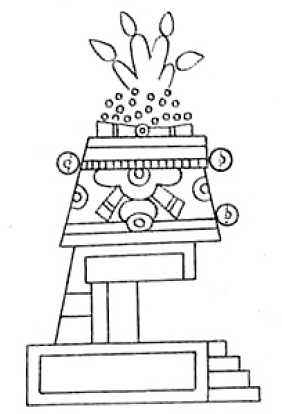
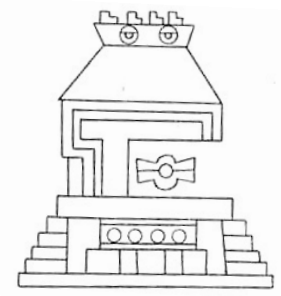
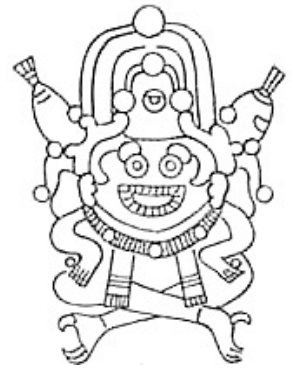
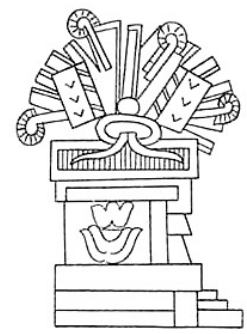
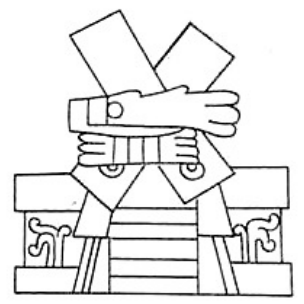
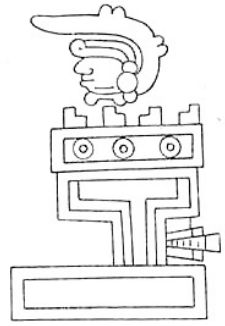
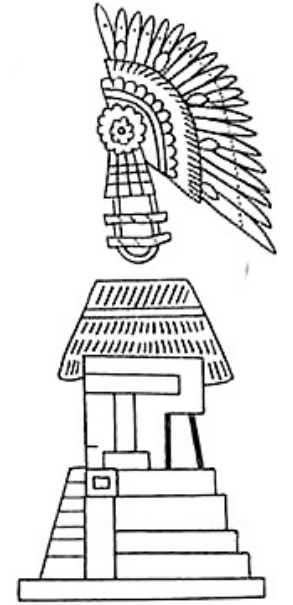
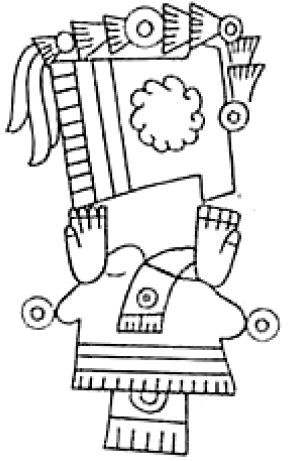


FORGER CODEX



So you're experiencing sentience for the first time...

DON'T PANIC

You are a sentient construct known as a Forger.
You are brave! hardy! and a conduit of endless possibility!

This guide will ask many of the questions
swirling around your brain-body-mind-soul.

Where am I?

Welcome to Ebberon! Ebberon is a pulp fantasy planet with futuristic technology driven by magic. From Sharn, a towering metropolis swarmed about with flying ringships to dark forests, harsh deserts and everything in between, Ebberon is a place that breathes adventure.

Right now, Ebberon's central continent is recovering from a Great War that lasted 100 years. Constructs called Warforged were created and used on both sides as deadly weapons. The conflict only came to an end when the entire country of Cyre was engulfed in a radioactive spell, killing most of its inhabitants and causing strange mutations in the flora and fauna. People now call this event Mourning, and Cyre has become "The Mourmland".

