

THE THIRD PROTOCOL

. ORACLE OF WAR PART 4 .



D
D
A
L
-
E
B
-
0
4

By

M.T. BLACK

A FOUR-HOUR ADVENTURE FOR TIER 1 CHARACTERS

CREDITS

Designer: M.T. Black

Campaign Story and Development: Will Doyle

Editing: Ashley Michaela "Navigator" Lawson

Art Direction and Layout: Stacey Allan

Artists: Conceptopolis, Olga Drebas, Wayne England, Justin Gerard, Julian Kok, Lee Moyer, Jim Nelson, Matt Stewart, Ben Wootten

Cover Illustrators: Vance Kelly, Jim Nelson (inset illustration)

All art provided by Wizards of the Coast and used with permission

D&D Adventurers League Guildmaster: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Eberron Administrators: Will Doyle, Amy Lynn Dzura, Shawn Merwin

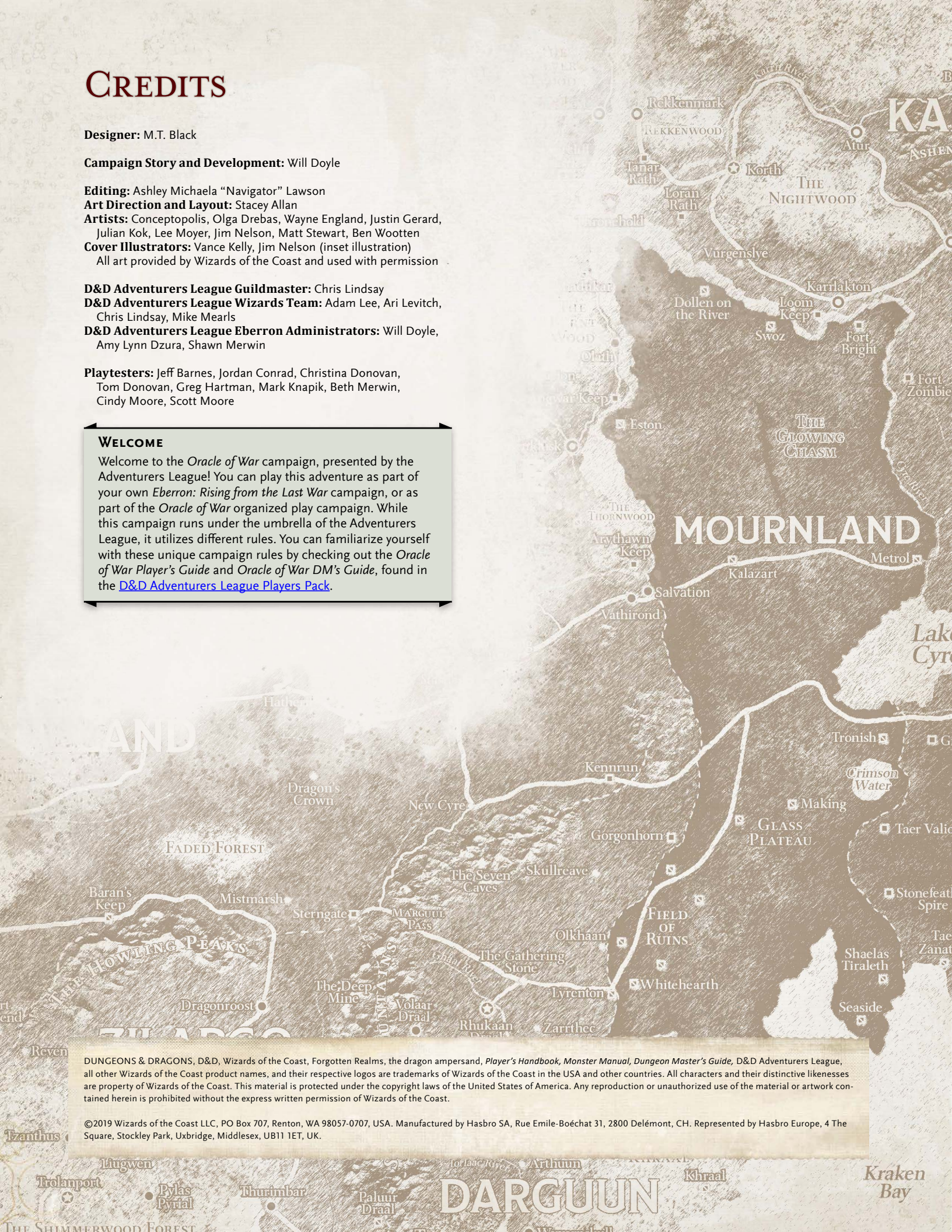
Playtesters: Jeff Barnes, Jordan Conrad, Christina Donovan, Tom Donovan, Greg Hartman, Mark Knapik, Beth Merwin, Cindy Moore, Scott Moore

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](#).

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2019 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.



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 4**. 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 fourth 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 brokers of **SALVATION** pay good coin for artifacts scavenged from the haunted battlefields of the **MOURNLAND**. In this nest of cutthroats, daring explorers gather to carve their destinies from the ruins of Cyre. After heading into the Mournland to rescue a missing salvage team, the adventurers unearthed a strange device called the **ORACLE OF WAR**.

During the party's return journey, they were ambushed by undead, and potentially lost the *Oracle* to a rival salvage crew. During the battle, the *Oracle* revealed a mysterious verse from the **DRACONIC PROPHECY**, after which it shut down and began repeating the phrase, "Third protocol activated."

THE ORACLE OF WAR

The *Oracle of War* is a large, beautifully stained wood chest, set with cogs and gears. It is 3½ feet high, 4½ feet wide, 2 feet deep, and weighs 220 lb. When the device is functional, an operator can provide it with battlefield information by writing notes down on parchment and feeding it into holes in the device's body. After a few seconds of processing, the *Oracle of War* provides detailed tactical advice for overcoming the enemy. The device has currently shut down and is repeating the phrase "Third protocol activated."

OVERVIEW

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

- **Part 1: True Grit (15 mins).**

The adventurers return to Salvation from the ruins of the Mournland.

- **Part 2: The Proposition (45 mins).**

The adventurers head to the Salvage Market and have a run-in with some rivals. Just as things get nasty, they are interrupted by the arrival of a group of assassins at the lightning rail station.

- **Part 3: A Million Ways to Die (150 mins).**

The adventurers play a deadly game of cat and mouse with the assassins throughout Salvation.

- **Part 4: Dead Man (30 mins).**

The adventurers have a final showdown with the lead assassin.

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-03 *Where the Dead Wait*, this adventure picks up after that adventure ends and the characters have had at least one long rest.

Characters who played previous instalments of *Spoils of War* have a contact that may star in this adventure, if she is still alive: Kalli Alran (or a scavenger friend created by the players that replaces her). If the characters haven't played the previous instalments, use the following adventure hook:

Old Friend. One or more of the characters knows Kalli Alran, a scavenger from the town of Salvation. Kalli went missing in the Mournland with her crew, the Gray Dogs, and the adventurers were hired to rescue her. 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. *The Third Protocol* incorporates the following legacy events from previous adventures in the *Oracle of War* series:

Fallen Titan. If the adventurers saved Salvation from the Order of the Emerald Claw during DDALEBEP-01 *The Iron Titan*, the crooked broker Irullan Karnach isn't present during part 2.

