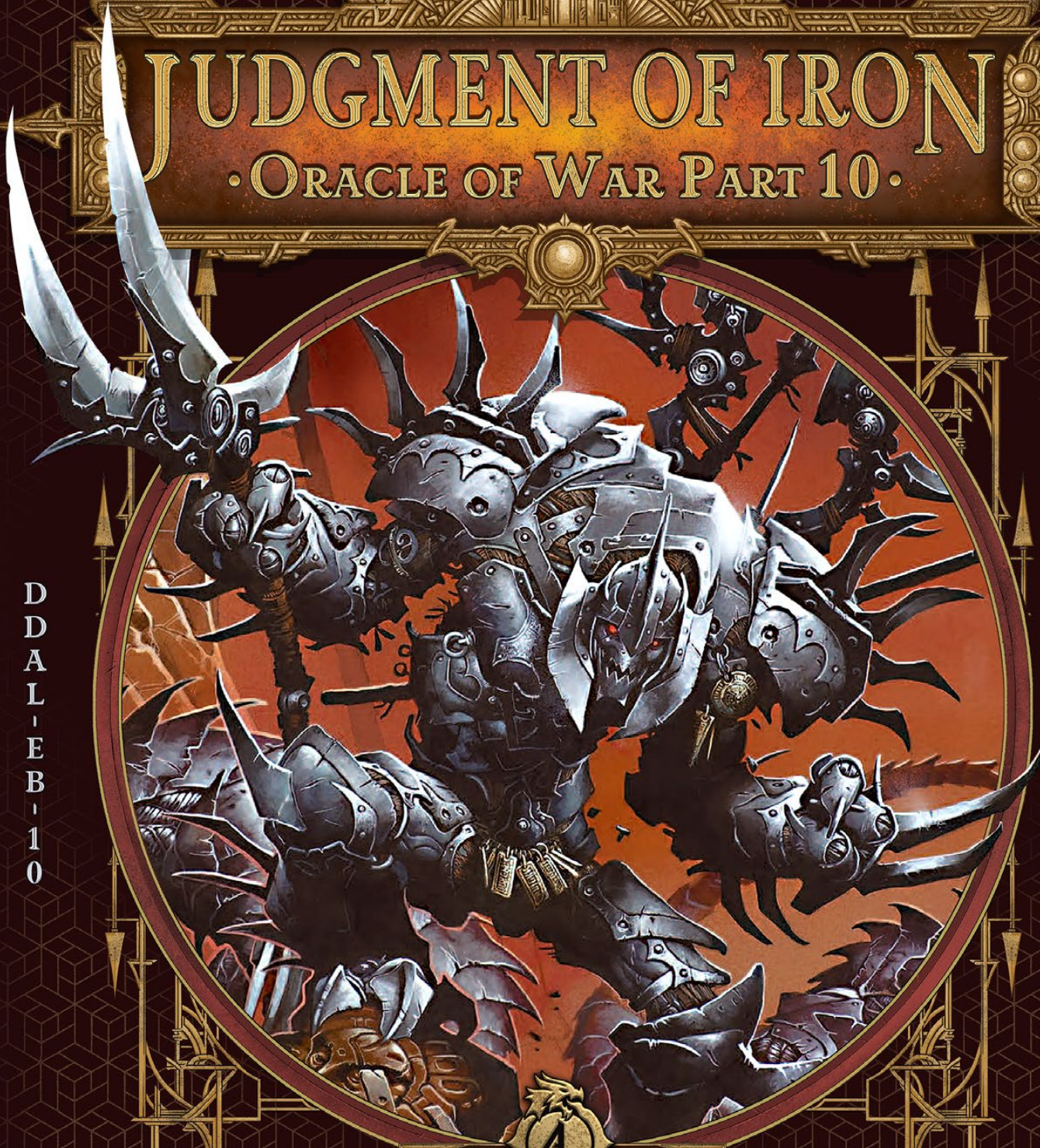


JUDGMENT OF IRON

• ORACLE OF WAR PART 10 •



DDAL-EB-10

By

**RICHARD
GREEN**

4

A FOUR-HOUR ADVENTURE FOR TIER 2 CHARACTERS

CREDITS

Designer: Richard Green

Campaign Story and Development: Will Doyle

Editing: Ashley Michaela "Navigator" Lawson

Art Direction and Layout: Stacey Allan

Artists: Olga Drebas, Sam Keiser, Lee Moyer, Wayne Reynolds, Cory Trego-Erdner

Cover Illustrators: Vance Kelly, Wayne Reynolds (inset illustration)
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D&D Adventurers League Guildmaster: Chris Lindsay

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

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

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 10**. Characters outside this level range can't participate in this adventure.