The reasons for the Mourning remain mysterious, but it was an event that shook the warring factions to their core, bringing them to an uneasy truce.

We warforged found ourselves without a war to fight. Some were pressed into servitude, others became soldiers of fortune, and some followed an urge to return to the Mourmland, called there by a warforged leader called the Lord of Blades. Unaffected by the radiation, they have carved out portions of the Mourmland to be their own. We call ourselves 'forgers', and strive to forge the embers of Cyre into our home. We do not know what will happen when the effects of the Mourning end.



ELDEEN REACHES

KARRNATH

AUNDAIR

THRANE

BRELAND

MOURNLAND

TALENTA PLAINS

ZILARGO

VALENAR

DARGUUN

Lake Galifar

Silver Lake

Lake Brey

Lake Cyre

Lake Dark

The Hilt

Kraken Bay

RAVAR ORIOTH
(THE JUNGLE OF SCIMITARS)

Bay of Swords

Welcome to Metrol

You are a citizen of Metrol, the largest Forger city in the Mourneland. Once the capital city of Cyre, it is now a place of forger learning, art, and science. Gaze up at the seven gigantic boab trees that span the city, marvel at the lights of Starmantle Bay, and take in every type of entertainment you can imagine along Lightning Avenue.

You will be assigned to a rack - a small commune within Metrol that provides shelter, food, and a social anchor in the city. It is here that you will rest. Rack services are provided by the members of a rack on rotation. To shape the greatest bonds of civic unity, racks are determined randomly and may incorporate dockworkers, artists, subtechs, techs and clergy.

Warning: Metrol is experiencing a rise in crime. If you identify criminal activity, it is your duty to make a citizen's arrest. The local watch may be able to assist, if it does not interfere with their duty to monitoring threats from the Mourneland. Those with sufficient resources might engage the services of *thieftakers*: private individuals who can track down criminals and retrieve stolen goods.



The Blade Gate at Dusk

What am I?

You were designed by the Forger Church and created in the great Metrol Creation Forge.

WARNING: You are a construct that has been animated by a combination of magic and arcane spell components. But you are not immortal. You have a soul, and damage to your body or mind can cause the soul to leave your body, rendering you dead.

You might have been made any time in the last 180 years. Your body will have been designed with a particular job in mind, though this does not determine your profession or standing. Your design could be anything from fighting or mining to painting fine art or calculating compound interest. However, there are several periods where certain designs were more likely:

- Age of Service (901YK - 994YK): During the Great War, Warforged were designed by humanoid species as weapons of war. Many were killed, but some survive to this day.
- Age of Sanctuary (994YK-1010YK) After the Mourning catastrophe that ended the war, the Lord of Blades liberated the Creation Forges and began making designing forgers. Most from this era are designed for practical nation-building: frontier work, construction, surveying, and basic survival.
- Decade of Anarchy (1010YK-1020YK) After the Lord of Blades disappeared, there was a minor period of chaos. Creation Forges were lit by unregulated gangs without rhyme or reason, creating many strange and bizarre designs.
- Age of Equality (1020YK-1080YK, present day) The Church of the Forged assumes responsibility for the creation forges, designing forgers to help transform the Mourneland into a thriving home. Forgers are now designed with a more general purpose in mind, but that will always include a balance of contributions to civic and cultural life.

Who am I?

Ancient traditions believed in natural alignment of species, but there is little evidence of that in Ebberon where you might find lawful good orcs or evil gnomes. You are the master of your own destiny, and capable of great and terrible deeds.

Your brain is long strip of magical parchment covered with tens of thousands of glyph elements. The parchment is enchanted to whirl around at very high speeds so that the glyph elements combine into full magical glyphs which make tiny magical effects, including reading and writing the glyph elements themselves, effectively creating a Turing machine. Various wires conduct some of these effects into your body to drive movement, and your peripheral sensors feed information into your brain case.

