

EBERRON

SALVATION EXPANDED



**NPCs,
BROKER NOTES,
& NON-AL EXPANDED SALVAGE RULES**





FOREWORD

Eberron Oracle of War: Salvation Expanded is not an Adventurers League legal product. However, we have tried to provide some guidance that you can use as you create your own Salvage Missions. As long as your AL Salvage Missions follow the rules presented in *Eberron Oracle of War: Salvage Missions & Bases*, which you can find on the DMs Guild as part of the Guild Adepts program, then you can use this book to help you in your creation.

The NPCs presented here can be used to help flavor your version of the town of Salvation and help make it come alive. The suggested quests included with most of these characters would make great jumping off points for salvage missions, or if you don't play an Adventurers League legal campaign feel free to add more salvage points and even monetary treasure to these suggestions.

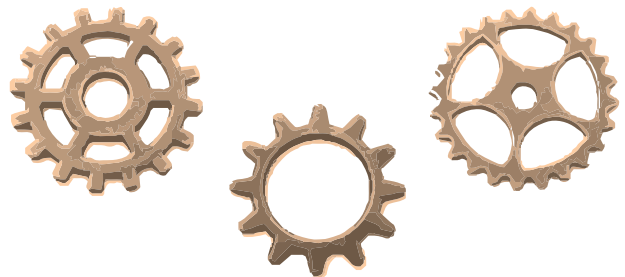
THE TOWN OF SALVATION

Perched upon the precipice of the unknown, stands the squat frontier town of Salvation. At its doorstep, looms the mountainous wall of living mist - The Grey. The wondrous and terrifying site acts as a sentinel of grim foreboding, which stands as an unnatural barrier to the Mourmland. This bustling burg has grown to become a lonely vestige of civilization before the broken, haunted landscape of the wastelands beyond the veil.

Despite its ominous environs, the town has become the center of bristling new trade and salvage operations. Within the murky graveyard of the fallen nation of Cyre, they hope to seek and find their fortune through the recovery and plunder of its lost artifacts and untold riches. The enterprising, the ambitious, and the foolhardy alike have begun to flock to this outpost; leveraging it as an egress to and from the mysteries of the nearby disaster site.

As is the natural order and avarice of mortals, these intrepid treasure hunters have also been accompanied by shrewd merchants and trade folk. These brokers sell the wares of the salvage trade to the crews, and purchase the loot and spoils that return from their expeditions. So too has the promise and lure of gold awakened the hunger within them.

Law is but a shadowy memory in this place. Danger is a constant companion. Alliances are forged by contract, and sundered by the crookedness of commerce. Few of noble intention proposer in a place such as this.



SALVAGE IN EBERRON

EXPANDING ON SALVAGE

In the *Salvage Bases and Missions (SB&M)* product recently released through the **DM's Guild**, players are introduced to a new form of currency: salvage.

Salvage Definition: *Any collection of mundane items, found within the confines of exploration and looting, that can be used for an exchange of goods and services.*

The idea of salvage that is initially put forth in SB&M is that of a separate currency used to create and upgrade a base of operations for your adventuring party. Players acquire units of salvage during missions and may then pour those units into the further construction of their base. However, once the base is complete, salvage can then be used to hire alchemists, butlers, priests and other NPCs to work within the salvage base. In addition, mounts, spells, animal companions, and other boons can be purchased with salvage via the base of operations.

This product seeks to expand upon the ideas put forth with regards to salvage as a commodity and opens salvage up into a potential currency accepted by those within the town of Salvation and beyond (for non-Adventurer's League play).

Players will now be able to take the salvage found to the individual brokers within Salvation and exchange it for cold, hard cash. Implementing this exchange reinforces the feeling of using the barter system that would be a highlight for this area of the world.

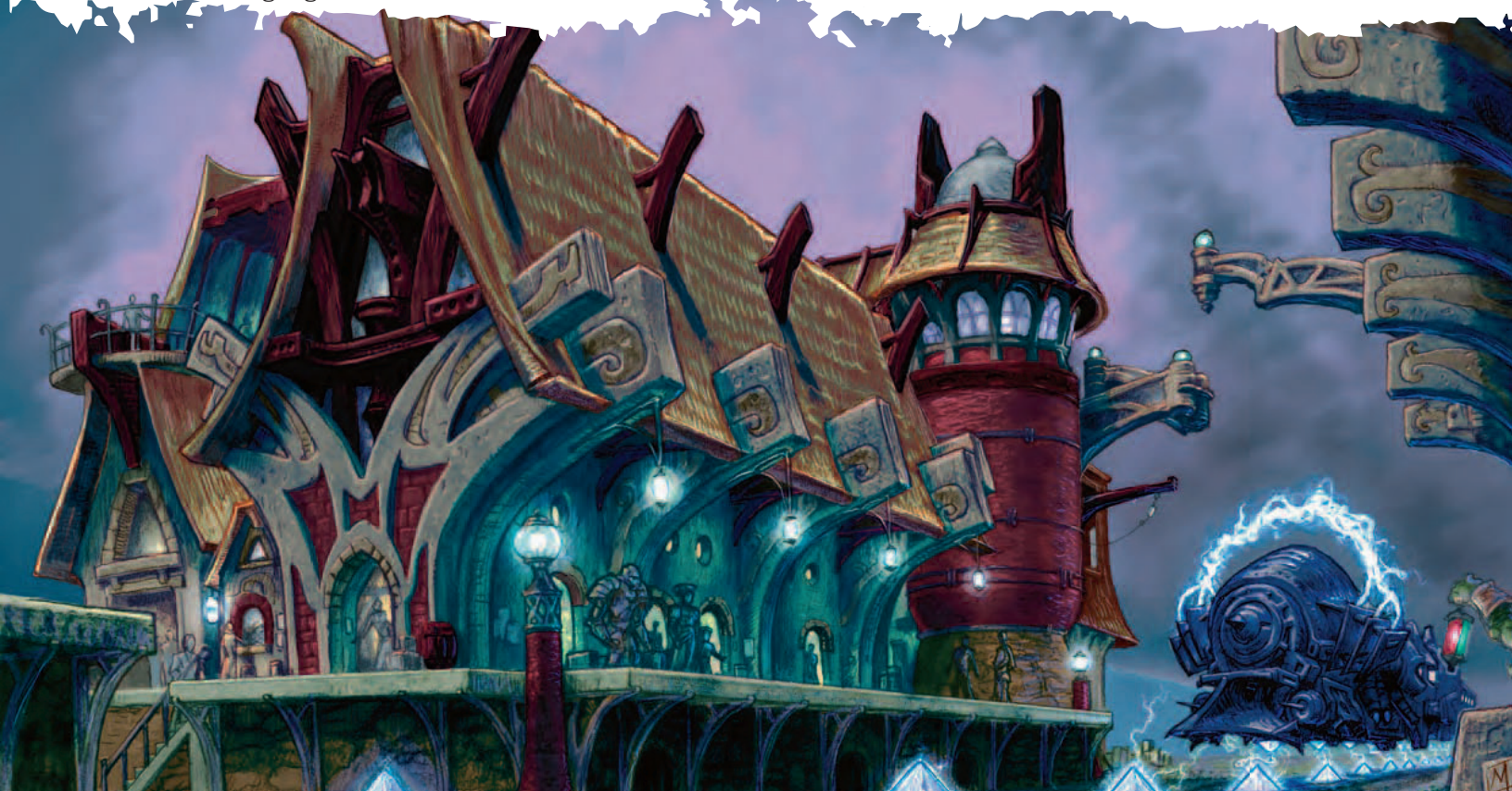
Finally, expanding the viability of salvage creates opportunities that are both realistic and exciting for the players as they venture into The Grey. Finding textiles in the Fireweave Bazaar, glass windows in Metrol, or even furniture in an abandoned cottage can all be seen for what they now truly are: loot. Players will experience the goldrush of an abandoned empire like never before, as they are forced at every turn to choose between maximizing their haul...or ensuring their survival.

SALVAGE TO GOLD (NON-AL)

Based on the exchange rates found within SB&M for salvage to services, we can calculate a rough estimation on the gold to salvage exchange rates as well. This will be important, as some parties may have more salvage than they need for their base, and some groups may disregard the idea of creating a base altogether. Having a simple ratio allows the Dungeon Master (DM) the opportunity to quickly offer transactions.

The standard exchange rate of gold to salvage is 1 gold for every 2 units of salvage.

That being said, the brokers and merchants found within salvation are unlikely to offer the standard rates – there has to be a margin for their own business after all! Use the standard exchange rate to calculate the salvage cost for mundane items found within the *Player's Handbook*, but feel free to crank up the costs for stuff like magic items, gems, and gold itself.



MAGIC ITEMS AS SALVAGE

Typically, any magic items your party finds out in the Mournlands will be kept by one of its members. On occasion, however, they may want to turn in a magic item as part of their salvage haul. In such cases, refer to page 11 of SB&M to both calculate the salvage value of an item, and also to use as a point of reference for magic items not found on the list.

As an example, a *potion of climbing* has a salvage value of 50 units; therefore, a broker will treat the potion as salvage using the exchange rate found in the broker's section of this document.

Magic items for sale within Salvation are not purchasable with salvage, as their rarity heightens their perceived value. To purchase a magic item, one must first exchange their salvage for gold, and then purchase the item with gold pieces.

THE BROKERS OF SALVATION

Each broker found within the town of Salvation may have their own given exchange rate, based upon their disposition toward the party and other salvage crews. Consistent transactions with a broker will certainly improve that broker's exchange rate for the party. In addition, completing any quests the broker has may improve their standing as well.

All brokers start out as indifferent toward the party (except for Draev Shaldor, as seen below), but several may improve (or decline) overtime.

The following descriptions shows the exchange rates based on the broker's current disposition.

Loyal. 2 salvage per 1 gold

This tier is reserved for brokers who have chosen the party as a favored salvage crew and have exchanged at least 1000+ units of salvage.

Friendly. 3 salvage per 1 gold

Adventuring parties may achieve this tier after exchanging 200+ salvage units and/or completing quests.

Indifferent. 4 salvage per 1 gold

The base exchange rate for all brokers in Salvation.

Unfriendly. 5 salvage per 1 gold

Adventuring parties may fall to this tier by reaching loyal status with a different broker or fighting with a salvage crew loyal to the broker.

Hostile. 6 salvage per 1 gold

Falling to this tier is typically due to consistently engaging in quests or encounters that injure a particular broker's wellbeing.

Characters other than brokers may also be willing to purchase salvage or exchange it for goods and services. Use the above chart for any such dealings by first determining the character's current disposition toward the party.



SALVATION NPCs

EXISTING CANONICAL NPCs

Numerous characters living in Salvation have already been introduced through other products found on the DMs Guild. Many of these have detailed motivations, mannerisms, and questlines for the party to pursue. Other NPCs are referenced by name only, and still other townsfolk are completely unknown.

For those canonical characters that exist, there are a subset that are willing to barter in salvage. Below is a list of canonical merchants and how their relationship might improve or crumble, based upon Adventurer's League missions.

For each merchant, there are notations on partners and competitors and the strength of such associations. Hampering an ally or assisting a strong enemy may result in loss of favor with a certain broker, whereas aiding allies and hampering enemies will improve such relations.



BELALUUR

Location: The Salvage Market

Allies/Partners: (Strong) The Grey Dogs, (Strong) Garundah

Enemies/Competitors: (Mild) Other brokers found in the Salvage Market, (Strong) Zodor Tarev

Quest Lines:

DDAL-EB-01 The Night Land: Completing Part 2: A Rolling Stone gains the party the next tier in their exchange rate with the broker, provided they also meet the minimum salvage exchanged requirements.

DDAL-EB-03 Where the Dead Wait: Completing the module gains the party the next tier in their exchange rate with the broker, provided they also meet the minimum salvage exchanged requirements.

DDAL-EBEP-01 The Iron Titan: Completing the epic module gains the party the next tier in their exchange rate with the broker, provided they also meet the minimum salvage exchanged requirements.

Specialty Items: In addition to purchasing salvage, the broker can offer items from the following table for purchase.

Potion of...	Cost	Potion of...	Cost
<i>Healing</i>	50 gp	<i>Water breathing</i>	100 gp
<i>Climbing</i>	75 gp	<i>Superior healing</i>	500 gp
<i>Animal friendship</i>	100 gp	<i>Supreme healing</i>	5,000 gp
<i>Greater healing</i>	100 gp	<i>Invisibility</i>	5,000 gp

Gameplay Notes: Belaluur is meant to be the ideal broker for upstanding parties, especially those playing through the Adventurer's League modules. As such, she is the easiest for groups to reach Loyal status.

ZODOR TAREV

Location: Zodor's Office

Allies/Partners: (Strong) Draev Shaldor

Enemies/Competitors: (Mild) Mother Jahanah, (Mild) Other brokers found in the Salvage Market

Quest Lines:

DDAL-EB-01 The Night Land: Completing Part 3: The Beauty of Death may increase or decrease the party's exchange rate with the broker, provided they also meet the minimum salvage exchanged requirements, and depending on how well their interactions with the broker went.

DDAL-EBEP-01 The Iron Titan: Completing the epic module gains the party the next tier in their exchange rate with the broker, provided they also meet the minimum salvage exchanged requirements.

Specialty Items: In addition to purchasing salvage, the broker can offer items from the following table for purchase.

Potion of...	Cost	Potion of...	Cost
<i>Acid (vial)</i>	25 gp	<i>Oil, flask</i>	1 sp
<i>Antitoxin (vial)</i>	50 gp	<i>Poison, basic (vial)</i>	100 gp
<i>Bootknife</i>	10 gp	<i>Poisoner's Kit</i>	50 gp
<i>Caltraps</i>	5 sp	<i>Snarewire</i>	5 gp
<i>Disguise Kit</i>	25 gp	<i>Thieve's Tools</i>	25 gp
<i>Forgery Kit</i>	15 gp	<i>Weapon Black</i>	1 gp
<i>Manacles, common</i>	2 gp	<i>Wrist Sheath</i>	3 gp
<i>Manacles, military</i>	10 gp		

Gameplay Notes: Zodor is an excellent broker for more unsavory parties to get connected with. DMs can make good use of Zodor by using him as a notice board of sorts for more unsavory or blackmarket missions.

DRAEV SHALDOR

Location: The Salvage Market

Allies/Partners: (Mild) Zodor Tarev

Enemies/Competitors: (Mild) Other brokers found in the Salvage Market

Quest Lines:

DDAL-EB-01 The Night Land: Completing Part 3: The Beauty of Death may increase or decrease the party's exchange rate with the broker, provided they also meet the minimum salvage exchanged requirements, and depending on how well their interactions with the broker went.

DDAL-EBEP-01 The Iron Titan: Completing the epic module gains the party the next tier in their exchange rate with the broker, provided they also meet the minimum salvage exchanged requirements.

