

LORD BUCKET

• ORACLE OF WAR PART 9.



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By

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A FOUR-HOUR ADVENTURE FOR TIER 2 CHARACTERS

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WELCOME

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

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ADVENTURE OVERVIEW

This adventure is designed for **three to seven 5th- to 10th-level characters** and is optimized for **five characters with an average party level (APL) of 9**. Characters outside this level range can't participate in this adventure.

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

BACKGROUND

SALVATION sees new leadership in the form of **GENERAL KAROL TYRESH**—known as “**LORD BUCKET**” among his subordinates. General Tyresh is a pompous and feckless leader who's greased palms and used political favors to achieve his post. This wouldn't be such bad news were it not for a looming attack by zealots of the warforged prophet, the **LORD OF BLADES**.

The adventurers must avoid rousing the general's anger while preparing the outpost for the assault. Can they repel the attack without ending up in the brig? It's time to find out!

OVERVIEW

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

- **Part 1: The General Arrives (60 mins).**
Captain ir'Ranek of Argonth charges the adventurers with seeking out a patrol of warforged raiders and capturing at least one of them alive. During the briefing, General Tyresh springs an unannounced (and awkward) inspection of the floating citadel.
- **Part 2: Trench Monkeys (90 mins).**
The adventurers learn that the raiders were scouts for an advancing warforged army. The Lord of Blades is plotting to attack Salvation in just a few days' time—leaving precious little opportunity for the outpost to prepare.
- **Part 3: The Breach (90 mins).**
The warforged army attacks Salvation. Using the defenses they prepared, the adventurers must repel the attackers.

ADVENTURE HOOKS

In the *Oracle of War* campaign, the characters are scavengers working for salvage crews. Players should

invent their own reasons for undertaking such dangerous work: dedication to a just cause, serving a specific patron, spying for an organization, etc.

Players with access to the *Oracle of War Player's Guide* can use the backgrounds and patrons listed there. Many of these serve as adventure hooks for this and later adventures in the campaign. At the start of play, ask your players if their characters have utilized any of these backgrounds and tie them into the adventure as best you can.

DDAL-EB-09 *Lord Bucket* makes special use of the following backgrounds:

- **Officer in the 12th Brelish Infantry**
- **Brelish Deserter**

Before beginning play, check to see if any of your players have these backgrounds.

Characters with the **Officer in the 12th Brelish Infantry** background have heard of Karol Tyresh within their circles before and know of his reputation. These characters gain benefits when dealing with the general.

Characters with the **Brelish Deserter** background are poorly received by the soldiers under General Tyresh's command. These characters suffer some complications during the preparations for the final assault.

CONTINUING THE STORY

If the characters played through DDAL-EB-08 *Parliament of Gears*, this adventure picks up after that adventure ends. The adventurers have left the warforged outpost and returned to Salvation, gaining the benefit of a long rest.

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

LEGACY EVENTS

Before beginning play, ask the players to check their Adventure Records for any legacy events that affect this adventure. DDAL-EB-09 *Lord Bucket* incorporates the following legacy events from previous adventures in the *Oracle of War* series:

Still Alive. If Kalli remained in Salvation at the end of DDAL-EB-04 *The Third Protocol*, she's become a salvage broker. For those who know her, Kalli can provide assistance in preparing Salvation for the attack.

Wing and a Prayer. Sky Blue from DDAL-EB-07 *Song of the Sky* is hiding out in Salvation. During part 3, she's discovered by the Lord of Blades' forces. If the adventurers don't rescue her in time, she's captured.

HERO POINTS

In the *Oracle of War* campaign, adventurers are supposed to be a cut above the rest. To reflect this, each character in the party gains one **hero point** at the start of this adventure. Players earn additional hero points by completing story goals. The DM may not award hero points except as specifically directed in the adventure. At the end of the adventure, the players lose any hero points they've accrued.

HERO POINTS

A player can spend a hero point whenever they make an attack roll, an ability check, or a saving throw. The player can spend the hero point after the roll is made but before they know whether they're successful or not. Spending the hero point allows the player to roll a d6 and add it to the d20, possibly turning a failure into a success. A player can spend only one hero point per roll. In addition, whenever a character fails a death saving throw, the player can spend one hero point to turn the failure into a success.

TITUS LUNTER



PART 1

THE GENERAL ARRIVES

Estimated Duration: 60 minutes

Captain ir'Ranek of Argonth charges the adventurers with seeking out a patrol of warforged raiders and capturing at least one of them alive. During the briefing, General Tyresh springs an unannounced (and awkward) inspection of the floating citadel.

SALVATION'S SALVATION

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

It'd be a warm evening in Salvation, were it not for the shadow of Argonth—a vast floating citadel—blocking out the sun. The Brelish flying fortress has definitely seen better days; countless people—miniscule in proportion—clamber across its surface, repairing the battle-scarred hull, moving supplies, and otherwise doing what they can to keep it serviceable and, more importantly, airborne.

An immense ramp allows access to the fortress's innards. Fresh from your latest mission into the Mournland, you've been summoned aboard to meet with Alain ir'Ranek, the fortress's captain.

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

ARGONTH

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

MEETING THE CAPTAIN

When the players enter the fortress, read the following boxed text aloud:

Argonth is the size of a small city. After navigating its twisting avenues and corridors, you finally find yourselves in audience with Captain ir'Ranek.

A brass table bearing a topographical map of Breland dominates the room. Maps and charts are affixed to wheeled easels across the floor, and broad windows offer a clear view for miles ahead. In the distance, the hazy wall surrounding the Mournland looms menacingly.

The group arrives to find Captain Alain ir'Ranek consulting with the leader of his scouts, Big Bara, and several other functionaries.

Seeing the adventurers, the captain dismisses most of his counselors, leaving just himself and Bara. Once everyone's settled, the captain calls for food and drink. Over the course of the meal, he and Bara detail the mission they'd like the adventurers to undertake:

- "Bara's Breakers" have been patrolling the area around the outpost. Patrols usually consist of three or four scouts, but recent troop shortages have spread them thin; scouts have taken to patrolling alone of late.
- This morning, one of the Breakers was ambushed by a small force of warforged raiders. By the time reinforcements arrived, the raiders had retreated—likely into the forests bordering the Mournland to the east.
- Bara asks the adventurers to search the forest east of Salvation, find what she suspects to be raiders allied with the Lord of Blades, and return them—alive—to Argonth. She stresses their capture as essential.
- Neither Bara nor the captain know the raiders' exact numbers or capabilities.



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

Lawful good, male, human paladin

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

Motivation: Dedication. Alain is military to the core.

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

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

BIG BARA

Neutral, warforged ranger

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

Motivation: Explore and serve. Pursue and neutralize.

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

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

ENTER LORD BUCKET

As the characters conclude their meal, Argonth plays host to a surprise inspection by General Tyresh. Read the following boxed text aloud:

Raised voices are heard outside the hall, and the large double doors are suddenly thrown open. An immaculately dressed man in Brelish military regalia strides purposefully into the room—leaving an overpowering smell of perfume in his wake.

“General Tyresh,” Captain ir’Ranek stammers, jolting to his feet, “I wasn’t expecting our meeting until this evening, sir. Please, sit.”

