

PARLIAMENT OF GEARS

• ORACLE OF WAR PART 8.



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By

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A FOUR-HOUR ADVENTURE FOR TIER 2 CHARACTERS

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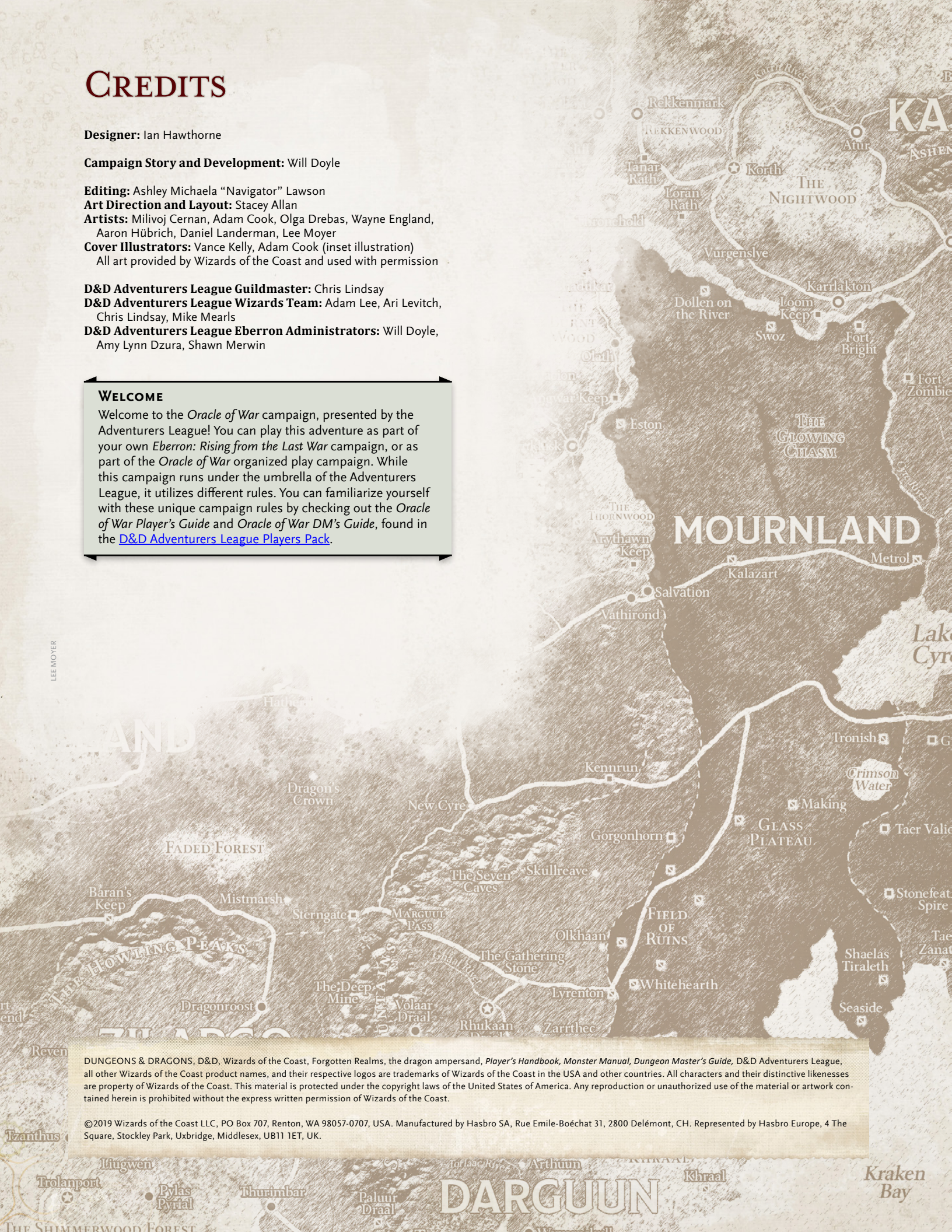
WELCOME

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

LEE MOYER

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ADVENTURE OVERVIEW

This adventure is designed for **three to seven 5th- to 10th-level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range can't participate in this adventure.

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

BACKGROUND

After learning that the verse of the **DRACONIC PROPHECY** spoken by the **ORACLE OF WAR** is starting to come true, the adventures return to Salvation to find that the floating fortress **ARGONTH** has arrived.

CAPTAIN IR'RANEK tasks the adventurers with venturing into the **MOURNLAND** and rescuing captives recently abducted by a warforged raiding party. In doing so, they learn of a warforged army under the control of the **LORD OF BLADES**, and his interest in a dwarven artificer and his craft . . .

OVERVIEW

The adventure's story is spread over **3 parts** and takes approximately **4 hours** to play:

- **Part 1: Floating Fortress (30 mins).**
The Brelish military hires the adventurers to rescue captives taken by a warforged raiding party.
- **Part 2: Into the Mournland (30 mins).**
The adventurers enter the Mournland and come face-to-face with living spells and elementals.
- **Part 3: Warforged Outpost (180 mins).**
The adventurers discover that the warforged have taken their captives to a refurbished House Cannith elemental hover wagon, making the rescue more difficult than they ever imagined.

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 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.

Parliament of Gears makes special use of the following backgrounds:

- **Resistance Leader**
- **Brelish Deserter**

Before beginning play, check to see if any of your players have these backgrounds. Adventurers with these backgrounds have a shared history with either Clock the warforged artificer or with Lieutenant Sundar (see "Conclave Personnel" in part 3) and have advantage on any dealings with them.

CONTINUING THE STORY

If the characters played through DDAL-EB-07 *Song of the Sky*, this adventure picks up after that adventure ends. The adventurers have left Sharn and returned to Salvation by lightning rail, gaining the benefit of a long rest.

- Before the adventure begins, give the players handout 1: ***Dogs of War***. This handout summarizes the objectives of the *Dogs of War* storyline and recaps the events of the *Oracle of War* campaign.

LEGACY EVENTS

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

Still Alive. If Kalli Alran chose to remain in Salvation at the end of DDAL-EB-04 *The Third Protocol*, she's become a successful salvage broker. She provides the adventurers with helpful gear for their quest during part 1.

Maker's Mark. If the group invested cash to trace Sulring Mroranon's family at the end of DDAL-EB-05 *A Century of Ashes*, they meet his nephew Tellarak Natharon in Salvation during part 1. He gives them something belonging to his uncle which they can show him to prove themselves as friends.

Wing and a Prayer. If Sky Blue came from Sharn with the group, she stays in Salvation at the end of part 1 to search for leads about her father.

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've 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

FLOATING FORTRESS

Estimated Duration: 30 minutes

The Brelish military hires the adventurers to rescue captives taken by a warforged raiding party.

RETURNING TO SALVATION

When the players are ready, read the following boxed text aloud:

The *Oracle of War* has spoken the true words of the Draconic Prophecy. Thrane's intelligence service has struck against Breland and the orphan Sky Blue has been identified, yet her role in world events remains unclear. You've returned to the Mournland to hunt down Sulring Mroranon: the artifact's mysterious dwarven creator.

Upon your return to Salvation, you discover the massive floating fortress Argonth moored to the west of the outpost. A makeshift market has sprung up in its shadow, where soldiers and salvagers rub shoulders, gathering supplies and swapping stories.

The citadel of Argonth looks to be a wondrous place. Unfortunately, few outside the Brelish military get to set foot inside the floating fortress.

Ask the players to describe their characters. When they're done, give everyone **inspiration**.

ARGONTH

Argonth is a huge floating fortress under the command of Captain Alain ir'Ranek. It was one of five created by House Cannith during the last war, and one of only two remaining. The fortress now patrols the Brelish border at a slow-and-steady pace. Magnificent and imposing though it is, cutbacks in military spending following the Treaty of Thronehold have left Argonth a shell of its former self.

LEGACY EVENTS

Before the adventurers proceed further, check for the following legacy events:



Players with the **Maker's Mark** legacy event have arranged to meet a member of Sulring's family in Salvation. On arriving at the outpost, the adventurers are almost run over by a dwarf

riding a strange contraption: a steam-powered bicycle with spinning spokes of wooden feet instead of wheels. The dwarf screams for them to get out of his way before colliding with a boulder.

Shaken but unharmed, he crawls from the wreckage and introduces himself as Tellarak Natharon, an inventor and nephew of Sulring Mroranon. He explains that his uncle went missing in Cyre four years ago and hasn't been seen since. Before he left, Sulring was worrying about a top-secret battlefield device he'd been commissioned to make and was determined to "clarify its output." Unfortunately, this meant entering the front lines of the conflict in Cyre.

Tellarak has no idea if his uncle is dead or captured, but he implores the characters to find him if he's still alive. To gain his uncle's trust, Tellarak unwinds one of his beard braids and hands it over, saying "Give this to my uncle and tell him 'Tell'n wants to borrow a wrench.'" Players who agree to Tellarak's request gain the **Beard Braid** legacy event. At the end of the adventure, ask the players to tick this event on their **Adventure Records**.



Players with the **Still Alive** legacy event can reconnect with Kalli Alran at the salvage market if she remained here at the end of DDAL-EB-04 *The Third Protocol*. They find her in charge of her own broker's counter.

