

THE NIGHT LAND

• ORACLE OF WAR PART 1.



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By

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A FOUR-HOUR ADVENTURE FOR TIER 1 CHARACTERS

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WELCOME

Welcome to the *Oracle of War* campaign, presented by the Adventurers League! You can play this adventure as part of your own *Eberron: Rising from the Last War* campaign, or as part of the *Oracle of War* organized play campaign. While this campaign runs under the umbrella of the Adventurers League, it utilizes different rules. You can familiarize yourself with these unique campaign rules by checking out the [Oracle of War Player's Guide](#) and [Oracle of War DM's Guide](#).

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ADVENTURE OVERVIEW

Even if you come out of the Gray with your mind and limbs intact, you're still going to starve. You need salvage to earn your bread and water. Mere survival isn't a goal, it's a punishment.

—Willton Scree, halfling scavenger (deceased)

This adventure is designed for **three to seven 1st- to 4th-level characters** and is optimized for **five characters with an average party level (APL) of 1**. Characters outside this level range can't participate in this adventure.

This adventure occurs in Eberron, on the edge of the remains of ruined Cyre. This fallen nation is known as the Mournland across most of Eberron, but as the Gray to the residents of Salvation. This is the first in a series of four adventures, the *Spoils of War* storyline. *Spoils of War* is part of the *Oracle of War* Eberron campaign for the D&D Adventurers League.

BACKGROUND

Near the end of the **LAST WAR**, the nation of **CYRE** was demolished in a cataclysmic event known as the **DAY OF MOURNING**. What remains of Cyre is now called the **MOURNLAND**. It is said that only the foolhardy and the desperate venture into that place.

An outpost called **SALVATION** has sprung up in the nation of **BRELAND** on the fringe of the Mournland. Salvation is populated by desperate **SCAVENGERS** hoping to make money by looting valuable items from Cyre's smoking remains: an area they call **THE GRAY**.

Scavengers join together to form **SALVAGE CREWS** that brave the unpredictable, and often deadly, landscape of the Mournland, finding items of value and then getting out before the lingering magic of the cataclysm destroys them. Some work for **PATRONS**, others work for **SALVAGE BROKERS**, and others work for themselves. Survival in Salvation requires quick wits, a strong constitution, and a friend watching your back.

OVERVIEW

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

- **Part 1: A Town Called Salvation (30 mins)**
In this part, the characters learn about the town of Salvation, meet important NPCs, and study the salvage board to gain quests.
- **Part 2: A Rolling Stone (60 mins)**
On this foray into the Gray, the adventurers attempt to rescue a lost scout from a phantom lightning rail.

- **Part 3: The Beauty of Death (60 mins)**

The trail of a scavenger who stole a relic from the Chapel of the Silver Flame leads to a run-in with mutants inside the Gray.

- **Part 4: The Presence of the Word (75 mins)**

In this mission, a mysterious contract leads the characters to a hidden base belonging to the Order of the Emerald Claw.

ADVENTURE HOOKS

In the *Oracle of War* campaign, the characters are scavengers working for salvage crews. Players should invent their own reasons for undertaking such dangerous work: dedication to a just cause, serving a specific patron, spying for an organization, etc.

Players with access to the *Oracle of War Player's Guide* can use the backgrounds and patrons listed there. Many of these serve as adventure hooks for this and later adventures in the campaign. At the start of play, ask your players if their characters have utilized any of these backgrounds and tie them into the adventure as best you can.

HERO POINTS

In the *Oracle of War* campaign, adventurers are supposed to be a cut above the rest. To reflect this, each character in the party gains one **hero point** at the start of this adventure. Players earn additional hero points by completing story goals. The DM may not award hero points except as specifically directed in the adventure. At the end of the adventure, the players lose any hero points they have accrued.

HERO POINTS

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

PART 1

A TOWN CALLED SALVATION

Estimated Duration: 30 minutes

In this part, the characters learn about the town of Salvation, meet important NPCs, and study the salvage board to gain quests.

THE GRAY BEYOND

The adventure begins in the Gray Beyond, a rough-and-tumble tavern in the salvage outpost of Salvation. When your players are ready to begin, read the following boxed text aloud:

The Gray Beyond is much like the rest of Salvation: dirty, rough, uncouth, and with a touch of magic in the air that could be the promise of riches, or just another vile spell wafting in from the Mournland to tear you limb from limb.

Scavengers like you come here to spend your hard-earned coin on expensive drinks and cheap food, sharing wild rumors and half-truths about the ruined nation of Cyre. Some call it the Mournland, others call it the Gray; but it's the land of death and opportunity for all who gather here.

The tavern's common room is built around the salvage board, a place where the brokers of Salvation post bills for jobs they need doing in the Gray. This board is the beating heart of your industry, and the jobs it provides, your lifeblood.

Ask the players to introduce their characters and explain how and why they came to Salvation. If they're part of the same salvage crew, they should explain how they came together. If needed, you can use Kalli Alran to link their backstories (see "A Friendly Face" below). When you're ready to proceed, give everyone **inspiration** and read the following boxed text aloud:

A dirty, old gnome wearing torn clothes climbs onto a table, and a hush falls over the rowdy tavern. Someone whispers, "Brackle's gonna talk" in an awed tone.

The gnome's voice cracks and hisses with old age as he speaks. "The three great wyrms were always at war. They warred in the beginning, when they made the world, and they'll war over it again at the end. Siberys, source of magic, was shattered into the sky. Khyber, master of secrets, was imprisoned under the earth, and Eberron, creator of life, now reigns over the world. But all will change soon. The prophecy they warred over was written in the bones of the earth and the flesh of our people. And its words shall guide us to the end!"

With that, the gnome returns to his seat and closes his eyes. The tavern's patrons hesitate for a moment, absorbing the gnome's declaration, before returning to their spirited conversations.

Brackle is a gnome hermit who wanders in and out of town, making odd declarations about the world. Anyone in the tavern can reveal that Brackle is obsessed by the Draconic Prophecy: a mysterious record of things to come that has been playing out since creation. No one knows much about him otherwise, and he doesn't respond if spoken to directly.

A FRIENDLY FACE

After they have heard Brackle's proclamation, a familiar face enters the Gray Beyond. By default, this is Kalli Alran, a scavenger known to one or more adventurers in the group, but alternatively, you can spend some time to build a unique NPC tailored to your own group (see "Creating an Ally" below). If you use Kalli, ask each player with a connection to her to roll on the following table to determine how they know her:



CONNECTIONS TO KALLI

d8 Connection

- 1 Kalli saved you from a kneecapping at the hands of Boromar clan extortionists in the alleys of Sharn.
- 2 You and Kalli were lovers. You promised each other you would meet again one day for old times' sake.
- 3 Kalli loaned you a single gold piece, which you invested to start a whole new life for yourself.
- 4 You and Kalli served as sappers in the Last War and went through hell together.
- 5 You and Kalli grew up in the same town or city and were childhood rivals.
- 6 You and Kalli had a con that you would pull on unwitting traders, but the heat got too much.
- 7 Kalli murdered your corrupt commanding officer in the Last War, and you covered for her.
- 8 Kalli is your estranged daughter / sister / mother.

If the adventurers don't know each other, their mutual acquaintance to Kalli can bring them together. Kalli chats briefly with them before saying that she's only in town for a few hours: she and her crew, the Gray Dogs, are about to head out into the Mournland again to seek more relics of ruined Cyre. Kalli's crew is full, so she tells the characters to check the salvage board for jobs. There's always work to be done in Salvation, and the salvage board lists it all.

