



SHADOWS OF THE LAST WAR™

A 2nd-Level Adventure

DESIGN

Keith Baker

ADDITIONAL DESIGN, DEVELOPMENT, AND EDITING

Bill Slavicsek

DESIGN MANAGER

Christopher Perkins

DEVELOPMENT MANAGER

Andrew Finch

MANAGING EDITOR

Kim Mohan

DIRECTOR OF RPG R&D

Bill Slavicsek

ART DIRECTOR

Robert Raper

COVER ILLUSTRATION

Wayne Reynolds

SCULPTED COVER DESIGN

Daniel Hawkins

GRAPHIC DESIGNER

Lisa Hanson

CARTOGRAPHY

Dennis Kauth

Rob Lazzaretti

GRAPHIC PRODUCTION SPECIALIST

Carmen Cheung

IMAGE TECHNICIAN

Candice Baker

PRODUCTION MANAGERS

Josh Fischer

Randall Crews

INTERIOR ILLUSTRATION

Tommy Castillo

DUNGEONS & DRAGONS®

Take advantage of the RPGA's Player Rewards Program by scoring points with this adventure. *Shadows of the Last War* is worth 4 Player Rewards points. See www.rpga.com for more details, and use the following adventure code: **SHLWR1EB**

U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
T Hofveld 6d
1702 Groot-Bijgaarden, Belgium
Questions? +322-467-3360



Visit our website at
www.wizards.com/dnd

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This WIZARDS OF THE COAST® game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20. This product uses updated material from the v.3.5 revision.

DUNGEONS & DRAGONS, EBERRON, D&D, DUNGEON MASTER, d20, d20 System, WIZARDS OF THE COAST, *Shadows of the Last War*, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* and their respective logos are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.

All Wizards characters, character names, and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc. Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors. Distributed in the United States to the book trade by Holtzbrinck Publishing. Distributed in Canada to the book trade by Fenn Ltd. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

Printed in the U.S.A. ©2004 Wizards of the Coast, Inc.
620-86410-001-EN 9 8 7 6 5 4 3 2 1 First Printing: July 2004

INTRODUCTION

This adventure propels a party of four 2nd-level characters through a harrowing search for an ancient artifact of terrible and wondrous power. With minor adjustments, it can handle smaller or larger groups as well.

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and the *Eberron Campaign Setting*.

ADVENTURE BACKGROUND

Shadows of the Last War follows the events of *The Forgotten Forge*, the 1st-level adventure included in the *Eberron Campaign Setting*. In that adventure, the party of adventurers recovered an ancient schema—part of a creation pattern used by the fabricators of House Cannith—for Elaydren d'Cannith. To find this item, they had to brave the dangers of the deepest levels of Sharn while overcoming agents of the warforged extremist, the Lord of Blades.

Why does Elaydren d'Cannith seek the pieces of this ancient creation pattern? To understand this, you need to understand the recent history of House Cannith. When the nation of Cyre, the ancestral home of House Cannith, disappeared in a conflagration of arcane energy near the end of the Last War, it took the patriarch and many other family leaders with it.

In the four years since Cyre became the Mournland, three factions have emerged within House Cannith. Cannith West, based in Fairhaven, serves Aundair, Thrane, and the Eldeen Reaches, and is led by Jorlanna d'Cannith. Merrix d'Cannith leads Cannith South, which operates out of Sharn and oversees house activities in Breland, Zilargo, and Darguun. Cannith East, based in Korth, operates in Karrnath, the Mror Holds, and the Lhazaar Principalities, and is led by Zorlan d'Cannith. The party's patron, Elaydren d'Cannith, appears to be attached to the western enclave, but she actually serves the southern branch of the family.

Creation patterns of all sorts exist, from those used to magically craft mundane items to those designed to craft exceptionally powerful magic items. The first schema, recovered from a forgotten Cannith forge deep in the bowels of Sharn, is one of four parts that make up an ancient creation pattern. This particular pattern wasn't developed by House Cannith. It was discovered on the mysterious continent of Xen'drik by Kedran d'Cannith shortly before the start of the War of the Mark, some fifteen hundred years ago.

What did Kedran find? He found one part of a four-part pattern, as well as a stone tablet describing the pattern itself. As the War of the Mark escalated, Kedran hid the schema in his secret foundry, where it remained until the adventurers uncovered it a short time ago.

