



# VISIONS OF SALVATION

SLEEP OF SALVATION PART 1



BY  
FYNN  
HEADEN

A 4-HOUR ADVENTURE FOR TIER 1 CHARACTERS

# ADVENTURE PRIMER

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 3. Characters outside this level range cannot participate in this adventure.

This adventure takes place in the Mournland, a desolate wasteland that was once the country Cyre, in the world of Eberron.

As a Salvage Mission, this adventure does not give any rewards other than the opportunity to level up, and **salvage**, amount depending on if the characters complete the goals of this adventure successfully.

## BACKGROUND

The Dreaming Dark moves in the Mournland. Malevolent, a Tsucora Quori, is infiltrating the dreams of salvagers. If it is left unchecked, it could enter into the real world through the strange magical energies of the Mournland.

Fortunately, something is fighting back. Benevolent is a mysterious good-aligned entity, that is trying to stop Malevolent. They have been fighting for a year, with Malevolent attempting to take Salvation, and Benevolent stopping it.

Benevolent has a new plan. It has summoned 6 creatures to Salvation by entering their dreams. Each of these creatures is truly good. They are Benevolent's champions.

Now, Malevolent is striking unexpectedly. It found out about the champions, and is attacking them in their dreams, causing hallucinations.

It has also brought minions in, a legion of Inspired soldiers. These Inspired are assassinating the champions that Malevolent can't kill.

3 of the champions are already dead. To save the rest, Benevolent has entered the dreams of local scavengers (the party), giving them a compulsion to find the champions, and save them. Little does it know, it is already too late.

## OVERVIEW

This adventure is spread over **three parts** and takes approximately **three to four hours** to play. The adventure begins with a Call to Action.

- **Call to Action:** The characters have strange dreams of a dwarf, and then see him exiting the Gray Beyond.
- **Part 1: The Death:** The party finds the dwarf dead of fright in an alley. Another champion is spooked, and the assassins kill him. The party gives chase.
- **Part 2: The Dark Outpost:** The party travels to the outpost the assassins came from.

## ADVENTURE HOOKS

Adventurers are likely to be in Salvation in order to complete Salvage Missions.

In this adventure, most of the adventurers have a common story hook, *Strange Dreams*. However, some characters cannot sleep. In that case, they will have the *A Dreaming Friend* story hook.

**Strange Dreams.** You've been having strange dreams lately. In them, you see a dwarf, and have a feeling, almost a compulsion, to find this dwarf and protect him.

**A Dreaming Friend.** One of your friends has been having strange dreams. They see a dwarf, and they've described this dwarf to you. You're in Salvation for unrelated reasons when this adventure begins.

## EBERRON ADVENTURES

A character that plays an Eberron adventure (be it Salvage Mission or main storyline adventure) **cannot** play or have played in a Forgotten Realms adventure, as they are 2 separate Adventurer's League campaigns.

If a player does not have an existing character for Eberron AL, they will have to make a new, 1st-level character. They **cannot** use an existing FR character.

## MONSTER STATBLOCKS

The monsters used in this adventure can be found in the following sourcebooks. Each monster will include a note indicating which book it can be found in.

- Monster Manual (MM)
- Volo's Guide to Monsters (VgtM)
- Eberron: Rising from the Last War (RftLW)

## CONTINUING THE SERIES

This is the first adventure in the Sleep of Salvation trilogy, which will be continued in Dreams of Salvation, and concluded in Nightmares of Salvation.

**I'LL PUT AN IMAGE IN HERE TOO!**

# CALL TO ACTION

*Estimated duration:* 15 minutes

## DRINKS AND DREAMS

The characters are in the Grey Beyond, the foremost tavern in Salvation. It is only poor, whereas the other 2 taverns in Salvation are squalid.

Take this opportunity to have the characters introduce themselves to each other if they have not met before.

### AREA INFORMATION: THE GREY BEYOND

The common room of this whitewashed wooden tavern is 30-by-45 feet and contains stools, tables, a bar and several barrels of ale. There are two 3-by-5-foot glazed windows set in the front of the building. The tavern keeper, Reesin Smyth (lawful neutral female Brelish human commoner), is present at most hours with half-a-dozen patrons.

# PART 1: THE DEATH

**Estimated duration:** 45 minutes to 1 hour

## THE DWARF

Read or paraphrase the following aloud:

As you relax in the Grey Beyond, you spot a familiar face. The dwarf from your dreams is at the door, leaving!

