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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*, found in the [D&D Adventurers League Players Pack](#).

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ADVENTURE OVERVIEW

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 2**. 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 second 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

The **ORACLE OF WAR** is a mysterious, magic device that has sat untouched in the **MOURNLAND** for years. When the *Oracle of War* is activated, the item speaks, giving strategic battle advice. Only a handful of people know about the artifact's existence, and they presume it was destroyed in the Mourning. In this adventure, the characters find and recover the *Oracle of War* from the ruins of Cyre's Fireweave Bazaar.

OVERVIEW

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

- **Part 1: Missing, Presumed Dead (30 mins).**

The characters are hired to track down a missing salvage crew and bring them home dead or alive from the Mournland. They follow their trail to the ruined Fireweave Bazaar.

- **Part 2: Fireweave Bazaar (90 mins).**

The characters search the ruined bazaar for the missing salvage crew, encountering many perils on the way.

- **Part 3: Strategy and Tactics (120 mins).**

The characters locate the missing salvage crew but soon find themselves pinned down by warforged raiders. When all seems lost, a mysterious device buried in the ruins provides them with a lifeline—if only they can figure out how to use it!

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.

CONTINUING THE STORY

If the characters played through DDAL-EB-01 *The Night Land*, this adventure picks up after that adventure ends and the characters have had at least one long rest in the town of Salvation.

Characters who played *The Night Land* have an ally in town that also stars in this adventure: Kalli Alran (or a scavenger friend created by the players that replaces her). If the characters didn't play through *The Night Land*, use the following adventure hook:

Old Friend. One or more of the characters knows Kalli Alran, a scavenger from the town of Salvation. Kalli invited them here to join her crew and get rich plundering the Mournland, but when the characters arrived in town, she wasn't present to meet them off the lightning rail. Ask each player with a connection to Kalli 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.

LEGACY EVENTS

Before beginning play, ask the players to check their Adventure Records for any legacy events that affect this adventure. *Voice in the Machine* incorporates the following legacy events from previous adventures in the *Oracle of War* series:

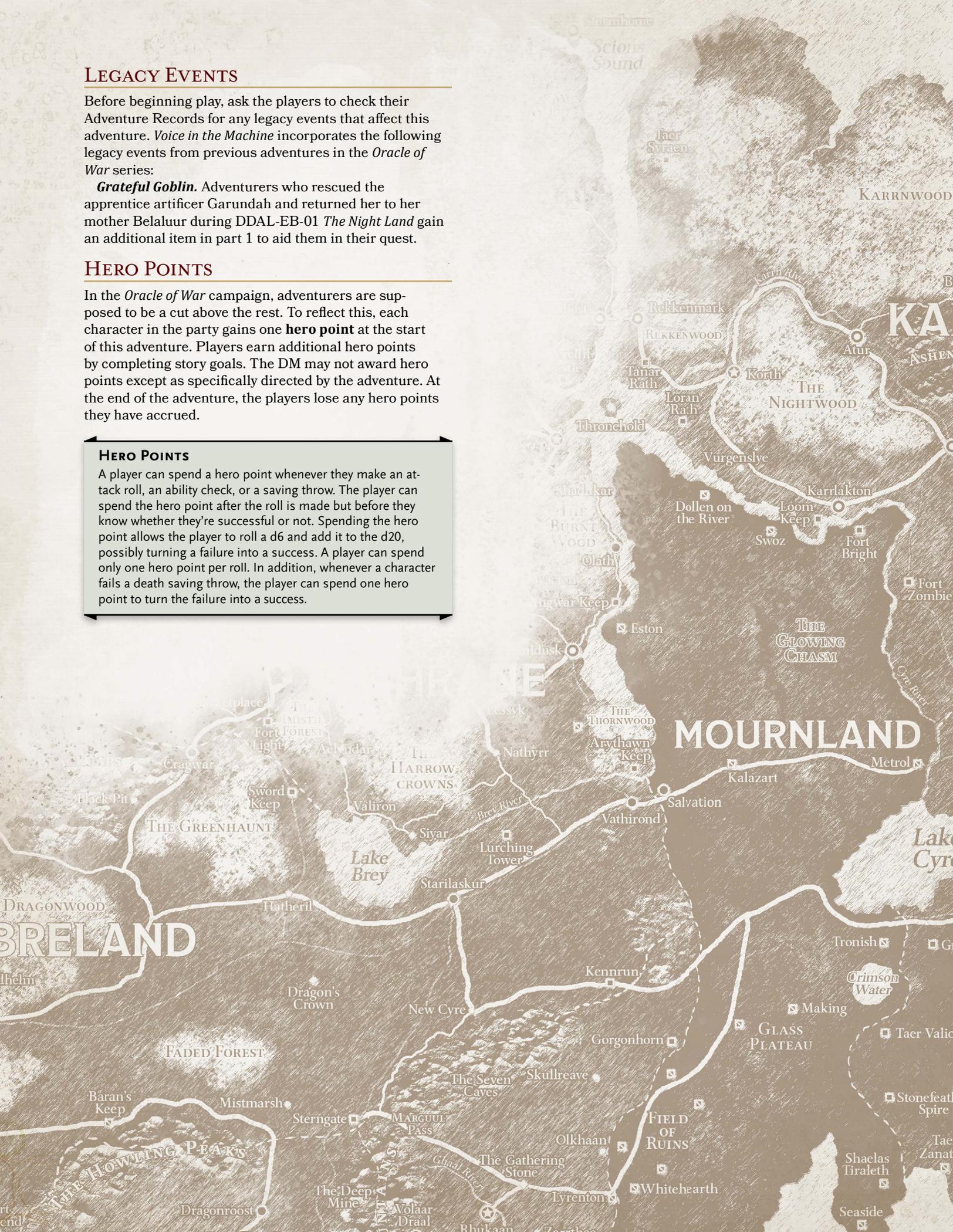
Grateful Goblin. Adventurers who rescued the apprentice artificer Garundah and returned her to her mother Belaluur during DDAL-EB-01 *The Night Land* gain an additional item in part 1 to aid them in their quest.

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 by 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

MISSING, PRESUMED DEAD

Estimated Duration: 30 minutes

The characters are hired to track down a missing salvage crew and bring them home dead or alive from the Mournland. They follow the crew's trail to the ruined Fireweave Bazaar.

ANOTHER DAY IN PARADISE

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:

Dust swirls through the streets of Salvation, billowing over the wooden boardwalks and coiling around the tin roof shacks. In the Gray Beyond, the pianist stops playing as the front door swings open and eddies of dust spin through the bar. A group of adventurers stand in the doorway, silhouetted against the noonday sun.

Now go around the table and ask each player to describe their character as they enter the tavern. When they're done, give everyone **inspiration** and read the following boxed text aloud:

As you settle down, an orc enters the tavern and nails a parchment sheet to the salvage board on the wall. It reads:

"Missing in the Mournland: The Gray Dogs. Cash reward for rescue or recovery of missing crew. Speak to Belaluur at the Salvage Market."

As the orc heads for the door, word is already spreading that another salvage crew has gone missing in the Gray.

Inform the players that Kalli Alran (or the ally they created in DDAL-EB-01 *The Night Land*), was part of this missing crew. Their characters should be eager to aid her rescue.

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 Khorvaire 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.