This adventure occurs in Eberron, on the edge of ruined Cyre. This fallen nation is known as the Mournland across most of Eberron, but as the Gray to the residents of Salvation. This is the third 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

With the adventurers' help, the town of **SALVATION** has just survived an attack by warforged followers of the **LORD OF BLADES**. Now, the Brelish high command is mobilizing the floating fortress **ARGONTH** against **RAZORCRAG**, the Lord of Blades' enclave, hoping to crush the renegade warforged leader once and for all.

The Lord of Blades is holding the dwarf artificer **SULRING MRORANON**, creator of the **ORACLE OF WAR**, in Razorcrag. Sulring was ordered to build the Lord of Blades a new mechanical device which can decipher the Draconic Prophecy. The Lord of Blades plans to use this **NEW ORACLE** to locate a lost *creation forge* in the Mournland and raise a mighty warforged army.

BIG BARA, the warforged leader of Argonth's scouts, has secretly switched allegiance to the Lord of Blades after interrogating warforged raiders previously captured by the adventurers. She intends to deliver Argonth to the Lord of Blades as tribute when it attacks Razorcrag.

OVERVIEW

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

- **Part 1: Behind Enemy Lines (60 mins).**

The captain of Argonth, Alain ir'Ranek, sends the adventurers into the Mournland to scout ahead of the huge floating fortress as it advances on the Lord of Blades' enclave.

- **Part 2: Blood and Oil (120 mins).**

As Argonth and the Brelish Army attack Razorcrag, the adventurers follow the *Oracle of War's* advice and enter the elemental forge powering the base's defenses to rescue the dwarf artificer Sulring Mroranon.

- **Part 3: Deception (60 mins).**

The adventurers return to Argonth to discover it's been betrayed to the Lord of Blades; to escape with Sulring and the *Oracle*, they must fight their way past the traitorous Big Bara.

ADVENTURE HOOKS

In the *Oracle of War* campaign, the characters are scavengers working for salvage crews. Players should invent their own reasons for undertaking such dangerous work: dedication to a just cause, serving a specific patron, spying for an organization, etc.

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

Judgment of Iron makes special use of the following backgrounds:

- **Aundairian Special Forces**
- **War Orphan**

Before beginning play, check to see if any of the characters have these backgrounds. Characters with these backgrounds gain benefits during the assault on Razorcrag in part 2.

CONTINUING THE STORY

If the characters played through *DDAL-EB-09 Lord Bucket*, this adventure picks up after that adventure ends. The adventurers have had at least one long rest in the town of Salvation.

- 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.

IMPORTANT: CAPTURED PCs

If the adventurers were captured at the end of *DDAL-EB-09*, begin this adventure with part 2 as they're captives inside Razorcrag. See the **Captured!** legacy event below, and "Prisoners of the Blades" in part 2. If some of the group were captured, but not others, you'll need to switch back and forth between both parties until the assault on Razorcrag begins.

LEGACY EVENTS

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

Beard Braid. Characters who were given a token by Sulring Mroranon's nephew in DDAL-EB-08 can use this to easily befriend the dwarf artificer in part 2.

Captured! If the characters were captured by the Lord of Blades' followers at the end of DDAL-EB-09, they begin this adventure during part 2—locked inside the enclave's prison cell, trying to escape.

Not This Time, Death. If the characters saved General Tyresh's life in DDAL-EB-09, he's present on Argonth and still seems to take pleasure in making their lives a misery. But in part 3, his unexpected heroic sacrifice helps the characters escape.

Sky Fall. If Sky Blue was captured by the warforged renegades in DDAL-EB-09, she's locked in the prison cells and may be able to help the characters escape Razorcrag.