Kalli's worried for the good folk of Salvation, as so many salvagers have gone missing inside "the Gray" recently. She offers to aid the group by gifting each character their choice of a *potion of healing*, a *potion of comprehension* (see **handout 2: Consumables**), a *potion of resistance (acid)*, or a *potion of resistance (lightning)*.



Players with the **Wing and a Prayer** legacy event arrive in Salvation with Sky Blue. The charismatic waif and her awakened seagull Earl are keen to question the salvage veterans about her father's whereabouts. Sky remains in the outpost during this adventure. If your group is uncomfortable about leaving her alone, a friendly ally can step forward to take her under their wing: the salvage broker Belaluur, perhaps, or Kalli Alran.

A SUMMONS TO ARGONTH

Visitors to Salvation usually end up in the Gray Beyond tavern. When the players enter here, read the following boxed text aloud:

The salvage board at the Gray Beyond tavern is unusually bare, much to the disappointment of the expectant work crews gathered nearby. A hopeful murmur passes through the crowd as a towering warforged dressed in Brelish military attire steps into the room and approaches the board. Taking a look around, her gaze settles on you.

The warforged approaches the group and introduces herself as Big Bara. She informs the adventurers their presence is required by Captain Alain ir'Ranek of Argonth. As soon as she delivers her message, she turns to leave, expecting the characters to follow.

BIG BARA

Neutral, warforged ranger

Big Bara is a larger-than-normal warforged with an imposing presence. Her polished armor is dented and scratched, and she wears Brelish military braids across her upper arm.

Motivation: Explore and serve. Pursue and neutralize.

Mannerisms: Big Bara makes eye contact as she speaks and locks gazes until she has the response she needs.

Quote: "I never take no for an answer when the answer I want is yes."

ENTERING ARGONTH

Entering the fortress, the adventurers are escorted under military guard to the captain's office. Read the following boxed text aloud:

You enter a huge war room dominated by a brass table, on which a scaled topographic map of Breland is laid out. A middle-aged soldier in dress uniform stands before a window overlooking Salvation and the gray fogbank bordering the Mourmland.

Captain ir'Ranek strides forward and greets the group with firm handshakes and an apology for his abrupt summons. Use the following information to guide the conversation:

- Captain ir'Ranek introduces Big Bara as his chief military scout, head of "Bara's Breakers," an elite military reconnaissance unit.
- He explains that the Mourmland is home to organized units of renegade warforged who follow their own agendas. One of these groups has recently been raiding outposts along the border and taking captives.
- Bara's Breakers intervened in the latest raid, which occurred at a homestead just south of Salvation. Despite their best efforts, several salvagers were taken captive. The warforged raiders are coordinated, organized, and well equipped.

- Captain ir'Ranek asks the characters to hunt down the warforged raiders and rescue the captives. No one knows the Mourmland around Salvation better than the characters. They come highly recommended.

On acceptance of the mission, Captain ir'Ranek produces a small wooden box with a compass dial mounted on top: a *direction box*. He explains the arrow points to a magical tracking device Big Bara was able to attach to one of the warforged raiders. The range is short, so they mustn't delay.

Argonth can offer no further aid. Resources are tight at present, and the captain admits his work is cut out with preparations for the war brewing with Thrane. He fears Salvation is a prime target for the next warforged raid.

ALAIN IR'RANEK (AL-AN EER RAN-EK)

Lawful good, male, human paladin

Alain is the charismatic, 47-year-old captain of Argonth. A steadfast soldier, he joined the army as a Brelish Ranger 30 years ago and progressed steadily through the ranks. A fair and honest leader, his blue eyes sparkle with confidence and determination. His neat, close-cropped beard shows signs of gray, in contrast to his youthful crop of thick, chestnut curls.

Motivation: Dedication. Alain is military to the core.

Mannerisms: Alain stands with his shoulders drawn back and his hands clasped in the small of his back.

Quote: "Peace comes at a price, and that price is what we do here today."



PART 2

INTO THE

MOURNLAND

Estimated Duration: 30 minutes

The adventurers enter the Mourmland and come face-to-face with living spells and elementals.

A GRAY MOURNING

Ask the players to complete any last-minute purchases they may need. When the players are ready to enter the Mourmland, read the following boxed text aloud:

The *direction box* given to you by Captain ir'Ranek pulses softly in your hand, its compass needle pointing directly into the fog cloud surrounding the Mourmland. As you enter the mists, flashes of light sparkle in front of you, illuminating the ghostly forms of marching warforged that fade as quickly as they appear.

Inside the blasted landscape of the Mourmland, the *direction box* feels like it's alive, the needle jumping this way and that, as it seeks out its signal across the distorted wastes.

Unbeknownst to the adventurers, the arcane energies of the *direction box* act as a magnet for living spells. To successfully operate the device inside the Mourmland, the character using it must succeed on three DC 16 Wisdom (Survival) or Intelligence (Arcana) checks.

- The first success grants the "Odd Shape" clue (see below).
- The second success grants the "Discard Pile" clue (see below).
- For each failure, every character in the group rolls on the Mourmland Effects table.
- After the third check, run the "Flash and Flame" encounter.

MOURNLAND EFFECTS

d20 Effect

- 1 **Vampiric Touch.** Crimson mist surrounds you. Until you finish a long rest, whenever you regain hit points, allies within 10 feet of you take necrotic damage. The damage is equal to the hit points you regained, and is distributed evenly between allies within range.
- 2 **Booming Blade.** You step on a broken sword blade that snaps with a thunderous boom. Your next three melee weapon attacks deal an extra 1d8 thunder damage. This benefit ends once you finish a long rest.
- 3 **Lightning Lure.** Your hair and the fibers in your clothes tingle with static electricity. Until you finish a short rest, you take 1d8 lightning damage whenever another creature or object within 10 feet of you takes lightning damage.
- 4 **False Life.** Undecayed corpses on the ground twitch as you draw the last vestiges of life from them. Until you finish a long rest, you gain 1d4 + 5 temporary hit points at the start of every hour.
- 5 **Hold Person.** A geyser of frigid air freezes you momentarily. Until you finish a long rest, whenever you score a critical hit, you and your target are paralyzed until the start of your next turn.
- 6 **Invisibility.** As you stare at your reflection in a shard of crystalline rock, you begin to fade from view. Until you finish a long rest, you can expend a Hit Die as a bonus action to turn invisible (as per the *invisibility* spell) for 1 minute.
- 7 **Misty Step.** A warm breeze caresses you and makes you wish you were elsewhere. Until you finish a long rest, when you roll initiative, you teleport up to 30 feet in a random direction to an unoccupied space you can see.
- 8 **Gaseous Form.** You sit to rest for a moment and relax so much that you feel as if your molecules are drifting apart. Once before the end of your next long rest, you can use your reaction in response to an attack to turn into a misty cloud (as per the *gaseous form* spell) for up to 1 minute.
- 9 **Feign Death.** A corpse grasps your hand as you pass by, and the life appears to drain from your body. Until you finish a long rest, you appear dead to observers and you gain immunity to disease and poison. The effect ends early if damage reduces you to 0 hit points, at which point you drop to 1 hit point instead.
- 10 **Counterspell.** You disturb a pile of silvery dust. The next time you're targeted by a spell, you automatically succeed on your saving throw or the spell attack misses. This benefit ends once you finish a long rest.
- 11+ No effect.



CLUE 1: ODD SHAPE

The adventurers come upon a three-foot-high ridge of broken earth which stretches in a perfectly straight line. On closer inspection, it forms one side of an octagonal patch of cleared earth measuring roughly 150 feet in diameter. A successful DC 15 Intelligence (Investigation) check reveals that the earth was flattened as if by strong winds from above.

CLUE 2: DISCARD PILE

After several hours' travel, the *direction box* leads the adventurers toward another octagonal ridge system, much like that found in Clue 1. Characters who succeed on a DC 15 Intelligence (Investigation) or DC 13 Wisdom (Perception) check discover a pile of crystal shards off to one side of the flattened earth. Anyone examining these can guess they're geode fragments, possibly spilled from Eberron dragonshards.

Treasure. Searching the discard pile uncovers a small shard of iridescent, purple crystal, a Lamannian flint shard (see **handout 2: Consumables**).

LAMANNIAN FLINT

Lamannian flint is said to originate from the virgin forests of the plane of Lamannia, perhaps from vitrified wood or crystalized tree sap. It can be worked into an *orb of shielding* that protects the wielder from lightning and thunder damage. The Day of Mourning devastated manifest zones across Cyre and scattered the land with shards of this magical glass.

ENCOUNTER: FLASH AND FLAME

The deeper into the Mournland the adventurers travel, the steadier the *direction box* needle becomes. Read the following boxed text aloud:

Up ahead, a small, localized dust storm sparks with lightning and flashes of flame. The broken body of a warforged is visible at the heart of the storm. A column of raging wind coils above it, apparently defending the body from dancing clouds of fire and lightning.

Characters who succeed on a DC 15 Intelligence (Arcana) check identify this as an **air elemental** locked in combat with some living spells: a unique and dangerous phenomenon of the Mournland.

- Four **living burning hands** and two **living lightning bolts** are attacking the **air elemental**.

Unless the adventurers intervene, the living spells destroy the air elemental and then disperse. If the adventurers intervene, the living spells attack them instead, focusing their attacks on the character carrying the *direction box*.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **living burning hands** and one **living lightning bolt**.
- **Weak:** Remove one **living lightning bolt**.
- **Strong:** Add one **living burning hands** and one **living lightning bolt**.
- **Very Strong:** Add four **living burning hands** and one **living lightning bolt**.