TALKING TO BELALUUR

Belaluur spends most her time at the outpost's Salvage Market (area 12). When the characters arrive, read the following boxed text aloud:

The Salvage Market is a dirt-floored warehouse built from scorched wood planks scavenged from the Mournland. The room reeks of dust, sweat, and oil. In here, the town's brokers do business from behind armored counters.



Like everyone else in town, Belaluur is wary of strangers, but warms to the characters if they explain their business. She reveals the following information:

- Belaluur has been the Gray Dogs' patron since they arrived in town last summer. They're her best salvage crew.
- She recently sent them to find a marketplace in the ruins of Kalazart, a city some eighty miles into the Mournland. Kalazart's Fireweave Bazaar was said to sell the finest textiles in the whole nation.
- The Gray Dogs haven't returned and Belaluur fears the worst. As they're her best scavengers, she's willing to fund a rescue mission. Belaluur offers each character a reward of 50 gp for the safe return of the crew (or their gear if they're dead).
- Belaluur gives the group the names of the missing scavengers and describes their appearances. They are: Durvo Tellis (male dwarf), Nella Halthorn (female halfling), Sprocket (warforged), Tandal Khan (male human), and the scavenger that the group already knows—by default, Kalli Alran (female human).



Players with the **Grateful Goblin** legacy event find Garundah here helping her mother. She gives a *potion of clairvoyance* to any adventurer who helped her previously.

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.”

INTO THE GRAY

When the characters enter the Mournland, read or paraphrase the following boxed text aloud:

Leaving Salvation, you're soon swallowed by the fogbanks that encircle the ruined nation of Cyre. Strange shadows flit through the mist, distorted voices bellow from afar, and a supernatural chill reaches deep inside you. Beyond this border, a twilight landscape of blasted battlefields stretches as far as the eye can see.

To locate the bazaar, the players must succeed on a DC 12 group Wisdom (Survival or navigator's tools) check, made with **disadvantage** due to the warped nature of the Mournland. Every time the players make this check, ask each player to roll on the Mournland Effects table to determine any lingering effects from their perilous encounters in the Mournland. After three failed group checks, the characters stumble across the bazaar by chance. **Proceed to part 2: “Fireweave Bazaar.”**

MOURNLAND EFFECTS

d20 Effect

- 1 You glanced into a pool of warped glass and saw a reflection of your own corpse. Until you finish a long rest, you receive the minimum effect possible from any healing spells cast on you.
- 2 You were bitten by a mutated cockroach. Until you finish a long rest, you have advantage on saving throws against poison.
- 3 A sentence that you spoke aloud refuses to fade away and now circles around your head, repeating itself. Until you finish a long rest, you and anyone within 10 feet of you have disadvantage on Dexterity (Stealth) checks.
- 4 A **skeleton** warrior has begun to follow you around. Until you leave the Mournland, you can use a bonus action to command it to take a turn in combat.
- 5 The warped nature of the Mournland is causing your hair to fall out in patches and your skin to flake away.
- 6 Until you leave the Mournland, a mossy fungus spreads slowly over your clothes and equipment.
- 7 You can't shake the feeling that something is stalking you. Until you leave the Mournland, you have advantage on initiative checks.
- 8 You waded through a patch of silver fluid and aged 1d6 years.
- 9 You got stuck in a bog and lost a single item of equipment (your choice).
- 10+ No effect.



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

FIREWEAVE

BAZAAR

Estimated Duration: 90 minutes

The characters search the ruined bazaar for the missing salvage crew, encountering many perils on the way.

ARRIVAL

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

The ruined city of Kalazart looms through the gray haze. Towering tenements reach for the heavens, pockmarked with impact craters and fungal growths. The Fireweave Bazaar lies just inside the city walls: A sprawling marketplace with a faded, canopied roof. Junk is strewn throughout the market's main thoroughfare and its windowed shopfronts are covered in grime.

The players must now explore the marketplace to locate the missing salvage team.

AREA INFORMATION

The Fireweave Bazaar has fallen into ruin and disrepair. The **Fireweave Bazaar Map** in **appendix A** shows the layout of the marketplace.

Dimensions and Terrain. A long pedestrian thoroughfare stretches through the market, sheltered under a canvas canopy. Each store faces onto the thoroughfare and occupies a single plot in the market building.

Ceilings. Ceilings inside shops are 15 feet high. The canopy over the thoroughfare is 30 feet high.

Light. The canopy is torn and faded. Shafts of twilight slant across the marketplace, spreading dim light throughout.

Sounds and Smells. The market reeks of dirt and rot. The whole building creaks ominously under the moaning breeze.

Cleanup Crew. A malfunctioning homunculus cleanup crew moves to investigate any spillage or mess made within the market thoroughfare (see area 3). These constructs pose a deadly threat to explorers.

MARKET LOCATIONS

The following descriptions are keyed to areas marked on the **Fireweave Bazaar Map** in **appendix A**. The players start outside area 1.

1. MAP BOARD

A grimy map of the Fireweave Bazaar is mounted on the wall here: Much of its surface has rotted away, but some stores are still identifiable. Someone has scratched crosses over certain shops on the map.

This wall-mounted map shows the Fireweave Bazaar and the various shops found within its premises. Give the players **Handout 1: Map Board** when they first approach the map. The scratches on the map were made by the Gray Dogs salvage crew and show which locations they've already searched.

Much of the map's surface has rotted away: if repaired using a *mending* spell it reveals that most of unidentifiable stalls were textile merchants. One of the repaired locations is labelled the "Hall of Illusions" (area 7).

2. CARPET REALM

A sign above this store reads "Carpet Realm." Through the grimy windows, you see rugs and carpets stretching back into the gloom. The corpse of a human scavenger sprawls near the entrance.

The body belongs to Tandal Khan, one of the missing salvage crew, who was smothered by a cursed rug while searching for medical supplies for his friend Durvo. Based on Belaluur's description, the adventurers identify Tandal as one of the missing scavengers. Even from a distance, characters who succeed on a DC 12 Intelligence (Medicine) check discern that he was suffocated. The **rug of smothering** that killed him lurks on a nearby rail, waiting for more victims to move closer. It attacks anyone who approaches Tandal's body.

Treasure. The store's rugs and carpets are ruined by water damage. Tandal's knapsack contains one *potion of healing* for every adventurer in the party and a scrap of parchment bearing the following numbers "39238": the combination to the safe inside Bolts & Tumblers (area 12).

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **rug of smothering** only has 16 hit points, and it deals 6 (1d6 + 3) bludgeoning damage with its Smother attack.
- **Weak:** The **rug of smothering** only has 16 hit points.
- **Strong:** The **rug of smothering** has 60 hit points.
- **Very Strong:** Add one **rug of smothering**.

3. CLEANUP CREW

A small steel door is set into the wall here, embossed with the gorgon seal of House Cannith. A sign above reads "Maintenance Compartment."

This compartment contains homunculi created by House Cannith to keep the marketplace clean. These constructs have malfunctioned and are now liable to attack any creature that causes a mess or spillage inside the building. The compartment door is magically locked and has no handles or lock on the outside. The door has AC 8, 30 hit points, a damage threshold of 8, and immunity to poison and psychic damage.