Upon entering, General Tyresh unclasps and removes a soft velvet cape with a flourish and without sparing a glance drops it in the nearest character’s hands before seating himself in the most comfortable-looking chair beside the war table.

Officers of the 12th Brelish Regiment immediately recognize General Tyresh and are all too familiar with his reputation as a vain, petty, and incompetent leader, wrapped in layers of privilege and political protection.

Furrowing his brow and rubbing his chin in what appears to be careful thought, General Tyresh appraises the map table for a few moments until Captain ir’Ranek clears his throat and introduces the characters. Turning to the collected group, General Tyresh asks them each to identify themselves and to report on the “state” of Salvation. Characters with a passive Wisdom (Perception) score of 11 or higher notice General Tyresh was studying an area on the map some hundred miles to the north—a fact Captain ir’Ranek noticed as well.

Formalities dispensed with, Captain ir’Ranek briefs General Tyresh on the characters’ assignment. With disinterest, General Tyresh offers the characters 200 gp each from Breland’s coffers to complement whatever reward the captain offered (“Oh, he offered no reward? Disappointing . . .”). In response, ir’Ranek shoots a subtle glare at Big Bara. With an understanding nod, she asks the characters if they have any further questions—answering what she’s able to as she ushers them out the room. Read the following boxed text aloud:

As the door closes, General Tyresh’s once pleasant and polite tone rises in volume and anger—though the conversation’s precise subject is muted by the heavy oaken door.

“You have your orders,” Big Bara says, “Locate the raiders and capture as many as you can alive. We must find out what the Lord of Blades is plotting.”

GENERAL KAROL TYRESH (CARE-UHL TIE-RESH)

Neutral, male, human noble

The third son of a wealthy Brelish merchant, General Tyresh achieved his current position through the careful application of favors, bribes, and good, old-fashioned sucking up. He’s generally considered selfish and incompetent. Lately, his failures have become increasingly difficult for his superiors to hide and his ability to buy promotions has stagnated.

General Tyresh’s subordinates call him “Lord Bucket” as he suffers from dysentery, which he attempts to conceal by wearing an excessive amount of perfume. His black hair is stricken at the temples with streaks of silver (his closest aides suggest he dyes to achieve the striking look) and he’s clean-shaven, save for a well-manicured mustache.

Motivation: Image is everything to General Tyresh. He’s adept at passing the buck; bullying and bribing others to accept responsibility for his failures while avoiding blame himself.

Mannerisms: Insisting on all the pomp and circumstance one would expect at a social ball, General Tyresh wears full dress uniform. He responds swiftly and harshly to insults and insolence.

Quote: “I don’t care if the troops go without again; You can’t honestly expect me to eat this roast without a glass of port.”

SKIRTING THE OUTSKIRTS

It’s night when the players leave Salvation. Read the following boxed text aloud:

The plains around Salvation give rise to rocky foothills, behind which the blasted remnants of a forest stand like a border wall before the Mourmland. The pale, golden moon Nymm hangs full in the sky, behind fattened rainclouds. As you enter the forest, the clouds release their burden and it begins to pour with rain.

A **Blade champion** (Flux) and two **Blade archers** (Nock and Quiver) were sent by the Lord of Blades to reconnoiter Salvation in advance of the larger force due to arrive

within the next couple days. They're currently holed up in the woods outside the outpost.

The players can attempt to stealthily approach the raiders' position; surprising the warforged if they make three successful DC 15 group Dexterity (Stealth) checks. If they fail any of these group checks, or don't enter the forest stealthily, the warforged lay in wait; any character with a passive Wisdom (Perception) score of 16 or less is surprised when they come across the raiders' hideout.

NYMM, "THE CROWN"

This moon is typically associated with royalty. Those born when Nymm is ascendant are said to be sociable and charismatic, gifted orators and con artists. House Ghallanda frequently offers discounted services on nights when "King Nymm" is full.

AREA INFORMATION

The **Skirting the Outskirts** map in **appendix A** shows the layout of the raiders' hideout.

Wet Terrain. The rocks here are slick with rain. Any creature that takes the Dash action slips and falls prone unless they make a successful DC 11 Dexterity (Acrobatics) check. Similarly, other areas count as difficult terrain due to the thick mud. The warforged—particularly Nock and Quiver—know where these areas are and position themselves to best draw their prey into the mud.

Boulders. These boulders vary in size from that of a small cart to a small house. Nock and Quiver dart between the boulders—firing from cover before moving.

FIGHTING THE RAIDERS

The raiders fight furiously and refuse to surrender. Flux wades into combat with zealous glee while Nock and Quiver take cover behind boulders—moving frequently to harry ranged combatants. They take pleasure in attacking spellcasters, reserving uses of Archer's Eye specifically for these juicy targets.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Remove one **Blade archer**.
- **Very Strong:** Add one **Blade archer** named Fletcher.

THE FINAL MESSENGER

When the last warforged is reduced to 0 hit points, read:

As the last warforged falls, there's a soft click and a buzzing whir as a small device the size of a walnut detaches itself from its forehead. It hovers above the creature on delicate wings for a split second before whizzing off to the southeast, into the Mournland's mists.

This device is a *final messenger* (see sidebar). The warforged hadn't recorded a message as it was waiting to complete its reconnaissance of Salvation first; however,

the *final messenger* now carries an image of the last thing the warforged saw (in this case, the characters).

SHOOT THE MESSENGER! SHOOT IT!

Characters who make a successful DC 11 Intelligence (Arcana) check immediately recognize the *final messenger* and know what it does. Warforged have advantage on the check.

Beginning the Chase. The chase begins with the characters 60 feet behind the *final messenger*.

Running the Chase. Rules for handling chases are described in chapter 8 of the *Dungeon Master's Guide*. On each of its turns (initiative +4), the *final messenger* uses the Dash action. Due to the density of the forest, the *final messenger* can't be targeted by anything further than 30 feet away from it.

FINAL MESSENGER

This warforged component is an intricately detailed Tiny construct of brass and wood with the following statistics:

- **Armor Class** 20
- **Hit Points** 30
- **Speed** 0 ft., fly 30 ft. (hover)
- **Initiative** +4
- **Saving Throws** Dex +6, Con +4
- **Damage Resistances** acid, cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, deafened, exhaustion, frightened, paralyzed, poisoned, prone, stunned, unconscious
- **Senses** darkvision 60 ft., passive Perception 10

As an action, a warforged to whom the *final messenger* is attached can encode a destination, a target creature, an image of what the warforged currently sees, and a message of up to 25 words into the *final messenger*. Alternatively, the warforged can release the *final messenger*, which then flies to its destination by the most direct route possible. Once there, it seeks out its target or—if a target wasn't implanted—the nearest warforged, who can then access the *final messenger's* contents. The *final messenger* can remain active for 8 hours before falling inert. It regains 1 hour of activity for each hour it spends attached to a warforged.

If the warforged is reduced to 0 hit points while carrying the *final messenger*, it immediately flies to its selected destination, but any saved image is replaced with the last thing the warforged saw.

