

The Forgedragon

A 7th-level adventure for four characters

Rise of the Factions: The Forgedragon takes the characters to the frosty reaches of the Syhros Peninsula in Omeria. There, they must battle a deadly extraplanar faction named The Sunken. The Sunken hopes to use the power stone sjelestein to power a dangerous construct. In addition to The Sunken, this adventure also features the faction Company of the Many.

What is Rise of the Factions?

Rise of the Factions features nine different factions all with different goals and alignments that will shape the future of the continent of Omeria. Each week, these factions—managed by real DMDave patrons and fans!—decide the hooks for the adventures. Then, as you play these adventures, you and others decide how successful (or unsuccessful) the factions were.

If this is your first experience with *Rise of the Factions*, no worries! Let me put aside your fears right away by saying you don't have to be familiar with the ongoing *Rise of the Factions* plot. In fact, **you can play this scenario as a stand-alone adventure** set in your own campaign world. And if you're interested in joining the fun with the *Rise of the Factions* storyline, then this is as good a place as any to start. Welcome aboard!

Omeria Campaign Setting

This adventure assumes placement in the Omeria campaign setting. You can learn more about Omeria in the book *Pexia's Guide to Omeria*, available in our webstore, which introduces

you to the locations, people, and concepts mentioned in this book.

If you don't wish to place this adventure in Omeria, it works just as well in any other campaign setting of your choice. The adventure works best near the arctic circle of a world, where a mechanical dragon construct would not seem terribly out of place.

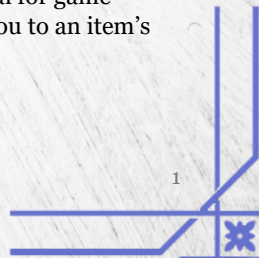
Running the Adventure

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.



Adventure Synopsis

This section serves as a basic rundown of how the adventure should play out, including the adventure hook/introduction.

Adventure Summary

The adventure should play out as follows:

1. The characters are asked by investors from the Company of the Many to negotiate the purchase of rare gemstones from a village in northern Omeria.
2. When the characters arrive at the village, they discover that a dangerous faction called The Sunken have taken it over. Apparently, The Sunken are trying to power a long-lost construct called the forgedragon using the same gemstones the characters hope to claim.
3. The characters must confront The Sunken and stop them before they can bring the forgedragon to life.

Backstory: The Sunken Arrive

Before Omeria even has a chance to recover from the events of the *Hand of the Eight* adventure path, a new threat emerges, The Sunken. The Sunken are a deadly extraplanar faction obsessed with entropy and the inevitable destruction of the universe. When The Sunken discovered the demiplane Omeria and its rapid rate of decay, they believed it to be a testament to their beliefs. Now, The Sunken hopes to expedite Omeria's demise by eliminating others who would stand in the way of its inevitable annihilation.

Their plot begins in Northern Omeria. Led by a deadly artificer and planeswalker known only as Doctor Calamity, The Sunken claimed the town of Borgstrand. Years ago, Doctor Calamity created a dangerous weapon below the ice near the town, the forgedragon. He hopes to recover the construct and use it to destroy the great northern cities.

If the characters fail to stop The Sunken from retrieving their prize, it could lead to the end of northern Omeria as we know it.

Adventure Hook: The Brokers

While the characters are traveling through northern Omeria, they're approached by a pair of wealthy investors from Central Omeria. These investors offer to pay the characters a substantial sum if they will travel to a village in northern Omeria and negotiate the purchase of rare gemstones called *sjelesteiner* (SHELL-stine-ur). If the characters agree, the investors give the characters a sack of 1,000 pp to negotiate with the stones' owner. The characters are allowed to keep whatever they don't spend to acquire the stones. Their point of contact is a Rasgax man named Hadvkir Shade-Plank who lives in the town of Borgstrand.

The investors expect to have either the *sjelesteiner* delivered or their money returned in ninety days or less. Although the investors are friendly during their initial meeting with the characters, they warn the characters that they are part of an organization that they would not wish to doublecross.

The Company of the Many

Unbeknownst to the characters, these investors are members of a faction named Company of the Many. Also known as The Brokers, the Company believes that if you "pay a man enough, he'll walk barefoot into The Cruel." Headquartered in Malembia, The Brokers are a trading company that can provide just about anything, for a price. Mostly dealing in material goods but dabbling in the service industry, many Central Omerians, particularly deadrunners, are drawn to them as pay is quite generous and promotions come fast if you are brave, lucky, and ambitious enough.

Reaching Borgstrand

Travel from most northern Omeria cities to the Syhros Peninsula is a 3,000-mile journey. The characters have a few methods which they can employ to reach Syhros, as shown on the Travel to Borgstrand table below. Overland travel obviously will take the longest time, but could become an adventure all its own. If necessary, they can use the platinum given to them by The Brokers to fund their trip.