Grateful Goblin. Adventurers who rescued the apprentice artificer Garundah and returned her to her mother, Belaluur, during DDAL-EB-01 *The Night Land*, receive their assistance during parts 2 and 3.

Powerful Enemy. Adventurers who made an enemy of the salvage broker Irullan Karnach during DDAL-EB-01 *The Night Land* find themselves in deeper trouble during part 2.

Stay of Execution. Adventurers who spared the change-ling thief Whist during DDAL-EB-01 *The Night Land* receive her assistance during part 3.

Stolen Artifact. Adventurers who lost the *Oracle of War* during DDAL-EB-03 *Where the Dead Wait* wrest it back from the traitorous Gray Dogs during part 2.

Turned Traitor. If Kalli Alran betrayed the group during DDAL-EB-03 *Where the Dead Wait*, players can win back her trust during part 1.

TRADE

Players who visit Salvation during this adventure can buy anything from the Adventuring Gear, Armor, Equipment Packs, Tools, or Weapons tables in chapter 5 of the *Player's Handbook*. Items can also be sold for half their listed value, although players can gain no more than 20 gp per adventure in sales.

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

TRUE GRIT

Estimated Duration: 15 minutes

The adventurers return to Salvation from the ruins of the Mournland.

RETURN TO SALVATION

When everyone is ready to begin, read the following boxed text aloud:

In recent times you have made your home in Salvation, a newly built outpost on the border of the Mournland. You are a scavenger, bravely venturing out into the Gray with your companions, searching for the abandoned treasures of Cyre. It is a risky undertaking, but the rewards can be fabulous.

On your most recent journey you found a strange artifact, the *Oracle of War*, a large, beautifully stained wood chest, set with cogs and gears. For a while, this device provided vital battlefield advice, but soon malfunctioned, revealing a mysterious verse from the Draconic Prophecy:

“When dark lanterns flicker in the light of the silver torch, the King in Green rides north on a bolt of steel. Two nations prepare for war, as all eyes turn to Sky Blue.”

It has since been repeating the words “Third protocol activated.” Whatever this thing is, it’s surely worth a fortune as salvage!

Ask the players to introduce their characters. If the characters have played the previous adventures in this series, ask someone to briefly recap what has happened so far. When they’re done, give everyone **inspiration**.

If Kalli Alran is with the adventurers, take a moment to describe her to the group before proceeding. Kalli has the statistics of a **scout**.

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?”

THE ORACLE OF WAR

Give the players **Handout 1: Oracle of War** if they have the device. This information represents everything they’ve learned so far about the device. The *Oracle* is malfunctioning and cannot be used in this adventure.

DEATH DOGS

The party pass a pack of 1d4 + 2 **death dogs** when they are still half a mile from Salvation. The dogs begin following the characters, trailing about 40 feet behind. They don’t attack, and scatter as soon as one of them takes damage. They don’t follow the party into the outpost.

The dogs are part of a much larger pack. When the adventurers enter Salvation, this pack surrounds the outpost and preys on anyone who tries to flee. See part 3: “A Million Ways to Die.”

THE TRAITORS

Players who participated in previous instalments in the *Spoils of War* series may have a score to settle in the outpost:



If half or more of the players have the **Stolen Artifact** legacy event, the *Oracle of War* was stolen from them by the Gray Dogs scavenger crew.

Adventurers who ask around Salvation learn that the Gray Dogs were seen heading toward the Salvage Market with a strange device.



If half or more of the players have the **Turned Traitor** legacy event, their ally Kalli Alran betrayed them and tried to steal the *Oracle of War*.

If any of the players wrote Kalli a letter during the period between adventures, Kalli meets them outside Salvation to make peace: ask the players to strike out the “Turned Traitor” legacy event from their records. If the Gray Dogs stole the *Oracle*, Kalli agrees to help win it back before her comrades sell it at the Salvage Market.

EXPLORING SALVATION

The **Map of Salvation** in **appendix A** 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 Khorvairé 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.

PROCEEDING TO PART 2

This part ends when the adventurers head for the Salvage Market (area 12). When everyone is ready, **proceed to part 2: "The Proposition."**

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 cloudkills that endlessly search for new victims. And angry ghosts continue to fight their final battles.

—Eberron: *Rising from the Last War*



PART 2

THE PROPOSITION

Estimated Duration: 45 minutes

The adventurers head to the Salvage Market and have a run-in with some rivals. Just as things get nasty, they are interrupted by the arrival of a group of assassins at the lightning rail station.

LET'S MAKE A DEAL

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

Slants of gray light fall from the windows of the Salvage Market. Here, brokers do business from behind armored counters. As you enter, a disheveled, malnourished salvage crew is arguing with the brokers over the value of a damaged conductor stone.

The Salvage Market is where artifacts and other items discovered in the Mourmland are traded and sold. It's also a good place to get information. The adventurers may come here to find the Gray Dogs, to collect their bounty from Belaluur, or to value the *Oracle of War*.



If half or more of the players have the **Stolen Artifact** legacy event, the Gray Dogs salvage crew are in here too. See "The Gray Dogs," below.

If the party arrives with the *Oracle of War*, they are attacked by greedy salvagers after presenting the device to the brokers (see "The Ashhounds," below).



If half or more of the players have the **Powerful Enemy** legacy event, the broker Irullan Karnach tries to stir up some extra trouble here.

AREA INFORMATION

Several salvage brokers work in this place, each of them operating independently. Salvage crews bring their loot here to sell.

Dimensions and Terrain. The market is housed in a 50-foot-by-80-foot warehouse with a dirt floor. The walls are made of old, scorched timber planks, salvaged from the Mourmland.

Ceiling. The peaked roof is made of wooden shingles.

Light. Several unglazed windows let in the dull evening light.

Sounds and Smells. There are several low conversations going on, but the room is relatively quiet. The room smells of dust, sweat, and oil.

Brokerage Tables. Six brokerage tables are scattered around the room, each one roughly 5 feet by 10 feet in size. Behind each one is a large wooden tub, used to store salvaged items.

THE BROKERS

There are three salvage brokers working in the market today:

- Belaluur, female goblin salvage broker.
- Draev Shaldor, male human salvage broker.
- Irullan Karnach, female human salvage broker.



If any players have the **Fallen Titan** legacy event, Irullan Karnach isn't present in this scene.

Roleplay any interactions with the brokers, using the sidebar for reference. None of the brokers can identify the *Oracle of War*. They are either too wary to take it off the party's hands or make stingy offers to purchase it (e.g. 10 gp).

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."

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 with a magic filter in its place. He is 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."

IRULLAN KARNACH (EAR-OO-LAHN CAR-NACK)

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 one of Salvation's most powerful brokers: but secretly, she 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."