KALLI ALRAN (KAL-EE ALL-RUN)

Neutral female human scavenger

Kalli is a brown-skinned Cyran human in her forties who was visiting Sharn on the Day of Mourning. She has a friendly personality and has made it a personal mission to recover artifacts from her homeland.

Motivation: Loyalty. The few friends Kalli has left are worth fighting for: but cross her and she'll hold a grudge like nobody's business.

Mannerisms: Kalli is always smiling.

Quote: "No one lives forever, eh?"

CREATING AN ALLY (OPTIONAL)

This is a chance for your group to create an NPC who plays an important role in their story, not just in this adventure, but for many adventures to come in the *Oracle of War* campaign. Use the following questions to help the players build the NPC. You can prompt them to provide more details with further questions of your own making. At the end of the adventure, they can write the details of this NPC on their **Adventure Records**.

- What is this NPC's name?
- What is the physical description of the NPC?
- How did they help your character in the past?
- How did you meet them?
- How did you earn their trust?
- When did you last see them?

THE SALVAGE BOARD

The salvage board in the Gray Beyond contains jobs that people in Salvation need doing. Usually these bills are posted by the salvage brokers of Salvation (or their representatives), although others may post bills for private jobs. A few other locations in town have their own salvage boards, but the main one can be found here at the Gray Beyond.

The Gray Beyond's salvage board currently contains three handbills. Give the players **Handout 1: Salvage Board Questions** when they first inspect the board. Each of these bills triggers one of the three quests in this adventure. The handbills and their quests are described below:

- **Bill 1:** "Speak to Belaluur in the Salvage Market about entering the Gray to look for a missing scout." Answering this bill leads the characters into Part 2: "A Rolling Stone."
- **Bill 2:** "A faithless scoundrel has stolen a relic from the Chapel of the Silver Flame. Visit Mother Jahanah to assist." Answering this bill leads the characters into Part 3: "The Beauty of Death."
- **Bill 3:** "Ring the scrapyard bell just after sunup for no-questions-asked cash job. Expect danger." Answering this bill leads the characters into Part 4: "The Presence of the Word."

EXPLORING SALVATION

The **Map of Salvation** in appendix A is supplied as a DM aid only, and contains important information about the various businesses present in the outpost. Use this map to guide the players as they explore the outpost.



SALVATION OUTPOST

Salvation is a rough-and-tumble scavenger outpost on the edge of the Mournland. Chancers from across Khorvair come here to get rich quick or die trying.

Population: Around 400.

Government: None. The outpost's brokers use letters of marque granted by King Boranel to plunder the ruins of Cyre, guaranteeing first refusal on their finds to the nobles of Breland. To distance himself from the pillaging, King Boranel allows Salvation to operate as an independent territory on Breland's border.

Defense: A warforged named Sheriff keeps the peace and settles disputes. Each broker hires their own mercenary crews to protect their interests.

Inns and Taverns: Gray Beyond (poor), Salvation Hotel (squalid), Tin Pot Tavern (squalid).

Other Notable Locations: Salvation Times (newspaper), lightning rail station, Chapel of the Silver Flame.

ENTERING THE MOURNLAND

The adventurers are sure to enter the Mournland during their quests. When they enter this realm for the first time, read the following boxed text aloud:

Outside Salvation, a titanic fogbank extends like a cliff wall along the border of the Mournland. As you approach it, the fog churns into ominous shapes: screaming faces, collapsing buildings, and outstretched hands. Explosions flash within the gloom, but no sounds are heard.

Entering the fog, the temperature drops and you hear whispering, scratchy voices inside your heads. You feel like you're being watched from all sides: but before you have time to rethink your decision, you emerge from the fog into a gray, blasted battlefield. You have entered the Mournland.

The adventurers can now proceed with their chosen quest.

THE MOURNLAND

A wall of dead-gray mist surrounds the remnants of Cyre. Beyond the mists lies a land twisted by magic, a wound that will not heal. The blasted land is strangely transformed. In some places, the ground has fused into jagged glass. In others, it is cracked and burned. Broken bodies of soldiers from various sides litter the landscape—soldiers whose dead bodies refuse to decompose. The Mournland is a vast open grave.

In that horrific landscape, vile magical effects linger, and monsters mutate into even more foul and horrible creatures. Magical effects continue to rain upon the land as storms that never dissipate. Stories speak of living spells—war magic that has taken physical form, sentient fireballs and vile cloud-kills that endlessly search for new victims. And angry ghosts continue to fight their final battles.

—Eberron: *Rising from the Last War*



PART 2

A ROLLING STONE

Estimated Duration: 60 minutes

On this foray into the Gray, the adventurers attempt to rescue a lost scout from a phantom lightning rail.

TALKING TO BELALUUR

When the adventurers enter the Salvage Market (area 12) to find Belaluur, read the following boxed text aloud:

The Salvage Market occupies a large, dirt-floor warehouse. Several salvage brokers, or their proxies, stand behind armored counters haggling over prices. Belaluur, a goblin trader, is known for her shrewd mind and the ironclad nature of her deals. Her fine leather cloak sways as she moves around to deal with the customers crowded around her table. One of her ears is missing, giving her an odd, lopsided look to match her lopsided grin. She obviously enjoys her work.

When the adventurers mention the job from her posted bill, Belaluur's smile fades quickly from her face, replaced by a false smile that masks her pain and worry. A successful DC 15 Wisdom (Insight) check reveals that this job goes far beyond mere business. Use the following information to guide the conversation:

- The lost scout is a goblin named Garundah. She has green hair and a runic tattoo on her right shoulder which reads "Bravery Against Danger" in Goblin.
- Garundah entered the Mournland to scout the path of the lightning rail—a line of depleted, pyramid-shaped conductor stones—hoping to search any depots along the way.
- Garundah was expected back days ago but hasn't returned yet. Belaluur offers each character 10 gp if they bring her back alive, or 5 gp if they return to Salvation with her corpse or other proof that she died.
- With a successful DC 15 Charisma (Persuasion) check, a character who succeeded on the earlier Insight check can get Belaluur to admit that Garundah is her daughter, an apprentice artificer who can't help but wander off on her own. Garundah is usually accompanied by her mechanical dog, Errol.

BELALUUR (BEL-AH-LOOR)

Neutral female goblin salvage broker

Belaluur is missing an ear and wears a fine leather cloak. She is jovial by nature but is nevertheless a shrewd bargainer and ruthless operator.

Motivation: Get rich—and damn anyone who stands in her way.

Mannerisms: Belaluur glances warily over her shoulder when she talks.

Quote: "If I had a crown for every time someone said that to me, I'd be richer than the Queen of Aundair."

FOLLOWING THE TRACKS

To find Garundah, the adventurers must enter the Mournland and follow the ruined path of the lightning rail (see "Entering the Mournland" if this is their first visit). In the morning of the second day of travel, they come upon a grisly scene. Read the following boxed text aloud:

Ahead of you, the worn lightning rail stones have been shattered by black glass shards protruding from the ground. These shards, ranging in size from a few inches to several feet tall, disturb the ground in an uneven circle roughly 100 feet in diameter. Near the middle of this area, a corpse sprawls on the ground. It may once have been human, but it's now burned and smashed beyond recognition.