If breakages occur or liquid is spilled anywhere in the thoroughfare, the compartment door snaps open and a squadron of six **brooms of animated attack** fly out to deal with the mess. The brooms attack anyone within 10 feet of the incident. The brooms ignore anyone outside this range who isn't attacking them. When the waste is cleaned up, the brooms return to their compartment.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **brooms of animated attack**.
- **Weak:** Remove one **broom of animated attack**.
- **Strong:** Add two **brooms of animated attack**.
- **Very Strong:** Add six **brooms of animated attack**.

4. DRAGON'S HOARD

This crowded store contains a pristine collection of lanterns, decorative figurines, and ornamental glass sculptures. Everything else in here is covered in a layer of dust.

The storekeeper's pet, a **pseudodragon** named Nimble, has made this place its home and treats the goods as its own dragon's hoard. If strangers enter, it hides among the gewgaws and uses its Limited Telepathy to project feelings of haughtiness and superiority at the intruders. If the players try to communicate, the pseudodragon shares emotions that reinforce that this area is its domain (e.g. danger, threat, protectiveness). Characters who succeed on a DC 15 Wisdom (Perception) check spot the pseudodragon crawling furtively around the shelves.

The pseudodragon only attacks if the strangers begin to ransack its store. Players can earn the pseudodragon's trust by offering it food, a trinket, or an object of at least

5 gp value (if a character wears something shiny, the pseudodragon may show interest in it). If befriended, the pseudodragon remains here and telepathically alerts the group to danger when the warforged raiders appear in part 3.

Treasure. The items in here are cheap and tacky, but still of some value. Any character who ransacks the store can recover valuables worth 25 gp.

5. GRAND ATTIRE

A sign above this store reads "Grand Attire." Looking inside, you see shelves weighed down by moldy clothes, gloves, and hats.

A suit of **animated armor** waits patiently inside this store. Whenever a customer enters, the armor strolls over and offers its help in finding formfitting clothes. The armor is enchanted to talk and can hold a decent conversation but is unable to compute what has happened to Cyre and is only interested in selling clothes. It gleefully yanks rotten clothes from the racks and measures them up against its guests, making loud comments such as "Ooh, it compliments your eyes beautifully," and "purple is very much the 'in thing' this year in Metrol." If the armor is attacked, it malfunctions and goes on a violent rampage through the marketplace.



6. MARKET CRIER

As you approach the dried-up fountain in the middle of the marketplace, a glowing elf in flamboyant clothes winks into being nearby.

“Welcome to the Fireweave Bazaar. Your attire is our . . .”

The illusory figment suddenly flickers, and then repeats itself. Each time it nears the end of its sentence, it flickers and repeats.

This illusory figure is conjured to greet visitors to the marketplace and notify them of sales or special events. Its magic has weakened over time and it is now stuck in a loop. If a character completes its sentence “Your attire is our desire,” the figment breaks out of its loop and says: “Special deal on today in the Hall of Illusions. Just ask your reflections for details.” After this, the figment disappears permanently.

7. HALL OF ILLUSIONS

The thoroughfare narrows here into three mirrored glass corridors. Ghostlike illusions flicker across the curving panes and light up the dark: models wearing the latest fashions (as of four years ago), pouncing animals, and swirls of flame.

Illusions projected across these mirrors advertise various wares sold in the marketplace. The mirrors have a strange peculiarity: reflections cast onto them from figures passing through the corridors are delayed by five seconds (i.e. a character stepping up to a mirror sees no reflection until five seconds later, when their delayed reflection steps into view).

Secret Room. Adventurers who repaired the illusory crier at area 6 can ask their reflections about special deals. If anyone does so, their reflection beckons them over to a secret door that slides open in the wall nearby. This leads into a ruined hair salon. Adventurers who choose to search the salon and succeed on a DC 10 Intelligence (Investigation) check discover a pristine white rose lying on a shelf inside a wall cabinet. Despite the dust surrounding it, the rose’s petals are clean, fresh, and fragrant. Characters who succeed on a DC 18 Intelligence (Nature) check identify this as a rare Orioth rose from the distant jungle of Dajar Orioth in the elven nation of Aerenal. Players who find this rose gain one **hero point** and earn the legacy event “White Rose.” At the end of the adventure, ask the players to tick this event on their **Adventure Records**. Beyond the salon, a staircase leads to a ruined corridor that ultimately emerges onto a balcony overlooking the Blade lookout’s position at area 8. Characters on this balcony have **advantage** on Dexterity (Stealth) checks made to hide from the lookout.

8. BLADE LOOKOUT

A **warforged soldier** named Shear hides on this balcony, keeping an eye on the main thoroughfare. To spot her, a character must succeed on a DC 16 Wisdom (Perception) check. If Shear spots strangers, she sneaks around to Musk (area 9) and alerts her comrades, who prepare to ambush the outlanders when they arrive.

THE BLADES

The Blades are the zealous followers of the warforged known as the Lord of Blades, who they revere as both a commander in chief and a god. These warforged follow a rigid chain of military command to serve their master. Their goal is to create an independent nation for their own kind in the heart of the Mournland, free from the corrupting influence of other races.

9. MUSK

A gang of warforged lurk inside this perfume store, with crossbows trained on the scavengers pinned down in the message station opposite (area 11). Adjust the following boxed text accordingly if the warforged have been alerted to the group’s presence:

The thoroughfare ends in a circular plaza ringed by ruined stores. Two premises face each other across the plaza: A House Sivis message station and a perfumery named Musk. Inside the perfumery, warforged raiders clad in tattered cloaks kneel in cover, clutching crossbows. One of them yells over to the message station opposite:

“Give it up, scum! This is our land now and you’ll answer to our master!”

The ten **warforged raiders** are loyal to the Lord of Blades: a xenophobic warforged zealot who is trying to forge a sanctuary for his kind in the heart of the Mournland. The raiders intend to murder the missing scavenger crew and present their bodies as tribute to their commander in chief. If they spot the adventurers, they add them to their kill list and attack without warning (unless the party are all warforged, in which case they try to capture them alive and indoctrinate them to their cause). The warforged fight to the death.

Flammable Samples. Unbeknownst to the warforged, the perfumery contains highly flammable samples. The first time a creature or object inside the building takes fire or lightning damage, it triggers an explosion that affects all creatures within 10 feet of the target. Creatures caught in this blast must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Treasure. One of the raiders carries a *rope of climbing*.

10. HOUNDS OF BARRAKAS

This ruined store has mostly burned down. The gorgon seal of House Cannith is still visible above the door, alongside the shop's name: Hounds of Barrakas. Inside, you can just make out a pair of scorched iron crates protruding from the mounds of ash.

The two crates in here contain **iron defenders**: powerful homunculi that serve as bodyguards. These iron defenders are crafted to look like mastiffs and obey whoever wears their command amulets. Opening a crate takes an action and requires the use of a crowbar or similar implement. Each mastiff stands motionless inside, wearing its control amulet around its neck. Both constructs are badly rusted and rapidly fall to pieces: becoming useless at the end of this adventure.

Unstable Floor. The floor of this store is unstable and collapses if more than 2,000 lb. of pressure is exerted on it. Any creature standing on the floor when it collapses falls into the store's basement, taking 7 (2d6) bludgeoning damage. To climb out of the basement, a creature must succeed on a DC 12 Strength (Athletics) check.

11. MESSAGE STATION

The message station has a squat, stone-walled shop front bearing the cockatrice seal of House Sivs. Its windows are broken, and its walls have been pockmarked by crossbow bolts. A single stout door leads inside.

