, dragging it towards the canyon wall. The mind flayer struggles as scrap metal smothers it, clinging to its form. Slardusk is pulled deeper into the shuddering junk pile and torn to shreds. Finally, the scrapyard falls silent and still.

Adjusting the Scene

Here are some suggestions for adjusting the difficulty of this encounter:

- **Very Weak**: Slardusk is a **mind flayer** which does not have the arcanist variant powers. Remove Sliver, the **iron defender**.
- **Weak**: Remove Sliver, the **iron defender**.

Ending the Adventure

The characters gain salvage from the scrapyard as listed under "Salvage Awards" at the start of this adventure. If Smethwick is alive, he pleads with the characters to let him remain as custodian of the "Great Scrapyard." He could prove an interesting ally for future Mournland quests! Any rescued captives are indebted to the characters, and escort them back to Salvation to cash in their rewards.

Alternate Rewards

If you're not using the salvage rules, the reward is a cache of exquisite ornaments gleaned from the piles of junk, worth 400 gp per character.



About the Author

Stacey Allan is a freelance artist and designer from the UK. She was a contributing writer and cartographer for Wizards of the Coast's latest hardcover *Rime of the Frostmaiden*, and is the layout artist for the Dungeons & Dragons Adventurers League campaign *Eberron: Oracle of War*. As well as writing adventures, she's created many covers for products on the Dungeon Masters Guild, and joined the ranks of the DMs Guild Adepts in 2020. She likes birds and bright colors, and is a mum to her three-year-old daughter, Roxanne.

Creature Statistics

Stat Block Modification

The **blackguard**, Steeplejack, is a mind flayer's thrall and has the following modifications:

- His Intelligence score is 6.
- He can communicate telepathically with the mind flayer, Slardusk.

Blackguard

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

Armor Class 18 (Plate)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

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

Saving Throws Wis +5, Cha +5
Skills Athletics +7, Deception +5, Intimidation +5
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, protection from evil and good, thunderous smite*
2nd level (3 slots): *branding smite, find steed*
3rd level (2 slots): *blinding smite, dispel magic*

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Cult Fanatic

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

Armor Class 13 (Leather Armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages Any one language (usually Common)
Challenge 2 (450 XP)

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

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

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

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

Draft Horse

Large beast, unaligned

Armor Class 10
Hit Points 19 (3d10 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (–4)	11 (+0)	7 (–2)

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Kobold Inventor

Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	12 (+1)	8 (–1)	7 (–2)	8 (–1)

Skills Perception +0
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic
Challenge 1/4 (50 XP)

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

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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

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

Weapon Invention. The kobold uses one of the following options (roll a d8 or choose one); the kobold can use each one no more than once per day:

1. Acid. The kobold hurls a flask of acid. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.

2. Alchemist's Fire. The kobold throws a flask of alchemist's fire. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

3. Basket of Centipedes. The kobold throws a small basket into a 5-foot-square space within 20 feet of it. A **swarm of insects (centipedes)** with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

4. Green Slime Pot. The kobold throws a clay pot full of green slime at the target, and it breaks open on impact. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* The target is covered in a patch of green slime (see chapter 5 of the *Dungeon Master's Guide*). *Miss:* A patch of green slime covers a randomly determined 5-foot-square section of wall or floor within 5 feet of the target.

5. Rot Grub Pot. The kobold throws a clay pot into a 5-foot-square space within 20 feet of it, and it breaks open on impact. A **swarm of rot grubs** emerges from the shattered pot and remains a hazard in that square.

6. Scorpion on a Stick. The kobold makes a melee attack with a **scorpion** tied to the end of a 5-foot-long pole. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

7. Skunk in a Cage. The kobold releases a skunk into an unoccupied space within 5 feet of it. The skunk has a walking speed of 20 feet, AC 10, 1 hit point, and no effective attacks. It rolls initiative and, on its turn, uses its action to spray musk at a random creature within 5 feet of it. The target must make a DC 9 Constitution saving throw. On a failed save, the target retches and can't take actions for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that doesn't need to breathe or is immune to poison automatically succeeds on the saving throw. Once the skunk has sprayed its musk, it can't do so again until it finishes a short or long rest.

8. Wasp Nest in a Bag. The kobold throws a small bag into a 5-foot-square space within 20 feet of it. A **swarm of insects (wasps)** with 11 hit points emerges from the bag and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

Stat Block Modification

The **mind flayer arcanist**, Slardusk, has the following modifications:

- Daelkyr is added to its known languages.