Adventurers who approach the body can attempt a DC 10 Wisdom (Medicine) check to identify it. On a success, they discern the following:

- The body was once human.
- Electricity caused the burns on the body.
- The victim was electrocuted and then pulped by an extreme bludgeoning force.

If the adventurers search the body, they find a dented metal vial on its hip (see “Treasure”). A few moments after a living creature enters the area, some of the glass shards come to life, spawned by the magic of the Mournland. Read the following boxed text aloud:

The air around you suddenly fills with cracking, ringing noises. Some of the larger black glass shards twitch and fragment, reforming into lizard-like beasts with maws of razor-sharp glass teeth.

Characters who succeed on a DC 10 Wisdom (Perception) check aren't surprised. Characters actively investigating the shards when they spring to life have **advantage** on the check.

CREATURE INFORMATION

Two **crystal drakes** form from the shards and attack. They attack mindlessly until they are killed, shattering when reduced to 0 hit points.

TREASURE

The corpse's dented metal hip flask contains a *potion of healing*.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **crystal drake**.
- **Weak:** The **crystal drakes** only have 11 hit points.
- **Strong:** Add two **crystal drakes**, and increase the DC of the Wisdom (Perception) check to avoid being surprised to DC 12.
- **Very Strong:** Add four **crystal drakes**, and increase the DC of the Wisdom (Perception) check to avoid being surprised to DC 14.

ARRIVING AT THE DEPOT

Two hours on from the burned corpse, the lightning rail passes by a ruined train depot. At the depot, the characters find Garundah, the missing goblin scout, in a predicament. Read the following boxed text aloud:

Up ahead, the lightning rail line runs through a group of ruined wooden buildings. A gust of wind blasts across the plain, and a roughly globe-shaped stone tumbles into the conductor stones. As it clunks against them, a whooshing sound erupts from further up the track. A spectral lightning rail train appears, with arcs of ghostly lightning flickering underneath it. It moves rapidly down the line toward the oddly shaped stone ball. Halfway between you and the ball, a dog-shaped iron construct growls at you.

Any character who succeeds on DC 10 Wisdom (Perception) check discerns that the stone ball is in fact a stony goblin curled up in a ball.

Garundah is petrified—transformed into a statue of soft, porous stone. She was crouching down when the effect struck her, leaving her petrified body roughly orb-shaped. A strong wind moans around her while her construct guardian, confused by the situation, waits nearby. As the characters take in the situation, the spectral lightning rail train bears down on her stone form, threatening to smash her to pieces. The characters must intervene to save her.

AREA INFORMATION

Terrain. The land here is flat and clear, except for the lightning rail line and the ruined buildings. Moving through those areas counts as difficult terrain.

Light. The dim gray light of the Mournland during daytime.

Sounds and Smells. A constant breeze whistles through the area, punctuated by sudden, intermittent gusts. The entire area reeks of ozone.

CREATURE INFORMATION

Garundah is an apprentice artificer who ran afoul of two wild **cockatrices**. These beasts have petrified Garundah repeatedly over the last couple of days. Each time the goblin shakes off the effect, the monsters attack again and turn her to stone. Garundah's **iron defender** Errol is in the vicinity, but has so far been unable to catch the cockatrices.

SAVING GARUNDAH

After describing the situation, go into initiative. The spectral train starts 200 feet away from Garundah and moves 40 feet per round, arriving at her location at the end of the fifth round. In order to save her, a character must reach her position on the line and use their action to move her, which requires success on a DC 15 Strength (Athletics) check.

If the adventurers come up with an alternative method of moving Garundah's petrified body, use your best judgment as to their success: a mere *mage hand* isn't strong enough to lift her off the tracks, for example. The identity of the petrified goblin can be confirmed with a successful DC 10 Intelligence (Investigation) check, as the Goblin writing on her shoulder tattoo is visible to the characters.

Unfortunately for Garundah, her iron defender is hell-bent on protecting her from harm and attacks any character who moves within 100 feet of her. If the characters shout the Goblin phrase on her shoulder tattoo (“Bravery Against Danger”), the construct stands down and does not attack, as that is the phrase it was trained to obey. If Garundah's petrified form isn't removed from the tracks before the spectral train reaches it, she is smashed to pieces and killed. If a character is struck by the train, they take 7 (2d6) lightning damage and the train continues moving. Nothing can stop the train except a force effect strong enough to stop a speeding train.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Add two rounds to the time the characters have to save Garundah, and reduce the DC of the Strength (Athletics) check to move her to DC 10.
- **Weak:** Add a round to the time the characters have to save Garundah, and reduce the DC of the Strength (Athletics) check to move her to DC 12.
- **Strong:** Add an **iron defender**. Increase the DC of the Strength (Athletics) check to move Garundah to DC 16.
- **Very Strong:** Add an **iron defender**. Subtract a round from time the characters have to save Garundah, and increase the DC of the Strength (Athletics) check to move her to DC 18.

RETURN OF THE COCKATRICES

After Garundah is either rescued or smashed to pieces, the cockatrices emerge from the ruined buildings to attack the party. Read the following boxed text aloud:

Two hideous, chickenlike beasts emerge from the ruined structures of the lightning rail depot, flapping their leathery wings and swishing their tails menacingly.

The two **cockatrices** attack, attempting to turn victims to stone. If Garundah's iron defender is still active, it moves to attack the cockatrices.

Petrification. Garundah has been turned to stone for almost 24 hours, so she returns to her normal form after just 20 minutes. Characters who succeed on a DC 10 Intelligence (Arcana) check can discern that she's almost free of the enchantment.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **cockatrice**.
- **Weak:** No change.
- **Strong:** Add a **cockatrice**.
- **Very Strong:** Add three **cockatrices**.

If the characters save Garundah, she thanks them profusely and explains that she was attacked repeatedly by cockatrices, which kept turning her into a statue. She wants nothing more than to return to Salvation. There is nothing of interest or value in the ruined depot.

RETURNING TO SALVATION

With their goals complete, the adventurers can return to Salvation to claim their reward. If they saved Garundah, give each player one **hero point**.

TREASURE

Belaluur gives each character 10 gp if they bring Garundah back alive, or 5 gp if they return to Salvation with her corpse or other proof that she died.

LEGACY EVENT

If the characters rescued Garundah before she was destroyed by the phantom lightning rail, they earn the legacy event "Grateful Goblin." At the end of the adventure, ask the players to tick this event on their **Adventure Records**.



PART 3

THE BEAUTY OF DEATH

Estimated Duration: 60 minutes

The trail of a scavenger who stole a relic from the Chapel of the Silver Flame leads to a run-in with mutants inside the Gray.

TALKING TO MOTHER JAHANAH

The adventurers find Mother Jahanah Teskelyndros at the Chapel of the Silver Flame in Salvation (area 11). When they enter the chapel, read the following boxed text aloud:

The Chapel of the Silver Flame is made of clean, dressed stone and has a gabled roof of silver-painted wooden shingles. Inside, several simple, but well-made, benches rest before a stone altar. A silver dish sits on the altar, and behind it a large tapestry embroidered with the image of a silver arrow hangs on the wall.

A middle-aged woman dressed in silver-tinged clerical vestments smiles in welcome; a rare sight in a town that trucks in so much unkindness. “Welcome. I’m Mother Jahanah, keeper of the chapel. How can the Silver Flame be of service today?”