Specialty Items:

Potion of...	Cost
<i>Bottle of Instantaneous Insight:</i> This bottle of grey mist was captured from the ash cloud at the edge of the Mourmland and has been mixed with jalep root. Consuming it grants the character advantage on Insight checks for the next hour and the character must roll a DC 14 Con save or take a side effect of the DM's choice for the duration. Side effects include, but are not limited to, being blind past 60 ft and/or a bad case of bloated indigestion (poisoned).	25 gp
<i>Ouralon's Premiere Poulitice:</i> This cloth contains a souring mixture of curdled halfling's cheese and clay from nearby pools in the Grey that culminate into a green tinted paste. Applying it removes the charm effect and automatically adds side effects of the DM's choice to the applicator and target. Hour-long side effects include, but are not limited to, smelling to high heavens (disadvantage on Persuasion checks) and attracting the attention of any dolgrims and dolgaunts in the nearby area.	25 gp
<i>Potion of Resolve:</i> A drop of liquid from a silver lake and bone broth from a cranium rat make up this potion's contents. Consuming it grants hour-long immunity to the frightened condition for the next hour and the character must roll a DC 14 Con save or take a side effect of the DM's choice for the duration. Side effects include but are not limited to, telepathy 30ft and a violent tendency to bite and consume living organisms.	50 gp
<i>Haptic's Hasty Hock:</i> This bag contains jerked Kalazart snail that tastes heavily of sage and cumin. Consuming it grants the character the effects of the <i>haste</i> spell for 1 minute and the character must roll a DC 15 Con save or take a side effect of the DM's choice for the duration or beyond. Side effects include, but are not limited to, a painful sensitivity to salt and/or you secrete a mucus from your eyes (disadvantage on Perception and Insight checks).	50 gp

Gameplay Notes: Draev is a miser and is known to always pay the least for his salvage. Draev begins his relationship with all salvage crews at Unfriendly and can never reach Loyal status. He will never pay more than 1 gold per 3 salvage points.

IRULLAN

Location: The Salvage Market

Allies/Partners: (Strong) The Emerald Claw

Enemies/Competitors: (Mild) Other brokers found in the Salvage Market, (Strong) Sherriff

Quest Lines:

DDAL-EB-01 The Night Land: Completing Part 5: Completing this chapter reduces the party's tier in their exchange rate with the broker.

DDAL-EBEP-01 The Iron Titan: Completing the epic module reduces the party's tier in their exchange rate with the broker.

Specialty Items: In addition to purchasing salvage, the broker can offer items from the following table for purchase, but only if the party becomes members of the Emerald Claw.

Potion of...	Cost	Potion of...	Cost
<i>Healing</i>	50 gp	<i>Water breathing</i>	100 gp
<i>Climbing</i>	75 gp	<i>Superior healing</i>	500 gp
<i>Animal friendship</i>	100 gp	<i>Supreme healing</i>	5,000 gp
<i>Greater healing</i>	100 gp	<i>Invisibility</i>	5,000 gp

Gameplay Notes: If the party plays through *The Iron Titan*, Irullan leaves Salvation and is not available as a broker from that point onward.



NEW NPCs FOR SALVATION

Salvation is home to many individuals not found within the *Oracle of War* storyline. Some of the more iconic citizens can be found below. Each of the new NPCs has been designed to offer added lore for the world of Eberron that extends past the local area, allowing your players to have a more full understanding of the world around them without having to ever leave the city limits.

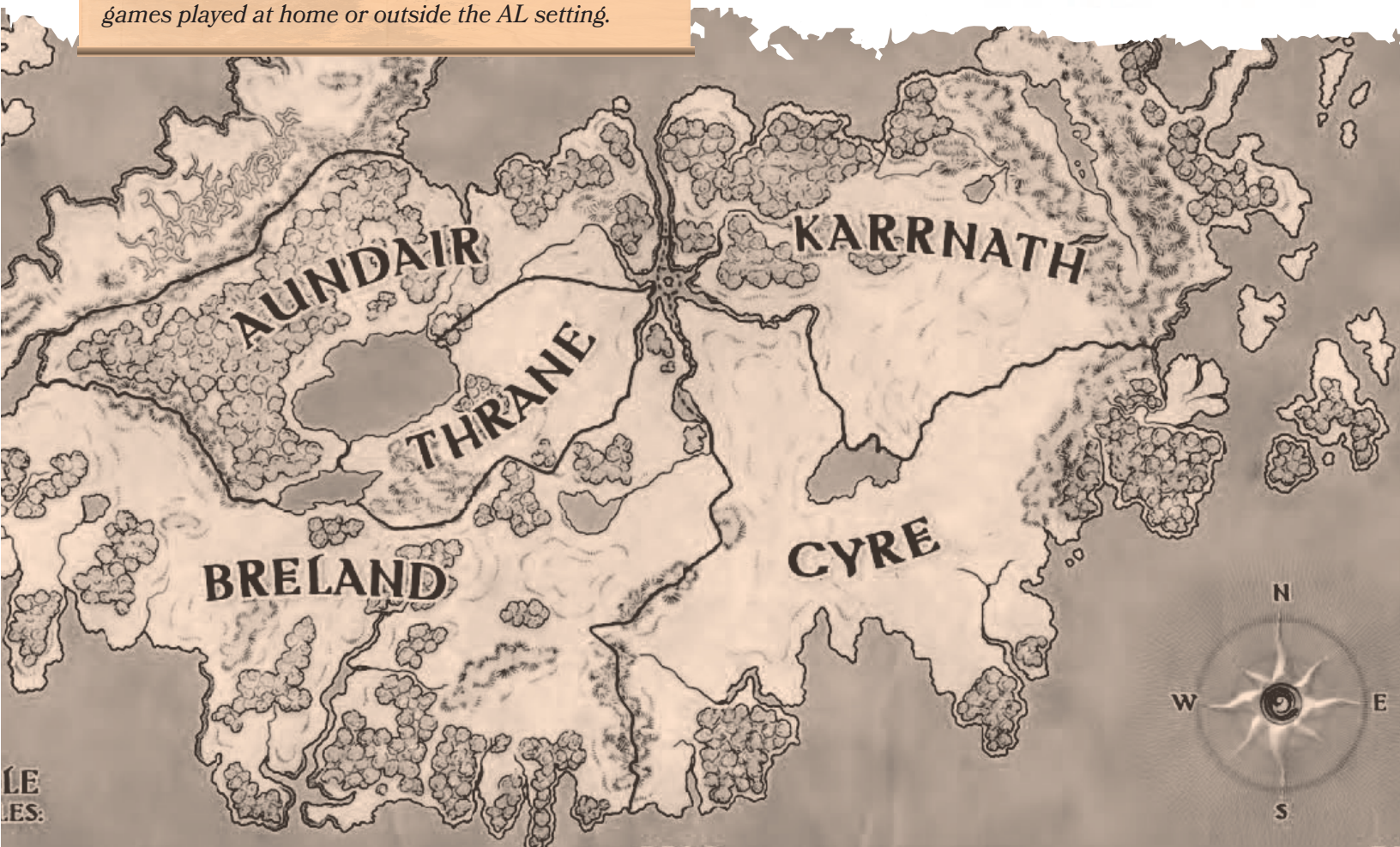
The members have been detailed enough to allow the DM to drop them into the town and have unique interactions with the player characters and NPCs alike, though there is still plenty of room to allow for the DM to customize the NPC to better fit their take on the setting.

At the bottom of each character is a list of potential quest hooks that the NPC could use the party's assistance on. Most of these hooks are not fleshed out into full adventures but would make excellent missions wherein the party could also continue acquiring salvage.

Browse the fifteen provided NPCs below, choose which individuals suit your vision of Salvation, and drop them in one of their designated locations.

For those playing Adventurer's League, alternative stat blocks are provided for each NPC.

To be clear, the stat blocks provided in this product are not for AL games but work as added flavor for games played at home or outside the AL setting.



BELANOR HELEDAN

(BEH-LA-NORE)

Belanor is a Siyal Marrain of the Valenar elves that has a personal quest to uncover forgotten echoes of the Primal Beast. Most recently, that search has led him to the decimated nation of Cyre, where he believes the devastation may have unearthed a monstrous bestial titan he calls the Offspring of the Beast.

Location: The Grey Beyond

Allies/Partners: (Strong) Tchick-likk

Enemies/Competitors: (Strong) The Emerald Claw and any others of undead affiliation. (Mild) Warforged

Mannerism: Fire in his belly and determined in his purpose.

Quote: "As the Beast urges, so do I follow."

BELANOR HELEDAN

AL Alternative Stat Block: druid (MM)

Medium humanoid (elf), lawful neutral

Armor Class 15 (Studded Leather Armor, Shield)

Hit Points 71 (11d8+20)

Speed 30 ft.

STR (+0) **DEX** (+2) **CON** (+2) **INT** (+2) **WIS** (+3) **CHA** (+2)

Skills Nature +4, Perception +5, Religion +4

Senses passive Perception 15

Languages Common, Druidic, Elven, Sylvan, Thri-kreen

Challenge 3 (700 XP)

Fey Ancestry. Belanor has advantage on saving throws against being charmed, and magic can't put him to sleep.

Primal Blessing. As a shaman to the Primal Beast, Belanor may bestow his deity's blessing. Those that receive the blessing may cast the spell *primal savagery* once per short rest. In addition, other worshipers of the Primal Beast regard them as trusted individuals. This benefit lasts until revoked by a shaman of a similar station. Once this ability is used, it cannot be used again until Belanor finishes a long rest.

Spellcasting. Belanor is a 6th-level spellcaster that uses Wisdom as his spellcasting ability (spell save DC 13, +5 to hit with spell attacks). Belanor has the following spells prepared from the druid spell list: Cantrips (at will): *druidcraft*, *primal savagery*, *produce flame*

1st level (4 slots): *create or destroy water*, *faerie fire*, *purify food and drink*, *snare*

2nd level (3 slots): *dust devil*, *flaming sphere*, *gust of wind*

3rd level (3 slots): *call lightning*, *wind wall*

Actions

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

FULL DESCRIPTION

Outsiders would consider Belanor as more savage than druid in appearance, though the line between can often be blurred. Sand and grit are his natural habitat and his aesthetic implies as much. Greys, browns, and tans dominate his clothing, while his head is often covered in feathers and skulls.

His demeanor is blunt and unwavering, though not exactly hostile to most folk. He will happily provide the inquisitive with the details of his quest and is always interested in connecting with locals who might know a thing or two about the wildlands he chooses to explore.



BACKGROUND

Belanor is certainly old enough to remember well the tragedy of the Last War. He also remembers the triumph. He remembers when the War Leader rose up against their allies in Cyre. He was there when the nation of Valenar was born. From elven mercenaries to kings in but an instant, and Cyre devastated soon thereafter. Few now deny their right to rule.

As a member of the Siyal Mairrain, it would typically be expected that Belanor oversee the guardianship of the elven horses, and nothing would have pleased him more. Instead, the Primal Beast called. It rumbled and shifted in its ever-slumber and as it did, something stirred inside the elf as well. Scarce knowledge was to be found about this elemental deity. Few knew its history. Fewer still knew its directives.

As the force inside Belanor continued to stir, he knew he must follow. Other druids had arisen in times of great need, stopping invasions, halting plagues, and protecting hosts of creatures. His calling was no different. No less isolating. No less dire. And so he left Valenar.

His search for understanding has drawn him to numerous regions, including the deserts of Xen'drik where he converted the thri-kreen Tchlick-likk as a companion and co-druid. He believes forgotten echoes of the Primal Beast reside in the far corners of the world, and he intends to find them.

WHAT CAN THEY OFFER?

As a shaman dedicated to the Primal Beast, Belanor has the ability to bestow his deity's blessing upon those whom he chooses. Those who receive the Primal Blessing (see stat block) from the druid are few and far between, but once the ritual is complete, it cannot be removed or broken. Belanor is willing to bless individuals who help him in his efforts to uncover echoes of his deity and especially those that assist in the acquiring and offering of his needed sacrifices. He also knows quite a bit about religious sects found throughout the region, particularly those with ties to the undead. He willingly shares such information with parties who are interested in eradicating such infestations.

Finally, to parties that have assisted the druid in both aspects, he is willing to accompany them in their forays into the Mournland, as he suspects more opportunities for sacrifice and discoveries are likely. Belanor is a strong warrior and will assist in any conflicts the party encounters.

WHAT DO THEY WANT?

The druid is certainly interested in uncovering new aspects of the Primal Beast, and has been searching for forgotten echoes for several years already. New discoveries are met with excitement at the prospect of furthering his own religious understanding. Party members that supply him with new revelations will find Belanor to be most appreciative.

Additionally, Belanor is doing what he can to ward off what he fears to be the coming retribution of his deity for the increasing supply of undead and synthetic creations being manifested across the empires. He feels it is his duty to supplicate his deity with regularly offered sacrifices. This is often frowned upon by societies as a whole. Individuals who assist him in such endeavours will find the druid overwhelmed with gratitude.

QUEST HOOKS

Tchlick-likk and Belanor have already begun to explore the Mournland, but certainly could use help in their search. Non-warforged and those who war against the undead may receive the following quests from Belanor.

Refer to the *SB&M Complete Mission: Salvage Per Character* table for salvage rewards for the appropriate tier. Alternatively, some non-AL rewards may be suggested below.

Forgotten Echoes. Keep an eye out for a monstrous titan known as Offspring of the Beast. If any evidence is recovered, the thri-kreen and elf will pay handsomely. Reward: *cloak of the elvenkind (DMG)*

Fatted Calf. Belanor fears that the increasing populations of undead and warforged creations are abominations that the Primal Beast will not long abide without retribution. He's not interested in wholesale murder or criminal activity, but he is interested in any undead or warforged bodies that the party happens to come across. He intends to sacrificially feed these corpses to creatures found in the Mournland.

Unlockable Reward: Druidic Supporters. If all quests for Belanor and Tchlick-likk are completed, they will gladly enter the Mournland with the party if invited. Both are stout warriors and will assist the party as needed, provided they have the ability to investigate any bestial oddities discovered.

CHANNA MAKKAR (D'CANNITH) (CHA-NUH MAY-CAR)

A Dragonmarked Heir of House Cannith, Channa d'Cannith was studying at Cannith South under the leadership of Baron Merrix d'Cannith. The young student was among the next batch of new artificers to be sent out to provide first aid to the warforged on the front lines. She was not prepared for the horrors of war or for the close bonds of camaraderie formed with her assigned unit during battle.

Location: Northern edge of Salvation

Allies/Partners: (Strong) Sheriff, T3kT0r 27

Enemies/Competitors: (Strong) The Emerald Claw

Mannerism: Channa is sharp and likable but has occasional bouts of depression.

Quote: "Yeah, I can fix your friend... but it's going to cost you."

CHANNA D'CANNITH

AL Alternative Stat Block: bard (MM)

Medium human (female) Dragonmarked Heir of House Cannith, lawful neutral

Armor Class 14 (studded leather)

Hit Points 22 (5d8)

Speed 30 ft.

STR (+0) **DEX** (+2) **CON** (+0) **INT** (+3) **WIS** (+2) **CHA** (+1)

Saving Throws Constitution +2, Intelligence +5

Skills Arcana +5, Investigation +5, Medicine +4

Senses passive Perception 12

Languages Common, goblin, gnomish

Challenge 1 (200 XP)

Artisan's Intuition. When Channa makes an Arcana check or an ability check involving artisan's tools, you can roll a d4 and add the number rolled to the ability check.