CHASE COMPLICATIONS

As the chase winds through the Mournland, the characters may face complications. At the beginning of each character's turn, roll on the following table:

CHASE COMPLICATIONS

| d20 | Effect |
|-------|--|
| 1 | An exposed root threatens to trip you. You must make a successful DC 13 Dexterity saving throw or fall prone. |
| 2 | You enter a patch of thick, cold mud, halving your speed until you escape. Make a DC 13 Strength saving throw at the end of each of your turns, escaping the mud on a success. |
| 3 | A tree branch disturbed by the <i>final messenger</i> slaps into your face. You must make a successful DC 13 Dexterity saving throw or take 7 (2d6) bludgeoning damage. |
| 4 | You dash into a thick copse of blasted trees and must make a successful DC 15 Wisdom (Survival) check or spend your next turn finding your way out to resume the chase. |
| 5 | A flock of unusually colored birds with sharp beaks and talons erupts from a dense thicket. You must make a successful DC 13 Dexterity saving throw or take 10 (3d6) piercing damage. |
| 6 | A patch of carnivorous vines (AC 12, 18 hit points) lashes out at you (+5 to hit). On a hit, you are grappled (escape DC 13). |
| 7 | You run into a bank of hallucinogenic mist. You must make a successful DC 13 Wisdom saving throw or spend your turn stumbling blindly, suffering confusing and horrific visions of the Last War. |
| 8 | A narrow, but deep, ravine opens before you. You must make a successful DC 13 Strength (Athletics) check to clear it. On a failure, you fall in, taking 7 (2d6) bludgeoning damage and 7 (2d6) piercing damage from the thorny briars lining the bottom. |
| 9 | You come upon a wide, ankle-deep pool of blood-red water. If you splash through the water, you must succeed on a DC 13 Constitution saving throw or be poisoned for the duration of the chase. Otherwise, you spend half your speed moving around it. |
| 10-20 | No complications. |

ENDING THE CHASE

The chase ends when the characters either capture or destroy the *final messenger*, or when it starts its third consecutive round further than 120 feet away from the characters, at which point it escapes.

If the *final messenger* escapes, the characters each earn the legacy event "Your Face Is Known." At the end of the adventure, ask the players to tick this event on their Adventure Records.

DEVELOPMENT

Any captured raiders make no attempt to flee during their return trip and refuse to speak to the characters except to call any warforged among them "traitors" and "meatlings."

If the characters return at least one of the warforged scouts back to Argonth alive, Big Bara is thankful and provides the characters with a chit that allows them to withdraw up to 200 gp from the outpost's coffers or purchase equipment supplies of equivalent value from Argonth's stores. Each character in the group earns one **hero point**.

The characters can take a short rest, but there isn't time for a long rest as they're quickly informed that General Tyresh wishes to brief the outpost. Proceed to **part 2**.



PART 2

TRENCH MONKEYS

Estimated Duration: 90 minutes

The adventurers learn that the raiders were scouts for an advancing warforged army. The Lord of Blades plans to attack Salvation in just a few days' time—leaving precious little opportunity for the outpost to prepare.

L MAY BE FOR LEADERSHIP!

Having received Big Bara's report on her interrogation of the Lord of Blades' scouts, General Tyresh soon summons his troops—as well as the adventurers—for a briefing on the threat that looms on the horizon. Read the following boxed text aloud:

The amassed crowd buzzes with anticipation as General Tyresh strides up the stairs onto the raised platform of the lightning rail station.

"My fellows, doom is upon us!" he calls out, a wry smile crossing his lips, "Or so it thinks! Thanks to my own clever investigations, I've learned that the Lord of Blades has sent a host to raze Salvation to the ground. But we shall be ready! The might of Argonth shall protect you. Sergeants, gather your underlings and report to your lieutenants for your assignments. Dismissed!"

While the amassed host of soldiers disbands and reforms into their individual squads, General Tyresh himself, followed by no less than a dozen guards, lickspittles, and aides (one of whom carries a pail), briefs the characters as to what he expects of them.

General Tyresh informs the group that he expects "Salvation's greatest warriors" to assist the army in fortifying Salvation from the looming assault: specifically, in four areas which he finds it clever to refer to as the "Four Ts" of tactical superiority:

- **Trenches.** General Tyresh read somewhere that warforged are particularly poor climbers, so he'd like a series of trenches dug around the outpost's perimeter.
- **Traps.** Thanks to his extensive studies, General Tyresh has decided—without his advisors' aid, mind you—that he'd like traps set throughout the outpost, especially in alleys and side streets to force the Lord of Blades' forces into open combat in the main avenues.
- **Training.** General Tyresh wastes no time in implying he has a very low opinion of the salvagers' combat

readiness. He'd like the adventurers to conduct drills to show the greener troops how to fight.

- **Tasks-Comma-Various.** Claiming to have studied under veteran hobgoblin strategists, General Tyresh reveals that these miscellaneous details make or break a solid plan: ensuring that shelters are fortified for the outpost's civilian population, lines of communication and supply are cleared and accounted for, and infirmaries are well stocked and ready to receive casualties (though he reminds the characters with a wink and a chuckle that infirmaries aren't necessary because of the third "T").

The **Salvation Map** in **appendix A** shows the layout of the outpost. Use this to guide the characters' defensive efforts.

BUT T IS FOR TACTICAL SUPERIORITY!

Having received their orders, the characters are dismissed by General Tyresh to their duties. Over the next two days, the adventurers pursue these tasks as they see fit:

- The group has enough time to attend to all four tasks and can attempt them in any order. The adventurers undertake two tasks per day.
- For each task, ask the players to individually describe what their character's doing to accomplish the task. If they come up with good ideas, grant advantage to any relevant ability checks.
- Characters with the **Brelish Deserter** background have a rough time here. The soldiers working with them are quick to throw them under the wagon, blaming them for any deficiencies that Lord Bucket might find when he inspects their work. These characters have disadvantage on any ability checks relevant to the task at hand.
- Once each task (and Lord Bucket's micromanaging) has been dealt with, roll on the **Salvation Rumor Mill** table to determine which rumors the characters hear during their work. If any of the characters have the **Officer of the 12th Brelish Infantry** or **Brelish Deserter** background, treat the first roll on the table as a 10.



LORD BUCKET COMPLICATIONS

True to form, Lord Bucket inevitably shows up with new and exciting ways to complicate things. Each task includes an entry describing how General Tyresh seems to rain on their accomplishments. While these complications don't necessarily invalidate the characters' successes, he's quite skilled at pointing out their failures and signaling that he would've done a better job at whatever he's critiquing—even if it's glaringly obvious he doesn't know what he's talking about. It should be made clear that not only is he a jerk, he's incompetent too.

The characters will likely feel the urge to speak out or otherwise be insubordinate, but Tyresh makes it abundantly clear this would be a poor choice. If characters are rude or curt with him in a way he disapproves of, he's likely to have them arrested (he travels with a contingent of ten **knights**, each of which are quick to arrest wrongdoers if so ordered). Characters who are arrested are remanded to a makeshift brig in the outpost and are no longer able to contribute to Salvation's preparations (though they're released from confinement in **part 3**).