THE GRAY DOGS

If the Gray Dogs salvage crew stole the *Oracle of War* from the party, they are encountered here. Find out from your players how many of the following Gray Dogs are still alive:

- Durvo Tellis (male dwarf)
- Kalli Alran (female human)
- Nella Halthorn (female halfling)
- Sprocket (warforged)

Seeing the party, the traitorous **scouts** fight desperately to defend their claim to the *Oracle of War*. If half or more of them are defeated, the rest surrender and throw themselves on the mercy of the party. Players who survive this encounter can reclaim the *Oracle* and strike the **Stolen Artifact** legacy event from their Adventure Records.



If an adventurer with the **Grateful Goblin** legacy event is knocked unconscious during this fight, Belaluur's daughter Garundah aids them.

Garundah dashes forward to administer a *potion of healing* and then retreats behind the armored counter. Garundah only performs this duty once during this encounter.



THE ASHHOUNDS

After the party has spent some time talking to the brokers, they are stopped by a trio of Ashhound mercenaries.

Three **veterans** saunter over to the party: a dwarf and two humans. The dwarf, a cocky, sneering fellow named Kellark, says he wants the *Oracle* and is willing to offer them a decent price for it: their lives. If the characters refuse, the veterans attack.



Players with the **Grateful Goblin** legacy event can also receive Garundah's aid here, as detailed under "The Gray Dogs."



If Irullan is present, and half or more of the players have the **Powerful Enemy** legacy event, she whispers to the mercenaries and casts a spell on them before they approach, then gleefully watches from behind her counter.

Due to Irullan's powerful magic, each mercenary gains the benefit of a *false life* spell: gaining 1d4 + 4 temporary hit points. If the adventurers defeat the Ashhounds, Irullan closes her counter and her remaining Ashhound mercenaries stand guard outside. Before the players can enact any vengeance, events in the outpost take a dire turn (see "Proceeding to Part 3").

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **veterans**.
- **Weak:** Remove one **veteran**.

PROCEEDING TO PART 3

After the adventurers have spoken to the brokers and dealt with any trouble, a thundering voice, magically projected, is heard throughout Salvation:

You hear screaming voices from outside. A thundering voice echoes across Salvation from the direction of the lightning rail station.

"People of Salvation! My name is Saal Dreadstroke. I have a simple proposition for you. Bring me the device known as the *Oracle of War*, and no one else needs to get hurt. Defy me and you will all die.

"Every ten minutes, one of my colleagues will execute someone from this outpost. If you have the *Oracle*, I suggest you step forward and let yourself be known."

Once this pronouncement is made, those in the market hastily gather their belongings and leave. **Proceed to part 3: "A Million Ways to Die."**

PART 3

A MILLION

WAYS TO DIE

Estimated Duration: 150 minutes

The adventurers play a deadly game of cat and mouse with the assassins throughout Salvation.

ENTER THE ASSASSINS

When the players leave the Salvage Market, read the following boxed text aloud:

Stepping onto the streets of Salvation, you see panicked workers fleeing from the lightning rail station. Six figures stand on the platform: a half-orc wearing a leather duster, an ogre carrying a battering ram, a helmed warrior, a snarling gnoll, an iron cobra, and a ferocious orc wearing clawed gauntlets. Sprawled at their feet is the corpse of Sheriff, the only person who stood for any law in this outpost. With a nod from the half-orc, the five brutes fan out to search Salvation.

Ever since the *Oracle of War* activated the “third protocol,” the device has been sending a distress signal to its shadowy creators. Acting on orders assigned during the Last War, a cadre of assassins has been sent to the outpost to retrieve the device. The warforged peacekeeper Sheriff got in their way and paid the ultimate price.

THE ASSASSINS

The assassins, led by Saal Dreadstroke, have just arrived in Salvation on the lightning rail. Their tracking device confirms the *Oracle* is in Salvation but can't pinpoint its location. While Saal waits on the rail platform, his five comrades search the outpost. The recovery crew is comprised of the following mercenary assassins:

Saal Dreadstroke. The leader of the assassins sits on the lightning rail platform in the lotus position, waiting for his comrades to bring him the *Oracle of War*. He doesn't enter the outpost. The adventurers confront Saal in part 4 (or earlier if they head straight for the lightning rail station).

Ghanji Saberhands. The ferocious orc wears gauntlets that sprout long, steel blades. He enters the outpost and begins searching for people to interrogate, dragging his long blades along the walls as he passes.

Gorg Bor Rogan. Gorg thumps through the outpost, smashing down doors and dragging the inhabitants out into the street. He is profoundly stupid and easily tricked.

Indomitus. This helmed horror is loyal to Saal. It takes to the air and circles around Salvation to keep the streets clear and ensure no one flees the outpost.

Yrgna Bloodfist. This crazed gnoll enters the outpost and begins ripping open doors and knocking aside anyone who gets in her way.

Sardzarka. This iron cobra is imbued with the spirit of a cruel elf. She slithers into Salvation and bursts into homes, killing everything she meets.

FIGHTING THE ASSASSINS

This scene takes place across the whole of Salvation. The stat blocks of the six assassins are listed by name in the “Creature Statistics” section at the end of this adventure.

Fought together, the assassins should be too powerful for the party to beat. The players should hatch a plan to pick them off one by one before confronting Saal Dreadstroke in part 4. If the characters move around the outpost and investigate the various buildings, they will find useful items and information.

STARTING LOCATION

The characters start at the Salvage Market (area 12) on the map. Before they move off into the outpost, roll three times on the Cry for Help table (see “Allied Assistance,” below).

MOVEMENT

Adventurers can safely move between destinations by making a DC 10 group Dexterity (Stealth) check. They have **advantage** on this check if their destination is on the same block, and **disadvantage** if it is two or more blocks away. On a failure, a randomly selected assassin spots them.

If the players try to isolate one of the assassins, it shouldn't be hard to find them. Simply pick a random location for them to be moving through.

HIDING OUT

If the adventurers hide out in one building, a randomly selected assassin comes upon them within half an hour. This means they can't take a short rest anywhere except the secret Shrine of the Traveler (area 15).

If one player uses stealth to explore at length, have a random assassin show up at the building where the rest of the party are hiding.

COMBAT

If combat occurs anywhere in the outpost, the assassins converge on that location and arrive in 1d6 + 1 rounds. Roll separately for each assassin to see how long they take to arrive. For combat on the street, **Indomitus** flies down and attacks after just one round. Players must learn to keep moving or be overwhelmed.

If the adventurers advance on the lightning rail station, all surviving assassins move to intercept them and protect their boss.

EXECUTIONS

Every ten minutes, Saal calls for his comrades to execute a single townspeople. These killings are designed to drive the players from their hideouts and into the open. Keep a loose track of time and notify the group whenever an execution occurs.