Kedran also prepared a number of texts that his family used over the centuries. Some of these texts described the purpose of creation patterns that Kedran studied and researched on his trips to Xen'drik, and

which House Cannith was eventually able to develop into the patterns used by their own artificers and mages-wrights. One text, the journal describing the location of Kedran's hidden vault, was lost to antiquity until Bonal Geldem of Morgrave University discovered it. In fact, Geldem worked with Lady Elaydren until an agent of the Lord of Blades murdered him and the journal fell into the hands of the adventurers.

Kedran's most valuable text, which contains all his notes on the four-part pattern and the secrets of its creative powers, has been in the hands of Baron Merrix d'Cannith and his immediate family for more than eight hundred years. Two incomplete copies of this text also exist—one that was used at the secret Cannith research facility in Cyre, and the other in the hands of Cannith East and their allies—the Order of the Emerald Claw. With the destruction of Cyre and the loss of the house elders, the location of the hidden facility was also lost. Rumors of success at the facility began to circulate right before Cyre was destroyed, and now the race is on to find the hidden facility and the secrets it might contain.

ADVENTURE SYNOPSIS

Three separate groups seek the Xen'drik pattern and the schemas that comprise it: Cannith South, represented by Elaydren d'Cannith (though she claims to represent Cannith West); the Lord of Blades and his warforged followers operating out of the Mournland; and the Order of the Emerald Claw (which is working with Cannith East). The first part of the pattern, the Sharn schema, has been recovered and is in the hands of Cannith South thanks to the actions of the adventurers in *The Forgotten Forge*. The pattern itself and a second schema are believed to be in the Whitehearth facility—if it can be found and if it still exists within the ruins of the Mournland. A third schema has been found by the Emerald Claw, but no one outside that organization knows this yet.

The adventurers start out in Sharn, the City of Towers. Once more, Lady Elaydren requests their help and offers them a generous reward. From Sharn, the adventurers must travel to Darguun to discover the location of Whitehearth. Then, it's off to the Mournland to find the next schema and the creation pattern it fits into before someone else does.

THE FORGOTTEN FORGE

This adventure works best if the adventurers first complete *The Forgotten Forge*, found in the *Eberron Campaign Setting*. If you'd rather start with this adventure, then some other group recovered the first schema and the party has not had prior dealings with Elaydren d'Cannith. In this case, she approaches the adventurers because they appear capable, she needs help, and she is running out of time. Adjust descriptions and encounters accordingly.

PART ONE: SHARN

This adventure picks up where *The Forgotten Forge* leaves off—in Sharn, the City of Towers. After recovering the star-shaped schema and turning it over to Lady Elaydren d’Cannith, the adventurers were told to periodically check in with the House Sivis message station at Barmin Tower in case House Cannith had additional work for them.

The following events occur in Sharn:

- The adventurers discover that the House Sivis message station was attacked by kobold marauders, and that a message that had been waiting for them was stolen.
- Lady Elaydren sends a second message, via a giant owl, calling for the adventurers to meet her once again at the Broken Anvil tavern. She fears that her role in recent events has been discovered and that she is in imminent danger.
- At the Broken Anvil, the adventurers sit down to converse with Lady Elaydren just as a warforged loyal to the Lord of Blades and his kobold mercenaries break into the tavern.

THE MESSAGE STATION (ELD)

Another rainy day in Sharn, another opportunity for danger and adventure. The adventurers make their way to Barmin Tower to visit the House Sivis message station. Read:

Thunder rumbles in the distance as you cross the rain-slick skybridge that leads to Barmin Tower. The rain falls at a steady pace, causing waterfalls to spill over the sides of the slanted rooftops and balcony railings. Ahead, the door to the House Sivis message station hangs open at a strange angle, one of its hinges separated from the doorframe. Lightning flashes, and you think you hear a groan from somewhere inside the otherwise quiet shop.

Let the PCs approach the message station as they see fit. The trouble that visited the place a short time ago has already moved on, and all the adventurers can accomplish here is to determine that someone has again taken an interest in their activities.

Inside the message station, the adventurers see that the place has been ransacked. Read:

The tables and stools within the message station are in disarray; some are overturned or smashed, others have been forcefully scattered from their usual places. Behind the counter, lying atop a spilled shelf of scrolls and parchment sheets, is the gnome clerk who runs the station. She moans, unconscious but apparently still alive.