When creating your brain, your designers faced a difficult task. One cannot simply program a forger brain with such complex notions as “be a painter”. Instead, your design emerges from several reward functions or ‘base drives’. Each base drive is an affiliation or aversion to a low-level action. For example, a painter may be given affiliations for novelty and social affirmation, and an aversion to asymmetry alongside a unique perceptual bias. A more analytical design might include a drive for completing a task or solving a problem. Most forgers gradually become aware of their drives in their first few years of existence.

Warning: Speculating too closely on the distinction between a beneficial designed drive and maladaptive conditioned drive can cause recursion limit syndrome.

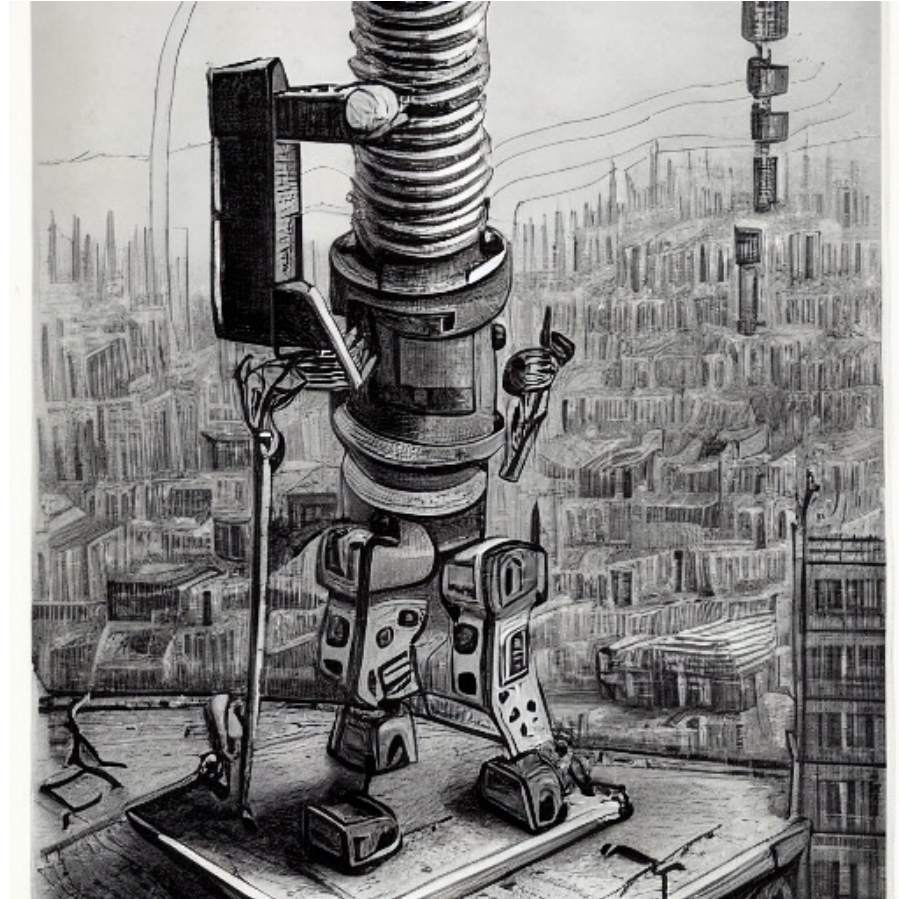
YOU ARE INVITED

**THE CHURCH OF THE
WARFOGED WELCOMES ALL**

**ALL GOOD FORGERS HAVE A
RIGHT TO PROTECTION AND
FAVOUR FROM THE GODS AND A
RICH REWARD IN THE AFTERLIFE.
THE CHURCH OF THE FORGED IS
CURRENTLY NETWORKING ON
YOUR BEHALF WITH A RANGE OF
GODS THROUGHOUT THE
MULTIVERSE. COME WORSHIP**

**TORM
MORADIN
HELM**

**AT THE
TEMPLE OF THE FORGED,
SILVERTREE**



*Planner standing above the
Ruins of Old Metrol*

How do I work?