Following the dwarf outside, they spot him entering a nearby alleyway.

You follow the dwarf into the alleyway. As you round the corner, you notice him walking fast. Suddenly, he screams, lurches forward, and falls to the ground.

Approaching the dwarf, the characters discover that he is dead. He has a fearful expression on his face. A DC 13 Wisdom (Medicine) check reveals he died of fright.

There are only 3 other creatures nearby, the innocent bystanders.

## INNOCENT BYSTANDERS

There are 3 people who were nearby when the dwarf died.

- Sheriff, warforged peacekeeper of Salvation.
- Eliza, a human woman with 2 children, 6 and 8 years old. Her husband is a salvager.
- Stephen, a scrawny tall human male, and one of the six champions.

Sheriff heard the scream and comes to investigate. She quickly decides the dwarf must have died of natural causes. Eliza stands by shocked. Stephen looks nervously around, looking for a way out.

### What do they know?

- Sheriff doesn't know what's going on here. She wants it to be of natural causes.
- Eliza has seen this before. 3 other people have died in the last week the same way. All 3 of them and this dwarf had only just arrived in Salvation, and they all died within 24 hours of arriving. They also all died the same way.
- Stephen knows that he was supposed to come here, guided by a white light in his dreams. He also knows that the other champions are dead, and that only him and one other are left.

If Stephen is approached, he runs away. See Developments below.

## DEVELOPMENTS

When Stephen is approached, he starts moving away quickly. He will run if he feels threatened (which happens fast). He thinks the party might be killing the champions.

If the party gives chase, they catch up to Stephen just as he ducks into the train platform.

Entering the platform, you are greeted by a horrific sight. Stephen lies on the floor, convulsing with a dart in his side. The dart glistens with poison.

Looking around, you notice 3 goblins and a human male standing with weapons drawn. They are all unnaturally beautiful, like they were the pinnacle of their race.

## AREA INFORMATION

This area has the following features.

**Dimensions and Terrain.** The platform is a large open area, raised up 10 ft from the ground. There are currently about 10 citizens milling about, but they start running after the fight begins.

**Light.** The train platform is open to the sky. There is bright sunlight.

## CREATURE INFORMATION

There is 1 **inspired** (E:RftLW) and 3 **inspired goblins** (MM with modifications, see sidebar) in the station. One of the goblins just shot a *liquid nightmare*-tipped bolt (see sidebar in Part 2) at Stephen.

**What do they know?** These warforged are here to gather any valuable materials for their master, the Lord of Blades. Their expedition leader, Glitter, is deeper inside the cave. The warforged are not aware of the Wild Magic effect of this cave, so the bard will cast spells as usual.

**What do they want?** These inspired are willing to sacrifice their lives. They will not allow themselves to be taken alive. If any are reduced to 0 hitpoints, the die of fear as Malevolent enters their minds and frightens them.

**Tactics.** All of the inspired (including the goblins) cast *hex* first. The goblins stay at range and use their shortbows, hiding behind crates when they can. The inspired closes to melee range and hits characters it thinks are less well armored.

One goblin every round casts *hold person* on the character dealing the most damage.

Be careful with the inspired, as it could kill a Tier 1 character in a single hit if it rolls well, especially if the inspired has *hex* up.

## ADJUSTING THE ENCOUNTER

- **Very Weak.** Remove 2 inspired goblins.
- **Weak.** Remove 1 inspired goblin.
- **Strong.** Add 1 inspired goblin.
- **Very Strong.** Add 1 inspired goblin and 1 inspired.

## INSPIRED GOBLINS

The **goblins** (MM) have the following modifications:

- The creature has advantage on Wisdom saving throws.
- The creature can innately cast the following spells, requiring no material components: mage hand and vicious mockery at will and charm person, dissonant whispers, hex, hold person, and mage armor once per day each. Intelligence is the creature's spellcasting modifier for these spells.

## DEVELOPMENTS

After all the inspired have been defeated, the players may try to investigate and interrogate them. They find that all of the ones that were left alive are now dead. They died the same way the dwarf did: fear.

The inspired leader has a bag. In the bag is a note and a map. The map leads into the Mournland.

The note reads as follows:

Go to Salvation. The ENEMY is reaching for help. WE must get rid of the CHAMPIONS before the reinforcements save THEM if WE are to return.

The map can be followed into the Mournland. Continue to Part 2.