Your Face Is Known. Characters who didn't stop the warforged scout's *final messenger* from getting away in DDAL-EB-09 are known to the Lord of Blades as dangerous meddlers, to be terminated with extreme prejudice.

TRADE

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

HERO POINTS

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

HERO POINTS

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



PART 1

BEHIND

ENEMY LINES

Estimated Duration: 60 minutes

The captain of Argonth, Alain ir'Ranek, sends the adventurers into the Mournland to scout ahead of the huge floating fortress as it advances on the Lord of Blades' enclave.

AN URGENT SUMMONS

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

You've been summoned by Captain Alain ir'Ranek for an early morning briefing in the war room of Argonth, the huge floating fortress of Breland, which is stationed in Salvation while it undergoes much-needed repairs.

Salvation recently came under attack by a large force of renegade warforged serving the Lord of Blades, and is still dealing with the aftermath.

As you walk through the streets to your destination, you pass scenes of devastation and despair: a sobbing child clutching a scruffy cloth doll, a grieving widow kneeling before a recently dug grave, a group of townsfolk pulling dead bodies from the rubble of a ruined home.

Ask the players to describe their characters as they approach Argonth. When they're done, give everyone **inspiration** and read the following boxed text aloud:

As you make your way up the huge ramp into the floating fortress, it's clear something is afoot. Giant cranes haul crates of supplies aboard, messengers rush to and fro bearing important-looking scrolls, and squads of Brelish soldiers perform battle drills on the ramparts.

You find Captain ir'Ranek in the war room, standing with his hands clasped behind his back, as he gazes out the large window at the wall of thick, gray mist that marks the borders of the Mournland. He turns when you enter and calls you over to the large, brass-topped table in the center of the chamber, where Big Bara, Argonth's warforged chief scout, is annotating a large topographic map.

"Thanks for coming so quickly," he says. "I have important news for you—and a new mission."

Characters who completed DDAL-EB-08 or DDAL-EB-09 have met Captain ir'Ranek before. Otherwise, the adventurers' reputation in Salvation and their experience with the Mournland has prompted the captain to recruit them for the task ahead.

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: "We were made to rule Eberon."

THE MISSION

The captain explains that the Brelish Army's high command has demanded a swift and overwhelming response to the recent attack on Salvation by the warforged raiders. This morning, Captain ir'Ranek received orders for Argonth to advance into the Mournland and crush the Lord of Blades once and for all.

The captain shares the following information with the group:

- By interrogating captured scouts, Big Bara has learned the approximate location of Razorcrag, one of the Lord of Blades' enclaves. Razorcrag is situated in a range of hills, around seventy-five miles northeast of Salvation.
- The Brelish Army will attack the enclave in a ground assault while Argonth provides artillery support.
- There hasn't been enough time to repair Argonth, so the fortress is still some way off full combat readiness. Nevertheless, even in its weakened state, it should be more than a match for the Lord of Blades and his followers.

- Since Argonth's heading into unknown territory, Captain ir'Ranek wants the adventurers to serve as scouts. They'll travel aboard Argonth for the first sixty miles, then proceed on foot, moving ahead of the fortress as it advances.
- Once their scouting mission is complete, the characters are to return to Argonth to be briefed on their role in the upcoming assault.



Characters with the **Not This Time, Death** legacy event learn that General Karol Tyresh is aboard Argonth and will take command of the attack. Characters who make a successful DC 11 Wisdom (Insight) check can tell Big Bara's unimpressed by this.

Alain offers each adventurer an upfront payment of 200 gp for the mission. If he knows about the *Oracle of War*, he asks the characters to be sure to bring it with them as the device may give the army an edge in the battle against the warforged.

Argonth will leave at midday, giving the characters a couple of hours to purchase any last-minute supplies before they depart. They should report to Big Bara on their return and she'll show them to their quarters.

