

EBERRON

ORACLE OF WAR
Salvage Bases & Missions



ORACLE OF WAR SALVAGE BASES AND MISSIONS



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INTRODUCTION

That's our home! Isn't she a beauty? Can you believe we built it from stuff that was just lyin' around the Mournland? I mean sure, we had to deal with living spells, glass-covered zombies, bloodthirsty cultists, and hideous beasts, but other than that, this stuff was essentially free!

—Gear, warforged salvager

THIS MANUAL HELPS YOUR CHARACTER BUILD A new home! *Oracle of War: Salvage Bases and Missions* contains new Dungeons & Dragons rules you can use to build a base in the Mournland, a terrifying, magically warped landscape in the Eberron campaign setting.

Your base originates near Salvation, a frontier town on the border of the Mournland's mists. If you upgrade your base to its fullest potential, your home base can travel the world of Eberron with you.

In addition to the rules for building a base, this supplement contains ready-to-play adventures Dungeon Masters can run, allowing characters to earn a new resource called *salvage*. Salvage is an abstract currency used to purchase upgrades for your base.

The supplement also includes rules, guidelines, and random tables to help DMs design their own Mournland adventures called *salvage missions*.

ADVENTURERS LEAGUE

This supplement is legal for D&D Adventurers League play when used as part of the *Oracle of War* campaign. Your group can use the *Oracle of War: Salvage Bases and Missions* as written to create and upgrade a base. The adventures provided here can be integrated into the *Oracle of War* campaign, as can any base created by the characters. Adventures you create using the rules in this supplement are also legal for Adventurers League play as part of the *Oracle of War* campaign.

You can find out more about the official D&D play programs at dndadventurersleague.org. If you are not planning on using this product for Adventurers League play, you can use it as you see fit to enhance any D&D game.

OVERVIEW

This supplement has the following chapters. Chapter 1 is for players and DMs. Later chapters are for DMs only.

- **Chapter 1: Building a Base.** This chapter contains rules for building and upgrading a base.
- **Chapter 2: Salvation Outpost.** This chapter details the trading outpost of Salvation, where adventurers can sell salvage and buy new gear.

- **Chapter 3: Hundred-Shard Stash.** The characters search for a stash of dragonshards in a hidden Cannith Warehouse. This 2-hour salvage mission is for three to seven characters of levels 1–4.
- **Chapter 4: Off the Rails.** The characters journey to a wrecked lightning rail to search for salvage. This 2-hour salvage mission is for three to seven characters of levels 5–10.
- **Chapter 5: Spirit Train.** An abandoned Cannith facility holds rich rewards. Too bad a ghost lightning rail is the only way inside. This 2-hour salvage mission is for three to seven characters of levels 11–16.
- **Chapter 6: Servants of the Past.** The characters explore a tower in the Mournland that hides secrets and salvage. This 2-hour salvage mission is for three to seven characters of levels 17–20.
- **Chapter 7: Creating Adventures.** This chapter contains rules for creating your own salvage missions.
- **Chapter 8: Monster & NPC Statistics.** Statistics for creatures not found in the *Monster Manual* and *Eberron: Rising from the Last War*.
- **Appendix: Maps and Logsheets.** Maps for bases and adventures and logsheets can be found in the back of this supplement.

USING THIS SUPPLEMENT

To use *Oracle of War: Salvage Bases and Missions*, you need the D&D fifth edition core rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. You also need a copy of *Eberron: Rising from the Last War*, especially when used for D&D Adventurers League play, though you could certainly use these rules as part of another setting, provided you're not playing as part of the D&D Adventurers League. One of the base upgrades also requires *Xanathar's Guide to Everything*, but that book is not essential to the rest of *Oracle of War: Salvage Bases and Missions*.

The *Monster Manual* and *Eberron: Rising from the Last War* contain stat blocks for most of the creatures found in this product. All the necessary stat blocks are included there, or in chapter 8. When a creature's name appears in **bold** type, that's a visual cue for you to look up the creature's stat block in the *Monster Manual*, unless the text instead refers you to the monster chapter in this book or *Eberron: Rising from the Last War*.

Spells and equipment mentioned in the text are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide* or *Eberron: Rising from the Last War*.



Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

ABBREVIATIONS

The following abbreviations appear in this supplement:

- AC = Armor Class
- DC = Difficulty Class
- gp = gold pieces
- NPC = nonplayer character
- DM = Dungeon Master

TIERS

This supplement refers to tiers of play for character levels. The following list describes the tiers:

- **Tier 1.** Characters of levels 1 to 4
- **Tier 2.** Characters of levels 5 to 10
- **Tier 3.** Characters of levels 11 to 16
- **Tier 4.** Characters of levels 17 to 20

SALVATION

When a base is first set up, it's in the Mournland and within 10 miles of the outpost of Salvation. Salvation is a frontier town, but most basic supplies and services can be found there. For more information see chapter 2.

SALVAGE MISSIONS

Salvage is required for upgrading a base, and there is only one way to earn it: adventuring. Salvage missions take place in the Mournland and involve the characters recovering salvage for themselves, defending their base and taking salvage from the enemies who attacked, or earning salvage from a patron for doing a job in the Mournland.

WHAT IS SALVAGE?

Salvage is any useful item, mundane or magical, that can be recovered from the Mournland and used in the construction of a base, or traded for items that are used for base construction. This includes, but is not limited to, the following examples:

- Adventuring gear
- Alchemical ingredients
- Armor
- Clothing and other textiles
- Cosmetics
- Food
- Furniture
- Lumber
- Magic items
- Metal
- Ornaments
- Stone
- Tools
- Trade goods
- Weapons

ADVENTURE TIERS

Every salvage mission included in this supplement has a recommended character level, based on the average level of all characters in a five-character party. In D&D Adventurers League play, characters not of the recommend level can participate in the adventure, provided they're in the same tier as the recommended level (see "Tiers"). Characters outside a given adventure's tier cannot participate in the adventure.

ADJUSTING THE ADVENTURES

The adventures in this supplement are optimized for five characters of a certain level. To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters. 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

REWARDS

The reward rules in this document must be followed for salvage missions that are part of D&D Adventurers League official play. If you are not playing salvage missions as part of this play program, feel free to modify the rules as fits the needs of your table.

Salvage missions do not reward characters with gold and magic items. Instead, characters gain salvage they can use to improve their base, and a chance to advance in level. Again, characters playing salvage missions as part of the *Oracle of War* campaign cannot gain any rewards other than salvage from salvage missions.

CHARACTER ADVANCEMENT

A character who successfully completes a salvage mission can choose to gain a level at the end of that adventure. A character may forego taking this level advancement; if so, that character still earns salvage for their base. Players in the *Oracle of War* campaign are advised to forgo character advancement through salvage missions unless they are trying to catch up with the rest of their regular play group, as advancing prevents them from participating in and gaining the rewards from the core storyline adventures in the campaign.

SALVAGE REWARDS

Salvage is awarded at the end of a salvage mission. The salvage awarded is based on the adventure's tier and the number of hours played as shown on the tables below.

A character cannot receive more salvage for hours played beyond those the salvage mission was designed for. For example, a tier 1 character that takes 3 hours to successfully complete an adventure designed to take 2 hours only gains 100 salvage, not 150.

A group of characters that does not successfully complete a mission still earns salvage, but they do not earn as much as a party that successfully completes the same mission.

If a character without an assigned base completes a salvage mission, they can immediately join one or create one. Otherwise the reward is lost for that character. See "Assigned Characters" in chapter 1 for more information.

INCOMPLETE MISSION: SALVAGE PER CHARACTER

Adventure Tier	Salvage Awarded/Hour
1	25
2	50
3	100
4	200

COMPLETE MISSION: SALVAGE PER CHARACTER

Adventure Tier	Salvage Awarded/Hour
1	50
2	100
3	200
4	400



CHAPTER 1

BUILDING A BASE

Home sweet home. It's drafty, but it keeps walls between the undead and us. Usually.

—Terval, dwarf salvager

A MOURNLAND BASE IS MORE THAN A FORTIFIED location. It's a home. The Mournland is a terrifying, mysterious place. Survival often hinges on building a shelter that can withstand the dangers obscured by the mists.

If your group is using the following rules, the first thing you need to do is fill in some details on your base logsheet.

BASE LOGSHEET

Every base has a logsheet (included in the appendix). Before you go on any salvage missions, your group must establish a base. Record your base's assigned characters, its origin, and its type. Once those decisions are made, you are ready to play salvage missions. As you earn salvage and upgrade your base, record those on your sheet.

BASE NAME

The characters can pick any name they like for their base, as long as everyone agrees. The Base Names table can randomly determine a name or provide inspiration. The words in both columns can be switched to create new names. For instance, rolling two 1s on the table could result in a base named Glass Castle or Castle Glass.

BASE NAMES

d20	Word 1	Word 2
1	Glass	Castle
2	Mistborn	Citadel
3	Shrouded	Fort
4	Scavenger	Fortress
5	Fortune	Manor
6	Clawfoot	Mansion
7	Iron	Villa
8	Arcane	Keep
9	Mystic	Bunker
10	Intrepid	Hold
11	Titan	Stronghold
12	Shield	Palace
13	Gold	Hall
14	Invincible	Camp
15	War-Torn	Garrison
16	Scarred	Station
17	Mourning	Bastion
18	Harmonious	Sanctum
19	Mercenary	Retreat
20	Adamantine	Haven

ASSIGNED CHARACTERS

Each base can have one to seven characters assigned to it. The more active characters a base has assigned to it, the more salvage can be acquired to upgrade the base. It is possible to have a base with one character assigned, though that adventurer needs to complete more adventures to achieve upgrades than a larger group pooling salvage.

A character can only be assigned to one base at a time. When a character assigned to a base earns salvage, it's recorded onto that base's logsheet and on a separate salvage mission logsheet held by the character. If a character is not assigned to a base when they earn salvage, the salvage is lost (for the character has no place to store it).



LEAVING A BASE

A character can leave a base they are assigned to. Any salvage, unspent or otherwise, the character gathered while assigned to the base remains with that base. When a character leaves the base, their name is removed from the base logsheet. Then the character is free to join another base.

If a character assigned to a base dies, the controlling player must decide whether to unassign the character from the base, or keep them assigned to the base because they plan to be raised from the dead or reincarnated.

If a base loses all its assigned characters, it falls into disrepair and its upgrades are lost as monsters, disasters, thieves, and other salvagers tear the place apart.

JOINING AN ESTABLISHED BASE

A character without a base can join an established base with less than seven assigned characters only if the joining character is of the same tier as at least one of the other characters already assigned to the base.

BASES IN ADVENTURES

Bases, and the benefits derived from bases, can be used in salvage missions. However, some of the core adventures in the *Oracle of War* campaign may restrict the use of bases and their benefits. When this is the case, the adventure specifically calls out when and how these restrictions apply.

If characters from different bases play an adventure in which a base is used, the players must decide at the beginning of the adventure which base is used in that adventure.

BASE ORIGIN

The characters must determine why the base became their home. They might have discovered and cleared monsters from the base, claiming it as a home, or inherited it from a friend who died on the Day of Mourning. The Base Origins table below can randomly determine an origin or provide inspiration.

BASE ORIGINS

d8	Origin
1	The base belonged to an old friend of the characters.
2	The characters found the base during an adventure in the Mournland.
3	Monsters imprisoned the characters in the base. Then the characters revolted.
4	The characters lived in the base together before the Day of Mourning.
5	A patron gave the characters the base as a reward for a job well done.
6	A mysterious voice or figure told the characters to make their home in the base.
7	The characters believe a piece of the Draconic Prophecy pointed them toward the base.
8	There are rumors treasure is hidden in the base... the characters just haven't found it yet.





BASE TYPE

The characters can choose one of the following base types. Maps for each of these bases are found in the appendix.

If your group cannot decide what base type they want, you can roll on the Base Types table.

BASE TYPES

d10	Type
1	Bizarre Ruin
2	Cyran Watchtower
3	Dhakaani Ruined Fort
4	Garden Manor
5	Ghallanda Inn
6	Manor House
7	Smuggler's Cave
8	Sovereign Host Temple
9	Tavern
10	Warforged Colossus

BIZARRE RUIN

As far as anyone knows, this strange ruin appeared on Khorvaire during the Day of Mourning. Strange, violent images of unknown creatures tearing each other apart are carved into its walls.

CYRAN WATCHTOWER

The Cyran military used this watchtower to keep an eye on enemy forces during the Last War.

RUINED DHAKAANI FORT

This ancient Dhakaani fort was ruined long before the Day of Mourning, a leftover from the age when goblinoids ruled Khorvaire.

GARDEN MANOR

This opulent manor has an enclosed garden at its center. It was once a quiet retreat for a noble family.

GHallanda INN

This inn was run by House Ghallanda and built into the side of a hill on a once well-traveled road.

MANOR HOUSE

A Cyran general held this rich manor house during the Last War.

SMUGGLER'S CAVE

This hidden fortress is carved into the base of a mountain and used to hold contraband that was smuggled in and out of Cyre.

SOVEREIGN HOST TEMPLE

This once-grand temple contains forgotten shrines and altars to the gods of the Sovereign Host.

TAVERN

This cozy tavern was built in the last decade and remains in fine condition.

WARFORGED COLOSSUS

This warforged colossus is a broken and forgotten relic of the Last War in the Mournland. Its weapons and movement functions no longer work, but it might be fixed up to make an incredible fortress.

BASE STARTING FEATURES

All bases have the same starting features. Even bases in fine condition are weakened structures, as monsters and hazards of the Mournland tested their defenses over the years.

BROKEN MACHINERY

If a map shows a piece of machinery or a siege weapon, such as the warforged colossus's ballista, it is ruined and does not work when the characters acquire the base.

CEILINGS

The rooms in the base have ceilings that are 10 feet high with 8-foot-high doorways connecting them.

DOORS AND WALLS

Each door in the base has AC 15, 18 hit points, and immunity to poison and psychic damage. Each 5-foot-cubic section of wall has AC 12, 27 hit points, and immunity to poison and psychic damage. Climbing a wall without equipment requires a DC 15 Strength (Athletics) check.

Locking Doors. Each character assigned to the base has a master key that can lock and unlock its doors. Picking a door's lock requires a successful DC 15 Dexterity check made with thieves' tools, and forcing the door open requires a successful DC 17 Strength (Athletics) check.

Secret Doors. An "S" on a map indicates a secret door, which creatures can detect with a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check.

MAP SCALE

Each map has a scale of 1 square = 5 feet.

BASE UPGRADES

Characters can modify their bases with mundane and magical upgrades, which make their home a better place to live, rest, and defend.

Each upgrade costs a specific amount of salvage, which cannot be modified. When the characters first get their base, they can only purchase tier 1 upgrades. Other tiers become available as the characters increase in level and spend salvage to buy into the next tier of upgrades. To buy upgrades of any tier other than tier 1, the characters assigned to the base must meet the following qualifications:

- All the characters assigned to the base must be of the same or a higher tier than the upgrades purchased. For example, if a base has a tier 1 character assigned to it, the base cannot gain tier 2, 3, or 4 upgrades.
- The characters must purchase the entry upgrade of a tier before purchasing any other upgrades from that tier (tier 1 has no entry upgrade.) To purchase a tier 3 or tier 4 entry upgrade, the players must have bought the entry upgrade from the tier below it.

Upgrades that are destroyed are lost, but replacements can be purchased. You can purchase the same upgrade more than once, purchasing a second upgrade of the same type when you do. (e.g. Purchasing the ballista upgrade twice gives a base two ballistae.)

When characters use salvage to purchase upgrades, they are actually building the upgrades from material they have found in the Mournland or trading that salvage in a place like Salvation for the materials they need to create the upgrade. The characters can decide the placement and cosmetic appearances of their upgrades.

Note the placement of base upgrades on your base map. If a purchased upgrade requires a new room to be created, the characters can add interior walls to the base to create new chambers, provided the walls don't increase the overall footprint of their base (unless an upgrade's description says otherwise). The characters can divide an existing room with walls to create a new one, but they cannot add walls to the outside of the structure.

TIER 1 UPGRADES

These upgrades are available to all bases.

BALLISTA

Cost: 500 salvage

This massive crossbow is mounted on a swivel and fires heavy bolts. See "Siege Equipment" in chapter 8 of the *Dungeon Master's Guide* for more information. The ballista is unmanned unless crewed by characters or guards provided by the "Guardroom" tier 1 upgrade.

In addition to the cost of the ballista, it costs salvage to create one piece of ammunition for the siege weapon as described on the Ballista Ammunition table. Once a piece of ammunition is fired, it cannot be used again.

BALLISTA AMMUNITION

Cost	Ammunition
50	Standard Bolt. Ranged Weapon Attack, +6 to hit, range 120/480 ft., one target. <i>Hit.</i> 16 (3d10) piercing damage.
100	Enchanted Bolt. As standard bolt, but magical for the purpose of overcoming damage resistances and immunities.
200	Explosive Bolt. This bolt can be fired up to 300 feet. Each creature in a 10-foot-radius sphere centered on the target point must make a DC 14 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

CHAPEL

Cost: 500 salvage

This chapel is equipped with soothing accouterments like incense bowls, candelabras, chimes, and more. When you and your allies spend an uninterrupted hour in meditation or prayer in this chamber, you each gain the benefit of a guidance spell with an extended duration of 24 hours. At the end of the hour, the chapel cannot be used to gain this benefit again until 25 salvage is spent to refresh the room's supplies.

DOG KENNEL

Cost: 500 salvage, plus 50 salvage per mastiff

This 20-foot-square kennel houses up to maximum of one **mastiff** per character assigned to the base. The kennel can be placed near or attached to the outside of the base. If a mastiff dies, it costs 50 salvage to replace the animal.

This upgrade comes with a trainer, a **commoner** with a +4 bonus to Wisdom (Animal Handling) checks, who cares for the mastiffs. If needed, the trainer can accompany you on adventures and handle up to two mastiffs in the field. The trainer is controlled by the DM and leaves with the animals if the trainer or the mastiffs are frequently endangered or abused.

Instead of being paid in gold, the trainer demands to be paid in salvage. After each salvage mission you complete, the trainer takes a total of 10 salvage per mastiff (whether or not the mastiffs were present in the adventure). If the trainer dies or leaves, you must pay 100 salvage to hire a new trainer.

FALLING NET TRAP

Cost: 250 salvage

This falling net trap is identical to the one described in “Sample Traps” in chapter 5 of the *Dungeon Master’s Guide*. If the net is destroyed, it costs 25 salvage to replace.

Your allies working inside the base are aware of the trap and know how to avoid it.

FORGE

Cost: 1,000 salvage

You can craft mundane weapons and armor in this blacksmith’s forge, with the following restrictions:

- Only weapons and armor listed in the *Player’s Handbook* or *Eberron: Rising from the Last War* can be constructed.
- Plate armor can only be constructed at Tier 2 or above.
- All items constructed here cannot be sold.

You must invest a number of hours working equal to the price of the item divided by 2 (rounded down; minimum 1 hour) and pay half the item’s gp cost in salvage (rounded down; minimum 1 salvage). You do not spend gold. For example, it would take 7 hours and 7 salvage to make a 15-gp longsword. If you are proficient with jeweler’s, leatherworker’s, smith’s, or tinker’s tools, the time and salvage needed to create the item are cut in half.

GUARDROOM

Cost: 1,000 salvage, plus 100 salvage per guard

This room houses one guard per character assigned to the base. Guards are controlled by the DM and fight to defend the base if it is attacked. If needed, a guard can be assigned to operate one of the base’s siege weapons. Guards do not leave the safety of the base. As you improve your base, your guards also improve, as shown on the Guard Improvement table.

Instead of being paid in gold, your guards demand to be paid in salvage. After each salvage mission you complete, the guards take 25 salvage per guard. If a guard dies, you must pay 100 salvage to hire a new guard.

GUARD IMPROVEMENT

Tier	Guard Statistics
1	Guard
2	Scout
3	Veteran
4	Gladiator

HIDDEN PIT TRAP

Cost: 350 salvage

This 5-foot-square, 10-foot-deep hidden pit trap is identical to the one described in “Sample Traps” in chapter 5 of the *Dungeon Master’s Guide*. It costs 100 salvage to turn the trap into a spiked pit, and 50 salvage to add poison to the spikes (as detailed in the “Spiked Pit” trap description of the *Dungeon Master’s Guide*). Fresh poison must be purchased and reapplied after a creature falls on the spikes.

You can make the pit opening 5 feet wider by paying 50 salvage. You can make the pit 10 feet deeper by paying 50 salvage.

Your allies who work in the castle are aware of the trap and know how to avoid it.



HOLDING CELL

Cost: 500 salvage

This 10-foot-cubic steel holding cell has AC 19, 50 hit points, and immunity to poison and psychic damage. There is a single door on the cell. All characters assigned to the base have a key to the cell. Picking the lock on the cell door requires a successful DC 20 Dexterity check made with thieves' tools, and forcing the door open requires a successful DC 25 Strength (Athletics) check.

If you purchase more than one holding cell, you can connect the cells to create a much larger single cell to hold enormous creatures. A larger cell has hit points equal to 50 multiplied by the number of smaller cells used to create it, but otherwise its statistics are the same.

HORSE STABLE

Cost: 500 salvage, plus 100 salvage per horse

This 30-foot-square stable houses one **riding horse** per character assigned to the base. The stable can be placed near or attached to the outside of the base. If a horse dies, it costs 100 salvage to replace the animal.

This upgrade comes with a groom, a **commoner** with a +4 bonus to Wisdom (Animal Handling) checks, who cares for the horses. The groom does not leave the safety of the base, and only fights in self-defense. The groom is controlled by the DM and leaves with the animals if the groom or the horses are frequently endangered or abused.

Instead of being paid in gold, the groom demands to be paid in salvage. After each salvage mission you complete, the groom takes a total of 15 salvage per horse in the stables (whether or not the horses were present in the adventure). If the groom dies or leaves, you must pay 100 salvage to hire a new groom.

LIBRARY

Cost: 500 salvage

This organized collection of ancient tomes helps characters uncover the mysteries of the world. You gain advantage on Intelligence ability checks to recall knowledge if you spend at least 10 minutes in the library researching the subject as part of making the check.

POTION LABORATORY

Cost: 2,000 salvage

This alchemical laboratory contains arcane supplies and magical formulae used for creating potions. The upgrade comes with an alchemist, a **commoner** with a +4 bonus to Intelligence (Arcana) checks and proficiency with alchemist's supplies, who manufactures the potions. The alchemist does not leave the safety of the base, and only fights in self-defense. The alchemist is controlled by the DM and leaves if frequently endangered or abused. If the alchemist dies or leaves, you must pay 200 salvage to hire a new alchemist.

Instead of being paid in gold, the alchemist demands to be paid in salvage. After each salvage mission you complete, the alchemist takes a total of 50 salvage from the rewards earned for the base.

Each character assigned to the base can expend salvage before an adventure to manufacture one potion from the Laboratory Potions table, with the following restrictions:

- Some potions are only available at higher tiers.
- Each potion must be consumed during the adventure or it is lost. If lost, you regain the salvage you spent to manufacture it.

LABORATORY POTIONS

Tier	Salvage	Potion Manufactured
1	50	Potion of climbing
1	50	Potion of healing
2	100	Potion of animal friendship
2	100	Potion of fire breath
2	100	Potion of greater healing
2	100	Potion of growth
2	100	Potion of hill giant strength
2	100	Potion of resistance
2	100	Potion of water breathing
3	200	Potion of clairvoyance
3	200	Potion of diminution
3	200	Potion of frost giant strength
3	200	Potion of gaseous form
3	200	Potion of heroism
3	200	Potion of invulnerability
3	200	Potion of mind reading
3	200	Potion of superior healing
4	400	Potion of cloud giant strength
4	400	Potion of flying
4	400	Potion of invisibility
4	400	Potion of longevity
3	400	Potion of speed
4	400	Potion of supreme healing
4	400	Potion of vitality

SECRET DOOR

Cost: 250 salvage

You add a 5-foot-wide secret door to any wall in the base. Creatures can detect the door with a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check.

SERVANT

Cost: 50 salvage

This servant is a **commoner** who performs mundane tasks for you: cooking, cleaning, and the like. The servant does not leave the safety of the base, and only fights in self-defense. The servant is controlled by the DM and leaves if frequently endangered or abused.

Instead of being paid in gold, the servant demands to be paid in salvage. After each salvage mission you complete, the servant takes a total of 10 salvage from the rewards earned for the base.

SUSPENDED CAULDRON

Cost: 500 salvage

This iron pot is suspended overtop an entrance or walkway of the base and can easily be tipped to pour burning oil onto invading enemies. See “Siege Equipment” in chapter 8 of the *Dungeon Master's Guide* for more information. The cauldron is unmanned unless crewed by characters or guards provided by the “Guardroom” tier 1 upgrade.

When the cauldron is emptied, 50 salvage must be spent to fill it with more oil.