AFTERMATH

The warforged's hands and feet have been removed and a large cog has been riveted into its forehead, killing it outright. Characters who search the area find the tracking device they've been following lying next to the body. The ground nearby shows the same octagonal indentation as found in Clue 1 and Clue 2.

The air elemental hovers over to the group if it's still alive. His name is Wooaaii (pronounced like sharply expelling a breath of air). Award one **hero point** to each player if they saved Wooaaii from the living spells. Wooaaii only understands Auran and speaks in a sibilant whisper. He has a childlike demeanor. Use the following information to guide the conversation if the players can communicate with him:

"Poor metal friend dead. Very sad. Friend released me from metal machine, so I no longer serve metal army. But friend suffered for this. Metal boss killed him for joining secret parliament."

- The warforged was destroyed through a combination of dismantlement and mutilation. It was killed recently, and its hands and feet were roughly removed while it was still alive. Raising it from the dead in this state would be an unkindness.
- Wooaaii is one of the many air elementals that power the propulsion system of the *Conclave*, a salvaged House Cannith elemental hover wagon. This craft now serves as the troop carrier for an enclave of warforged Blades loyal to the Lord of Blades.
- Wooaaii was freed from servitude by his warforged friend Bunger, but they ran afoul of the "metal boss." Wooaaii escaped, but the metal boss captured Bunger and mutilated him in front of the other warforged.
- Wooaaii knows his friend was part of a "secret parliament" plotting to overthrow the metal boss.

If Wooaaii is still alive, he offers to lead the group to the *Conclave*. If the adventurers don't have Wooaaii with them, they must rely on their own tracking skills to locate the *Conclave*. Ask each player to roll once on the Mournland Effects table, ignoring any effects that've been rolled previously. After this, they arrive at the *Conclave*.

THE BLADES

The Blades are the zealous followers of the Lord of Blades, a warforged 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. Adventurers who played DDAL-EB-02 *Voice in the Machine* have encountered the Blades before, in the ruins of Kalazart.

PART 3

WARFORGED

OUTPOST

Estimated Duration: 180 minutes

The adventurers discover that the warforged have taken the captives to a refurbished House Cannith elemental hover wagon, making the rescue more difficult than they ever imagined.

DM TIPS

This section is presented as a sandbox: there's no right or wrong way to rescue the captives or uncover the information held by the warforged. Allow players time to observe and develop strategies, and be adaptable to their ideas to maximize fun.

What follows is a description of the vessel, its crew, its captives, and its operational routine. Finally, there's a short timetable of events you can use if you wish to advance the story. It's important you portray the warforged as organized and intelligent. This should not be an easy rescue, nor should it be an impossible one.

ARRIVING AT THE CONCLAVE

Read the following boxed text aloud when the group arrives at the *Conclave*:

You track your quarry over low-lying hills and blasted heathland, without once catching sight of the mysterious craft. Its trail takes you into a rocky ravine before opening onto a wide plane of farmland. Then, suddenly, there it is!

A gargantuan block of iron and steel drifts across the dead cornfields, hovering on a carpet of crackling electrical sparks. As it slows to a stop, the flashes cease, and the bulky craft settles gently on the ground. Grinding loudly, it begins to transform, doubling in size as its hull unfolds to form a perimeter fence. When the grinding stops, a shock of blue light flickers along the tops of its walls. A heavily guarded warforged enclave now stands before you.

AREA INFORMATION

The Blades' *Conclave* is a repurposed House Cannith elemental hover wagon, which was formerly used to transport bulk goods (including warforged) to the front lines. The maps in appendix A show the full layout of the craft.

Dimensions and Terrain. The *Conclave* is 100 feet by 80 feet but expands to 180 feet by 140 feet when in stationary defense configuration. Inside the craft, ceilings are a uniform 15 feet high. Walls throughout the craft

have AC 19, 120 hit points, a damage threshold of 20, and immunity to poison and psychic damage.

Windows. Portholes are set with reinforced glass (AC 15, 20 hit points, a damage threshold of 10, vulnerability to bludgeoning, force, and thunder damage, and immunity to poison and psychic damage).

Doors. Doors inside the craft are metal (AC 15, 25 hit points, a damage threshold of 15, and immunity to poison and psychic damage). Locked doors can be opened with a successful DC 15 Dexterity check using thieves' tools. Captain Reeve and Lieutenant Sundar carry keys to all doors, except where noted.

Lighting. The craft is brightly lit throughout by integrated *everbright lanterns* which cease working if removed.

Propulsion. The *Conclave* travels at a fixed speed of 4 miles per hour (96 miles per day).

Crew Capacity. The vessel has been adapted for warforged use and can be operated with a minimum crew of nine: one pilot, and eight operators. At present, it has a crew roster of thirty-four warforged (see "Conclave Personnel," below).

Ballista. The vessel has two front- and two rear-mounted, self-loading ballistae. When operated by gunners, these weapons can perform the following ranged weapon attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.

Defense Configuration. The extendable perimeter fence is operated from the control panel in area L3 and draws power from the elemental matrix in area L4. Any artificer or character with ties to House Cannith can see this is a recent modification to the craft.

CONCLAVE PERSONNEL

The *Conclave* is crewed by thirty-four warforged:

- **Captain Reeve**
- **Lieutenant Sundar**
- **Artificer Clock**
- **5 Blade sergeants**
- **10 Blade corporals**
- **16 Blade privates**

CAPTAIN REEVE

Reeve is captain of the 1st Mobile Division, directly appointed by the Lord of Blades. His mission is to scour the Mournland for resources: particularly Khyber dragonshards for binding elementals, and Siberys dragonshards for crafting elemental vessels. His secondary orders are to raid nearby outposts for supplies and to capture artificers and dragonmarked heirs.



Captain Reeve knows the Lord of Blades is crafting a device that can decipher the Draconic Prophecy, aided by a dwarf artificer he captured on the frontier several years ago.

Players who defeat Captain Reeve gain the **Bested Captain Reeve** legacy event. At the end of the adventure, ask the players to tick this event on their **Adventure Records**.

CAPTAIN REEVE

Lawful evil, warforged soldier

Tall and imposing, cruel and unforgiving, Captain Reeve is never without a weapon in hand. His armor is heavily scarred and dented, with several repair jobs visible.

Motivation: Reeve is committed to the formation of a superior warforged nation under the banner of the Lords of Blades. He knows this will never be achieved through negotiation, only with military strength. He's fiercely loyal to his master and will hear no word against him.

Mannerisms: Reeve hates non-warforged and is very quick to anger. He threatens to dismantle any warforged who questions or defies his orders

Quote: "Obey or suffer."

LIEUTENANT SUNDAR

Sundar is second-in-command of the 1st Mobile Division. During the Last War, he grew sick of the cruelty and deserted the Brelish Infantry. In contrast to Reeve, Sundar is levelheaded and reasonable. He spends his time touring the vessel, leading by example.

Characters with the **Brelish Deserter** background fled the front lines alongside Sundar and have advantage on Charisma checks when dealing with him.

LIEUTENANT SUNDAR

Lawful neutral, warforged soldier

Lean, polished, and attentive, Sundar is liked by all under his command. As a veteran of many military campaigns, he has the knowledge and authority to command respect, but instead chooses to earn it. He's tired of the needless death caused by war and yearns for peace.

Motivation: Sundar wants to create an independent warforged nation, headed by the Lord of Blades.

Mannerisms: Straight-backed and of military bearing, Sundar reminds the characters of Captain Alain ir'Ranek.

Quote: "Together we stand stronger than any individual."

CLOCK

Clock stands a full foot shorter than most warforged. He acts as company commissariat, though his skills and duties go much further. Clock is the pilot of the *Conclave*.

Clock spends most of his time in the workshop (area M3), where he stores and catalogs the resources salvaged by his comrades. He's fascinated by artificers and their trade.

Clock escaped from his cruel Aundairian masters near the end of the Last War. The Lord of Blades took him in, but Clock has come to believe his new master's methods are as oppressive as his old ones'. He despises Captain Reeve, whose cruel dismantlements drove Clock to join the secretive Parliament of Gears.

Characters with the **Resistance Leader** background played a role in helping Clock escape from Aundair and have advantage on Charisma checks when dealing with him.

CLOCK

Neutral good, warforged artificer

Clock is short and round for a warforged, with an integrated silver mustache that twitches when he thinks.

Motivation: Clock yearns for the formation of an independent warforged nation. He wants the Lord of Blades to rule alongside a parliament of advisors taken from the very best of the warforged commonwealth.

Mannerisms: Clock sometimes stops dead in the middle of a sentence . . . as if he needs rewinding!

Quote: “*Riveting! Absolutely riveting!*”

DIVIT

Divit and his comrade Bunger were former assistants to Clock. After Bunger freed one of the *Conclave's* air elementals, Captain Reeve discovered him talking to Divit about the “Parliament of Gears” and had Bunger dismantled (the players discovered Bunger’s corpse in part 2). Divit is currently in the brig (area M5) awaiting interrogation and dismantling. Due to his knowledge of the *Conclave*, he proves a valuable ally if freed.