The gnome clerk can be roused by a simple Heal check (DC 10) or any curative magic. Once treated, she sits up, blinks to clear her eyes, and then attempts to stand.

“The messages!” she cries. “I have to check on the messages!”

Development: The PCs can check around the shop looking for clues, as well as question the clerk about what transpired.

Search checks to examine the shop reveal some information, depending on the result of the checks, as described below. A higher result includes the information that is learned with a lower result.

Search DC 10: The PC notices sling stones scattered around the room.

Search DC 15: The PC spots a series of small, clawed footprints in the spilled ink near one of the overturned tables. The footprints appear to belong to at least two different individuals of the same humanoid species. A successful DC 15 Survival check or DC 20 Knowledge (nature) check identifies them as kobold footprints.

Search DC 20: The PC spots a single, larger, split-toed footprint on a sheet of parchment, apparently made when a rain-soaked foot stepped on the parchment sheet. A successful DC 15 Survival check or DC 20 Knowledge (arcana) check identifies it as a warforged footprint.

The clerk takes a moment, but eventually recognizes the PCs from their frequent visits to the message station since they completed their first mission for Lady Elaydren. She explains that a band of kobolds charged in and attacked her. There were at least four of the vile creatures. After they subdued her and made sure the place was otherwise empty, a human-sized individual wrapped in a dark cloak entered the shop.

“The stranger had a deep, rumbling voice that was strong and threatening, and the kobolds followed his direction without question. He asked if there were any messages for you,” the clerk admits, pointing at the PC she has most likely dealt with on past occasions. “It was an amazing coincidence,” the clerk explains, “because I had just transcribed a message for you from the speaking stone. I must have glanced at the scroll I was holding, and the next instance the man in the cloak had snatched the scroll with one hand and hit me with the other. That’s the last thing I remember.”

The clerk cannot reveal what the message said because House Sivis clerks are trained to transcribe and forget, for their own safety as well as for the privacy of their clients. If a character makes a DC 15 Diplomacy check or offers the clerk 5 or more gold pieces, she reluctantly admits that she remembers who sent the message: “It was from Lady Elaydren d’Cannith.”

If she is prompted for details of the message itself, the clerk cannot be of help. “It isn’t really any of my business,” she says. Then she nervously examines the area behind her counter to check on the other messages in her care, as well as to make sure the precious speaking stone is undamaged.

Satisfied, she makes a quick check of the rest of the shop. The clerk’s cursory examination indicates that nothing else was taken, not even the handful of gold pieces in the till.

A CALL FOR HELP (EL 3)

Back outside in the wind and the rain, the PCs have only a moment to decide what they should do before something large swoops toward them. Read:

The rain seems to slack off as you walk away from the message station. Around a tower bend, at least a dozen people mill about on a partially covered terrace. A gang of children splashes in the puddles near the curving wall, laughing merrily. A merchant pushes an empty cart, presumably returning from the market exchange. A guard of the Sharn Watch looks the crowd over from his place beneath a shop awning.

A blur of feathers suddenly rockets toward you out of the cloud-filled sky. It's a giant owl, and it circles once before tipping the satchel it carries in its talons to drop a scroll case at your feet.

The giant owl delivers its cargo and streaks away.

Creature: Fighting the giant owl is unnecessary and unwise, because the creature is a dangerous challenge for a low-level party and it means them no harm.

Giant Owl: hp 26; *Monster Manual* page 205.

Tactics: If the PCs attack the giant owl, the nearby

officer of the City Watch calls out: "Why are you attacking that messenger? Stop that this instant!" The giant owl, unperturbed, delivers the scroll case and flies off. If the PCs continue to harass it, it returns and strikes back. All the while, the officer of the Watch attempts to stop the violence before it escalates and someone gets seriously injured.

Development: The scroll case is sealed with wax, but no imprint has been pressed into the wax. Inside the case is a letter. (See the illustration on this page.)

THE BROKEN ANVIL (EL 4)

The Broken Anvil is a small tavern with a handful of rooms for rent in the Mason's Tower. It is run by House Ghallanda and hosted by a halfling matron. The interior common room is dark and cozy, with dim illumination provided by a large hearth, two everbright lanterns hanging from the walls, and a number of ordinary candles scattered throughout the chamber.

Use the map on page 5 when running this encounter.

When the PCs decide to keep their meeting with Lady Elaydren, read:

The Broken Anvil is located in the Mason's Tower, carved into a bend in the tower wall. Inside, everbright lanterns at either end of the room provide flickering illumination. A round table is set to either side of the entrance, and three longer tables are scattered throughout the room.