Officers of the 12th Brelish Infantry have advantage on Charisma checks to appease Lord Bucket while **Brelish Deserters** make such checks with disadvantage.

TRENCHES

The characters are assigned a large detail of burly, broad-shouldered soldiers and salvagers with shovels. To dig the trenches correctly, the characters must make a successful DC 15 group Strength (Athletics) check. If they fail, the waves of reinforcements they face in part 3 are more powerful.

Lord Bucket Complication. Lord Bucket arrives as the characters are completing their work. After spending a few moments studying a nearby trench with a concerned look on his face, he decides the trenches would be better suited a few feet in a different direction. If they comply, each player must make a successful DC 13 Constitution saving throw or gain one level of exhaustion.

TRAPS

A pair of Salvation's trap smiths join the characters in seeking out prime spots for setting snares and other traps to funnel the Lord of Blades' forces into the outpost's main avenues. To succeed at this task, the characters assigned to it must make a successful DC 15 group Dexterity check made with thieves' tools. If the characters fail, the rate at which reinforcements arrive during part 3 is increased.

Lord Bucket Complication. General Tyresh springs a surprise inspection on the characters, but unwittingly stumbles into one of the group's cleverer traps—springing (and ruining) it. Thanks to his gaudy ceremonial armor, the general is unhurt, but he's quite angry and orders the trap smiths remanded into custody for their incompetence. Characters can talk him down with a successful DC 15 Charisma (Persuasion) check, but failing the check by 6 or more causes the general to have them arrested too, for insubordination.

TRAINING

Adventurers who pursue this task are approached by a grizzled old man who leads them to the square near the lightning rail station. There, the characters find a few dozen soldiers with sticks (serving as temporary spears) and shields standing at the ready. To drill the group, the characters must make a successful DC 15 group Charisma (Deception, Intimidation, or Persuasion) check. If they fail, the NPC soldiers assigned to each area during part 3 are weaker.

Lord Bucket Complication. General Tyresh arrives with his military advisor. Seeing the gathered host finishing up their drills, he shouts his disapproval—stating that he was very clear in ordering the troops be trained in using clubs because there weren't enough spears to go around (he provided no such order) before storming off.

TASKS-COMMA-VARIOUS

The characters pursuing these tasks have flexibility to be a little creative in what they decide to do, provided it has something to do with the effort to safeguard the city. Upon describing what their characters wish to do, have the characters make a DC 15 **group** check using an ability and skill you deem appropriate to the task at hand; some examples include:

- **Strength.** Placing obstacles in thoroughfares.
- **Dexterity.** Securing equipment with ropes.
- **Constitution.** Relaying updates to distant outposts.
- **Intelligence.** Plotting optimal messenger routes.
- **Wisdom.** Identifying weak points in fronts and outposts.
- **Charisma.** Ushering noncombatants to shelter.

This list isn't exclusive; allow the characters to be creative and reward clever thinking. If the characters fail this task, don't roll on the **Benefits-Comma-Various** table during the final assault in **part 3**.

Lord Bucket Complication. This is where General Tyresh excels; he has no end to the ways he can criticize an underling's efforts while making himself look good (in his own eyes, at least) by suggesting ways they could've better handled the task at hand. ("This camouflage netting is obviously the wrong shade of brown!")

SALVATION RUMOR MILL

d10 Rumor

- 1 Two soldiers complain of a lack of supplies. One had to wait two months for a replacement breastplate when her own became unserviceable due to wear and tear.
- 2 One soldier is waiting on a longsword from home. His request for a replacement was denied, forcing him to buy his own.
- 3 A lieutenant grumbles that he's had to adjust his shift schedule more than once to accommodate sick and exhausted soldiers.
- 4 A filthy soldier wearing captain's rank is digging a trench. She refuses to say why she's performing such menial work, but tells any character who makes a successful DC 11 Charisma (Persuasion) check that Lord Bucket overheard her commenting about the perfume he douses himself in. She's since been assigned two weeks' hard labor—all without being allowed to bathe.
- 5 The rank and file are uneasy because a soldier who was recently in the stocks for three days and was admitted to the infirmary due to dehydration has inexplicably disappeared. If the players investigate, the infirmary workers deny he was ever admitted.
- 6 A soldier who was stationed with General Tyresh in the Last War says Tyresh was forbidden carrying a service weapon because he kept losing them. Tyresh's commanding officer was reassigned shortly after the incident.
- 7 Lord Bucket allegedly dines on fine wine and food while his squad goes without rations—for the third day this week.
- 8 A senior officer claims Lord Bucket did so poorly in his early training that his initial reporting date to his first command was delayed for nearly an entire year. This delay directly contributed to a manpower shortage on the Breland–Thrane border.
- 9 The characters encounter a lieutenant admonishing a sergeant for falling asleep at his post—ignoring his complaints of being on duty for thirteen consecutive days without downtime.
- 10 The characters encounter a group of four soldiers whispering amongst themselves. See “**Kicking the Bucket**,” below.



If Kalli Alran stayed in Salvation as part of the **Still Alive** legacy event, she can assist her friends with equipment and advice if they choose to approach her. Each character with this legacy event can make **one** of the task checks listed above with advantage. In addition, Kalli uncovers rumors that a group of soldiers are plotting General Tyresh's demise and points the characters toward them (see “**A Secret Plot**,” below).

TREASURE

If the characters successfully complete all four tasks without rousing General Tyresh's anger, one of his aides hands each character a voucher for 200 gp from the outpost's coffers.

A SECRET PLOT

Four soldiers in the battalion are busy crafting a plot to ambush and kill General Tyresh during the attack. A blond-haired sergeant named Martyn (male, human **master thief**), leads three corporals (**veterans**) in this conspiracy: the female halfling Jinks, and the two human brothers Rilo and Barr. They don't admit their plot to anyone without being certain of where their sympathies lie, initially brushing the characters off with suggestions that they “mind their own business” or “stick their noses in elsewhere.”

If the characters earn their trust with a successful DC 15 Charisma (Deception or Persuasion) check, or use magic to compel them to betray their plans, Martyn reveals that he aims to kill the general during the coming battle (see “**The Plot**,” below). If the characters fail to impress, Martyn levels a steely gaze at them and suggests they move along. If things turn violent, the conspirators knock the characters out rather than kill them. Characters who are defeated here are remanded into custody and arrested (see **Lord Bucket Complications** sidebar, above).

THE PLOT

If the characters convince Martyn to talk, he reveals only that General Tyresh is going to “get what's coming to him during the raid.” He provides no other details, but asks the group for their discretion and assures them Lord Bucket's death will save countless lives; his ineptitude has caused enough losses; with him commanding the field, Salvation is doomed.

Aiding the Conspirators. Martyn politely declines the characters' offers of aid, suggesting that turning a blind eye to whatever happens to the general is the best assistance they can give. See **part 3** for guidance on how the assassination could play out.

Turning In the Conspirators. If the adventurers threaten to arrest the conspirators, they insist no one will believe their claims. They flee at the first opportunity, spreading out to elude capture. If cornered, they defend themselves, but don't kill the characters—instead knocking them unconscious. Any conspirators captured by the characters are taken into custody by soldiers loyal to General Tyresh and summarily executed after the coming battle. Each character in the group earns a **hero point** and a small pouch containing 200 gp.