PARLIAMENT OF GEARS

Although most warforged in the Mournland support the Lord of Blades’ presumed goals and objectives, a few deplore his methods. Rather than seeing him in the role of dictator or god-king, they’d prefer he operated in a more presidential aspect and governed under the authority of an appointed parliament. The movement is still in its infancy, but interest among the warforged grows daily.

Inside the *Conclave*, Clock and Divit are the only advocates of this parliament. Sundar is sympathetic to their cause but remains unconvinced. Some infantry members are also supportive, but are reluctant to speak out following Bunger’s dismantlement.

TROOPS

The 1st Mobile Division consists of five infantry units, each comprised of six Blades (a **Blade sergeant**, two **Blade corporals**, and three **Blade privates**).

ADJUSTING THE SCENE

Here are some suggestions for adjusting each unit to your group:

- **Very Weak:** Replace two **Blade corporals** with two **Blade privates**.
- **Weak:** Replace one **Blade corporal** with one **Blade private**.
- **Strong:** Add two **Blade privates**.
- **Very Strong:** Add one **Blade private** and one **Blade corporal**.

OUTER CONCLAVE LOCATIONS

The following descriptions are keyed to locations on the **Outer Conclave Map** in appendix A. These locations are only present in perimeter defense configuration.

E1. PERIMETER FENCE

The electrified perimeter fence is 15 feet tall and made from crushed armor and metal containers lashed together. Jagged blades from swords, pikes, axes, and other weapons are embedded into the tops of the walls. Anyone who touches the fence or starts their turn within 5 feet of it must make a DC 20 Dexterity saving throw, taking 15 (3d6 + 5) lightning damage on a failed save, or half as much damage on a successful one.

Ten-foot-wide sliding doors are embedded into the port and starboard sections. These are hard to spot when bolted shut, requiring a successful DC 15 Wisdom (Perception) check to notice them.

Climbing the fence is relatively easy if it’s powered down, but a successful DC 15 Dexterity (Acrobatics) check is still required to avoid taking 5 (1d10) slashing damage from the embedded weapons.

E2. HYDRAULIC BEAMS

The perimeter fence is connected to the vessel’s hull by extendable steel rods. Each rod is 3 feet thick and suspended 10 feet above ground level. A successful DC 12 Dexterity (Acrobatics) check is required to traverse the length of a rod. This check is made with disadvantage due to the lubricating oils, unless travelling at half speed or slower.

E3. INNER COMPOUND.

While the perimeter fence is extended, this inner compound surrounds the main vessel. All six **iron defenders** from area L5 patrol the compound at night, but it’s empty during the day.

LOWER DECK LOCATIONS

The following descriptions are keyed to locations on the **Lower Deck Map** in appendix A:

L1. DRILL HALL

This chamber serves as both a drill hall and parade ground. Both exterior doors are bolted shut from the inside unless being used.

A robust, metal mesh panel is set into the floor at the center of the room. While the wagon is hovering, this panel can be slid aside to allow access to the ground beneath it.

L2. PUNISHMENT BLOCK

This 10-foot-by-5-foot steel block is riveted to the floor. Extendable manacles are bolted to the four corners, which can be used to restrain a Medium or Large creature to the block.

Several warforged fingers, a pair of warforged hands, and a pair of warforged feet are displayed on a shelf behind the slab. Under the hands and feet is a chalked label “Parliament of Gears Sympathizer.” Under the fingers are the chalked names “Clutch” and “Keeper.”

PUNISHMENT REGIME

The Lord of Blades requires total obedience, and so does Captain Reeve. Warforged who disobey a direct order or fail to live up to Captain Reeve's high standards find themselves secured to the punishment block for "dismantling." Although warforged are conditioned against pain, they have a deep fear of being maimed and dismantled. Captain Reeve plays on this fear by purposely removing body parts from offending warforged.

L3. CONCLAVE CONTROL PANEL

This control panel is used to switch the craft between active running and perimeter defense configuration. If the players investigate it, read the following boxed text aloud:

This control panel has four main switches marked Front, Starboard, Aft and Port. Under each of these is a secondary switch marked "Corner." One further switch marked "Fence Live" can be set to an "On" or "Off" position. A speaking cone is mounted on top of the panel, next to a whistle hanging from a chain.

- Setting any of the main switches into the up position extends one of the perimeter fences from the hull of the craft. The secondary switches further extend panels from these that complete the corners of the perimeter fence.
- Setting the "Fence Live" switch to "On" electrifies the perimeter fence.
- The speaking cone is a sound transmission tube that connects to the bridge (area U2). One long blast of the whistle means stand by, two short blasts mean the operator is going to extend or retract the walls, three short blasts is used for the corner extenders and a short-long-short blast signifies the fence has been electrified. This code isn't written down anywhere, but is known to everyone on the vessel.

L4. CONTAINMENT CHAMBER

The containment chamber is the heart of the elemental matrix that controls the vessel. A heavy iron chest stands in the middle of the floor, with several iron pipes covered in arcane inscriptions emerging from its body. The matrix is surrounded by a mesh cage (AC 15, 20 hit points) which is riveted to the floor and fitted with a locked access door.

The chest itself is mithral banded (AC 21, 25 hit points) and protected by a *glyph of warding* spell whose explosive runes deal thunder damage (save DC 15). The glyph triggers if anyone who isn't carrying either Captain Reeves's or Lieutenant Sundar's keys touches the chest (see "Area Information"). Inside are three Khyber dragonshards (AC 12, 10 hit points), each of which holds a bound **air elemental**. Shattering a crystal releases its elemental and prevents the *Conclave* from moving. Any elementals released from here try to fight their way to freedom. If Wooaaii is with the group, he can persuade the elementals to fight alongside the adventurers to overcome the warforged.

L5. DEFENDER PENS

These storage units have been adapted to hold iron defenders. There are six **iron defenders** in total, kept in separate pens, three to each chamber. During the day, there are four iron defenders here. At night, the pens are empty.

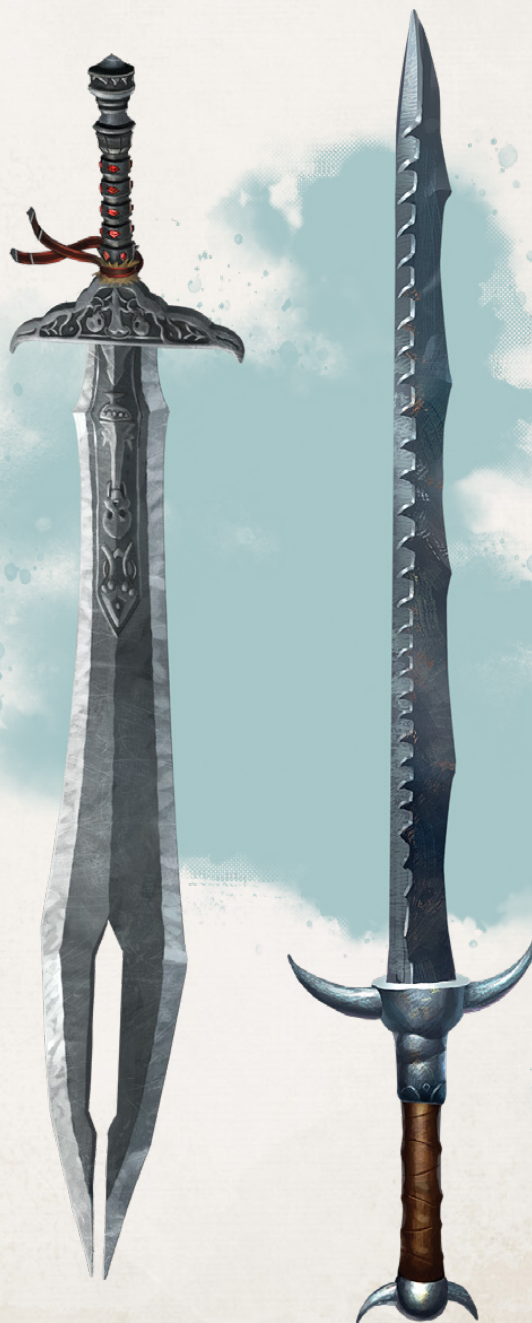
A leather handler's gauntlet hangs at the front of each cage, decorated with an arcane mark that matches a sigil carved onto the back of the iron defender held within. When a warforged pulls on a glove, the iron defender considers that warforged its master: following their orders, defending them, and granting the benefits of the Telepathic Bond ability.

L6. ELEMENTAL MATRIX STRUCTURE

These closed areas contain machinery essential to the hover cart's propulsion systems.

L7. SALVAGED GOODS STORES

These oil-stained chambers are normally used to hold salvage but are currently empty.



MIDDLE DECK LOCATIONS

The following descriptions are keyed to locations on the **Middle Deck Map** in appendix A:

M1. LANDING

This large, open area connects to all rooms on the middle deck. Wall-mounted *everbright lanterns* illuminate the room, but two portals in the aft wall provide some natural light.

M2. ARMORY

This area serves as a maintenance and storage area for weapons. At least one of every melee weapon listed in the *Player's Handbook* is held here.

M3. WORKSHOP

A sign on the door to this chamber reads "Keep Out. Danger!" The warforged pilot, **Artificer Clock**, can be found here when he isn't piloting the ship (see "Conclave Personnel"). Adventurers who attempt to parley with Clock could earn a useful ally if they play their cards right.