ABOARD THE FLOATING FORTRESS

Once the characters are back aboard Argonth, it's approximately seventy-five miles across the Mournland as the fortress flies from Salvation to Razorcrag. Argonth moves at two miles per hour and travels for twelve hours each day, advancing twenty-four miles. It leaves at midday on the day of the briefing and is expected to reach the enclave three days later. Read the following:

You've been traveling on Argonth for the past two and a half days, sharing a barracks with a platoon of Brelish grunts who snore and fart loudly in their sleep. The soldiers show grudging respect for your experience in the Mournland and stare longingly at your equipment. Their own armor is dented, their swords nicked, and they have only a handful of arrows in their quivers. "Cutbacks," one grumbles.

Outside, the view from the ramparts is bleak: a blasted landscape, scarred and warped by decades of war.

The characters have time to get to know the soldiers on Argonth during the journey if they wish. Of various genders, and from a variety of different towns in Breland, the soldiers' names include Gaspar, Yeren, Holgur, Rille, and Bolver. Complaints about equipment shortages, poor leadership (particularly Lord Bucket's), and inadequate preparation for the current mission are common.

"We've only got four assault landers on board, and half the elemental cannons are out of action," gripes one of the grunts. They pause as an alarming grinding noise comes from somewhere in the fortress. "And repairs aren't up to snuff either."

BARA'S BRIEFING

An hour before dawn on the third morning, Big Bara gives the adventurers their final briefing at the top of Argonth's huge ramp.

"Right, here's where you get off . . ." She points at a row of hills in the distance. "Razorcrag is somewhere in those hills about twelve miles from here. Make your way through the intervening territory and deal with any enemy scouts or lookout positions that might alert the Lord of Blades to our imminent attack."

Big Bara hands the party a *sending stone* in the shape of a warforged head so they can send her a short message. She gives them the following additional instructions:

- The characters should move at normal speed (3 mph) to stay ahead of Argonth; the fortress will follow at its slower pace, staying several miles behind the party.
- The characters must avoid detection by the enemy and only engage enemy forces if they're confident they can eliminate them. They should use the *sending stone* to report any significant threats to Big Bara.
- Once they've sighted Razorcrag, the characters should await Argonth's arrival and rendezvous with the fortress.

Her briefing complete, Big Bara looks on impassively as the characters head down the ramp and into the Mournland.

ACROSS THE MOURNLAND

The characters face a twelve-mile journey across the twisted plains of the Mournland to Razorcrag.

You can roll on (or choose from) the Mournland Weirdness table below to add color to the journey, or skip ahead to the "Warforged Raiders" encounter if you're short on time.

MOURNLAND WEIRDNESS

d6 Result

1	Earthpool
2	Freezing Fog
3	Ghost Army
4	Hot Spring
5	Lookouts
6	Predator

EARTHPOOL

The ground starts to swirl and churn underneath the group in a 30-foot-radius earthen whirlpool. Each creature must make a successful DC 13 Strength saving throw or become grappled. A grappled creature can escape with a successful DC 13 Strength (Athletics) check made as an action; this check is made with advantage if another creature throws them a rope. On a failure, it's pulled 10 feet toward the center of the whirlpool of earth. A creature that reaches the center is pulled beneath the surface and begins to suffocate.

FREEZING FOG

Cracks in the earth suddenly emit clouds of freezing fog. Each character must make a DC 15 Constitution saving throw. A creature takes 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

GHOST ARMY

Hundreds of ghostly Brelish and Cyran warriors reenact a fiercely fought battle across a 500-foot-wide area strewn with bones. The ghosts appear when the characters half-way across the area. The spectral figures take no notice of the characters, but passing through the ghostly battle inflicts 3 (1d6) necrotic damage per round.

HOT SPRING

The group encounters a pool of crystal-clear water, tinged with blue. The water in the pool gives off no steam yet is incredibly hot, dealing 10 (3d6) fire damage to creatures that come into contact with it, and 35 (10d6) fire damage per round to any creature immersed in it. Water removed from the pool cools after 1 minute.

LOOKOUTS

Two **warforged soldiers** stand on a lookout platform atop a spindly, 30-foot-tall tower made from salvaged scrap metal. If they spot the characters, one throws javelins, while the other drinks a *potion of flying* and flies off to warn the warforged raiders (see “Warforged Raiders,” below). The tower is easily climbable and can be toppled with a successful DC 18 Strength check; this deals 10 (3d6) bludgeoning damage to the warforged.