Three **scouts** from the missing salvage crew are pinned down inside this building: Nella Halthorn (female halfling), Sprocket (warforged), and the scavenger that the group already knows—by default, Kalli Alran (female human). They have piled furniture against the front door and have weapons trained on the windows. The scavengers are desperate for aid and gladly let the adventurers inside if they offer their help (see “Meeting the Salvage Crew”).

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?”

NELLA HALTHORN (NEL-UH HALL-THORN)

Neutral female halfling scavenger

Nella is a tan halfling in her twenties from Sharn. She has a sharp wit and is quick to make a joke.

Motivation: Wealth. Nella is trying to raise enough money to pay off her brother's gambling debts to the Boromar Clan, a criminal syndicate in Sharn.

Mannerisms: Nella often sniffs when she talks.

Quote: “Easy as tumbledown pie.”

SPROCKET

Neutral warforged scavenger

Sprocket is a 15-year-old warforged who worked for House Cannith as an assistant to several artificers. When the Treaty of Thronehold was signed, Sprocket decided to use his knowledge of magic items to make a living scouring the Mournland for treasure.

Motivation: Discovery. Sprocket hopes to find meaning for his life inside the Mournland.

Mannerisms: Sprocket's right arm occasionally malfunctions and vibrates violently.

Quote: “Doesn't look so hard to me.”



12. BOLTS & TUMBLERS

The manticores seal of House Kundarak identifies the owner of this store as a locksmith of excellent skill. Much of the store appears to have been ransacked. A large walk-in safe dominates the far wall, with a combination lock in its center.

The corpse of a warforged lies just inside the store with an arrow lodged in its throat. Freshly spilled blood is pooled inside the store, with a trail of blood drops leading to the safe door opposite.

The wounded scavenger Durvo Tellis is hiding inside the locked safe: Any character who examines the safe door and succeeds on a DC 12 Wisdom (Perception) check hears his labored breathing inside. Durvo can talk through the safe door but suspects that the adventurers are warforged raiders trying to lure him out. To earn his trust, a character must succeed on a DC 12 Charisma (Persuasion) check, made with **advantage** if they mention his name or any of his companions' names. If swayed, Durvo reveals the following:

- Durvo and his companion Tandal were ambushed by a single warforged while trying to escape the raiders.
- They killed it, but Durvo was grievously wounded in the battle. Tandal locked Durvo inside the safe and went looking for medical supplies to treat his wounds.
- Durvo insisted that forgetful Tandal write down the lock's combination on parchment, but he didn't think to ask for it himself—there's no way to open the safe from inside anyhow.

The door is magically locked and won't open unless the correct combination is keyed into its lock: 39238. If the characters rescue Durvo, he's keen to reunite with the rest of his crew (see "Meeting the Salvage Crew"). He's saddened to hear of Tandal's death but remains stoic—such a fate awaits most explorers in the Mournland. Durvo is a **scout** with 1 hit point remaining and 2 levels of exhaustion.

DURVO TELLIS (DER-VOH TELL-US)

Neutral male dwarf scavenger

Durvo is a pale-skinned 165-year-old dwarf and a veteran scavenger. He wears a patch over one milky, dead eye and has a sour attitude for anything that isn't getting down to business gathering treasure.

Motivation: Survival. Durvo needs cash to stay alive and feed himself.

Mannerisms: Durvo ignores people and questions not worth his time. Fun is frivolous, and frivolous doesn't get you paid.

Quote: "Enough jawing. Time to get to work."

MEETING THE SALVAGE CREW

The adventurers must gain entry to the message station (area 11) to rendezvous with the salvage crew. Award one **hero point** to each player when they first meet the scavengers and ensure you roleplay the meeting with Kalli Alran (or her replacement). She is delighted to see her old friends again! Kalli and her companions reveal the following information:

- Three days ago, the crew was searching through the marketplace when they were attacked by a gang of warforged raiders.
- They got pinned down in this building. Their attackers are now waiting for reinforcements.
- Last night, Durvo Tellis and Tandal Khan made a break for the exit, but the warforged intercepted them. Kalli thinks her comrades are still alive and pinned down in one of the nearby stores: Possibly Bolts & Tumblers (area 12). She begs the group to help rescue them!

Before the players can answer, they are rudely interrupted by the arrival of reinforcements from the Blades! **Proceed to part 3: "Strategy and Tactics."**



PART 3

STRATEGY AND TACTICS

Estimated Duration: 120 minutes

The characters locate the missing salvage crew but soon find themselves pinned down by warforged raiders. When all seems lost, a mysterious device buried in the ruins provides them with a lifeline—if only they can figure out how to use it!

REINFORCEMENTS ARRIVE

When you're ready to begin this part, read the following boxed text aloud:

Suddenly, the whole marketplace shakes as an iron machine smashes through the south plaza wall! It moves on giant rollers and its oil-streaked chassis is carved into the snarling face of a demon. Warforged raiders spill out of the machine and spread out across the plaza. As their machine thunders past your building, the trembling floor beneath your feet cracks and collapses inward, pitching you all into a dusty storage basement!

A large group of warforged reinforcements has arrived at the marketplace. For full details on their numbers and movements, refer to “Escaping the Marketplace” below.

THE RUINED BASEMENT

The characters fall into the basement alongside any survivors from the salvage crew. Each character in the group must succeed on a DC 10 Dexterity saving throw or take 7 (2d6) bludgeoning damage from the fall. When the fall is resolved, read the following boxed text aloud:

You find yourselves in a dark cellar filled with dusty packing boxes, rubble, and broken pottery urns. Stairs opposite ascend into darkness. As your eyes adjust to the gloom, you hear muffled words emanating from the wreckage in the corner of the room: an echoey, hollow voice repeating the phrase “Define enemy forces.”

The voice emanates from an ornate wooden device sitting inside a broken packing box. Its body is decorated with sculptural reliefs of battle and set with brass cogs and gears. Drawers and hatches line its flanks, and the front of the device is covered in an arrangement of round holes from which strange vapors drift. A spool of parchment hangs from a slot underneath. A brass speaking trumpet protrudes from the side of the chest.

This is the *Oracle of War*: a relic of the Last War that has lain undisturbed in this basement since the Day of Mourning. If the players are reluctant to investigate it, one of the NPCs should goad them into action—this is surely a rare and valuable find, and it could prove useful in resolving the group's current predicament!



THE ORACLE OF WAR

The *Oracle of War* is the focal point of this campaign: a powerful arcane artifact that, although malfunctioning, interprets verses from the Draconic Prophecy. At this stage, the device still operable and can be used to perform its core function: the provision of tactical battlefield advice. Players should be encouraged to salvage the *Oracle* and return with it to Salvation without letting it fall into enemy hands!

ESCAPING THE BASEMENT

Characters must succeed on a DC 12 Strength (Athletics) check to climb out of the basement through the hole in the ceiling. Alternately, the basement stairs ascend to a collapsed corridor that opens into the main thoroughfare. The rubble here is easily cleared, allowing the adventurers to exfiltrate the message station without being spotted.

EXAMINING THE ORACLE

The *Oracle of War* is partially damaged and prone to malfunction. The adventurers have no idea how it works and must resort to experimentation to activate it. Give the players **Handout 2: Oracle of War** when they approach the device. The device is 3½ feet high, 4½ feet wide, 2 feet deep, and weighs 220 lb. The following descriptions correspond to the various parts labeled on the handout.