Today the Broken Anvil only has one customer, a woman in a worn brown cloak. She sits at a table at the far end of the room. As you enter, she raises her hand as if to cast a spell, then stops and pulls back her hood. Despite her disheveled hair and the dirt that covers her face, you recognize her. She is Elaydren d'Cannith, the woman who hired you to explore the depths of Sharn.

In *The Forgotten Forge*, Elaydren wore expensive jewelry and fine glameweave clothing. Today she wears a mud-spattered traveler's outfit, and an alert observer (Spot DC 20) notices that she isn't even wearing her House Cannith signet ring.

When the matronly innkeeper emerges from the kitchen, Elaydren dismisses her with an imperious wave of her hand and calls the party over to her table in the northeast portion of the room. Read:

"Quickly, quickly!" Elaydren calls in a strained voice. "Thank Olladra that you're here. There is no time to waste."

Elaydren lifts a leather backpack off the floor and places it on the table. The leather is worn, but its brass fittings are still bright. It appears light, almost empty. "There is no time to explain," Elaydren says, her fear-filled eyes darting from you to the door and back again. "Instructions, gold, and supplies are in this pack. Take it and go. The letter in the left-hand pocket explains everything, but you must go now! Trust me. If you can accomplish this task, the reward will be vast."

Adventurers,

The normal means of communication seems to have been compromised, so I have sent this special messenger to personally find you and deliver this letter.

You served me once before, and now I need your help again. Time is short. I feel that our enemies have discovered me and are closing in.

Meet me at the Broken Anvil tavern, where we first discussed heirlooms and job opportunities. Act quickly, for I believe that we are all in terrible danger.

*Your patron,
Lady E.*

Elaydren's desperation is no act. Various opposing forces seek her and the schema that the PCs acquired for her. She hands the backpack to one of the PCs. Before they can ask questions or examine the contents of the backpack, the warforged agent of the Lord of Blades and his kobold mercenaries burst into the common room. Read:

Suddenly the door to the street bursts open. Four small figures leap through the doorway—kobolds! They move in pairs to each side of the chamber, clearing the space in front of the entrance. A fifth figure steps into the doorway, a broad humanoid in a dark, hooded cloak carrying a light crossbow. He raises the crossbow and launches a bolt at Elaydren.

If Saber survived and escaped at the end of *The Forgotten Forge*, then he has returned to deal with Elaydren and the PCs. If not, then this is Cutlass, another of the elite warforged followers of the Lord of Blades. Like many of the Lord's followers and chief lieutenants, Cutlass has taken to the practice of naming himself after a bladed weapon.

Creatures: The warforged fighter leads a party of kobold mercenaries and is intent on killing Lady Elaydren and recovering the ancient schema for his master, the mysterious Lord of Blades.



Elaydren d'Cannith:
Female human aristocrat 2/sorcerer 2; CR 3; Medium humanoid; HD 2d8+2d4; hp 17; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +1;

Atk +1 melee (1d4–1/19–20, masterwork dagger) or +3 ranged (1d4–1/19–20, masterwork dagger); Full Atk +1 melee (1d4–1/19–20, masterwork dagger) or +3 ranged (1d4–1/19–20, masterwork dagger); SA —; SQ least Mark of Making: *make whole* 1/day; AL N; SV Fort +0; Ref +1; Will +7; Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +10, Concentration +2, Diplomacy +10, Gather Information +8, Intimidate +8, Knowledge (arcana) +4, Knowledge (nobility and royalty) +7, Sense Motive +8, Spellcraft +4; Least Dragonmark (Cannith), Improved Initiative, Negotiator.

Languages: Common, Giant, Gnome.

Sorcerer Spells Known (6/5): 0—acid splash, detect magic, detect poison, mending, prestidigitation; 1st—charm person (DC 14), mage armor.

Possessions: House Cannith signet ring; coward's pearl

THE BROKEN ANVIL INN

N



- A. Common Room
- B. Private Booth
- C. Kitchen
- D. Private Dining Room
- E. Latrine
- F. Common Guest Room
- G. Guest Suite
- H. Elaydren's Room
- I. Innkeeper's Quarters
- J. Secret Passage

One Square = 5 feet

SHARN

(bracelet); *potion of cure moderate wounds*, glameweave courtier's outfit; masterwork dagger; jewelry (150 gp); and 20 gp, 28 pp, and identification papers in a belt pouch.