Travel to Borgstrand

Travel Method	Travel Time	Cost
Airship	2 weeks	150 gp per character
Boat	1 month	60 gp per character
Overland	6 months	Varies

What about magic? Most conjuration magic is expressly forbidden in Omeria. This includes teleportation spells. The characters are free to use such things, but they might find themselves getting in trouble—despite their good intentions!

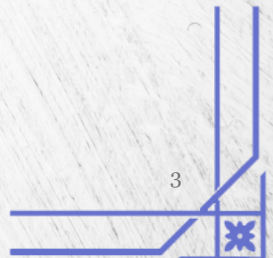
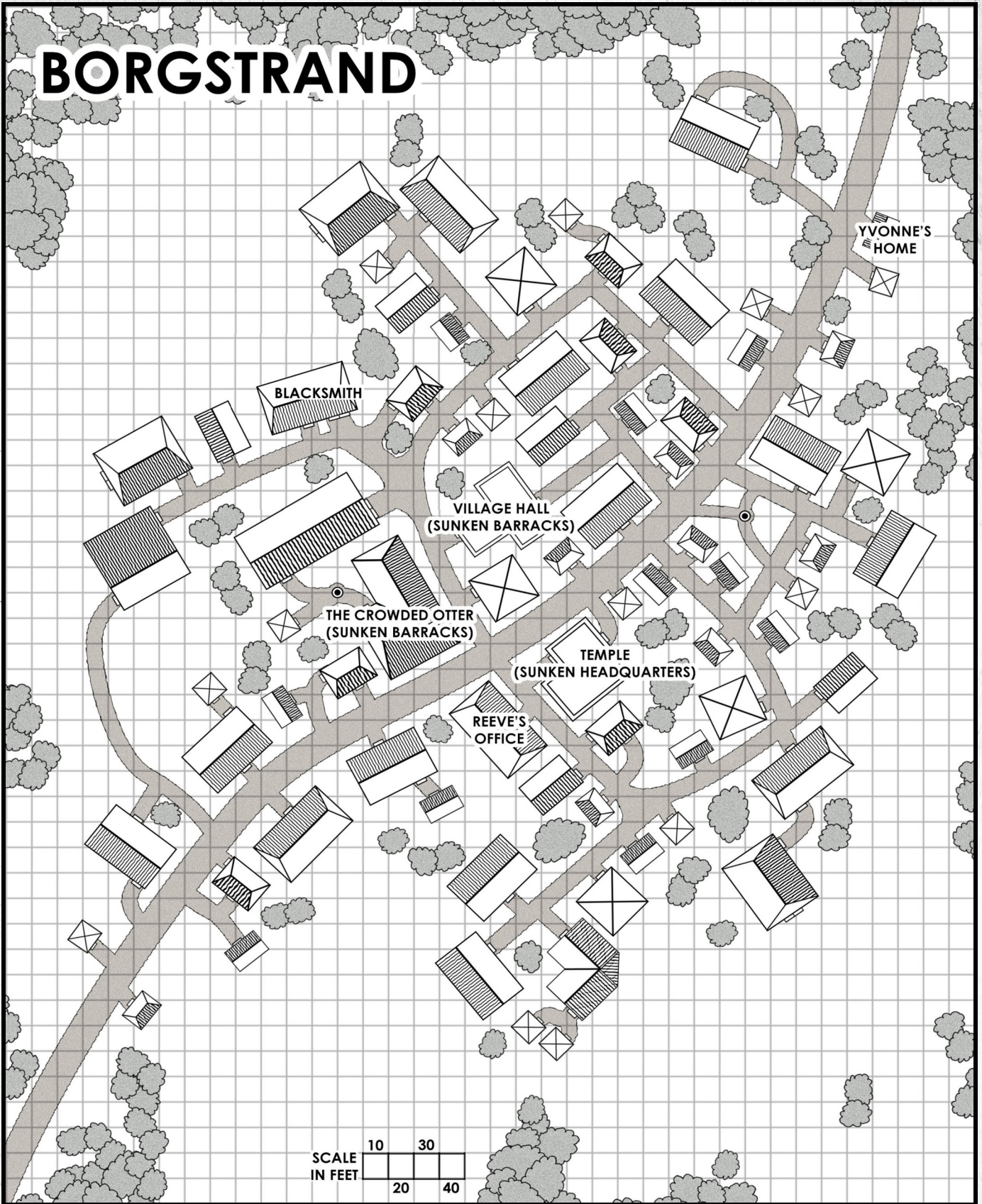
Welcome to Borgstrand

Likely the northernmost human-dominant village in all of Omeria, Borgstrand boasts a population of 214 souls. Markus Aasen is the village's reeve. Despite the title, he rarely makes important decisions. Those are left to the village council. Aasen then carries out the will of the people—whether he agrees with the decisions the council makes or not.

Humans are the most prevalent race in Borgstrand followed by half-orcs and elves, particularly the mysterious drow, a sun-fearing race native to the northern reach. Most Borgstrand speakers speak Common, and a fair number speak Elvish and Orcish, too.