TRAINING ROOM

Cost: 500 salvage

The training room has exercise machines, weights, sparring dummies, and more used to train for combat. When you spend one hour training in this room and expend 5 salvage, choose one of the following benefits, which disappears immediately after you use it:

- When you hit with an attack that deals damage, you can deal an extra amount of damage equal to your proficiency bonus.
- When you take damage from an attack, you can reduce the damage dealt to you by an amount equal to your proficiency bonus.

You cannot have more than one of these benefits at a time. If you do not use a benefit within 24 hours of earning it, the benefit disappears.

TIER 2 UPGRADES

Tier 2 upgrades cannot be purchased until the characters spend 2,000 salvage to buy the tier 2 entry upgrade, which provides the following benefits:

- The base's doors and walls are reinforced with new, stronger material. The AC of each door and 5-foot-cubic section of wall is increased by 2, and they gain a damage threshold of 5.
- The base's doors have upgraded locks. Picking a door's lock requires a successful DC 17 Dexterity check made with thieves' tools, and forcing a door open requires a successful DC 19 Strength (Athletics) check.

ARCANE MANUFACTORY

Cost: 2,000 salvage

You can spend 8 hours and 250 salvage in this arcane workshop to craft any magic item with a common rarity from Xanathar's Guide to Everything, with the following restrictions:

- If the item is a suit of magic armor, gemstone, weapon, or spellbook, you must pay the additional cost in gold for the base materials. For example, to manufacture a moon-touched sword, you must pay 250 salvage and 15 gp for a longsword.
- Each character assigned to the base may only craft one magic item per tier this way.

The upgrade comes with an arcane crafter, a **magewright** (see *Eberron: Rising from the Last War*) who manufactures the items. The magewright does not leave the safety of the base and only fights in self-defense. The magewright is controlled by the DM and leaves if frequently endangered or abused.

Instead of being paid in gold, the magewright demands to be paid in salvage. After each salvage mission you complete, the magewright takes a total of 50 salvage from the rewards earned for the base. If the magewright dies or leaves, you must pay 200 salvage to hire a new magewright.

ART WORKSHOP

Cost: 1,000 salvage

You can use this workshop to create art objects using calligrapher's or painter's supplies, or carpenter's, glassblower's, mason's, potter's, or woodcarver's tools. You must invest a number of hours working equal to the price of the item divided by 2 (rounded down; minimum 1 hour) and pay half the item's gp-cost in salvage (rounded down; minimum 1 salvage). For example, it would take 50 hours and 50 salvage to make a 100-gp magnifying glass. If you are proficient with the tools needed to make the item, the time and salvage needed to create the item are reduced by half. Items created here cannot be sold elsewhere.

ATELIER

Cost: 1,000 salvage

You can spend 8 hours and 50 salvage in this clothing studio crafting an outfit for a Small or Medium creature made from fabric and leather. This outfit could be part of a disguise (e.g. a ranking military commander's outfit). If you are proficient with cobbler's or weaver's tools, you can make the outfit in 4 hours for only 25 salvage. Outfits created here cannot be sold elsewhere.

CHAMBER OF WHISPERS

Cost: 1,000 salvage

This small chamber is no larger than a closet and powered by dragonshard dust. You can enter this chamber and cast the *sending* spell. The chamber cannot be used to cast the spell again until 1 hour has passed and 100 salvage is spent to recover the consumed dragonshard dust.

HAWK ROOST

Cost: 1,000 salvage, plus 100 salvage per hawk

This 10-foot-square roost houses one **blood hawk** per character assigned to the base. The roost can be placed near, on the roof of, or attached to the outside of the base. If a hawk dies, it costs 100 salvage to replace the animal.

This upgrade comes with a falconer, a **commoner** with a +4 bonus to Wisdom (Animal Handling) checks, who cares for the hawks. If needed, the falconer can accompany you on adventures and handle up to two hawks on the field of combat. The falconer is controlled by the DM and leaves if the falconer or the animals are frequently endangered or abused.

Instead of being paid in gold, the falconer demands to be paid in salvage. After each salvage mission you complete, the falconer takes a total of 20 salvage per hawk. If the falconer dies or leaves, you must pay 200 salvage to hire a new falconer.

KITCHEN

Cost: 1,000 salvage

This kitchen has everything a cook needs to make a delicious gourmet meal. You can spend 1 hour in the kitchen cooking food to make a delicious meal. As part of the cooking, 50 salvage per creature eating the meal must also

be spent. Each creature that consumes the meal gains 1d10 + 5 temporary hit points. If you are proficient with cook's utensils or have at least one servant (see the "Servant" tier 1 upgrade) working with you, you can make the meal in half the time using only 25 salvage per creature eating it.

LOCKING PIT TRAP

Cost: 750 salvage

This 5-foot-square, 10-foot-deep locking pit trap is identical to the one described in "Sample Traps" in chapter 5 of the *Dungeon Master's Guide*. It costs 100 salvage to turn the trap into a spiked pit, and 50 salvage to add poison to the spikes (as detailed in the "Spiked Pit" trap description of the *Dungeon Master's Guide*). Fresh poison must be purchased and reapplied after a creature falls on the spikes.

You can make the pit opening 5 feet wider by paying 100 salvage. You can make the pit 10 feet deeper by paying 50 salvage.

Your allies who work in the castle are aware of the trap and know how to avoid it.

MANGONEL

Cost: 1,000 salvage

This catapult is mounted on a swivel and fires stones in high arc. See "Siege Equipment" in chapter 8 of the *Dungeon Master's Guide* for more information. The mangonel is unmanned unless crewed by characters or guards provided by the "Guardroom" tier 1 upgrade.

In addition to the cost of the mangonel, it costs salvage to create one piece of ammunition for the siege weapon as shown on the Mangonel Ammunition table. Once a piece of ammunition is fired, it cannot be used again.

MANGONEL AMMUNITION

Cost	Ammunition
100	Standard Stone. Ranged Weapon Attack, +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. <i>Hit.</i> 27 (5d10) bludgeoning damage.
200	Enchanted Stone. As standard stone, but magical for the purpose of overcoming damage resistances and immunities.
400	Explosive Stone. This stone can be hurled up to 500 feet. Each creature in a 20-foot-radius sphere centered on the target point must make a DC 15 Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

MESSENGER

Cost: 500 salvage

This messenger is a **scout** who travels to deliver messages and perform small errands for you, like buying new equipment. The messenger does not fight for you or follow you into dangerous areas. The messenger is controlled by the DM and leaves if frequently endangered or abused. The messenger can travel 30 miles a day.

Instead of being paid in gold, the messenger demands to be paid in salvage. After each salvage mission you complete, the messenger takes a total of 25 salvage from the rewards earned for the base.



POISON DARTS TRAP

Cost: 1,000 salvage

This poison darts trap is identical to the one described in “Sample Traps” in chapter 5 of the *Dungeon Master's Guide*. Once the trap has been triggered, it cannot be triggered again until you spend 100 salvage to replace the darts.

Your allies who work in the castle are aware of the trap and know how to avoid it.

POISON NEEDLE TRAP

Cost: 750 salvage

This poison needle trap can be placed in any door or other lock and is identical to the one described in “Sample Traps” in chapter 5 of the *Dungeon Master's Guide*. Once the trap has been triggered, it cannot be triggered again until you spend 100 salvage to replace the needle.

Your allies who work in the castle are aware of the trap and know how to avoid it.

SAWBONES CHAMBER

Cost: 1,500 salvage

This room is outfitted with bandages, herbs, and other supplies. It comes with a physician, a **commoner** with a +6 bonus to Wisdom (Medicine) checks. The physician does not leave the safety of the base and only fights in self-defense. The physician leaves if frequently endangered or abused.

If you take a long rest in this chamber while the physicians heals you, you regain all of your expended hit dice at the end of the rest and are cured of any nonmagical disease or poison that was affecting you. The chamber cannot be used again this way until 100 salvage is spent to restock supplies. If the physician dies or leaves, you must pay 500 salvage to hire a new one.

SPEAKING COFFIN

Cost: 1,000 salvage

This enchanted coffin is carved with arcane runes. When the corpse of a Medium or smaller creature is placed in this coffin, you can spend 100 salvage to cast the *speak with dead* spell on the corpse. The spent salvage represents incense that must be burned and oils that must be sprinkled on the body for the coffin's magic to work.

TIER 3 UPGRADES

Tier 3 upgrades cannot be purchased until the characters spend 4,000 salvage to buy the tier 3 entry upgrade, which provides the following benefits:

- The base's doors and walls are reinforced with new, stronger material. The base's doors and walls are reinforced with new, stronger material. The AC of each door and 5-foot-cubic section of wall is increased by an additional 2, and they gain a damage threshold of 10.
- The base's doors have upgraded locks. Picking a door's lock requires a successful DC 19 Dexterity check made with thieves' tools, and a forcing a door open requires a successful DC 21 Strength (Athletics) check.

ALCHEMY LAB

Cost: 4,000 salvage

You can use this alchemy lab to create acid, alchemist's fire, antitoxin, or poison. You must invest a number of hours

working equal to the price of the item divided by 2 (rounded down; minimum 1 hour) and pay half the item's gp-cost in salvage (rounded down; minimum 1 salvage). For example, it would take 12 hours and 12 salvage to make a 25-gp vial of acid. If you are proficient with alchemist's or brewer's supplies or an herbalism or poisoner's kit, the time and salvage needed to create the item are reduced by half.

BEAUTY PARLOR

Cost: 2,000 salvage

You can spend 2 hours and 200 salvage in this beauty parlor making yourself or another Small or Medium humanoid have a different physical appearance. This new look could be part of a disguise (e.g. giving yourself a false dragonmark to look like the member of a House Orien). If you are proficient with a disguise kit, you can create the new look in 1 hour for only 100 salvage.

FIRE-BREATHING STATUE TRAP

Cost: 3,000 salvage

This fire-breathing statue trap is identical to the one described in “Sample Traps” in chapter 5 of the *Dungeon Master's Guide*.

Your allies who work in the castle are aware of the trap and know how to avoid it.

JESTER

Cost: 1,000 salvage

This jester is a **commoner** with a +4 bonus to Charisma (Performance) checks. When asked, the jester tells jokes, performs humorous dances, and makes merry. If the jester spends 1 hour entertaining a guest at the base, characters assigned to the base have advantage on Charisma checks made to influence that guest for the next 24 hours. The jester does not leave the safety of the base, and only fights in self-defense. The jester is controlled by the DM and leaves if frequently endangered or abused.

Instead of being paid in gold, the jester demands to be paid in salvage. After each salvage mission you complete, the jester takes a total of 25 salvage from the rewards earned for the base.

MECHANICAL RAVEN ROOST

Cost: 2,000 salvage

The mechanical ravens in this 10-foot-square roost can carry letters and Tiny objects over long distances without tiring. The roost can be placed near, on the roof of, or attached to the outside of the base. If you give a raven a letter or object to deliver and a delivery address in Khorvaire, the raven makes the delivery as soon as possible. A mechanical raven has the statistics of a **raven** with the following changes:

- The raven's type is construct.
- The raven is immune to poison and psychic damage as well as the charmed and poisoned condition and cannot gain levels of exhaustion.
- The raven does not need to eat, drink, or breathe.

A mechanical raven can fly 10 miles per hour and does not need to stop for rest, food, or water. Each time a raven returns to the roost, you must expend 100 salvage to repair and tune up the raven for its next journey.



PORTCULLIS

Cost: 1,000 salvage

This 5-foot-wide iron gate can go in any hall or in front of or behind any door. Each character assigned to the base has a key to the portcullis. The portcullis has AC 19, 50 hit points, a damage threshold of 15, and immunity to poison and psychic damage. Picking a portcullis's lock requires a successful DC 23 Dexterity check made with thieves' tools, and forcing open a portcullis requires a successful DC 25 Strength (Athletics) check.

You can create a portcullis wider than 5 feet by spending 1,000 salvage for every additional 5 feet.

SCRYING BOX

Cost: 2,000 salvage

When you enter this mirrored closet, you can spend 500 salvage to cast the *scrying* spell (spell save DC 17), using the mirrored walls as the spell's focus.

TELEPORTATION CIRCLE

Cost: 4,000 salvage

This permanent teleportation circle works like the one described in the *teleportation circle* spell.

TREBUCHET

Cost: 2,000 salvage

This enormous catapult can hurl stones over great distances. See "Siege Equipment" in chapter 8 of the *Dungeon Master's Guide* for more information. The trebuchet is unmanned unless crewed by characters or guards provided by the "Guardroom" tier 1 upgrade.

In addition to the cost of the trebuchet, it costs salvage to create one piece of ammunition for the siege weapon as shown on the Trebuchet Ammunition table. Once a piece of ammunition is fired, it cannot be used again.

TREBUCHET AMMUNITION

Cost	Ammunition
200	Standard Stone. <i>Ranged Weapon Attack</i> , +5 to hit, range 300/1,200 ft. (can't hit targets within 60 feet of it), one target. <i>Hit</i> : 44 (8d10) bludgeoning damage.
400	Enchanted Stone. As standard stone, but magical for the purpose of overcoming damage resistances and immunities.
600	Explosive Stone. This stone can be hurled up to 800 feet. Each creature in a 20-foot-radius sphere centered on the target point must make a DC 15 Dexterity saving throw. A target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.

TIER 4 UPGRADES

Tier 4 upgrades cannot be purchased until the characters spend 8,000 salvage to buy the tier 4 entry upgrade, which grants the base the ability to move around the world. At the DM's discretion, the base trundles on wheels, stomps about on mechanized legs, or soars through the sky using elemental power. With this upgrade, the base can move at a travel pace of 3 miles per hour (72 miles per day).

During combat any character assigned to the base who touches it can use their action to move the base 20 feet. The base can only move this way once per round.

BARD

Cost: 2,000 salvage

This **bard** (see chapter 8) records your crew's exploits, plays music, performs small shows, and generally keeps everyone in the base inspired. As a result, any base upgrades that allow you to create items, such as the atelier or alchemy lab, have their crafting time reduced by 1 hour (to a minimum of 1 hour), and any characters assigned to the base benefits from the effects of a heroism spell (+3 spellcasting ability modifier) while they can see and hear the bard. The bard does not leave the safety of the base, and only fights in self-defense. The bard is controlled by the DM and leaves if frequently endangered or abused.

Instead of being paid in gold, the bard demands to be paid in salvage. After each salvage mission you complete, the bard takes a total of 50 salvage from the rewards earned for the base.

GOLEM WORKSHOP

Cost: 8,000 salvage

You can use this magic workshop to build a **flesh golem** that is loyal to you. To create a golem, you must spend 4,000 salvage and 60 days creating the golem. Each character assigned to the base may have no more than one golem.

The magic of the workshop keeps the golems loyal. If they leave the base, they become disobedient and run away.

HEROES' POOL

Cost: 4,000 salvage

This tub can hold one Medium or Small creature at a time and must be filled with a specific combination of magical liquids to reap its benefits. By spending 500 salvage and 1 hour soaking in the pool, you gain the benefit of the *heroes' feast* spell.

RESURRECTION ALTAR

Cost: 8,000 salvage

When the remains of a creature are placed on this altar, you can use an action and spend 1,000 salvage to bring the creature back from dead as if the *resurrection* spell had been cast on the remains.

SECRET DOOR UPGRADE

Cost: 2,000 salvage

You can add this upgrade to any 5-foot-wide secret door that already exists in the base. The DC of Intelligence (Investigation) and Wisdom (Perception) checks to detect the door rises to 20.

SPELL STAFF

Cost: 8,000 salvage

This colossal staff hurls devastating magic over great distances. The spell staff is a Large object with AC 20, 125 HP, and immunity to poison and psychic damage. Before it can be fired, it must be aimed. It takes one action to aim it, and one action to fire it, which also expends one of the staff's charges. The staff is unmanned unless crewed by characters or guards provided by the "Guardroom" tier 1 upgrade.

Each spell staff is imbued with a single magical effect from the list below. A spell staff has 8 charges. Recharging the staff takes 8 hours and costs 1,000 salvage.

- **Flame Lance.** The staff shoots a 500-foot-long, 5-foot-wide line of flame. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.
- **Glue Glob.** This ball can be shot up to 600 feet from the staff and explodes in a 20-foot-radius sphere of glue that instantly hardens. Creatures in the sphere must succeed on a DC 15 Dexterity saving throw or become restrained as they are covered in glue. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach from the glue.
- **Thunder Blast.** Shoots a 60-foot cone of sonic force from the staff. Each creature in the cone must make a DC 15 Constitution saving throw. A creature that fails takes 22 (4d10) thunder damage and is pushed back 40 feet. A creature that succeeds takes half as much damage and isn't pushed.

SPHERE OF ANNIHILATION TRAP

Cost: 8,000 salvage

This sphere of annihilation trap is identical to the one described in "Sample Traps" in chapter 5 of the *Dungeon Master's Guide*.

Your allies who work in the castle are aware of the trap and know how to avoid it.

VALENAR ANIMALS

Cost: 1,000 salvage per animal upgraded

You can only purchase this upgrade if your base has at least one of the following upgrades: dog kennel, hawk roost, or horse stable. Pick one of these upgrades when you purchase this one. Those animals become **Valenar hounds**, **Valenar hawks**, or **Valenar steeds** (see *Eberron: Rising from the Last War* for each entry) as they are awakened by a Valenar elf druid. If one of these animals dies, add 500 salvage to the cost to replace it.

VAULT

Cost: 4,000 salvage

This secure 15-foot-square or smaller room has a lead-lined adamantine door and walls (and can be placed behind a secret door if the base has one). Each character assigned to the base has a key to the vault. Each 5-foot-cubic section of wall and the vault doors have AC 25, 250 hit points, a damage threshold of 15, and immunity to poison and psychic damage. Picking a locked vault door requires a successful DC 25 Dexterity check made with thieves' tools and forcing a door open requires a successful DC 30 Strength (Athletics) check.

The vault is magically warded. Creatures and objects cannot teleport into or out of the vault or sense anything inside the vault from the outside using magic such as the *scrying* spell.

REPAIRING THE BASE

If a base is attacked, its walls and doors could take damage or even become destroyed. It costs 25 salvage to repair a damaged door or 5-foot-cubic wall section and 50 salvage to replace a destroyed door or 5-foot-cubic wall section.

BASE UPGRADES

Upgrade	Tier	Salvage Cost
Alchemy Lab	3	4,000
Arcane Manufactory	2	2,000
Art Workshop	2	2,000
Atelier	2	1,000
Ballista	1	500
Bard	4	2,000
Beauty Parlor	3	2,000
Chamber of Whispers	2	100
Chapel	1	500
Dog Kennel	1	550–850
Falling Net Trap	1	250
Fire-Breathing Statue Trap	3	3,000
Forge	1	1,000
Guardroom	1	1,100–1,700
Golem Workshop	4	8,000
Hawk's Roost	2	1,100–1,700
Heroes' Pool	4	4,000
Hidden Pit Trap	1	350
Holding Cell	1	500
Horse Stable	1	600–1,200
Jester	3	1,000
Kitchen	2	1,000
Library	1	500
Locking Pit Trap	2	750
Mangonel	2	1,000
Mechanical Raven Roost	3	2,000
Messenger	2	500
Poison Darts Trap	2	1,000
Poison Needle Trap	2	750
Portcullis	3	1,000
Potion Laboratory	1	2,000
Resurrection Altar	4	8,000
Sawbones Chamber	2	1,500
Scrying Box	3	2,000
Secret Door	1	250
Secret Door Upgrade	4	2,000
Servant	1	50
Speaking Coffin	2	1,000
Spell Staff	4	8,000
Sphere of Annihilation Trap	4	8,000
Suspended Cauldron	1	500
Teleportation Circle	3	4,000
Training Room	1	500
Trebuchet	3	2,000
Valenar Animals	4	1,000–7,000
Vault	4	4,000





A LYRANDAR AIRSHIP VENTURES TOWARD THE DEAD-GRAY MIST OF THE MOURNLAND

CHAPTER 2

SALVATION OUTPOST

We're raggedy folk with raggedy habits. Ain't no law here, 'cept for the law you carry there in that scabbard.

– Arnel Flayd, enforcer for the Ashhounds

SALVATION SITS ON THE BORDER BETWEEN BRELAND and the Mournland and plies its trade from salvage scavenged from the ruins of Cyre. Adventurers come to Salvation to pick up quests and sell salvage. You can use the outpost to introduce new NPCs to the group, or as the setting for a deadly confrontation with their enemies.

SALVATION OVERVIEW

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

Population. Around 400.

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

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

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

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

MAP LOCATIONS

The Salvation Map in the appendix shows the overall layout of the outpost. Numbered locations are detailed below.

Buildings. Most of the buildings in town are made from old timber planks, but a few are made from masonry. Roofs are usually wood or slate shingles.

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

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

Windows. Unless specified, windows are usually about 18-by-18 inches, unglazed, and secured by wooden shutters.

TRADE

In the *Oracle of War* campaign, players who visit Salvation during an adventure can buy anything from the "Armor and Shields," "Adventuring Gear," "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.

1. RAIL SHED

This 40-by-80-foot shed is made of galvanized iron and has no doors. A wooden barrel at the side of the building contains 30 gallons of oil. The shed is unoccupied: when the lightning rail ran through Cyre, rail cars were stored in this depot and serviced before coupling onto the trains. Salvation outpost grew around the old depot.

The lightning rail now stops daily at Salvation Outpost, dropping off would-be scavengers at the wooden station platform nearby. While operated by House Orien, the rail station remains of crude construction and has not yet been officiated into the rail network.

2. SALVATION TIMES

The front room of this wooden building is 20-by-40 feet and contains a printing press, several desks, and numerous old copies of the *Salvation Times*, the town's broadsheet newspaper. The windows have expensive slatted binds imported from Sharn.

The editor, Gerthin Soldorak (neutral good female hill dwarf **commoner**), spends most of her time here. She sleeps in a cot behind her desk. When she's not in the office, she is seeking news among the scavengers.

3. THE GRAY 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.

4. SHERIFF

This 20-by-40-foot stone building contains 3 empty cells, several chairs and tables, and a small chest full of arrest reports (mostly for drunkenness).

Sheriff (lawful good warforged **bandit captain**) is responsible for keeping the peace in the outpost. Sheriff is respected by the people of Salvation, but often tries to look the other way unless forced to confront troublemakers.

SHERIFF

Lawful neutral warforged peacekeeper

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

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

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

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

5. CARPENTER

A 20-by-80-foot workshop is full of wooden furniture in various stages of completion as well as a half-finished carriage. There is lots of scrap wood and rope here. At the back of the workshop are several benches and two sets of carpenter's tools, while a 15-by-15-foot net hangs from a wall. The workshop has a back door, which is unlocked. The carpenter, Grayson Arrow (chaotic good male Cyran human **commoner**), spends much of his time hammering out coffins, which are stacked on the porch outside.

6. BLACKSMITH

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

The blacksmith, Becca Hayes (lawful neutral female Brelish human **veteran**), is a taciturn woman with a dark past in the Last War. Sitting on various benches around the workshop are the blacksmith's newly forged items.

7. SALVATION HOTEL

This dilapidated building is made of timber with a flat straw roof and a dirt floor. A 30-by-20-foot common room contains benches, tables, and a barrel of water. The 30-by-40-foot back room is a dormitory with about two dozen straw pallets. The hotel is run by Aurion Stilts (chaotic evil male rock gnome **commoner**), who sometimes gets his guests drunk and murders them in their sleep for their money.

8. BAKER

The 20-by-40-foot front room of this recently white-washed timber building houses 3 large ovens, alongside wooden tables, barrels of flour and water, and other baking equipment. The 20-by-20-foot back room contains beds, tables, and other domestic furniture. The baker, Uther Moldorak (neutral male mountain dwarf **commoner**) lives here with his spouse and 3 children.

9. PLAYHOUSE

This 20-by-80-foot hall is made of timber planks covered with drab stucco and has a tidy gable roof of slate. Inside, a dozen wooden benches on a wooden floor face a 2-foot-high stage. There is a squat box in the corner containing garish and tattered clothes alongside a few other simple props. The playhouse is run by Uzrik Vazelin (chaotic good male Brelish human **commoner**), a retired actor from Wroat. A trapdoor in the middle of the stage opens to a 3-foot-high dirt tunnel that crosses under First Avenue and exits beneath a bush behind the nearest residence.

10. PROVISIONER

The phrase "Thorn's Provisions" is painted above the door of this wooden building. The front room is 30-by-45 feet and contains shelves full of goods and supplies.

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

11. CHAPEL OF THE SILVER FLAME

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

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

Mother Jahanah Teskelyndros (lawful good female Thranish human **acolyte**) welcomes all comers who do not cause problems.

MOTHER JAHANAH (JAH-HA-NAH)

Lawful good female Thranish human priest

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

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

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

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

12. SALVAGE MARKET

This location contains stalls and tables used by salvage brokers to display goods pillaged from the Mournland. Brokers ply their trade from behind armored counters. Salvage brokers come and go, but the three most formidable and wealthy ones are described in the sidebar below.