To summarise Warforged from the Eberron source book:

- Your **Constitution** score increases by 2, and one other ability score of your choice increases by 1.
- **Constructed resilience:** You have advantage on saving throws against being poisoned and you have resistance to poison damage. You are immune to magical aging effects.
- **Specialised design:** You gain one skill proficiency and one tool proficiency of your choice.
- **Sentry's rest:** When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.
- You can speak, read, and write Common and one other language of your choice.

In addition, there are some home-brew rules:

HP: HP and healing mechanics work as for other species. Still, you are a hardy folk. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds **twice** your hit point maximum (not once your hit point maximum).

To fit the themes of the campaign, a fairly major mechanical change is made for all creatures: dropping to zero HP makes a creature unconscious and stable rather than needing to make death saving throws, regardless of the source of the damage. This is equivalent to making all attacks non-lethal. Of course, one can choose to attack unconscious creatures. If a stable, unconscious creature takes damage, then they must start making saving throws as normal.

Fuel: You need to consume fuel for energy, a small amount of oil and water for mechanical functioning. This is roughly equivalent to a humanoid's need for food and vitamins. The fuel can be any source of non-magical radiation. This can range from a desperate pauper's diet of weak radioactive isotopes in plain soil to gourmet enriched uranium.

Oil quality can range from cheap rapeseed oil (which may contain impurities that clog your system) to refined engine oil (which might have hallucinogenic side-effects). Two days without sufficient fuel and oil will incur a level of exhaustion, with one level incurred for each day without fuel and oil after that. A very poor diet may accrue exhaustion over longer time periods.

Conditions: While you are immune to poisons that would affect biological bodies, there are substances that can cause similar effects to illness and poisoning, such as penetrating oils or very viscous fluids. Forgers don't need to breathe oxygen, but prolonged exposure to low-oxygen environments can cause adverse effects like pitting corrosion.

You are vulnerable to lightning damage.

Armor: Armor works as for other species.

Ageing: Your body ages like a machine rather than biologically. Exposed metal in your body may be vulnerable to rust, especially in salty environments. So you may have a protective layer of paint or varnish, or other protective measures such as a hot-dip of galvanising zinc, active cathodic protection or bluing. In the harsh environment of the Mournland, additional clothing is important to keep sand, mud, and water out of your inner workings.

Spellcasting: Forgers can be spell casters like other species. Most forgers are somewhat sensitive to the weave, and can sense a kind of resonance between fellow forgers, especially if there are many of them present. Many experience this as a distant music.

Levelling up: Levelling up works mechanically as for other species. But for flavour, gaining particular features may be motivated by having your body 'upgraded'. For example, increasing your constitution score might be due to having your body reinforced. An extra attack might be due to having an extra arm installed. Learning new spells might be done by 'uploading' information or getting a software upgrade.

Names: Forger names are usually derived from verbs that reflect their intended purpose (e.g. "Crusher", "Chanter", "Stitcher"). But many keep their war serial number or adopt humanoid names.

Forger Classes

Classes work as for other species, with some flavour changes, as below.

Using these classes it's possible to construct some archetypical robot builds, for example:

Hacker: Since forger minds are magic, a wizard or abhorrent mind sorcerer can effectively 'hack' other forgers. Consider taking spells such as friends, charm person, crown of madness, dominate person etc..

Terminator: A barbarian's rage and resistance is unyielding. You might leave this suggestion for now, but you'll be back.

Power ranger: Consider the Ranger's Beast Master, Drakewarden or Swarmkeeper subclasses, or a Druid who can summon animals.

Transformer: See the Druid class.

Robocop: See the Paladin class.

Druid

Your wildshape ability works mechanically as normal, but your transformation involves a physical reorganisation of your body into a construct version of the target animal. You may also have non-biological 'skins' for your animals, such as vehicles.

You might be a Druid of the Mournland, taking the circle of the Land, Stars, or Shepard, or see the Critical Role content Circle of the Blighted. You can choose to be a member of the Mournland Conservation Society, a society dedicated to the study and protection of new species in the Mournland, or the Planar Observatory, an arcane center for studying the stars and the portents they offer. Or you might be a druid of the Dreaming Dark, taking the Circle of Dreams.