Spellcasting. Channa's spellcasting ability is Intelligence (spell save DC 13). To cast one of her rituals, she must provide additional material components whose value in gold pieces is 20 times the spell's level. These components are consumed when the ritual is finished. Channa knows the following spells:
Cantrips (at will): *mage hand*, *mending*, *prestidigitation*

1st level: *identify*, *knock*, *Tenser's floating disk*

2nd Level: *continual flame*, *magic weapon*

Actions

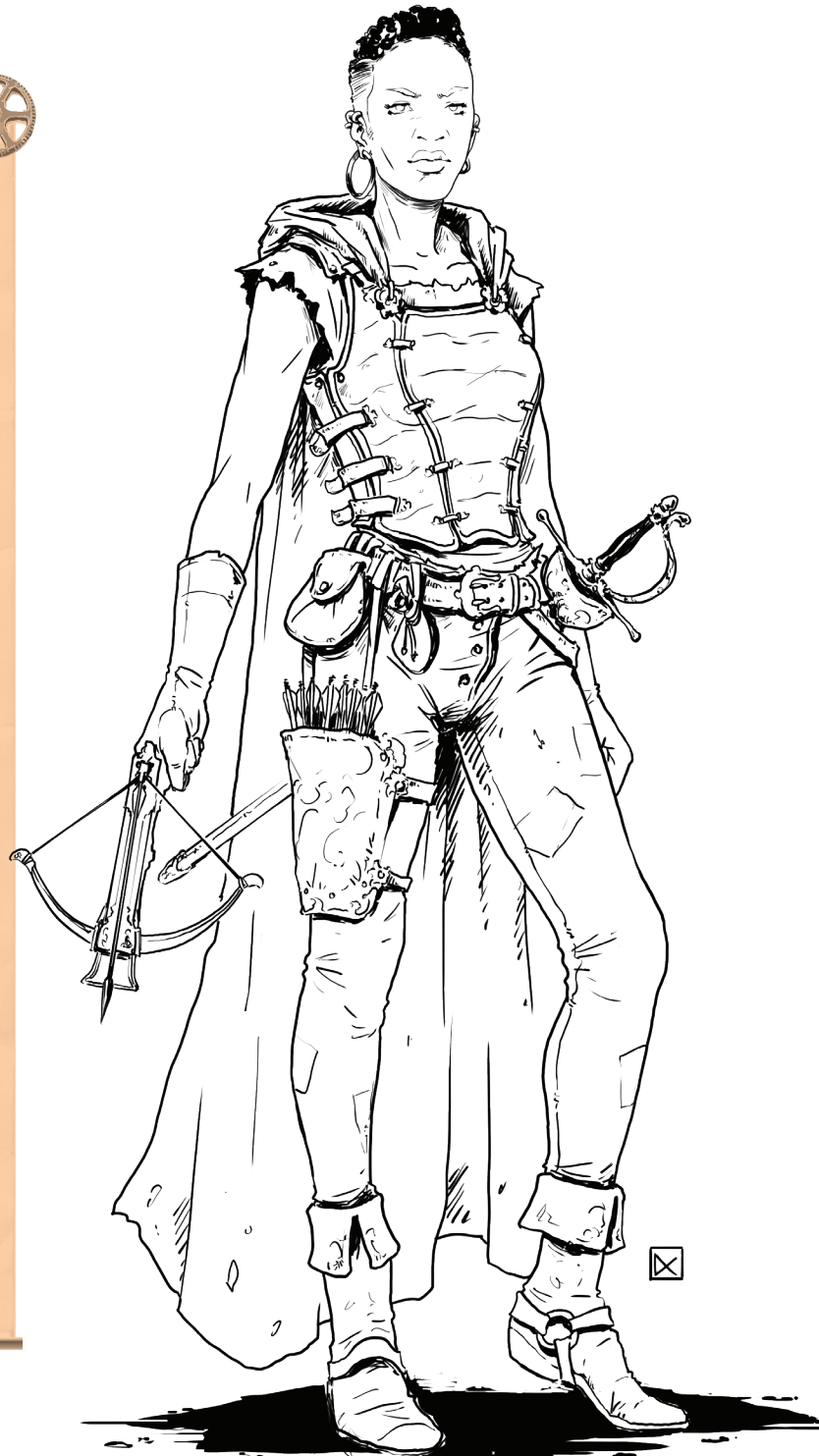
Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5ft., or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.

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

FULL DESCRIPTION

The artificer known as Channa Makkar is a tall and slender woman. Deep and sorrowful brown eyes peek out from a curtain of rich mahogany curls and her rich bronze skin is a stark contrast to the irradant blue of the Dragonmark sprawling across her back.

She has a quick wit and her tongue can be incredibly sharp for those that test her patients. Channa has an air of melancholy about her that is a carryover from her time serving in the Brelish military. She still wears her military issued armor but has modified it in several areas to both hold enchantments and to have extra straps and pouches wherein she can contain additional artificer tools and materials.



BACKGROUND

Although a native of Wroat, Channa spent most of her years in Sharn, the City of Towers studying in the Cannith academy located there. She specialized in warforged and their modification and repair. This ability blossomed to even greater potential once her Dragonmark formed a short time after her thirteenth birthday. This affinity also caught the eye of the Brelish military and they happily accepted Channa's contract to serve as a House Artificer in their infantry. She was accompanying her unit on a special mission when they were caught by a rogue contingent of the Emerald Claw from Karnnath, and it was these agents of the Claw that were the architects of the construct medic's life altering change. The Karnnathi militants captured the entire squad for questioning, and when they were given unsatisfactory answers they killed the Brelish soldiers while making Channa watch. As a non-combatant heir to a Dragonmarked house, she was not to be targeted. Instead, the heartless Karrns killed and tortured her fellow squad mates in front of her so that she could relay a message to those in Breland's command.

What that message was, Channa will never know. A team of soldiers from the nation of Cyre happened upon the scene and either killed or chased off the Emerald Claw squad. She has been carrying that with her since the end of the war.

The woman tried to re-assimilate herself into society back in Sharn but it was all too sanitized and proper – as if the fighting never happened or was nothing more than exciting stories to tell.

She needed to leave. She needed to find her own normal.

That was when she found Salvation. She has set up shop to repair and help the various warforged in the area and to work not only on the salvage coming out of the Gray but also to tinker and experiment on her own ideas. She has told no one that she is a Dragonmarked Heir and intends to keep that information to herself for as long as possible.

MOTIVATION

Channah d'Cannith wants to build a new life for herself in Salvation without the influence of the Dragonmarked House.

WHAT CAN THEY OFFER?

Channa can help repair and modify warforged. She can also work on armor and weapons for a price. She has taken to tinkering on some new and experimental items. Medium and heavy armor can be purchased from the artificer at standard pricing found on the *Player's Handbook*. Additionally, she has a small supply of the items (suggestions listed below). All the below items can be found in *Eberron: Rising from the Last War*.

- *Armblade* (150 GP or the equivalent in salvage)
- *Prothstetic Limb* (150 GP or the equivalent in salvage)

QUEST HOOKS

Channa has a need for specific materials that go into the production of her craft and is also always in need of an abundance of material. Assisting her in gathering supplies will earn the party discounts and services within her shop.

Refer to the *SB&M Complete Mission: Salvage Per Character* table for salvage rewards for the appropriate tier. Alternatively, some non-AL rewards may be suggested below.

Supply and Demand. Channa is in need of specific items and is willing to offer a discount on her services if you can find them. Locating these items for the artificer grants a one time 20% discount on a future purchase or service.

Getting the Good Stuff. Enchantments are costly and hard to come by, and a lone artificer can only make so much. Channa is extremely interested in any magic items the party happens to find out in the Mournlands. Providing her with a magic item will allow for an excellent payout. Reward: 33GP for common items, 66 GP for uncommon, and 100 GP for any rare items.

COOPER CRINKOTE D'MEDANI (KOO-PER KRIN-KOTE DEE-MEH-DAN-EE)

Sent from the offices of the Korranberg Chronicle, Cooper Crinkote had been one of the most successful and trustworthy war correspondents of the Last War. Always chasing the story, Cooper is not afraid to do what it takes to get the truth.

Location: The Salvation Times, anywhere the story takes them.

Allies/Partners: Gerthin Soldrak (The Salvation Times)

Enemies/Competitors: None currently

Mannerisms: Fortright and honest. Cooper Crinkote d'Medani has a quietly commanding presence about them. The integrity and public credibility they exude makes others want to listen and take notice.

Quotes: "In searching for the truth you have to get both sides of a story." "Our only job is to be a window - to tell and show the public what has happened."

"There is no such thing as a little freedom. Either you are all free, or none of you are not free."



COOPER CRINKOTE D'MEDANI

AL Alternative Stat Block: bard (MM)

Medium non-binary Half-elf, true neutral

Armor Class 15 (chain shirt)

Hit Points 44 (8d8+8)

Speed 30 ft.

STR (+0) DEX (+1) CON (+1) INT (+2) WIS (+2) CHA (+2)

Saving Throws Dex +4, Wis +4

Skills Investigation +4, Insight +4, Perception +5, Performance +6

Senses passive Perception 15

Languages Common, Elvish, Gnomish

Challenge 2 (450 XP)

Deductive Intuition. When Cooper makes an Intelligence (Investigation) or Wisdom (Insight) check, they can roll a d4 and add the number rolled to the ability check.

Magical Detection. Cooper cast the *detect magic* and *detect poison and disease*, and *see invisibility* spells with this trait. Once they cast any of these spells with this trait, they can't cast that spell with it again until Cooper finishes a long rest. Intelligence is the spellcasting ability for these spells, and no material components are required for them.

Spellcasting. Cooper is a 4th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). They has the following bard spells prepared:

Cantrips (at will): *light, message, minor illusion*

1st level (4 slots): *comprehend languages, detect evil and good, detect magic, detect poison, disguise self, illusory script, heroism*

2nd level (3 slots): *detect thoughts, find traps, knock, zone of truth*

Reading of Rest. Cooper can read a news story while taking a short rest. Any ally who hears the news regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. They can confer this benefit on themselves as well.

Uncovering the Truth (2/Day). Cooper can use a bonus action on their turn to target one creature within 30 feet of them. If the target can hear and understand Cooper, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws as the target questions their motives and actions. This effect lasts until the start of Cooper's next turn.

Actions

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.



FULL DESCRIPTION

The middle-aged half-elf known as Cooper Crinkote d'Medani, while slender of build, strikes a commanding and thoughtful pose. Their sharp featured face is topped with short-cropped, white-blond hair and their piercing blue eyes scan the surroundings, always seeking the truth. The half-elf strives to be both forthright and honorable in their every interaction. Cooper has always been approachable and welcoming to those that wish to converse with them about the topics of the day.

Their time as a war correspondent has shown Cooper not only the horrors of war but the beauties of friendship, of sacrifice, of honor, that also come with it.

The Dragonmark of House Medani glows with an intense blue that matches Cooper's eyes when they are working on the next story to be sent back to the Chronicle. Digging for answers and putting quill to paper are the times that Cooper feels most alive.

BACKGROUND

Growing up in a rural area of Wroat, Cooper always wanted to know what was going on in the world at large. Even living around the capitol of Breland, it seemed like they were out of touch with what was going on. Cooper wanted to be informed and, by extension, wanted the peoples of the Five Nations to be as informed as possible. This led them south to Zilargo with a single goal in mind: writing for the Korranberg Chronicle.

Cooper was hired on as a "puff-piece" writer, which maddened the half-elf to no end. It wasn't until matters were taken into their own hands did the editors see how valuable of a reporter Cooper truly was. Young Crinkote inserted themselves into the frontline of battle during the Third Siege of Korth from 971 - 973 YK, solidifying themselves as the go-to war correspondent of their time.

After reporting on the signing of the Treaty of Thronehold, Cooper took some time off from reporting in an attempt to distance themselves from the war horrors they had witnessed for so long. Those were the longest three days of their life.

Their time then became filled with writing articles on the aftermath of the Last War such as the veterans returning home and the challenges they were facing and reports on the newly recognized nations of Darguun, and the Eldeen Reaches.

These stories were important and needed to be told, but after two years Cooper felt the need to do something closer to their roots of being a war correspondent. A serendipitous conversation in the main office of the Chronicle put Cooper on the path to Salvation. And that's the way it was.

WHAT DO THEY WANT?

Cooper Crinkote is looking for salvage crews to allow them to accompany the crew on salvage missions and during downtime to get the full story of what life is truly like in Salvation.

QUEST HOOKS

Always in search of the story, Cooper is looking for willing salvage crews to accompany into the Gray.

Refer to the *SB&M Complete Mission: Salvage Per Character* table for salvage rewards for the appropriate tier. Alternatively, some non-AL rewards may be suggested below.

Korranberg Report. Allow Cooper to join your crew for the next several days so that you can be the focus of their story. Who knows, this just might make you famous... or is that infamous?

The reports that Cooper writes about your crew become a popular feature in the Korranberg Chronicle. If you ever find yourself outside of Salvation; there is a chance that members of the crew are recognized. Gain the following rewards. Depending on your actions while with Cooper and where you are in the world, one or both may apply.

Korranberg Fame: people pay for drinks and food, small gifts, invitations to meet influential persons, parties, discounts.

Korranberg Infamy: overcharged on goods and services, barred from entering places, ignored by people of influence, harassment.

DRUGAN BRISTLEBROW

(DROO-GAN BRIS-UHL-BROW)

Past his prime, separated from his kinsmen, and investigating his brother's disappearance, he grows weary of the pursuit. The only path he sees before him is into the belly of the Mournland itself.

Location: The Gray Beyond

Allies/Partners: (Strong) Haelia Proudmantle, (Mild) Sheriff, (Mild) House Kundarak

Enemies/Competitors: (Mild) The Rust Rats

Mannerism: Flicks his mustache aside with his thumb when growing irritated

Quote: "I don't like it. Nope, I don't."

DRUGAN BRISTLEBROW

AL Alternative Stat Block: veteran (MM)

Medium humanoid (mountain dwarf), neutral good

Armor Class 18 (chain mail, shield)

Hit Points 67 (9d8+27)

Speed 25 ft.

STR (+3) DEX (+0) CON (+3) INT (+0) WIS (+1) CHA (+1)

Skills Athletics +5, Diplomacy +2, Perception +3, Mining Tools +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarven

Challenge 3 (700 XP)

Dwarven Resilience. Drugan has advantage on saving throws against poison, and resistance against poison damage.

Stonecunning. Whenever Drugan makes an Intelligence (History) check related to the origin of stonework, he is considered proficient in the History skill, and adds double his proficiency bonus to the check, instead of his normal proficiency bonus.

Actions

Multiattack. Drugan makes two attacks with his warhammer or handaxe.

Warhammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3)

bludgeoning damage if used with two hands.

Handaxe. Melee or Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. Hit: 6 (1d6+3) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

FULL DESCRIPTION

Beneath a furrowed brow of silver, burns the smoldering glare of a seasoned mountain dwarf. Dark brown eyes that brook no insult or foolishness, are set upon a face weathered by age and the elements. His visage is that of stone carved from the broken thrones of his forebears. The obsidian streaks of his long mustaches stand in stark contrast against the silver of his fastidiously groomed beard. The thinning slate hair on his head has been cut high and tight upon his crown, in the fashion of a soldier. The dwarf's body is covered by intricately woven, heavy chain; fortified with plated pauldrons, gauntlets, and greaves. His armor has been meticulously maintained, and the device of hammer and anvil emblazoned upon his shield has seen recent retouches to its paint.