PREDATOR

A Mournland panther (**lion**) stalks a small herd of red-skinned, three-eyed antelope which is moving alongside the group. The panther has a chameleonlike ability to change color to match its surroundings, granting it advantage on Dexterity (Stealth) checks to hide.

WARFORGED RAIDERS

After trudging across the desolate landscape for twelve miles, the characters reach the edge of the hills where Razorcrag is located. Read the following:

Ahead of you lies the entrance to a gully between the foothills. Piles of bones, rusty armor, and broken weapons lie heaped up against the north and south walls. The ravine floor is scattered with boulders and larger sandstone formations.

Inside the gully, warforged renegades guard the approach to the hidden fortress:

- Flechette, a **Blade mage**, leads a group of four **Blade sergeants**.
- Flechette rides an unusually intelligent carcass crab named **Scrapheap**, of which she's very fond.

The warforged attack as soon as the characters enter the gully and fight to the death. If one of their comrades from the lookout tower alerted them (see “Mournland Weirdness”), they're ready to ambush the party.

Flechette remains mounted throughout the encounter and relies on her spells. Scrapheap is a huge, warped crustacean with eight legs, a pair of massive claws, and four eyes on stalks. Its body is covered in battlefield detritus: pieces of armor, weapons, even corpses and skeletons. Because Scrapheap is Huge, the characters need reach weapons to attack Flechette in melee while she's mounted. Scrapheap acts independently in combat.

AREA INFORMATION

Use the **Mournland Gully** map in appendix A for this encounter. The gully has the following features:

Dimensions and Terrain. The gully walls are 20 feet high, while the rock formations in the middle of the ravine are 10 feet tall. Climbing either requires a successful DC 13 Strength (Athletics) check.

Bones and Blades. These piles of battlefield detritus are between 5 and 15 feet high and count as difficult terrain. They contain swords, axes, and other rusty—but still sharp—objects. Creatures other than Scrapheap that enter these areas must make a successful DC 15 Dexterity saving throw or take 3 (1d6) piercing damage for every 5 feet traveled.

Boulders. These boulders are 5 feet high and 10 feet across.

Campsite. Three tents arranged around a firepit offer shelter in case of bad weather.

FLECHETTE (FLESH-ETT)

Lawful evil, warforged mage

Flechette has served the Lord of Blades for several years and shares his hatred of squishy creatures of flesh. She wears dark-red robes and an iron brooch in the shape of her master's symbol: a bladed fist.

Motivation: Flechette believes the warforged have suffered unjustly at the hands of the Five Nations; and this mustn't go unpunished.

Mannerisms: Whispering “*There, there, my dear*” to her beloved Scrapheap.

Quote: “*Death to the flesh-and-blood oppressors!*”



Players with the **Your Face Is Known** legacy event can find printed handbills on the bodies of the warforged raiders. The handbills bear unflattering likenesses of the characters under the headline “Wanted: Dead or Alive.”

Treasure. Flechette keeps her spellbook in a chest inside her tent. Bound between two sheets of brass, it contains all her prepared spells.

WHERE IS RAZORCRAG?

If the characters capture one of the warforged alive, they can interrogate them and attempt to learn the location of Razorcrag. Fanatical followers of the Lord of Blades, Flechette and her soldiers must be won over with a successful DC 20 Charisma (Persuasion) check or magically compelled before they give up any information. If they're convinced to speak, the warforged reveal that Razorcrag lies at the end of the gully, and is built atop a hill studded with razor-sharp shards of green crystal.

If the characters fail to learn the location of Razorcrag from the warforged, they can trek down the gully for three more miles until it opens out. Here, they catch sight of a large, rocky hill with incongruous shards of greenish crystal protruding from its sides and summit at disparate angles. See part 2 for more information on Razorcrag.

With the enclave's location pinpointed, the characters' orders are to rendezvous with Argonth. If they haven't already used the sending stone, they can use it now to tell Big Bara where to find them. They have time for a short rest before the fortress arrives. All characters gain one **hero point**.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- Very Weak: Flechette uses the **Blade archer** stat block; and replace four **Blade sergeants** with four **warforged soldiers**.
- Weak: Replace four **Blade sergeants** with four **warforged soldiers**.
- Strong: Add two **Blade sergeants**. The Mournland impedes healing spells: Any spell that restores hit points does so as if it were cast at a level one lower than the spell slot expended (if possible). A spell cast using a 1st-level slot restores no hit points.