Mother Jahanah sighs with relief when she learns why the adventurers are here. Use the following information to guide the conversation:

- Jahanah’s chapel was blessed with a relic called the Arrow of Truth. This relic came directly from the heart of Flamekeep, the headquarters of the Church of the Silver Flame.
- Three days ago, Mother Jahanah left the chapel to run an errand, leaving it in the care of an acolyte named Jeriah Jonn. Out in the streets, she was surprised to encounter Jeriah buying food from the market. She was understandably confused, especially as her acolyte claimed he hadn’t visited the chapel that day.
- Mother Jahanah rushed back to the chapel, but the altar was open and the Arrow of Truth gone. The thief, still disguised as the member of her order, was seen carrying a wrapped bundle into the office of a notorious salvage broker a few minutes after the arrow was stolen.
- Jahanah believes that the broker orchestrated the theft: an “untrustworthy shifter brigand” named Zodor Tarev. The actual thief must be a changeling in Zodor’s employ.

- Jahanah offers each character in the group their choice of a vial of antitoxin, a flask of alchemist’s fire, or 20 silver arrows for finding and returning the relic. The Church of the Silver Flame, she tells them, rewards those who help its cause, even if it isn’t a monetary reward.

MOTHER JAHANAH (JAH-HA-NAH)

Lawful good female human priest

Jahanah serves the Silver Flame as a loyal member of the Order of Ministers. Ostensibly, the church has assigned her to the outpost to shield its inhabitants from the corruption of the Mourmland: in truth, she has been exiled here following a spat with another priest.

Motivation: Prove her worth to her superiors so she can be reassigned back to Thrane.

Mannerisms: Mother Jahanah has a habit of nervously wringing her hands when she talks.

Quote: “We are far from the warmth of the Flame out here . . .”



FINDING THE CHANGELING

When the adventurers arrive at Zodor's office, read the following boxed text aloud:

Zodor's office is made from lashed-together timbers with an upturned artillery wagon serving as a roof. The structure perches on stilts over a mud-filled crater. A rickety ladder ascends to the entrance: a curtain of yellowing bones threaded on copper wires.

Zodor the **shifter** has few visitors and is always attended by two **bandits**, his human enforcers, Shyback and Rolls. Adventurers who stake out his office witness the occasional scavenger enquiring for work, but Zodor himself only leaves the premises at night to dine at the Gray Beyond with his men. Characters can question him in his office, in the Gray Beyond, or out on the streets.

DEALING WITH ZODOR TAREV

Zodor talks freely with visitors but turns his henchmen on anyone who threatens him. Use the following information to guide any conversation that ensues:

- If asked about the changeling or the silver arrow, Zodor initially pleads ignorance. Adventurers who succeed on a Wisdom (Insight) check opposed by the shifter's Charisma (Deception) check discern that he is lying.
- Adventurers who succeed on a subsequent DC 10 Charisma (Deception or Persuasion) check convince Zodor to come clean . . . mostly. Grant **advantage** to this roll if the player roleplays a good approach.
- Zodor reveals that a changeling named Whist came to him with the stolen relic. He doesn't buy stolen goods, so he turned her away. Zodor says that Whist mostly works for a broker named Draev Shaldor.
- **If the result of the Charisma check was less than 15**, Zodor says that Draev is sure to know Whist's location (see "Dealing with Draev Shaldor" below).
- **If the result for the Charisma check was 15 or greater**, Zodor reveals the whole truth: he sent Whist and her crew east of Salvation to ransack an abandoned elemental artillery piece in the Mournland.

ZODOR TAREV (ZO-DOR TAH-REV)

Chaotic good male shifter smuggler

Zodor has narrow, feline features and pierced eyebrows. He is no saint, but he isn't the scoundrel that some folk make him out to be either. Sure, he runs a black-market trade in Cyran salvage coming into Breland, but he isn't a killer or a thief, and he doesn't expect his smugglers to take part in such skullduggery either.

Motivation: Protect his own interests, using force if necessary.

Mannerisms: Zodor is curt to the point of rudeness.

Quote: "Spit it out, puppy dog. Whatcha waiting for?"



DEALING WITH DRAEV SHALDOR

The characters can find Draev at the Salvage Market (see Part 2 for a description of this location), at his shack on the outskirts of the outpost, or on the streets. Draev is a human **bandit** who is attended at all times by Hench, his halfling **thug** bodyguard. Use the following information to guide any conversation that ensues:

- Draev admits to knowing Whist. He says that her crew occasionally does work for him.
- He truthfully claims to know nothing about the stolen Arrow of Truth. He says he has a reputation to uphold and doesn't knowingly work with thieves.
- Draev says that Whist has been working for Zodor Tarev recently and just today headed into the Gray to carry out one of his contracts. He doesn't know where they were headed.

This should send the characters back to Zodor. By this time, he's taken the precaution of hiring an additional pair of **bandit** bodyguards and refuses to speak with the party. The players must find a way to turn the screws on him and get the whole story.

DRAEV SHALDOR (DRAY-EV SHAL-DOR)

Neutral male human salvage broker

Draev lost his nose in a gas attack during the war and now wears a magic filter in its place. He is known as a miser who always pays the least for his salvage.

Motivation: Stay on the right side of Salvation's other brokers so he can carry on his business in peace.

Mannerisms: Draev's breathing apparatus hisses and rasps, giving him a nasal inflection when he talks.

Quote: "Better watch yourself. Hench don't much like your face."

THE WHOLE TRUTH

If the players ferret out the complete truth, they learn that Whist left town to investigate an abandoned elemental artillery piece due east of Salvation. Her crew includes two humans and a dwarf, in addition to herself. Proceed to "The Artillery Piece" when the players choose to investigate this location.

THE ARTILLERY PIECE

The ancient weapon lies within the Mournland (see "Entering the Mournland" if this is the group's first visit to this cursed realm). Read the following boxed text aloud once the characters have entered the Gray:

As you trudge through the Mournland, the weather worsens, the clouds darken more than usual, and streaks of silent silver lightning lash the sky. After a couple of hours of travel, a stab of angry lightning illuminates the artillery piece on the horizon: a huge cannon angled at the sky.

When the characters move closer to the weapon, read the following boxed aloud:

Bound at the base of the tower are the captured members of a salvage crew. Their bodies are lashed together into a grotesque work of art, forming a sculpture of flesh. It looks like a terrible scorpion, with a silver arrow as its tail. A pair of small, mutated humanoids lurch around the effigy, poking the captives with their spears.

Whist's salvage crew were captured by a pair of malign **dolgrims**, who bound them together into this foul effigy. The captives' survival depends on the player's earlier actions:

- If the adventurers came here straight after visiting Zodor, the captives are still alive. The adventurers need only defeat the dolgrims to save the day.
- If the adventurers also visited Draev, they arrive just in time to witness the dolgrims put the last of the captives to death, and the terrible effigy comes to life as a **corpse sculpture**. This monster immediately devours the two dolgrims and then turns on the party.

The two dolgrims here follow the psychic commands of Valaara the Crawling Queen, their daelkyr master. Although trapped in Khyber, deep beneath the surface of the world, Valaara still holds sway over its servants. Characters who succeed on a DC 15 Intelligence (Religion) check identify the effigy as one of the many forms of the Crawling Queen.

AREA INFORMATION

This area has the following important features:

Terrain. The land here is muddy and pockmarked with spell craters. Characters who attempt to hide have advantage on Dexterity (Stealth) checks against creatures that rely on sight.