BELALUUR (BEL-AH-LOOR)

Neutral female goblin salvage broker

Belaluur is missing an ear and wears a fine leather cloak. She is jovial by nature but is nevertheless a shrewd bargainer and ruthless operator. Belaluur is a **veteran** of the Last War.

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

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

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

DRAEV SHALDOR (DRAY-EV SHAL-DOR)

Neutral male Brelish human salvage broker

Draev lost his nose in a gas attack during the war and now wears a magic filter in its place. He is known as a miser who always pays the least for his salvage. Draev is a human **bandit** who is attended at all times by Hench, his halfling thug bodyguard.

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

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

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

IRULLAN KARNACH (EAR-U-LAN KAR-NAK)

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

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

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

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

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

13. TIN POT TAVERN

The common room of this wattle-and-daub building is 20-by-45 feet and contains benches, tables, and a barrel of frostmantle fire (a potent alcoholic drink). There is a 4-by-4-foot glazed window set in the front of the building. The tavern keeper, Annaka ir'Mroran (chaotic good female hill dwarf **commoner**), is often found crouched over a cauldron containing her brews.

14. APOTHECARY

This 20-by-30-foot room is crammed full of various herbs, seeds, fungi, oils, and elixirs, each labeled with its name and purported effect, such as curing a cold, improving memory, or increasing the libido. The apothecary, Nana Rosset (neutral good female Brelish human **commoner**), is blind but is said to see through the eyes of her pet rat Scowl.

15. SHRINE OF THE TRAVELER

This 20-by-20-foot building is made of dull red bricks with a flat roof of white slate. There is no door but over the entrance hangs a curtain of small, yellowing bones threaded together on a copper wire. Nobody knows who cares for the secret shrine.

Painted on the wooden floor are eight red arrows in a radial pattern. At the intersection of the arrows is a 3-foot-high altar composed of various animal skulls sculpted in bronze. On top of the altar is a wide silver dish.

16. SCRAPYARD

Just outside of Salvation, a scrapheap fills the swampy remains of an abandoned factory yard. A warforged colossus, "Big Moe," slumps at its rear. Half-buried by junk and sitting on its backside, the fallen behemoth is easily 100 feet tall.

R. RESIDENCE

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



CHAPTER 3

HUNDRED-SHARD STASH

HUNDRED-SHARD STASH IS A 2-HOUR SALVAGE MISSION FOR characters of levels 1–4, optimized for level 3.

ADVENTURE HOOK

Dalmark Windsworth (neutral male Brelish **veteran**) approaches the characters in Salvation with an excellent lead because one of the characters saved his life during the Last War. Pick a character and ask them to tell you how they saved Dalmark's life. Award inspiration for a clever or entertaining story.

Dalmark tells the characters there is an old underground Cannith warehouse near a battlefield said to hold a large hoard of dragonshards. The warehouse is a short journey from the characters' base of operations.

ACROSS THE BATTLEFIELD

Dalmark takes the characters to an old road, about one mile from their base. He tells the characters they must follow the road due north into the Mournland for about ten miles, until they come to the head of a warforged colossus. The entrance to the warehouse is nearby the head.

BATTLEFIELD FEATURES

Like most of the Mournland, the battlefield is cracked and burned and gouged. This was the site of a great battle, and the undecaying bodies of dead soldiers can be seen everywhere, amid the remains of enormous war machines. The old road is 10 feet wide and paved with flat stones. It is mostly in good repair. Anyone leaving the road to travel over the broken ground has a 50 percent chance of meeting 1d4 mutant beasts (see area R1) for every mile of travel.

BATTLEFIELD AREAS

See the Battlefield Map in the appendix for areas along the road.

R1. CROSSROAD SENTINEL

You are following the road due north through a torn and blistered land. Scattered all around are the bodies of soldiers, their wounds seemingly fresh and untouched by decay. In the distance you can see the broken remains of vast war machines.

There is a crossroad ahead, and there seems to be something lying on the intersection.

There are 1d4 mutant beasts resting at the intersection. These ravenous beasts attack the characters, fighting to the death. Use the following tables to determine their nature.

FIELD BEASTS

d8 Beast

- | | |
|---|--------------|
| 1 | Ape |
| 2 | Black bear |
| 3 | Dire wolf |
| 4 | Giant hyena |
| 5 | Giant spider |
| 6 | Giant toad |
| 7 | Lion |
| 8 | Tiger |

BEASTLY MUTATIONS

d8 Mutation

- | | |
|---|--|
| 1 | The creature is monstrosity large. It has advantage on Strength checks and Strength saving throws, and its attacks deal 1d4 extra damage. |
| 2 | The creature has two heads. If it has a bite attack, it can make two bite attacks as an action. |
| 3 | The creature is infused with lightning energy, which crackles all around its body. Its melee attacks deal an extra 1d6 lightning damage. |
| 4 | The creature regenerates 1d4 hit points at the start of its turn. |
| 5 | The creature has wings and a flying speed of 40 feet. |
| 6 | Creature has acidic blood. Whenever it takes slashing or piercing damage, all creatures within 5 feet of it must make a successful DC 15 Dexterity saving throw or take 1d4 acid damage. |
| 7 | The creature has a scorpion tail and can use an action to make the following attack with it:
Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. |
| 8 | The creature has metal skin, giving it resistance to bludgeoning, slashing, and piercing damage. |

The creatures are lying prone when the characters first approach but rise when they get within 60 feet and attack. They are aggressive and pursue the party if they retreat or leave the road.

If the characters follow the roads east or west, they continue for 1d4 miles before petering out.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting the encounter:

- **Very Weak or Weak:** There is one mutant beast.
- **Strong or Very Strong:** There are $1d4 + 2$ mutant beasts.

R2. KING TAV

There is an intersection here, with a small road winding off to the west through a cracked field full of fresh corpses. Opposite the intersection is a low stone building, which appears to have been sliced cleanly in half, with the right-hand portion missing. A sign above the door, also sliced cleanly through, says "KING TAV."

This place was once a popular public house known as the King Tavern. Inside are piles of debris: charred wood, twisted, melted metal, and rags.

R3. RAZOR GRASS

The road cuts through a wide field of long, silver-gray grass, which glints oddly in the dull sunlight. The long grass blades have completely overgrown the road.

Any creature that examines the silvery grass in the 100-foot-long field and makes a successful DC 8 Intelligence (Nature) check realizes that it is all made of razor-sharp metal.

Walking Through. Anyone following the road through the grassy field must make a successful DC 12 Dexterity saving throw or take $3d4$ slashing damage.

Using the Cart. The characters can use the cart from area R2 to safely move through the razor grass, propelling themselves forward with poles or similar objects.

Going Around. Anyone following the grass to the west comes across a deep gorge and ultimately arrives at area R4 after walking for 2 miles. To the east, the field ends after about 3 miles, so it is possible to walk around it. The ground is particularly choppy, though, and is difficult terrain. As noted above, any creature traveling off the road has a 50 percent chance of meeting $1d4$ mutant beasts (see area R1).

R4. SPECTRAL BRIDGE

A deep gorge rips through the sunburnt land ahead, extending in either direction as far as can be seen. The road leads to a sturdy stone bridge across the gorge. Five wounded soldiers can be seen slowly crossing the bridge, dressed in bright though bloody uniforms of green and gold.

The soldiers are spectral images and disappear once someone comes within 50 feet of the bridge. The bridge is also an illusory image and disappears when someone interacts with it. The gorge is 40 feet deep and has a rocky bottom. It is 15 feet wide at the narrowest point. Climbing down or up the walls requires a successful DC 12 Strength (Athletics) check.

ADJUSTING THE ENCOUNTER

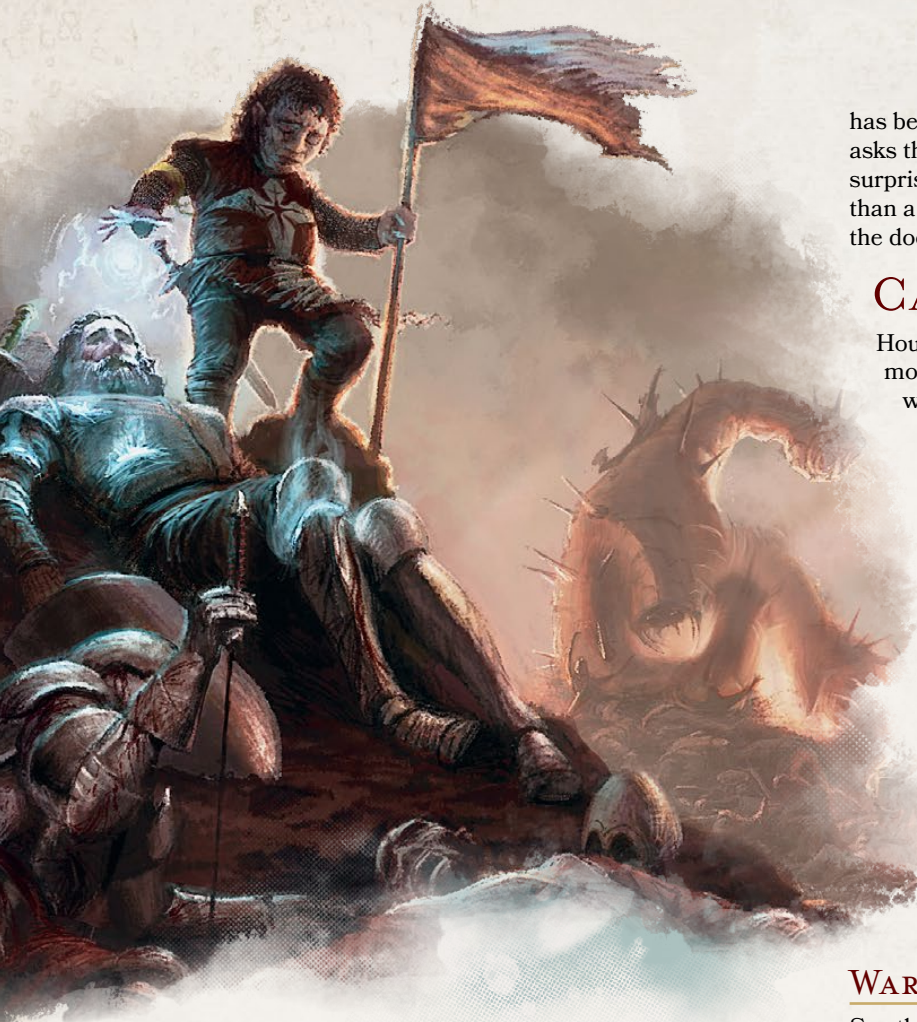
Here are some suggestions for adjusting the encounter:

- **Very Weak or Weak:** The gorge is 20 feet deep.
- **Strong or Very Strong:** The gorge is 60 feet deep.

R5. COLOSSAL HEAD

The land here is cut and folded in enormous slices, as if a giant plow ran through the area. The head of a warforged colossus sits next to the road, its eyes dark and lifeless.





Warehouse Doors. There is a pair of rusty iron doors set in the ground near the colossus's head. These have pull handles and open outward, like cellar doors. They blend with the surrounding soil, so it requires a successful DC 15 Wisdom (Perception) check to locate them. Opening the doors, which requires a successful DC 13 Strength (Athletics) check, reveals a set of bronze stairs (see "Cannith Warehouse").

Old Cyran Lady. There is an old lady who lives in the colossus's head. Her name is Mauriana Teskelyndros (chaotic neutral female Cyran human **commoner**) and she has a grizzled face and wears flamboyant, though tattered, clothes. If the characters make a lot of noise, or start to poke around the head, she leans out of one of the eye sockets and demands to know who they are and what they are doing. Assuming they are not threatening, she invites them in, asking them to enter through the mouth.

Inside the Head. Mauriana has created a cozy little residence in a small bronze-walled cavity above the mouth. The whole party can fit in there, but it is tight. She reveals the following information about her past when questioned:

- She was born and bred in Cyre.
- She was present when the Mourning occurred, though she refuses to say what she saw or how she survived.
- She has lived here ever since, taking nourishment from various roots and berries she has found to be non-toxic.

Mauriana's Request. Mauriana knows about the Cannith Warehouse and knows where the door is, though she has never gone inside. She is willing to show the characters the location of the door but wants something in return. It

has been many years since she has had a laugh, and she asks the characters to tell her a really good joke. She is surprisingly critical of their efforts ("That's more of a pun than a proper joke" etc.), but she finally shows them where the door is after each character makes an attempt.

CANNITH WAREHOUSE

House Cannith had a minor forgehold in this area, but most of it was obliterated in the Mourning. This small warehouse is all that remains.

WAREHOUSE FEATURES

The warehouse has the following features:

Walls. The walls are made of 10-by-10-foot sheets of tarnished bronze, each one engraved with the House Cannith crest. A thick, rusting iron column stands between sheets, to support the ceiling.

Ceiling. The ceiling is made from tarnished bronze and is gable shaped. It is 10-feet high where it meets the walls, and 12-foot high at the gabled peak.

Floor. The floor is made from 2-by-2-foot bronze tiles.

Lighting. There are *everbright lanterns* embedded every 10 feet along the ceiling, providing good lighting throughout the warehouse.

WAREHOUSE AREAS

See the Warehouse Map in the appendix for areas in the warehouse. The door to the warehouse (see area R5) opens to the steps that lead down to area W1.

W1. ENTRY CORRIDOR

The stairs lead to a long, well-lit corridor with walls, floor and ceiling made of tarnished bronze. There are several low, arch-shaped recesses in the walls, and an imposing iron door at the end of the corridor.

Corpse. A fresh human corpse lies near the foot of the stairs wearing gray overalls with a House Cannith crest on one sleeve. The head is smashed to a pulp. In one of the overall pockets is a purple, cuboid-shaped dragonshard.

Arches. There are four arch-shaped recesses set into the walls, two on either side. The arches are 3 feet high and the recesses are about six inches deep. These are sliding panels, and behind each one is an **iron defender** (see *Eberron: Rising from the Last War*). The panels are 2-inches thick. A crowbar or similar tool and a successful DC 25 Strength check are required to force one of the panels open, at which point the iron defender attacks, fighting until destroyed.

Door. The thick iron door is closed and held shut with an *arcane lock* spell. Anyone examining the door notices a small, square hole in the middle of it. Inserting the purple dragonshard from the corpse in this area causes the door to open.

W2. STORAGE AREA

The walls of this storage chamber are lined with metal scraps of all shapes and sizes, as well as several tubs of coal. There is a small door in the north wall and an iron strongbox against the east wall.

Iron, lead, bronze, tin, and copper in sheets, blocks, poles, and coils of wire are found throughout the chamber. Most of the metal is tarnished or rusty, and none of the scraps are particularly portable or valuable.

Strongbox. The iron strongbox against the east wall is 3 feet square at the base and 2 feet high. The lid is not locked. However, once it is opened, the metal panels in W1 can be heard sliding open and four **iron defenders** (see *Eberron: Rising from the Last War*) emerge and run toward the chamber, ready to attack.

Treasure. There are one hundred worthless pieces of glass in the strongbox of varying shape, size, and color.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting the encounter:

- **Very Weak:** Remove two **iron defenders**
- **Weak:** Remove one **iron defender**.
- **Very Strong:** Add one **iron defender**.

W3. SUPERVISOR'S ROOM

This cramped room contains a rotten mattress atop a small cot of rusty iron. A small wooden table contains some tools.

On top of the table is a set of tinker's tools.

NO EXIT!

If the characters try to leave after entering the warehouse, they find the exterior doors have been closed and secured by means of a 5-foot long iron bar pushed through the pull handles. The doors can be pushed open about two inches before the bar prevents them from opening further.

Mauriana Teskelyndros (see area R5) is on the other side. She tells the characters to push the dragonshards through the crack, and after that she will release them. As it happens, she does not release them, even if they comply with her request.

Escape. The characters have a few options to escape. Magic such as the *mage hand* spell can remove the bar. Removing the hinges from the door can be accomplished with a successful DC 12 Dexterity check with tinker's tools. Finally, the doors can be beaten to pieces with force. They have AC 19, 50 hit points, immunity to poison and psychic damage, and resistance to slashing and piercing damage. The characters may devise some other means of escape.

Mauriana flees when the doors open. If captured, she pleads for mercy, saying she needed the dragonshards to help her establish a new life outside the Mournland. If the characters let her keep the dragonshards, she allows them to keep the warforged colossus's head, since she plans on leaving the Mournland. This head is useless except as for decoration.

COMPLETING THE MISSION

The journey back south is uneventful unless you have the time and desire for another combat, in which case roll up another 1d4 mutant beasts using the tables in the section for area R1.

If the characters complete this mission successfully by recovering the dragonshards, each earns 50 salvage per hour played to a maximum of 100 salvage. If the characters did not successfully complete the mission, each earns 25 salvage per hour played to a maximum of 50 salvage. Remind the players to record this salvage and any upgrades purchased on the logsheets found in the appendix.



CHAPTER 4

OFF THE RAILS

OFF THE RAILS IS A 2-HOUR SALVAGE MISSION FOR characters of levels 5–10, optimized for level 7.

ADVENTURE HOOK

A young Aundarian woman named Dalaga Fanworth meets the characters in Salvation and tells them that an unusual number of warforged converging on a canyon just off the old lightning rail route to Eston. She saw them stripping parts from wrecked lightning rail cars, but couldn't face the warforged alone. Dalaga suggests the characters confront the warforged and recover a windfall of salvage.

Everything Dalaga says is true, but she is hiding something from the characters. She is an oni working for Droaam. Her plan is to let the characters do all the hard work of getting to the big score, then take the salvage from their corpses.

ON THE TRACKS

Dalaga details a route of about twelve miles leading from Salvation into the Mournland towards the wreckage. The trail follows along a lightning rail line that splits then comes back together in a few places.

MOURNLAND FEATURES

The following environmental effects can be added to any encounter area during the adventure.

ENVIRONMENTAL EFFECTS

- | d8 | Effect |
|----|---|
| 1 | Healing spells are impeded here. Any spell that restores hit points does so as if it were cast at a level one lower than the spell slot expended. A spell cast using a 1st-level slot restores no hit points. |
| 2 | Any Medium humanoid that loses hit points in the area turns a vivid shade of purple. This effect can be ended by a <i>remove curse</i> spell or similar magic. |
| 3 | A character who casts a spell must make a Constitution saving throw against the character's own spell save DC. On a failed save, the character takes psychic damage equal to the spell's level. |
| 4 | When a creature enters the area, they have a 50 percent chance of either gaining or losing 9 (2d8) hit points. |
| 5 | Each creature that enters the area is affected by a <i>blindness/deafness</i> spell, with an equal chance for each effect. The effect lasts until the creature leaves the area. |
| 6 | Creatures in the area have their speed reduced by half. |
| 7 | The area is affected by an <i>antimagic field</i> spell. |
| 8 | A creature that casts a spell of 1st-level or higher in the area rolls on the Wild Magic Surge table in chapter 3 of the <i>Player's Handbook</i> . |

AREAS OF INTEREST

The journey should take the characters less than a day. If you want to add encounters to the adventure, you can roll for an encounter on the Mournland Encounters (Levels 5–10) table in chapter 7.

At the start of the journey, the characters must pick their path. They can choose to travel the Field of Living Spells (area A1), which is true to its name, or the Statuary Army (area A2), which contains a battlefield of petrified soldiers. Then they must move through the empty village (area A3), after which they can choose again to travel through the wreckage of an airship (area A4) or a crystal canyon (area A5).

A1. FIELD OF LIVING SPELLS

This area is 20 miles on the path from Salvation. Read or paraphrase the following boxed text when the characters enter it:

You find yourself in an area writhing with magic. Strange magic energies move across the ground like living creatures creating a chaos of energies swirling.

During the Mourning, whatever spells were in effect took an unusual metamorphosis, transforming into living spells. These spells creatures now hunt for humanoids to kill.

There are three **living lightning bolts** (see *Eberron: Rising from the Last War*) and four **living burning hands** (see *Eberron: Rising from the Last War*) ahead of the characters. These living spells attack and fight until destroyed.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting the encounter:

- **Very Weak:** Remove two **living lightning bolts**.
- **Weak:** Remove one **living lightning bolt** and one **living burning hands**.
- **Strong:** Replace one **living burning hands** with one **living cloudkill**.
- **Very Strong:** Add one **living cloudkill**.

A2. THE STATUARY ARMY

This area is 50 miles on the path from Salvation. Read or paraphrase the following boxed text when the characters enter it:

Before you lies a vast plain spotted with statues locked in eternal combat. In the midst of the field, a spectral figure holding a lantern alight circles around a small cluster of statues.

This field was one of many fronts in the Last War where the forces of Cyre battled against the other nations. When the Mourning occurred the soldiers were all turned to stone to stand frozen in battle forever after.

Spectral Figure. If the characters approach the spectral figure, a **ghost**, they can see that he wears the uniform of a soldier of Cyre and carries a lantern containing a glowing ball of light. He draws his sword and assumes a defensive stance as the characters approach.

If the characters approach without verbally engaging with the ghost he attacks them and calls out to the five **will-o'-wisps** hiding in his lantern and amongst the nearby statues to assist him.

If the characters speak with the ghost, he does not attack and seems very confused about how he ended up in his current state. He has no memory of the Mourning. If the characters explain the current state of Cyre to him, he becomes very sad but lets the party pass without issue.

A3. EMPTY VILLAGE

This area is 60 miles on the path from Salvation. Read or paraphrase the following boxed text when the characters enter it:

The path ahead runs through a village that is completely intact. Upon approach you notice that the street is littered with clothing as if the people wearing them had just vanished into thin air.

As the characters enter the village, each must make a Wisdom saving throw DC 15. On a failure, a character gains a random form of long-term madness (see “Madness” in chapter 8 of the *Dungeon Master's Guide*).

Orphans. As the adventurers pass through the center of the village, they hear what sounds like the cries of a small child. The cries seem to echo from every direction. Searching through the empty buildings for the source of the cries takes an hour before they locate two human children (noncombatants) huddled inside a cupboard. The children are covered in filth, but otherwise seem to be in good health.

The children introduce themselves as Xara and Lebin. They explain that they were trapped in Cyre when the mists fell “the other day” and had been traveling with their father trying to leave when he was killed by a “strange fire that seemed to be alive” just outside of the village. They believe they have only been taking shelter in the village for a few days. They have a rucksack with a few crusts of bread remaining.

If the party attempts to take the children with them, they find that the children vanish into the air shortly after leaving the village border and then hear the faint sounds of children crying echoing once again from the village behind them.

Sticking Around. For every hour that the party lingers in the village, have them repeat the Wisdom saving throw to avoid madness and increase the DC by 1 each time it is repeated.

A4. AIRSHIP WRECKAGE

This area is 80 miles on the path from Salvation. Read or paraphrase the following boxed text when the characters enter it:

What appears at first glance to be a shipwreck appears on the horizon before you. As you get closer, you see the twisted binding struts protruding from what is left of the hull, marking this as an airship of House Lyrandar.

This airship seems to be recently crashed. No bodies are anywhere nearby.

The rear of the airship has been mostly destroyed from what appears to be a very large explosion. A successful DC 17 Intelligence (Investigation) check realizes that the explosion seems to have been centered in the center of the ship, where its elemental ring surrounded it. A character who succeeds on a DC 16 Intelligence (Arcana) check deduces that this particular airship was powered by a fire elemental.

A search of the airship uncovers a broken *cleansing stone* and several sets of very fine clothing. The search also disturbs a **fire elemental**, which was previously trapped in the ring that powered this airship. The elemental is affected by the strange magic of the land and does not attack the characters unless it is threatened. It keeps crying in Ignan that it hates this cursed land. If a character who speaks Ignan invites the elemental to accompany the group and succeeds on a DC 15 Charisma (Persuasion) check, the elemental tags along for the remainder of the adventure, eager to punish this cursed land. The elemental leaves at the end of the salvage mission.





A5. CRYSTAL CANYON

This area is 90 miles on the path from Salvation. Read or paraphrase the following boxed text when the characters enter it:

Drawing nearer to Eston, your path begins to travel downwards with the land gradually rising around you. Reaching the bottom of the canyon, you see that it stretches out before you with glittering walls speckled through with veins of various colored crystals.

Crystalline Construct. Halfway down the canyon, what appears to be a large chunk of crystal begins to move as the party approaches it. Once it unfurls itself from the wall, the **crystal golem** (see chapter 8) blocks nearly the entire width of the canyon. It fights until destroyed.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting the encounter:

- **Very Weak:** Reduce the crystal golem's hit points to 120 and remove Multiattack.
- **Weak:** Reduce the crystal golem's hit points to 120.
- **Strong:** Add one **iron defender**.
- **Very Strong:** Add two **iron defenders**.

A6. OVERTURNED RAIL CARTS

This area is 100 miles on the path from Salvation.

Emerging from the canyon, the characters notice several lightning rail carts overturned on their sides just a few hundred feet to the northeast. Hundreds of miles from any lightning rail route ever created the overturned rail carts seemingly appeared from thin air.

Scavenging Soldiers. There are obvious signs that a larger number of warforged have recently been in the area, but currently there are only five **warforged soldiers** (see *Eberron: Rising from the Last War*) looking through the wreckage of the crew cart.