PART 2

BLOOD AND OIL

Estimated Duration: 120 minutes

As Argonth and the Brelish Army attack Razorcrag, the adventurers follow the *Oracle of War*'s advice and enter the elemental forge powering the base's defenses to rescue the dwarf artificer Sulring Mroranon.

CONSULTING THE ORACLE

When Argonth arrives, Big Bara escorts the party to the war room to update Captain Alain ir'Ranek. After listening to their report, Bara leaves to prepare for the assault. Alain asks to consult the *Oracle of War* before the attack on Razorcrag begins, hoping to gain an edge in the battle.

- See **handout 1: *Dogs of War*** for a description of the *Oracle*.

With Argonth close to Razorcrag, the *Oracle* becomes aware of the impending battle and activates of its own accord. Speaking through its trumpet, it prompts the captain and the characters for the information it needs on enemy and allied forces, battlefield terrain, and other factors. Alain retrieves his battle plans for the upcoming assault and hands them to the characters to feed into the machine's four holes. Once the plans have been fed into the *Oracle*, read out the following:

The *Oracle* vibrates as it releases a trio of mechanical pigeons from hatches in its sides. These constructs zoom out through the door of the war room, down the corridors, and outside into the sky. Moments later they reappear and return to their compartments. As the hatches slide shut, the device announces its "preparing tactical advice."

After a minute or two of cogitation, the *Oracle* spits out a piece of parchment.

- Give the players **handout 2: *The Oracle's Advice***. It reads: "*Seek the Maker where fire and air are chained. The battle is lost, but victory may yet be gained.*"

Alain is crestfallen. "How can the battle be lost already? It hasn't even started!" he says.

Characters who make a successful DC 15 Intelligence (Arcana) check think the first part of the *Oracle*'s pronouncement might refer to a forge or similar location where bound elementals provide power to the enclave's defenses. Alain suggests this if the characters don't think of it.

As Argonth nears its destination, Alain urges the adventurers to follow him to the upper deck and join the

aerial assault. Once inside the enclave, they can enter the elemental forge and find "the Maker," as well as potentially disabling Razorcrag's magical defenses.

RAZORCRAG

When the players catch sight of Razorcrag up close, read the following:

The Lord of Blades has chosen the location of his enclave well. A steep hill rises before you; its sides and crown studded with huge shards of emerald-green crystal, like pieces of a gigantic broken bottle. These strange crystal shards form an intimidating perimeter around the hill's summit. Several square stone towers add to the defenses. A narrow path winds from the base of the hill, through the shards, to a fortified gatehouse.

Razorcrag is home to scores of warforged who follow the Lord of Blades. They regard him as both their king and their god, a metal messiah who'll lead them to freedom.

At the time of the Brelish attack, the Lord of Blades himself isn't in the main enclave. Instead, he's waiting inside the sally port at the base of the hill with 50 of his best soldiers, ready for when Big Bara lowers Argonth's ramp and lets him inside. This leaves the rest of the warforged inside the compound to defend Razorcrag from the Brelish Army until the trap is sprung.

AREA INFORMATION

The **Razorcrag** map in appendix A shows the enclave's layout. It has the following important features:

Dimensions and Terrain. The hill Razorcrag is built on stands around 400 feet above the surrounding terrain, making it 50 feet taller than Argonth. The enclave occupies the flat hilltop, measuring 400 feet by 300 feet.

Crystal Shards. Unnatural, emerald-green shards of crystal, between 3 feet and 20 feet in length, cover much of the hillside, jutting out at a variety of angles. The shards have razor-sharp edges, making clambering over them dangerous.

A creature moving through the shards must make a successful DC 11 Dexterity saving throw every 10 feet or take 3 (1d6) slashing damage.

At the hilltop, the shards form a 15-foot-high ring around the compound. This wall of shards can be climbed with a successful DC 15 Strength (Athletics) check. Creatures attempting the climb have disadvantage on their Dexterity saving throws to avoid being cut by the shards.