Though his outward expression is dour, Drugan is anything but unapproachable. While haunting the establishment, he makes it a point to interact with each of the new guests that visit The Gray Beyond. His demeanor is cordial as he gingerly probes each sojourner for information that might lead him to the whereabouts and fate of his brother. Small coin is readily available from his purse to slake the thirst of those put to the question that are too parched to speak freely.



However, a growing sense of urgency can be felt from him these days, as his coin purse grows lighter with each passing day. Conversations with him often wander around the point of his inquiry less, and come straight to the point sooner. There is an inescapable feeling in his gut that he may never find the truth behind his kinsman's disappearance.

BACKGROUND

Drugan has spent his life in the service of House Kundarak, and had previously set himself upon the path to retirement. His days of battle behind him, he took his humbly accumulated wealth, and purchased a plot of land in the foothills of the Mror Holds where he and his brother would live out their remaining years with their families; harvesting the modest mineral wealth of that land.

Unfortunately, his retirement was derailed when a cryptic missive was delivered to him from Vathirond that his brother would be indefinitely delayed in his arrival. Few additional details were given, and his brother hasn't been heard from since. Months later, the dwarf journeyed to Vathirond in search of his kin, and followed his trail to the border outpost of Salvation.

A pilgrim in a strange land, he has spent his time in the settlement slow to speak, and quick to listen. Having found no leads in his search, he's taken to moonlighting as a de facto deputy to the post's lone lawman; keeping the riffraff in line. Recently, this has caused a great deal of consternation, as he ran afoul of one of the more disreputable and unscrupulous salvage crews – The Rust Rats. Going against his own better judgement, he stuck his fool nose into business beyond his station by interceding when members of the crew were shaking down one of their competing salvagers; Haelia Proudmantle.

What he gained in friendship and appreciation from Haelia has come down on his head threefold in trouble since that day. The head of the crew, Turbek Glaurlfang, has now made it a regular occurrence to stalk and menace the dwarf. Were he a younger man, he'd take a sturdy stick to the rabble's hide, but now he keeps his distance, for fear of the thug's entire posse ambushing him.

WHAT CAN THEY OFFER?

Though advanced in years, Drugan is a capable warrior, and among the few honorable folk along the border of the Mournland. While listening for news and clues related to his brother's vanishing, he has picked up a great deal of information about the comings and goings of the outpost's denizens. In that capacity, the dwarf has advantage on Intelligence (History) checks

made to recall details about the dealings of locals and nonnatives in Salvation and the surrounding countryside. As always, DM's may use their discretion in how much information Drugan is able to recollect.

Providing assistance in his search, or eliminating the Rust Rats as a threat would engender a debt of honor and gratitude to that advocate. As such, a strong arm and reputable supporter would be at the ready any time that character was disparaged, accused of a crime, or harassed by anyone subject to the edicts of Sheriff and Salvation.

WHAT DO THEY WANT?

Drugan's single-minded desire is to find his brother, Kurgen Bristlebrow, and go home. Even if it means bringing his sibling home in a wooden box, the closure would be enough to permit him the journey back to his family. His hands long for the grip of a miner's pickaxe over the cold grasp of a Warhammer, and the embrace of his wife over the empty ache of isolation. His personal code will not allow him to sink to misdeeds to accomplish this, but he's certainly willing to bust heads, if the ends justify the means.

QUEST HOOKS

Drugan's plight offers multiple opportunities for the heroic and enterprising adventurer. Any character willing to offer aid would be eagerly accepted, though the promised material reward for such action would be small. Additional quests are also available to those that first bring comfort to this homesick soul.

Refer to the *SB&M Complete Mission: Salvage Per Character* table for salvage rewards for the appropriate tier. Alternatively, some non-AL rewards may be suggested below.

Forgotten Echoes. Brother, Where Art Thou? Reveal the truth behind the mystery surrounding Kurgen's disappearance. Return the dwarf to his brother - alive or dead – or bring word back to Drugan about his fate. Reward: *+1 warhammer* (“Drugan's Tribute”)

Rodent Problems. Rid Drugan and the outpost of Salvation of the Rust Rats threat; gaining the appreciation of Drugan, and the good will of the local salvager crews. Bring evidence of the crew's surreptitious transgressions to Sheriff for a handsome reward. Reward: 5GP per indicted crew member, 25GP for Turbek Glaurlfang

A Lady Waiting. If the party gains a good standing through the assistance given to Drugan, characters are approached by Haelia Proudmantle to aid in her quest line.

GWENVAEL “GWEN” IR’SYKES

(GWEN-VALE EER-SIKES)

A sage from the Halls of Arcanix has come to Salvation to study all aspects of the Mournland... from a safe distance of course.

Location: Near the bordering fog wall of the Gray or in her residence.

Allies/Partners: (Strong) Channa Makkar

Enemies/Competitors: None currently

Mannerisms: Horribly socially awkward and always overly polite, Gwenvael tries to be helpful in spite of being slightly scattered and somewhat absent minded.

Quote: “Yes! How wonderful to see you this afternoon! If I may, I would like to ask you a few questions about your latest foray into the Gray. Now... where did I put my quill?”

GWENVAEL “GWEN” IR’SYKES

AL Alternative Stat Block: illusionist (VGtM)

Medium humanoid (human female), neutral good

Armor Class 13

Hit Points 22 (5d8)

Speed 30 ft.

STR (+0) **DEX** (+3) **CON** (+0) **INT** (+3) **WIS** (+1) **CHA** (+3)

Saving Throws Intelligence +5, Wisdom +3

Skills Arcana +5, History +5, Investigation +5, Medicine +3, Religion +5

Senses passive Perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Researcher. Gwenvael can be a great source of esoteric knowledge and if she doesn't know it, she may know where it can be found... or at least set you on the path.

Spellcasting. Gwenvael is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *mage hand*, *mending*, *light*, *prestidigitation*

1st level (4 slots): *comprehend language*, *detect magic*, *identify*

2nd level (3 slots): *darkvision*, *knock*, *locate object*

3rd level (2 slot): *dispel magic*, *sending*

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft., or range 20/60 ft., one target. Hit: 6 (1d4+3) piercing damage.

FULL DESCRIPTION

Gwenvael ir'Sykes has always been curious about things. How does it work? What is it made of? Where did it come from? Those were some of her most favorite questions as a small child and have stuck with her to this day. All these questions and more are being asked about the Mournland and Gwen hopes to be one of the few able to uncover the answers.

Her mouse brown hair is pulled up in an extremely messy bun that's always holding at least two quill pens. Multi-lensed goggles make her bright green eyes appear either comically large or hilariously small depending on what is being studied at the moment. Quite unlike most Aundarians, fashion is most definitely not on Gwen's list of things to be concerned about, as her clothing rarely matches.

Books are her closest friends and research is her betrothed. She is single-minded in her pursuit of lost knowledge and hidden answers. So much so she never really learned how to navigate polite society.



BACKGROUND

The young Lady ir'Sykes grew up in Lathleer on her family's vineyard. They are a lesser known noble family in Aundair, keeping to themselves and their winery. Gwenvael showed an early affinity with the magical arts and was always looking for things to discover and learn. She was accepted into the Floating Towers of Arcanix and is now currently working on her dissertation for induction into the field research program. Her subject of choice: The Mournland, and what better place to study it than Salvation.

WHAT CAN THEY OFFER?

Knowledge. The more obscure the knowledge, the better. Gwen has a voracious appetite for all manner of subjects. When not found in the field researching she can be located in her home... researching. She has built an impressive home library in her short time in Salvation with books she sends for from back home. When the salvage crews come back from the Gray, they know to inform her of any books they may have acquired.

QUEST HOOKS

Gwenvael ir'Sykes is on a personal quest to find out everything she can about the Mournland. The following quests are ways that the party can help her on her quest for knowledge.

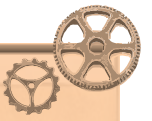
Refer to the *SB&M Complete Mission: Salvage Per Character* table for salvage rewards for the appropriate tier. Alternatively, some non-AL rewards may be suggested below.

No Late-Fees. Gwen is in need of more books. If your trek into the Gray should happen to turn up any books, she would be most interested in possibly taking them off of your hands. Depending on the subject matter, Gwenvael will offer between 1 – 20 gp per single or group of books depending on rarity, subject, and condition.

Alien Autopsy. With all the stories of unique and mutated creatures being encountered in the Mournland, Gwenvael would love a chance to examine a fresh specimen. The DM is encouraged to give rewards inspired by the specimen itself. A few examples are provided below.

- potions (of resistance, poison, healing)
- spell components
- hides for clothing/armor
- tusks, fangs, claws to be used as weapons, adornments, jewelry
- temporary armor, weapon, ability, spell, skill enhancement





HAELIA PROUDMANTLE

(HAY-LEE-UH PROWD-MAN-TUL)

Hordebreaker, Gravesbane, Priestess of War, and Ministerin of Wrath - such are the titles of honor bestowed upon the Lady Haelia Proudmantle by her people. Heroine of the Gul'durin Gap, she is the sole surviving member of the Company of the Three Banners; slain in battle by The Order of the Emerald Claw.

Location: The Roaring Barrel (salvage base)

Allies/Partners: (Strong) Drugan Bristlebrow, (Strong) Gerthin Soldorak, (Strong) Skitch

Enemies/Competitors: (Strong) Irullan Karnach, (Strong) The Ashhounds, Nation of Karrnath, (Mild) Turbek Glaurfang

Mannerism: Absently strokes her fingers along a series of scars along her left arm

Quote: "Let vengeance not be served to my enemies cold. Be it dealt white-hot, hissing as the blade sinks slowly between their ribs into their black hearts. Let its song sing me to sleep as I prepare for the long walk into eternity."



HAELIA PROUDMANTLE

AL Alternative Stat Block: knight (MM)

Medium humanoid (mountain dwarf), chaotic neutral

Armor Class 18 (breastplate and shield)

Hit Points 63 (10d8 + 16)

Speed 25 ft.

STR (+3) DEX (+2) CON (+2) INT (+0) WIS (+2) CHA (-1)

Saving Throws Con +2, Wis +4

Skills Athletics +5, Religion +2, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarven

Challenge 4 (1,100 XP)

Dwarven Resilience. Haelia has advantage on saving throws against poison, and resistance against poison damage.

Stonecunning. Whenever Haelia makes an Intelligence (History) check related to the origin of stonework, she is considered proficient in the History skill, and adds double her proficiency bonus to the check, instead of her normal proficiency bonus.

Vengeful Fury. When Haelia is reduced to fewer than half of her maximum hit points, she deals an extra 1d4 to damage on melee attacks, and gains advantage on saving throws against being frightened.

Actions

Multiattack. Haelia makes two attacks with her battleaxe.

Battleaxe. 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.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Rallying Cry (Recharges after a Short or Long Rest). For 1 minute, Haelia can utter a special command or warning whenever a non hostile creature that she can see within 30 feet of her makes an attack roll or a saving throw. The creature can add a 1d4 to its roll provided it can hear and understand her. A creature can benefit from only one Leadership die at a time. This effect ends if the Haelia is incapacitated.

FULL DESCRIPTION

Beautiful and terrible is the mien of the Lady Proudmantle. Though her height is average for a dwarf, she appears to somehow stand taller and more imposing; casting a broad silhouette against the tableau surrounding her. Her wrist-thick hair, the color of molten copper, is spun into a single methodically woven braid that hangs over her shoulder and down to her thigh. Clasps and plates of silver and brass are interwoven into her mane like armor.

Her face is a stark contrast of loveliness and dread.

The fair complected skin of her face has been withered and blackened on its left side by the skeletal handprint of a smoldering cadaver during a fateful battle at Gul'durin Gap against the Nation of Karrnath. In addition to the scorched and sooty landscape of flesh over her cheek and brow, her left eye is milky white - blinded since the encounter.

Her physique is broad and powerful, yet curvaceous and feminine. Her ample bosom has been tucked behind a wall of steel, in the form of an elaborately fashioned breastplate with the icon of her fallen comrades engraved upon it. When her gauntlets are removed, onlookers are able to see three lines heavily scarred carved into her left forearm. The lines are side by side, and the scars appear to be fresh at first glance. Upon closer inspection, a trained eye can ascertain that the scars are several years old, but have been repeatedly recut and reopened.

Haelia has given herself over to her anger and bitterness. She suffers from bouts of sullenness and irritation towards even her few close friends and comrades at times. These waves of moodiness are often followed by heavy drinking, and almost inevitably end in a brawl with local ruffians and delinquents. Yet, buried beneath the craggy shell of the woman is a deep and abiding sympathy for those who are alone or in suffering.

BACKGROUND

Though doted upon by her mother and father as the only girl child among her eight brothers, Haelia's youth was all but easy. Her father, Halgrim, was captain of the Stone Stag Banner - one of the three members of The Company of Three Banners - and her mother stood as shield maiden to her espoused. Given the nickname of "Úrdit," which roughly translates to "Little Mouse" in dwarven, she was often picked at by her siblings as the runt of the litter. Her brothers, like their parents, were about the business of defending the clan of Toldorath, and she was seen by them as the feeble link in the familial chain.

Driven by her slavish devotion to her family and the desperate need to find their approval, she toiled unremittently through the years of her youth to join the ranks of her kin in glorious battle. Her body was broken and reforged through her struggle, though she could never seem to meet the high expectation of her house. In time, her frustration grew into bitterness, and she became embroiled in a feud with her family - departing their company. Soon after, she was conscripted into the service of another vassal of The Company of Three Banners; Ferlig Gravelgut, captain of the Gloaming Spear Banner. She quickly gained great renown among her comrades as a fearless and

ferocious fighter. In time, she was promoted to lieutenant, and led an elite phalanx of her kin in battle after battle against their foes.

It was in the waning years of The Last War that calamity struck her company. The Nation of Karrnath was in retreat against the might of the Mror Holds. In their desperation, Karrnath enjoined the dark magics of the Order of the Emerald Claw to bolster their land's defenses with an army of the dead. At the battle of Gul'durin Gap, The Company of Three Banners was among the faithful eradicated by that avalanche of undead. Haelia alone survived the slaughter - weeping openly during the melee as she hopelessly fought to save her people and her family.

Shattered upon the ruin of the calamity, her body was recovered by the remaining dwarven companies. From her deathbed, she called out to the gods. Not for her own life or peace, but for merciless vengeance upon the malefactors responsible for the unholy scourge that took everything from her. None among the holy answered her outcry.

As darkness passed over her like a shroud, a distant wail rose up from the void. The unrelenting rage of The Fury responded, and knitted her maligned body back together. It's siren song nourished her hatred, and watered the seed of her bitterness with blood promised of her enemies. Bearing the black scars of her torment, she abandoned the dwarves of Mror Hold, and began her gruesome work - retribution against the Order of the Emerald Claw.