# PART 2: THE DARK OUTPOST

**Estimated duration:** 45 minutes to 1 hour

## ENTERING THE TEMPLE

The party approaches the temple where the inspired came from. From outside, there is one entrance, behind a row of 40ft columns. There are pools of a purple liquid leaking out from inside the temple into the surrounding grass.

Throughout this base, there are pools of *liquid nightmares*. This is a toxic poison that Malevolent has created. It causes hallucinations of a creature's worst fear. See the sidebar for more information on this poison.

### T1. OUTPOST ENTRANCE

The party enters the temple.

#### AREA INFORMATION

This area has the following features.

**Dimensions and Terrain.** The entrance to this temple is a large room, 40ft tall. There are pools of *liquid nightmares* all over the floor. There is a strange purple tinge to the air in this area.

**Light.** There are small purple crystals on the edges of this room. They glow brightly with a purple light, providing bright light. None of the sunlight from outside gets in.

**Liquid Nightmare.** Some areas on the map have been marked to have pools of *liquid nightmares* on them.

#### CREATURE INFORMATION

There are 2 **inspired spies** (MM, see sidebar) hiding behind large columns. They ambush the party as they move through here. Their attacks are tipped with *liquid nightmares* (see sidebar).

**What do they know?** These spies were formerly normal humans, but prolonged exposure to *liquid nightmares* turned them into vessels for Quori. After they are reduced to 0 hitpoints, they die.

**What do they want?** These inspired want to stop the party from continuing.

**Tactics.** Both spies hide as much as possible after attacking. They avoid being near to each other. They also don't attack the same target twice in a turn, in order to inflict their poison on more creatures.

#### INSPIRED SPIES

The **spies** (MM) have the following modifications:

- The creature has advantage on Wisdom saving throws.
- The creature can innately cast the following spells, requiring no material components: *mage hand* and *vicious mockery at will* and *charm person*, *dissonant whispers*, *hex*, *hold person*, and *mage armor* once per day each. Intelligence is the creature's spellcasting modifier for these spells.

#### LIQUID NIGHTMARES

*Liquid Nightmare* is a strange new poison that Malevolent created. It has infested its lairs with the stuff. If a creature comes into contact with *liquid nightmares*, or is hit by an attack poisoned with it, that creature must make a DC 13 Wisdom saving throw. On a failed save, that creature is poisoned until the end of their next turn, and takes 7 (2d6) psychic damage.

While poisoned, the creature is also stunned, blinded, and deafened, as they live through their worst nightmares.

#### ADJUSTING THE ENCOUNTER

- **Very Weak and Weak.** Remove 1 inspired spy.
- **Strong and Very Strong.** Add 1 inspired spy.

## T2. PRISONER CELL

The party moves onward, and comes into the prisoner area of this temple.

### AREA INFORMATION

This area has the following features.

**Dimensions and Terrain.** This room has pools of *liquid nightmares* around. There is a barred wall along the top half of the room, forming a prisoner cell.

**Light.** There are small purple crystals on the edges of this room. They glow brightly with a purple light, providing bright light. None of the sunlight from outside gets in.

**Liquid Nightmare.** Some areas on the map have been marked to have pools of *liquid nightmares* on them.

**Cell.** The bars of the cell are made of steel bars lashed together with rope. There is a cell door. The door can be picked with a successful DC 13 Dexterity (Thieve's Tools) check, or broken down with a successful DC 15 Strength (Athletics) check.

### CREATURE INFORMATION

There are 3 **inspired** (RftLW) standing guard here.

There are 10 **goblins** (MM) in the cage, mostly looking fearful. 2 of the goblins have blank looks on their faces.

**What do they know?** The inspired were "natural" inspired, bred to be empty vessels for Quori. They know that their master plans to break into the waking world, where he will help the rest of them get in.

One of the goblins, a male named Kek, will tell the party what it knows. After that, they all leave.

"We were scavenging in the Gray, maybe 2 weeks ago? It's hard to tell out here. Next thing we knew, we saw our worst fears! I konked right out after that. We woke up in here. Since then, those crazies have been feeding us poison that makes us more scared. A couple of us got so scared, I think their minds snapped. The crazies took them after that, not sure what they did with them."

If the goblin inspired from before are described to Kek, he recognizes them as the ones who were taken.

**What do they want?** These inspired want to stop the party from continuing, or from freeing the goblins.

The goblins want to be free.

**Tactics.** The inspired are straightforward. They attack whoever goes towards either the cell door or the door to the next room.