Light. The battlefield is unlit and dark.

Giant Cannon. This rusted artillery unit no longer fires but can still be used as an improvised weapon! Characters who succeed on a DC 10 Intelligence (Investigation or mason's tools) check notice several structural integrity issues. A character next to the cannon can use their action to collapse its barrel in a line 50 feet long and 5 feet wide. Creatures inside this area must make a DC 15 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one. This area also becomes difficult terrain.

TREASURE

If rescued, the captives offer each character 10 gp (if they are dead, the gold is fused into the corpse sculpture and lost). Whist admits to her theft and begs the character to release her (see "Returning to Salvation"). Either way, the party recovers the Arrow of Truth.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **dolgrim**. Alternatively, the **corpse sculpture** only has 20 hit points, and it deals 7 (2d6) damage on a successful bite attack.
- **Weak:** The **dolgrims** only have 6 hit points. Alternatively, the **corpse sculpture** only has 30 hit points, and it deals 7 (2d6) damage on a successful bite attack.
- **Strong:** Add two **dolgrims** or a second **corpse sculpture**.
- **Very Strong:** Add four **dolgrims** or two additional **corpse sculptures**.

RETURNING TO SALVATION

With their goals complete, the adventurers can return to Salvation to claim their reward. If Whist is alive, give each player one **hero point**.

LEGACY EVENT

If she's alive, Whist confesses to her theft but begs the party to let her free, promising to aid them in the future if they allow her to escape. Players who show mercy earn the legacy event "Stay of Execution." At the end of the adventure, ask the players to tick this event on their **Adventure Records**.

TREASURE

For returning the Arrow of Truth, Jahanah awards each character in the group their choice of a vial of antitoxin, a flask of alchemist's fire, or 20 silver arrows. If the players bring the thief to her, she also offers each character 25 gp. Whist is sent to Flamekeep for sentencing.



PART 4

THE PRESENCE OF THE WORD

Estimated Duration: 75 minutes

In this mission, a mysterious contract leads the characters to a hidden base belonging to the Order of the Emerald Claw.

THE SCRAPYARD BELL

When the adventurers arrive at the scrapyard, read the following boxed text aloud:

Outside of Salvation, a scrapheap fills the swampy remains of an abandoned factory yard. A warforged colossus slumps at its rear. Half-buried by junk and sitting on its backside, the fallen behemoth is easily 100 feet tall. An iron bell hangs from a post at the scrapyard entrance.

Characters who ring the scrapyard bell at daybreak are approached by an aged **commoner** named Evanazer, who introduces himself as the personal assistant of the salvage broker Irullan Karnach. His boss wants to maintain her distance from this job and has entrusted Evanazer with the mission details. Use the following information to guide the conversation:



- Irullan owns the salvage rights to Big Moe, the defunct warforged colossus that rests on the edge of the scrapyard. She has so far decided to leave it intact.
- Recently, Irullan's scrap team found a tunnel covertly excavated beneath the creature. She suspects that someone is stripping it for parts.
- Irullan is wary about who could be inside the tunnel and wants the adventurers to investigate on her behalf. If they scout it out, Evanazer promises to pay each character a reward of 10 gp.

If the players agree to the mission, Evanazer gives the party directions to the secret tunnel.

EVANAZER'S DECEPTION

Evanazer isn't telling the truth. Irullan didn't order the tunnel investigated: in fact, she ordered people to stay away from Big Moe. Evanazer fears that his boss might be mixed up in something nefarious, so he's asking the characters to investigate without Irullan's knowledge. To uncover his ruse, a character must succeed on a Wisdom (Insight) check opposed by the result of Evanazer's Charisma (Deception) check. On a success, the character suspects that Evanazer is scared and isn't wholly telling the truth. If challenged, Evanazer comes clean about his suspicions.

THE SECRET TUNNEL

When the adventurers enter the tunnel, read the following boxed text aloud:

The tunnel is hidden behind one of Big Moe's fallen metal armor plates. Lugging it aside, you reveal a slanted tunnel plunging down into the dark. It's clearly been excavated recently, perhaps by a machine, and is expertly stabilized with wooden support beams.

The **Emerald Claw Hideout Map** from **appendix A** shows the layout of the tunnel complex. From the surface, the tunnel descends 50 feet before it levels out and turns east. Characters with good direction sense realize that they are traveling beneath the Mournland. After traveling several hundred feet, the characters arrive at a secret hideout belonging to the Order of the Emerald Claw.

THE ORDER OF THE EMERALD CLAW

The Order of the Emerald Claw is a secret society of fanatical warriors, spies, and necromancers who claim to be loyal to the Karnathi throne. They operate covertly across Khorvaire, carrying out acts of destruction, murder, and necromantic terrorism.

AREA INFORMATION

The hideout has the following important features:

Dimensions and Terrain. Rooms and corridors are dirt-walled and reinforced with wooden beams. Ceilings are 8 feet high.

Light. The rooms within the hideout are brightly lit by torches.

Sounds and Smells. The air reeks of embalming fluid. Muffled voices can be heard from area 3.

1. TRAPPED DOOR

A locked, heavy wooden door seals the end of the tunnel. Characters who examine the door and succeed on a DC 15 Intelligence (Investigation) check detect a poison spray trap in the lock. The lock can be picked with a successful DC 12 Dexterity check using thieves' tools, but this also triggers the trap if it is still active. A character can use an action to force open the door with a successful DC 15 Strength check. The door is a Medium object with AC 15, 30 hit points, and immunity to poison and psychic damage. Breaking down or forcing the door triggers the trap and alerts the Emerald Claw agents in area 3.

Poison Spray Trap. This trap is triggered if someone tries to pick the lock or force open the door. When activated, a spray of poison hisses from the lock and fills the tunnel. All creatures within 10 feet of the door must make a DC 10 Constitution saving throw, taking 7 (2d6)



poison damage on a failed save, or half as much damage on a successful one (for Strong or Very Strong parties, double the damage). If detected beforehand, the trap can be disarmed with a successful DC 13 Dexterity (Sleight of Hand) check using thieves' tools. If this check fails by 5 or more, the trap accidentally triggers.

2. CORPSE STORAGE

When they enter the room, read:

This circular chamber is lit by torches. Roughly thirty human corpses are neatly stacked in three piles around the room. The bodies are naked and covered in some sort of embalming fluid. There is no obvious sign of what killed them.

If the characters made too much noise getting in here, two **bandits** from area 3 come to investigate. They call out in alarm when they encounter the adventurers.

Piles of Bodies. The areas containing bodies count as difficult terrain. The bodies are also treated with a highly flammable fluid. If they are exposed to an open flame or electricity, all the bodies in that pile burst into flame. A creature that starts its turn within 5 feet of the burning bodies takes 7 (2d6) fire damage. The Emerald Claw guards know this and can use an action to light a pile on fire with their torches.

3. EXPERIMENTATION CHAMBER

The door leading into this room is closed but not locked. When the characters enter this room, read the following boxed text aloud (adjusting it appropriately if the agents are already dead):

This torchlit chamber is lined with fresh bricks and mortar. Several well-armed figures stand inside, watching a robed man screw metal plates onto the limbs of another dead body. Each onlooker wears a metal half mask.

Five Emerald Claw **bandits** look on with interest as Emilaj Constock, a neutral evil **commoner** physician, bolts pieces of metal to corpses laid out on tables around the edges of the room.