They are servants of the Lord of Blades, the last of a larger force here to collect salvage from the wreckage. They attack as soon as they notice the characters, offering battle cries to their lord.

After two warforged soldiers fall, Dalaga appears and transforms into an **oni** as she and her two **gnoll** companions attacks. She thanks the characters for clearing the way to the wreckage and promises they die for the Daughters of Sora Kell. Dalaga fights until reduced to half her hit points then flees, vowing vengeance.

The forces of the Lord of Blades use the chance to slip away, but a character who succeeds on a DC 15 Charisma (Intimidation or Persuasion) check made as an action convinces the warforged to stand and fight with the characters.

Cargo Car. Whatever was previously in the overturned cargo car has already been carted off by the warforged scavenging this area.

Helm. Whatever remained in this cart has already been hauled off as salvage by the warforged.

Passenger Cars. The doors of the passenger cars were jammed shut during the incident that led to the rail carts being here. A successful DC 16 Strength (Athletics) check or Dexterity check made with thieves' tools gets the doors open.

Several fresh corpses are strewn about each of the passenger carts. Most of the bodies are human, but there are also gnomes, dwarves, kalashtar, and tieflings amongst the passengers.

The luggage from the passengers has been thrown from its racks and clothing, books, papers, quills, and various trinkets litter the wall resting against the ground. Some of this is useful salvage!

Salvaging the Stones. An examination of the bottom of the railcars shows that the conductor stones are no longer functional and are of no use as treasure or salvage.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting the encounter:

- **Very Weak:** Remove both **gnolls**.
- **Weak:** Remove one **gnoll**.
- **Strong:** Replace one **gnoll** with an additional **oni**.
- **Very Strong:** Add one **oni**.

COMPLETING THE MISSION

The journey back to home base is uneventful unless you wish to fill time, in which case you can have them encounter additional living spells or servants of the Lord of Blades as they backtrack.

If the characters complete this mission successfully by recovering the luggage from the passenger cars or recovering the *conductor stones*, each earns 100 salvage per hour played to a maximum of 200 salvage. If the characters did not successfully complete the mission, each earns 50 salvage per hour played to a maximum of 100 salvage. Remind the players to record this salvage and any upgrades purchased on the logsheets found in the appendix.

CHAPTER 5

SPIRIT TRAIN

SPIRIT TRAIN IS A 2-HOUR SALVAGE MISSION FOR characters of levels 11-16, optimized for level 13.

ADVENTURE HOOK

Forsin d'Cannith (neutral male Cyran human **mage**) leaves a note on the Salvation message board promising a cache of lumber and stone to anyone who can recover his identification papers from an old Cannith research facility high atop a tower on the outskirts of Metrol. His note says the facility and the surrounding plateau are shielded by a powerful magical barrier, though once every few days, a phantom train has been seen traveling from an abandoned lightning rail station a few miles away, passing directly through the magical barrier before it disappears again. Getting aboard that train might be the only way into the facility.

The facility itself was the site of development for an improved lightning rail, likely containing an abundance of exceptional salvage like *Khyber dragonshards*.

JOURNEY TOWARD METROL

On foot the journey from Salvation to Metrol takes to two days. Each day the characters travel the Mournland, you can roll for an encounter on the Mournland Encounters (Levels 11–16) table in chapter 7.

SKIPPING THE LINE

The only way to get into the research facility is by taking the spirit train from the abandoned station rumored to be west of Metrol. If the party heads directly to the tower, they discover it is surrounded by a misty barrier immune to all attacks and spells. It can't be bypassed by any means other than a *wish* spell. A creature that touches the barrier must immediately succeed on a DC 16 Wisdom saving throw or suffer the effects of short-term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*).

ABANDONED RAIL STATION

This rail station is located ten miles west of the Metrol outskirts. The platform on which the station is located is atop a 100-foot-tall stone column and accessible by a crumbling stone path that winds around the column from the ground. A track once rose up to the platform, but has since crumbled. See the Abandoned Station Map in the appendix for encounter locations.

S1. ENTRANCE RAMP

This winding ramp ascends to the top of the station tower 60 feet above the ground level. Many sections of the path are crumbling due to surface damage and long-term neglect.

CRUMBLING SECTION

A large section of the ramp is extremely unstable. If a character steps on the weakest region (marked on the map), the entire section collapses. Each creature within 5 feet of the creature that triggers the collapse must make a DC 15 Dexterity saving throw or fall 50 feet to the ground below.

Avoiding the Collapse. The crumbling area can be spotted with a successful DC 14 Wisdom (Perception) check. It can be avoided with a successful DC 15 Dexterity (Acrobatics) check. On a failed check, the section collapses as above, but creatures make their saving throws with advantage.

After the section collapses, it can be crossed with a successful DC 13 Dexterity (Acrobatics) or Strength (Athletics) check. Failing these checks means the creature falls off the ramp.

S2. LIGHTNING RAIL PLATFORM

Every three days, a ghostly train coach and attached passenger car appear at the edge of this platform. For the past few months, agents of the Lord of Blades have been attempting to discover the nature of this rumored spirit train.

A strong wind howls across the remains of a derelict lightning rail station. Half of the boarding platform has crumbled away while the passenger shelter has been reduced to a crumbling ruin. The broken conductor stone line travels only a hundred feet or so before abruptly ending into a steep drop.

WARFORGED AGENTS

Markith, a neutral evil warforged **champion** (see chapter 8) guards this area with four **warforged soldiers** (see *Eberron: Rising from the Last War*) and a **warforged titan** (see *Eberron: Rising from the Last War*). They are agents of the Lord of Blades, but they have grown disillusioned with their leader. If the characters triggered the crumbling section in area 1, they're aware of the party's presence and can't be surprised. Markith warns the party to leave immediately. If the party makes any threatening statements or actions, the warforged attack.

Attempting to Parlay. Though the warforged have little patience for intruders, characters can attempt to reason with them. A successful DC 15 Charisma (Deception or Persuasion) check convinces the warforged to not attack and Markith to offer the characters the following information:



- The spirit train arrives once every three days at a random time during the day.
- Those that have successfully boarded the train have never been seen nor heard from again.
- The Lord of Blades holds interest in the train as it appears to be connected to an otherwise inaccessible research facility.
- Markith has lost many soldiers attempting to discover the secrets of the train.

If the characters succeed on a Charisma check, they also convince Markith to allow them to board the train without conflict, as the warforged have already grown resentful of their mission here.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting the encounter:

- **Very Weak:** Replace the **warforged titan** with two **warforged soldiers**.
- **Weak:** Replace the **warforged titan** with a warforged **veteran**.
- **Strong:** Add a warforged **veteran**.
- **Very Strong:** Add a **warforged titan**.

The remnants of the station's conductor stones flash briefly with the crackle of green lightning before a spectral lightning rail coach fades into view at the edge of the boarding platform. A writhing layer of white mist swirls around the coach and attached passenger car. A spectral boarding ramp links the rear of the passenger car to the platform.

BOARDING THE TRAIN

The characters have 1 minute to board the train before it departs, after which they have to wait three days before it arrives again. The only way to board the train is via the boarding ramp leading onto a single passenger car. Characters who touch the train from the outside must succeed on a DC 14 Constitution saving throw or take 16 (3d10) necrotic damage.

Characters attempting to climb or jump onto the outside of the train pass right through it and must make a DC 13 Dexterity saving throw to avoid falling from the platform. On a failed save, the character falls 100 feet to the ground below.

Once aboard, the characters appear in the rear section of the passenger car.

REPEAT STOPS

After a 15 minute ride, the train reaches the mist barrier around the research station. As it touches the barrier, it is transported back to the Metrol lightning rail station, ready to leave for another ride to the facility. Though each ride is only 15 minutes, each time the ride restarts, three days' time has passed outside the train's walls.

S3. PASSENGER SHELTER

This ruined structure was once a waiting area for lightning rail passengers. Though most of the structure has collapsed, some of the walls remain standing, providing half cover if used during combat. The floor is covered in heavy rubble and is considered to be difficult terrain.

HAUNTED TRAIN RIDE

Regardless of how the party deals with the warforged, the spirit train arrives 15 minutes after they first reach the platform (area S2).

GHOST RIDERS

The train and the passengers aboard are ethereal. There are no exits from the coach or passenger car. Characters who make a successful DC 15 Intelligence (Arcana) check realize their ethereal state. Spells and effects that shift a creature to or from the Ethereal Plane cause the targeted creature to leave the train immediately. They appear 100 feet in the air above a random location between the rail platform and the spirit train's destination.

ABOARD THE TRAIN

Refer to the Spirit Train Map in the appendix for locations. When the characters arrive, read or paraphrase the following boxed text:

A soft glow comes from the walls of the passenger car, illuminating the area in a faint, greenish light. The floor is littered with bones and decaying parts, perhaps from those who dared to ride this train before. The entire structure emits a warped humming sound that can be heard through the walls.

The glow from the walls provides dim light throughout the area, and the ceilings in the train are 8 feet high.

B1. PASSENGER CAR HALL

Several piles of bones, ruined clothing, and warforged parts are scattered about the hall. A successful DC 13 Intelligence (Investigation) check reveals them to be remains of at least a dozen people, likely adventurers or explorers, hailing from different regions of Khorvaire.

B2. REAR CHAMBER

The furniture in this room is worn and dilapidated. Most of it has been overturned as if the room had been ransacked.

If the characters spend at least 5 minutes searching the room and succeed on a DC 15 Wisdom (Perception) check, they find a small cube-shaped metal container. The box is 1 foot long on each side and weighs about five pounds. Along the surface of each side are a myriad of tiny buttons and switches. Each one shifts a metal plate along the surface of the box.

Solving the Puzzle Box. Pushing the buttons and switches in a particular order opens one side of the box. Figuring out the pattern requires a successful DC 16 Intelligence (Investigation) or Wisdom (Insight) check. If this check fails, razor sharp blades spring out from the box. A character holding the box must make a DC 15 Dexterity saving throw, taking 18 (4d8) slashing damage on a failed save, or half as much damage on a successful one.

If an ability check to open the box fails by 5 or more, the buttons and switches become inoperative, leaving the box permanently sealed. If the box is forcibly opened or smashed, its contents are rendered useless.

What's in the Box? If the characters solve the puzzle box, they find a coiled set of *lightning reins*. A character who succeeds on a DC 15 Intelligence (Arcana) check knows the purpose of this item (see area B5). If the reins leave the train at any point in time, they immediately vanish and cannot be recovered.

B3. FRONT CHAMBER

This room is furnished similar to the rear chamber (area B2), except everything here is in place and has been kept tidy.

Last of the Crew. If the characters spend more than 1 minute inside the room, a **ghost** named Kadri appears and asks them what they're doing aboard. As long as the party remains non-threatening, she tells them she was once head of the train's repair crew before the rail was cursed in transit during the Mourning. Now, the train's helm has a mind of its own, constantly upgrading itself with the tools and parts left behind by warforged, adventurers, and salvagers that become its victims. Over time, the remaining train cars have mysteriously vanished and it's only a matter of time before this one disappears as well.

If the characters explain that they're trying to reach the research facility, Kadri tells them they must first take the train back. She knows a spare set of *lightning reins* is hidden somewhere onboard. She can also explain how these work (see area B5).

If the party attacks or threatens Kadri, she retaliates, fighting until destroyed and she's joined by one **ghost** crewmember per character.



B4. CREW QUARTERS

The walls in this area bear long, wide scorch marks. Bits of twisted metal and spare parts are embedded into the walls and floor. A faint moaning sound occasionally breaks through the constant hum, coming seemingly from all around.

The door leading into area B5 has a magical ward placed upon it. Creatures within 10 feet of the door must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A *dispel magic* spell or similar effect removes the ward and the frightened condition.

B5. HELM

This entire area has been overtaken by Thulion, a **demilich** who can speak and understand Common and who is made from a warforged's head. Though Thulion has the statistics of a demilich, it actually contains the soul of this spirit train and speaks in grandiose terms.

This chamber is covered in metallic plates, chains, gears, and parts. Glowing runes pulse along the walls coalescing upon an iron stand near the helm controls. Atop the stand sits the bronzed head of a warforged, its eyes made of greenish flames burning within the sockets.

Confronting Thulion. The demilich attacks after the characters move more than 5 feet past the entrance of this room. It happily welcomes its newest victims to their impending doom, taunting the characters with dire warnings of their fate as it attacks. It wants to use their equipment to upgrade the spirit train.

Using the Reins. If a character climbs onto the stand at the front of the helm and unfurls the *lightning reins* from area B2, a spectral air elemental appears at the front of the helm chamber and absorbs some of Thulion's power. So long as the character maintains hold of the reins, the demilich loses the use of its legendary actions.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting the encounter:

- **Very Weak:** The demilich has 60 hit points, no damage resistances, and its Life Drain attack deals 14 (4d6) damage.
- **Weak:** The demilich has 60 hit points and no damage resistances.
- **Strong:** No change.
- **Very Strong:** The demilich has 150 hit points.

END OF THE LINE

After Thulion is defeated, the train begins to fade into oblivion, completely vanishing once it crosses the magical ward. If the characters have the *lightning reins*, they find themselves safe at the entrance to the Cannith facility, surrounded by the ruined husk of the lightning rail coach. If they do not have the reins, they appear 100 feet in the air outside the facility and fall to the ground.

COMPLETING THE MISSION

After the spirit train vanishes, so does the magical shield covering the facility. The facility is located atop an 80-foot-wide circular stone platform. Most of the facility is in ruins, but there's plenty of useful salvage to be recovered. A character who makes successful DC 16 Intelligence (Investigation) check uncovers Forsin d'Cannith's identification papers. If these are returned to him, he gives the party salvage. When the party is ready to depart, a winding ramp leads down from the 100-foot-high platform.

If the characters complete this mission successfully by returning Forsin d'Cannith's identification papers, each earns 200 salvage per hour played to a maximum of 400 salvage. If the characters did not successfully complete the mission, each earns 100 salvage per hour played to a maximum of 200 salvage. Remind the players to record this salvage and any upgrades purchased on the logsheets found in the appendix.



CHAPTER 6

SERVANTS OF THE PAST

SERVANTS OF THE PAST IS A 2-HOUR SALVAGE MISSION FOR characters of levels 17–20, optimized for level 18.

ADVENTURE HOOK

While in Salvation, the characters learn of two salvagers who discovered the peak of a mysterious tower protruding from the surface of the Glass Plateau a few miles south of the ruins of Making. The salvagers called it “Valrager Tower” and were convinced it must have been some type of research laboratory, but couldn’t get past the magic wards beyond the tower’s entrance.

Days after their return, the salvagers became mysteriously ill and died within hours of showing symptoms. Salvagers that ventured onto the plateau after hearing these rumors have not been heard from since.

REACHING THE GLASS PLATEAU

It takes about ten days of travel on foot through the Mournland to get from Salvation to the region south of Making’s ruins where the tower is located. You can add encounters from the Mournland Encounters (Levels 17–20) table in chapter 7 while the characters travel as you see fit.

GLASS PLATEAU FEATURES

The Glass Plateau is a smooth and flat highland formation, with jagged spikes and spires jutting up from the ground in seemingly random places. The central portion of the highland plain is obsidian, and bursts of fiery light can sometimes be seen in its dark depths.

Toward the edges of the plateau, the glass becomes lighter in color and more transparent, appearing almost pale white along the jagged cliffs at the edge. Nothing grows on the plain of glass, and few creatures haunt its jagged peaks and flat expanse.

VALRAGER TOWER

Located just south of Making, this tower is one of the few structures that haven’t been swallowed beneath the bleak, unyielding surface of the Glass Plateau.

A 30-foot-tall dark stone spire juts out from the area’s obsidian floor, resembling a jagged-shaped pyramid. At the spire’s peak, a tower made from metal, wood, and stone extends toward the sky. Its warped, bronzed battlements invite the occasional stroke of lightning from the looming storm above.

TOWER AREA FEATURES

This area bears specific terrain and environmental features that extend up to a mile around the base of the tower.

BLASTED TERRAIN

The ground here is a mixture of obsidian and a type of natural stone, whose jagged shape pushes out from the surface of the smooth, black rock. A turbulent storm cloud looms overhead, unleashing the occasional rainstorm and blasting the area with random bolts of lightning.

Every 5 minutes the party spends outside in this area, roll a d6. On a roll of 1, a bolt of lightning strikes a random party member. The targeted character must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one. The storm is immune to spells such as *control weather* or other effects that would change the storm’s nature or location.

MOURLAND ENVIRONMENTAL EFFECTS

The following magical environmental effects affect the area:

- Teleporting creatures appear 10 feet away from their destination in a random direction determined by the DM.
- The pull of gravity is stronger. Jump distance and carrying capacity are both halved. Characters move normally as if they were in difficult terrain. Creatures with a flying speed have that speed halved.

EXPLORING THE TOWER EXTERIOR

The rocky spire upon which the tower sits spans 60 feet across at the bottom, tapering up to a 20-foot wide platform at its peak, most of which is taken up by the base of the tower.

Unless the party uses magical means to reach the base of the tower, the rocky spire can be climbed with a successful DC 15 Strength (Athletics) check. Characters climbing the spire or exploring the base of the tower are more susceptible to lightning strikes, being struck on a roll of 1, 2, or 3 (see “Tower Area Features”).

TOWER ENTRANCE

The base of the tower covers most of the spire’s peak, encircled by a narrow, rocky ledge. The tower’s lower half is enmeshed in a layer of solid rock, appearing as if it had grown around the tower. A doorway is visible near the top of the tower.

The tower’s interior can be accessed in one of two ways.

Reaching the Doorway. The doorway is located 60 feet above the base of the tower. Climbing the tower requires a successful DC 16 Strength (Athletics) check. Characters using climbing gear gain advantage on the check. Entering the tower this way leads to the entrance chamber in area T1 (see “Tower Locations”).



Break in the Wall. If the characters spend at least 5 minutes searching the base of the tower and succeed on a DC 16 Intelligence (Investigation) check, they find a spot where there is a break in the rock, revealing a rusty metal door. After clearing the rock, the door is rusted open far enough for a tiny creature to squeeze through. It can be forced open further to allow access to medium-sized creatures with a successful a DC 16 Strength (Athletics) check. This door leads to area T2 (see “Tower Locations”).

THE TRUTH ABOUT VALRAGER

Valrager Tower isn't really a tower at all. It is the upside-down leg of the “Valrager” Warforged Colossus WX-67. The bottom half of the colossus is connected to a hidden research facility where Marivol Naimar performs his experiments (see “The Secret Lab”). At the DM's discretion, an artificer or a character who has seen the interior of a colossus can learn of the tower's true nature with a successful DC 21 Intelligence (Arcana or History) check.

TOWER LOCATIONS

Refer to the Valrager Tower Map for locations. The areas inside the tower bear the following environmental effects, which replace those outside of the tower. Unless specified, there is no light source within the tower.

- A character who casts a spell must make a Constitution saving throw against the character's own spell save DC. On a failed save, the character takes psychic damage equal to the spell's level and gains one level of exhaustion.
- Teleporting creatures appear in an open space 5 feet away from their current location, regardless of their intended destination.
- Spells that alter a character's gravity (such as *levitate*, *fly*, or *feather fall*) have a 1 in 6 chance each round of the spell abruptly ending.

T1 ENTRANCE HALL

The doorway from the outside leads onto a 5-foot platform that opens into a small chamber below. Above the entrance is a metal plate into which the word “Valrager” is carved. A 5-foot cylindrical shaft leads straight down from the center of the chamber.

The only other exit from this chamber is the cylindrical shaft. Examining the 40-foot-long shaft reveals a broken beam 20 feet below with flat planks that might have been the remains of a spiral staircase. Indentations along the wall could be used as handholds and footholds for climbing down to the trapdoor at the bottom of the shaft. Using the handholds to climb down requires a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. A failed check results in the character slipping and taking 14 (4d6) falling damage.

Elemental Ward. Several defenses remain active to ward off potential intruders. Two rounds after the first character enters the shaft, the trapdoor at the bottom of the shaft opens and a swirling column of blue flame erupts along the length of the shaft. All creatures inside the shaft must make a DC 16 Dexterity saving throw, taking 27 (6d8) fire damage and 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

On a failed save, a climbing character also slips and falls. A character that fails their save by 5 or more slips through the trapdoor beyond area T2 and falls an extra 60 feet to the floor in front of the entrance to area T3.

The ward fires again after one minute. It can be disabled by activating the rune in area T2.

T2. ALCOVE RING

The trapdoor from area T1 drops into this area. A pole along the side of the trapdoor is conveniently positioned to provide an easy way to reach the floor of each alcove without falling further into the shaft. This area is mostly empty. A large pile of scrap metal can be seen near the wall in the northwest alcove. The shaft continues down to area T3.



Activation Rune. A glowing magical glyph is carved into the southeast alcove. If the elemental wards were not activated in are T1, the rune is instead not glowing but can be spotted with a successful DC 14 Wisdom (Perception) check. A *detect magic* spell identifies the rune as a protective ward. Though it can't be dispelled normally, a successful DC 15 Intelligence (Arcana) check reveals how to use the rune. Upon touching it and speaking the rune's scripted word, the rune deactivates and the blue flame ward becomes dormant. If the rune is already dormant, the process instead activates the elemental ward.

Pile of Scrap. The metal scrap heap is unidentifiable without making a DC 18 Intelligence (Investigation) check. A successful check reveals the scrap to have been some kind of anti-siege weapon, such as a ballista or arbalest.

Alternate Entrance. Behind the scrap pile is a rusted metal hatch that leads outside onto the tower's base (see "Tower Entrance").

T3. COLLAPSED HALLWAY

This hallway leads through a collapsed area covered in thick wood beams, rock, and twisted metal. A trapdoor in the floor leads to area T4.

Unstable Surroundings. The surrounding area is very unstable. Any character moving beyond normal speed, or jumping, or attempting to disturb the debris in any way causes part of the area to collapse. Everyone in the hall must make a DC 16 Dexterity saving throw, taking 40 (9d8) bludgeoning damage on a failed save, or half as much damage on a successful one. After the collapse, the room's exits can still be reached, though Medium characters have to crawl and squeeze, treating the area as difficult terrain.

T4. GLOWING CHAMBER

A faint blue glow emanates from the walls in this area as a thin veil of steam turns the surrounding air warm and hazy. Humming sounds reverberate along the walls.

The glow is from the unstable reaction between the structure's buried power source and the elemental energy being discharged from Marivol's underground facility (see "The Secret Lab").

Unstable Atmosphere. The unstable magical reaction between this area and the lab causes mind-warping effects on creatures in the reaction zone. Three rounds after the party enters the area, each character must make a DC 16 Wisdom saving throw or suffer the effects of a *confusion* spell. Characters can repeat this saving throw each round to end the effects. If their saving throw fails by 5 or more, they instead suffer the effects of short-term madness (see "Madness" in in chapter 8 of the *Dungeon Master's Guide*). After a character succeeds on their save, they become immune to the environment's effects.

ALTERNATIVE POWER

The energy coming from the Khyber dragonshard in Marivol's lab is being used to recharge the *docent* nodes running throughout the Valrager. When the nodes are recharged, the power of the Valrager is dependent upon the outcome of the party's encounter with Marivol (see "Colossal Backlash").

T5. POWER TUNNEL

This passage ramps downward on a 40-degree slope. A 5-foot-wide ripple of magical energy runs through the center of this corridor. It can be seen with a *detect magic* spell or special vision provided by spells or effects such as *true seeing*. Attempts to alter or dispel the ripple through magical means automatically fail. The passage runs for 300 feet before opening up into Marivol's facility.

THE SECRET LAB

Refer to the Secret Lab Map for locations. Marivol Naimar is a high elf researcher developing a new type of weapon based on centuries-old schematics he discovered in a nearby underground Cannith facility.

Sets of irregularly shaped bronze plates line sections of the walls and ceiling. Coiled black tendrils run along the ground beneath a couple of long tables, each leading into a round metal plate where a dark blue crystal pulses a central indentation. Three abnormally large suits of armor stand in different positions in the room. They appear to be forged of blackened metal and crystalline plates.

WRATH OF THE WAR MACHINES

The Khyber dragonshard on the wall is the source of the unstable elemental energy throughout the area. The armored suits are known as ancient war machines that can be used either as a magically commanded construct or a piloted vehicle. **Marivol** (see chapter 8) is inside one of the armored suits, while the other two **mighty servants** (see chapter 8) are under the elf's control. If the characters inspect or interact with either the suits or the dragonshard, Marivol and his minions attack. They also attack if the party spends more than one minute in this area.

The Shard. Marivol's suits draw power from the dragonshard in the wall. The unstable energy coursing through the shard has made it vulnerable to damage. The characters can deduce this on their own or with a successful DC 17 Wisdom (Insight) check. The shard has an AC of 16 and 80 hp. It has resistance to lightning, fire, and damage from nonmagical weapons. If the shard destroyed, the two mighty servants lose power and fall to pieces. Marivol fights until defeated. When reduced to 0 hit points, his suit lets loose a backlash of energy, which kills him and destroys the giant dragonshard.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting the encounter:

- **Very Weak or Weak:** Remove a **mighty servant**.
- **Strong:** Add a **mighty servant**.
- **Very Strong:** Add two **mighty servants**.