Alchemical alembics, mundane clockwork automata, and other unfathomable inventions fill the room. Haphazardly arranged papers bearing notes and designs are heaped over three large workbenches. Most items in the room are either being built or mended.

Treasure. The only completed item of value in here is an *orb of shielding* (*Lamannian flint*).

M4. GUEST QUARTERS

This windowless storage room is used to hold captives. They have rudimentary bedrolls made of discarded clothes, a supply box containing waterskins and trail rations, a small oil-fired cooking stove, and a waste bucket behind a screen. Two tiny, iron mesh ventilation holes open into the deck above. The place reeks of body odor and fecal matter, and the only light source is a grimy, wall-mounted *everbright lantern*.

The Blades' captives are held here when they're not engaged in tasks (see "Captives," below). The cell door is always kept locked, although the key dangles from a hook outside the door.

M5. BRIG

What were once containment pens for transporting livestock now double as cells for disobedient crew members. Heavy steel bars and a locked steel door mark each cell's boundary. The brig's present occupant is a **Blade private** named Divit (see "Conclave Personnel," above).

M6. STORES

This room holds all the supplies necessary for the smooth running of the *Conclave*, including ballista bolts, grease, cabling, chain, ink, paper, oil, lanterns, and rations for the captives.

Treasure. A leather apothecary's case contains one *potion of healing* per adventurer as well as salvage worth 100 gp per adventurer.

M7. SHELTERS

The warforged adapted these two storage areas to act as "downtime rooms." Twelve metal chairs are positioned around the walls, each with a shoulder-high restraining

belt to hold inactive warforged in position while the *Conclave* is moving. Beneath each chair is a possessions box containing small keepsakes and trinkets. While off duty, the warforged are spread evenly between these rooms.

UPPER DECK LOCATIONS

The following descriptions are keyed to locations on the **Upper Deck Map** in appendix A:

U1. OPERATIONS ROOM

Ornate, brass-framed floor-to-ceiling windows encircle the *Conclave's* operations room. A map of Cyre is laid over an iron desk, covered with markers of different colors. A successful DC 15 Intelligence (History or Investigation) check reveals that these are all sites of industrial interest.

U2. BRIDGE

Large windows curve into this chamber's ceiling, granting 180-degree visibility to the front of the vessel. A burgundy padded leather armchair stands in the middle of the floor, facing the windows. Its left armrest is covered in dials, buttons, and switches, whereas its right has a single indentation for a hand.

On the wall nearby is a speaking tube that connects to the control panel in area L3.

Any character with the Mark of Storm or the Mark of Passage can pilot the *Conclave* by sitting in the chair and placing their right hand in the indentation to command the craft's bound elementals. Alternatively, a successful DC 20 Charisma (Intimidation or Persuasion) check cajoles or threatens the elementals into service for 1 hour. Warforged characters have advantage on these checks.

U3. CAPTAIN'S ROOM

The captain's room is nothing more than a private practice room and gym. A clockwork sparring dummy stands in the middle of the floor, and martial weapons of fine quality are mounted on the walls.

A woven banner depicting a metal gauntlet with three extended claws hangs against the back wall. Adventurers who succeed on a DC 15 Intelligence (Investigation) check recognize this as the symbol of the Lord of Blades. A successful DC 13 Wisdom (Perception) check reveals that the tapestry hides the locked door to the captain's office (area U4). Lieutenant Sundar doesn't carry a key for this door.

Treasure. A perfectly balanced *+2 halberd* hangs amidst the mounted weapons.

U4. CAPTAIN'S OFFICE

Inside this office is a desk with writing tools. Reeve's private journal rests open on the desk, filled with fanatical warforged propaganda. The journal's final entries are reproduced on **handout 4: Private Journal of Captain Reeve**.

U5. LIEUTENANT'S ROOM

This room is furnished with a suite of leather sofas, a large, glass-topped coffee table, and many book cabinets. One cabinet is filled with military fiction, another with Brelsh Romantic poetry, and one even has a handful of

books on negotiation techniques. The walls are adorned with paintings of idyllic rural scenes.

U6. LIEUTENANT'S OFFICE

The crowded shelves of this office hold accounting ledgers that detail recent finds of dragonshards and Lamannian flint, together with the amounts and location references. A successful DC 12 intelligence (Investigation) check reveals that past finds were taken to a place called Razorcrag, although no information is given about its whereabouts.

U7. BRIEFING ROOM

Captain Reeve uses this briefing room to instruct Sundar, Clock, and his sergeants about operational matters. The room is completely unadorned save for a four-foot-wide wall plaque embossed with the symbol of the Lord of Blades (see area U3) and the words "Blades. 1st Mobile Division."

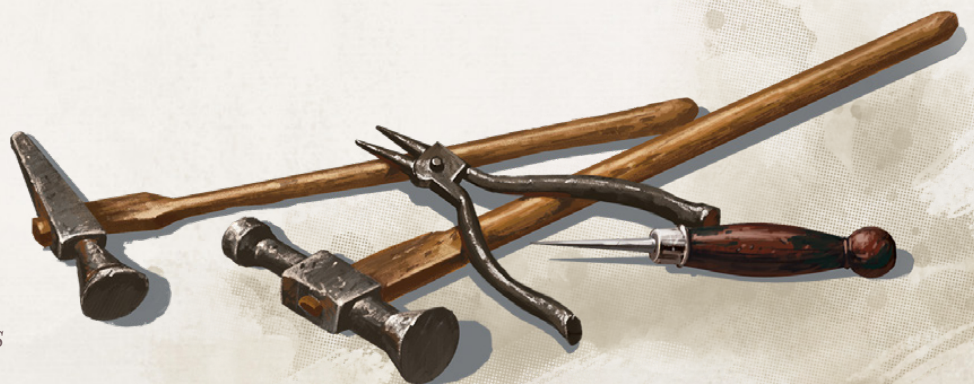
CAPTIVES

For several months, Captain Reeve has been raiding salvage outposts along the Brelish border, taking both material goods and captives. His warforged raiders have orders to secure weapons, armor, artifacts, and supply goods (all of which are stored in the holding areas on the lower level).

Captives are taken indiscriminately. Those who show aptitude for magical and mechanical skills are given full rations and light duties, with the goal of delivering them to the Lord of Blades at Razorcrag. Everyone else is worked hard and ruthlessly discarded when no longer of any physical use (i.e. ill, dead, or dying). There are currently eight captives on board, who use the **commoner** stat block unless stated otherwise.

Players who successfully rescue any of the captives gain the **Eternal Gratitude** legacy event. At the end of the adventure, ask the players to tick this event on their **Adventure Records**.

Captive Name	Role	Background	Duties
Breyten Bokk d'Orien	Neutral, male, human dragon-marked heir	A House Orien heir, Breyten used to pilot the lightning rail between Sharn and Wroat, until several strikes for inebriation lost him his job.	Hard labor, half rations
Bunty Grismold	Neutral good, female, halfling seamstress	Bunty is getting weaker by the day and is struggling to cope. The warforged Clutch asked for her to be moved to light duties and lost a finger for his concern.	Hard labor, half rations
Dabren Ty	Chaotic good, nonbinary, kalashtar salvager	Before Bunger was dismantled, Dabren linked minds with him and learned about the Parliament of Gears. Dabren also knows Jurian is being taken to Razorcrag to join a dwarf artificer in his service.	Light labor, full rations
Jurian Saal	Neutral, female, human artificer's apprentice	Petite, quick-witted, and nimble-fingered, young Jurian hopes to train as a battle smith with the Brelish Army, but cutbacks in military funding have made it difficult to find work.	Light labor, full rations
Kronce	Neutral, agender changeling posing as an elderly, male, human salvager	Kronce has assumed the form of a frail, old man to appear harmless. In fact, Kronce is a capable Thranish veteran.	Hard labor, half rations
Larten	Neutral, male, human salvager	Larten is a displaced Cyran farmer in his fifties. He knows a lot about the local geography.	Hard labor, half rations
Ralnon	Lawful evil, female, tiefling salvager	An exile from the Venomous Demesne, Ralnon is wanted for murder. She's very protective of Jurian Saal, and harbors secret desires for her.	Hard labor, half rations
Tormem Rool	Neutral, male, shifter salvager	Tormem is biding his time for when he can make a run for it. He knows the captives are being taken to Razorcrag, the Lord of Blades' enclave.	Hard labor, half rations



CONCLAVE ROUTINES

The Blades assigned to the *Conclave* assume different roles depending on the craft's current operation. Use the following notes to help coordinate events:

TRAVEL ROUTINE

While on the move, the warforged use the following routine:

- **Artificer Clock** pilots the vessel from the bridge (area U2).
- **Captain Reeve** remains in his office (area U4), while **Lieutenant Sundar** moves between his office (area U6) and the operations room (area U1).
- One infantry unit (see "Troops") patrols the upper deck and mans the ballistae, while the remaining warforged stay in their shelters on the middle deck (area M7).

STATIONARY ROUTINE

While stationary, the warforged have different routines for day and night:

Day Routine. Each day, the warforged use the following routine:

- At dawn, the captives are released from the guest quarters (area M4) and fed in the inner compound (area E3).
- After breakfast, one infantry unit (see "Troops") takes an **iron defender** and escorts the hard labor captives into the surrounding area to search for dragonshards (see "Events," below). The light labor captives are secured in the guest quarters.
- During the day, a second infantry unit patrols the upper deck with an **iron defender**, while two more infantry units patrol the middle deck and attend to weapons maintenance in the armory (area M2). A fifth infantry unit rests in the shelters (area M7).
- **Artificer Clock** is busy in the workshop (area M3), and **Captain Reeve** and **Lieutenant Sundar** stay in the operations room (area U1).
- At dusk, the captives return to the *Conclave* and are fed, watered, and locked away.