DEVELOPMENT

The outpost has prepared for the assault not a moment too soon. At nightfall on the second day, just as the general completes his inspection of the characters' work, the rhythmic pounding of marching feet is heard from the Mournland, along with the odd, thin sound of a horn. The battle for Salvation has begun! General Tyresh orders the character to the eastern front, where he expects the main force will no doubt arrive. Adventurers who were arrested earlier in this adventure are freed and ordered to join their comrades. Proceed to **part 3**.

PART 3

THE BREACH

Estimated Duration: 90 minutes

The warforged army attacks Salvation. Using the defenses they prepared, the adventurers must repel the attackers.

RUNNING THE BATTLE

A huge force of warforged pours from the Mournland mists, separating into two flanks: one which attacks Salvation, and the other which attacks Argonth, with hundreds of combatants present on both sides. The adventurers play a small, but vital, part in this battle.

THE HORNS SOUND!

Argonth looms on the west side of Salvation, using its diminished artillery to bombard the approaching raiders. The outpost itself is defended by troops from the citadel and a ragtag band of salvagers.

The players must decide how they'd like to defend Salvation—whether by splitting into groups to reinforce the whole outpost or sticking together to defend a single point. As they move into position, read the following boxed text aloud:

The din of that strange horn causes unease in many of the soldiers around you, plainly evident in their eyes.

A distant shout is heard and the horn stops. Its final note echoes throughout the streets of Salvation, and is suddenly replaced by the hissing of a thousand arrows arcing over the buildings toward you.

"Shields!" a sergeant calls out, hoisting his own overhead.

Hundreds of arrows rain down in the area. Thanks to the sergeant's warning, the characters, along with most soldiers in the area, can take cover in time. A few, however, are struck and fall to the street screaming in pain. After recovering, the salvo stops and a horde of warforged storms the outpost. This fight has four components:

- **Warforged Waves.** Under the command of Bastian, warforged loyal to the Lord of Blades attack from the east. The characters must defend their posts against three waves. If the characters split up, divide each wave between them.
- **Brelish Soldiers.** The characters aren't alone, however; they're also assisted by Brelish soldiers. The soldiers aren't tracked as they normally would be on the field of

battle. On initiative count 0 each round (losing ties), the soldiers make a ranged attack (+5 to hit) against each foe in the area, dealing 5 (1d6 + 2) piercing damage on a hit.

- **"The Four Ts."** The success or failure of the tasks the characters performed during **part 2** impact the battle as well (see **"The Four Ts,"** below).
- **Kidnappers.** Some of the warforged forces have a secondary objective to capture civilians and defeated soldiers during the battle (see **"Captives,"** below).

BASTIAN (BASH-TYUN)

Lawful neutral, warforged juggernaut

Once a Karnathi soldier, Bastian became disillusioned following the Last War due to the poor treatment he and his warforged countrymen received. One day, he left his post, gathered his belongings, and headed into the Mournland. He was eventually found by the Lord of Blades and adopted the warforged prophet's tenets. He's long sought to convince the Lord of Blades to utilize undead troops.

Motivation: Humanity is a plague; I am the cure.

Mannerisms: Bastian is a creature of few words. When he does speak, he chooses them carefully, maximizing the efficiency of whatever statement he's making.

Quote: "Come, human; let's flay the meat from your body and reveal the small bit of you that's strong."

WAVE 1

The first wave consists of three **Blade sergeants** and a **Blade archer**.

Traps. If the characters successfully trapped Salvation during part 2, attack rolls against enemy warforged from this wave have **advantage**.

Next Wave. If the characters successfully trenched Salvation during part 2, the next wave arrives at the end of the **fourth** round. If they failed, it arrives at the end of the **third** round.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace two **Blade sergeants** with four **warforged raiders**.
- **Weak:** Replace one **Blade sergeant** with two **warforged raiders**.
- **Strong:** Add four **warforged raiders**.
- **Very Strong:** Add eight **warforged raiders**.

WAVE 2

The second wave consists of one **Blade skirmisher** and one **Blade mage**.

Traps. If the characters successfully trapped Salvation during part 2, attack rolls against enemy warforged from this wave have **advantage**.

Next Wave. If the characters successfully trenched Salvation during part 2, the next wave arrives at the end of the **eighth** round. If they failed, it arrives at the end of the **sixth** round.



If one or more characters has the **Wing and a Prayer** legacy event, they spot the young thief, Sky Blue and her awakened seagull, Earl, being dragged away by a warforged **veteran** and a **steel defender** at the far end of the battlefield. If the characters don't rescue her by defeating her captors, she's captured, and the characters each earn the legacy event "Sky Fall."

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace one **Blade skirmisher** with one **Blade archer**.
- **Weak:** Replace one **Blade skirmisher** with one **Blade archer** and two **warforged raiders**.
- **Strong:** Add four **warforged raiders**.
- **Very Strong:** Add eight **warforged raiders**.

WAVE 3

The final wave consists of **Bastian** and two **steel defenders**. When Bastian arrives, read:

Through the din of battle, an immense warforged bowls through a small squad of Brelish soldiers, sending them flying in all directions. The warforged's head is fashioned to resemble a skull, and he wields two shields—each emblazoned with the faded and defaced heraldry of Karrnath, a red wolf head.

"Friendly" Fire. During the chaos of battle, someone attempts to assassinate General Tyresh (see **"Kicking the Bucket,"** below).

Treasure. One of Bastian's shields is a **+2 shield**. In addition, he carries 200 gp worth of plundered gems, coins, and trade goods in a satchel slung over his shoulder.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Bastian only has 80 hit points, and remove his Second Wind.
- **Weak:** Bastian only has 100 hit points.
- **Strong:** Add four **warforged raiders**.
- **Very Strong:** Add eight **warforged raiders**.

"THE FOUR TS"

The encounter has additional effects that are determined by the characters' successes and failures during part 2:

- **Trenches.** If the characters successfully dug enough trenches, the second wave arrives at the end of the **fourth** round and the third wave arrives at the end of the **eighth** round. If they failed, the warforged reinforcements arrive one round earlier; the second wave arrives at the end of the **third** round, and the third wave at the end of the **sixth** round.
- **Traps.** If the characters successfully set their traps, attack rolls against the warforged from waves 1 and 2 are made with advantage.
- **Training.** If the characters successfully trained the soldiers stationed alongside them, they use the listed attack bonus. If they failed, the soldiers have a **-2** penalty to their attack rolls due to lack of proficiency.
- **Tasks-Comma-Various.** If the characters successfully completed the various tasks asked of them, roll on the **Benefits-Comma-Various** table on initiative count 20 (losing ties) each round.