To operate the *Oracle of War*, a character must provide it with battlefield intelligence by jotting down notes on parchment and then posting them through the correct holes in the front of the device (see “Holes A to D,” below). Statements made by the *Oracle* as the players experiment provide hints about what they need to do. If the players get stuck, use hints from the NPCs to steer them in the right direction. When the *Oracle* has enough information, it provides the group with tactical advice (see “Activating the *Oracle*”).

HATCHES

These hatches are locked and can't be opened manually. They contain homunculus scouts under the *Oracle's* control. To activate them, a character must supply the *Oracle* with information on all four major battlefield topics (see “Activating the *Oracle*”).

DRAWERS

The drawers contain the following items:

- 5 pots of black ink and a box of quills
- Folding telescope
- Theodolite (an optical instrument for measuring angles between points) with retractable tripod
- 50 feet of tin measuring tape in a retractable spool
- Roll of gridded parchment
- Card depicting a set of common symbols for military cartography
- 6 alchemical flares (2 green, 2 red, 2 yellow)
- **Handout 3: A Letter to Rumeo** (this letter provides hints about the device's operation and warns that it is malfunctioning)

PARCHMENT SPOOL

This dispenser spools parchment from a roll fitted to its underside. When a sheet is torn off, the dispenser spools out a fresh parchment.

SPEAKER

When the *Oracle* speaks, it does so through this speaking trumpet. If it magically divines a battle occurring nearby, it repeats one of the following phrases to prompt its operator into providing it with intelligence:

- “Define enemy forces.”
- “Define battlefield terrain.”
- “Define allied forces.”
- “Define miscellaneous factors.”

If an operator satisfies the *Oracle's* current request, it begins repeating another until all four requirements have been resolved (see “Activating the *Oracle*”).

HOLE A (BATTLEFIELD TERRAIN)

Any object inserted into this hole is disintegrated. To inform the *Oracle* about battlefield terrain, a character must draw a map of the battlefield on parchment and then insert it into the hole. When a parchment is inserted, the *Oracle* responds with one of the following phrases:

- “Insufficient detail” (the map depicts less than half of the battlefield's important details).
- “Incompatible scale” (the map depicts an area larger than 5 miles in diameter or smaller than 50 feet in diameter).
- “Unrecognizable battlefield terrain” (the parchment doesn't show a map).
- “Battlefield terrain incorporated” (the *Oracle* has enough information to successfully process the area).

HOLE B (ENEMY FORCES)

Any object inserted into this hole is disintegrated. To inform the *Oracle* about enemy forces, a character must make a list of enemy positions on parchment and then insert it into the hole. When a parchment is inserted, the *Oracle* responds with one of the following phrases:

- “Unrecognizable enemy forces” (the parchment doesn't list enemies).
- “Define enemy positions” (the parchment doesn't specify enemy positions).
- “Enemy forces incorporated” (the *Oracle* has enough information to successfully process the enemy forces).

HOLE C (ALLIED FORCES)

Any object inserted into this hole is disintegrated. To inform the *Oracle* about allied forces, a character must make a list of their positions on parchment and then insert it into this hole. When a parchment is inserted, the *Oracle* responds with one of the following phrases:

- “Unrecognizable allied forces” (the parchment doesn't list allies).
- “Define allied positions” (the parchment doesn't list allied positions).
- “Allied forces incorporated” (the *Oracle* has enough information to successfully process the enemy forces).

HOLE D (MISCELLANEOUS FACTORS)

Any object inserted into this hole is disintegrated. To inform the *Oracle* about miscellaneous battlefield data (weather, lighting, morale, etc.), a character must compose a statement on parchment and then insert it into the hole. When a parchment is inserted, the *Oracle* responds with one of the following phrases:

- “Unrecognizable miscellanea” (the statement doesn’t provide any useful battlefield information).
- “Miscellanea incorporated” (the *Oracle* has enough information to successfully process miscellaneous factors).

ACTIVATING THE ORACLE

To activate the *Oracle of War*, the players must provide it with information about four separate topics: battlefield terrain, enemy forces, allied forces, and miscellaneous factors. The information provided need not be exhaustive, so long as it fulfils the basic requirements of the device (see “Examining the *Oracle*”). If the players provide it with the data it needs, read the following boxed text aloud:

The device trembles as hatches on its sides suddenly retract, releasing a trio of mechanical pigeons. These constructs swoop up through a hole in the ceiling and fly off into the marketplace, only to reappear a few moments later and return to their compartments. As the hatches slide shut, the device announces that it is “Preparing tactical advice.”



Having scouted the area, the *Oracle of War* now produces a series of tactical suggestions on parchment, as provided on **Handout 4: Tactical Advice**. Due to the players’ actions, some of the items listed on the handout may no longer apply; score these out, or cut out and hand over the suggestions that do matter (for example, if the players destroyed the cleanup crew, the *Oracle* won’t mention them). Also, the *Oracle* can’t provide information about enemy forces it wasn’t told about (so it only gives advice about the **iron juggernaut** if that enemy was listed). After dispensing its advice, the *Oracle* announces that it is “Recharging systems” and becomes inoperable until the following dawn.

ESCAPING THE MARKETPLACE

To complete the adventure, the players must escape the marketplace with the *Oracle of War*.

ENEMY FORCES

The following enemy forces are now present in the marketplace:

- An **iron juggernaut** drives around the plaza, mounted by a **warforged soldier**. The vehicle aggressively charges anyone it spots.
- Three groups of five **warforged raiders** search the market for the scavengers (starting at the message station). One of these groups moves to the entrance of the market and stands guard there.
- The **warforged soldier**, Shear still hides on the balcony at area 8 (unless defeated previously).
- The ten **warforged raiders** still shelter inside Musk at area 9 (unless defeated previously).

If the players exploit the advice given by the *Oracle of War*, their task should be made considerably easier. For example, you could rule that the iron juggernaut gets stuck permanently if lured across the unstable floor in Hounds of Barrakas (area 10). Similarly, adventurers who purposefully ignite the flammable samples inside Musk (area 9) could be rewarded with maximum damage or disadvantage on enemy saving throws. If the adventurers befriended the pseudodragon in area 4, use it to grant telepathic hints about enemy positions. Grant **advantage** or **inspiration** as seems fit and be prepared to ad-lib action-packed encounters!

Treasure. The warforged soldier driving the iron juggernaut wears *mithral chain mail*.

SCAVENGERS IN COMBAT

During combat, one or more players can control the NPC scavengers, or you can speed things up by having all of them act on the same initiative count. If using the faster method, roll 1d20 on their turn to determine how many of their attacks hit:

- On a roll of 1–5, none of the **scouts** hit.
 - On a roll of 6–15, each **scout** hits with one attack.
 - On a roll of 16–20, each **scout** hits with both attacks.
- The scouts deal 6 piercing damage per attack with their longbows and 5 piercing damage per attack with their shortswords.

RESCUING DURVO TELLIS

After the warforged reinforcements arrive, Kalli urges the group to help rescue her lost comrades. Nella Halthorn argues against her, saying it is madness to risk their lives trying to save those who are lost—more raiders could arrive at any time! How the players respond to this dilemma forms a legacy event at the end of the adventure:

- If the players try to rescue Durvo Tellis, they earn the legacy event “A Friend Indeed.” At the end of the adventure, ask the players to tick this event on their **Adventure Records**.
- If the players leave him behind, they earn the legacy event “Hard Call.” At the end of the adventure, ask the players to tick this event on their **Adventure Records**.