1. GATEHOUSE

A fortified gatehouse protects the entrance to the enclave from the path. Attackers must get through the reinforced double doors and portcullis to gain access to the courtyard beyond.

Each gatehouse tower has a *shockbolter* (see “Elemental Artillery”) mounted on top, trained on the path.

2. TOWERS

Each of these 20-foot-tall, two-story stone towers has either a *scorcher* or a *shockbolter* (see “Elemental Artillery”) mounted on its rooftop. These weapons are trained down the hillside but can be turned through 360 degrees as required.

3. COURTYARD

The warforged use this courtyard as a parade ground and for training exercises. There are three trebuchets here (marked *T*) which can be used to fire at Argonth.

4. BARRACKS

These warforged quarters are sparsely furnished—warforged don’t need beds—and kept immaculately clean and tidy. The walls are painted with motivational slogans such as “Winning is everything” and “War is the path to freedom.”

5. HALL OF BLADES

The ground floor of this imposing two-story building is a huge, templelike great hall where the warforged pay homage to the Lord of Blades and listen to him deliver sermons from the upper gallery. Banners with his bladed fist symbol hang on the walls. The Lord of Blades’ private quarters are on the upper floor. A spiral staircase in the northwest corner of the ground floor leads down to the sally port at the base of the hill.

6. ARMORY

This building is used to store spare weaponry and armor, as well as a **warforged titan** that’ll likely show up during the fighting.

7. ELEMENTAL FORGE

Bluish smoke billows forth from the large chimney of this stone building. The elemental forge is detailed below.

8. SALLY PORT

Located at the base of the hill’s northwestern side and cunningly camouflaged, Razorcrag’s sally port can only be found with careful searching and a successful DC 25 Intelligence (Investigation) check. The secret entrance is locked and barred from the inside, requiring a successful DC 25 Strength check to force open.

ELEMENTAL ARTILLERY

Razorcrag is defended by large magic artillery mounted on its towers. Each artillery weapon is embedded with a small Khyber dragonshard linking it to the bound elementals in the elemental forge that power the enclave’s defenses.

Three **Blade archers** crew each weapon, as the weapons require one action to activate, one action to aim, and one action to fire.

Scorchers fire a 60-foot cone of flame. Each creature caught in the area must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Shockbolters fire a 5-foot-wide line of lightning, 100 feet long. Each creature in the line must make a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

The weapons must recharge after firing. Roll a d6 at the start of each round. On a roll of 5–6, the weapon is ready to fire again.

ATTACK ON RAZORCRAG

Argonth arrives and takes up position next to the hill on which Razorcrag is situated, broadside on, so it can bring its artillery to bear on the Lord of Blades’ enclave. The fortress bombards the enclave with its cannons, smashing holes in the ring of green crystal shards, and damaging the towers and enemy artillery. The warforged return fire with their trebuchets and huge boulders crash into Argonth.

SKY ASSAULT

As the bombardment continues, Alain explains that four platoons of infantry will fly over from the upper deck in assault landers and land inside the compound. The aerial assault team’s orders are to attack the warforged in the compound and open the gates for the main force, who are climbing the path up the hill.

Each platoon consists of twenty-four Brelish soldiers led by a sergeant. Captain ir’Ranek jumps aboard one of the landers to lead the assault; the characters can join their dorm buddies in another. Alain shouts “Find the forge! Good luck!” to the adventurers as the flying craft lift off.

ASSAULT LANDERS

These lightly armored flying craft are used to deploy troops from Argonth’s upper deck.

Measuring 40 feet long and 12 feet wide, with a flat bottom and a bow ramp for rapid disembarkation, each lander can hold up to 30 soldiers. Creatures inside the vehicle have half cover from attacks.

A pilot proficient with air vehicles flies the lander, which has a speed of 40 feet. Powered by the bound air elementals that allow Argonth to float, the landers can only operate within 1,000 feet of the fortress.

As the assault landers soar into the compound, they’re attacked by the *scorchers* mounted on the towers east and west of the gatehouse. Luckily, the characters’ craft isn’t targeted, but the one behind them is—the passengers scream in anguish as they’re burned by the blast. Out of control and on fire, the lander crashes into the compound, killing half the occupants and a dozen defenders.