#### ADJUSTING THE ENCOUNTER

- **Very Weak and Weak.** Remove 1 inspired.
- **Strong and Very Strong.** Add 1 inspired.

## T3. INSPIRED QUARTERS AND STORAGE

The party moves into the final room of the temple.

### AREA INFORMATION

This area has the following features.

**Dimensions and Terrain.** This room was prayer room, back when it was a temple. Now it has been converted into quarters and a storage area. Crates filled with vials of *liquid nightmares* have been stacked to the ceiling.

**Light.** There are small purple crystals on the edges of this room. They glow brightly with a purple light, providing bright light. None of the sunlight from outside gets in.

**Crates.** This room is full of crates. Each crate has AC 10, and 10 hit points. If a crate is destroyed, the vials of *liquid nightmares* within break out. All creatures within 5ft of the crate are affected by *liquid nightmares* (see sidebar above).

### CREATURE INFORMATION

There is 1 **inspired gladiator** (MM, see sidebar) standing guard here.

**What do they know?** This is the leader of Malevolent's inspired forces. She knows that Malevolent is a Tsuchora Quori, and will attempt to break into the waking world soon. She would sooner die than tell. If captured alive, she allows Malevolent into her mind so that it can scare her to death.

**What do they want?** This inspired wants to defeat the party to stop them from bothering Malevolent.

**Tactics.** This inspired is ruthless. She hits until a target is down, then moves onto the next one.

She uses the crates around her to her advantage, always positioning herself so that only one enemy can close to melee range.

#### ADJUSTING THE ENCOUNTER

- **Very Weak.** The inspired gladiator has 70 hp.
- **Weak.** The inspired gladiator has 90 hp.
- **Strong.** The inspired gladiator has 125 hp.
- **Very Strong.** The inspired gladiator has 140 hp.

#### INSPIRED GLADIATOR

The **gladiator** (MM) has the following modifications:

- The creature has advantage on Wisdom saving throws.
- The creature can innately cast the following spells, requiring no material components: *mage hand* and *vicious mockery* at will and *charm person*, *dissonant whispers*, *hex*, *hold person*, and *mage armor* once per day each. Intelligence is the creature's spellcasting modifier for these spells.

# REWARDS

The characters receive rewards based upon their accomplishments. The following rewards are earned for completing this mission.

## CHARACTER REWARDS

The characters earn the following rewards:

### ADVANCEMENT

Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that if they do not level during an official Oracle of War adventure, they don't gain the rewards from that adventure.

### SALVAGE

Award each character salvage for each hour of the session. These adventures typically features cues for this, but you can add it where you see fit.

The salvage awarded by this adventure depends on how many hours were played, and if the characters were successful in their goal.

As this adventure is a 4 hour adventure, a character cannot gain more than **200** salvage.

### UNSUCCESSFUL SALVAGE MISSION REWARDS

Tier	Hourly Salvage Award
1	25
2	50
3	100
4	200

### SUCCESSFUL SALVAGE MISSION REWARDS

Tier	Hourly Salvage Award
1	50
2	100
3	200
4	400

### SUCCESS OR FAILURE

This adventure is a success if:

- The party successfully defeated the inspired forces in the temple.

This adventure is a failure if:

- The party was forced to retreat from the inspired forces in the temple. If you plan on continuing the trilogy, consider adding the surviving inspired to the final battle in DREAM-03: *Nightmares of Salvation*.

### BASE

If the characters are not already part of a base, they need to found one or join one before they can gain salvage.

If any player's character is not part of a base and declines to create or join one, they do not gain the salvage for this mission.

### UPGRADING A BASE

After an adventure is a perfect time to upgrade bases.

Characters can spend salvage to purchase new rooms for their bases, granting them new resources to use in Eberron AL games. See the Salvage Bases and Missions pdf on the DMsGuild for more information.

# APPENDIX A

## DRAMATIS PERSONAE

**Stephen (STE-phen).** Stephen is a shoemaker who used to live in Sharn. He has had strange dreams lately, that led him to Salvation.

**What he wants.** Stephen wants to find out the source of his dreams, but doesn't want to die.

**Nervous Wreck.** Stephen gets flustered and scared easily. He's worried that something will happen to him while he is in Salvation.

# APPENDIX B

## TRAIN PLATFORM MAP

Each space is 5ft.



# APPENDIX C

## INSPIRED TEMPLE MAP

Each space is 5ft.