Her path has since taken her to the town of Salvation, where she labors to ferret out the leader of the Emerald Claw and their henchmen who have infiltrated it. She believes that the cult is funding and participating in excursions into the Mournland to recover an artifact of great necromantic power to further their cause. While haunting the settlement, she has created connections with several of its residents, though she refuses to admit to friendship between them.

WHAT CAN THEY OFFER?

Friendship is not a commodity that Haelia deals in with anyone. So, don't bother asking. However, she is quick to answer a call to aid if it involves rooting out and crushing the Emerald Claw in Salvation or its nearby environs. She can even be convinced to journey beyond The Gray and into the Mournland to retrieve and destroy cursed relics that could be used to empower The Claw as well.

Haelia has threadbare bonds to only three residents of Salvation: Drugan Bristlebrow, Gerthin Soldorak, and Skitch. Though she would never admit such, she has a hidden affection for each of these people, and would risk wrath and ruin to come to their aid.

WHAT DO THEY WANT?

What Haelia wants depends on what she is willing to admit to herself. She is consumed with the destruction of the Order of the Emerald Claw and any other cult that worships or espouses undeath. Vengeance is her only accepted comfort, and her outward focus is singular towards that end. However, when deep in her cups at night, Haelia Proudmantle - Hordebreaker, Gravesbane, Priestess of War, and Ministerin of Wrath - weeps softly from her seat of self-imposed isolation, and longs for the family that she scorned in her resentment.

Characters that are willing to endure Haelia's hostility will garner her respect. If cultivated, it could grow to admiration, and an opening into the parched landscape of her heart and soul. There they would find a little girl who yearns for companionship and the warmth of hearth, home, and family once again.

QUEST HOOKS

Haelia is hellbent on uncovng any Emerald Claw agents in Salvation and will accept any offered help in finding evidence and bring her wrath to bear against such individuals.

Refer to the *SB&M Complete Mission: Salvage Per Character* table for salvage rewards for the appropriate tier. Alternatively, some non-AL rewards may be suggested below.

Death's Advocate. Investigate and uncover the truth behind Haelia's suspicions related to Emerald Claw activity in Salvation. Bring any evidence of the cult's existence to Haelia for justice at the end of a hangman's noose. Reward: 200 GP

Life Blight. Several salvage crew members have returned from the Mournland with a wasting disease. Their skin is leperous and cold to the touch. Shortly after they have been quarantined at the Chapel of the Silver Flame, they mysteriously vanish while under Mother Jahanah's care. Haelia believes it to be the work of the Emerald Claw, but Mother Jahanah is being set up as a scapegoat. Clear Mother Jahanah of the accusations levied against her, and bring the true abductors to justice.

Homecoming. Find a means to reunite Haelia with her fallen family members. Even if only through communication with the dead by means of a séance or similar supernatural ritual, grant the hardened warrior an opportunity to reconcile and say goodbye to her loved ones. Reward: "Rancor" (*adamantine breastplate*)



INCENSE THE MORTICIAN

(EN-SINCE)

On the edge of dawn smoke pours from the chimney of a squat building made of brick. Standing at the door, ever vigilant, is Salvation's mortician. Clutched always in his hand is a staff from which incense constantly burns, and when a salvager body is brought his way, an eager light illuminates in the eyes of his otherwise cold, warforged persona.

Location: Southeast edge of Salvation

Allies/Partners: (Strong) Lord of Blades

Enemies/Competitors: (Strong) Non-warforged

Mannerism: Cold and disinterested. His eye socket servos whiz and whirl in the silence.

Quote: "When a man dies, he is consumed. When metal dies, it is remade and lives again. Which is superior is hardly an argument."

INCENSE THE MORTICIAN

AL Alternative Stat Block: cult fanatic (MM)

Medium humanoid (warforged), lawful evil

Armor Class 14 (natural armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR (+2) **DEX** (+1) **CON** (+2) **INT** (+0) **WIS** (+0) **CHA** (+3)

Skills Arcana +2, Deception +6, Persuasion +6

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

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

Spellcasting. Incense is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *sword burst*, *toll the dead*

1st–2nd level (2 2nd-level slots): *cloud of daggers*, *hex*, *hold person*, *shatter*

Actions

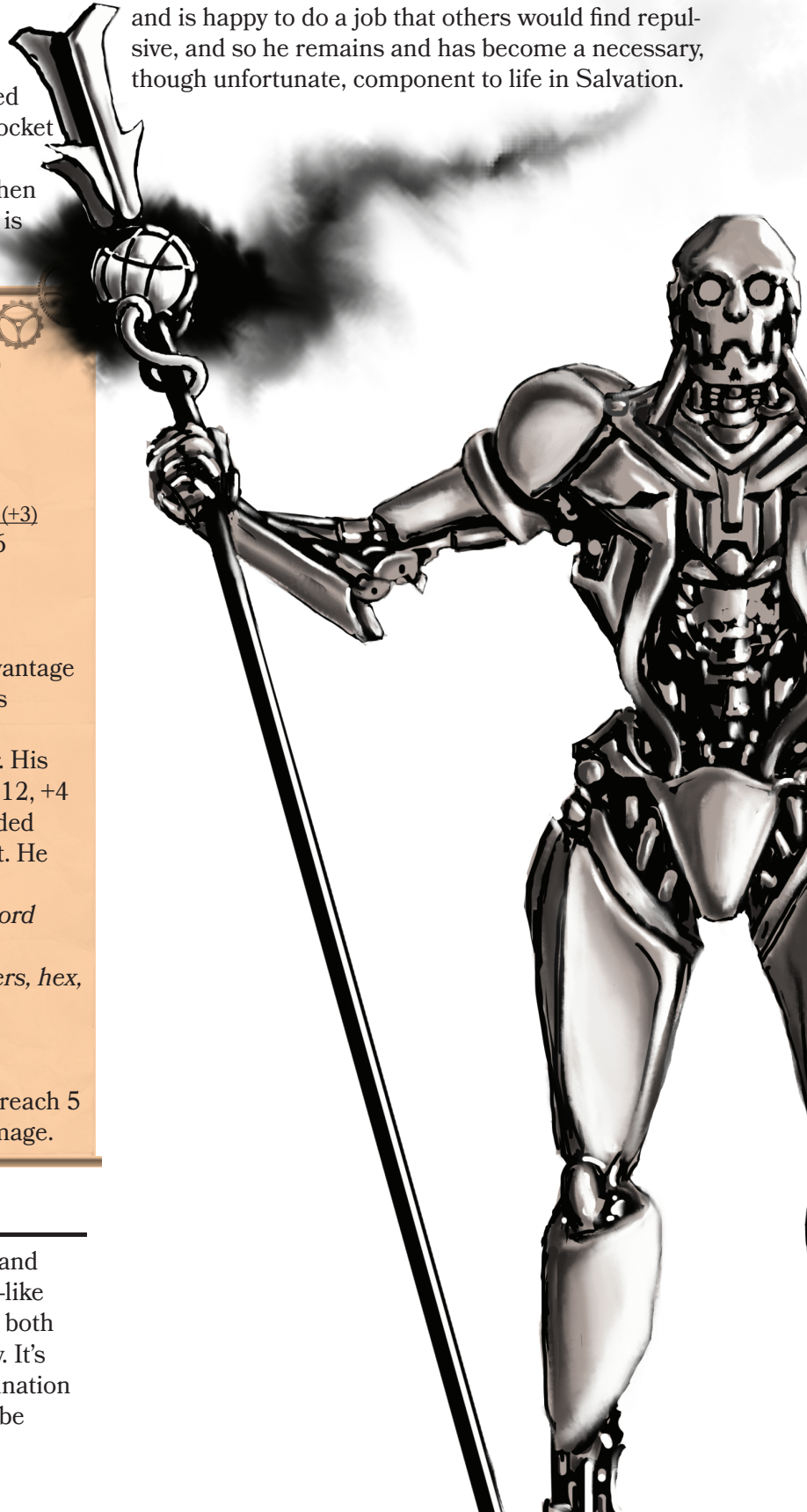
Quarterstaff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 2) bludgeoning damage.

FULL DESCRIPTION

An early-model warforged, straight-backed, and with little in the way of a personality or human-like features, Incense is covered in black soot from both his smoking staff and the fires of his crematory. It's hard to tell at first glance, but prolonged examination reveals that there is not an inch of livewood to be

found on his form, which certainly sets him apart from most any other warforged found within the Five Kingdoms.

He might stand for hours outside his residence, motionless, waiting for the next cadaver to be carried his way, only to snap forward with immediacy and for no apparent reason and make his way in a circuit around the town. Few would call the warforged their friend...in fact, no one does. But he serves a purpose and is happy to do a job that others would find repulsive, and so he remains and has become a necessary, though unfortunate, component to life in Salvation.



BACKGROUND

Incense belongs to a deep cult within the ranks of the Lord of Blades known as the “Steel Scales”. This organization sees all biological matter as abominations, not simply humanoids. As such, they go through an excruciating process that removes the presence of any livewood from their persons and replaces it with additional elements of metal and stone.

No one on the outside of the organization, not even the Lord of Blades himself, knows the origins of this cult, nor whom they worship. Within the organization itself, they refer to the Lord as “Proctor”, though whom they believe he was appointed by remains a mystery. Though they worship something or someone else, they are still fiercely loyal to their Proctor and do his bidding without question.

Incense is new to the cult and has taken it upon himself to stake out the town of Salvation that sits just outside the boundaries of the Mournland’s domain. With no backup, he knows he risks certain annihilation if he causes too much trouble within the town itself. Instead, he bides his time, observes, and seeks what opportunities might come.

WHAT CAN THEY OFFER?

The warforged has little interest in offering non-warforged creatures a damn thing, save for burning the bodies of their dead. Even for warforged, however, his interests lie less in the realm of aid and more in the avenues of information gathering and recruitment.

To that end, he can offer warforged characters the opportunity to follow him when he returns to the Mournlands and reports to the Lord of Blades.

Finally, for less scrupulous parties, Incense is happy to offer the use of his crematory to dispose of any bodies that might implicate the group in unwholesome activities. He seems to take an added amount of perverse delight in aiding the creatures of Salvation in their internal conflict, backstabbing, and struggles.

WHAT DO THEY WANT?

Incense has two purposes with his residence in Salvation. The first is to keep an eye on the town, examine its growth, its weaknesses, and the strength of its people. Eventually, when he feels that he has enough of this information, he will return to his master in the Mournland and give a full report. Additionally, he is looking to recruit any willing warforged from within the town to join the army of the Lord of Blades. He is willing to talk to both individuals within the party and also any warforged NPCs the

party sends his way. If he manages to recruit at least three individuals, he will determine that the time has come to return to the Mournland and run them through a complete training.

QUEST HOOKS

Incense refuses to speak with or acknowledge non-warforged creatures, other than in his role as mortician. Those warforged that engage him in conversation may be offered the following opportunities.

Refer to the *SB&M Complete Mission: Salvage Per Character* table for salvage rewards for the appropriate tier. Alternatively, some non-AL rewards may be suggested below.

Sway the Sheriff. Incense is a recruiter by nature and is eager to sway resident warforged to his cause. If members of the party become his allies, he will task them with assisting him in also recruiting Sheriff to his Proctor’s cause. Those that successfully sway the sheriff gain the legacy title: *Lord of Blades Acolyte**.

Blood and Iron. Incense hates the very idea of a non-warforged artificer and sees each one as the ultimate abomination. While he himself refuses to dirty his hands with killin’, he will gladly pay the party for any artificer corpses they bring his way. Reward: *Orb of Shielding (Fernian Basalt) (Eberron: Rising from the Last War)*

**Lord of Blades Acolyte.* Those that have aligned themselves with the Lord of Blades will allow no harm to befall a warforged from the hands of a flesh-coated humanoid, nor can they ever look at a humanoid as a true ally ever again. When in the presence of other followers, they are always considered an ally and will be offered assistance where possible.



JEVEDIAH “JEV” JONZ

(JEH-VUH-DIE-UH JONZ)

Jevediah, or Jev to his friends, is the weapons check attendant at the Salvage Market in Salvation. This older, gray-bearded, Brelish man is well paid by the salvage brokers to make sure that all that enter have relieved themselves of their weapons before entering the market. In turn, Jev pays Ket (female half-orc **spy**) and Tubba (male half-orc **thug**) a nice sum to execute pat downs and enforce the strict no weapons policy.

Location: Salvage Market, The Tin Pot Tavern, his residence

Allies/Partners: (Strong) Ket & Tubba, (Mild) the salvage brokers

Enemies/Competitors: Those that try to sneak weapons into the salvage market.

Mannerisms: Grumpy and straight to the point.

Quote: “No blades. No bows. Leave your weapons here.”

JEVEDIAH “JEV” JONZ

AL Alternative Stat Block: scout (MM)

Medium human male, lawful neutral

Armor Class 12 (studded leather)

Hit Points 16 (3d8+3)

Speed 20 ft.

STR (+0) **DEX** (-1) **CON** (+1) **INT** (+0) **WIS** (+2) **CHA** (+0)

Skills History +4, Perception +6, Survival +6

Senses passive Perception 16

Languages Common

Challenge 1/4 (50 XP)

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

Actions

Multiattack. Jevediah makes two melee attacks or two ranged attacks.

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

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

FULL DESCRIPTION

Jev is a grumbley and overall disheveled looking man with a full and scraggly gray beard. Bright blue eyes squint from a dark and sun-wrinkled face. His slight build has acquired a hunch from sitting at the weapons check window day after day, but you can tell from his sharp gaze that the bulk of his life has been anything but simple guard duty. His left leg was severely injured during the last war and is barely

functional, and he wears a rusty but well oiled brace from mid thigh almost to his ankle. Even still, movement is troublesome and is met with a string of curses.