The agents attack any intruders they see. During combat, Constock cowers in the corner in fear for his life. Adventurers who survive the battle can question Constock, who answers truthfully if they promise to spare him. Use the following information to guide his interrogation:

- Constock claims to be a physician from the city of Rekkenmark in Karnath.
- Agents from the Order of the Emerald Claw escorted Constock here from Karnath to study the magical effects of Mourmland.
- Many Mourmland corpses don't decompose, so Constock was preparing to create special zombies from Emerald Claw supplicants who had sacrificed themselves to his cause, allowing them to serve the order in undeath.
- The operation was facilitated by an Order of the Emerald Claw spy inside Salvation, but Constock claims to have no idea of their identity.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **bandits**.
- **Weak:** Remove a **bandit**.
- **Strong:** Replace the **bandits** with **thugs**.
- **Very Strong:** Replace the **bandits** with eight **thugs**.

The characters can return to the surface to report their findings to Evanazer, but a betrayal is in the offing . . .

THE BETRAYAL

The Emerald Claw spy is none other than Irullan Karnach. She paid for the salvage rights to Big Moe precisely so her colleagues could use it to hide their work in Salvation while making use of its parts. While the characters were undertaking their mission, Irullan learned of her assistant's betrayal. She sent mercenaries to kill him, and now those assassins wait for the characters.

AN ASSASSINATION ATTEMPT

When the characters return to the surface, they find Evanazer's dead body sprawled near the scrapyards bell, pierced by arrows. Two mercenary **scouts**—a female shifter named Quicksilver and female human named Brace Conder—are hiding in the trash 100 feet away. Characters who succeed on a DC 16 Wisdom (Perception) check spot the scouts and avoid being surprised when they attack. The scouts fight to the death.

If captured, the assassins reveal that they were approached by a hooded figure and paid to carry out the assassination. They don't know who the figure was, but they say she spoke with a woman's voice.

Treasure. Evanazer's pouch still contains the gold he promised as a reward: 10 gp per adventurer in the party.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **scout**. Reduce the DC of the Wisdom (Perception) check to avoid being surprised to DC 13.
- **Weak:** Reduce the DC of the Wisdom (Perception) check to avoid being surprised to DC 13.
- **Strong and Very Strong:** Add four **scouts**. Increase the DC of the Wisdom (Perception) check to avoid being surprised to DC 18.

THE LAW ARRIVES

Immediately after the battle, a **warforged soldier** named Sheriff arrives at the scrapyards. Sheriff is responsible for local law enforcement and demands to know what happened here. As long as the players give her a reasonable accounting for what happened, Sheriff believes them.

If the characters try to convince Sheriff that Irullan is behind the murders and in league with the Emerald Claw, she hears their story but points out there is no evidence to directly tie her to the crimes. Sheriff doesn't want to cause trouble with one of the wealthiest citizens in Salvation, but promises to look into it further, saying she'll reach out to the characters if she learns anything. Give each player one **hero point**.

SHERIFF

Lawful neutral warforged peacekeeper

Sheriff tries to keep a modicum of peace in Salvation by intervening to settle disputes. She dresses in a leather duster and carries a javelin that crackles with electricity when she holds it.

Motivation: Keep the peace without angering the powerful forces in Salvation.

Mannerisms: Sheriff often malfunctions slightly when talking, giving her an odd stutter.

Quote: "D-d-d-drop it!"

CONFRONTING IRULLAN KARNACH

Irullan Karnach is one of the outpost's most powerful salvage brokers. She spends most of her time in her room at the Salvation Hotel, only ever leaving to visit her desk at the Salvage Market. Irullan has the statistics of a **veteran** and is always accompanied by the Ashhounds: a crew of ten **veterans** of various genders and ethnicities. Warn your players that they are most likely outmatched if they choose to move against her. If they confront her with their suspicions, she simply laughs it off.

IRULLAN KARNACH

Neutral evil female human salvage broker and agent of the Emerald Claw.

Irullan Karnach is a rosy-cheeked, plump woman in her early forties, who always wears a purple scarf draped over one shoulder. She is known as one of Salvation's most powerful brokers: but secretly serves the Emerald Claw as their spy in the area.

Motivation: Keep her allegiance to the Emerald Claw a secret.

Mannerisms: Irullan is calm and soft-spoken, never losing her temper even as she signs death warrants.

Quote: "Fly away, little birds. Summer is over and it is time for you to move on."

LEGACY EVENT

If the characters publicly accuse Irullan of being involved with the Emerald Claw or being complicit in Evanazer's death, she decides to make life hard on them. They earn the legacy event "A Powerful Enemy." At the end of the adventure, ask the players to tick this event on their **Adventure Records**.

ENDING THE ADVENTURE

With their first adventures in Salvation and the Gray behind them, the characters are ready to begin making a name for themselves. Read the following boxed text aloud:

As you rest and recover from your adventures, your friend Kalli [for the NPC the group created] finds you. "I'm already hearing rumors and gossip about you spreading through town. You've certainly made an impression. That's great, but be careful. In Salvation, fame and infamy are synonymous. Both can lead to opportunities, and both can get you killed."

ABOUT THE AUTHOR

Shawn Merwin's professional design, development, and editing work in D&D has spanned 20 years and over 4 million words of content, ranging from third to fifth edition. His most recent credits include the *Acquisitions Incorporated* book, *Baldur's Gate: Descent into Avernus*, and *Storm Lord's Wrath*. He is also the Resource Manager for the D&D Adventurers League's Eberron: *Oracle of War* campaign. Shawn hosts a weekly D&D podcast called *Down with D&D*, and he holds an MFA in Creative Writing from Vermont College of Fine Arts. You can follow his ramblings and musings on Twitter at @shawnmerwin.



REWARDS

At the end of the adventure, everyone receives rewards based upon their accomplishments.

PLAYER REWARDS

At the end of the adventure, each player fills out an **Adventure Record**. Print out one copy of the Adventure Record for every player in the group.

Players earn the following rewards for completing the adventure:

ADVANCEMENT

A character participating in this adventure gains one level. Players must tick the box to show this reward has been claimed.

OPTIONAL: DECLINE ADVANCEMENT

A player may decline taking the level advancement. If so, they cannot take any of the rewards listed on the Adventure Record, but still earn legacy events as normal. If a legacy event would provide the character with magic items, wealth, or another type of benefit if they gain a level, the player declining advancement doesn't gain those benefits, although they still earn the legacy event.

REWARDS

At the end of the adventure, each character in the party earns the awards listed on the Adventure Record. In addition, each player ticks **one** of the listed bonus rewards.

Important: If the party failed to perform a listed task or already consumed the reward, cross it out on their Adventure Record so they cannot choose it.

LEGACY EVENTS

At the end of the adventure, each player should tick any legacy events earned.

Important: Cross out any legacy events that the character didn't earn.

DUNGEON MASTER REWARDS

For running this adventure, you earn the Adventure Record for this adventure, which you may apply it to one of your Eberron characters. This character gains a level and receives the rewards listed on the Adventure Record. Tick off any legacy events that you want to keep.