LEAVING THE OUTPOST

If the adventurers attempt to flee the outpost, they are set upon by a hungry pack of 2d6 **death dogs**. This draws the attention of the assassins, with **Indomitus** swooping down to attack the group after just one round.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Reduce each assassin's hit points by half, and their AC by 3. They deal a maximum of 8 damage with each individual attack.
- **Weak:** Reduce each assassin's hit points by a quarter, and their AC by 2. They deal a maximum of 10 damage with each individual attack.



ALLIED ASSISTANCE

Adventurers who played previous instalments of *Spoils of War* may find they have some help in Salvation.



If an adventurer has the **Grateful Goblin** legacy event, Belaluur and her daughter Garundah offer their aid when the party leaves the Salvage Market.

Belaluur advises the party not to face the assassins as a group. She advises them to gather supplies at the apothecary (area 14) or visit the Chapel of the Silver Flame (area 11) if they get injured.



If an adventurer has the **Stay of Execution** legacy event, the changeling thief Whist is hiding out at the secret Shrine of the Traveler (area 15).

CRIES FOR HELP

Before the adventurers leave the vicinity of the Salvage Market, use the following hooks to draw them to different locations in the outpost. Roll three times on the Cry for Help table:

CRY FOR HELP

d10 Connection

- 1 The dwarf editor of the Salvation Times runs back to her office (area 2), muttering "I know that half-orc . . . I know him."
- 2 One of the salvagers hisses that there is a barrel of explosive oil in the rail shed (area 1).
- 3 A bewildered prospector asks for the quickest route to the Gray Beyond Tavern (area 3), saying his daughter is in her room!
- 4 An old woman says that Sheriff's office (area 4) has prison cells that could surely hold those varmints.
- 5 The adventurers see Gorg Bor Rogan smash in the door to the smithy (area 6) and stomp inside. A woman cries out from within.
- 6 The town's carpenter, Grayson Arrow, says he has a net in his workshop (area 5) that is large enough to catch even that "big fella."
- 7 The dwarf owner of the bakery (area 8) drags his children indoors and begs the group to lure the raiders away.
- 8 A woman dashes into the Salvation Hotel opposite (area 7), hurriedly concealing her sparkling gold necklace.
- 9 Uzrik Vazelin, lead performer of the playhouse (area 9) whispers that there is a secret tunnel under his building.
- 10 A salvager whispers that they all should go pray at the secret shrine to the Traveler (area 15).

NPC GENERATOR

The characters are likely to meet ordinary people in outpost as well. When this happens, you can use the following table to quickly roll one up. Assume all inhabitants are commoners.

NPC GENERATOR

d10	First Name	Second Name	Trait
1	Arend	Alarich	Arrogant
2	Beleth	Bauin	Brave
3	Curlot	Beaf	Careful
4	Fluin	Caldamus	Careless
5	Fraedus	Channa	Compassionate
6	Glenas	Corleis	Enthusiastic
7	Haedrun	Crudaker	Fearless
8	Huys	Dabren	Friendly
9	Levini	Dekker	Generous
10	Lukar	Delru	Grumpy
11	Margu	Ennes	Intelligent
12	Morgana	Gerlach	Kind
13	Oarsen	Jaranus	Optimistic
14	Renilda	Karlach	Pessimistic
15	Retief	Kessler	Selfish
16	Rochus	Kraal	Sensible
17	Syele	Lassinus	Stubborn
18	Tars	Teskelyndros	Stupid
19	Vilina	Vanatar	Timid
20	Wroenna	Vasiraghi	Witty

MAP LOCATIONS

Give the players **Handout 2: Salvation Outpost** when the assassins arrive in Salvation. The players can use this information to plot their movements.

AREA INFORMATION

The outpost has the following common features:

Buildings. Most of the buildings in Salvation are made from old timber planks, but a few are made from stone. They're usually roofed with wood or slate shingles.

Doors. Except where specified, doors are made of timber planks and can be forced open with a successful DC 14 Strength check. There are no back doors unless specified.

Locks. Most doors in the outpost are locked, and the locks can be picked with a successful DC 12 Dexterity check by creatures proficient with thieves' tools.

Windows. Unless specified, windows are 1½-foot-by-1½-foot unglazed openings secured by wooden shutters.

1. RAIL SHED

This 40-foot-by-80-foot shed is made of galvanized iron and has no doors. The shed is unoccupied. A wooden barrel in the corner contains 30 gallons of oil. If the barrel is exposed to electricity or flame, it explodes. All creatures within 30 feet of the barrel when it explodes must make a DC 14 Dexterity saving throw, taking 17 (5d6) fire

damage on a failed save, or half as much damage on a successful one.

2. SALVATION TIMES

The front room of this wooden building is 20 feet by 40 feet and contains a printing press, several desks, and numerous old copies of the *Salvation Times*, the outpost's broadsheet newspaper.

The editor, Gerthin Soldorak (female dwarf **commoner**), is hiding under a bed in the 20-foot-by-20-foot back room. She is terrified as she has heard of Saal Dreadstroke and knows he is pitiless. She tells the characters that Saal has enchanted skin and is difficult to hurt with fire or magic.

3. GRAY BEYOND TAVERN

The front room of this whitewashed wooden building is 30 feet by 45 feet and contains stools, tables, a wooden bar and several barrels of ale. There are two 3-foot-by-5-foot glazed windows set in the front of the building.

The back room is 30 feet by 15 feet and the tavern-keeper, Reesin Smyth (male human **commoner**), is hiding there with half a dozen patrons. He begs the adventurers to leave, suggesting the secret shrine to the Traveler would be a good place to hide as people often overlook it.

If **Ghanji Saberhands** is still active when the adventurers enter here, he starts to circle the building, grinding his claw against the walls to terrify those inside. When Saal calls for another execution, he clambers through one of the windows to snatch a terrified patron for the kill.

4. SHERIFF'S OFFICE

This 20-foot-by-40-foot stone building contains three empty cells, several chairs and tables, and a small chest full of arrest reports (mostly for drunkenness). The keys to the cells are hung on the wall.

5. CARPENTER

This 20-foot-by-80-foot workshop is full of wooden furniture in various stages of completion as well as a half-finished carriage. There is lots of scrap wood and rope here—enough to create a crude barricade. At the back of the workshop are several benches and two sets of carpenter's tools, while a 15-foot-by-15-foot net hangs from a wall. The workshop has a back door, which is unlocked.

6. BLACKSMITH

This 40-foot-by-40-foot workshop has walls of undressed stone and a slate floor. There is a set of smith's tools here, near an anvil and an unlit forge, as well as various piles of scrap iron.

Sitting on various benches around the workshop are the following newly forged items:

- Caltraps (box of 100)
- Chain (50 feet)
- Chain mail
- Greatsword
- Light hammer
- 2 longswords
- Mace
- Shield
- Warhammer

There are also four flasks of alchemist's fire in a small cupboard. If **Gorg Bor Rogan** is still active, the group find him here drowning Salvation's blacksmith, Becca Hayes

(female human **veteran**), in a tub of water. Becca grabs her longsword and fights alongside the party if rescued.