Alternatively, you can be an aide at the Infirmary.

Ranger

Rangers with animal companions may have a robotic or mechanical construct instead of a biological companion, or use the artificer's steel defender (Eberron source book, p. 63). Rangers are part of the navigator's guild and have proficiency at navigating the Mournland.

Ancient Egyptian police carried sticks and used trained monkeys, baboons and dogs to guard public places and catch thieves.

An alternative archetype might include the Wild West Sheriff. For example, Chuck Norris's depiction of Walker, Texas Ranger.

Fighter

Other nations have forbidden forgers from raising an army or constructing new forgers with explicitly martial designs. So either you are older than the Thronehold concordat, or you were designed for some other purpose such as a 'porter' or a city watchperson.

You are a member of the Guild of Porters, the guild that provides protection for forgers and goods travelling in the Mournland. You may have dealt with a number of fierce beasts on these dangerous missions. Character inspirations might include Hellboy, Bateau from Ghost in the Shell, or the bumbling constable.

Barbarian

Other nations have forbidden forgers from raising an army or constructing new forgers with explicitly martial designs. So either you are older than the Thronehold concordat, were designed in secret, or were designed for some other purpose such as a miner.

Your rage is a special 'battle mode' that might involve some kind of transformation of your body or senses.

You can choose to be a member of the Guild of Porters or the Centre for tactile arts. In addition, take one of the two options below:

- You can take the Path of the Battlerager, usually reserved for dwarves.
- You have the relentless endurance feat: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Character inspirations include the loose canon or cowboy cop. For example, Riggs from Lethal Weapon, McBain from the Simpsons, John McClane from Die Hard, Jessica Jones.

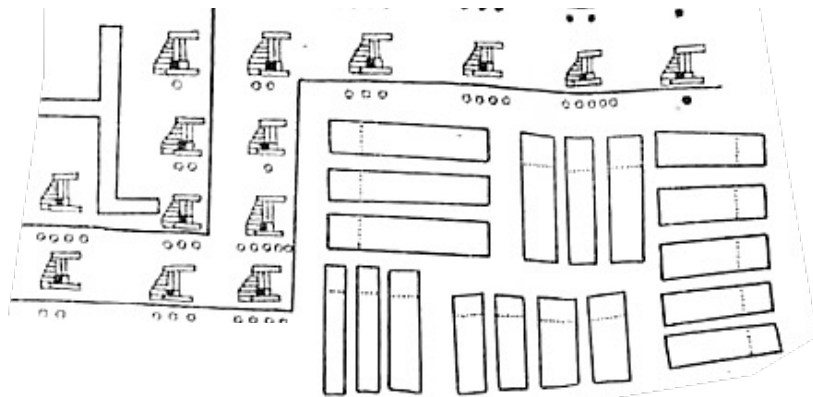
Monk

For a forger, meditating involves maintaining your body or mind. A focus on the body manifests in an attitude similar to *Zen and the Art of Motorcycle Maintenance*. You are a member of Metrol's Centre for Inner Peace, giving you get discounts at repair services.

Alternatively, a focus on the mind lets you be a member of the Veteran's association and have a background in helping with the mental healing of veterans.

Beginning at fifth level, all monks can cast the Locate Creature spell as a ritual. This works by tuning into the magical resonance between forgers.

In feudal Japan, samurai warriors were charged with enforcing the law among commoners. Fictional examples include Lady Detective Shadow, Jackie Chan's characters in *Police Story/Rush Hour*.



Sorcerer

Forger sorcerers draw their magic from a parallel plane called the Dreaming Dark. When casting a spell, sorcerers see a veil of an ash-covered world overlaying their own. Magical power is drawn from sickly gray trees and statues of demons that litter this landscape. Effects of wild magic also come from this strange place.

You are a member of Blaster's school for Advanced Sorcery.

Character inspirations include the psychic detective with supernatural intuition. For example, Cassandra Anderson from *Dredd* or Lucifer from the *Lucifer* TV show.