Small and far from major Omerian cities, Borgstrand's economy is mostly communal. It does have some trade ties with sailors who brave the Tyrant's Riddle or northern reach of the Omerian Ocean, as well as with Rasgax villages to the south. Borgstrand speakers also work closely with the drow who live in the icy burroughs further north. Coin is rare in Borgstrand as most Borgstrand speakers prefer to trade. "I can't warm my home with gold," is a popular Borgstrand expression. Of course, a sack with 1,000 pp in it is sure to turn plenty of heads anyway.

BORGSTRAND



Village of the Absent Sun

Borgstrand sits near Casar's northernmost edge. Because Naeyer's Eye shines brightest on Casar's center and largely ignores the north, Borgstrand experiences only six hours of dim sunlight each day. Visitors to Borgstrand who aren't used to the unusual day-night cycle have trouble adjusting to these grim conditions.

Naturally, these cold lands are a haven for many creatures who despise sunlight. Vampires, dhampir, and other forms of undead call the frozen wastes home. Arnitikos, refugees of The Other, also live in the arctic reaches, as do a race of elves known as the tathdarian.

The Sunken

When the characters arrive, The Sunken already control the entire town. However, they occupy only four buildings. The Sunken use the reeve's office and the Temple of Asnas as their base of operations. The Crowded Otter Inn is their barracks, and they use the village hall to hold troublesome Borgstrand's captives.

The most important members of The Sunken are detailed below.

Doctor Calamity. Although Calamity does not lead all of The Sunken—they have a much larger organization off-world—he leads the faction invading Omeria. Having lost many of his former minions and resources through a series of failed plots, he hopes to prove himself with The Sunken by destroying Omeria in their name. When the characters arrive in Borgstrand, Doctor Calamity is on-site at the forgedragon's lair. **Doctor Calamity's** statistics are included in the Appendix.

Doomlord Haast. Haast serves as Calamity's liaison with The Sunken's off-world leaders. Although he feigns obeisance to Calamity, he is actually there to ensure Calamity follows through on his promises. Ultimately, the other members of The Sunken follow Haast's lead. When the characters arrive in Borgstrand, Doomlord Haast is on-site at the forgedragon's lair. Doomlord Haast uses the **Sunken doomlord** stat block included in the Appendix of this adventure.

Doomshead Theta. Haast's most trusted lieutenant, Theta, is also one of The Sunken's most dangerous warriors. Her eagerness to destroy terrifies even the most fanatical members of her faction. When the characters arrive in Borgstrand, Theta and twenty Sunken soldiers are keeping watch over the town. Theta uses the **Sunken elite soldier** stat block included in the Appendix of this adventure, except she has 144 hit points.

Other Sunken. Forty **Sunken soldiers** (see the Appendix) comprise the remainder of The Sunken's fighting force in Borgstrand. When the characters arrive, Calamity and Haast are already on their way to the Forgedragon excavation site with half of these soldiers. Theta remains in charge of the other half in town.

Friendly NPCs

Below are a few of the town's most important NPCs who might help the characters against Doctor Calamity and The Sunken. Joakim and Rune are both in their respective places of business, while Maja, Markus, and Yvonma plan against the invaders from the basement of Yvonma's home.

Hadvkir Shade-Plank. The character's point of contact in Borgstrand is a chaotic neutral **berserker** named Hadvkir. He is Rasgax, so he has darkvision out to 30 feet and advantage on saving throws against becoming blinded. Hadvkir and his family are being held in the village hall with the other Borgstrand prisoners.

Joakim Mathiasen. The owner of a tavern named The Crowded Otter, Joakim is being forced by The Sunken to serve them. Although they treat him well, he wishes for them to leave his home. Joakim is a lawful good male human **commoner**.

Maja Tieg. Six years ago, Maja's husband and children died at the hands of Doctor Calamity's creations. She now sees Calamity's return as an opportunity for revenge. Maja is a lawful good female human Knotsider **commoner**. She is among those hiding out at Yvonma's home.

Markus Aasen. Markus Aasen is Borgstrand's reeve. When The Sunken invaded, he and others hid out in Yvonma Dalifar's basement. There, they plan against the invaders. Markus is a lawful good Rasgax human **scout**. As a Rasgax, Aasen has darkvision out to 60 feet and advantage on saving throws against becoming blinded.

Rune Jenssen. Markus' best friend, Rune, is the town's cheerful blacksmith. He remains in his shop during the invasion where he's now forced to create weapons for The Sunken's soldiers. Rune is a male hill dwarf **veteran**. As a hill dwarf, Rune has a movement speed of 25 feet, resistance to poison damage, and advantage on saving throws against the poisoned condition. Plus, he has darkvision out to 60 feet and speaks Dwarvish as well as Common.

Yvonma Dalifar. A retired neutral Tathdarian warrior (use the **drow** stat block), Yvonma lives in a small home at the northeastern edge of town. She moved to Borgstrand to escape the politics of her people. When The Sunken invaded, she offered the basement of her home as a refuge for those eager to resist The Sunken's occupation.