BENEFITS-COMMA-VARIOUS

d6 Benefit

- 1 **Arrow Salvo.** A friendly longbow salvo lands in the area. Make an attack roll (+5 to hit) against each enemy in the immediate area, dealing 11 (2d8 + 2) piercing damage on a hit.
- 2 **Healing Potion Delivery.** A young private with a messenger bag slung over his shoulder hands a *potion of healing* to a random character who doesn't have a foe within 5 feet of them.
- 3 **Emboldening War Horns.** A war horn echoes throughout the area as the banners of Breland are hoisted high aboard Argonth. The characters gain 10 temporary hit points and have advantage on their next attack.
- 4 **Drive-By Blessing.** A cleric atop a splendid warhorse rides through the area. The cleric casts *bless* on three random characters before riding off to another battle. The spell lasts for 1 minute.
- 5 **Steel Defender.** A blood-splattered **steel defender** created by a slain Brelish artificer runs into the area and attacks a random warforged. If it attacks one of the party, it flees after the first attack, otherwise it remains, fighting alongside the party until destroyed (it has 15 hit points remaining).
- 6 **Arcane Artillery.** A Brelish war mage flies overhead lobbing spells at foes. They cast *shatter* (spell save DC 13); targeting as many foes and as few characters as possible before flying off.

CAPTIVES

The Lord of Blades is keen to capture as many of Salvation's defenders as possible; characters reduced to 0 hit points are knocked unconscious. On initiative count 0 each round (losing ties), two **warforged raiders** per unconscious character appear and attempt to drag unconscious characters away. Anyone who's captured by the Lord of Blades' forces earns the legacy event "Captured!"

KICKING THE BUCKET

One round after the third wave arrives, General Tyresh risks an untimely end. How he dies depends on if the characters met Martyn and the other conspirators during part 2, and if so, whether they turned them in or let them go.

If you want, you can have some of Martyn's cabal (one **master thief** and three **veterans**) launch an ambush on General Tyresh.

Alternately, you could have them, or their sympathizers, use their demolitions training to stage an accident. If you do read the following boxed text aloud:

"Well done, my fellows," General Tyresh's weaselly voice calls out, "Dispatch those beastly things with—"

The general's praise is cut short by a teeth-rattling explosion as the entire front of the building behind him collapses in a shower of burning stone and wood!

Lord Bucket is buried beneath a significant amount of rubble and debris—restraining and suffocating him. If the characters don't free him, he dies at the end of the third round.

The adventurers must clear the debris if they wish rescue the general. Barring the use of magic, a character can attempt a DC 15 Strength (Athletics) check to clear the rubble as an action. If the characters captured Martyn and had him arrested during part 2, the general's security detail are present and use the Help action to aid any characters attempting to rescue the general.

After three successful checks, the general is freed and can breathe once more. Though unconscious, he's alive and the characters earn the legacy event "Not This Time, Death."

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **veterans**.
- **Weak:** Remove one **veteran**.
- **Strong:** Add two **veterans**.
- **Very Strong:** Add four **veterans**.

ENDING THE ADVENTURE

Having defeated Bastian and driven back the warforged attacking Salvation, the entire outpost rings out with cheers, shouts, and chants!

LORD BUCKET

If the characters saved General Tyresh from his fate, he awakens a few minutes after the battle is over. Read the following:

"Olladra be praised," the general coughs, brushing dust from his torn uniform, "You . . . you saved me. Well done. I dare not think what would've happened if you hadn't . . ."

The general cuts his comment short as a detail of medics approaches with tinctures and bandages. Seeing them, the general's demeanor and tone instantly change:

"Yes, yes," he says to you curtly, "You'll have time to thank me for my leadership prowess soon enough. For now, you're dismissed; we've preparations to make if we're to take the fight to the Lord of Blades."

The characters are dismissed and further comments earn a steely glare from the general, and insolence might earn them a night in confinement (see **Lord Bucket Complications** sidebar in **part 2**, above).

For the time being, the characters must prepare for the looming excursion into the Mourndland in DDAL-EB-10 *Judgment of Iron*.

ABOUT THE AUTHOR

Spawned in the fires of California in the time of disco and bell-bottoms, Travis Woodall now calls the soggy Pacific Northwest his home. Having played more systems than he can count since about twelve years of age, D&D has always been the game he's inevitably drawn back to. Though he's usually found slumped lifelessly in front of his computer amongst a sea of empty beer cans, Travis is also known to enjoy reading, writing, and on rare occasion, spending time with his family: his wife, Elymayi, and his two children, Gabriel and Moira.



REWARDS

At the end of the adventure, everyone receives rewards based upon their accomplishments.

PLAYER REWARDS

At the end of the adventure, each player fills out an **Adventure Record**. Print out one copy of the Adventure Record for every player in the group.

Players earn the following rewards for completing the adventure:

ADVANCEMENT

A character participating in this adventure gains one level. Players must tick the box to show this reward has been claimed.

OPTIONAL: DECLINE ADVANCEMENT

A player may decline taking the level advancement. If so, they can't take any of the rewards listed on the Adventure Record, but still earn legacy events as normal. If a legacy event would provide the character with magic items, wealth, or another type of benefit if they gain a level, the player declining advancement doesn't gain those benefits, although they still earn the legacy event.

REWARDS

At the end of the adventure, each character in the party earns the rewards listed on the Adventure Record. In addition, each player ticks **one** of the listed bonus rewards.

Important: If the party failed to perform a listed task or already consumed the reward, cross it out on their Adventure Record so they can't choose it.

LEGACY EVENTS

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

Important: Cross out any legacy events the character didn't earn.

DUNGEON MASTER REWARDS

For running this adventure, you earn the Adventure Record for this adventure, which you may apply to one of your Eberron characters. Apply the same rewards to the Adventure Record as your group earned, including legacy events. If a legacy event was awarded to a specific character, you may tick that event for your own character too.

You may complete DM Quests for running this adventure. See the *ALDMG (Adventurers League Dungeon Master's Guide)* for more information about DM Quests.

IMPORTANT CHARACTERS

The following NPCs feature prominently in this adventure:

IMPORTANT CHARACTERS

| Name | Identity | Details |
|------------------------|--------------------------------------|--|
| Bastian | Lawful neutral, warforged juggernaut | Once in the service of Karrnath, this warforged has taken up with the Lord of Blades and serves as one of his trusted generals. |
| Big Bara | Neutral, warforged ranger | Argonth's chief military scout and leader of the elite unit Bara's Breakers. |
| Captain Alain ir'Ranek | Lawful good, male, human paladin | Argonth's captain. Military through and through, Alain is known for his fairness and honesty. |
| Flux, Nock, and Quiver | Lawful evil, warforged scouts | Zealously loyal to the Lord of Blades, these warforged are charged with scouting out Salvation in anticipation of a major assault by the Lord of Blades' forces. |
| General Karol Tyresh | Neutral, male, human general | Pompous and incompetent general whose position was acquired through political manipulation rather than earned achievements. |

CREATURE STATISTICS

BASTIAN

Medium humanoid (warforged), lawful neutral

Armor Class 25 (natural armor, shields)

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) |

Saves Str +9, Con +6

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

Damage Resistances poison

Senses passive Perception 16

Languages Common

Challenge 10 (5,900 XP)

Dual Shields. Bastian carries two shields, each of which is accounted for in his AC.

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

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

Special Equipment (+2 Shield). Bastian gains a +2 bonus to his armor class (already included).

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

ACTIONS

Multiattack. Bastian makes three attacks with his shields.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, plus 7 (2d6) bludgeoning damage if Bastian has more than half of his total hit points remaining.