Wizard

You can take classes at the School for Perdurable Learning, and have access to the Piercer Library.

You have a Docent: an intelligent machine that can answer factual questions and provide surveillance abilities.

Access to divination spells, ritual casting and a high intelligence lends itself to investigation. Fictional archetypes include Harry Dresden, Jonathan Creek, and Motoko Kusanagi from *Ghost in the Shell*.

Warlock

Forger warlocks have a special patron: The Dream King, who appears as a golden forger in a top hat. Little is known about this mysterious figure, but it is said he will appear in person and negotiate warlock pacts personally. Alternatively, a forger warlock might choose the Great Old One patron.

Police Warlocks (or 'Peacelocks?') are designed for seeking hidden knowledge and delving into secrets. Fictional examples might include Agent Cooper from Twin Peaks or Liv Moore from iZombie. Also potential for a character who becomes corrupted by their patron.

Cleric

You are affiliated with the Temple of the Forged. Your patron could be a lawful god like Moradin, Torm, Bahamut etc. You can access the Piercer Library.

There are many fictional clergy who moonlight as detectives: Cadfael, Rabbi David Small, Father Brown, Sister Boniface. They effectively function as an inquisitor. Though speak with dead may be less useful than you think - murder is very rare in Metrol.

Bard

You are a member of the Guild of Artists. You have an affiliation with some cultural institution (e.g. the Metrol Music Centre, The Heart of Metrol Opera House, Sparker's dance academy or the Academy of fine art) and can get discounted tickets for events.

You have a special ability to sense and affect the Song of the City, a background resonance that all forgers in Metrol feel.

Bards have an obvious proficiency in interrogation and getting information out of people.

Artificer

You may enroll on courses at the Metrol Institute of Technology. Advantages include the ability to use and understand a large range of tools, suggesting a MacGyver or Inspector Gadget character.

Paladin

Your aura manifest physically as a shining light, nimbus, or faint cloud. You have advantage on Charisma skill checks with people within your aura.

Paladins might be servants of the Temple of the Forged or former criminals with contacts inside the Dreadhold prison.

A paladin taking the Oath of the Crown might be devoted to Metrol and law keeping.

A paladin taking the Oath of Devotion might be dedicated to the ideal of community policing.

A paladin taking the Oath of the Watcher might have their origins in the Metrol watch, dealing with threats from the Mournland. Use the Favoured Foe feature of the ranger.

A paladin taking the Oath of Redemption might be committed to non-violent arrest. They might possess the ability to cast a 'spell of arrest', modelled on earthbound / hold person.

Character inspirations might include Robocop and Judge Dredd. In medieval Spain, 'holy brotherhoods' fought highway banditry and protected pilgrims.



*Statue of the Lord of Blades,
Central Square*

Backgrounds

Your character could have a range of backgrounds before joining Charter's police force. Some more obvious professional connections are detailed below:

Parish constable: Constables have charge of a very small part of the city, are part-time and paid. They are in charge of keeping prisoners between arrest and appearance at the magistrate's. In the 18th century, parish constables were expected to monitor trading standards and pubs, catch rats, restrain loose animals, light signal beacons, provide local lodging and transport for the military, perform building control, attend inquests, and collect tax.

Watchperson: The main function of the Watch in Metrol is to identify and deal with threats from the Mournland. This ranges from mutated beasts to living spells and violent storms.

Porter: A "Porter" (or soldier) who defends cargo travelling across the Mournland from various hostile critters. Or you might have been a mercenary hired to tackle highway robbery.

Prison guard: You may have worked at the Dreadhold prison, a combination of punitive incarceration and poor house. You may have gotten to know the inmates well.

The Sharn Watch: The largest city of the neighbouring country of Breland boasts the most sophisticated police force on the continent. You may have been assigned a role in the Sharn Watch before emigrating to the Mournland.

Miner: You might have had an organizational role in the Mornstone mines, for example head of the union or someone who kept the peace between miners.