Events in Town

When the characters arrive in Borgstrand, they discover a snow-capped ghost town. Most of the able-bodied Borgstrand residents were rounded up and are now being held prisoner in the village hall's dungeon. Borgstrand residents deemed "too weak" or "valuable to the cause" were allowed to remain in their homes so long as they didn't cause trouble. All of these Borgstrand residents are **commoners** and noncombatants. Maja, Markus, and Yvonma, along with a six other Borgstrand residents (all **tribal warriors**) plot against their occupiers from Yvonma's home.

The characters won't know who or what has seized the town until they arrive. While in Borgstrand, they need to learn who is responsible for the invasion, what their plan is, and how to stop them.

Below are a few suggestions for events that will help the characters move through the storyline.

First Encounter

As the characters approach the town, they're spotted by three **Sunken soldiers** (see the Appendix). The soldiers hope to put the characters in the village hall dungeon with the Borgstrand residents. While these basic fighters should pose no real challenge for the characters, the characters need to stop the soldiers before they alert the other members of The Sunken in town. If word gets back to Calamity and Haast that there are people trying to stop them, they could accelerate their plans.

The Resistance

If the characters are careful, they might be able to meet members of the Borgstrand Resistance first, which includes Maja, Markus, and Yvonma. The characters learn from these important NPCs the following information:

- The Sunken are a deadly group of warriors from a distant realm.
- When The Sunken occupied the town, they seized four buildings at the center of town: The Crowded Otter Inn, the village hall, the reeve's office, and the Temple of Asnas.
- Many of the townsfolk are being held captive in the village hall's dungeon. There are five guards watching them.
- The Sunken are interested in the contents of an old mine roughly five miles from the north edge of town. The Sunken's leaders, Doctor Calamity and Doomlord Haast, took a contingent of soldiers to the mine before the characters arrived.
- The Resistance doesn't know where Hadvkir Shade-Plank is located but assumes that he is being held with the other Borgstrand residents at the village hall.

Village Hall

If the characters hope to meet with Hadvkir Shade-Plank, they will need to free him from The Sunken soldiers at the village hall. The village hall is a large building which not only

serves as the village's primary meeting place, but also its garrison. The hall boasts a large, open-air courtyard for Borgstrand's militia to train—or in this case, The Sunken. A two-story building at the east end of the building offers barracks, a small kitchen, and office for the master of militia. Many of the town's able-bodied citizens, including Shade-Plank, are held in the hall's dungeon. There are five **Sunken soldiers** (see the Appendix) guarding the building. All five soldiers stand guard inside the courtyard.

If the characters aren't careful, they will draw the attention of Theta and the remaining soldiers in town. It takes the other soldier approximately 1d4 rounds to arrive at the village hall after a member of The Sunken sounds the alarm. Much more chaotic than her leaders, Theta has no qualms killing the characters, the villagers, or anyone else.

If the characters successfully free Hadvkir Shade-Plank, he thanks them for their help. However, he regrets to inform them that the *sjelesteiner* he owned were seized by Doctor Calamity. He shares that Calamity hopes to use the *sjelesteiner* to power a dangerous construct (the forgedragon) hidden in the nearby hills.

The Crowded Otter Inn

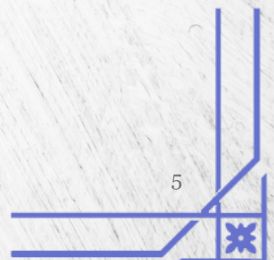
Theta and ten **Sunken soldiers** (see the Appendix) are at The Crowded Otter Inn causing a ruckus. The Sunken force the inn's owner Joakim Mathiasen to serve them. Most of The Sunken are friendly towards Joakim, but Theta hopes to slake her bloodlust by torturing and murdering the poor man. If the characters attack The Sunken here, they are sure to catch them by surprise. This will make future encounters in Borgstrand much easier.

Reeve's Office

Before he left for the mine, Doctor Calamity used the reeve's office as his personal headquarters. A lone **Sunken soldier** (see the Appendix) guards the building. Once inside, a character who succeeds on a DC 15 Intelligence (Investigation) check discovers that Calamity's journals and documents point to the existence of a construct Calamity built when he tried to conquer the region six years ago. Apparently, his invention, dubbed the forgedragon, lacked a vital component that would give it sentience. Calamity believes the power stone *sjelestein* is the missing ingredient.

Temple of Asnas

The village's temple of Asnas serves as Doomlord Haast's headquarters. One **Sunken soldier** (see the Appendix) keeps watch over the temple while Haast and Calamity are away. Most of the temple interior is in ruins thanks to Haast, Theta, and the other Sunken. However, there are some clues within that point to The Sunken's origins. If one or more characters spend a few minutes looking through The Sunken's belongings and succeed on a DC 15 Intelligence (Investigation) check, they uncover clues that Haast, Theta, and others come from a dangerous region of the inner planes called the quasialemental plane of salt. However, they are but one small fragment of a greater organization that spans the cosmos.