Kobold Mercenaries (4): hp 6 each; *Monster Manual* page 161.

Cutlass: Male personality warforged fighter 3; CR 3; Medium living construct; HD 3d10+6; hp 28; Init +5; Spd 20 ft.; AC 19, touch 19, flat-footed 18; Base Atk +3; Grp +5; Atk +7 melee (1d8+3/19–20, +1 longsword) or +4 ranged (1d8/19–20, light crossbow); Full Atk +7 melee (1d8+3/19–20, +1 longsword) or +4 ranged (1d8/19–20, light crossbow); SQ damage reduction 2/adamantine, warforged traits; AL LE; SV Fort +5, Ref +2, Will +2; Str 14, Dex 12, Con 14, Int 11, Wis 12, Cha 10.

Skills and Feats: Intimidate +6, Spot +4; Adamantine Body, Improved Initiative^B, Power Attack^B, Weapon Focus (longsword).

Language: Common.

Possessions: +1 longsword, light crossbow with 6 crossbow bolts, traveling cloak, backpack.

Warforged Traits (Ex): Immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

Tactics: The kobold mercenaries close with the adventurers, seeking to fight in pairs and taking advantage of flanking while their warforged leader fires crossbow bolts from the doorway. Once he has fired all his bolts, or if one or more of the PCs approach him, he draws his longsword and moves to engage in melee.

During the battle, Cutlass enjoys hurling insults at the “weak-fleshed errand boys” or the “flesh-loving warforged” (if there are any warforged characters in the party). He isn't above proclaiming that the end of the weak-fleshed nations is at hand, quoting freely from the speeches and sermons of his leader, the Lord of Blades.

Elaydren ducks behind the table, taking cover. If the initial attack injures her, she drinks her *potion of cure moderate wounds* to recover from the injury. If the party is on the verge of defeat, Elaydren uses her coward's pearl, filling the room with fog and teleporting away.

The warforged fighter battles to the death. He plans to capture the schema for the Lord of Blades or die trying. The kobolds also fight to the death, for they have been intimidated into doing so by the warforged who leads them.

Where Is the Schema? The first part of the creation pattern, the schema shaped like a six-pointed star, is safely in the hands of Baron Merrix d'Cannith. Elaydren turned the item over to the baron after she acquired it from the adventurers. Then Merrix sent her to continue investigating rumors concerning the pattern. “You must locate the other schemas and the pattern itself,” Merrix urged Elaydren. “The pattern holds the key to the work I have been laboring at since before you were born.”

Development: If the PCs defeat the mercenaries, Elaydren urges them to leave quickly. This is the last agent of the Lord of Blades in the area, though neither Elaydren nor the PCs know this. (The Lord of Blades and his agents return to hound the PCs in a future adventure.) Even so, Elaydren knows that others are on her trail, and if her mission is to be successful, the adventurers must depart immediately. Read:

“More of these assassins may show up at any moment. All the information you need is in the left pocket of the backpack. Take it and go! Get out of the city as quickly as you can!”

Elaydren does not wait for the adventurers to come to a decision. She grabs a weapon from one of the fallen attackers and darts into the street, disappearing into the nearest alleyway.

My friends,

The object you recovered for me from the ruins beneath Sharn is a schema, a piece of a pattern used to create items both mundane and magical. I have learned that another schema connected to this pattern was being studied in a secret Cannith workshop in Cyre, called Whitehearth. I wonder if this research is tied to the Day of Mourning?

Parts of my own house seek this pattern for evil purposes, and I do not know whom to trust. So I turn to you. I need you to travel to Cyre, find the workshop, and recover the second schema.

The location of the workshop was a closely guarded secret lost when the patriarch of House Cannith died in the destruction of Cyre. You must travel to the House Cannith outpost in the town of Rose Quarry, in Darquun, to recover a record of all of Cannith's hidden workshops.

In Rehukaan Draal, find a man named Failin in the Bloody Market. He can provide you with transport to Rose Quarry. From there, travel into the Mourningland to find Whitehearth and the second schema. It is an adamantine plate in the shape of a diamond, about the size of a human's palm. Once you have retrieved it, return to Rehukaan Draal, where I will meet you. Succeed, and I will see to it that you are well rewarded for your courage.

Lady E.