Night Routine. At night, the warforged use the following routine:

- All six **iron defenders** patrol the inner compound (area E3).
- One infantry unit (see "Troops") patrols all three decks, while the other warforged soldiers rest in the shelters (area M7).
- **Captain Reeve** and **Lieutenant Sundar** remain in their rooms (areas U3 and U5). **Artificer Clock** works through the night, moving between the workshop (area M3), the armory (area M2), and the stores (area M6).

EVENTS

Use the following events to spice up play as the adventurers observe or infiltrate the *Conclave*:

WORK PARTIES

The *Conclave*'s main duty is to gather material for the Lord of Blades' ongoing research, namely dragonshards, Lamannian flint, and scrap metal.

Each day, the captives assigned to hard labor search the area within one mile of the *Conclave* for items of interest,

filling pannier baskets as they go. As the baskets are filled, the captives return them to the vessel for sorting. Scrap metal is stored in area L7, while crystals are taken to Clock in the workshop (area M3).

ESCAPE

If the adventurers observe the work parties, they see two captives, Larten and Ralnon, stage a mock fight to distract their warforged guards while a third prisoner, Tormem Rool, tries to escape. Award one **hero point** to any player who actively helps Tormem escape.

LIVING SPELL ATTACK

Later, while the work party is scouring the surrounding land, they're attacked by a pair of **living lightning bolts**. During the confusion, two prisoners, Kronce and Bunty, try to escape. Award one **hero point** to any player who actively helps Kronce or Bunty escape.

PUNISHMENT

At dusk, Captain Reeve decides to punish the warforged private Divit by removing a finger from each of his hands. Divit is escorted from the brig by two **Blade sergeants** and secured on the punishment block (area L2).

All warforged not on duty gather around to observe. Captain Reeve addresses the warforged with a rousing, evangelical speech about the superiority of their kind and the leadership of the Lord of Blades. He commands the assembled warforged to chant the Lord of Blades' name while he carefully dismantles Divit's fingers and places them on the nearby shelf.

When the chanting stops, Captain Reeve announces that "this warforged failed us and so is made inferior by his actions. Through future undertakings may he prove his worth and once again be made whole." After this, Clock retrieves Divit and takes him to the workshop to tend his wounds.

USING THE ORACLE OF WAR

Players who observe the *Conclave* for at least a minute can activate the *Oracle of War* to gain valuable insights to aid their assault. To gain these clues, the players must answer the following four questions to the best of their knowledge:

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

At your discretion, players who answer these questions accurately can gain any or all of the information listed on **handout 3: Tactical Advice** (this is in addition to the benefits detailed on **handout 1**).

ENDING THE ADVENTURE

The return journey to Salvation occurs without mishap. If the characters took possession of the *Conclave*, they steer it triumphantly back to Salvation. Captain ir'Ranek gushes with praise, but nevertheless requisitions the craft for use by the Brelish Army.

If the characters return to Salvation alive, read the following boxed text aloud (omitting any information the adventurers didn't learn):

Back in Argonth's war room, Captain ir'Ranek beams with excitement at your return.

"Congratulations, my friends. So, the Lord of Blades is behind these raids! I had long suspected he wasn't real. A warforged bogeyman and nothing more. The truth is far from ideal . . . another enemy on our doorstep."

The captain walks over to the brass table map. "I wonder how close to our borders this Razorcrag is? A worrying development, for sure." He looks up suddenly. "And who's this dwarven artificer he has working for him?"

Before you can answer, Big Bara appears in the doorway. "Apologies for interrupting, Captain, but there's been a worrying development. General Tyresh has arrived early."

The captain looks down at the table and sighs.

The arrival of General Tyresh draws this adventure to a close. The story continues in DDAL-EB-08 *Lord Bucket*.

ABOUT THE AUTHOR

Ian Hawthorne hails from England and actively organizes, promotes, and runs organized play events in Manchester and throughout the UK. When not rolling dice, he can often be found with a cup of tea in one hand (preferably Assam) and an interesting book in the other.

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 can't 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 can't choose it.

LEGACY EVENTS

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

Important: Cross out any legacy events 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.

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
Big Bara	Neutral, warforged ranger	Argonth's chief military scout and leader of the elite unit Bara's Breakers.
Captain Alain ir'Ranek	Lawful good, male, human paladin	Argonth's captain. Military through and through, Alain is known for his fairness and honesty.
Captain Reeve	Lawful evil, warforged soldier	Captain of the 1st Mobile Division, appointed by the Lord of Blades. Reeve is tyrannical and cruel, even to those under his command.
Clock	Neutral good, warforged artificer	Warforged inventor and secret advocate of the Parliament of Gears. Clock is also the pilot of the <i>Conclave</i> .
Divit	Neutral good, warforged soldier	Loyal assistant to Clock and secret advocate of the Parliament of Gears.
Lieutenant Sundar	Lawful neutral, warforged soldier	Second-in-command of the 1st Mobile Division, serving under Captain Reeve.
Tellarak Natharon	Neutral good, male, dwarf artificer	Inexperienced artificer and nephew of Sulring Mroranon, the creator of the <i>Oracle of War</i> .

CREATURE STATISTICS

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

ARTIFICER CLOCK

Medium humanoid (warforged), neutral good

Armor Class 13 (16 with mage armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Elvish, Dwarvish, Orc

Challenge 5 (1,800 XP)

Spellcasting. Clock is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Clock has the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, mending, message*
1st level (4 slots): *charm person,* mage armor, magic missile*
2nd level (3 slots): *hold person,* invisibility, suggestion**
3rd level (3 slots): *fireball, haste, tongues*
4th level (3 slots): *dominate beast,* stoneskin*
5th level (2 slots): *hold monster**

*Enchantment spell of 1st level or higher

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

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used two hands.

REACTIONS

Instinctive Charm (Recharges after Clock Casts an Enchantment Spell of 1st Level or Higher). Clock tries to magically divert an attack made against him, provided that the attacker is within 30 feet of him and visible to him. Clock must decide to do so before the attack hits or misses.

Clock must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than Clock or itself. If multiple creatures are closest, the attacker chooses one to target.

BLADE CORPORAL

Medium humanoid (warforged), any alignment

Armor Class 17 (natural armor, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Mournland Devotion. Within the Mournland, the warrior has advantage on saving throws against being charmed or frightened.

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

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 melee attacks.

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.

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.

BLADE PRIVATE

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 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 with 5 feet of the warforged, the warforged can impose disadvantage on the attack roll.

BLADE SERGEANT

Medium humanoid (warforged), any alignment

Armor Class 18 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 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 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.

CAPTAIN REEVE

Medium humanoid (warforged), neutral evil

Armor Class 17 (natural armor, shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +7

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Brave. Reeve has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Reeve hits with it (included in the attack).

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

ACTIONS

Multiattack. Reeve makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. Reeve adds 3 to his AC against one melee attack that would hit him. To do so, Reeve must see the attacker and be wielding a melee weapon.

IRON DEFENDER

Medium construct, neutral

Armor Class 17 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 13

Languages understands the language 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.

LIEUTENANT SUNDAR

Medium humanoid (warforged), lawful neutral

Armor Class 17 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages Common, thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. On each of his turns, Sundar can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Sundar is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Sundar instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/Turn). Sundar deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Sundar that isn't incapacitated and Sundar doesn't have disadvantage on the attack roll.

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

ACTIONS

Multiattack. Sundar makes three attacks with his shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. Sundar halves the damage that he takes from an attack that hits him. Sundar must be able to see the attacker.

LIVING BURNING HANDS

Medium construct, unalignment

Armor Class 15 (natural armor)
Hit Points 15 (2d8 + 6)
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

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

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

ACTIONS

Magical Strike. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage.

Spell Mimicry (Recharge 5–6). The living spell unleashes a thin sheet of flames in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

LIVING LIGHTNING BOLT

Large construct, unalignment

Armor Class 15 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The living spell makes two Magical Strike attacks.

Magical Strike. *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) lightning damage.

Spell Mimicry (Recharge 5–6). The living spell unleashes a stroke of lightning in a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

DOGS OF WAR

SUMMARY

Dogs of War is a three-part storyline for the *Oracle of War* campaign. In *Dogs of War*, you return to the Mournland to locate the *Oracle of War*'s creator, but find yourselves dragged in a war you didn't see coming.

THE STORY SO FAR

In the ruins of the Mournland, you recovered a strange device, the *Oracle of War*. This artifact had the power to provide tactical advice, but soon malfunctioned and revealed a 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."

In Sharn, you found allies to help unravel the history of the device. Aided by the sphinx Flamewind, you uncovered a Thranish spy preparing to strike against the King's Dark Lanterns. As war between the nations loomed, you located an orphan thief named Sky Blue in the heights of Sharn. The prophecy is starting to come true—but what does it foretell?