The Forgedragon's Lair

Whether they learn it from members of the Borgstrand resistance or discover Doctor Calamity's plans, the characters should next head to the mine that holds the forgedragon. The mine is five miles north of town and will take the characters two hours to reach on foot. Halve the time if they use mounts or dog sleds.

Mine Exterior

Thick snow blankets the exterior of the mine. Ancient arcane designs decorate a track that leads into the open mouth of the mine. A character who reviews the symbols and succeeds on a DC 20 Intelligence (Arcana) check recognizes that the symbols are unlike any magic available in Omeria.

Extrplanar characters make this check with advantage. If the character passed the check by 5 or better, they know that the magic is from an impossibly distant clockwork realm of absolute law and order.

Encounter

If the characters failed to keep their presence a secret in Borgstrand and one or more of The Sunken retreated to the mine to alert Haast and Calamity, they will find The Sunken waiting for them. Otherwise, The Sunken might be caught by surprise.

Outside the entrance, ten members of The Sunken stand guard. Two of the Sunken are **Sunken elite soldiers**, but the rest are ordinary **Sunken soldiers** (all detailed in the Appendix) Three of the soldiers operate an *entropy cannon* (also in the Appendix).

Conditions

The fight with The Sunken soldiers won't be an easy one. The snow and darkness make for tough fighting conditions.

Dim Light and Precipitation. Because of the mine's location in Omeria's far north, it only sees six hours of daylight a day, and even then, it's dim. Dim light creates a lightly obscured area and imposes disadvantage on Wisdom (Perception) checks that rely on sight. Even if the dim light didn't obscure things, the snow would have the same effect.


Snow and Slippery Ice. The stones and metallic plates leading up to the entrance are covered in slippery ice, which is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone. A creature can move at half its movement speed to avoid making this check. Thick snow flanking the entrance also creates difficult terrain.

Mine Interior

The inside of the mine stands in stark juxtaposition to its exterior. Right away, the characters feel the rush of heat from the forge's engines. Molten lava, boiled up from Omeria's chaotic protomatter core, churns at either side of a long steel platform that connects the entrance to the forge itself.

Sunken Soldiers

Ten members of The Sunken stand on the platform connecting the mine's entrance to the forge. If The Sunken in Borgstrand alerted Haast and Calamity to the characters'



Find variations of this map, as well as many others, on Cze & Peku's [Patreon](#).

presence, they are waiting for them. Two of these Sunken are **Sunken elite soldiers**, while the other eight are ordinary **Sunken soldiers** (see the Appendix). **Haast** and **Calamity** stand at the rear of the forge, focusing their efforts on the forgedragon. However, Haast enters combat when the characters defeat half or more of the Sunken soldiers. Haast has no fear of death and craves destruction—even if it's his own. He fights dirty, and will use his surroundings to his advantage.

Doctor Calamity and the Forgedragon

During the fight, Calamity focuses on getting the forgedragon up and running. When the characters first enter the mine, they have exactly 5 rounds to stop Doctor Calamity from implanting the forgedragon with the shards of *sjelesteiner* he stole from Hadvkir Shade-Plank. If the characters fail to stop him, by the start of the 6th round, the forgedragon comes to life. Because Calamity attuned the dragon to himself, it follows his commands. The **forgedragon's** stats are included in the Appendix.

When the going gets tough, the tough get going. Calamity values his own neck above all other things—despite this going against The Sunken's general philosophy of atrophy and destruction. All he cares about is getting the forgedragon up and running. Once this is done, he remains only long enough to see it cause destruction. If the characters harm Calamity or destroy the forgedragon, Calamity teleports away to a safe location.

Conditions

The mine's interior is a literal furnace. Extreme heat radiates up from the molten lava below the steel catwalk. It's a 30-foot drop into the pit below. Any creature that touches the lava takes 16 (3d10) fire damage and catches fire. Until a creature uses its action to extinguish the flames, the creature takes 5 (1d10) fire damage at the start of each of its turns. A creature that falls into the lava takes 55 (10d10) fire damage and starts to sink. The Sunken, especially Haast, fight dirty. They will use their actions to grapple the characters with the intent to toss them into the lava below. Any character pushed over an edge has a chance to catch themselves with a successful DC 10 Dexterity saving throw. Otherwise, they tumble into the lava below.

Treasure

Destroying the forgedragon grants the characters access to two valuable items. First, they may recover the *sjelestein* from the dragon's metallic skull. In doing so, they might decide to keep the entire 1,000 pp. While this might not be fair to Hadvkir Shade-Plank, it will certainly place considerable wealth in their hands.

Second, a character proficient in both Arcana and smithing tools can recover parts of the forgedragon to craft special items. See "Forgedragon Crafting" in the Appendix for details.

In addition to the items earned from the forgedragon, the characters can recover the weapons and arms from Calamity, Haast, and the other members of The Sunken, assuming they defeated them. Both Calamity and Haast's special equipment are described in detail in the Appendix. The other Sunken members' equipment are in varying stages of disrepair. These items fetch only 20% of their normal asking price. The Sunken do not believe in material wealth; therefore, they do not carry any other treasure.