Mind Flayer Arcanist

Medium aberration, lawful evil

Armor Class 15 (Breastplate)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6
Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4
Senses darkvision 120 ft., passive Perception 16
Languages Deep Speech, Telepathy 120 ft., Undercommon
Challenge 8 (3,900 XP)

Magic Resistance. The mind flayer arcanist has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind flayer arcanist's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, levitate*
1/day each: dominate monster, plane shift (self only)

Spellcasting. The mind flayer arcanist is a 10th-level spellcaster. Its spellcasting ability is Intelligence (save DC 15, +7 to hit with spell attacks). The mind flayer arcanist has the following wizard spells prepared:

Cantrips (at will): *blade ward, dancing lights, mage hand, shocking grasp*
1st level (4 slots): *detect magic, disguise self, shield, sleep*
2nd level (3 slots): *blur, invisibility, ray of enfeeblement*
3rd level (3 slots): *clairvoyance, lightning bolt, sending*
4th level (3 slots): *confusion, hallucinatory terrain*
5th level (2 slot): *telekinesis, wall of force*

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer arcanist. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer arcanist kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The mind flayer arcanist magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Stat Block Modification

The **iron defender** is crafted like a horse and has the following modifications:

- Its size is Large.
- Its speed is 60 feet.
- It can be ridden by Slardusk.

Iron Defender

Medium construct, unaligned

Armor Class 17 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 40 ft.

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

Skills Perception +2, Stealth +4
Damage Immunities poison
Condition Immunities exhaustion, poison
Senses darkvision 60 ft., passive Perception 12
Languages understands the languages of its creator but can't speak
Challenge 1 (700 XP)

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

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

Actions

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

Stat Block Modification

The **mage**, Saga Skullarm, has the following modifications:

- Saga can cast the *message* and *dancing lights* cantrips instead of *light* and *prestidigitation*.

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *counterspell, fireball, fly*
4th level (3 slots): *greater invisibility, ice storm*
5th level (1 slot): *cone of cold*

Actions

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

Oaken Bolter

Medium construct, unaligned

Armor Class 16 (Natural)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	3 (–4)	10 (+0)	1 (–5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 5 (1,800 XP)

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

Actions

Multiattack. The oaken bolter makes two lancing bolt attacks or one lancing bolt attack and one harpoon attack.

Lancing Bolt. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Harpoon. *Ranged Weapon Attack:* +7 to hit, range 50/200 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, and the target is grappled (escape DC 12). While grappled in this way, a creature's speed isn't reduced, but it can move only in directions that bring it closer to the oaken bolter. A creature takes 5 (1d10) slashing damage if it escapes from the grapple or if it tries and fails. As a bonus action, the oaken bolter can pull a creature grappled by it 20 feet closer. The oaken bolter can grapple only one creature at a time.

Explosive Bolt (Recharge 5–6). The oaken bolter launches an explosive charge at a point within 120 feet. Each creature within 20 feet of that point must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Stat Block Modification

The **scarecrows** are Slardusk's scrap soldiers and have the following modifications:

- Their speed is 40 ft.
- Their languages are Daelkyr and Common.
- They have no damage vulnerabilities.
- They do not have the False Appearance trait.
- They have a telepathic link to Slardusk.

Scarecrow

Medium construct, chaotic evil

Armor Class 11
Hit Points 36 (8d8)
Speed 30 ft.

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

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 1 (200 XP)

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

Actions

Multiattack. The scarecrow makes two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

Swarm of Rot Grubs

Medium swarm of Tiny beasts, unaligned

Armor Class 8
Hit Points 22 (5d8)
Speed 5 ft., climb 5 ft.

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

Damage Resistances piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained
Senses blindsight 10 ft., passive Perception 6
Languages —
Challenge 1/2 (100 XP)

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

Actions

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Stat Block Modification

The **warhorse** has the following modifications:
- It has an AC of 18 (plate barding).

Warhorse

Large beast, unaligned

Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (–4)	12 (+1)	7 (–2)

Senses passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Handout 1: Salvation Times

The Salvation Times

Issue 21 Est. 997 Y.K. Price 1 SP

Cyran Soldiers Survive the Mourning?

We have received reports that a Cyran military unit from the Last War are back in action having somehow survived the day of Mourning. Hold the fanfare, reader - our investigations into this unit's history have uncovered some troubling details. The Fighting Fifth - as they were known - were tasked with dangerous missions but were reknowned for flouting military laws.

Salvation broker Draev Shaldor came to us with the story. One of his contacts claims that a Fighting Fifth soldier is amassing a gang of mercenaries somewhere nearby. One thing's for sure, this soldier should be approached with extreme caution. Any sightings must be reported to the sheriff's office. Are the Fifth still out there fighting? If so who, or what, are they fighting for?