OBJECTIVES

Your goals in *Dogs of War* are as follows:

- 1. Locate the *Oracle of War*'s creator.**
- 2. Save Salvation from destruction.**

THE ORACLE OF WAR

The *Oracle of War* is a large, beautifully stained wood chest, set with cogs and gears. It's three feet wide, two feet deep, three and a half feet tall, and weighs 200 lb. Once per day, you can spend 1 minute feeding the device battlefield information to make a DC 10 group Wisdom (Insight or Perception) check. On a success, the *Oracle* provides tactical advice that can aid your party in combat. Each adventurer in your group chooses one of the following benefits, which lasts for 1 hour or until used, and must be used within 500 feet of the spot where you activated the *Oracle of War*.

- You gain surprise at the start of your next combat. During that combat, you have advantage on Dexterity (Stealth) checks.
- You can turn one hit from a weapon attack into a critical hit.
- For 1 minute, you ignore any damage resistances or immunities belonging to a single creature.
- You gain 10 temporary hit points.



HANDOUT 2: CONSUMABLES

LAMANNIAN FLINT SHARD

If the flint is on your person when you take lightning or thunder damage, you can use your reaction to gain resistance to the triggering damage type until the end of the turn and also gain 10 temporary hit points. If you do, the flint shatters and becomes useless.

POTION OF COMPREHENSION

When you drink this potion, you gain the effect of a *comprehend languages* spell for 1 hour. This liquid is a clear concoction with bits of salt and soot swirling in it.

HANDOUT 3: TACTICAL ADVICE

Target is 1st Mobile Division with full complement of Blades comprising five infantry units and two commanders.

Target is a repurposed House Cannith elemental hover cart. Highly modified with additional defenses including mounted ballistae front and rear.

Three decks; eight captives held on lower deck.

Perimeter wall may be electrified. Avoid direct contact.

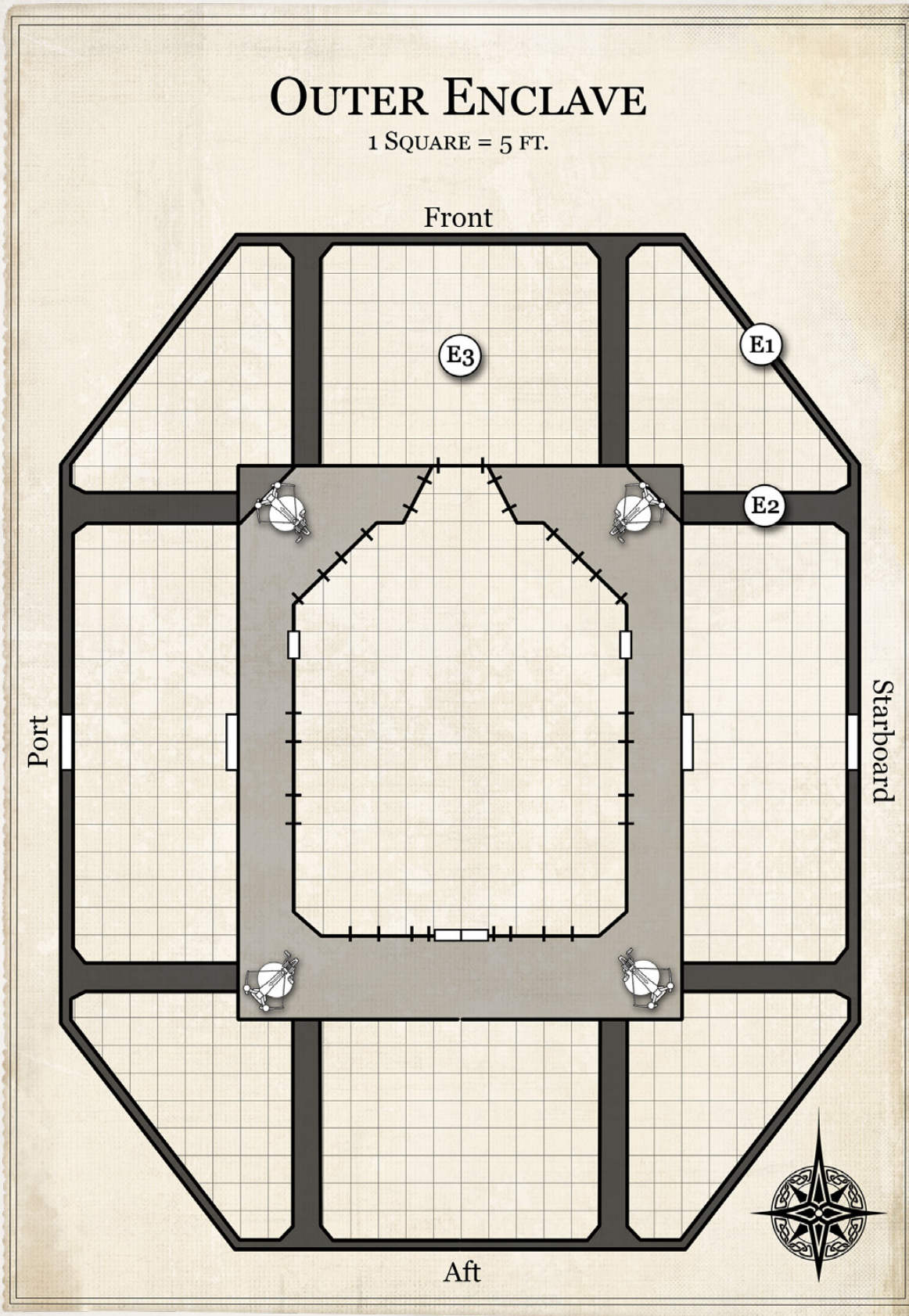
Vehicular glass is reinforced, but vulnerable to bludgeoning and sonic attacks.

Entrance located underneath hull, only accessible while moving.

HANDOUT 4: PRIVATE JOURNAL OF CAPTAIN REEVE

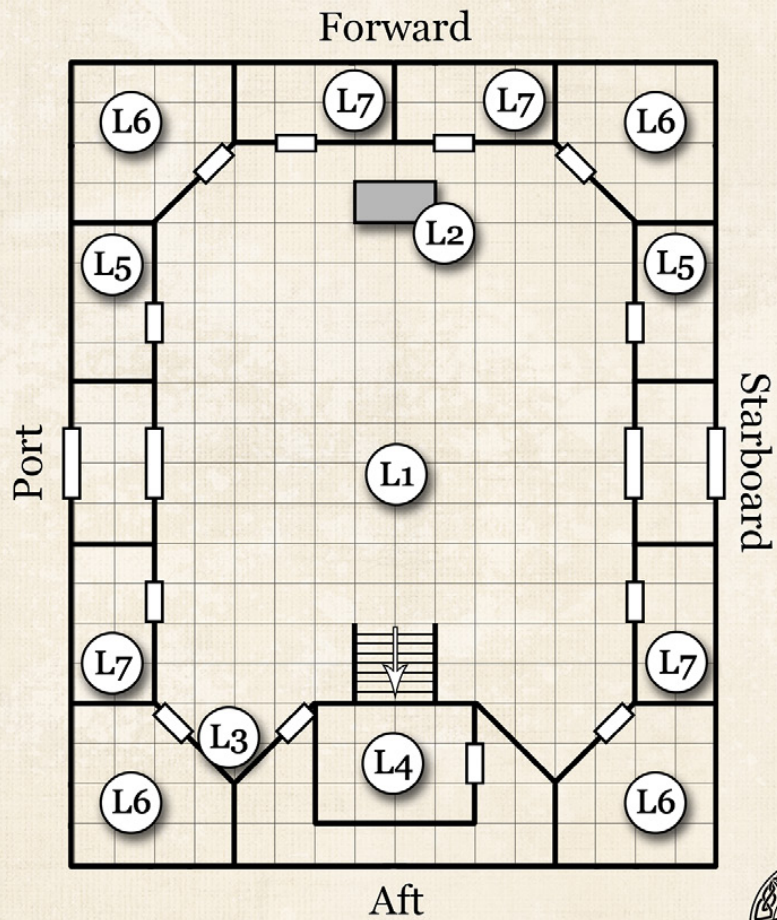
I cannot comprehend the lack of devotion these small-minded tin animals who dare call themselves warforged have for our Lord of Blades. I hoped to end any more seditious talk of a Parliament of Gears with the systematic dismantling of researcher Bunger, but it seems this hasn't served as an adequate deterrent. His fellow researcher Divit knows more than he is telling. I've taken him into custody and will continue to question him. Perhaps just a finger to start. And we'll see if that loosens his tongue. If I have to rivet a gear through his brain too, so be it. We don't want weakness within our ranks. We shall cut away the rust, sever the defective parts. Only the strong shall march under the banner of our Lord of Blades!