Aftermath

As a *Rise of the Factions* adventure, there are plenty of different outcomes for this adventure, all of which help build toward future Omeria storylines and the success of its factions.

Company of the Many

Getting their hands on the *sjelestein* allows The Company of the Many to improve their overall standing among the trade lords of Omeria. If the characters managed to get The Brokers the *sjelestein* on time—and even managed to keep 100% of the platinum pieces—The Brokers are impressed and hope to continue their relationship with the characters.

Alternatively, if the characters fail to recover the *sjelestein* and bring it to The Company of the Many, the Company does not advance further in its goals. However, they see no reason to blame the characters, so long as the characters return the 1,000 pp before the deadline.

The Sunken

The Sunken bet big on the forgedragon and Doctor Calamity. If they secure the dragon and avoid its destruction at the hands of the characters, they advance their standing in Omeria significantly. Furthermore, they now present a great threat to the rest of Omeria, particularly the north.

If the characters defeated The Sunken and stopped the forgedragon, The Sunken fail to rise to prominence in Omeria. They must regroup and rethink their plans before they take their next step. If any members of The Sunken survive—particularly Doctor Calamity—they swear vengeance on the characters. This should come into play in future *Rise of the Factions* adventures featuring The Sunken. Ω

Tell Us About Your Game!

If you ran this adventure for your players, use the poll on our Patreon to share your results and key moments in your version of the adventure. Not only will your results influence the ultimate result—and inevitably the outcome of the ongoing story—but we might even use some of your highlights as part of Omeria's canon.

Credits

This Fifth Edition adventure was brought to you by the following talented folks.

Designers: DMDave, The Griffon's Saddlebag, Cze & Peku, Paper Forge, Tom Cartos

Writing: DMDave

Items: DMDave, The Griffon's Saddlebag

Art: Matias Lazaro, Paper Forge, The Griffon's Saddlebag, Shutterstock

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Appendix

Magic Items

Forgework Dragon Shield

Armor (shield), rare

While holding this plated brass shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. The shield has a metallic maw in the visage of a dragon forged into the face of the shield, and small plumes of flame occasionally leap from openings in the shield's plates.

When a creature within 5 feet of you misses you with an attack, you can use your reaction to retaliate with the shield. When you do, a gout of flame erupts from the shield, forcing the attacker to make a DC 15 Dexterity saving throw. On a failed save, the target takes 3d10 fire damage and ignites. Until a creature takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns. On a successful save, the target takes half as much damage and doesn't ignite. Once this property has been used, it can't be used again until the next dawn.

Sjelestein

Wondrous item, legendary

A small shard of *sjelestein*, no larger than a gold coin, has 7 charges. The gem emits dim purple light in a 5-foot radius. While holding the gem, you can use an action to spend 1 of its charges to cast an enchantment spell of 3rd level or lower. You do not have to know the spell or have it prepared to use this benefit, but to use a spell you do not know or have prepared, you must first succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level (0 for cantrips). Otherwise, the spell fails. You can expend additional charges to cast enchantment spells of higher levels, expending one charge per level above 4th. The gem regains 1d6 + 1 charges daily at dawn. If you expend the gem's last charge, the gem stops glowing and it loses its magic.

Sjelestein Madness. Each time a wielder expends a charge of the *sjelestein*, it must make a Wisdom saving throw with a DC equal to 10 + the level of the spell cast from it (0 for cantrips). On a failed saving throw, the wielder gains one form of indefinite madness. This madness can only be removed by a healing spell of 6th level or higher, such as the *heal* spell.



Forgedragon Crafting

The materials used to build the forgedragon work extremely well when salvaged then reimplemented to craft magic items. Below is a list of a few of the items that can be crafted using its components. If the item's source is SRD, it's featured in the Fifth Edition systems reference document. Items marked FD are featured in this document's Appendix. And items marked GSB are available from the Griffon's Saddlebag [Patreon](#) and website.

A single forgedragon has up to 15 units of magic item parts. These individual units are used to create magic items, as shown on the Unit Cost column on the Forgedragon Magic Item table below. In addition to the forgedragon parts, creating these items come with a gold piece cost that covers other materials, tools, etc., based on the item's rarity. Those values, as well as the time a character needs to work in order to complete the item, can also be found on the table below. A character also needs the requisite tool and/or skill proficiency appropriate for the item's creation, also shown on the table.