You may complete DM Quests for running this adventure. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

IMPORTANT CHARACTERS

The following NPCs feature prominently in this adventure:

IMPORTANT CHARACTERS

Name	Identity	Details
Belaluur	Neutral female goblin salvage broker	Belaluur is jovial by nature but is nevertheless a shrewd bargainer and ruthless operator.
Brackle	Neutral male gnome hermit	Brackle drifts in and out of Salvation, preaching of the Draconic Prophecy.
Draev Shaldor	Neutral male human salvage broker	Draev is known as a miser who always pays the least for his salvage.
Emilaj Constock	Neutral evil male human physician	A necromancer hired by the Order of the Emerald Claw to conduct experiments in the Mournland.
Evanazer	Neutral male human factotum	Troubled servant of the salvage broker Irullan Karnach. Murdered by his mistress for delving into her deeds.
Garundah	Neutral goblin artificer's apprentice	Reckless daughter of the salvage broker, Belaluur.
Irullan Karnach	Neutral evil female human salvage broker and agent of the Emerald Claw	Irullan is known as one of Salvation's most powerful brokers: but secretly serves the Emerald Claw as their spy in the area.
Mother Jahanah	Lawful good female human priest of the Silver Flame	Jahanah serves the Silver Flame as a loyal member of the Order of Ministers.
Kalli Alran	Neutral female human scavenger	Kalli belongs to the Grey Dogs salvage crew and has made it her mission to recover artifacts from her Cyran homeland.
Sheriff	Lawful neutral warforged peacekeeper	Sheriff tries to keep a modicum of peace in Salvation by intervening to settle disputes.
Whist	Chaotic neutral female changeling thief	Whist stole the Arrow of Truth from the Chapel of the Silver Flame and tried to sell it to the highest bidder.
Zodor Tarev	Chaotic good male shifter smuggler	Zodor runs a black-market trade in Cyran salvage coming into Breland.

CREATURE STATISTICS

BANDIT

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

COCKATRICE

Small monstrosity, unaligned

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

CRYSTAL DRAKE

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	4 (-3)	11 (+0)	6 (-2)

Skills Perception +4, Stealth +4

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

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

Surprise Attack. If the drake surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

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

CORPSE SCULPTURE

Large aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Aberrant Ground. The ground in a 10-foot radius around the sculpture is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The sculpture babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the sculpture and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

Multiattack. The sculpture makes one bite attack and, if it can, uses its blinding spittle.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the sculpture.

Blinding Spittle (Recharge 5—6). The sculpture spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the sculpture's next turn.

DOLGRIM

Small aberration, chaotic evil

Armor Class 15 (natural armor, shield)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Deep Speech, Goblin

Challenge 1/2 (100 XP)

Dual Consciousness. The dolgrim has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The dolgrim makes three attacks.

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 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 if used with two hands to make a melee attack.

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

IRON DEFENDER

Medium construct, neutral

Armor Class 17 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

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

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

ACTIONS

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

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

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

SHIFTER

Medium humanoid (shifter), any alignment

Armor Class 14 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Acrobatics +5, Insight +4, Nature +2, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Shifting (Recharges after Short or Long Rest). As a bonus action, the shifter takes on a more bestial form for 1 minute or until it dies. The shifter gains 5 temporary hit points. It can make a bite attack when it activates this trait and also as a bonus action on each of its turns while in its bestial form.

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range

100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

WARFORGED SOLDIER

Medium humanoid (warforged), any alignment

Armor Class 16 (natural armor, shield)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	11 (+0)

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

Damage Resistances poison

Senses passive Perception 14

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.

ACTIONS

Multiattack. The warforged makes two armlade attacks.

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

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

REACTIONS

Protection. When an attacker the warforged can see makes an attack roll against a creature within 5 feet of the warforged, the warforged can impose disadvantage on the attack roll.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

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

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

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

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

HANDOUT 1:
SALVAGE BOARD QUESTS

BILL 1:

*Speak to Belalnur in the
Salvage Market about
entering the Ciray to look
for a missing scout.*

BILL 2:

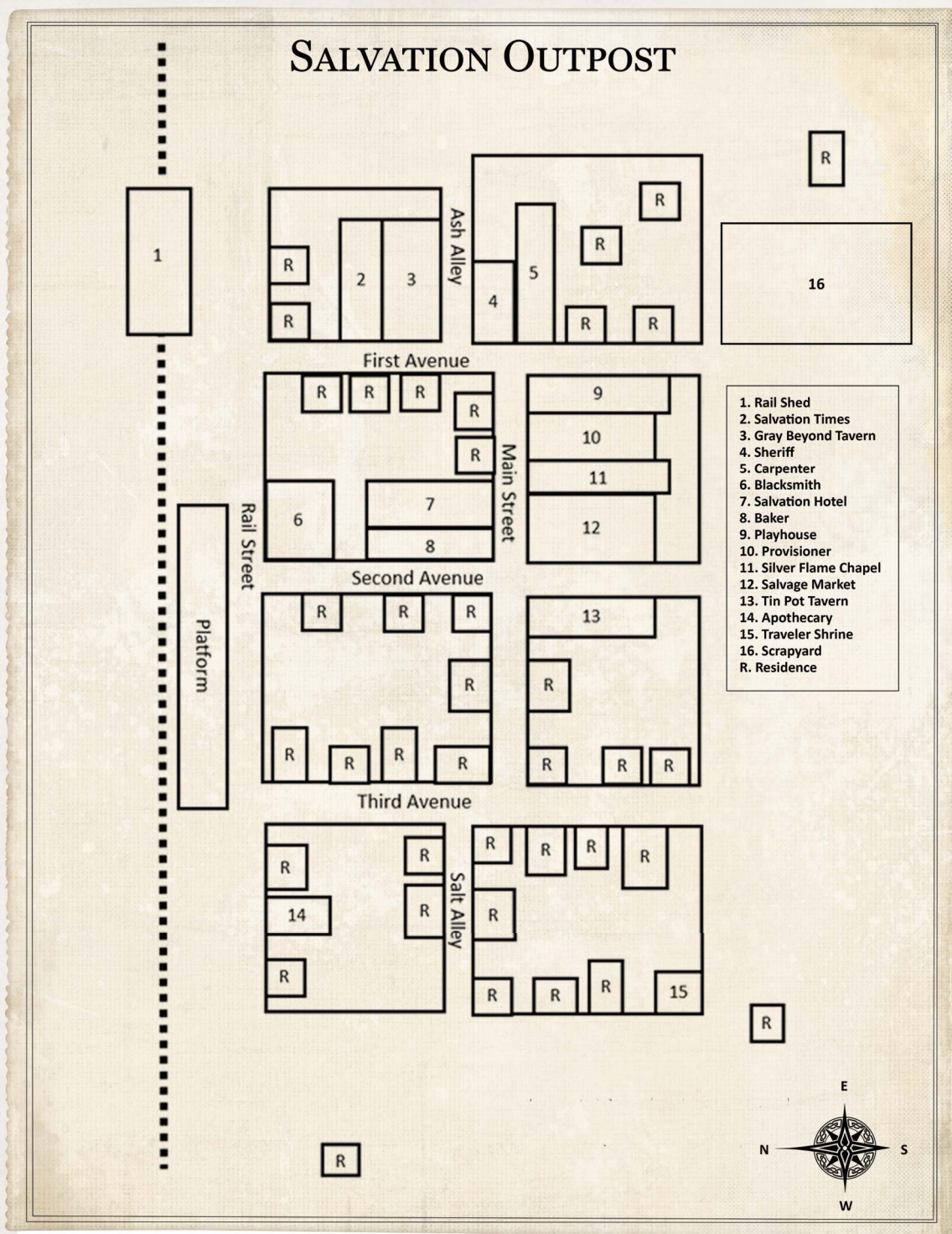
*A faithless scoundrel has stolen a relic from
the Chapel of the Silver Flame.
Visit Mother Jahannah to assist.*

RING THE SCRAPYARD BELL
JUST AFTER SUNUP FOR
NO-QUESTIONS-ASKED
CASH JOB.