ENDING THE ADVENTURE

The adventure ends when the characters safely escape the marketplace. If you’re playing this adventure out of sequence with the *Oracle of War* campaign, the adventurers return to Salvation to claim their reward. If you’re playing the *Oracle of War* campaign in sequence, they get into trouble en route: their story continues in DDAL-EB-03 *Where the Dead Wait*.

ABOUT THE AUTHOR

Will Doyle is a freelance RPG designer and veteran of the UK computer games industry. His writing and cartography credits for D&D include *Baldur’s Gate: Descent into Avernus*, *Tomb of Annihilation*, and *Storm King’s Thunder*. Will is the Content Manager for the D&D Adventurers League’s Eberron: *Oracle of War* campaign. He lives in the wilds of Surrey with his fiancée Stacey and their daughter Roxanne. You can follow him on Twitter at @beholderpie.



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 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.
Durvo Tellis	Neutral male dwarf scavenger	Durvo has a sour attitude for anything that isn't getting down to business gathering treasure.
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.
Nella Halhorn	Neutral female halfling scavenger	Nella is a tan halfling in her twenties from Sharn. She has a sharp wit and is quick to make a joke.
Sprocket	Neutral warforged scavenger	Sprocket is a 15-year-old warforged who worked for House Cannith as an assistant to several artificers.

CREATURE STATISTICS

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

BROOM OF ANIMATED ATTACK

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The broom is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the broom must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the broom remains motionless and isn't flying, it is indistinguishable from a normal broom.

ACTIONS

Multiattack. The broom makes two melee attacks.

Broomstick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

REACTIONS

Animated Attack. If the broom is motionless and a creature grabs hold of it, the broom makes a Dexterity check contested by the creature's Strength check. If the broom wins the contest, it flies out of the creature's grasp and makes a melee attack against the creature with advantage on the attack roll.

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)	12 (+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.

IRON JUGGERNAUT

Huge construct, unaligned

Armor Class 12 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the juggernaut moves at least 20 feet straight toward a creature and then hits it with a ram attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the juggernaut can make one trample attack against it as a bonus action.

ACTIONS

Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 19 (3d8 + 6) piercing damage.

Trample. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

PSEUDODRAGON

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Magical Resistance. The pseudodragon has advantage on saving throws against spells and other magical effects.

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

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

Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

RUG OF SMOTHERING

Large construct, unaligned

Armor Class 12

Hit Points 33 (6d10)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP)

Antimagic Susceptibility. The rug is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance. While the rug remains motionless, it is indistinguishable from a normal rug.

ACTIONS

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

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.

WARFORGED RAIDER

Medium humanoid (warforged), any non-lawful alignment

Armor Class 13 (natural 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)

Damage Resistances poison

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 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

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 80/320 ft., one target. *Hit:* 5 (1d8 + 1) 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 armblade attacks.

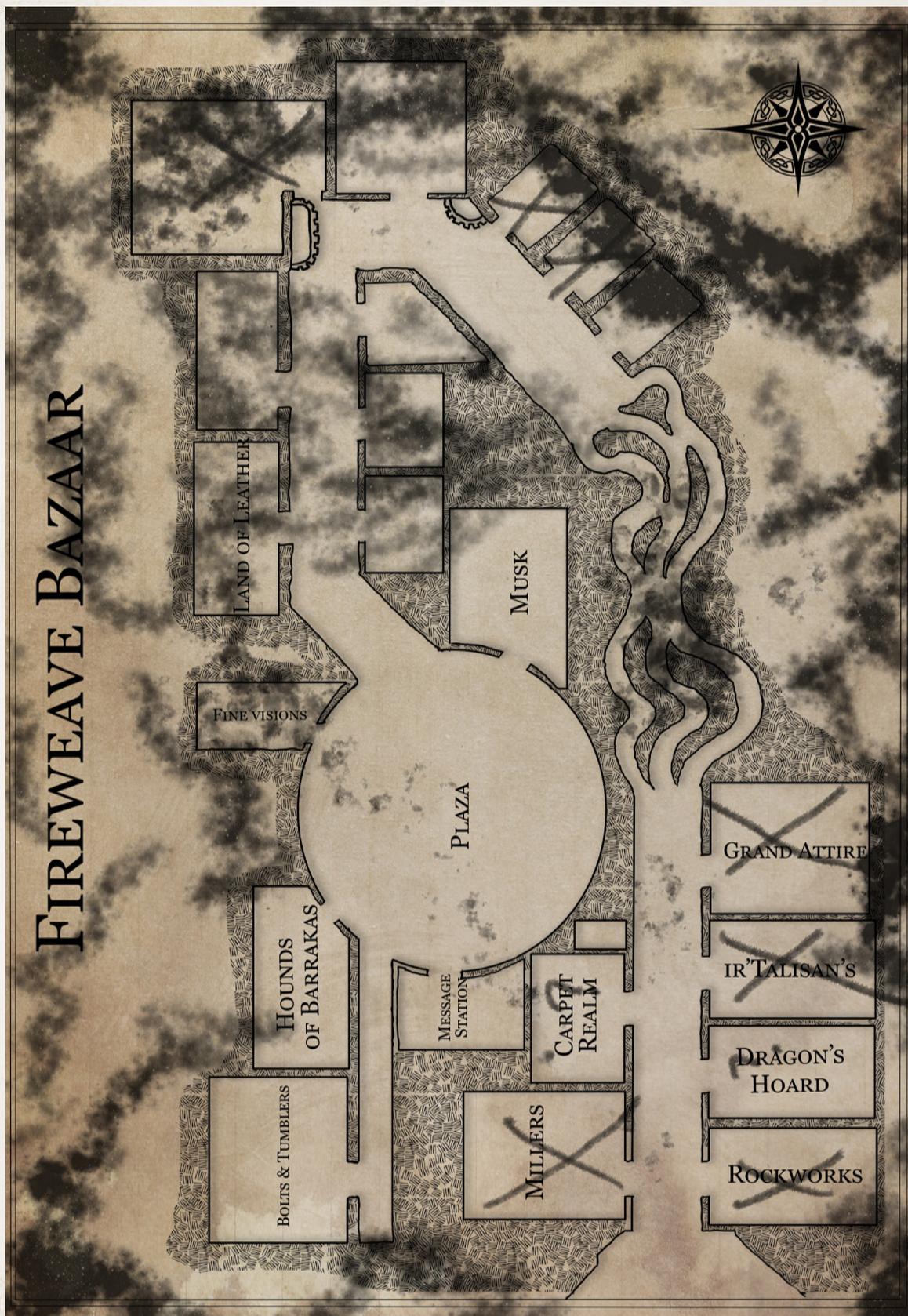
Armblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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.