APPENDIX A: DUNGEON MASTER'S MAPS



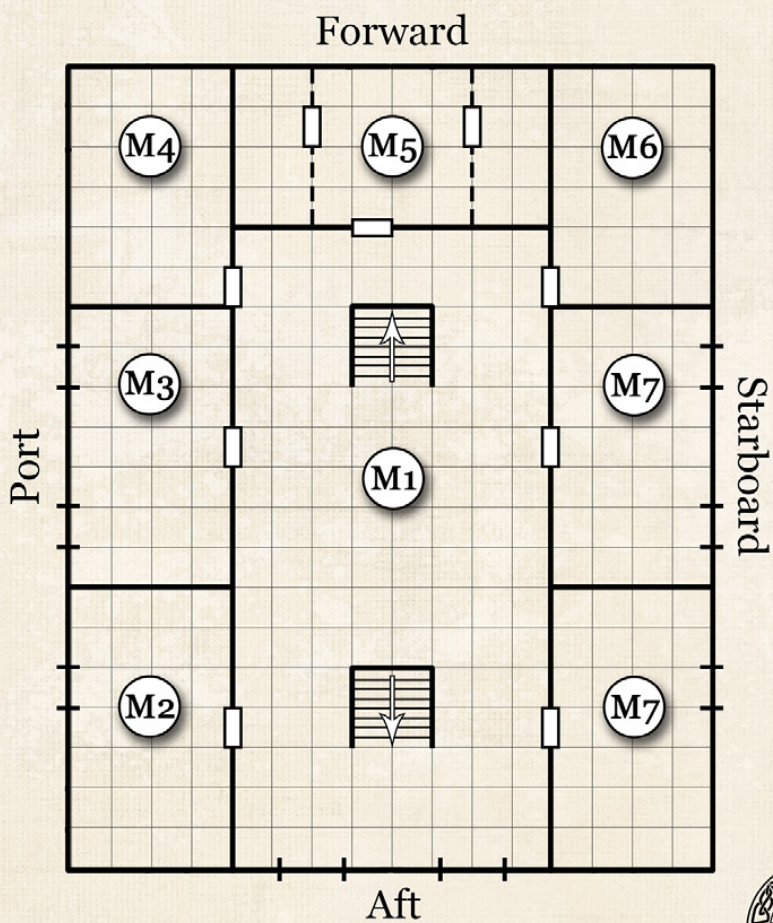
LOWER DECK

1 SQUARE = 5 FT.



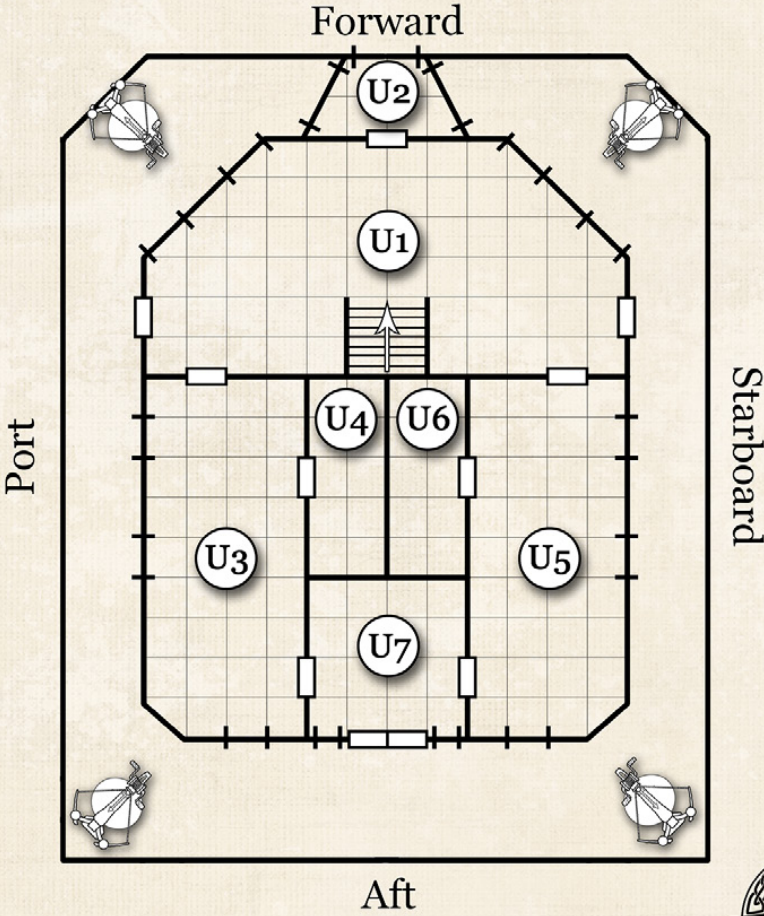
MIDDLE DECK

1 SQUARE = 5 FT.



UPPER DECK

1 SQUARE = 5 FT.



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) score, 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 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 characters’ levels 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: EB-08 PARLIAMENT OF GEARS

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

ADVENTURE NOTES

On the orders of Captain Alain ir'Ranek of the Brelish flying fortress Argonth, you mounted a rescue mission into the Mournland to retrieve captives taken by warforged raiding parties. What you discovered was a highly organized military force carrying out the Lord of Blades' orders. Whoever this mysterious leader is, he's given orders to harvest resources and personnel to assist a dwarven artificer under his "care."

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:

- 20 gp from Captain Alain ir'Ranek for attempting to rescue the captives (regardless of success or failure).
- A Lamannian flint shard.

Choose ONE bonus reward:

- A +2 *halberd* for searching the captain's room (area U3).
- An *orb of shielding* (Lamannian flint) for searching the workshop (area M3).
- An *elemental gem* (blue sapphire) if Woooaii survives.
- A *potion of healing* and 100 gp for searching the stores (area M6).
- A *potion of healing*, a *potion of comprehension*, a *potion of resistance* (acid), or a *potion of resistance* (lightning) from Kalli Alran.

CHARACTER WEALTH

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

LEGACY EVENTS

- Beard Braid.** Tellarak Natharon, nephew of the *Oracle of War*'s creator Sulring Mroranon, gave you a beard braid to identify yourselves to his uncle.
- Bested Captain Reeve.** You fought Captain Reeve of the 1st Mobile Division and lived to tell the tale. Once per adventure in the *Oracle of War* campaign, you can use this legacy event to gain advantage on an Intimidation or Persuasion check made to interact with a warforged.
- Eternal Gratitude.** You rescued one or more captives from the Blades' *Conclave*. They won't forget your bravery and go out of their way to repay you. If you rescued any of the captives listed below, you gain their benefit:
 - Breyten Bokk d'Orien grants you a single spell component of up to 500 gp value.
 - Bunty Griswold leaves your group a legacy in her will. At the start of each Core Storyline adventure in the *Oracle of War* campaign, roll a d20. On a 1, Bunty dies and each character with this legacy event gains 250 gp. All players in your group must remove this legacy event from their Adventure Records.
 - Dabren Ty can silver one of your weapons or up to 20 pieces of ammunition.
 - Jurian Saal gifts you a *potion of healing*.
 - Kronce offers to help you out on a mission. You may call on the **veteran** to accompany you on any adventure in the *Oracle of War* campaign. When you use this legacy event, all players in your group must remove it from their Adventure Records.
 - Larten gives you a map of Cyre which grants you advantage to all Wisdom (Survival) checks made to navigate the Mournland.

THE SALVATION TIMES

ISSUE 18

EST. 997 Y.K.

PRICE 1 SP

SALVATION STANDS TALL

Send your killers, trample us with your titans, burn us with hellfire: you'll not stop us from standing right back up again. We salvagers have iron for blood, smelted in the crucible of the Mournland. Out there in the Gray, there are just two outcomes: death or glory. This is OUR world! For as long as there is treasure to be hauled from this broken land, so we shall endure. So there shall be Salvation! As your correspondant writes this, she gazes out over an outpost swelling with fresh blood, each pair of

eyes hungry for new opportunities. Sure, we have scars: I see them written in the bloodstains on the walls, in the ash on the roadside, and in my own useless knee: smashed by Saal Dreadstroke himself as I fought bravely to defend this office! Each scar is a lesson. A mantra we can repeat to become stronger. Salvation stands tall! Where we have fallen, so we shall build new bulwarks, hardier than those that fell before. YOU are part of this now. If you're reading this, you are Salvation!

LORD BUCKET INBOUND WARFORGED UP TO NO GOOD AGAIN!

The Brelish flying fortress Argonth has berthed at Salvation, bringing rare opportunities for trade to our outpost. Since the signing of the Treaty of Thronehold, the fortress has become woefully ill-supplied. It's allegedly running a skeleton crew and its ordnance is in dire need of repair.

When questioned by this correspondant, the soldiery looked pained at the mention of General Tyresh, who is due to assume control of operations here in short order. Nicknamed "Lord Bucket" due to his recurring case of dysentery, the general is known for his cruel rulings and selfish temperament. Pity the soldiers: Salvation may be independent, but we should give thanks for the protection which Argonth offers. At this newspaper, we pray that the soldiery can rally aroud their new leader and provide the aid that this outpost needs.

Salvagers seeking employment in Argonth should ask to speak to Captain ir'Ranek, who currently marshals the floating fortress. It seems the army is in need of good workers.

Yet more frontier folk have been snatched away by warforged raiders claiming loyalty to the "Lord of Blades," a cult leader who offers a warped future for warforged in the gray depths of the Mournland. Our brave salvagers have put up with this miscreant's mischief for too long: is it not time that the nations of Khorvaire united to drive this usurper into the mud?



PROTECT YOUR SOUL FROM INFERNAL PACTS

IN DARK TIMES SUCH AS THESE, THE DRAGON BELOW OFFERS SUCCOR. DO NOT HEED IT! SIMPLY PAY A SMALL MONTHLY STIPEND TO YOUR LOCAL SOUL SHACKLE AND ENSURE AN ETERNITY OF GRACE AND WONDER! ENQUIRE AT THE SALVATION HOTEL. CASH UP FRONT PLEASE.