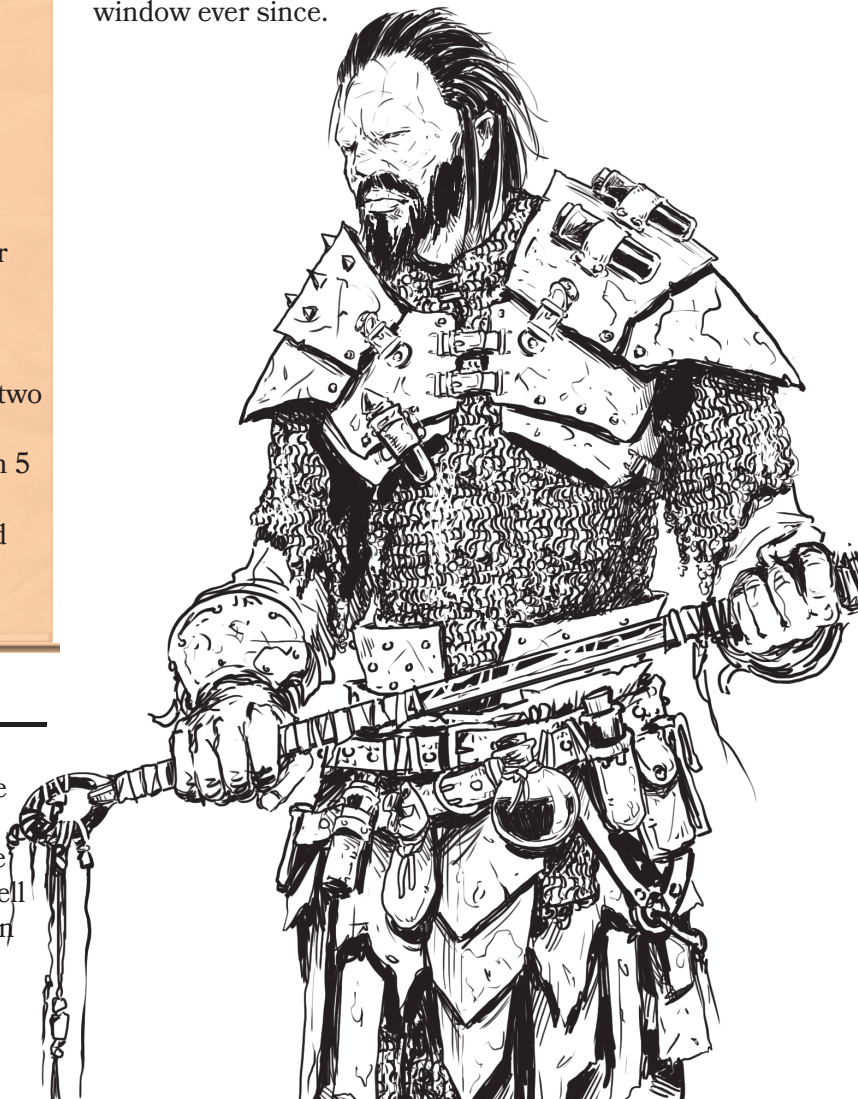
BACKGROUND

Lieutenant Jevediah “Jev” Jonz was a decorated scout in the Brelish military. The horrors of the last war weigh heavily on this broken man’s shoulders. His eyes are always scanning the crowds and terrain, looking for signs of the enemy. He can’t help it. It’s all too fresh.

After the Treaty of Thronehold officially ended the war, Jev began wandering instead of going home. In fact, he hasn’t been home since the fighting stopped. How could he go back there after all the things he has seen?

During his travels he met the duo of Ket and Tubba, a pair of fellow veterans that had heard a rumor about a new border town on the edge of the Mournlands that held the promise of money and a new life. Having no better plans, Jevediah joined them.

It wasn’t long after his arrival that the brokers recognized Jev’s observational skills and hired him to help keep them safe. He has been behind the barred window ever since.



WHAT CAN THEY OFFER?

Jev has been all over the Five Nations during his time as a Brelish scout. He is a font of knowledge about the places he has been and the battles he was in. Getting him to open up about it is the issue. Those with the soldier or similar background can attempt to engage Jev in conversation about his past. Succeeding on a DC 14 Persuasion check will gain you access to his historical knowledge. This is especially handy for those interested in the Last War. Those without the required backgrounds cannot attempt the roll whatsoever, unless they have completed his quest.

WHAT DO THEY WANT?

Working for the brokers isn't necessarily the new life that Jev had in mind when he arrived, nor are Ket and Tubba thrilled with their position as his muscle. The duo are eager to get out and explore the area known as the Grey for themselves. Their minds are filled with the hints of undiscovered troves and the promise of something to bury their blades into. Unfortunately, everyone has come to the realization that Jev's leg is going to be an insurmountable problem for the lifestyle of a salvager. It simply can't be done.

All of this has led Jev to an extreme amount of restlessness and frustration. He yearns for hope that his last few years will hold more than sitting on a stool in a place that feels all too much like a prison, but that hope is fading and despondence has become his bedfellow. Only a spark remains. If someone could help him find a way to get back on his feet, old Jevediah's life is sure to change.

QUEST HOOKS

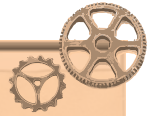
Jevediah doesn't really have reason to hand out quests and certainly does not have the coin to pay for anything. However, the following quest can be initiated and completed by the party themselves and come with its own reward.

Refer to the *SB&M Complete Mission: Salvage Per Character* table for salvage rewards for the appropriate tier. Alternatively, some non-AL rewards may be suggested below.

Lieutenant Jev's Magic Leg. Jevediah's current frustrations all revolve around his leg and his inability to fix it. That being said, there are a few options for repairing or replacing such a limb. If the party was able to gain access to the *greater restoration* spell, his leg could be healed. Alternatively, a masterwork artificer could almost certainly craft a completely new limb for the fellow. Legacy Reward: *Unpaid Kindness*

Unpaid Kindness: Your assistance to Jevediah has earned you the respect of the brokers, and the gratitude of Jev, Ket, and Tubba. While in the Salvage Market, the brokers will turn a blind eye to any weapons you carry with you and any business you wish to carry out. Jev and his companions will head out into the Grey soon, but should the need arise and they are around, they will have your back.





RHOOL

(ROOL)

A mercenary during the Last War, Rhoool's new mission is to venture forth into Khorvaire to see how the Znrir Pact can expand and fit into the new political climate of the land and, ultimately prosper.

Location: The Gray Beyond Tavern, The Mourmland

Allies/Partners: (Strong) Those that pay well

Enemies/Competitors: (Mild) Those that don't

Mannerism: Ever alert. Always watching and observing.

Quote: "Soon, the nations of Khorvaire will rely on the services of the Pact again."

FULL DESCRIPTION

Rhoool stands roughly 7' tall and is slender of build. His rich brown fur is mottled with spots of darker brown to black. His long, hyena-like snout has a criss-cross of scars on the left side of his muzzle. A reminder of life in Droaam.

A proud warrior, Rhoool is a member of the Aryth clan of the Znrir Pact found in Droaam. Known for their great skill with a bow, Aryth gnolls would have been a feared sight on the battlefields of the Last War. Would have been if the gnoll mercenaries allowed their foes to get close enough to see them.

Rhoool is ever watchful and observant both for dangers and opportunities.



RHOOL

AL Alternative Stat Block: gnoll (MM)

Medium male humanoid (gnoll), lawful neutral

Armor Class 13 (Leather armor)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR (+2) DEX (+3) CON (+1) INT (+1) WIS (+1) CHA (+0)

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft., passive Perception 11

Languages Broken Common, Gnoll

Challenge 1/2 (100 XP)

Rampage. When Rhoool reduces a creature to 0 hit points with a melee attack on his turn, he can take a bonus action to move up to half his speed and make a bite attack.

Actions

Multiattack. Rhoool makes two melee attacks with his spear or two ranged attacks with his longbow.

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

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage when used with two hands to make a melee attack.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

BACKGROUND

Growing up in the lands of the Znrir Pact was filled with adventure. Learning to hunt and track alongside his clan mates. Running through the plains and forested areas as a pup. All those things prepared Rhoool for life as a mercenary soldier of the Znrir Pact. He only served but a few cycles before the war came to a sudden and world changing end. Rhoool was nowhere near the nation of Cyre on its last day. He was fighting on a battlefield in Aundair on that fateful day. The signing of the Treaty of Thronehold ended all the contracts for the Znrir Pact which meant it was now time to return to his homeland until the next contract could be signed.

It was not long before the Pact elders realized they could not sit back and wait for the next contract. They must change with these strange times on Khorvaire. Rhoool was one of the first to be offered to go back into the lands of the nations on a new and important mission for all of the Pact. He was to gather information that could be used to determine how the Znrir Pact can offer their services in these new times without a war raging over the land. His curiosity getting the best of him, Rhoool was

drawn to Salvation. He wanted to see with his own eyes what it was that could have stopped a hundred years war. Unable to comprehend what he saw and wanting to learn more, he began offering his services to salvage crews and brokers. He has been in Salvation, ever since.

WHAT CAN THEY OFFER?

Rhool is an archer by training and is ready to lend his skill with a bow... for the right price. He has also been sitting back and observing the town and its inhabitants to gather information for his mission. He has come to the conclusion that the fur-less ones are very strange when not at war.

WHAT DO THEY WANT?

Rhool wishes to help inform the Elders of how the new Khorvaire can benefit from the skills and offerings of the Zvir Pact.

QUEST HOOKS

The gnoll needs very little assistance but is interested in being hired on to explore further reaches of the Mourmland. Though no true quests are available, he is interested in offering his services to the party, should they need an extra spear.

Refer to the *SB&M Complete Mission: Salvage Per Character* table for salvage rewards for the appropriate tier. Alternatively, some non-AL rewards may be suggested below.

Hireable Muscle. Rhool can be contracted by an adventuring party for any forays into the Mourmland. He's been there before and provides advantage on any Survival checks to navigate the area. Instead of a reward for hiring Rhool, he collects 10% of the party's salvage and will be a stalwart companion for the length of their mission.



TOMNIN “SKITCH” HALLETTE

(TOM-NIN HAL-ET)

The young boy known only as “Skitch” is Salvation’s information broker, scrapper, and pilferer-for-hire. Though they are loath to admit as much, his services are surreptitiously called upon by many of the salvage crews to hear the latest local gossip and spy on the competition.

Location: The Clubhouse (hidden beneath the Rail Shed)

Allies/Partners: (Strong) Dellah Moldorak, (Mild) Haelia Proudmantle

Enemies/Competitors: (Mild) Irullan Karnach, (Mild) The Rust Rats

Mannerism: Puffs out his chest and hangs his thumbs under his suspenders when giving information

Quote: “Blood and fire, Sheriff! I dunno why Mother Janarah is so sore at me. It was just a few lousy coppers from the poor box! I’m poor ain’t I? So, what’s the big deal?”

TOMNIN “SKITCH” HALLETTE

AL Alternative Stat Block: bandit (MM)

Medium humanoid (human), true neutral

Armor Class 13

Hit Points 10 (2d6+2)

Speed 30 ft.

STR (-1) **DEX** (+3) **CON** (+1) **INT** (+1) **WIS** (+1) **CHA** (+2)

Skills Investigation +3, Perception +3, Survival +3

Senses passive Perception 13

Languages Common

Challenge 1/4 (50 XP)

Natural Sneak. Skitch can take the Disengage or Hide action as a bonus action on each of his turns.

Brash Resolve. Skitch has advantage on saving throws against being frightened.

Actions

Slingshot. Ranged Weapon Attack. +5 to hit, range 30/90 ft., one target. Hit: 6 (1d4+3) piercing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft., or range 20/60 ft., one target. Hit: 6 (1d4+3) piercing damage.

Repair Knack (1/Day). mending, as the spell

Uncanny Tinkerer (1/Day). Skitch spends an action repairing a construct. The target regains 3 (1d6) hit points.

FULL DESCRIPTION

Short and slight of build, Skitch has a slightly smaller frame than that of an average human boy of thirteen years. His unruly mane of red hair is almost as puckish as his demeanor. Fair-complected and

sporting a mild sunburn, his face has been spattered by a shower of freckles. An almost ever-present smudge of grease on the side of his nose only partially distracts from his piercing green eyes that glimmer with mischief. His broad smile reveals a row of large white teeth, almost too big for the space inside; a small gap separating the front two.

Skitch wears a drab, hand-me-down linen shirt and breeches, woven from roughly spun cloth; held up by faded blue suspenders. His clothes are noticeably oversized, as are his well-worn leather boots. The jewel of his ensemble is a well crafted, richly colored red cloak that he proudly wears like the plumage of a banty rooster. Despite the humble nature of their acquisition, he has ostensibly gone to great lengths to keep them well maintained. Holes worn into the fabric from rough use have been adroitly sewn back together, and reinforced with patches. His boots have been resoled and oils rubbed into the leather to retain their suppleness.

The youth’s disposition is one of pluck and irrepressible verve. He takes great pride in his reputation as the Ear of Salvation, and sees himself as a self-appointed street prince of the town. Yet, for all of his bluster and brazenness, he is still very much a boy at heart. Lacking emotional maturity, he can be easily slighted and embarrassed when he misinterprets another person’s intentions, which translates to childish outbursts of anger and petulance. All the while, he also has a capacity for great loyalty and compassion for those he’s adopted into his circle of trust.

BACKGROUND

Life was not always as it is for young Skitch these days. Born to Joven and Mera Hallette near the hamlet of Hatheril in northern Breland, he was once known as Tomnin to his family. His father had satisfied the terms of his eight year conscription, and embraced the abandonment of his sword for a plow and his betrothed. The turmoil of the Last War behind them, his parents settled into the life of farm folk, and conceived of Tomnin and his older sister, Jannah.



Tragically, Tomnin's mother and sister died of the Shaking Death when he was still only three years old. In his father's grief, he forsook the life he'd made, and took up the sword once again. Joining one of the many caravans along the Orient trade routes as a merchant guard, he brought his young son to be raised among the traveling folk. The years after their heartbreak were difficult, but also brought new experiences and friendships with the people of the road.

At the age of eight, Tomnin lost his father in an ambush defending the caravan from brigands, and the last of his family was gone. Heartsick and alone, his fate was left to the mercies of the caravan master, who was a pitiless man. Seeing his father's death as a transaction, he honored the remainder of his obligation by carrying his guardsman's son and corpse to the caravan's terminus; the town of Salvation. There, Tomnin was left with his father's body to bury and his own life to care for.

The lad hardened himself, and for four years he has fought for every scrap that he's collected and every copper gained. He adopted the motto, "I don't need charity. I'll do it myself." and refused to allow himself the luxury of mourning the bitterness of his circumstance. Instead, he has become a brash, enterprising, rapskallion with his ear to the ground, and his hand always close to a quick blade when a bully is about. Putting aside his past name, he simply goes by "Skitch" these days. Oftentimes, he is asked for his surname, to which he responds with his chest puffed out and a thumb jabbed toward it, "Skitch. Just Skitch. That's all I need!"

WHAT CAN THEY OFFER?

Skitch is a font of information about the town of Salvation and its surrounding environs. Parties that have failed to uncover critical details related to historic events of the surrounding area, the particulars on salvage crews and their recent hauls, and other hard to ferret out minutia may call upon him for this information instead. Once per day, characters may call upon Skitch's services by spending 10 gp to receive advantage on a single Intelligence (History) or Intelligence (Investigation) check to recall specifics related history and affairs.

Other services that the young boy can provide include minor repairs to mechanical devices and espionage against rival salvage crews. The prices for these services are intentionally left ambiguous by Skitch. He fancies himself a gifted haggler, and is happy to charge rubes based on what he perceives they're capable of parting with.

WHAT DO THEY WANT?

In his own eyes, Skitch has carved out a minor kingdom of favors and needs out of the people of Salva-

tion. He secretly desires the dependence of others upon him, and wants to be respected and liked. His outwardly cocky demeanor is betrayed by his boyish insecurity and longing for true companionship. While easily angered and quick to have his feelings hurt, all he really wants is for people to like him.

Skitch has also been holding back a dark secret, even from Dellah. Over the past months, he has been clandestinely cobbling together the remains of a warforged he's come to name "Mother." In his daily scouring of the scrapyard and areas near town, he has yet to find the final part needed to bring his creation to life: a heart.

QUEST HOOKS

Characters willing to delve into the hidden desires of Skitch eventually uncover only three things that he cares about above all others: family, his secret sweetheart, and his metal mut.

Mother's Boy. Skitch recently got caught snooping around in the Rust Rat crew's salvage base. Local rumors led him there in search of a clockwork warforge heart needed to complete "Mother." The boy offers his services and loyalty to any party bold enough to retrieve the heart from the crew, and bring it back to him.