7. SALVATION HOTEL

This dilapidated old building is made of timber with a flat straw roof and a dirt floor. A 30-foot-by-20-foot front room contains benches, tables, and a barrel of water. The 30-foot-by-40-foot back room is a dormitory with two dozen straw pallets.

There are four guests here, huddled in the corner in terror (use the NPC Generator table to determine their names). One of the guests has a gold necklace worth 50 gp per adventurer in the party (a family heirloom) and offers it to the characters if they will stay and protect her. She also mentions that the provisioner (area 10) has a powerful magic circlet that could aid the party.

8. BAKER

The 20-foot-by-40-foot front room of this recently whitewashed timber building houses three large ovens, alongside wooden tables, barrels of flour and water, and other baking equipment.

The 20-foot-by-20-foot back room contains beds, tables, and other domestic furniture. The baker, Uther Moldorak (male dwarf **commoner**) hides here with his spouse and three children. He tells them that the keeper of the Tin Pot Tavern is a skilled herbalist who was creating a “healing brew” this afternoon.

9. PLAYHOUSE

This 20-foot-by-80-foot hall is made of timber planks covered with drab stucco and has a tidy gable roof of slate. Inside, a dozen wooden benches on a wooden floor face a 2-foot-high stage. A squat box in the corner contains garish and tattered clothes alongside a few other simple props.

A trapdoor in the middle of the stage opens to a 3-foot-high dirt tunnel that crosses under First Avenue and exits beneath a bush behind the nearest residence.

10. PROVISIONER

The name “Thorn’s Provisions” is painted above the door of this wooden building. The front room is 30 feet by 45 feet and contains shelves full of goods and supplies. Any item in the Adventuring Gear table in chapter 5 of the *Player’s Handbook* can be found here, as long as it costs less than 20 gp.

The back room is 30 feet by 15 feet and comfortably furnished. The provisioner, Erix Thorn (male human **commoner**), sits calmly at a table drinking tea. Now an old man, he was an adventurer in his youth before realizing there was more money to be made running this store.

He has a *circlet of blasting*, a memento from the old days. He willingly gives it to the characters so long as they promise to stop the assassins.

11. CHAPEL OF THE SILVER FLAME

This 20-foot-by-80-foot chapel is made of clean, dressed stone and has a gabled roof of silver-painted wooden shingles. The door is thick and heavy but has no lock.

Inside is a clean wooden floor with several simple, but well-made, benches. At the back of the chapel is a stone altar with a silver dish on it; behind this is a large tapestry embroidered with the image of a silver arrow.

Mother Jahanah Teskelyndros (female human **acolyte**) is here praying with 1d4 residents. She welcomes the characters warmly. She believes her role in this conflict is to remain in the chapel and give sanctuary to those who seek it, but she will happily cast spells to help the characters out.

Jahanah strongly encourages the characters to pray to the Silver Flame for strength. Anyone who does so gains 10 temporary hit points. A character may only do this once.

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 Mournland; in truth, she was 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 . . .”

12. SALVAGE MARKET

This location is where the characters started and is described in **part 2**.



13. TIN POT TAVERN

The front room of this wattle-and-daub building is 20 feet by 45 feet and contains benches, tables, and a barrel of Frostmantle Fire (a potent alcoholic drink from the Mror Holds). There is a 4-foot-by-4-foot glazed window set in the front of the building.

The back room is 20 feet by 15 feet, and the tavernkeeper, Annaka Mroran (female dwarf **commoner**), is here crouched over a cauldron containing her famous healing brew, which she is happy to share. Anyone who drinks the brew regains $2d4 + 2$ hit points. There are five draughts of the brew in the cauldron. It loses its healing benefits after 1 hour, so it can't be put in a bottle or flask for later use.

14. APOTHECARY

This 20-foot-by-30-foot room is crammed full of various herbs, seeds, fungi, oils, and elixirs, each labelled with its name and purported effect, such as curing a cold, improving memory, or increasing the libido.

A successful DC 13 Wisdom (Perception) check locates the following useful items, with one check per item required:

- vial of acid
- vial of basic poison
- *potion of healing*
- *oil of slipperiness*

There is only time for each character to safely search once. If a second search is attempted, they are interrupted by a random assassin.

15. SHRINE OF THE TRAVELER

This 20-foot-by-20-foot building is made of dull red brick with a flat roof of white slate. Instead of a door, a curtain made of small, yellowing bones threaded together on copper wires hangs in the opening to the shrine.

Painted on the wooden floor are eight red arrows in a radial pattern. At the intersection of the arrows is a 3-foot-high altar composed of various animal skulls sculpted in bronze. On top of the altar is a wide silver dish, which bears the inscription, "Make an offering and rest safely."

If any coin or gem is placed in the dish, the party can take a short rest here without being interrupted. Once they have used this benefit, the normal rules for resting apply (see "Hiding Out" above).



If an adventurer has the **Stay of Execution** legacy event, the changeling thief Whist is hiding out here.

If an adventurer moves near the shrine, Whist whistles to draw their attention. She offers to lure one of the assassins into a trap. If the players accept, they gain surprise in the ensuing combat. During the fight, Whist sneaks away from the outpost.

R. RESIDENCE

The residences vary but are typically 20 feet by 20 feet in size and made from old timber. All of them contain typical domestic furniture and other goods.

Some of the residences are empty because the occupants have chosen to hide with another family or to take their chances in the wasteland.

RESIDENTIAL OCCUPANTS

d6	Occupants
1-2	None
3	1d4
4-5	1d4 + 2
6	2d4 + 4

None of the residents have any items of special note. They can, however, supply basic information about the businesses in the outpost ("I noticed the blacksmith has a lot of weapons" etc.).

PROCEEDING TO PART 4

Once the characters have killed or captured five assassins, award each player one **hero point** and proceed to **part 4: "Dead Man."**



PART 4

DEAD MAN

Estimated Duration: 30 minutes

The adventurers have a final showdown with the lead assassin.

THE PROMISE

If the adventurers defeat all five assassins roaming the outpost, they hear the magically amplified voice of Saal Dreadstroke. Read the following boxed text aloud:

The amplified voice of Saal Dreadstroke echoes from the lightning rail station.

“Time to finish this! I have hostages here—bring me the *Oracle of War* or I’ll kill one of them every minute. BRING IT NOW!”

Saal has 10 passengers from the lightning rail held hostage. If the characters don’t proceed to the platform, every minute they hear an anguished scream as Saal kills a hostage.

CONFRONTING SAAL DREADSTROKE

Saal Dreadstroke stands on the lightning rail platform. The **commoner** hostages (six humans, two dwarves, a goblin, and a warforged) kneel beside him in a line, their hands bound behind their backs, their heads lowered.

Saal, sword drawn and leveled at a hostage, looks up and smiles as the characters approach:

“Ah, there you are. You have created some trouble. But I’m at a disadvantage—you know my name, but I don’t know yours.”

The characters may choose to introduce themselves at this stage. Saal goes on to say:

“Many lives would’ve been saved today if you’d just brought me the *Oracle of War*. It doesn’t belong to you—it belongs to people so much more powerful than you.