Shield Charge. Bastian moves up to 30 feet in a straight line and can move through the space of any creature smaller than Large. The first time he enters a creature's space during this move, he makes a shield bash attack against that creature. If the attack hits, the target must also succeed on a DC 17 Strength saving throw or be pushed ahead of Bastian for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 12 (2d6 + 5) bludgeoning damage, or 19 (4d6 + 5) bludgeoning damage if it was already prone.

BLADE ARCHER

Medium humanoid (warforged), neutral evil

Armor Class 17 (natural armor)

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, Stealth +6

Damage Resistances poison

Senses passive Perception 15

Languages Common

Challenge 3 (700 XP)

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

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

ACTIONS

Multiattack. The warforged makes two 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.

BLADE CHAMPION

Medium humanoid (warforged), neutral evil

Armor Class 18 (natural armor)

Hit Points 112 (15d8 + 75)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 11 (+0) | 16 (+3) | 9 (–1) | 10 (+0) | 13 (+1) |

Skills Intimidation +4, Perception +3, Stealth +3

Damage Resistances poison

Damage Immunities fire

Senses passive Perception 13

Languages Common, Draconic

Challenge 5 (1,800 XP)

Bladed Armor. Any creature grappling the warforged or grappled by it takes 5 (1d10) slashing damage at the end of that creature's turn.

Shrapnel Explosion. When the warforged drops to 0 hit points, a flaming orb in its chest explodes, destroying the warforged's body and scattering its armor as shrapnel. Creatures within 10 feet of the warforged when it explodes must make a DC 12 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

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

ACTIONS

Multiattack. The warforged makes three melee attacks.

Spiked Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, plus 3 (1d6) piercing damage.

BLADE MAGE

Medium humanoid (warforged), any alignment

Armor Class 13 (natural armor; 16 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

Damage Resistances poison

Senses passive Perception 11

Languages Common, Draconic, Elvish, Goblin

Challenge 6 (2,300 XP)

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

Cantrips (at will): *fire bolt*, *light*, *prestidigitation*, *shocking grasp*
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

BLADE SERGEANT

Medium humanoid (warforged), any alignment

Armor Class 18 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Damage Resistances poison

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The warforged makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

BLADE SKIRMISHER

Medium humanoid (warforged), any alignment

Armor Class 17 (natural armor)

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

Damage Resistances poison

Senses passive Perception 13

Languages Common, thieves' cant

Challenge 5 (1,800 XP)

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

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

Sneak Attack (1/Turn). The warforged 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 warforged that isn't incapacitated and the warforged doesn't have disadvantage on the attack roll.

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

ACTIONS

Multiattack. The warforged makes 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 warforged halves the damage that it takes from an attack that hits it. The warforged must be able to see the attacker.

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.

STEEL DEFENDER

Medium construct, neutral

Armor Class 15 (natural armor)

Hit Points 32

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 12 (+1) | 14 (+2) | 4 (-4) | 10 (+0) | 6 (-2) |

Saving Throws Dex +5, Con +6

Skills Athletics +6, Perception +6

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages understands Common but can't speak

Challenge 1 (200 XP)

ACTIONS

Force-Empowered Rend. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) force damage.

Repair (3/Day). The magical mechanisms inside the defender restore 13 (2d8 + 4) hit points to itself or one construct or object within 5 feet.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

WARFORGED RAIDER

Medium humanoid (warforged), any non-lawful alignment

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 12 (+1) | 10 (+0) | 10 (+0) | 10 (+0) |

Damage Resistances poison

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Warforged Resilience. The warforged has advantage on saving throws against being poisoned and is immune to disease.

Magic can't put it to sleep.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

HANDOUT 1: *DOGS OF WAR*

DOGS OF WAR

SUMMARY

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

THE STORY SO FAR

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

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

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

OBJECTIVES

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

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

THE ORACLE OF WAR

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

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



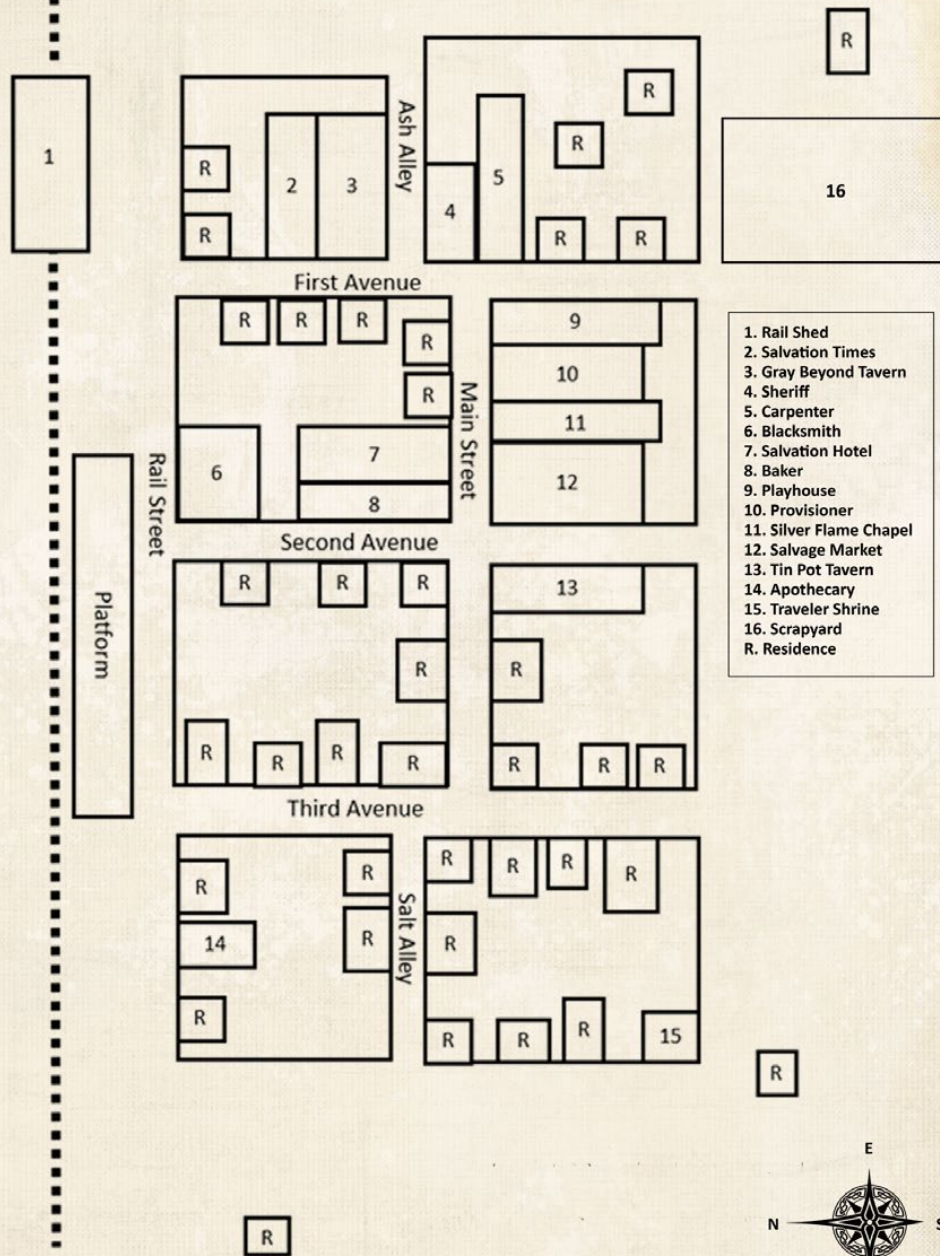
APPENDIX A:
DUNGEON MASTER'S MAPS

SKIRTING THE OUTSKIRTS

1 SQUARE = 5 FT.



SALVATION OUTPOST



APPENDIX B: DUNGEON MASTER TIPS

To run an adventure as DM, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see “Adventure Overview”).