A Boy and His Series GC-538. Skitch's iron guardian, "Torque," was recently damaged by Nox, a member of the Rust Rats salvage crew, for spying on his gang. The boy has looked high and low for the part needed to repair his faithful iron hound, but fears that a foray into The Gray is his only choice at this point. The boy is willing to part with his most valuable piece of salvage for the successful return of a Cobalt Actuator from the warped landscape of the Mournland. Reward: A patinaed copper ewer shaped like a griffon worth 100 GP

Daddy's Girl. Uther Moldorak is old fashioned when it comes to a boy good enough for his daughter Dellah. He must be good, hard working, and dwarven. This puts a damper on the budding affections that Dellah and Skitch secretly share for one another. A character audacious enough to advocate on behalf of the young friends' relationship are repaid with a beautiful heirloom given to Dellah by her grandmother. Reward: A silver, dwarven bracelet worth 50 GP

Unlockable Reward: Skitch's Loyalty. A party that aids Skitch in the completion of all of the above quests receives his unfailing friendship and loyalty. He is willing to act as the eyes and ears of the party in all of their dealings in and near Salvation. Additionally, he can be called upon to complete minor tasks and missions befitting his capabilities: spy, tinker, gossip.

T3kT0r 27

(TEK-TOR TWEN-TEE-SEH-VEN)

T3kT0r “T3k” 27 was a warforged member of the salvage team known as the Storm Seekers. His current state-of-being is the byproduct of an unfortunate encounter with a rampaging warforged colossus.

Location: Salvage Market, The Gray Beyond

Allies/Partners: (Strong) The Storm Seekers salvage crew: Hogarth, Bandage, Argos, Messani d’ Lyrandar, Harvey, Nephalos

Enemies/Competitors: (Strong) The Emerald Claw, (Mild) The Rust Rats and other rival salvage crews

Mannerisms: Stoic and straight to the point.

Quote: “Yes, commander. Heard and understood.”



T3kT0r 27

AL Alternative Stat Block: berserker (MM)

Medium humanoid (warforged), chaotic good

Armor Class 15 (unarmored defense)

Hit Points 38 (5d8+15)

Speed 30 ft.

STR (+3) DEX (+1) CON (+3) INT (+0) WIS (+2) CHA (+0)

Skills Athletics +5, Perception +4, Survival +4

Damage Resistances Poison

Senses passive Perception 14

Languages Common, Primordial

Challenge 2 (240 XP)

Warforged Resilience. T3k has advantage on saving throws against being poisoned and is immune to disease. Magic can't put him to sleep.

Reckless. At the start of his turn, T3k can gain advantage on all melee attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Dust Devil Form (Recharges after a Long Rest).

T3kT0r can use his action to leave his warforged containment suit and travel around in his true **living dust devil*** spell-form. He can survive outside his suite for 1 minute, after which he begins taking 1d10 radiant damage each round. While in dust devil form, his statistics remain the same, except for the following changes:

- T3k loses the ability to speak common, his type changes to construct, and he gains a fly speed of 30 ft.

- The space T3k inhabits is considered heavily obscured.

- Any creature that ends its turn within 5 feet of T3k must make a DC 14 Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

* A standard **living dust devil** stats can be found at the end of T3k's description.

Innate Spellcasting (Dust Devil Form Only). T3k's innate spellcasting ability is Wisdom. He can innately cast the following spells, requiring no components:

At will: *gust, mage hand, thunderclap*

3/day each: *blur, gust of wind, thunderwave*

Actions

Multiattack (Warforged Form Only). T3kT0r makes two greataxe attacks.

Greataxe (Warforged Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9(1d12+3) slashing damage.

Javelin (Warforged Form Only). Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6(1d6+3) piercing damage.

FULL DESCRIPTION

T3kT0r 27 is not your average warforged. During a clash with a rampaging warforged colossus, the living construct found himself on the wrong end of an explosion and was immolated. But the effects of The Gray sometimes extend past the boundaries of what was once the nation of Cyre, and the pile of ash that was once the brave barbarian warforged rose up in the form of an intelligent dust devil. A living spell!

By sheer force of barbaric will, he was able to hold the pieces of his new form together until the artificer Channa was able to cobble a containment suit for him from scrap salvage.

The body currently looks much like a warforged body from the neck down and is completely controlled by the dust devil inside. The head has been replaced by a thick crystal bubble through which one can see the miniature ash-tornado that is T3kT0r 27.

BACKGROUND

T3kT0r was one of the early models of warforged and is a 23 year veteran of the Last War. He still maintains his bearing as a soldier of Breland but holds no grudges against those that fought on other sides of the conflict.

After the war, he helped form the Storm Seekers as one of its founding members. After hearing of the potential riches that could be found working out of Salvation they made their way to this border-town. His crew made several forays into the Mournland throughout their first few weeks and succeeded in hauling out several important relics, along with a large quantity of scrap. Bellallure and the other merchants took a liking to the Storm Seekers and have since employed them on numerous salvage, investigation, and rescue missions.

It was only a short time ago that T3k had his run-in with the colossus, which cost him his original form. The Storm Seekers are now at a difficult juncture. Do they continue in their profitable operation as salvagers and leave T3k in his current form, or do they leave Salvation and seek out a more permanent solution elsewhere?

WHAT DO THEY WANT?

Even though his current form is not an ideal or permanent solution, it will do for now. The living-spell will assist the Storm Seekers in any venture they choose to tackle and acts as an excellent natural guide throughout their forays to the Mournland.

That being said, he would love to find a solution that would possibly restore him back to his standard warforged form, sans any lingering spellform effects. It is unlikely that such an opportunity will find itself in the small town of Salvation, but one can always hope.

QUEST HOOKS

Though loath to ask, T3k could really use some help finding a more permanent solution to his current form. Those that assist in such an endeavor would gain a staunch ally.

Refer to the *SB&M Complete Mission: Salvage Per Character* table for salvage rewards for the appropriate tier. Alternatively, some non-AL rewards may be suggested below.

Solid Permanence. T3kT0r is eager to find a more permanent solution than his current form, though he has no idea how that might be achieved. If the party was able to find such an answer he would be forever grateful. Reward: *dust devil decanter*.

DUST DEVIL DECANTER

Wondrous Item, uncommon

The living spell known as T3kT0r has bottled a portion of his form into this container and offered it to you as a gift of appreciation. As an action, you can unstopper the bottle and release a whirlwind of dust and debris as the dust devil spell cast at 2nd level. The spell has the standard duration. Once used, the decanter loses its enchantment.

LIVING DUST DEVIL

Medium construct, unaligned

Armor Class 13 (Natural Armor)

Hit Points 17 (2d10 + 6)

Speed Fly 30 ft.

STR(+3) **DEX**(+1) **CON**(+3) **INT**(-3) **WIS**(-2) **CHA**(-3)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Poisoned, Prone

Senses Passive Perception 8

Languages –

Challenge 1 (200 XP)

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

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

Radius Cloud. A 10-foot-radius cloud of debris orbits around the dust devil at all times, heavily obscuring the area.

Volatile. Any creature that ends its turn within 5 feet of the dust devil must make a DC 14 Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

Innate Spellcasting. The dust devil's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:

At will: *gust, mage hand, thunderclap*

3/day each: *blur, gust of wind, thunderwave*

Actions

Magical Strike. Melee Spell Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

TANTRA THE WERETIGER

(TAN-TRUH)

A weretiger salvager hell-bent on disgracing the Order of the Silver Flame. Though Tantra is new to Salvation, she's already started laying the groundwork for the Order's demise.

Location: Shrine of the Traveler

Allies/Partners: (Mild) Zodor Tarev (Strong) Whist

Enemies/Competitors: (Strong) Jahana of the Silver Flame

Mannerism: On edge and distrustful, she'll never show her back to anyone.

Quote: "This town is right on the edge of perfection. It'll get there soon enough."

FULL DESCRIPTION

In tiger form, Tantra appears as a sand-colored feline and can be seen patrolling the outer edges of Salvation at night. Those that find her in such a way will find her skittish and unwilling to engage with anyone other than a shifter, whom she believes are her natural allies.

When in humanoid form, the lycan is more at ease. Her clothing is simple and loose fitting and the only item of note that she carries is a standard scimitar.

In her current residence at the Shrine of the Traveler, she has pried loose several boards in the back of the room and lays in the cool earth found underneath whenever she's at home. As such, her fur is often matted with elements of the clay.

When she speaks to non-shifters, she always assumes they'll always end up siding with their own kind, largely because she believes the same is true for her and her own. Any indication otherwise from an outsider is met with surprise and delight on her end. Tantra is not a social creature and will avoid most other places of gathering found within Salvation. If required to enter the public eye, her hackles raise and her back goes up against the nearest wall.



TANTRA THE WERETIGER

AL Alternative Stat Block: weretiger (MM)

Medium humanoid (human, shapechanger), chaotic neutral

Armor Class 14

Hit Points 49 (9d8+9)

Speed 30 ft., 40 ft. in tiger form

STR(+1) **DEX**(+3) **CON**(+1) **INT**(+1) **WIS**(+1) **CHA**(+2)

Skills Deception +4, Stealth +5

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Darkvision 60ft., passive Perception 11

Languages Common (can't speak in tiger form)

Challenge 3 (700 XP)

Shapechanger. Tantra can use her action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into her true form, which is humanoid. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Keen Hearing and Smell. Tantra has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If Tantra moves at least 15 feet straight toward a creature and then hits it with a claw 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 weretiger can make one bite attack against it as a bonus action.

Actions

Multiattack (Humanoid or Hybrid Form Only). The weretiger makes two attacks with its bite, claws, or scimitar. No more than one attack may be a bite in each round.

Bite (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with weretiger lycanthropy.

Claws. (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage.

Scimitar (Humanoid or Hybrid Form Only). Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) piercing damage.

BACKGROUND

The Burnt Wood has become a haven of sorts for lycans easing back into Khorvaire after the events of the Lycanthropic Purge. The inquisition by the Silver Flame took a heavy toll on the shapeshifters and it's not something that many are soon to forget. While the Wood is a wonderful place to avoid many interactions with outsiders, it is also not without its dangers.

Undead prowel the region and will swarm any living thing they come across, lycan or no.

Tantra made her home there for a number of years, but ground her teeth at the constant barrage of combat and terror such a place subjected her kind to. Believing that perhaps it is safe to travel the lands once more, she headed south out of the wilderness. The Burning Wood being in Thrane, it is overrun with members of the Silver Flame and Tantra kept pushing further south, eventually coming to the border of Breland.

The kingdom of Breland as a whole is a much more welcoming place to her kind and Tantra enjoys the wild sense of possibility that one can discover in the settlements nestled nearest the Mournland. If it weren't for the presence of a small Silver Flame chapel and an annoying priestess, Salvation would be perfect.

WHAT CAN THEY OFFER?

Tantra has ties to the black market dealings within Salvation and has a good relationship with Zodor. If the party comes across any salvage that they want to get rid of quietly, or, alternatively, if they come across a fascinating piece and want top dollar, she can almost certainly put them in touch with the right people. Additionally, Tantra has recruited a young changling named Whist as her confidante and lackey. Whist's skills are many, but she excels as a lockpick and thief. Those that have earned Tantra's trust may find her willing to contract out her companion's services.

WHAT DO THEY WANT?

Tantra is loath to reveal herself as a true lycan and prefers to be seen as merely a druid shifter. Only Whist and Zodor know the full truth, though others surely suspect. Priestess Jahana has approached Sheriff with her own concerns and was met with a, "S-s-s-she might just be a shifter. Hard to tell. I've never seen a real one before. S-s-she's fine unless she causes trouble." The weretiger will only reveal her true nature to the party once she has a real reason to trust them.

Tantra is eager to rid the town of any presence of the Silver Flame, starting with Jahana. The weretiger is happy to tell the party of the atrocities committed by the Order against lycans, and notes that she feels as if she has to always watch her back with such an individual in town. Any help the party will give to this end would be appreciated.

If the party contains any members of the shifter race, Tantra leans heavy upon those for assistance. "The pack must run as one," is one such phrase she

offers. Shifters that refuse to help the weretiger agitate her to no end. While other members of the party she sees as tentative allies at best, she fully expects any shifters to join her cause eagerly. Though she started out as a reasonably friendly face, her disposition can change in an instant if she feels abandoned, creating a potential foil for any efforts the party attempts to put forth.

Already the lycan has put plans into action to steal the Arrow of Truth (a relic found within the Silver Flame's temple), as a bid to discredit the potency of the religion, the temple, and Priestess Jahana herself. After all, if your holy place can be desecrated and looted so easily, surely it must not contain much potency.

QUEST HOOKS

Tantra works diligently to achieve her own ends. While she willingly offers the following quests to the party, each time they see her again, she may have completed one or more of them on her own.

Refer to the *SB&M Complete Mission: Salvage Per Character* table for salvage rewards for the appropriate tier. Alternatively, some non-AL rewards may be suggested below.

A Curiosity. The weretiger has taken up a pseudo-residency in the Traveler's Shrine. Oddly enough, no one seems to know who established the area of consecration in the first place. Tantra believes that the individual is almost certainly another shapeshifter and will pay the party if they are able to find out. Reward 10 GP.

Fell the Mighty. Tantra would like nothing more than to see the priestess Jahana fall. If you can arrange for Jahana to be forced out of Salvation in disgrace, the lycan will pay handsomely.

Burn it Down. Destroying the temple would go a long way toward keeping the Order out of Salvation. Tantra isn't excited about arson herself, but could certainly supply the party with any necessary supplies...and perhaps an alibi or two.

Town Purged. If the party assists Tantra in both Fell the Mighty and Burn it Down, they have earned a powerful ally in Salvation. Tantra will support the party at any turn within the city limits, regardless of which side of the law they fall on. Additionally, Tantra will watch the party's back and may be able to forewarn them of any trouble they might stir up.

TCHLICK-LIKK

(SHLIK-LIK)

A thri-kreen druid from the deserts of Menechtarun on the continent of Xen'drik, Tchlick-likk travels the regions with his clutch-mate Siyal in search of forgotten echoes of the Primal Beast.

Location: The Grey Beyond

Allies/Partners: (Strong) Belanor “Crrik-Kurr” Heledan

Enemies/Competitors: (Mild) The Emerald Claw and any others of undead affiliation.

Mannerism: Motivated and eager for action.

Quote: “Our life moves forward with or without our legs. We must keep up.”



TCHLICK-LIKK

AL Alternative Stat Block: thri-kreen (MM)

Medium humanoid (thri-kreen), neutral good

Armor Class 16 (natural armor)

Hit Points 55 (10d8+10)

Speed 40 ft.

STR (+1) DEX (+3) CON (+1) INT (+4) WIS (+3) CHA (+0)

Skills Animal Handling +5, Nature +6, Survival +5

Senses Darkvision 60ft., passive Perception 13

Languages Druidic, Thri-kreen

Challenge 2 (450 XP)

Honed Skills. Tchlick-likk has advantage on all Survival (Wisdom) checks to track beasts and monstrosities and also on Nature (Intelligence) and Animal Handling (Wisdom) checks to know more about such creatures.