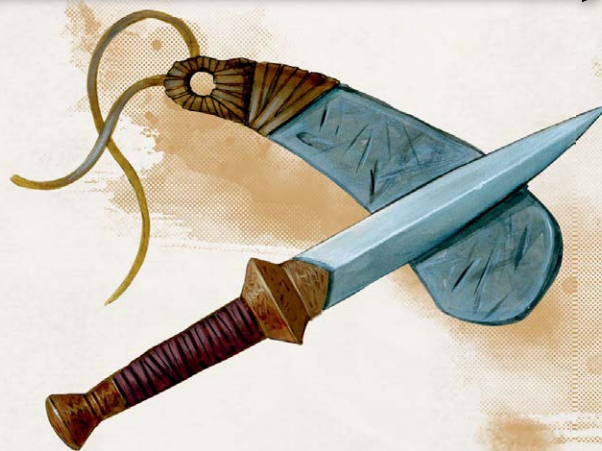
Give it to me now and everyone else in this place lives. Defy me, and I will raze Salvation to the ground. There is no more time—choose!”

If the characters hesitate for more than a few moments, Saal drives his sword into the nearest hostage and then charges at the characters with a roar. As he leaps forward, he throws back his coat and releases five **flying daggers**.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Saal Dreadstroke only has 58 hit points, and remove both his Multiattack action and Unbridled Fury reaction. He only releases two **flying daggers**.
- **Weak:** Saal Dreadstroke only has 70 hit points, and remove his Multiattack action. He only releases four **flying daggers**.



DEFEATING SAAL

If the players defeat Saal and his flying daggers, read the following boxed text aloud:

As Saal falls, the *Oracle of War* emits a puff of blue steam and proclaims “Third protocol resolved. Resuming normal function.”

The *Oracle of War* is now operational again. In future adventures in this campaign, the players can use it to gain valuable battlefield advice—and perhaps even more prophecies!

TREASURE

Saal has a leather satchel on the train containing 100 gp per adventurer in the party. He also has a small tube of metal, about a foot long. This device emits a low beep when pointed in the direction of the *Oracle of War*. It has an additional minor magical property: it amplifies its bearer’s voice, making it sound up to ten times louder than normal.

CONCLUSION

If the adventurers survived this adventure, they have much to celebrate, but many questions: What is the *Oracle of War*? Who made it, and why do they want it back so badly? What is the meaning of the verse it provided from the Draconic Prophecy? All these questions, and more, will be answered in adventures to come.

- If the players captured Saal Dreadstroke or any of his cronies alive, all adventurers earn the “Captured Assassin” legacy event.
- If Kalli Alran survived this adventure on good terms with the party, all adventurers earn the “Still Alive” legacy event.

This concludes the *Spoils of War* series of adventures, but the *Oracle of War* campaign has only just begun! The saga continues in DDALEB05 *A Century of Ashes*.

ABOUT THE AUTHOR

M.T. Black is a freelance game designer. His credits include many best-selling titles such as *Baldur's Gate: Descent into Avernus*, *The Art of War for D&D Players*, and *Xanathar's Extraordinary Vault*.



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 rewards 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. Apply the same rewards to the Adventure Record as your group earned, including legacy events. If a legacy event was awarded to a specific character, you may tick that event for your own character too. This character gains a level and receives the rewards listed on the Adventure Record.

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.
Draev Shaldor	Neutral male human salvage broker	Draev is a miser who always pays the least for his salvage.
Erix Thorn	Neutral good male human commoner	Erix was an adventurer in his youth, but realized there was more money to be made running a store.
Garundah	Neutral female 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 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 Gray Dogs salvage crew and has made it her mission to recover artifacts from her Cyran homeland.
Saal Dreadstroke	Lawful evil male half-orc assassin	This infamous assassin is ruthless and articulate, and treats killing like an art.
Whist	Chaotic neutral female changeling thief	Whist has been hiding out until the heat from stealing the Arrow of Truth dies down.

CREATURE STATISTICS

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

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

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

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.

FLYING DAGGER

Tiny construct, unaligned

Armor Class 17 (natural armor)

Hit Points 7 (3d4)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/8 (25 XP)

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

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

ACTIONS

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

GHANJI SABERHANDS (ORC)

Medium humanoid (orc), chaotic evil

Armor Class 14

Hit Points 71 (13d8 + 13)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	18(+4)	12(+1)	11(+0)	12(+1)	7(-2)

Saving Throws Dex +7, Con +4

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Ambush. On the first round of each combat, the orc has advantage on attack rolls against a creature that hasn't taken a turn yet.

Shadow Stealth. While in dim light or darkness, the orc can take the Hide action as a bonus action.

ACTIONS

Multiattack. The orc makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) slashing damage. If the attack roll has advantage, the target also takes 7 (2d6) psychic damage.

Flurry of Claws (Recharge 4–6). The orc makes six claw attacks against one target. Either before or after these attacks, it can move up to its speed as a bonus action without provoking opportunity attacks.

GORG BOR ROGAN (OGRE)

Large giant, chaotic evil

Armor Class 14 (ring mail)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 4 (1,100 XP)

Siege Monster. The ogre deals double damage to objects and structures.

ACTIONS

Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, and the ogre can push the target 5 feet away if the target is Huge or smaller.

Block the Path. Until the start of the ogre's next turn, attack rolls against the ogre have disadvantage, it has advantage on the attack roll it makes for an opportunity attack, and that attack deals an extra 16 (3d10) bludgeoning damage on a hit. Also, each enemy that tries to move out of the ogre's reach without teleporting must succeed on a DC 14 Strength saving throw or have its speed reduced to 0 until the start of the ogre's next turn.

INDOMITUS (HELMED HORROR)

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities force, necrotic, poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

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

Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

SAAL DREADSTROKE (HALF-ORC)

Medium humanoid (half-orc), lawful evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the half-orc can move up to its speed toward a hostile creature that it can see.

Magic Resistance. The half-orc has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The half-orc makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the half-orc can make one melee weapon attack with advantage against the attacker.

SARDZARKA (IRON COBRA)

Medium construct, unaligned

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	14(+2)	3(-4)	10(+0)	1(-5)

Skills Stealth +7

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 10

Languages understands one language of its creator but can't speak

Challenge 4 (1,100 XP)

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

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 Constitution saving throw or suffer one random poison effect:

1. Poison Damage: The target takes 13 (3d8) poison damage.

2. Confusion: On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand and moving beforehand if necessary to get in range. If it's holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the Dash action, moving toward the nearest creature.

3. Paralysis: The target is paralyzed until the end of its next turn.

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.