RESEARCH TABLES

The long tables are covered in tools, maps, and schematics. A successful DC 15 Intelligence (History) check identifies the maps as the region surrounding the city of Making

before the events of the Mourning. The schematics are faded, torn, and difficult to read. A successful DC 16 Intelligence (Investigation) check identifies them to be related to Marivol's armored suits.

Attached to one of the schematics is a note handwritten by Marivol. It reads:

One of the last records obtained from the collapsed Cannith facility. Known only as "mighty servants", these instruments of war appear to have originated from worlds beyond that which we know. Whether these could be connected in any way to the warforged project remains a mystery. I have, however, managed to reforge the experimental power source. Though highly unstable, it could be used to recharge the docent nodes that power the Valrager.

ELEMENTAL FALLOUT

One minute after Marivol and the servants are defeated, the remains of the dragonshard unleashes a surge of magical energy. The lab begins to collapse and the exit leading back into the tower is completely sealed, leaving the tunnel on the opposite side as the only other exit. Spells such as *passwall* cannot be used to reopen the entrance to the tower (as it has already started moving to the surface above, see "Colossal Backlash").

The characters have 2 rounds to make it out unscathed. At the start of the third round and each thereafter, each creature in the lab or tunnel must succeed on a DC 16 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A character that fails their save by 5 or more is also stunned until the start of their next turn.

ESCAPING THE COLLAPSE

The tunnel leads to a spiraling passage that leads upward 80 feet to a trapdoor that opens up onto the surface, where it had been camouflaged from the outside. The door opens 60 feet from the base of the tower, which crumbles entirely after the characters emerge.

COLOSSAL BACKLASH

Upon the collapse of the tower's base, the Valrager, a **warforged colossus** (see *Eberron: Rising from the Last War*), emerges completely from the debris. It attacks the characters as soon as it notices them. As its lower half is damaged, it has the following adjustments to its stat block:

- Its AC is 21, its walking speed is 40 feet, and it has 307 hit points remaining.
- If the characters destroyed the dragonshard during the confrontation with Marivol, the colossus cannot use its Incinerating Beam action option.
- The colossus can't make Stomp attacks.

VOLATILE REACTION

The colossus fights until defeated, after which the unstable energy causes its entire structure to explode into a ball of magical energy. Creatures within 40 feet of the colossus must make a DC 15 Constitution saving throw, taking 44 (8d10) force damage on a failed save, or half as much damage on a successful one.



ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting the encounter:

- **Very Weak or Weak:** The colossus has AC 17, 205 hit points, and its attack bonus is reduced to +15.
- **Strong:** No change.
- **Very Strong:** The colossus uses its base stat block with no modifications.

COMPLETING THE MISSION

After the colossus is destroyed, its remains scatter about the area, providing a wealth of useful salvage. A few days of work also provides access to Marivol's lab, where his materials and the remains of the mighty servants can be salvaged.

If the characters complete this mission successfully by defeating the warforged colossus, each earns 400 salvage per hour played to a maximum of 800 salvage. If the characters did not successfully complete the mission, each earns 200 salvage per hour played to a maximum of 400 salvage. Remind the players to record this salvage and any upgrades purchased on the logsheets found in the appendix.

FUTURE ADVENTURES

Discovery of Marivol's lab provides opportunity for possible future adventures. Who created the mighty servants? Was the lab connected to a secret underground Cannith facility? Was the unstable energy part of something greater that pervades throughout the area, perhaps even as far as the ruins of Making?

CHAPTER 7

CREATING ADVENTURES

Get in. Get the stuff. Get out. That's always the plan. That's never the way it goes.

—Cala d'Orien, human salvager

You can create your own salvage missions using the guidelines in this chapter. Simply roll on a few tables, and you'll have the outline of an adventure ready in minutes. If you plan to make your adventure part of the *Oracle of War* campaign, you must stick to these rules.

PUBLISHING ADVENTURES

Any salvage missions you create using the guidelines in this chapter can be published on the Dungeon Master's Guild. For more details on publishing and free resources, go to dmsguild.com. The rules here do not supersede the DMs Guild rules in terms of content that can be published there.

PUBLISH FOR ADVENTURERS LEAGUE

If you wish to have your salvage mission be legal for the *Oracle of War* campaign, you must also meet the following requirements:

- Your adventure must follow the reward structure outlined in the introduction of this supplement.
- You cannot offer legacy events or downtime activities as a reward in your adventure.
- The duration of your adventure must be at least 1 hour and no longer than 8 hours.
- Your adventure can only use monsters from official *D&D* products. Monsters can be re-flavored to suit story needs, but cannot deviate from the published stat blocks. You can make any changes suggested by this guide in the "Villains" section.
- The *D&D Adventurers League* administrators do not need to review or approve your adventure.
- Your adventure must be placed under the "Salvage Missions" filter under "Adventures" when uploaded to the DMs Guild.
- Your adventure can be removed from the DMs Guild if it fails to meet the standards set forth in this document, *Adventurers League* guidelines, *DMs Guild* guidelines, or for any other reason deemed necessary.

STORY PARAMETERS

In addition, for your adventure to be part of the official *Oracle of War* campaign, it must follow these story parameters:

- Your adventure must take place in the Mournland, the border outpost of Salvation, or the players' salvage base.

- Your adventure cannot feature the death of any of canonical *D&D* NPCs or NPCs who are introduced in any *Oracle of War* adventures, such as the Lord of Blades, Merrix d'Cannith, or Irullan Karnach.
- Your adventure cannot feature the destruction of any canonical locations or locations introduced in the *Oracle of War* campaign, such as Eston or Salvation.
- Your adventure cannot have the characters solve any of Eberron's intentionally vague mysteries. For instance, your adventure should not supply an answer to the question, "What caused the Day of Mourning?"
- Your adventure cannot have the characters restore the Mournland and rebuild Cyre, start a war, or change other major events in the Eberron canon.

ADVENTURE TYPES

There are two types of salvage missions: salvage board quests and base defense quests. Both mostly take place inside the Mournland.

SALVAGE BOARD QUEST

Salvage board quests involve the characters learning about salvage in the Mournland they can recover or doing favors for NPCs in Salvation and earning salvage as a reward. To generate a salvage board quest, use these tables in the "Mission Tables" section:

- Roll once on the Salvage Board Quests table to generate your opening scene. This event determines how the characters learn about the salvage and what task they need to perform to earn it.
- Roll once on the Salvage table to determine the type of salvage that the characters are tracking down or rewarded with. Alternatively, you can create your own salvage. If so, you should make the salvage something your characters desire. For instance, if they are planning on building an alchemy lab, the salvage might be a cache of alchemist's supplies.
- Roll once on the Mournland Locations table to determine where the salvage or quest is located inside the Mournland.
- Roll once on the Villains table to determine who or what the characters must defeat, outsmart, or avoid to find the salvage or to complete the quest. If you wish, you can have more than one group of villains for the characters to face.
- Roll once on the Complications table to determine a story twist that arises as the characters try to complete their quest.
- Roll one to four times on the appropriate tier Mournland Random Encounter table to generate interesting encounters during the adventure.



BASE DEFENSE QUESTS

Base defense quests take place in the characters' base as it assaulted by the monsters of the Mournland. To generate a base defense adventure roll on these tables in the "Adventure Tables" section:

- Roll once on the Villains table to determine who or what attacks the characters' base. If you wish, you can have more than one group of villains for the characters to face. These creatures might try a traditional full-scale assault, or they might try to sneak or bluff their way through the base's defenses.
- Roll once on the Base Assault Motivations table to determine why the villains are attacking the base.
- Roll once on the Complications table to determine a story twist that arises as the characters try to defend their base.
- Roll once on the Salvage table to determine the type of salvage rewarded to the players if they defeat their enemies. The enemies either carry this salvage or have it stashed nearby. If the salvage is stashed, an enemy carries a map to it or tells the characters about the salvage if captured.
- If the characters participating in a base defense quest are assigned to different bases, the DM chooses the base where the mission takes place. At the end of the salvage mission, the characters earn salvage for their individual assigned bases as normal.

MISSION TABLES

Use the following tables to generate your salvage mission. These tables provide the ideas, but it's up to you to weave the story together and create proper names, maps of adventure locations, placement of encounters, and so on.

SALVAGE BOARD QUESTS

Salvage board quests appear as notices on a salvage board in Salvation (or other nearby settlement). The quests on the Salvage Board Questions table are broad, allowing you to fill in the details.

SALVAGE BOARD QUESTS

d12	Quest
-----	-------

- | | |
|----|---|
| 1 | Rescue one or more creatures trapped in the Mournland. |
| 2 | Retrieve one or more important objects from the Mournland. |
| 3 | Stop a group of villains that keep emerging from the Mournland and then retreating back into the mists. |
| 4 | Uncover secret information hidden in the Mournland. |
| 5 | Spy on an organization operating behind the mists and report on their operations. |
| 6 | Destroy an object or building in the Mournland. |
| 7 | Map a specific location and a route to and from it. |
| 8 | Hunt a specific creature in the Mournland and bring it back, either dead or alive. |
| 9 | Lead an expedition to a specific site in the Mournland and act as guides and bodyguards. |
| 10 | Find a piece of broken machinery, repair it, and bring it back from the Mournland. |
| 11 | Find the source of a unique magical phenomenon in the Mournland. |
| 12 | Roll on the Special Hooks table instead (see below). |



SPECIAL SALVAGE MISSION HOOKS

Characters can be informed about salvage in the Mournland about when spending time within Salvation. Use the Special Hooks table to determine these.

SPECIAL HOOKS

d6	Quest
1	The characters inherit an old map, letter, or other document that points them to the salvage.
2	The characters overhear other adventurers discussing the salvage.
3	A friendly NPC informs the characters of the salvage.
4	The characters interrogate an enemy who tells them where the salvage is.
5	The characters learn that a rival broker has their eyes on the salvage and is preparing a recovery mission.
6	The characters decipher part of the Draconic Prophecy that speaks of the salvage.

BASE ASSAULT MOTIVATIONS

The following table is only used in base defense adventures. Use this table to determine the motivation for the villains attacking the characters' base.

BASE ASSAULT MOTIVATIONS

d10	Motivation
1	The villains want to kill everyone inside the base to feed an insatiable desire for destruction or please some dark entity.
2	The villains want to conquer the base and use it as a new home.
3	The villains want or are drawn to a magic object in the base.
4	The villains are fleeing from some larger danger (determined by the DM) and seek the base as shelter to get away from it.
5	An NPC who is visiting or lives at the base has drawn the ire of the villains.
6	The villains have a score to settle with one or more of the characters assigned to the base.
7	The villains wish to ransack the characters' salvage and other resources.
8	The villains are drawn to a buried secret that lies beneath the character's base.
9	The villains are attacking the base as part of a rite of passage or initiation ritual for an evil organization.
10	The villains are being forced to attack the base by a powerful creature who has control over them. Roll on this table again for that creature's motivation.

SALVAGE

The Salvage table determines the kind of salvage the characters earn as a reward on their adventure. This has no impact on how they can spend the salvage.

SALVAGE

d20	Salvage Type
1	Lumber
2	Metal
3	Stone
4	Weapons
5	Armor
6	Adventuring gear
7	Dragonshards
8	Trade goods
9	Clothing or other textiles
10	Glass
11	Tools
12	Cosmetics
13	Alchemical ingredients
14	Furniture
15	Food
16	Material spell components
17	Artificer supplies
18	Animal care supplies
19	Medicine
20	Barrels, crates, and other containers

MOURNLAND LOCATIONS

The following places on the Mournland Locations table are described as what they used to be. Most of these locations are ruined, but others are covered in glass, shrouded in magical storms and other phenomena, or eerily preserved and untouched. You decide the condition of the location.

MOURNLAND LOCATIONS

d20	Location
1	Artificer's lab
2	Enclave of a dragonmarked house of the DM's choice
3	Inn or tavern
4	Covert government organization's secret hideout
5	Noble family's house
6	Apartment building
7	Temple to a deity of the DM's choice
8	Ancient Dhakaani stronghold ruin
9	Ancient Daelkyr stronghold ruin
10	Defunct warforged colossus
11	Graveyard
12	Cult hideout
13	Printing press
14	Military fort or tower
15	Battlefield
16	Lake or river
17	Mine
18	Farming village
19	City
20	Forest

VILLAINS

Use the Villains table to determine the main adversaries the characters face during the adventure. Each entry on the table is a broad category that has a description. The various organizations listed as villains have descriptions in *Eberron: Rising from the Last War*.

Each villain description breaks down two categories: villain bosses, the featured adversary of the adventure, and villain henchmen that typically work for the boss.

VILLAINS

d12	Villains
1	Aurum
2	Cults of the Dragon Below
3	Dreaming Dark
4	Droaam forces
5	Lord of Blades followers
6	Lords of Dust
7	Malfunctioning constructs
8	Order of the Emerald Claw
9	Rival salvagers
10	Savage creatures
11	Undead
12	Valenar

AURUM

While not all Aurum Concordians are evil, there are many who would stop at nothing to gather the treasures of Cyre left in the Mournland for the taking. Certainly, the Aurum would not suffer a group of pesky salvagers who did not work for them.

Aurum Bosses. The following creatures make excellent boss villains:

- Tier 1: **bandit captain**, **bard** (see chapter 8), **illusionist** (see chapter 8), **knight**, **spy**, **Tarkanan assassin** (see *Eberron: Rising from the Last War*), **veteran**
- Tier 2: **assassin**, **enchanter** (see chapter 8), **gladiator**, **mage**, **master thief** (see chapter 8), **evoker** (see chapter 8)
- Tiers 3 and 4: **archmage**, **warlord** (see chapter 8), any powerful creature that could be summoned and bound to do the Aurum's bidding like a fiend or elemental

Aurum Henchmen. The following creatures make excellent henchmen villains for adventures:

- Any NPC stat blocks, like the ones found in appendix B of the *Monster Manual*
- Trained beasts and monstrosities, like the **mastiff** and the **owlbear**
- Constructs built to defend their creators, like the **shield guardian** and the **iron golem**



CULTS OF THE DRAGON BELOW

The Cults of the Dragon Below could desire Mournland salvage, lore, and locations to enact strange rituals to free the daelkyr.

Dragon Below Bosses. The following creatures make excellent boss villains:

- Tier 1: **cult fanatic**, **dolgaunt** (see *Eberron: Rising from the Last War*), **illusionist** (see chapter 8), **nothic**, **priest**, **spectator**
- Tier 2: **aboleth**, **assassin**, **diviner** (see chapter 8), **gladiator**, **mage**, **mind flayer**, **war priest** (see chapter 8)
- Tiers 3 and 4: **archmage**, any powerful aberration like the **beholder**

Dragon Below Henchmen. The following creatures make excellent henchmen villains:

- Any NPC stat blocks, like the ones found in appendix B of the *Monster Manual*
- Any aberration, like the **gibbering moulder** and the **grell**
- Elementals and fiends that can be bound to service, like the **fire elemental** and the **imp**

DREAMING DARK

Agents of the Dreaming Dark could desire salvage and secrets in the Mournland to aid them in their campaign to rule Khorvaire.

Inspired Template. You can make any humanoid creature into an inspired with the following changes:

- 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.

Dreaming Dark Bosses. The following creatures make excellent boss villains:

- Tier 1: **inspired** (see *Eberron: Rising from the Last War*), any NPC stat block with the inspired template applied
- Tier 2: **hashalaq quori** (see *Eberron: Rising from the Last War*), **tsucora quori** (see *Eberron: Rising from the Last War*), any NPC stat block with the inspired template applied
- Tiers 3 and 4: **kalaraq quori** (see *Eberron: Rising from the Last War*), any NPC stat block with the inspired template applied

Dreaming Dark Henchmen. The following creatures make excellent henchmen villains:

- Any NPC stat, like the ones found in appendix B of the *Monster Manual*, with the inspired template applied
- Any other NPC henchmen, beasts, or constructs an inspired would have access to. These henchmen are likely not aware that they work for an agent of the Dreaming Dark.

DROAAM FORCES

The Daughters of Sora Kell send their forces to the Mournland to uncover salvage and secrets that might help Droaam secure its position in the world.

Droaam Bosses. The following creatures make excellent boss villains. You can adjust a creature's Intelligence, Wisdom, and Charisma scores and languages in order to make it a more effective leader.

- Tier 1: **bugbear chief**, **gnoll pack lord**, **goblin boss**, **half-ogre**, **hobgoblin captain**, **minotaur**, **ogre**, **werewolf**
- Tier 2: **hill giant**, **hobgoblin warlord**, **medusa**, **oni**, **troll**, **yuan-ti abomination**
- Tiers 3 and 4: a sapient "monstrous" creature trying to find its place in the world and siding with Droaam, any powerful creature that could be summoned and bound to do Droaam's bidding like a fiend or elemental

Droaam Henchmen. The following creatures make excellent henchmen villains:

- Any humanoid creatures considered "monstrous," such as gnolls, goblinoids, kobolds, lycanthropes, and orcs
- Any smaller giants, like the **hill giant**, **minotaur**, **ogre**, and **troll**
- Any intelligent monstrosities, like the **winter wolf** and **worg**
- Elementals and fiends that can be bound to service, like the **efreeti** and the **horned devil**

LORD OF BLADES FOLLOWERS

The Lord of Blades and his followers call the Mournland home. As they despise creatures of flesh and warforged who dare ally with these former oppressors, they are naturally enemies for most adventuring parties.

Warforged Template. You can make any humanoid NPC stat block a warforged with the following changes:

- The warforged has resistance to poison damage and advantage on saving throws against being poisoned. It is immune to disease, does not need to eat, drink, or breathe, and magic cannot put it to sleep.
- The warforged gains a +1 bonus to AC.

Lord of Blades Bosses. The following creatures make excellent boss villains.

- Tier 1: **warforged soldier** (see *Eberron: Rising from the Last War*), any NPC stat block with the warforged template applied
- Tiers 2: **warforged titan** (see *Eberron: Rising from the Last War*), any NPC stat block with the warforged template applied
- Tiers 3 and 4: **warforged colossus** (see *Eberron: Rising from the Last War*), any NPC stat block with the warforged template applied

Lord of Blades Henchmen. The following creatures make excellent henchmen villains:

- Any **warforged soldier** (see *Eberron: Rising from the Last War*)
- Any NPC stat, like the ones found in appendix B of the *Monster Manual*, with the warforged template applied
- Any construct that could be controlled by the warforged
- Any nonwarforged humanoid NPCs that sympathize with the Lord of Blades or that have been taken by his followers as slaves

LORDS OF DUST

The Lords of Dust twist events to make their dark version of the Draconic Prophecy come true. They are active everywhere in Khorvaire, and the Mournland is no exception.

Lords of Dust Bosses. The following creatures make excellent boss villains:

- Tier 1: **cult fanatic**, any fiend of challenge rating 4 or lower
- Tier 2: **assassin**, **mage**, any fiend with a challenge rating between 5 and 10
- Tiers 3 and 4: **archmage**, any fiend of challenge rating 11 or higher

Lords of Dust Henchmen. The following creatures make excellent henchmen villains:

- Any NPC stat blocks, like the ones found in appendix B of the *Monster Manual*
- Any fiend, especially the **rakshasa** and **zakya rakshasa** (see *Eberron: Rising from the Last War*)

MALFUNCTIONING CONSTRUCTS

The Mournland is filled with constructs that have been warped by the area's strange magic. These creatures are violent and often show no prejudice or mercy in their murderous rampages.

Construct Bosses. Malfunctioning constructs do not usually have a leader, however there could be one construct that is more powerful than the others. It might be a unique construct in a group, like a **warforged titan** (see *Eberron: Rising from the Last War*) among several **helmed horrors**, or it might be that one **iron defender** (see *Eberron: Rising from the Last War*) has far more hit points than the others in its pack.

Construct Henchmen. Like bosses malfunctioning constructs typically do not have henchmen. Any construct you choose can be a malfunctioning construct, including living spells (see *Eberron: Rising from the Last War*).

ORDER OF THE EMERALD CLAW

Members of the Order of the Emerald Claw often hide from authorities in the Mournland. They also scour the land for secrets and salvage that would help unlock the lich Lady Illmarrow's Mark of Death.

Emerald Claw Bosses. The following creatures make excellent boss villains:

- Tier 1: **cult fanatic**, **flameskull**, **knight**, **priest**, **veteran**, **wight**
- Tier 2: **bone knight** (see *Eberron: Rising from the Last War*), **necromancer** (see chapter 8), **sword wraith commander** (see chapter 8), **war priest** (see chapter 8)
- Tiers 3 and 4: **archmage**, **death knight**, **lich**, **vampire**, **warlord** (see chapter 8)

Emerald Claw Henchmen. The following creatures make excellent henchmen villains:

- Any NPC stat blocks, like the ones found in appendix B of the *Monster Manual*
- Any undead, especially the **Karnathi undead soldier** (see *Eberron: Rising from the Last War*)





RIVAL SALVAGERS

The competition for Mournland salvage is fierce. While most salvagers operate with an agreement that whoever finds the salvage first gets to claim it, some have fewer scruples. Laws do not exist in the Mournland, and few know what occurs inside its misty walls.

Rival Salvager Bosses. Rival salvager crews often have a boss who uses an NPC stat block, like the ones found in the *Monster Manual*. This leader might have the same challenge rating as the henchmen, if the villain group resembles a party of adventurers, or the boss may lead a larger group of weaker salvagers.

Rival Salvager Henchmen. The following creatures make excellent henchmen villains:

- Any NPC stat blocks, like the ones found in appendix B of the *Monster Manual*
- Any beasts or constructs that the salvagers would have access to

SAVAGE CREATURES

Many beasts and monstrosities in Cyre were already dangerous monsters. The magic of the Mournland warped creatures into horrifying killing machines that stop at nothing to catch their prey. Savage creatures often have a mutation from the Monstrous Mutations table in the “Mournland” section of chapter 4 of *Eberron: Rising from the Last War*.

Savage Creature Bosses. Savage creatures do not usually have a leader, however there is often one creature that might be more powerful than the others. It might be a unique creature in a group, like a **dire wolf** among several **wolves**, or it might be that one **displacer beast** has far more hit points than the others in its pack.

Savage Creature Henchmen. Like bosses, savage creatures typically do not have henchmen. Any beast or monstrosity with limited intellect you choose can be a savage creature.

UNDEAD

Many undead roam the Mournland, the empowered remains of people who died during the Day of Mourning. These undead abhor the living, a hatred that drives them to stalk and kill relentlessly.

Undead Bosses. When all undead creatures in an adventure are mindless, like zombies, they do not have a boss, but there is often one creature that might be more powerful than the others. It might be a unique creature in a group, like a **beholder zombie** among several **zombies**, or it might be that one **minotaur skeleton** has far more hit points than the others in its group.

When an undead group has a true boss, it is typically an intelligent, sapient undead:

- Tier 1: **bone naga**, **flameskull**, **ghost**, **ghost**, **wight**
- Tier 2: **deathlock mastermind** (see chapter 8), **spawn of Kyuss** (see chapter 8), **sword wraith commander** (see chapter 8), **wraith**
- Tiers 3 and 4: **death knight**, **death tyrant**, **lich**, **nightwalker** (see chapter 8), **vampire**

Undead Henchmen. Any undead you choose can be henchmen.

VALENAR

Valenar elves scour the Mournland for evidence and salvage they might use to ignite a war with another nation. Some think they might find a way to spark another in the mists at their borders.

Valenar Elf Template. You can make any humanoid NPC stat block a Valenar elf with the following changes:

- The elf has a walking speed of 35 feet.
- The elf has proficiency in the Perception skill and darkvision out to a range of 60 feet.
- The elf has advantage on saving throws against being charmed, and magic cannot put the elf to sleep.

Valenar Bosses. The following creatures make excellent boss villains:

- Tier 1: **archer** (see chapter 8), **berserker**, **knight**, **veteran**
- Tier 2: **assassin**, **champion** (see chapter 8), **gladiator**, **evoker** (see chapter 8)
- Tiers 3 and 4: **archmage**, **warlord** (see chapter 8), any powerful beast or plant

Valenar Henchmen. The following creatures make excellent henchmen villains for adventures:

- Any NPC stat, like the ones found in appendix B of the *Monster Manual*, with the Valenar elf template applied
- Any beast or plant, especially Valenar animals (see *Eberron: Rising from the Last War*)

COMPLICATIONS

Choose a complication or roll on the Complications table to add story twists to your adventure.

COMPLICATIONS

d12	Complication
1	Characters Betrayed
2	Environmental Effect
3	It Runs Deeper
4	My Final Form
5	Not Now
6	Physical Challenge
7	Something Worse
8	Somewhere Else
9	Surprise Comeback
10	Ticking Clock
11	Unseen Meddler
12	Villain Switches Sides

CHARACTERS BETRAYED

An NPC betrays the characters by leaving them to die, leading them into a trap, allowing enemies to enter their base during an assault, or simply turning and joining their enemies. This NPC could be a fellow adventurer met at the start of the adventure, a double agent turned triple agent, the broker who gave them the quest, or any other NPC you choose.