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Standing Leap. The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Spellcasting. Tchlick-likk is a 4th-level spellcaster who uses Wisdom as his spellcasting ability (spell save DC 13; +5 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, infestation*

1st level (4 slots): *beast bond, longstrider, speak with animals*

2nd level (3 slots): *beast sense, enhance ability*

Actions

Multiattack. The thri-kreen makes two gythka attacks or two chatkcha attacks.

Gythka. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

Chatkcha. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Multiattack. The thri-kreen makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.



FULL DESCRIPTION

Thri-kreen in general look much the same from individual to individual within the species. They wear minimal clothing and are instead recognized more so by their unique pheromones. To assist other races with distinguishing him from others of his kind, Tchlick-likk dusts himself with a white powder twice daily, though he will quickly shake this dust loose if stealth is required.

Tchlick-likk recognizes that his inability to easily communicate with other races makes him a frustrating and innately suspicious creature in civilization. To that end, he prefers to allow Belanor to do the talking though he might offer short clicks and trills with suggestions from time to time.

In the wilderness, the insectoid takes on a more confident role and acts as an efficient guide, even when in territory new to him.

He is typically polite but reserved and is consistently eager to continue to push forward on their druidic quest. It takes more than coin or a noble cause to persuade him to engage in anything else. However, creatures that approach him with requests related to the Primal Beast will see a swift ally.

BACKGROUND

Like most of his kind, Tchlick-likk's hive can be found in the Menehtarun desert. Their immunity to the Traveler's Curse makes the thri-kreen excellent guides. Tchlick-likk was no different and spent his hatchling years maneuvering travelers through the shifting dunes. One such traveler was the Siyal Marrain elf known as Belanor. The elf was perhaps a bit more aggressive than the thri-kreen usually preferred in a traveling companion, but Belanor's tales of the Primal Beast struck a chord within the insectoid and he felt himself drawn inexplicably alongside the elf in his pursuit of the druidic god's forgotten echoes.

When it came time for Belanor to leave the dunes behind in search of other unknown territory, the Thri-kreen followed. Since then, he himself has begun to adopt the ways of the Siyal Marrain druid, though it manifests in separate ways than that of his counterpart. The lifespan of the thri-kreen is short and Tchlick-likk is determined to uncover as many secrets as possible before his time runs out.

WHAT CAN THEY OFFER?

Tchlick-likk starts off any interactions with the party as neutral and disinterested. His druidic nature and widespread travels make him a veritable trove of knowledge on flora and fauna. The insectoid is not naturally inclined to provide the party with information,

but can be persuaded with a DC 18 Persuasion (Charisma) check. This check is made with advantage for those that are druids or rangers. Completing quests for the thri-kreen reduces the DC by 4 for each quest completed.

Once the party has completed all available quests for Tchlick-likk, he is also willing to offer his services as a traveling companion and guide for those entering the Mournland.

WHAT DO THEY WANT?

Tchlick-likk wants information on any creatures discovered in the Mournlands or the surrounding area. Bringing him evidence or actual creatures will earn the party his respect, while offering information only will still excite the creature and cause him to immediately head out and investigate for himself. On a much more mild note, he is disgusted by any rumors of Emerald Claw activity in the town. If the organization gains a noticeable foothold in town, he will more than likely leave Salvation permanently. Eradicating or driving out existing Emerald Claw members will garner the party several satisfied clicks from the insectoid.

QUEST HOOKS

Tchlick-likk and Belanor have already begun to explore the Mournland, but certainly could use help in their search. Druids, rangers, and others with an affinity for nature may be approached with the following propositions from Tchlick-likk.

Forgotten Echoes. Keep an eye out for a monstrous titan known as Offspring of the Beast. If any evidence is recovered, the thri-kreen and elf will pay handsomely. Reward: *ring of warmth* (DMG)

The Second Wave. Tchlick-likk believes that the new monstrosities found within the Mournland are the second wave of the Primal Beast's children and is eager to learn more about them. He believes study of such creatures could inform previously hidden aspects of his deity. Capturing beasts or monstrosities within the Mournland will result in a fair price. Reward: 5 GP per CR of creature captured.

Unlockable Reward: Druidic Supporters. If all quests for Belanor and Tchlick-likk are completed, they will gladly enter the Mournland with the party if invited. Both are stout warriors and will assist the party as needed, provided they have the ability to investigate any bestial oddities discovered.

TURBEK GLAURFANG

(TUR-BEK GLAR-FANG)

A shamed and fallen member of House Tharashk, Turbek has been cast from a position of esteem, and exiled to the isolation of Salvation. Cursed by his own covetousness, he has gathered a malignant crew of unscrupulous scavengers under the banner of the Rust Rats.

Location: The Burrow (salvage base)

Allies/Partners: (Mild) Mother Jahanah, (Strong) The Rust Rats: Nox (goblin), Buzz (human), Varünka (goliath), Choja'sul (lizardfolk)

Enemies/Competitors: (Mild) Sherriff, (Strong) Drugan Bristlebrow, (Strong) House Tharashk

Mannerism: Cowl drawn over his mouth and nose, with a hawkish gaze scrutinizing every move

Quote: "What's mine is mine, and what's yours is mine."

TURBEK GLAURFANG

AL Alternative Stat Block: veteran (MM)

Medium humanoid (half-orc), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 77 (11d8+22)

Speed 30 ft.

STR (+2) **DEX** (+2) **CON** (+2) **INT** (+0) **WIS** (+3) **CHA** (+1)

Skills Deception +3, Intimidation +3, Investigation +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Orc

Challenge 3 (700 XP)

Hunter's Intuition. When Turbek makes a Wisdom (Perception) or Wisdom (Survival) check, he can roll a d4 and add the number rolled to the ability check.

Savage Attacks. When Turbek scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Actions

Multiattack. Turbek makes three melee attacks: two with his battleaxe and one shield bash. Or Turbek makes two ranged attacks with his javelins.

Battleaxe. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 2) slashing damage.

Shield Bash. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 2) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Reactions

Parry. Turbek adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

FULL DESCRIPTION

Formidable in stature and bearing, Turbek stands nearly nine spans in height (75 inches). His skin is grayish-green in color, and his hair is coarse and black. As with many of his kind, his racial heritage is made evident by the slight slope of his forehead, and prominently jutted jaw and teeth. Broad shouldered, and well-muscled, his greatest distinguishing physical feature is one he keeps covered at all times. It is also the mark of his shame. The Mark of Finding has been scoured from between his shoulder blades, leaving a withered, pockmarked landscape of scar tissue from its removal.

He wears a mottled assortment of reddish-brown leathers, burlap, and wolf furs, which allow him to blend in with the surrounding environs. A linen cloak and cowl drapes over one shoulder, and covers the bottom half of his face. The cowl has been crudely bloodstained in the countenance of a rat's toothy snarl. Rugged, steel-reinforced boots and steel-clawed leather gauntlets add to the ferocity of his appearance.

Turbek's demeanor is abrasive and contemptuous. He has no patience or quarter for anyone, even his own salvage crew. He leads through intimidation, and is merciless towards his competitors. He is seemingly implacable in his pursuits.



BACKGROUND

A life of ease and veneration was seemingly fated to Turbek by way of his bloodline, and the dragonmark inherited from it. Yet, in his pride and selfishness, his gift was squandered, and the byproduct of his self-appointed entitlement became his undoing.

Born to the Aashta clan of House Tharashk, his delivery was seen as a boon to his kin, and the Mark of Finding branded upon his back, an asset to his house. His talents were executed as a collector of bounties and locator of artifacts and antiquities. He had gained the favor of the powerful and affluent through his labors, as well as wealth of his own. Unfortunately, greed and malcontent had entrenched themselves deep within his heart as well.

As Turbek's prosperity increased, so too did his expectation that he was owed a greater share of his bounties. Assets recovered during his investigations found their way into his own vault, and the marks he hunted were mysteriously able to evade his detection for enough coin. In his arrogance, he thought himself capable of keeping up this ruse indefinitely. However, House Tharashk eventually uncovered his betrayal, stripped him of his rank and station, and banished him for his crimes. The final blow of this excoriation came in the form of ritualistically removing his Mark of Finding by arcane fire.

Cast from the comforts and protection of his station, he hastily fled from The Shadow Marches toward the safety of anonymity and sequestration. The gift of his dragonmark was an advantage lost, but the skills of his trade were still fast within his mind. Tales of riches and glory plundered from the Mournland had found him during his extrication. So, his ambitions carried him eastward, to the town of Salvation, a newly formed nexus of salvagers and scavengers.

However, in the midst of his singularly-minded designs, a strange happenstance has occurred. The Rust Rats were involved in a skirmish that went poorly during an incursion into the Mournland, and Turbek was eviscerated during the altercation. The grievousness of his wounds were beyond the skills of his henchmen. So, he was taken to the Chapel of the Silver Flame, where while tending to his wounds, Mother Jahanah saw within him, a sickness of the soul. This incorporeal infirmity has intrigued her; reigniting her zeal. She has now turned her attention towards Turbek's redemption, praying that the Silver Flame guides her and provides her with ministrations that will liberate his soul.

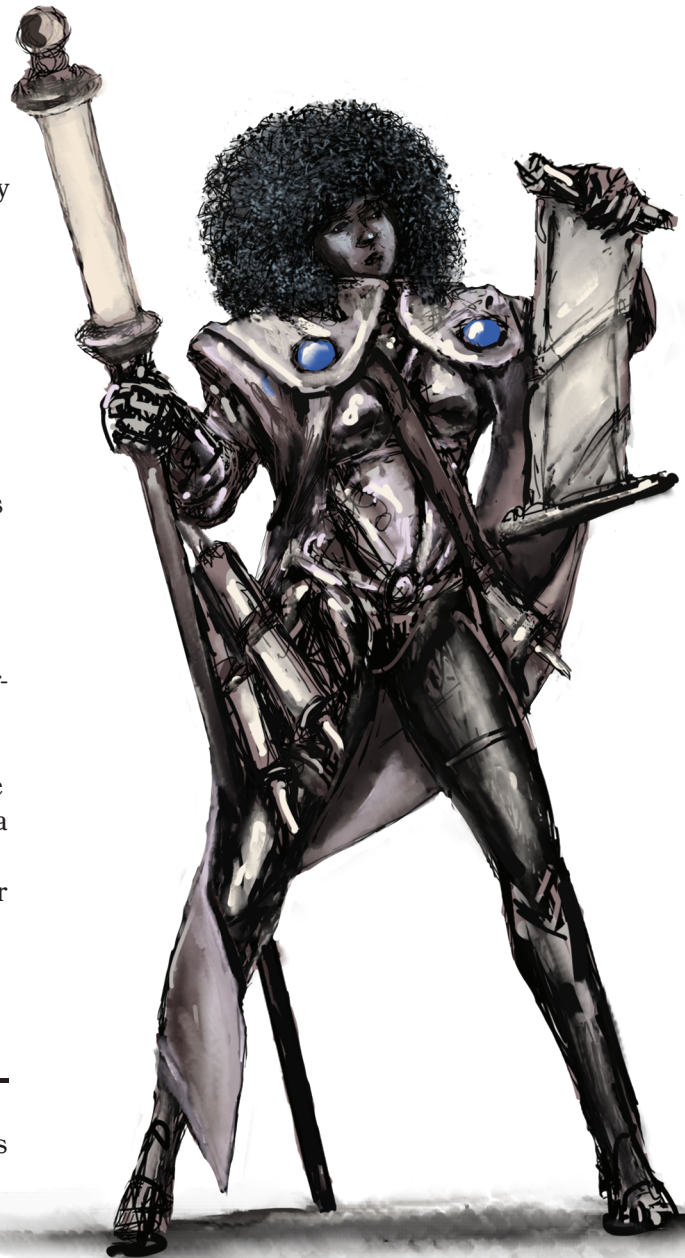
WHAT CAN THEY OFFER?

Turbek has accumulated a sizable horde of goods and relics from his forays into the Mournland as well as what he has seized from other salvagers. It is entirely

possible that an item characters are searching for as part of another mission or quest has already come into his possession. As such, he is willing to part with such a bauble, but only for the right price. Often times, that price is exorbitantly higher than is expected.

Interacting with Turbek needn't be entirely adversarial. Suffering from the sins of pride and avarice, he is susceptible to flattery and a deal that is highly in his favor. Characters that appeal to these lesser traits of his character are met with a more receptive disposition.

Characters may wish to concentrate their efforts towards Mother Jahanah's conversion of Turbek from a life of selfish ambition and acquisition to one of altruism. If successful in this pursuit, Turbek can be further convinced with a DC 20 Charisma (Persuasion) check to redistribute his spoils to those he has wronged as restitution for his misdeeds. He also offers a portion of his plunder to the influencing party as a gift of thanks in the form of 100 salvage per character. This gift could also come from those given reparations as a token of thanks for their return.



WHAT DO THEY WANT?

Turbek desires the aggregation of influence, power, and wealth. His mind has become twisted by his expatriation, and his thoughts are bent upon returning to House Tharashk with enough of these to drown his enemies. He is willing to ally himself with others only as long as it furthers these ends, and often concludes with his harsh and inevitable betrayal.

In spite of his self-entitled nature, Mother Jahanah's exhortations have not fallen upon deaf ears and a blind heart. Is it possible that there is more to Turbek than the sum of his outward motivations? Does he long to be with his people again? Is he truly beyond deliverance?

QUEST HOOKS

Turbek can be more than a simple foil for an adventuring party. Depending on where the story naturally places him, he may be struggling with his own nature, and be ripe for redemption. His relationship with Mother Jahanah may be purely based upon her desire to see him turn from wickedness, or there may be more than altruism behind her pursuit. Then again, Turbek may be just the insufferable scoundrel that a story requires.

Refer to the *SB&M Complete Mission: Salvage Per Character* table for salvage rewards for the appropriate tier. Alternatively, some non-AL rewards may be suggested below.

Salvation Indeed. Work with Mother Jahanah to show Turbek the error of his wicked ways. Does Mother Jahanah have true affections toward him? Does he secretly share those feelings with her? What catalyst could possibly trigger his redemption? Convert an enemy to an ally, and bring relief to the town of Salvation. Hidden Reward: Friendly broker disposition with the following Belaluur, Zodor Tarev, and Draev Shaldor. Unfriendly broker disposition with Irullan.

Prodigal Son, Go Home. Convince Turbek to give up his life of greed, and return to his homeland with Mother Jahanah's blessing. Manage the collateral damage of disbanding the Rust Rats, and return their ill-gotten gains to the other salvage crews. Reward: "The Mother's Blessing" - Carved from red jasper, this trinket confers the effect of a bless spell for 10 minutes; requiring an action to activate. Once the blessing has been expended, the stone transmutes into an inert lump, and the spell cannot be cast again.

Friends in Low Places. Gain the favor of Turbek and the Rust Rats, and gain membership into their salvage crew. Reward: Decreased reputation with other salvage crews.



CREDITS

The following people hand a hand or two in making this product.

Writers: Jonathan Christian, Zac Goins, Troy Sandlin

Layout: Zac Goins

Special thanks to the writers of *Eberron Oracle of War: Salvage Bases and Missions* for the inspiration and starting point.

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