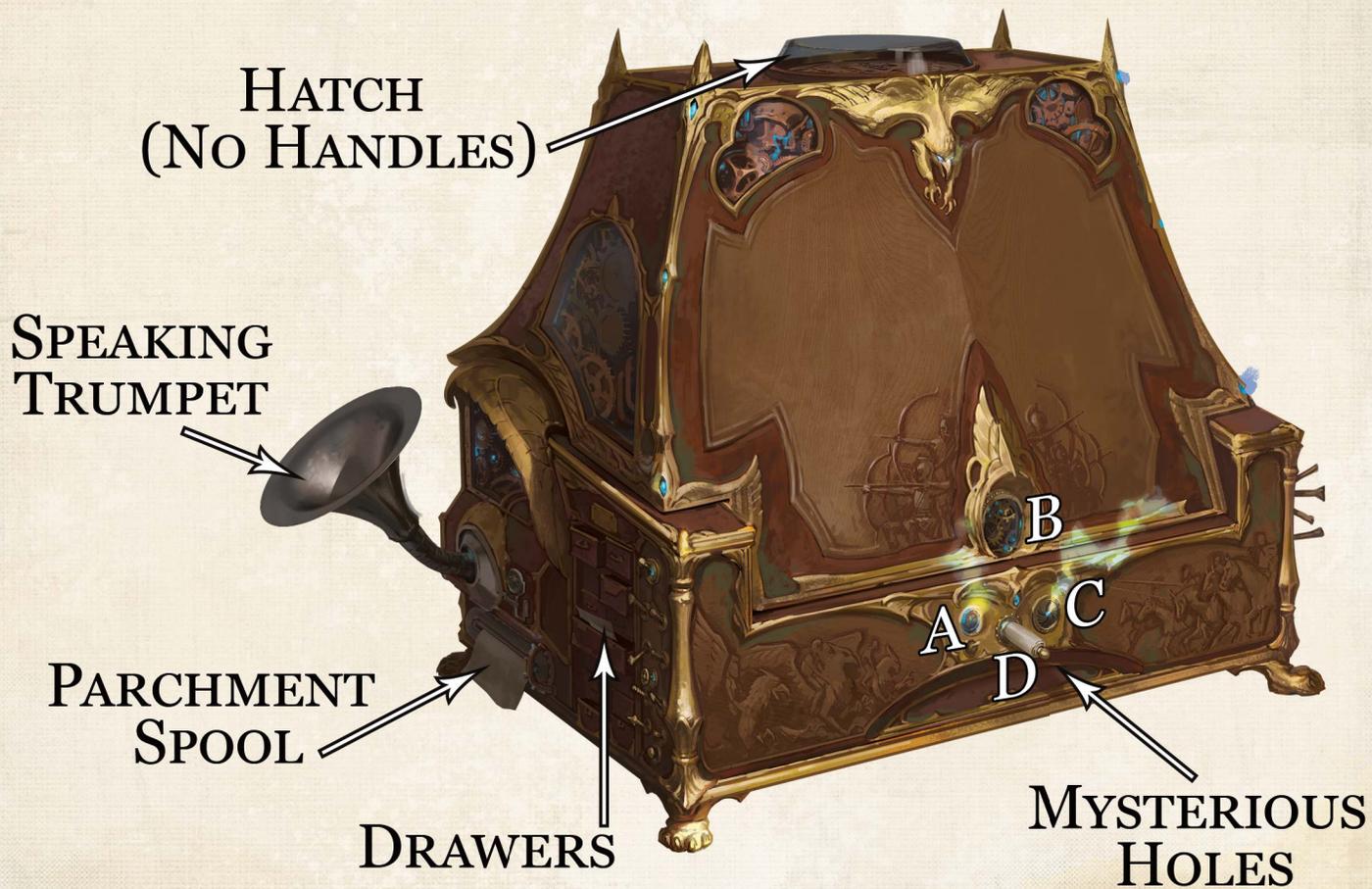
REACTIONS

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.

HANDOUT 1: MAP BOARD



ORACLE OF WAR



HANDOUT 3: A LETTER TO RUMEO

Rumeo,

Something went wrong. They tested the Oracle of War in the field and, initially, it performed admirably. The 15th Brelish Lancers were wiped out almost to a man by our allies, who utilized the device to learn their enemy's weaknesses and drive them into the mud. Pincer movement, I'm told. Augurine would have been proud. They even reported that feeding the machine data by parchment was preferable to talking to it, as the din of battle can make it difficult to be heard.

The problem came on the second test. It's difficult to explain—we need to talk in private. When you receive the Oracle, contact me. Delay your orders if possible. If they find out something is wrong with the device, they'll activate the Third Protocol and we'll all pay with our necks. The Dragonmarked Houses don't mess around, and we don't want Saal Dreadstroke knocking on our doors.

*Speak soon,
Gorth*

HANDOUT 4: TACTICAL ADVICE

Lure iron juggernaut onto weak floor inside Hounds of Barrakas.

Attack automated salesperson inside Grand Attire to send it on a rampage.

Befriend pseudodragon inside Dragon's Hoard to spy on enemies.

Activate iron defenders inside Hounds of Barrakas.

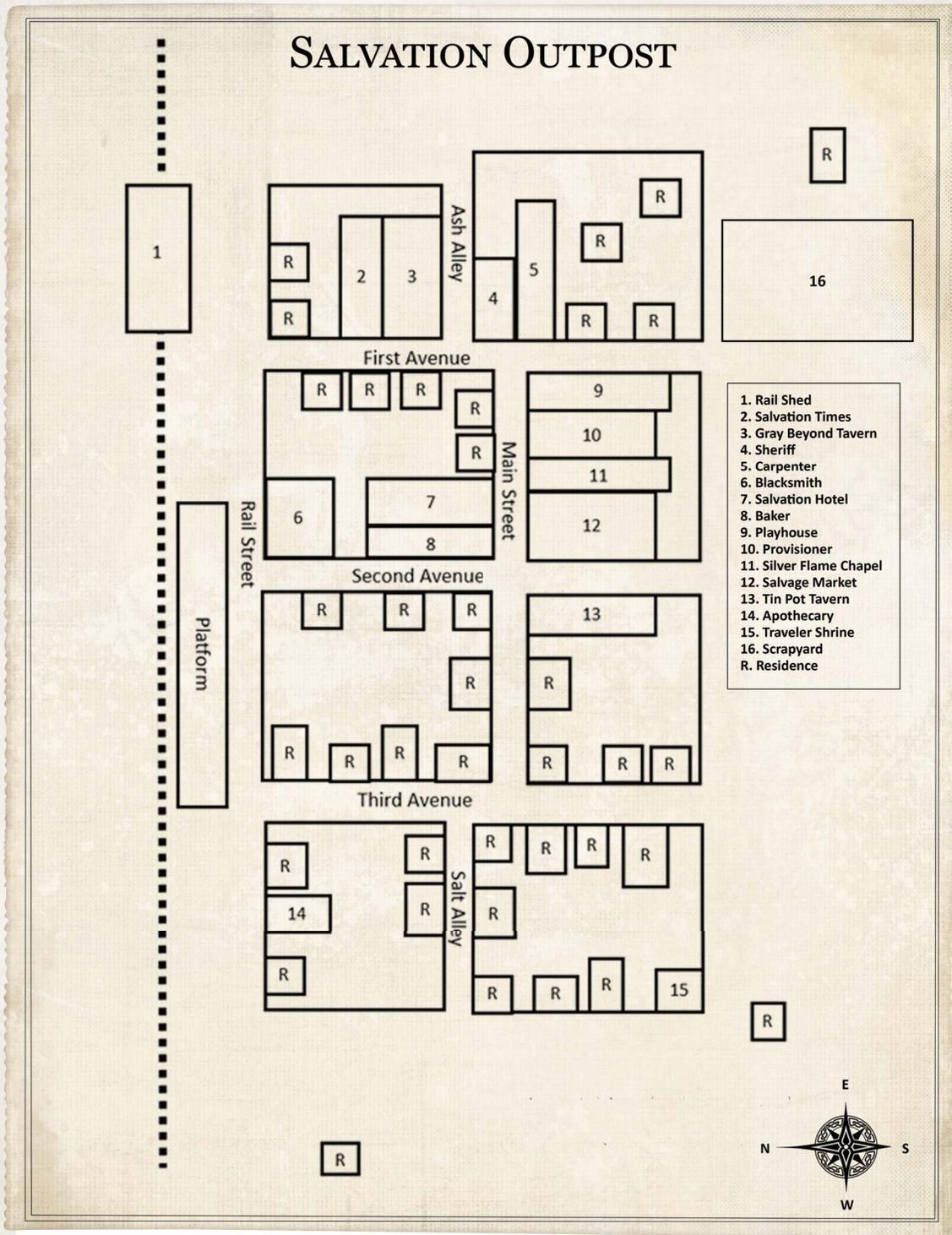
Create spillage in thoroughfare to attract malfunctioning cleanup crew.