Forgedragon Magic Items

Item	Unit Cost	Rarity	Source	Workweeks	Cost	Tool Proficiency
<i>Armor of fire resistance</i>	6	Rare	SRD	10	2,000 gp	Arcana, smith's tools
<i>Armor of invulnerability</i>	15	Legendary	SRD	50	100,000 gp	Arcana, smith's tools/leatherworker's tools
<i>Flame tongue</i>	6	Rare	SRD	10	2,000 gp	Arcana, smith's tools
<i>Forgekeeper's spark</i>	3	Uncommon	GSB	2	200 gp	Arcana, smith's tools
<i>Forgemaster's might</i>	15	Legendary	GSB	50	100,000 gp	Arcana, smith's tools
<i>Forgework dragon shield</i>	10	Very Rare	FD	25	20,000 gp	Arcana, smith's tools
<i>Ring of fire resistance</i>	6	Rare	SRD	10	2,000 gp	Arcana, smith's tools/jeweler's tools
<i>Ring of warmth</i>	3	Uncommon	SRD	2	200 gp	Arcana, smith's tools/jeweler's tools
<i>Staff of fire</i>	10	Very Rare	SRD	25	20,000 gp	Arcana, smith's tools



Doctor Calamity

Medium construct, lawful evil

Armor Class 19 (integrated armor)

Hit Points 209 (22d8 + 110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	25 (+7)	19 (+4)	20 (+5)

Saving Throws Dex +8, Con +10, Wis +9

Skills Arcana +12, History +12, Insight +9, Perception +14

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages Abyssal, Beste, Common, Deep Speech, Infernal, Primordial, Undercommon

Challenge 13 (10,000 XP)

PB +5

Spellcasting. Doctor Calamity is a 13th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Doctor Calamity has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, message, minor illusion, prestidigitation*
1st level (4 slots): *charm person, detect magic, illusory script, shield*
2nd level (3 slots): *darkness, enlarge/reduce, knock, mirror image*
3rd level (3 slots): *counterspell, dispel magic, hypnotic pattern, sending, slow*
4th level (3 slots): *confusion, dimension door, hallucinatory terrain*
5th level (2 slots): *mislead, telekinesis*
6th level (1 slot): *mass suggestion*
7th level (1 slot): *plane shift*

Actions

Multiattack. Doctor Calamity makes three attacks with his claws or two attacks with his calamity pistol.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 21 (6d6) poison damage.

Calamity Pistol. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 27 (6d8) force damage. The target must make a DC 16 Strength saving throw. On a failed saving throw, the target is pushed back 10 feet.

Legendary Actions

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

Grease. Doctor Calamity targets a point that he can see within 30 feet of him. A 10-foot square centered on that point becomes covered with slippery grease and becomes difficult terrain. When the grease appears, each creature standing in the area must make a DC 15 Dexterity saving throw or fall prone. A creature that enters or ends its turn in the area must also make a Dexterity saving throw or fall prone. The grease remains until cleaned up or burned away.

Tether. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* The target is grappled (escape DC 16). While grappled in this way, the target is restrained, it takes 16 (3d10) lightning damage at the start of each of Doctor Calamity's turns, and Doctor Calamity cannot use his tether on another creature.

Cluster Bombs (Costs 3 Actions). Doctor Calamity targets up to 4 creatures that he can see within 30 feet of him. Each target must make a DC 15 Dexterity saving throw. On a failed saving throw, the target takes 7 (2d6) fire damage and is stunned until the start of Doctor Calamity's next turn. Once Doctor Calamity uses this legendary action, he can't use it again until he completes a long rest.

Smoke Bombs (Costs 3 Actions). Doctor Calamity throws down a smoke bomb which creates a 20-foot-radius sphere of smoke centered on Doctor Calamity. The sphere spreads around corners, and its area is heavily obscured. He then moves up to his full movement speed without provoking attacks of opportunity. The smoke lasts until the end of Doctor Calamity's next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.



Sunken Doomlord

Medium humanoid (any), chaotic evil

Armor Class 19 (splint mail, shield)
Hit Points 247 (26d8 + 130)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	13 (+1)	10 (+0)	15 (+2)

Saving Throws Str +10, Con +10
Skills Intimidation +7
Senses passive Perception 10
Languages Common
Challenge 13 (10,000 XP) **PB** +5

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

Pain Resistant. The Sunken doomlord has advantage on saving throws against becoming blinded, deafened, incapacitated, paralyzed, poisoned, stunned, and unconscious.

Special Equipment. The Sunken doomlord wields an entropy sword. The weapon is equivalent to a longsword, and takes on the properties of a +3 *longsword* in the Sunken doomlord's hands. If another creature wields the weapon, it loses its magical qualities.

Actions

Multiattack. The Sunken doomlord makes three attacks with its entropy sword. It can replace one of its longsword attacks with a shield bash attack.

Entropy Sword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) slashing damage plus 7 (2d6) necrotic damage, or 13 (1d10 + 8) slashing damage plus 7 (2d6) necrotic damage. The target must make a DC 15 Constitution saving throw or become wracked with severe pain; the target is incapacitated until the end of its next turn.