YRGNA BLOODFIST (GNOLL)

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	15(+2)	10(+0)	11(+0)	13(+1)

Saving Throws Con +4, Wis +2, Cha +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnoll

Challenge 4 (1,100 XP)

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

ACTIONS

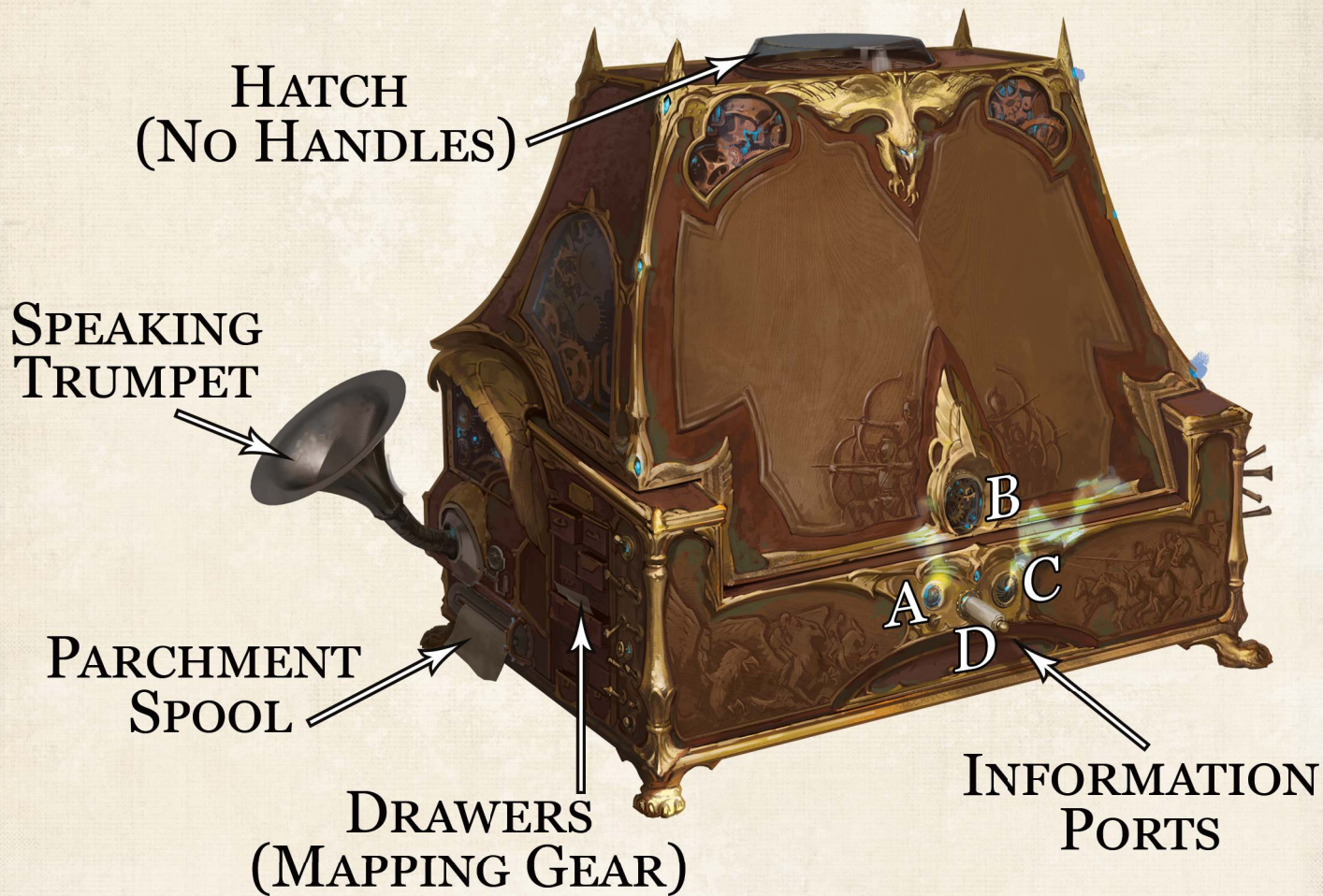
Multiattack. The gnoll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

HANDOUT 1:
ORACLE OF WAR

ORACLE OF WAR

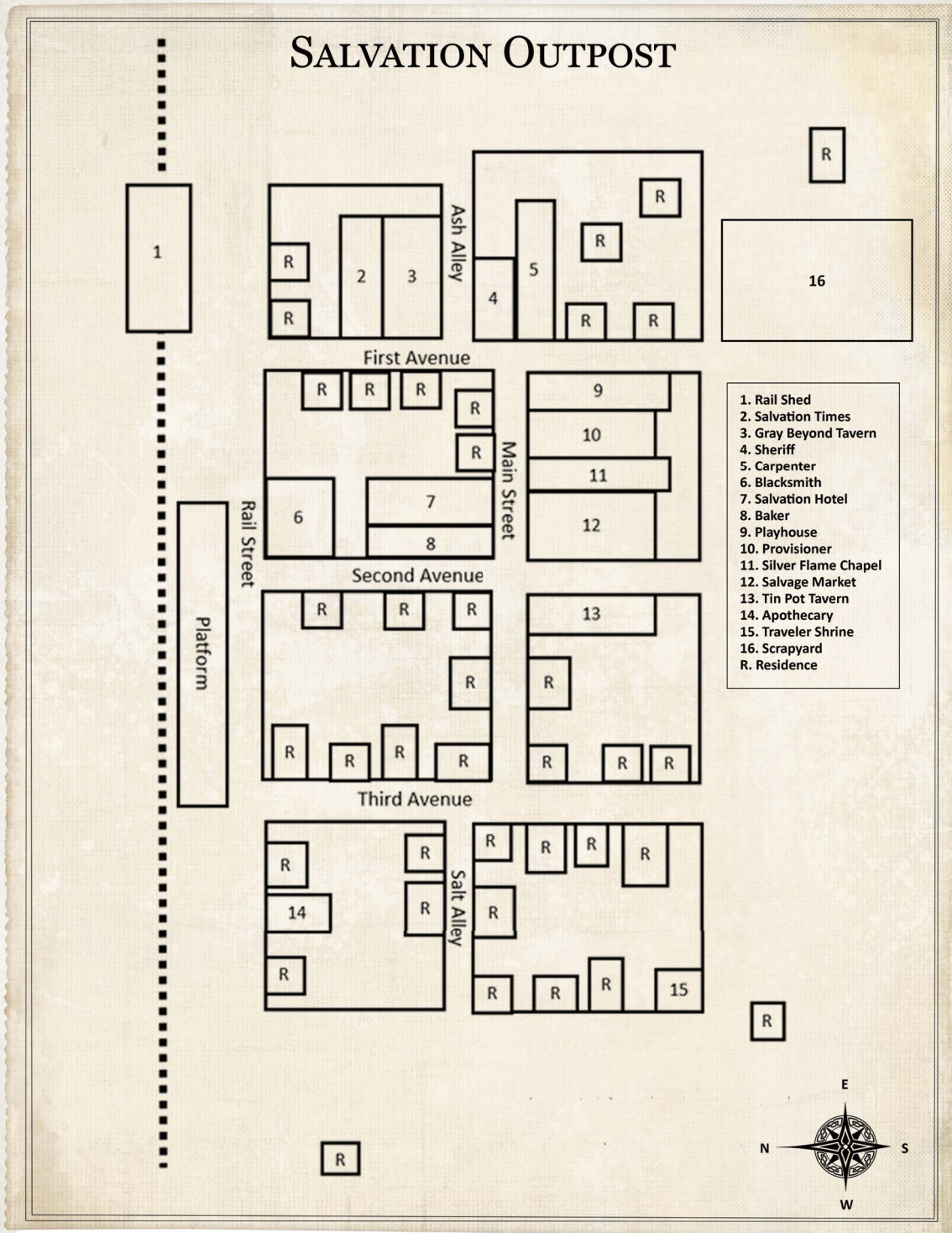


THE *ORACLE OF WAR* USES MAGIC TO PROVIDE TACTICAL ADVICE ABOUT ANY LARGE CONFLICT.