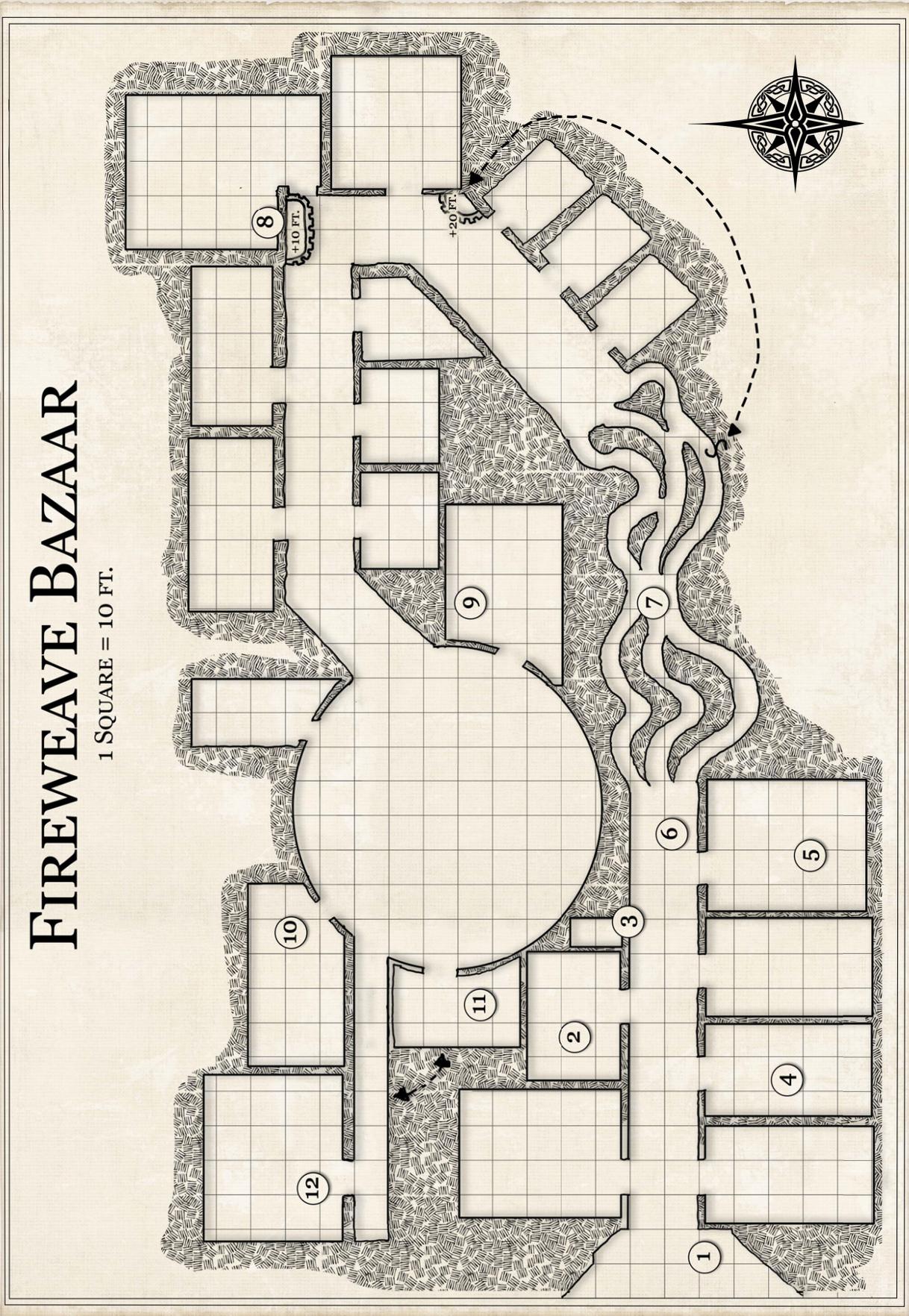
Ignite flammable samples inside Musk to create explosions.

Use Hall of Illusions to trick and outmaneuver enemies.

APPENDIX A: DUNGEON MASTER'S MAPS

MAP OF SALVATION





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

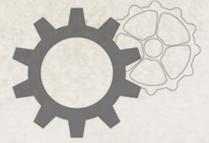
To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, 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-02 VOICE IN THE MACHINE

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

ADVENTURE NOTES

You entered the Mournland to track down the Gray Dogs, a missing salvage crew. When you found them, you uncovered a strange relic from a basement in Kalazart—the *Oracle of War*. This artifact provided tactical assistance that helped your group escape when you were surrounded by warforged outlaws.

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)

LEGACY EVENTS

A Friend Indeed. You listened to Kalli Alran (or the NPC friend you created during DDAL-EB-01 *The Night Land*) and went back to save her trapped comrade. At the end of this adventure, choose one of the following benefits:

- Your friend applies a temporary enhancement to your armor, granting you +1 AC for the duration of your next adventure.
- Your friend gives you a *potion of healing*.

Hard Call. You angered Kalli Alran (or the NPC friend you created during DDAL-EB-01 *The Night Land*) by not risking your lives to save her trapped comrade. At the end of this adventure, each surviving member of the Gray Dogs—apart from your friend—slips you 5 gp as thanks.

White Rose. You found a preserved white rose in the same marketplace that you found the *Oracle of War*.

- Tick this if you identified the rose. At the end of the adventure, you can spend 5 gp to identify it as a rare Orioth rose from the distant jungle of Dajar Orioth in the elven nation of Aerenal.

REWARDS

You gain the following rewards:

50 gp from Belaluur for rescuing the Gray Dogs or returning to Salvation with their gear. You **must** return to Salvation to claim this reward.

Choose **ONE** bonus reward:

- A *potion of healing* from the corpse in Carpet Realm (area 2).
- 25 gp for ransacking Dragon's Hoard (area 4).
- A *rope of climbing* for defeating the raiders in Musk (area 9).
- A suit of *mithral chain mail* for defeating the iron juggernaut.
- A *potion of clairvoyance* from Garundah if she is still alive.

CHARACTER WEALTH

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