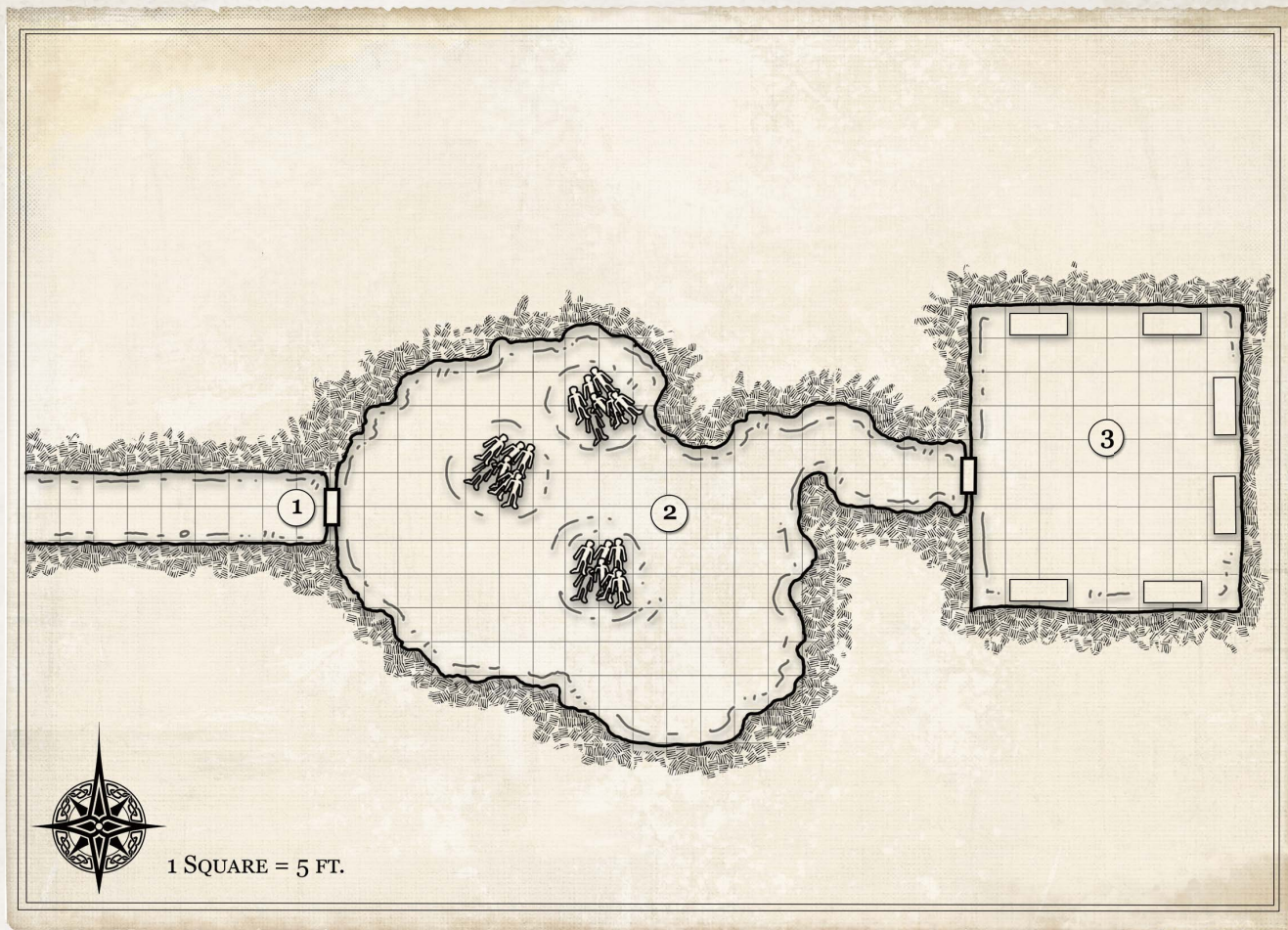
EXPECT DANGER.

APPENDIX A: DUNGEON MASTER'S MAPS

MAP OF SALVATION



EMERALD CLAW HIDEOUT



APPENDIX B: DUNGEON MASTER TIPS

To run an adventure as DM, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Overview).

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiarize yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, legacy events, etc.)

Players can play an adventure they previously played as a player or Dungeon Master but may only play it once with a given character. At the end of the session, give each player an Adventure Record for this adventure, and take one for yourself. The adventure information and your information are added at the end of the session—whether they completed the adventure or not.

Each player is responsible for maintaining their Adventure Records, or some other logsheet with the relevant information. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they can’t, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the *Oracle of War Player’s Guide* for reference. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

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



EBERRON: ORACLE OF WAR



ADVENTURE RECORD: DDAL-EB-01 THE NIGHT LAND

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

ADVENTURE NOTES

Arriving at the Mournland salvage outpost of Salvation, your party undertook three separate quests into the "Gray." In doing so, you discovered the existence of an Emerald Claw spy inside the settlement.

ADVANCEMENT

You gain one level for completing this adventure.

(If you decline this level, you still record legacy events but cannot claim any rewards or legacy event benefits for this adventure)

REWARDS

You gain the following rewards:

- 10 gp from Belaluur for rescuing Garundah (5 gp if she died).
- 10 gp from Whist's crew for saving their lives.
- 10 gp from Evanazer for scouting the tunnel.

Choose ONE bonus reward:

- A vial of antitoxin for recovering the Arrow of Truth.
- A flask of alchemist's fire for recovering the Arrow of Truth.
- 20 silver arrows for recovering the Arrow of Truth.
- 25 gp for bringing Whist to judgment.

CHARACTER WEALTH

STARTING GOLD	
GOLD SPENT (-)	
GOLD EARNED (+)	
ENDING GOLD	

LEGACY EVENTS

- Grateful Goblin.** You saved the goblin Garundah, and she is eternally grateful. At the end of this adventure, choose one of the following benefits:
 - Copy a 1st-level wizard spell from legal sources into your spellbook, ritual book, or Book of Shadows at no cost.
 - Gain fluency in Goblin.
 - Take an extra 10 gp in treasure.

- Stay of Execution.** You freed the changeling thief Whist, allowing her to escape justice for her crimes.
 - You can call on Whist once in a future adventure to disguise you with her disguise kit. If so, she scores a 22 on her disguise kit check. You must have at least 8 hours free to call on Whist's aid.

- Powerful Enemy.** You have made an enemy of the powerful and wealthy salvage broker Irullan Karnach. You find that life has gotten harder and items more expensive. At the end of this adventure, roll a d20 and consult the chart below. You may add your Charisma modifier to the result:
 - Less than 5: Remove 10 gp from your gold total, as Irullan tells her network of vendors to charge more for your necessities.
 - 6-13: Remove 5 gp from your gold total, as Irullan tells her network of vendors to charge more for your necessities.
 - 14-18: No change to your gold total.
 - 19+: You find vendors in town who don't like Irullan, and they sympathize with you and give you discounts. Add 10 gp to your gold total.