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiarize yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, legacy events, etc.).

Players can play an adventure they previously played as a player or Dungeon Master but may only play it once with a given character. At the end of the session, give each player an Adventure Record for this adventure, and take one for yourself. The adventure information and your information are added at the end of the session—whether they completed the adventure or not.

Each player is responsible for maintaining their Adventure Records, or some other logsheet with the relevant information. If you have time, you can do a quick scan of a player’s character sheet to ensure nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they can’t, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the *Oracle of War Player’s Guide* for reference. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

| Party Composition | Party Strength |
|----------------------------------|----------------|
| 3–4 characters, APL less than | Very weak |
| 3–4 characters, APL equivalent | Weak |
| 3–4 characters, APL greater than | Average |
| 5 characters, APL less than | Weak |
| 5 characters, APL equivalent | Average |
| 5 characters, APL greater than | Strong |
| 6–7 characters, APL less than | Average |
| 6–7 characters, APL equivalent | Strong |
| 6–7 characters, APL greater than | Very strong |



EBERRON: ORACLE OF WAR



ADVENTURE RECORD: EB-09 LORD BUCKET

| CHARACTER NAME | | CLASS/LEVEL | |
|----------------|--|----------------|--|
| PLAYER NAME | | DUNGEON MASTER | |
| EVENT | | DATE | |

ADVENTURE NOTES

In Salvation, you were introduced to the Captain of Argonth, Alain ir'Ranek and his compatriot, Big Bara, leader of Argonth's scouts. Unfortunately, the pleasant meeting was interrupted by General Karol Tyresh, also known as "Lord Bucket." After intercepting scouts acting on behalf of the Lord of Blades, you learned of a plot to assault the outpost. After preparing the outpost's defenses, you routed the Lord of Blades' forces and defeated one his generals, Bastian.

ADVANCEMENT

- ☐ You gain one level for completing this adventure.

(If you decline this level, you still record legacy events but cannot claim any rewards or legacy event benefits for this adventure)

REWARDS

You gain the following rewards:

- ☐ 200 gp for defeating Bastian and repelling the remaining warforged loyal to the Lord of Blades.

Choose ONE bonus reward:

- ☐ A +2 *shield* for defeating Bastian. The shield bears the faded and defaced heraldry of Karrnath.
- ☐ 200 gp for returning at least one of the warforged spies back to Argonth alive.
- ☐ 200 gp for turning in a group of soldiers conspiring against General Tyresh.
- ☐ 200 gp for successfully completing the "Four Ts" without angering General Tyresh.

CHARACTER WEALTH

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

LEGACY EVENTS

- ☐ **Captured!** You've been captured by the Lord of Blades and taken into the Mournland! You begin the next adventure confined in one of the Lord of Blades' enclaves.
- ☐ **Sky Fall.** Sky Blue's been captured by the Lord of Blades! Will you seek her out and free her?
- ☐ **Not This Time, Death.** You saved General Tyresh from an apparent assassination attempt, perpetrated by someone loyal to Breland. While he's unlikely to publicly acknowledge your bravery, he repays you for it in private. General Tyresh provides you with 100 gp from his personal coffers in honor of saving his life.
- ☐ **Your Face Is Known.** You have brought yourself to the Lord of Blades' attention—as a killer of warforged and an obstacle to his plans to form a warforged nation. Who knows how far across Khorvaire his reach extends . . . ?

THE SALVATION TIMES

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HUNT FOR LORD OF BLADES BEGINS

Last night, one of our own esteemed salvage crews returned from the Mournland with compelling evidence that warforged raiders loyal the Lord of Blades are mustering in the Gray. Brelish forces stationed onboard Argonth have raised the stakes in recent days, offering coin for any leads to the hideout of this crazed metal zealot. Word on the camps is that General Karol Tyresh is keen to prove his stripes here on the border and would like nothing less than to return to Wroat with the Lord of Blades as his pris-

-oner. Stories about the Lord of Blades' hideout are swirling across the outpost. Some say he's seized Metrol, while others swear he roams the Gray onboard a giant metal centipede bristling with arcane artillery. Whatever's the truth, he has a fight on his hands now Argonth has arrived. Even at diminished operational strength, the fortress is surely the jewel in the crown of Breland's military. With Salvation's finest to bolster her forces, we say to the Lord of Blades: "Bring it on!"*

EMERALD ENCLAVE STILL ACTIVE?

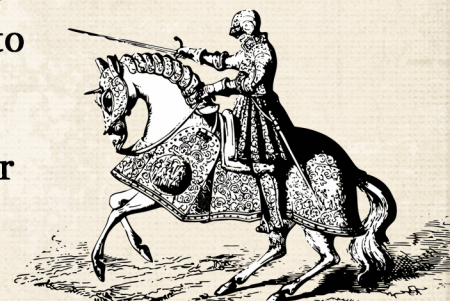
As more acts of necromantic terrorism spread fear across Breland, inquisitives have arrived in Salvation to investigate the recent attack on our settlement. Nobody's saying it aloud, but the question is plain, are there traitors still here who aided Irullan Karnach in her devious plot to destroy us? And if so, what are they planning next? As ever, this publication will keep you in the know.

SALVAGE BASES PROSPER ON BORDER

Dozen of crews have now established themselves in bases along the border, creating a thriving, competitive market for salvage brokers. There may be no law here, but we make our own peace. So far, the crews have enough treasure to reap from the ruins of Cyre without coming into conflict with one another. Long may this peace reign!

BRELAND NEEDS YOU!*

The Brelish Army has need of brave folk to stand together on the border and crush the forces of darkness with the light of freedom. Are you missing purpose in your existence? Do you want to do some good for once in your life? Do you want to see the world? If your answer is "aye" then sign up now! You won't regret it.



GOOD PAY. RESPECTABLE BENEFITS. LOANED EQUIPMENT. VETERAN'S PURSE.

* THESE ADVERTISEMENTS WERE FUNDED BY THE BRELISH MILITARY. IN ACCORDANCE WITH THE PRESS FREEDOM ACT OF 962 YK, THE SALVATION TIMES ASSERTS NO ALLEGIANCE TO BRELAND, KING BORANEL, OR OTHER OFFICES OF THE CROWN. WE REMAIN, AS EVER, YOUR FIERCELY INDEPENDENT VOICE ON THE BORDER.