Mechanical Pests Confound Residents

Golems made of nuts and bolts? Metal monkeys bashing cymbals? Straight from a 'House Cannith Book to Scare your Children', sightings of these tiny constructs near Salvation are on the rise. When salvager Big Dante tried to claim one as a prize, it fell to scrap in his hands. Strange? Yes. But then we've only scratched the surface of what lies within the Gray. At least these machines have thus far posed no threat to life.

There's No Base Like Home

Salvaging is big business. As crews grow in numbers, wealth, and mettle, many are setting up homes from home in the blasted land beyond the mists. Mansions, forts, and temples, long abandoned, now provide shelter for hardy adventurers. These new homesteads are bringing fresh faces to Salvation, all seeking employment: guards, magewrights, physicians, falconers. Welcome! We wish each of you prosperity and fortune!

Mystery of Missing Salvagers

There is worrying news of an increase in the number of salvage teams vanishing in the Gray. We know that four in ten salvagers don't make it back alive, but that average has jumped this week to eight in ten. Dwarf salvager Mags Tanther of the Scraps & Songs crew claims her group was kidnapped, and that the assailants attacked through clouds of smoke. Mags was knocked unconcious and fell under her wagon, which she believes saved her life. Tavern patron-come-prophet, Brackle, was asked if he thought these incidents have anything to do with the alleged return of the Fighting Fifth, our headline story: "Everthin's connected." Wise words indeed.



Can you fly by invention?

Then bring yourself & your contraption to Salvation's first annual flight night!

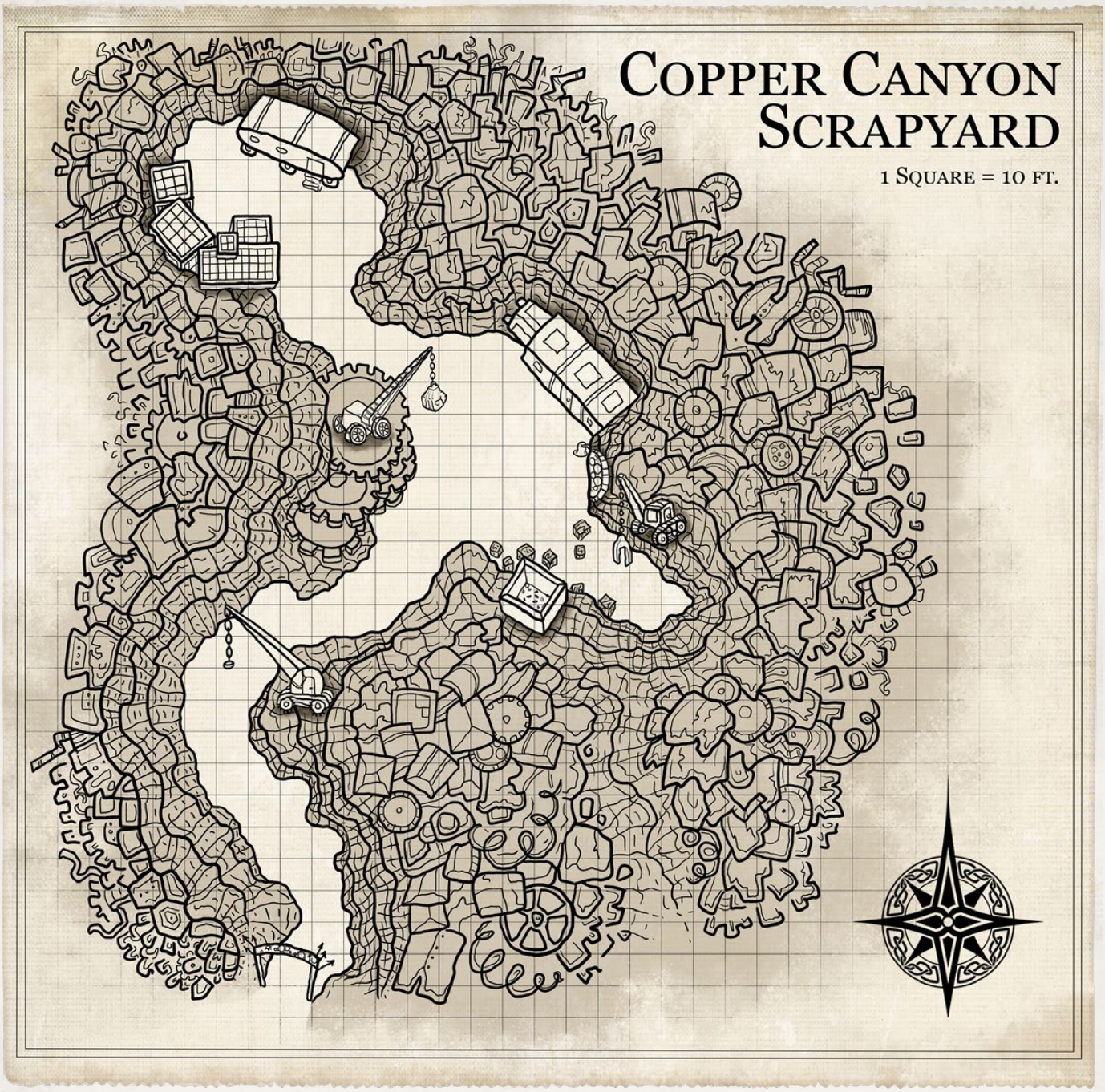
Fly high, win big!