ENVIRONMENTAL EFFECT

The characters experience an effect chosen or rolled on the Environmental Effects table from the “Mournland” section of chapter 4 of *Eberron: Rising from the Last War*.

IT RUNS DEEPER

The villains the characters first encounter during the adventure are merely pawns of another group of villains. Choose a second villain group that leads the first on the Villains table.

MY FINAL FORM

The creature that leads the villains is not what it appears to be. This creature might be a **changeling** (see *Eberron: Rising from the Last War*), **oni**, **hag**, or other creature in disguise. It could also be that the creature has a hidden Mournland mutation, which you can choose or roll for on the Monstrous Mutations table in the “Mournland” section of chapter 4 of *Eberron: Rising from the Last War*.

NOT NOW

Something terrible happens at a moment most inconvenient for the characters. Maybe a magic item like the *Oracle of War* unleashes a pulse of antimagic, an NPC looking to collect a debt arrives, or the weather gets bad just as the characters are in the toughest stage of their journey. This could be any bad luck event that adds another obstacle to the characters trying to achieve their goal.

PHYSICAL CHALLENGE

The characters face a surprise physical challenge they must overcome. It may be that magic shrinks some of the characters to the size of mice, they become bound together in magical chains, or they are all turned into clawfoot dinosaurs. This obstacle should still allow the characters affected to participate in the adventure.

SOMETHING WORSE

A terrifying monster suddenly arrives on the scene and completely changes the game. This creature may want something from the characters or the villains or it could be purely driven by the hatred of or hunger for other living things. This creature should be very powerful, but still an appropriate threat for the adventure's tier. Aberrations, dragons, giants, and monstrosities make good choices for this creature, but you can pick whatever you feel is appropriate and give the creature a goal that causes friction with the characters. For example, this creature could seek to obtain the same salvage the characters do.

SOMEWHERE ELSE

For a salvage board quest, the adventure's destination does not have the salvage or quest goal that the adventurers seek. Instead, this first location has clues that point the characters toward a new destination. Choose or roll for this new location on the Mournland Locations table.

For a base defense adventure, this complication indicates the characters' enemies came from a lair in the Mournland and will attack again if the characters don't do something to stop them. Choose or roll for this lair on the Mournland Locations table.

SURPRISE COMEBACK

An enemy the characters thought they had already dealt with in this or a previous adventure suddenly appears again. This enemy broke out of jail, was raised from the dead, has returned as an undead, or had some other surprise comeback. The villain might have allies and has a plan to harm the characters.

TICKING CLOCK

The characters have an unexpected time limit on their goal. For instance, if they don't rescue a person trapped in the Mournland in the next week, that person will be driven mad and never recover, or if the characters don't defeat the invading cultists in 1 hour, they'll enact a ritual that sinks their base into the earth.

UNSEEN MEDDLER

A stealthy, possibly invisible, creature stalks the characters as they go about the adventure and meddles in their plans. This creature's motivations are yours. It might be a mischievous poltergeist, an assassin hired by the characters' enemies trying to pick them off from afar, or a pixie driven mad by time spent in the Mournland looking to have some violent fun.

VILLAIN SWITCHES SIDES

A creature that appears to be a villain turns on its allies and offers to help the characters. Perhaps the creature wants to usurp power, or maybe it sees the characters as a way out of a bad situation. Will this creature keep its end of the bargain, or will the villain turn on the characters? Trusting the villain should not be an easy choice for the characters.

RANDOM ENCOUNTERS

Chapter 3 of the *Dungeon Master's Guide* provides guidance on using random encounters in your game. This section offers a random encounter tables for the Mournland. Separate tables are provided for each of the four tiers of play: levels 1–4, 5–10, 11–16, and 17–20.

You can customize any of the creatures here using the Monstrous Mutations table in chapter 4 of *Eberron: Rising from the Last War*. You can use the Mournland Encounters table from chapter 4 of *Eberron: Rising from the Last War* inspiration as well.

FLIGHT, OR FIGHT, OR...

Each of the results on these tables represents a certain kind of challenge or potential challenge.

If you let the dice have their way, the generated encounter might be too difficult or dangerous for the characters in their present circumstances. They might want to flee to avoid contact, or not to approach any closer after perceiving the monsters from a distance.

Of course, you also have the freedom to adjust the numbers, but it's important to remember that not every encounter involving a monster needs to result in combat. An encounter might indeed be the prelude to a battle, a parley, or some other interaction. What happens next depends on what the characters try, or what you decide is bound to occur.

The tables also include entries for what the *Dungeon Master's Guide* calls “encounters of a less monstrous nature.” Many of these results cry out to be customized or detailed, which offers you an opportunity to connect them to the story of your campaign.

MOURNLAND ENCOUNTERS (LEVELS 1–4)

d100	Encounter
01–03	1 sword wraith warrior (see chapter 8)
04–05	1d2 mimics
06–10	1d4 living burning hands (see <i>Eberron: Rising from the Last War</i>)
11–13	1d10 worgs
14	1 skeletal swarm (see chapter 8)
15–17	1d4 specters
18–20	1 wight
21–24	A party of 2d6 scouts looking for salvage or a lost friend
25–27	1d4 death dogs
28–29	1d3 perytons
30–35	A spring that has a 50% chance of either restoring 2d4 hit points or giving a level exhaustion to creatures that drink from it
36–38	2d6 giant bats
39–40	2d6 psychic gray oozes
41–45	1d4 warforged soldiers (see <i>Eberron: Rising from the Last War</i>) working for the Lord of Blades
46–50	1d6 + 3 giant centipedes
51–52	1 giant scorpion
53–54	2d4 iron defenders (see <i>Eberron: Rising from the Last War</i>)
55–60	1 displacer beast
61–63	A battlefield with no bodies but the uniforms and equipment of the soldiers are left behind
64–67	3d6 giant rats
68–72	1 saber-toothed tiger
73–77	1 phase spider
78–82	1d2 wil-o'-wisps
83–84	2d6 shadows
85–86	1d2 ochre jellies
87–90	1d4 ghouls
91–95	2d6 zombies
96–97	1 living lightning bolt (see <i>Eberron: Rising from the Last War</i>)
98	1 Tarkanan assassin (see chapter 8) hiding from the authorities
99	A ghost that still believes it is alive, wandering the land looking for its family
100	1 undead bulette (see chapter 8)



MOORLAND ENCOUNTERS (LEVELS 5–10)

d100	Encounter
01–05	A bone knight (see <i>Eberron: Rising from the Last War</i>) and 1d4 cult fanatics working for the Order of the Emerald Claw
06–10	2d6 death dogs
11–13	1 giant ape
14	1 warforged titan (see <i>Eberron: Rising from the Last War</i>)
15–17	A forest of trees turned to iron that smells of sulfur
18–20	1d4 + 1 flameskulls
21–24	2d4 living burning hands (see <i>Eberron: Rising from the Last War</i>)
25–29	1d3 wraiths
30–35	1d4 + 1 displacer beasts
36–40	1d4 adult obloxes (see chapter 8)
41–45	1d4 sword wraith warriors (see chapter 8)
46–50	1d6 phase spiders
51–52	1 chimera
53–54	A pit in the ground that glows with blinding orange light
55–60	1d2 warforged veterans and 2d4 warforged soldiers (see <i>Eberron: Rising from the Last War</i>) working for the Lord of Blades
61–63	1d2 umber hulks
64–67	1d4 + 1 giant scorpions
68–72	1d4 + 1 black puddings
73–76	1d2 catoblepases (see chapter 8)
77	1 elder oblox (see chapter 8)
78–82	1d3 living lightning bolts (see <i>Eberron: Rising from the Last War</i>)
83–86	1 grick alpha and 1d3 gricks
87–90	A nest of 2d4 giant eggs that are hot to the touch
91–95	1d2 living cloudkills (see <i>Eberron: Rising from the Last War</i>)
96–97	1 hydra
98	1 revenant
99	1 frogheemoth (see chapter 8)
100	1 iron golem

MOORLAND ENCOUNTERS (LEVELS 11–16)

d100	Encounter
01–05	1 sword wraith commander (see chapter 8) and 1d6 + 3 sword wraith warriors (see chapter 8)
06–10	1 purple worm
11–15	1d4 warforged assassins working for the Lord of Blades
16–18	1 roc
19–20	1 the angry (see chapter 8)
21–24	1d4 + 1 giant apes
25–29	1 vampire
30–35	1d4 warforged titans (see <i>Eberron: Rising from the Last War</i>)
36–40	2 stone golems
41–45	2d6 displacer beasts
46–50	2d4 bone knights (see <i>Eberron: Rising from the Last War</i>) working for the Order of the Emerald Claw
51–54	2d6 giant scorpions
55–60	2d4 living lightning bolts (see <i>Eberron: Rising from the Last War</i>)
61–65	A massive battlefield with all of the soldiers and war machines turned to stone
66–70	1d2 warforged veterans and 2d4 warforged soldiers (see <i>Eberron: Rising from the Last War</i>) working for the Lord of Blades
71–75	2d6 phase spiders
76–80	2d4 wraiths
81–86	1d4 + 1 living cloudkills (see <i>Eberron: Rising from the Last War</i>)
87–90	2d4 umber hulks
91–95	2d4 catoblepases (see chapter 8)
96–98	1 iron golem
99	1 death tyrant
100	1 demilich





MOURNLAND ENCOUNTERS (LEVELS 17–20)

d100	Encounter
01–05	1d4 + 1 stone golems
06–10	1d4 iron golems
11–15	1 purple worm
16–20	1d6 + 1 warforged titans (see <i>Eberron: Rising from the Last War</i>)
21–24	1 death tyrant and 1d6 beholder zombies
25–29	1d3 the angry (see chapter 8)
30–35	2d4 giant apes
36–40	A castle made entirely of crystal
41–45	1 death knight and 1d6 sword wraith warriors (see chapter 7)
46–50	1 nightwalker (see chapter 8)
51–54	1 beholder and 2d4 spectators
55–60	3d6 fire elementals
61–65	3d6 displacer beasts
66–70	1d4 vampires
71–75	3d6 wraiths
76–80	1 archmage looking for salvage
81–85	A hill that does not touch the ground and floats 50 feet above it
86–90	1d3 rocs
91–95	A pile of skulls that speak in unison as people pass
96–98	1 lich
99	1 ancient blue dracolich
100	1 warforged colossus (see <i>Eberron: Rising from the Last War</i>)

CHAPTER 8

MONSTER & NPC STATISTICS

The following creatures are used in this supplement.



ARCHER

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

ACTIONS

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

BARD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



CRYSTAL GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Illumination. The golem magically sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light goes out when the golem is destroyed.

Light Intensity. Any creature that starts its turn within 10 feet of the illuminated golem and can see the golem must succeed on a DC 17 Wisdom saving throw or be blinded until the start of the creature's next turn.

A creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the golem until the start of its next turn, when it can avert its eyes again. If the creature looks at the golem in the meantime, it must immediately make the save.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.



DIVINER'S
STAFF

DEATHLOCK MASTERMIND

Medium undead, neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	15 (+2)	12 (+1)	17 (+3)

Saving Throws Int +5, Cha +6

Skills Arcana +5, History +5, Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft. (including magical darkness), passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *disguise self*, *mage armor*

Spellcasting. The deathlock is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*
1st–5th level (2 5th-level slots): *arms of Hadar*, *blight*, *counterspell*, *crown of madness*, *darkness*, *dimension door*, *dispel magic*, *fly*, *hold monster*, *invisibility*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

ACTIONS

Deathly Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3 necrotic damage).

Grave Bolts. *Ranged Spell Attack:* +6 to hit, range 120 ft., one or two targets. *Hit:* 18 (4d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or become restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

DIVINER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 67 (15d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 8 (3,900 XP)

Spellcasting. The diviner is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The diviner has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*, *true strike*
1st level (4 slots): *detect magic*,* *feather fall*, *mage armor*
2nd level (3 slots): *detect thoughts*,* *locate object*,* *scorching ray*
3rd level (3 slots): *clairvoyance*,* *fly*, *fireball*
4th level (3 slots): *arcane eye*,* *ice storm*, *stoneskin*
5th level (2 slots): *Rary's telepathic bond*,* *scrying**
6th level (1 slot): *mass suggestion*, *true seeing**
7th level (1 slot): *delayed blast fireball*, *teleport*
8th level (1 slot): *maze*

*Divination spell of 1st level or higher

Portent (Recharges after the Diviner Casts a Divination Spell of 1st Level or Higher). When the diviner or a creature it can see makes an attack roll, a saving throw, or an ability check, the diviner can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

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 with two hands.



ENCHANTER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 5 (1,800 XP)

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter 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

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 with two hands.

REACTIONS

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

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

EVOKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt*,* *light*,* *prestidigitation*, *ray of frost**
 1st level (4 slots): *burning hands*,* *mage armor*, *magic missile**
 2nd level (3 slots): *mirror image*, *misty step*, *shatter**
 3rd level (3 slots): *counterspell*, *fireball*,* *lightning bolt**
 4th level (3 slots): *ice storm*,* *stoneskin*
 5th level (2 slots): *Bigby's hand*,* *cone of cold**
 6th level (1 slot): *chain lightning*,* *wall of ice**
 *Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

ACTIONS

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



ILLUSIONIST

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages any four languages

Challenge 3 (700 XP)

Spellcasting. The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray*,* *disguise self*,* *mage armor*, *magic missile*

2nd level (3 slots): *invisibility*,* *mirror image*,* *phantasmal force**

3rd level (3 slots): *major image*,* *phantom steed**

4th level (1 slot): *phantasmal killer**

*Illusion spell of 1st level or higher

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

ACTIONS

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

MARIVOL NAIMAR

Medium Humanoid, (elf) contained in a Large construct, neutral evil

Armor Class 20 (armored suit)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (–1)	20 (+5)	20 (+5)	12 (+1)	14 (+2)

Saving Throws Int +10, Wis +6

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

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 13 (10,000 XP)

Fey Ancestry. Marivol has advantage on saving throws against being charmed, and magic can't put them to sleep.

Lightning Absorption. Whenever Marivol is subjected to lightning damage, he takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Immutable Form. Marivol is immune to any spell or effect that would alter his form.

Magic Resistance. Marivol has advantage on saving throws against spells and other magical effects.

Magic Weapons. Marivol's weapon attacks are magical.

Siege Monster. Marivol deals double damage to objects and structures.

ACTIONS

Multiattack. Marivol makes two melee attacks.

Sword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Psychic Wave (Recharge 5-6). Marivol unleashes a wave of psychic energy in a 15-foot cone. Each creature in that area must make a DC 17 Wisdom saving throw, taking 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one.



MASTER THIEF

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	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 any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

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

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

Sneak Attack (1/turn). The thief deals an extra 14 (4d6) damage when it 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 the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The thief makes three attacks with its 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. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

MIGHTY SERVANT

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 210 (22d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 11 (7,200 XP)

Immutable Form. The servant is immune to any spell or effect that would alter its form.

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

Magic Weapons. The servant's weapon attacks are magical.

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

ACTIONS

Multiattack. The servant makes two slam attacks.

Sword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Spinning Strike (Recharge 5–6). The servant makes a spinning attack with its blade. Each creature within 15 feet of the servant must succeed on a DC 17 Dexterity saving throw or take 18 (4d8) slashing damage and be stunned until the start of the servant's next turn.





NECROMANCER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances necrotic

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*

1st level (4 slots): *false life*,* *mage armor*, *ray of sickness**

2nd level (3 slots): *blindness/deafness*,* *ray of enfeeblement*,* *web*

3rd level (3 slots): *animate dead*,* *bestow curse*,* *vampiric touch**

4th level (3 slots): *blight*,* *dimension door*, *stoneskin*

5th level (2 slots): *Bigby's hand*, *cloudkill*

6th level (1 slot): *circle of death**

*Necromancy spell of 1st level or higher

Grim Harvest (1/Turn). When necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

ACTIONS

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

NIGHTWALKER

Huge undead, chaotic evil

Armor Class 14

Hit Points 297 (22d12 + 154)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	24 (+7)	6 (–2)	9 (–1)	8 (–1)

Saving Throws Con +13

Damage Resistances acid, cold, fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 9

Languages —

Challenge 20 (25,000 XP)

Annihilating Aura. Any creature that starts its turn within 30 feet of the nightwalker must succeed on a DC 21 Constitution saving throw or take 14 (4d6) necrotic damage and grant the nightwalker advantage on attack rolls against it until the start of the creature's next turn. Undead are immune to this aura.

Life Eater. A creature reduced to 0 hit points from damage dealt by the nightwalker dies and can't be revived by any means short of a wish spell.

ACTIONS

Multiattack. The nightwalker uses *Enervating Focus* twice, or it uses *Enervating Focus* and *Finger of Doom*, if available.

Enervating Focus. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 28 (5d8 + 6) necrotic damage. The target must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

Finger of Doom (Recharge 6). The nightwalker points at one creature it can see within 300 feet of it. The target must succeed on a DC 21 Wisdom saving throw or take 26 (4d12) necrotic damage and become frightened until the end of the nightwalker's next turn. While frightened in this way, the creature is also paralyzed. If a target's saving throw is successful, the target is immune to the nightwalker's *Finger of Doom* for the next 24 hours.



SPAWN OF KYUSS

Medium undead, chaotic evil

Armor Class 10

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	5 (-3)	7 (-2)	3 (-4)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 5 (1,800 XP)

Regeneration. The spawn of Kyuss regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Worms. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Burrowing Worm action.

ACTIONS

Multiattack. The spawn of Kyuss makes two attacks with its claws and uses Burrowing Worm.

Burrowing Worm. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

SWORD WRAITH COMMANDER

Medium undead, lawful evil

Armor Class 18 (Breastplate, Shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Perception +4

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

Turning Defiance. The sword wraith and any other sword wraiths within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The sword wraith makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Call to Honor (1/Day). To use this action, the sword wraith must have taken damage during the current combat. If the sword wraith can use this action, it gives itself advantage on attack rolls until the end of its next turn, and 1d4 + 1 sword wraith warriors appear in unoccupied spaces within 30 feet of it. The warriors last until they drop to 0 hit points, and they take their turns immediately after the commander's turn on the same initiative count.



WAR PRIEST

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7
Skills Intimidation +5, Religion +4
Senses passive Perception 13
Languages any two languages
Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*
 1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*
 2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*
 3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *water walk*
 4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*
 5th level (1 slot): *flame strike*, *mass cure wounds*, *hold monster*

ACTIONS

Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

WARLORD

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 229 (27d8 + 108)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8
Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8
Senses passive Perception 15
Languages any two languages
Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

ACTIONS

Multiattack. The warlord makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

LEGENDARY ACTIONS

The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

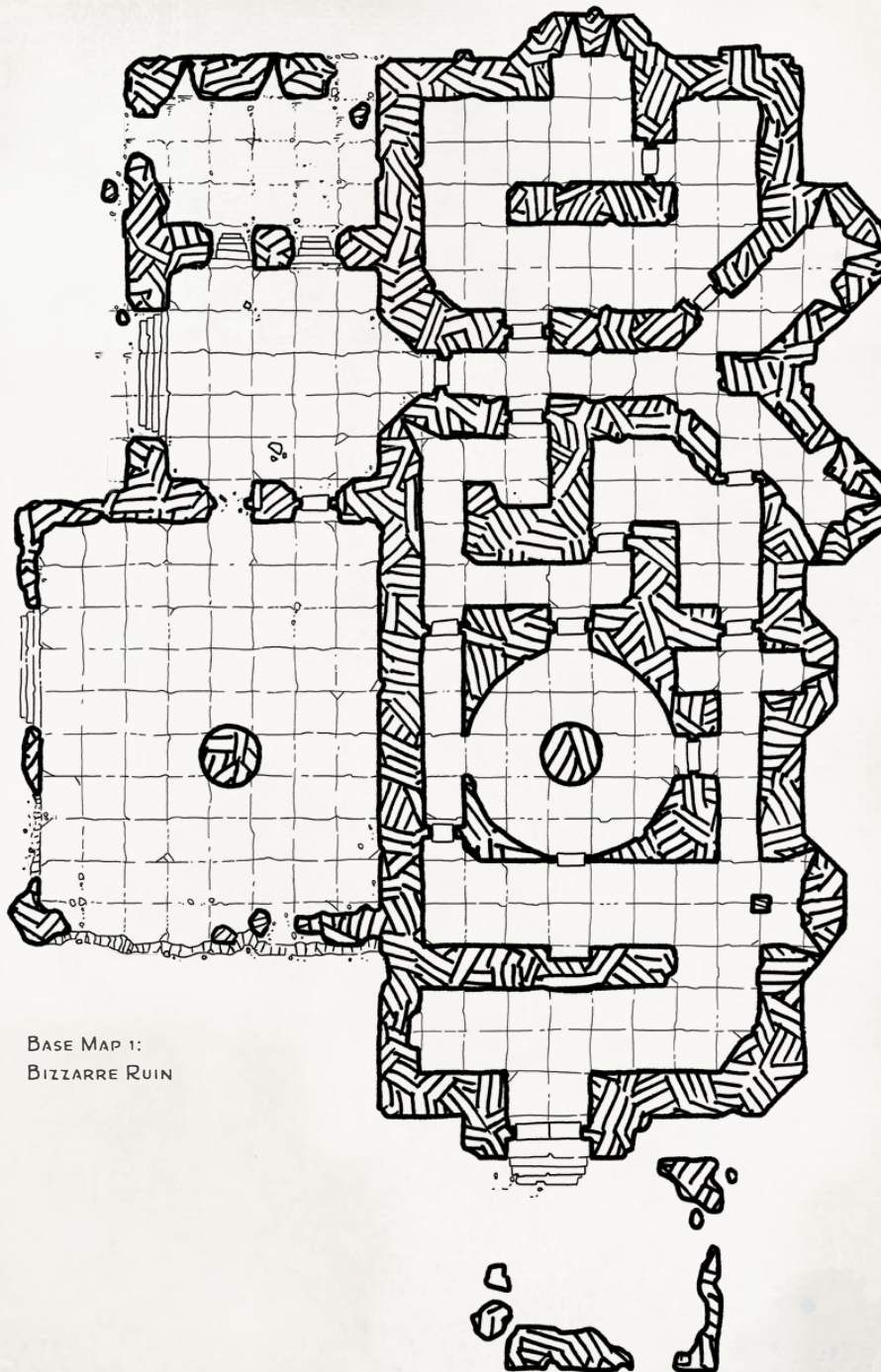
Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

APPENDIX

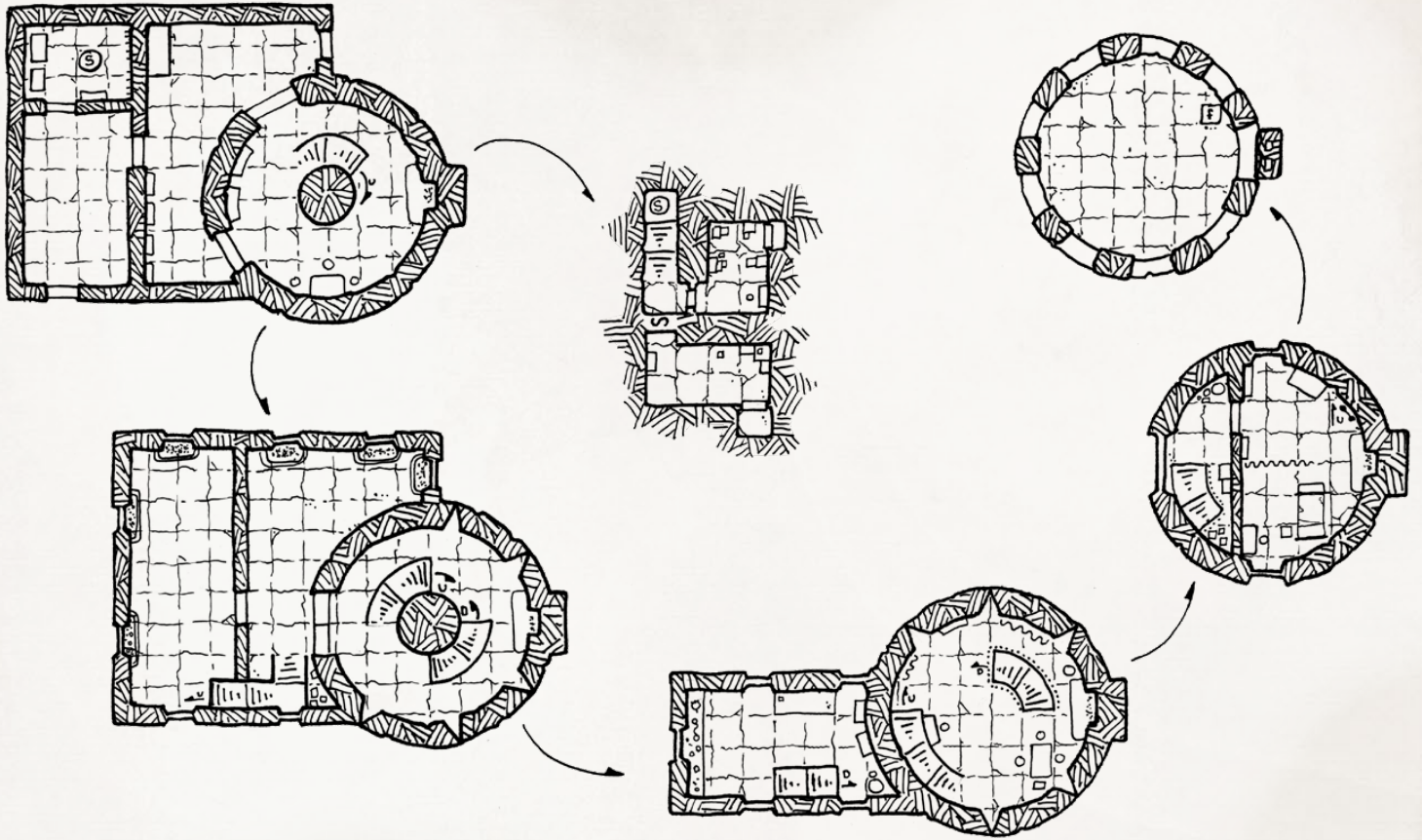
MAPS AND LOGSHEETS

This appendix contains maps that can be used for bases and for the adventures contained in this supplement. It also contains the base and salvage mission logsheets.