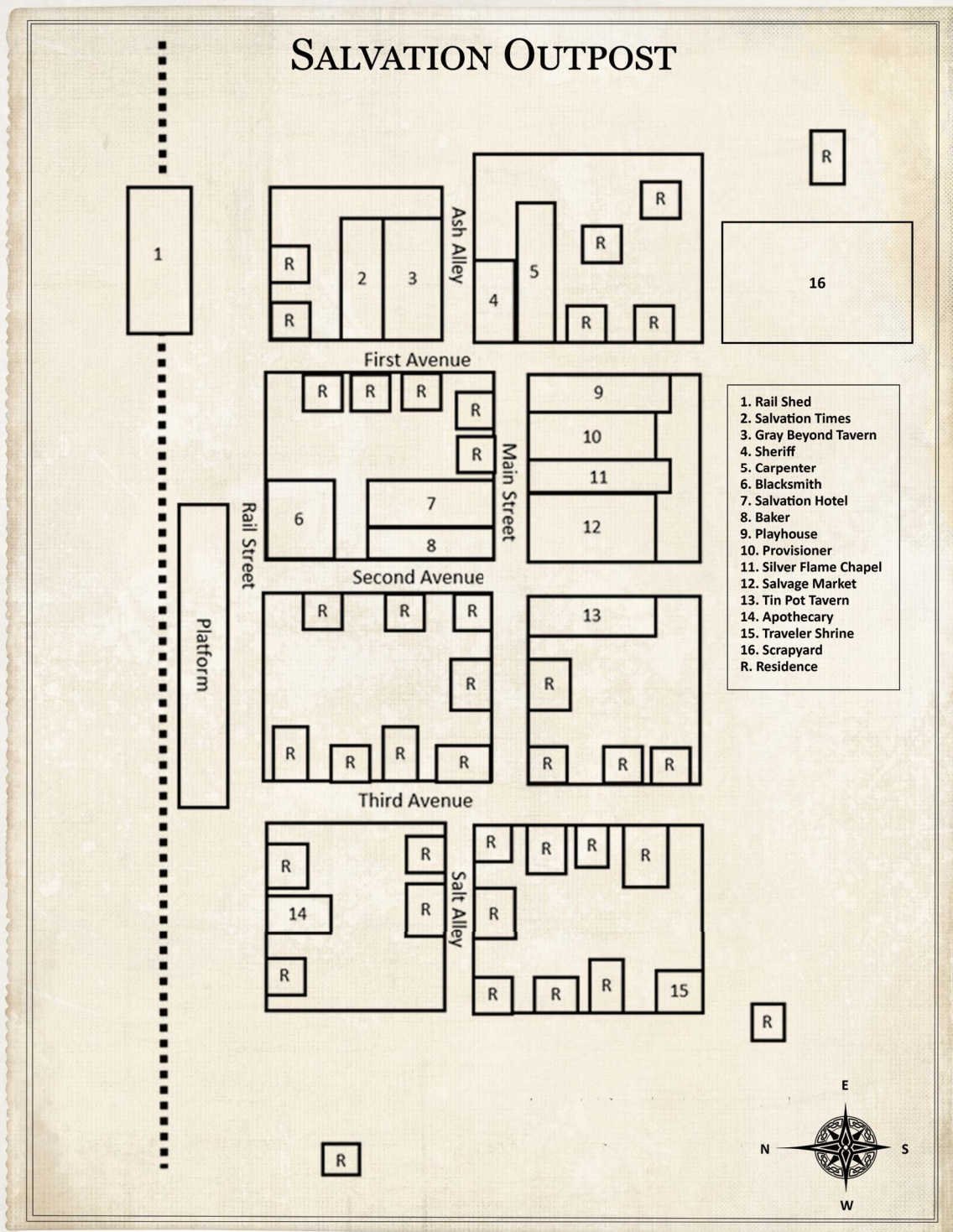
TO ACTIVATE THE *ORACLE*, WRITE DOWN BATTLEFIELD INFORMATION ON PARCHMENT, AND FEED IT INTO THE PORTS:

A: BATTLEFIELD TERRAIN B: ENEMY FORCES C: ALLIED FORCES D: MISCELLANY

HANDOUT 2: MAP OF SALVATION



APPENDIX A: DUNGEON MASTER'S MAPS



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-04 THE THIRD PROTOCOL

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

ADVENTURE NOTES

Shortly after you returned to the salvage outpost of Salvation, a group of assassins arrived to claim the *Oracle of War* from your party. You defeated them but learned that powerful forces are hunting for the *Oracle*.

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:

- 100 gp from Saal Dreadstroke's satchel.
- The *Oracle Detector*. This device emits a low beep when pointed in the direction of the *Oracle of War*. It has an additional minor magical property: it amplifies its bearer's voice, making it sound up to ten times louder than normal. This item doesn't count toward a character's magic item limit.

Choose ONE bonus reward:

- Chain mail for looting the blacksmith (area 6).
- 50 gp for helping the guest in the Salvation Hotel (area 7).
- Any three items from the following list for looting the blacksmith (area 6):
longsword, shield, light hammer, mace, greatsword, warhammer, chain (50 feet), caltrops (box of 100), flask of alchemist's fire.
- A *potion of healing* and an *oil of slipperiness* for visiting the apothecary (area 14).
- A vial of acid and a vial of basic poison for visiting the apothecary (area 14).
- A *circlet of blasting* for visiting Erix Thorn the provisioner (area 10).

CHARACTER WEALTH

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

LEGACY EVENTS

- Captured Assassin.** You captured Saal Dreadstroke or some of his cronies alive. Now you must decide what to do with them.
 - Turn them over to the Brelish authorities and gain 20 gp per captive.
 - Hold on to them in the hope that they could be useful. After each adventure that they remain in captivity, you must pay 3 gp per captive on supplies.
- Still Alive.** Despite all the horrors you've seen, your friend Kalli (or the replacement you made for this character during DDAL-EB-01 *The Night Land*) remains alive and on your side. What does she do next?
 - Kalli heads to Morgrave University in Sharn to investigate the *Oracle of War*.
 - Kalli remains in Salvation and tries to set herself up as a salvage broker.