Enquire at Gray Beyond tavern for details. No magic allowed. Organisers are not responsible for injuries or death incurred at the event.

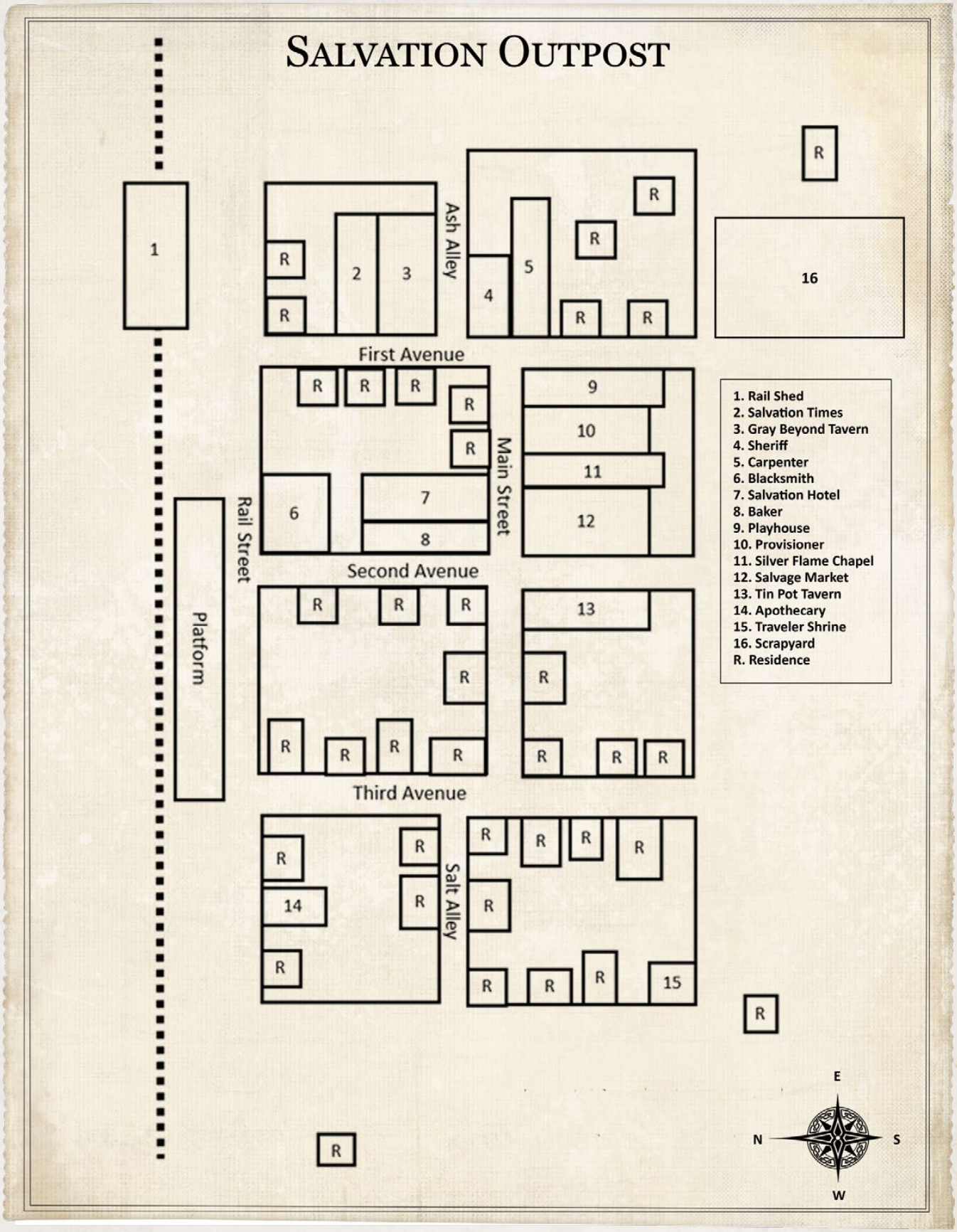
Handout 2: Headed Parchment

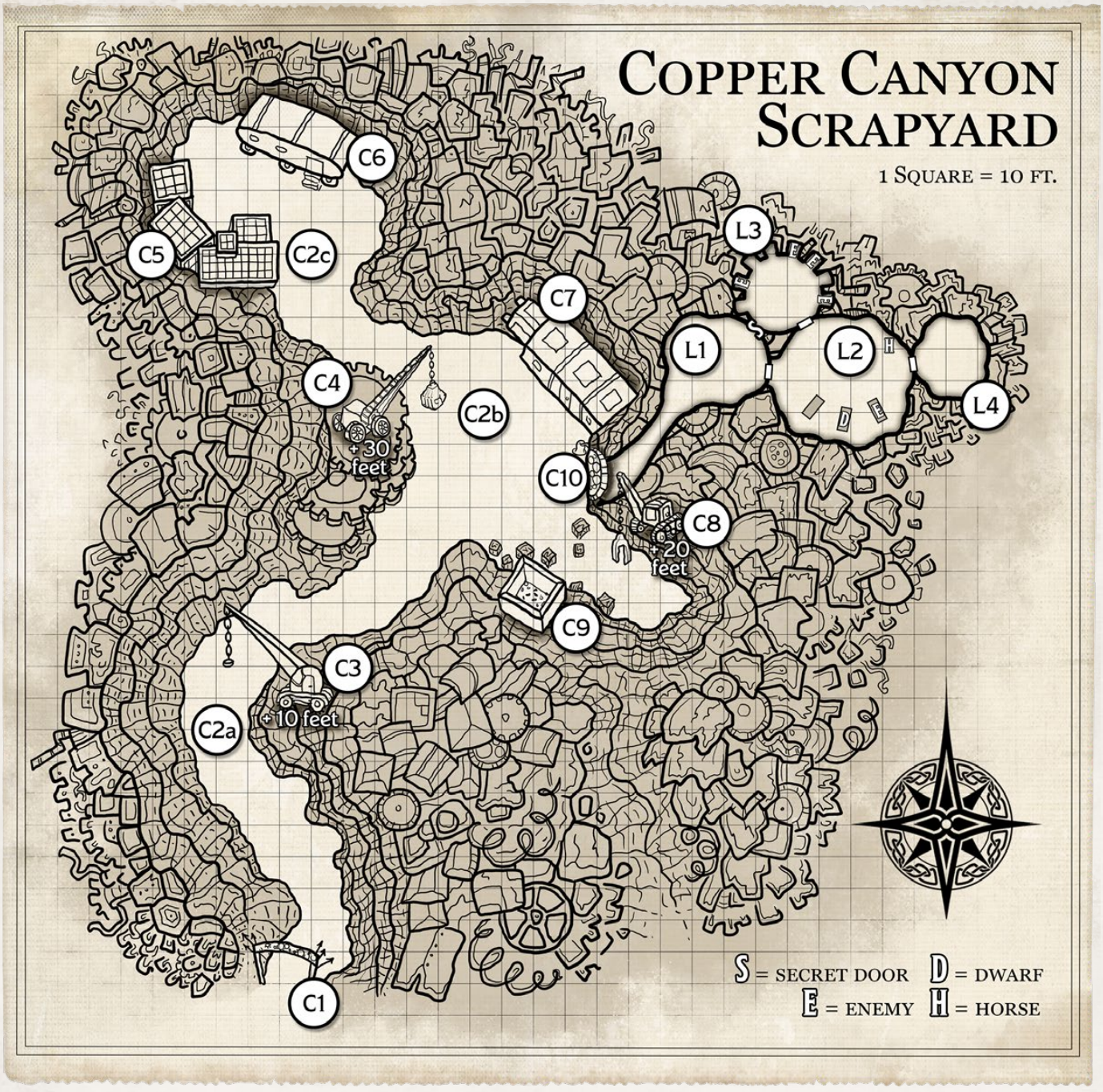


Handout 3: Copper Canyon Map



Appendix A:
Dungeon Master's Maps




Copper Canyon Scrapyard
1 Square = 10 ft.
C6
C5
C2c
C7
L3
L1
L2
L4
C4
C2b
+30 feet
C10
C8
+20 feet
C9
C3
C2a
+10 feet
C1
S = secret door
D = dwarf
E = enemy
H = horse