BASE MAPS

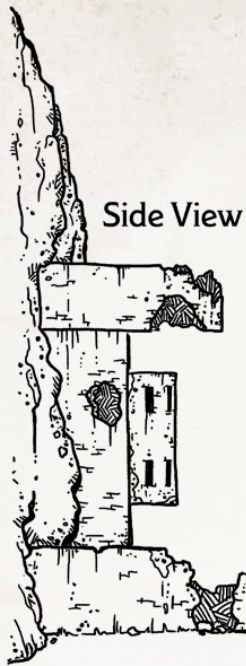


BASE MAP 1:
BIZARRE RUIN



BASE MAP 2:
CYRAN WATCHTOWER

1 square = 5 feet



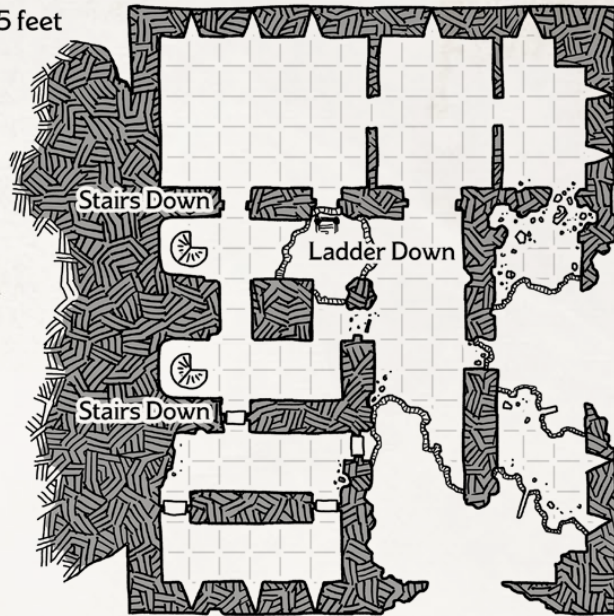
Side View

Upper Fortress

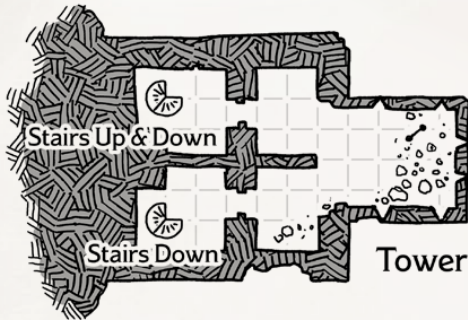
Tower Level 2

Tower Level 1

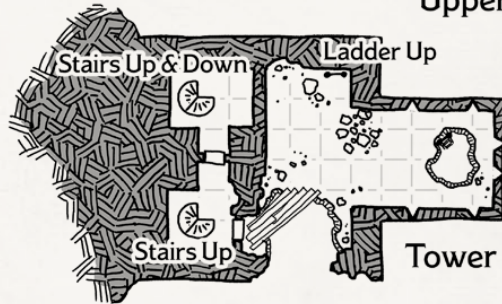
Lower
Fortress



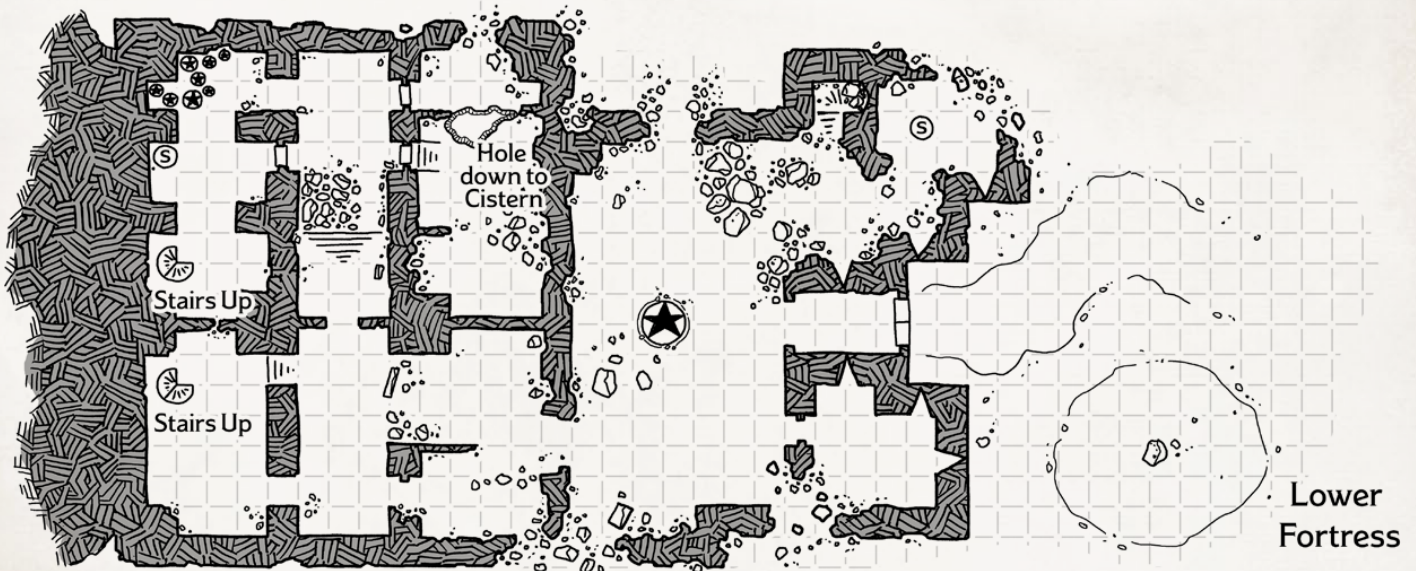
Upper Fortress



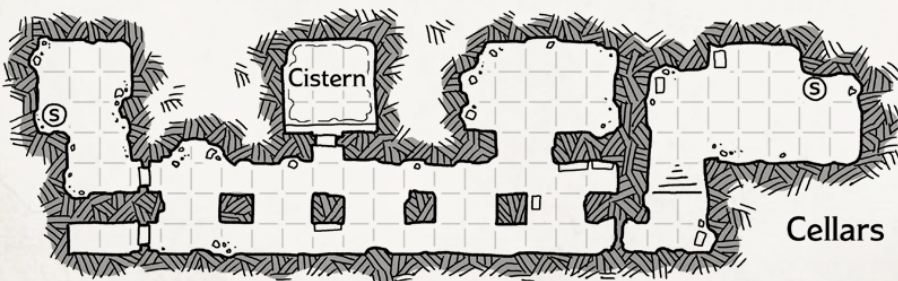
Tower Level 1



Tower Level 2

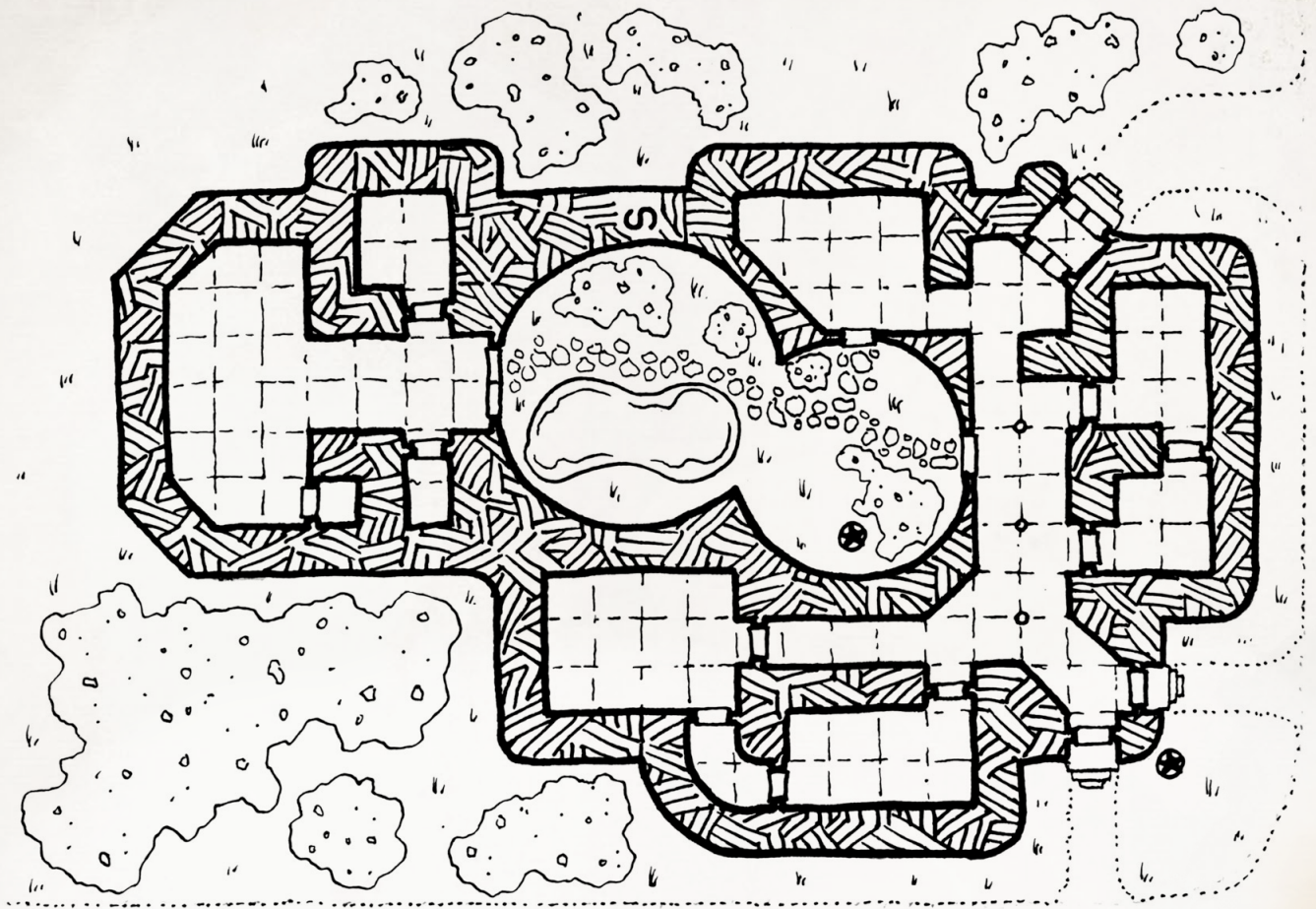


Lower
Fortress

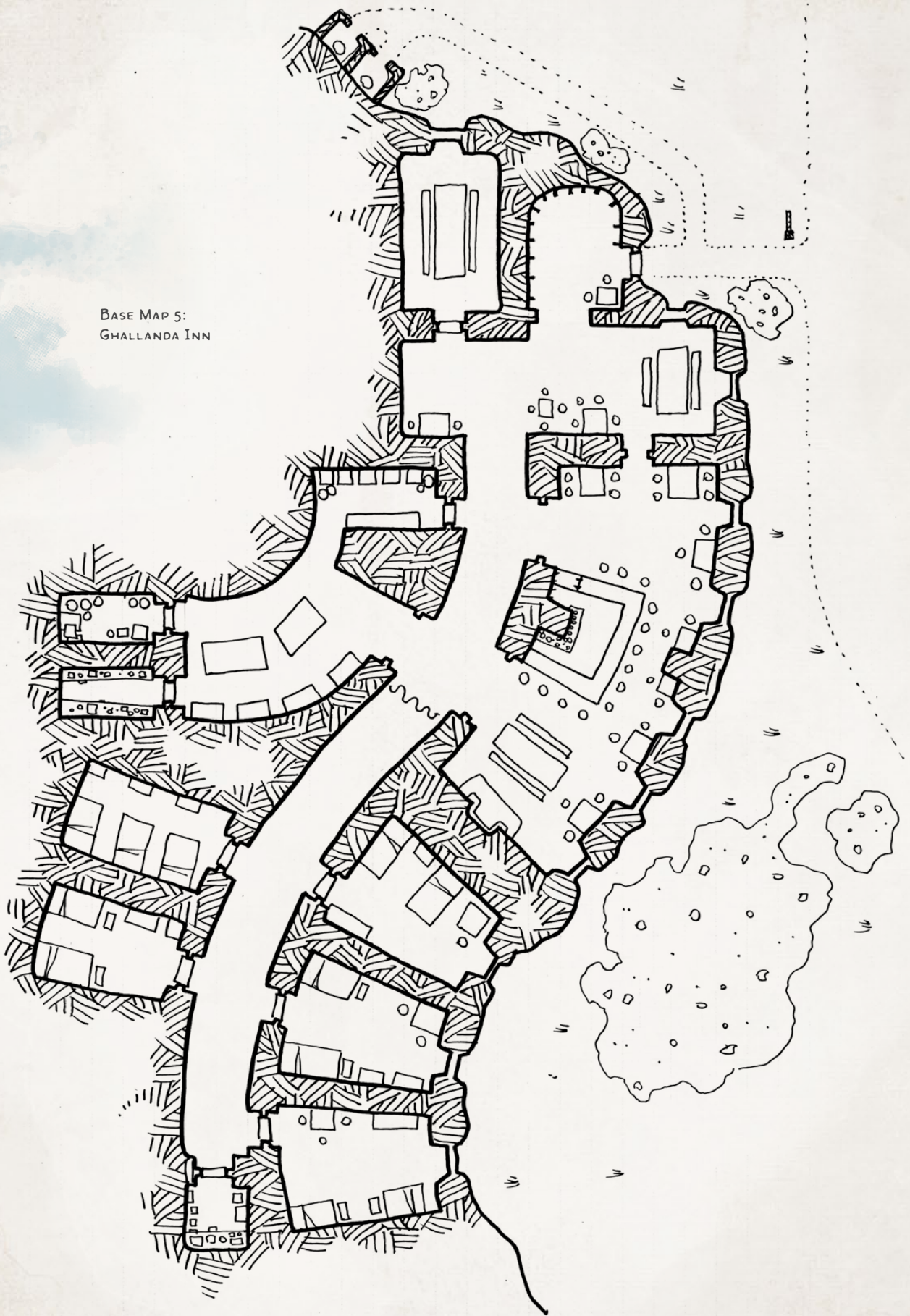


Cellars

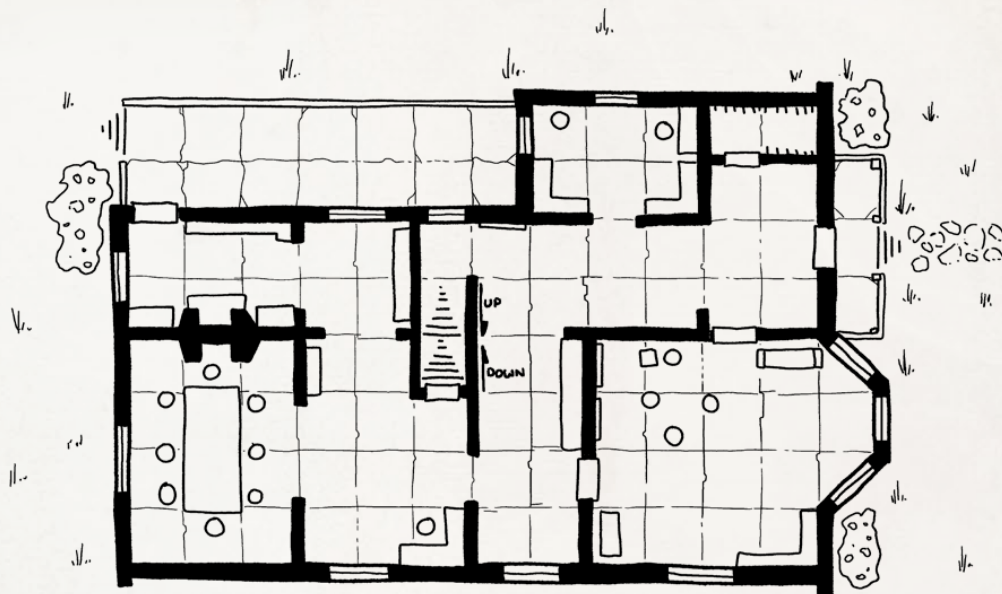
BASE MAP 3:
RUINED DHAKANI FORT



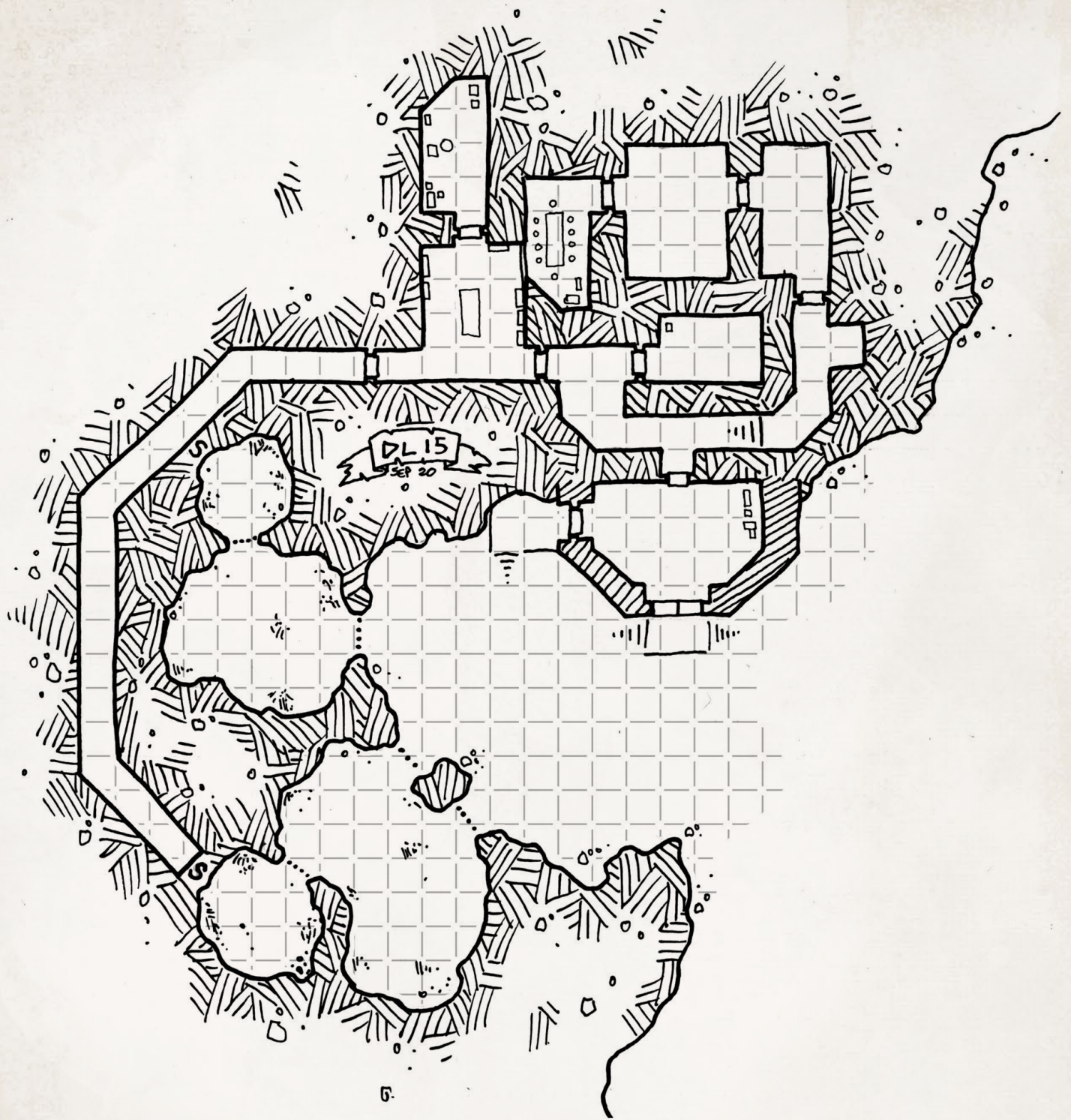
BASE MAP 4:
GARDEN MANOR



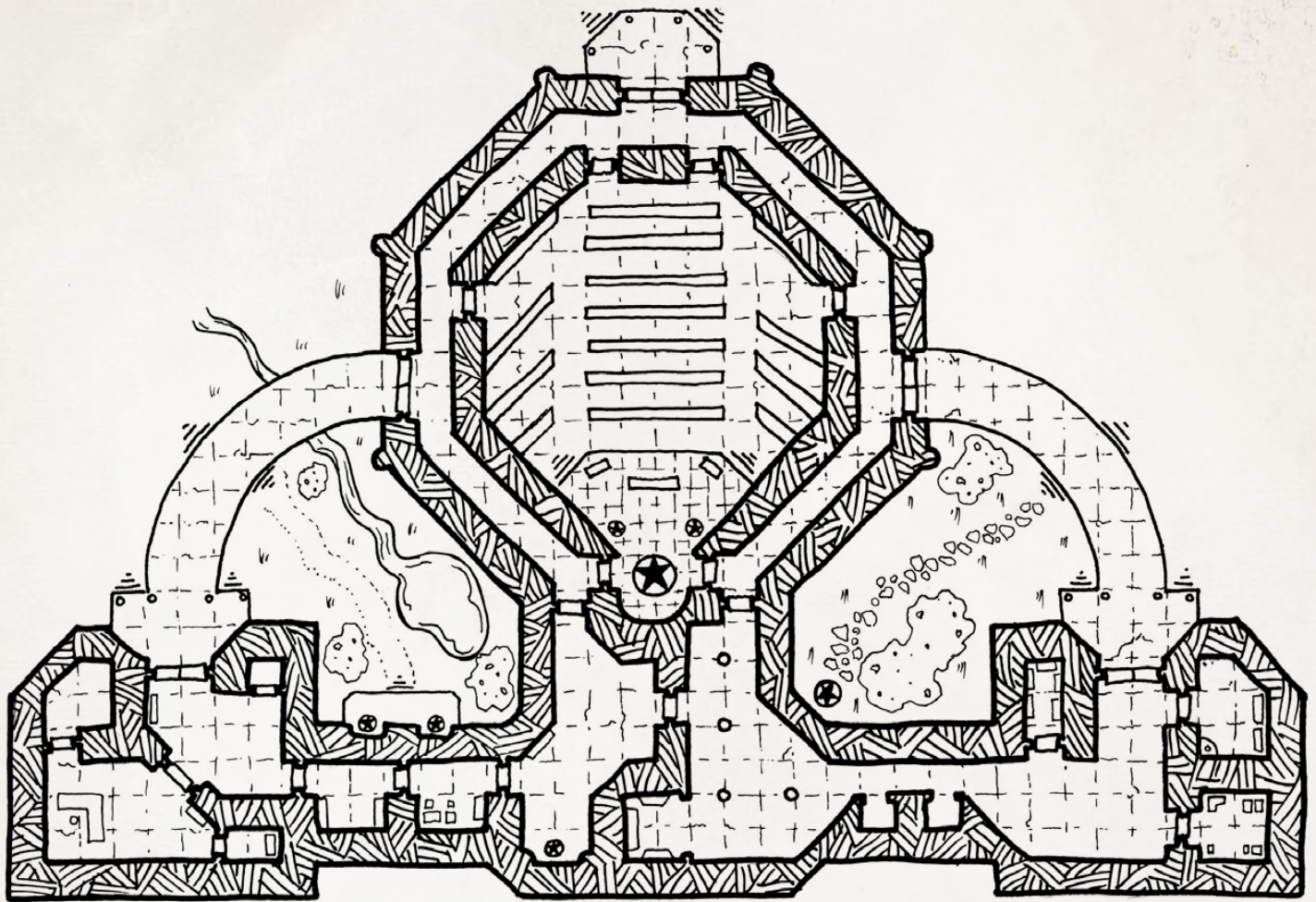
BASE MAP 5:
GHALLANDA INN



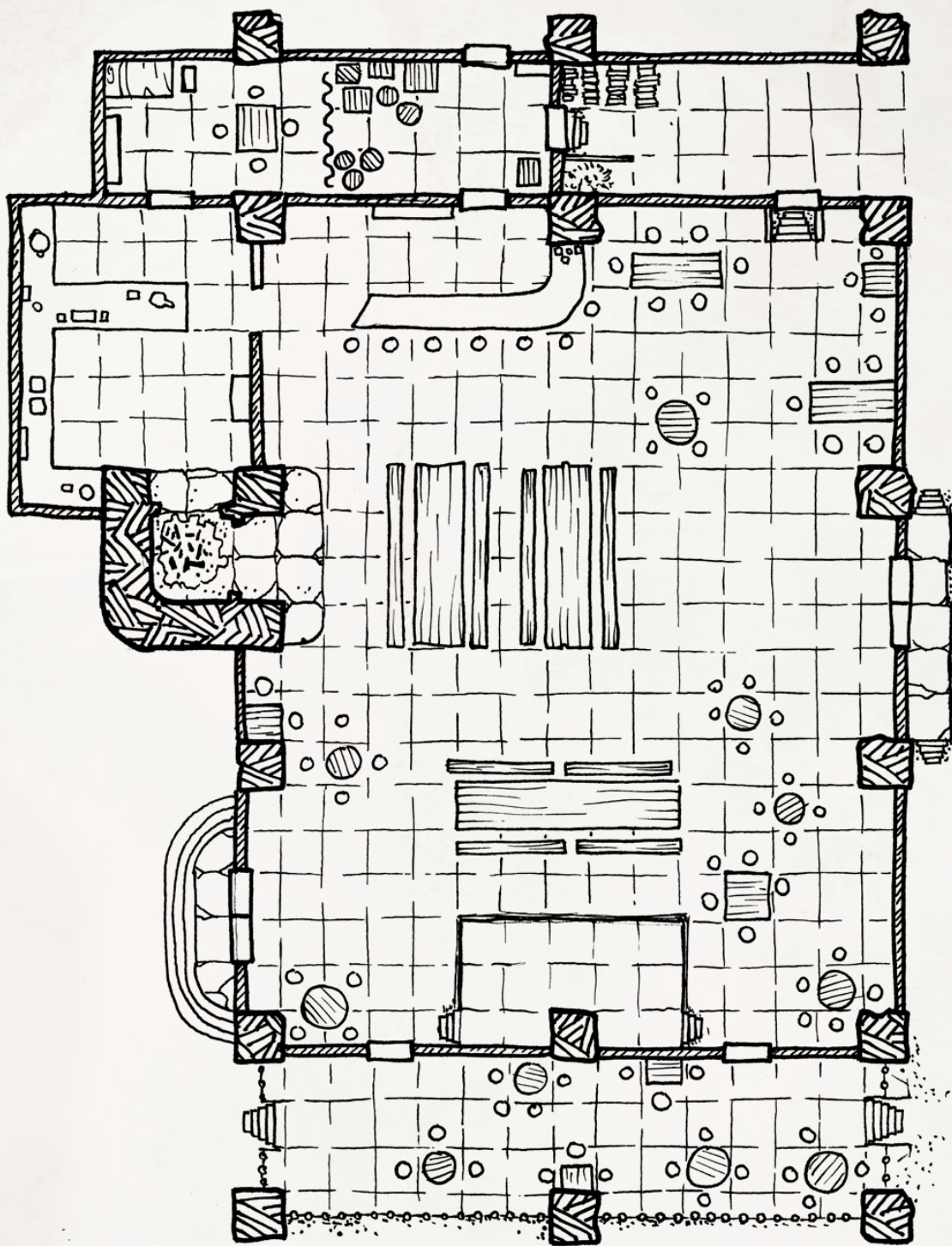
BASE MAP 6:
MANOR HOUSE



BASE MAP 7:
SMUGGLER'S CAVE



BASE MAP 8:
SOVEREIGN HOST TEMPLE



BASE MAP 9:
TAVERN

Head Level
(Control Platform)

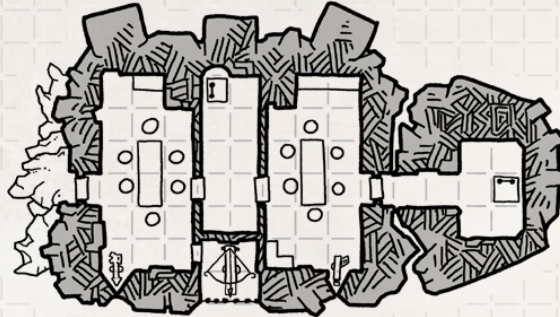


Mouth Level
(Weapon System)



1 square = 5 feet

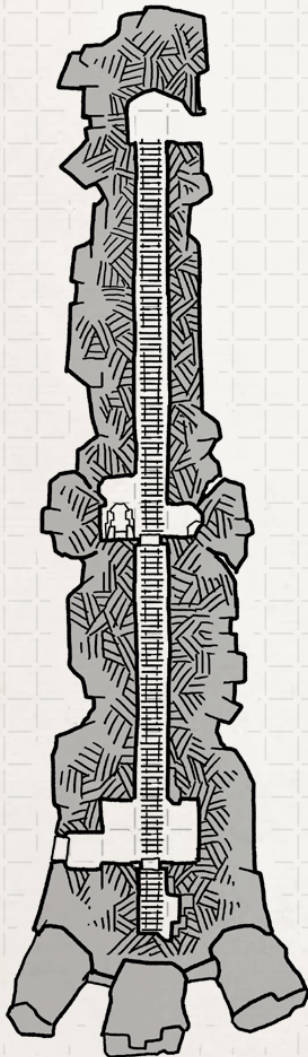
Shoulder Level
(Meeting & Ballista)



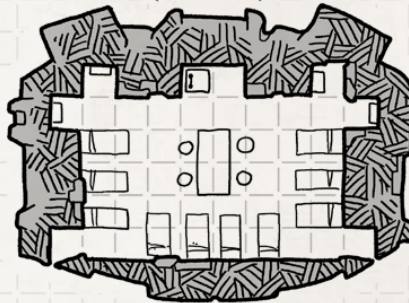
Arm
(Side View)



Leg
(Side View)



Chest
(Barracks)

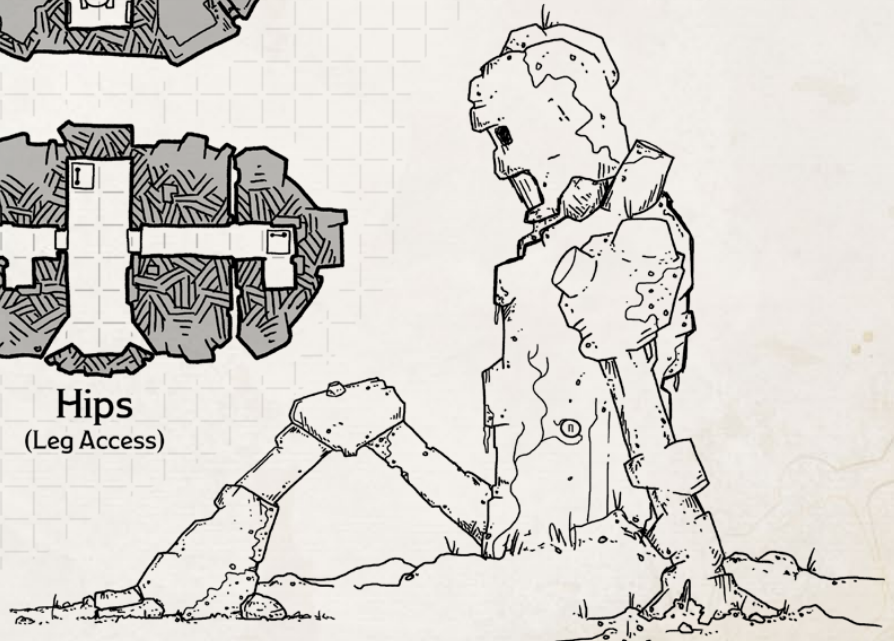