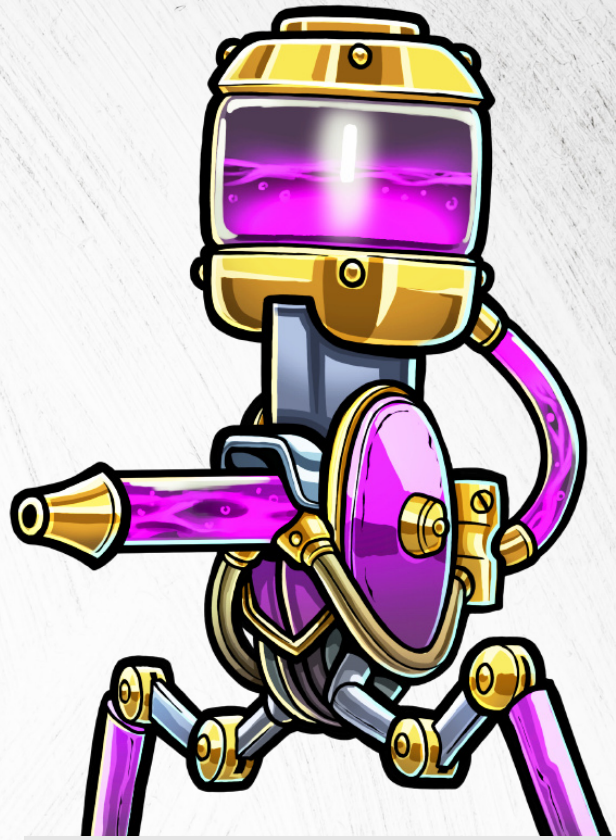
Shield Bash. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage. The target must make a DC 18 Strength saving or be knocked prone.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). The Sunken doomlord regains 30 hit points.

Reactions

Reciprocating Blow. When the Sunken doomlord takes damage from a creature within 5 feet of it, it can make one melee weapon attack against the attacker.



Entropy Cannon

Large object (450 lb.)

Armor Class 19
Hit Points 100
Speed 0 ft.

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

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Prone Deficiency. If the entropy cannon falls prone, it can't right itself until pulled upright.

Action Stations

Battle Station (Requires 3 Crew and Grants Half Cover). *Ranged Weapon Attack:* +6 to hit, range 120/360 ft., one target. *Hit:* 28 (8d6) necrotic damage. The target must make a DC 15 Constitution saving throw or become wracked with severe pain; the target is incapacitated until the end of its next turn.

Forgedragon

Huge construct, neutral

Armor Class 20 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	14 (+7)	10 (+0)	13 (+1)	20 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Athletics +14, Perception +13

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons not made with adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 18 (20,000 XP) **PB** +6

Immutable Form. The forge dragon is immune to any spell or effect that would alter its form.

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

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

Sjelestein Core. The dragon is powered by a magic gemstone called sjelestein. If the gem is removed, the dragon falls unconscious until the gemstone is replaced. If the forgedragon has half of its hit points or fewer remaining, a creature within 5 feet of the dragon can remove the stone with a successful Strength (Athletics) or Dexterity (Sleight of Hand) check (the target's choice) contested by the forgedragon's Strength (Athletics) check.

Actions

Multiattack. The forgedragon makes four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage. The target must make a DC 22 Strength saving throw. On a failed saving throw, the target is knocked prone or pushed 10 feet away from the dragon (the dragon's choice).

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales a hot blast in a 60-foot cone. Each creature in that area must succeed on a DC 21 Dexterity saving throw, taking 58 (13d8) fire damage on a failed save, or half as much damage on a successful one.

Mind Control Breath. The dragon exhales purple gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Wisdom saving throw, or become charmed by the dragon for 1 hour. The charmed creature regards the dragon as a friendly acquaintance. If the target takes damage, it can repeat its saving throw, ending the effect on itself with a success. A target that succeeds on its saving throw or the effect ends for it is immune to the dragon's mind control breath for 24 hours.



Sunken Elite Soldier

Medium humanoid (any), usually chaotic evil

Armor Class 17 (breast plate, shield)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

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

Saving Throws Str +7, Con +7
Senses passive Perception 10
Languages Common
Challenge 6 (2,300 XP) **PB** +3

Pain Resistance. The Sunken elite soldier has advantage on saving throws against becoming blinded, deafened, incapacitated, paralyzed, poisoned, stunned, and unconscious.

Special Equipment. The soldier wields an entropy sword. The weapon is equivalent to a shortsword, and takes on the properties of a +3 shortsword in the soldier's hands. If another creature wields the weapon, it loses its magical qualities.

Actions

Multiattack. The sunken elite soldier makes two attacks with its entropy sword.

Entropy Sword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage plus 7 (2d6) necrotic damage. The target must make a DC 15 Constitution saving throw or become wracked with severe pain; the target is incapacitated until the end of its next turn.

Reactions

Reciprocating Blow. When the soldier takes damage from a creature within 5 feet of it, the soldier can make one melee weapon attack against the attacker.

Sunken Soldier

Medium humanoid (any), usually chaotic evil

Armor Class 17 (breast plate, shield)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	9 (-1)	9 (-1)

Senses passive Perception 9
Languages Common
Challenge 1 (200 XP) **PB** +2

Pain Resistance. The Sunken soldier has advantage on saving throws against becoming blinded, deafened, incapacitated, paralyzed, poisoned, stunned, and unconscious.

Actions

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 wielded with two hands.



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