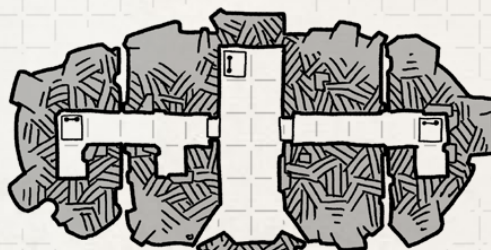


Abdomen
(Power Cores)



BASE MAP 10:
WARFORGED COLOSSUS

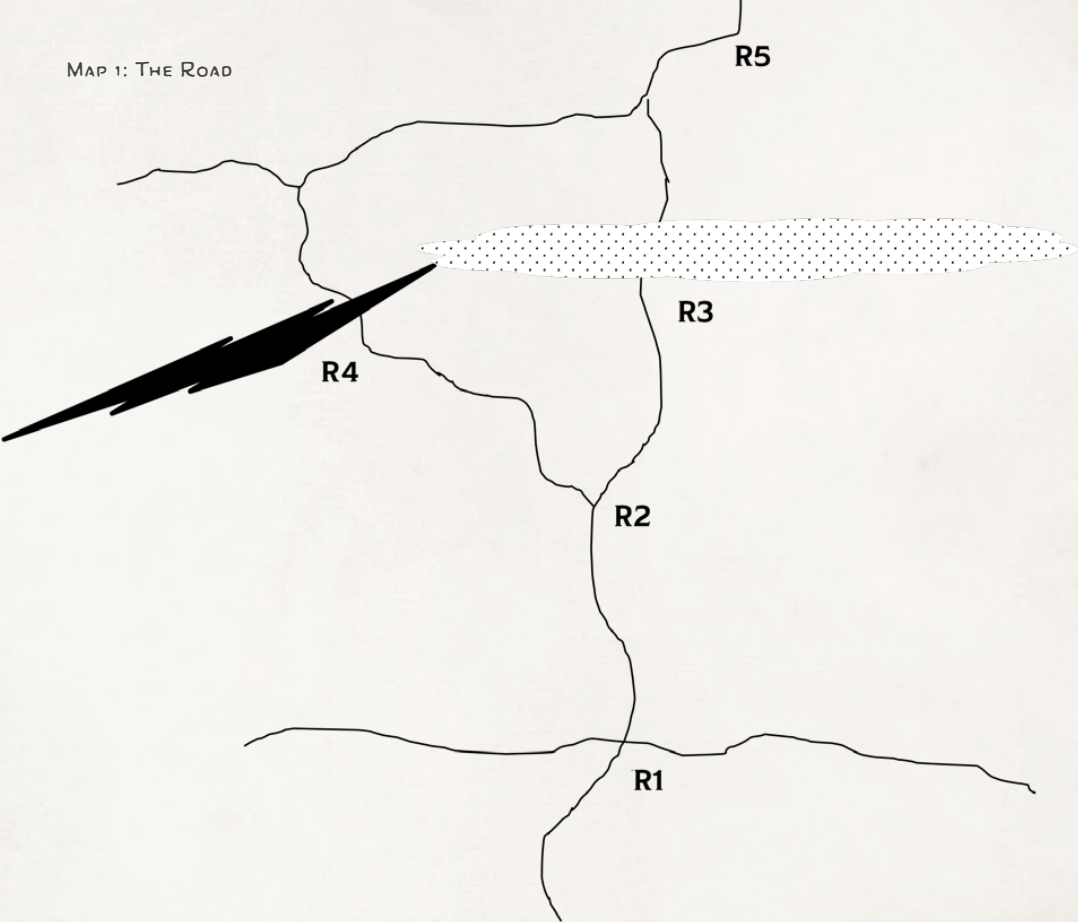
Hips
(Leg Access)



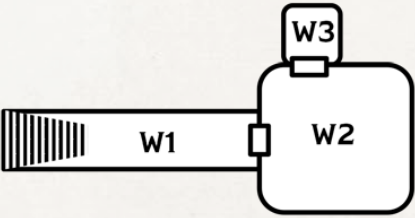



MISSION MAPS: HUNDRED YARD STASH

MAP 1: THE ROAD



MAP 2: CANNITH WAREHOUSE

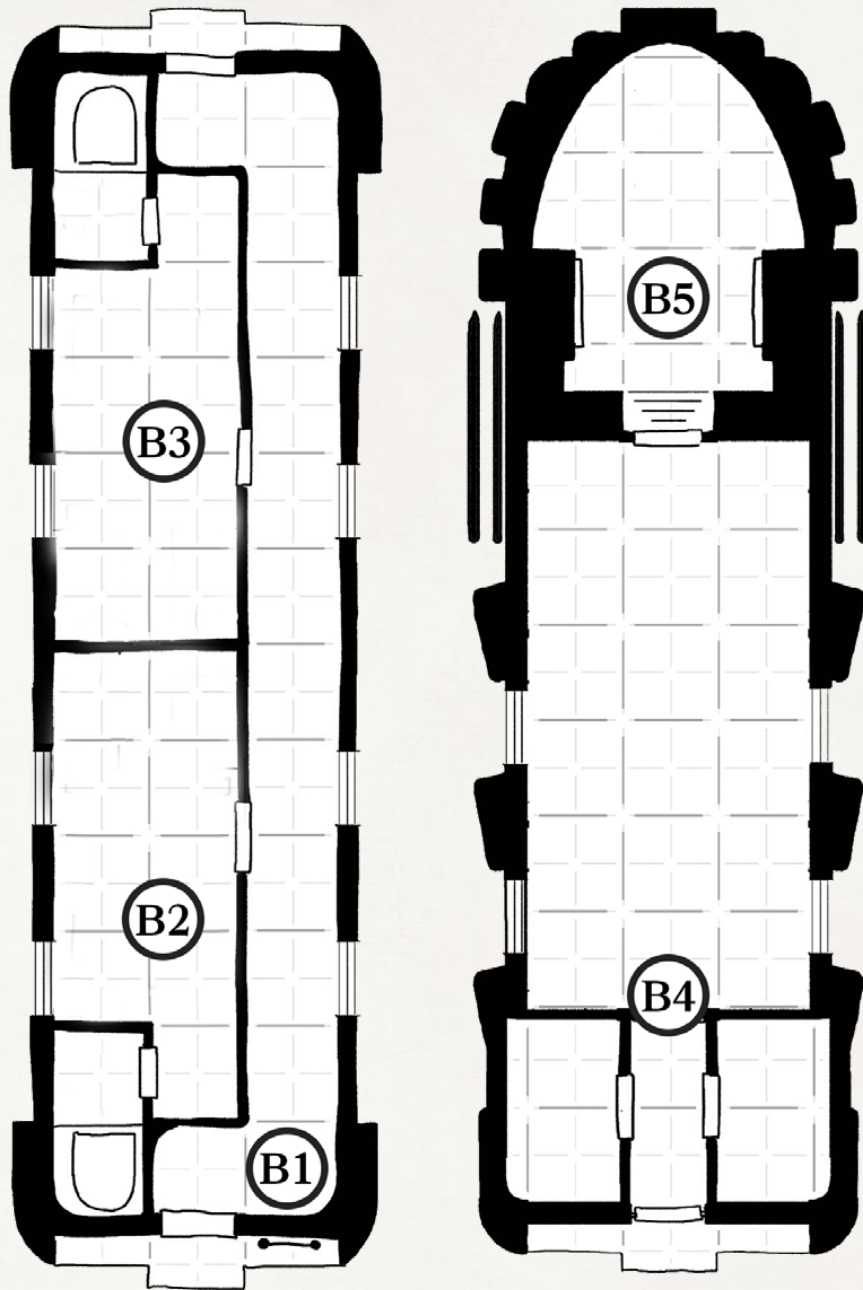


 = 10 feet

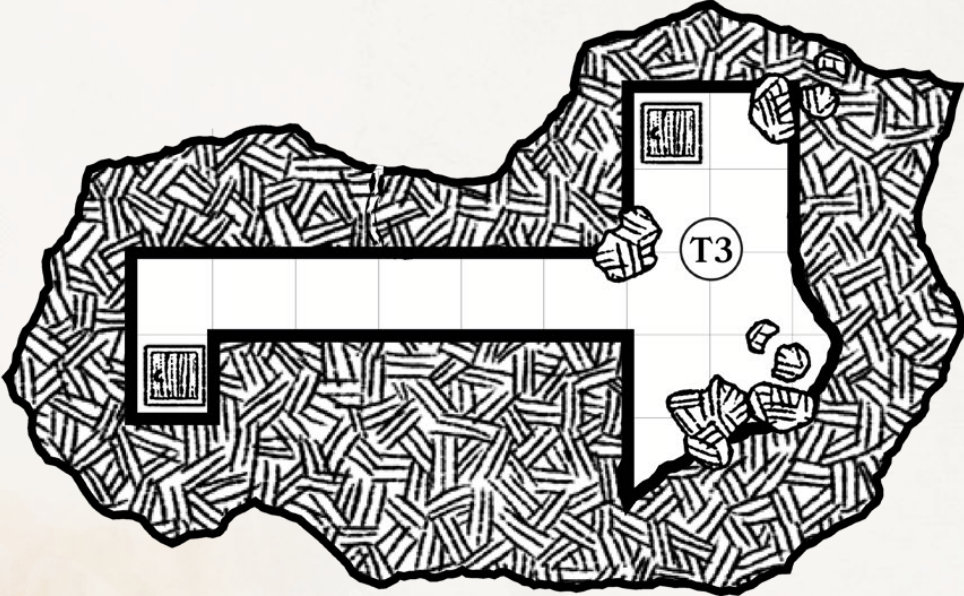
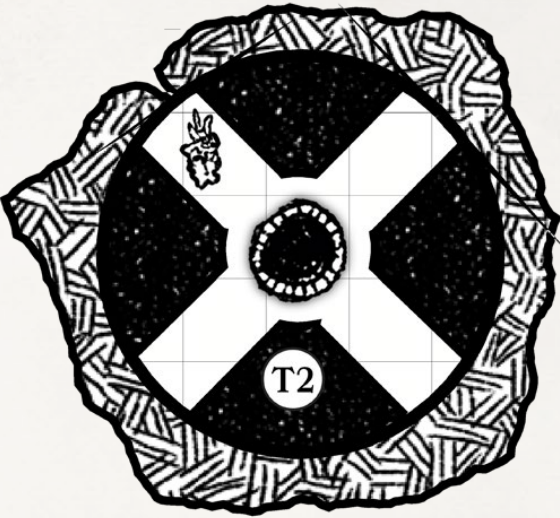
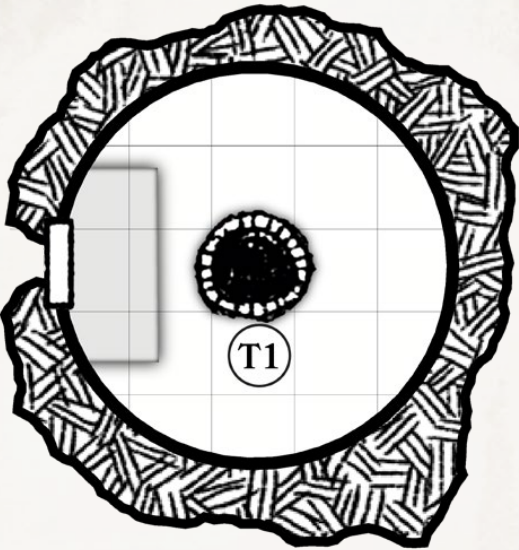


MAP 1: ABANDONED STATION

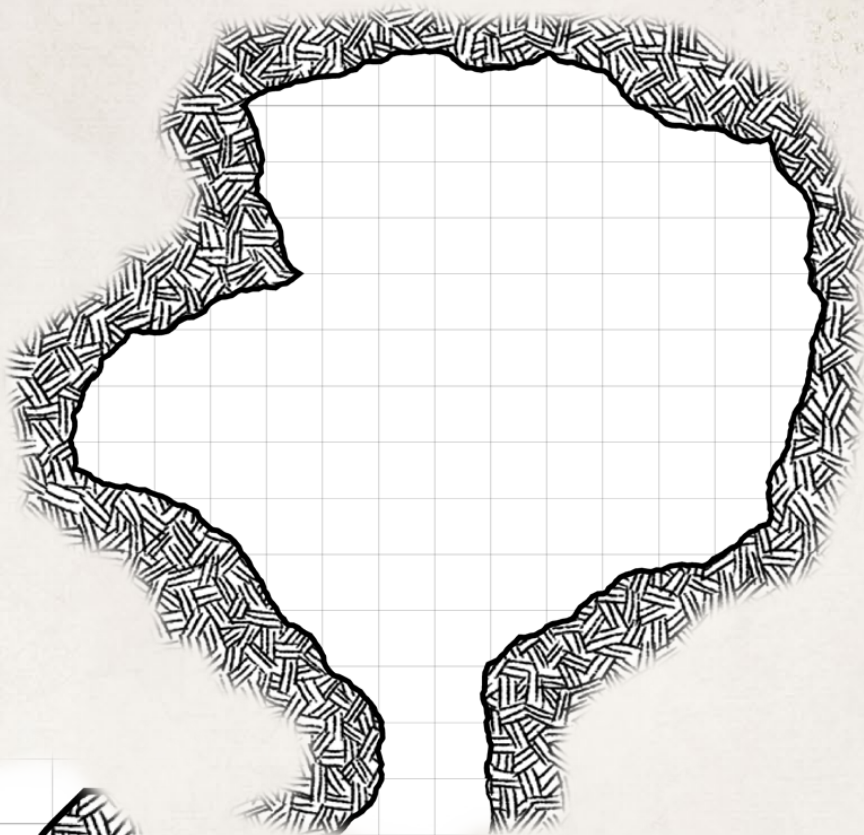
Dark Grid = 5 feet, Light Grid = 2.5 feet



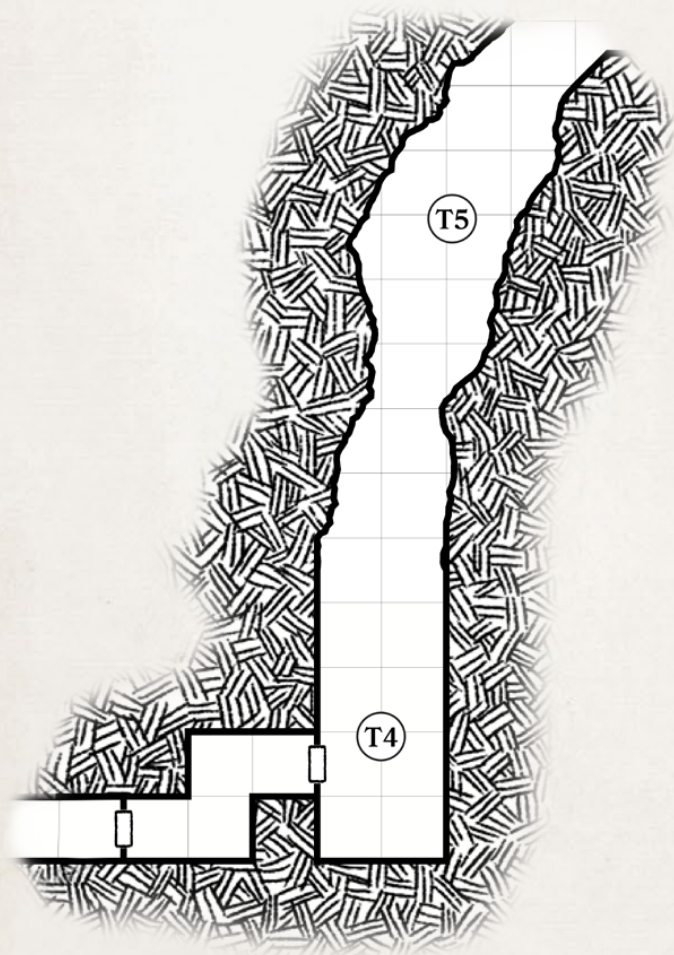
MAP 2: SPIRIT TRAIN



VALRAGER TOWER



MARIVOL'S SECRET LAB



MOURNLAND AND SURROUNDING REGIONS



BASE LOGSHEET

Total Salvage: _____

Base Name: _____

Base Map: _____

Assigned Characters: 1. _____ 2. _____ 3. _____

4. _____ 5. _____ 6. _____ 7. _____

Total salvage paid to attendants (guards, servants, etc.) after each salvage mission: _____

____ Tier 2 Entry Upgrade (2,000) ____ Tier 3 Entry Upgrade (4,000) ____ Tier 4 Entry Upgrade (8,000)

[illegible]

Note: Print out a copy of your base map and keep it with this sheet.

Sheet #:

Assigned Base:

Player Name:

Salvage Mission Name:	DM Name:	Date:
Salvage Earned:	Level Up? Y / N	