WELCOME PARTY

The characters' craft lands safely in the courtyard east of the gatehouse. As the adventurers and the Brelish soldiers disembark, they come under immediate attack from the warforged defenders.

There are dozens of combatants in the courtyard on both sides; the characters must deal with a group of **Blade sergeants** (one per character). Roll for initiative!

- Characters with the **Aundairian Special Forces** background are used to this sort of mission and have advantage on their initiative rolls and on their first attack rolls of this combat.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **Blade sergeants** with **warforged soldiers**.
- **Weak:** Replace half the **Blade sergeants** with **warforged soldiers** (rounding up).

EXPLORING THE ENCLAVE

Once the characters have dealt with the warforged, they can move around the enclave as they wish. Give the players the **Razorcrag map** from appendix A (obscuring area 8) and refer to the area information above as the party explores. They can readily make out the elemental forge's smoking chimney from their current location.

CRY HAVOC!

The fighting between the Brelish Army and the Lord of Blades' warforged renegades rages all around and as the adventurers make their way through Razorcrag, they can experience a number of battlefield events.

The longer the fighting goes on, the greater the carnage. To simulate this, place your biggest d6 in the middle of the table, with the 1 face up. Every 15 minutes of real time, advance the die to the next highest number.

When you decide a battlefield event takes place, roll 1d6, add the number showing on the big d6 to the result, and consult the table below.

- Characters with the **War Orphan** background have experience of surviving the horrors and devastation of war. They have advantage on Dexterity saving throws to avoid damage from falling debris or collapsing buildings.

BATTLEFIELD EVENTS

d6 + X Event

- 2 The Brelish have fought their way into one of the towers and seized the rooftop. They throw the surviving warforged over the battlements.
- 3 A cannonball smashes into the ring of crystal shards, sending debris in all directions. Creatures in the area must make a successful DC 13 Dexterity saving throw or take 11 (2d10) piercing damage.
- 4 Gaspard, Yeren, or one of the other Brelish soldiers the characters befriended on Argonth, dies horribly at the party's feet.
- 5 A **Blade mage** casts a spell at the characters before ducking for cover behind the nearest building.
- 6 A Brelish soldier runs past, screaming and on fire, as one of the tower-mounted *scorchers* is turned on the combatants in the courtyard.
- 7 A group of fanatical **Blade sergeants** emerges from the Hall of Blades, chanting "*We are the Blades! We are the Blades!*" as they carve their way through their foes.
- 8 There's a great banging noise from inside the armory; seconds later the **warforged titan** bashes down the doors and emerges to attack the Brelish (or the party!).
- 9 Part of a building collapses, crushing anyone caught beneath it. Creatures in the area must make a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Creatures that fail their save are restrained until they or an adjacent creature make a successful DC 13 Strength check as an action to free them.
- 10 A **Blade archer** shoots Captain Alain ir'Ranek from a rooftop or other vantage point. The captain falls unconscious and is dying; he can be saved if the characters can get to him in time.
- 11 Argonth's cannons are silenced. Bara's Breakers have seized control of the fortress's weapons.
- 12 The Brelish troops have seized the gatehouse; they open the gates and their comrades pour into the compound.

THE ELEMENTAL FORGE

When the characters approach the elemental forge, read the following:

Bluish smoke billows from the 30-foot-tall chimney of this large stone building. Stone steps lead up to a set of double doors emblazoned in iron with the intimidating face of the Lord of Blades.

AREA INFORMATION

The **Elemental Forge map** in appendix A shows the building's layout. It has the following important features:

Dimensions and Terrain. Ceilings are 10 feet high unless stated otherwise. The flagstone floors are well maintained.

Doors. Single doors in the forge have AC 15 and 18 hit points; double doors have AC 15 and 27 hit points. Locked doors can be unlocked with a successful DC 15 Dexterity check using thieves' tools, or smashed open with a successful DC 20 Strength check.

Light. The forge is brightly lit by *everbright lanterns*.

Sounds and Smells. Acrid smells of iron mingled with earth and fire fill the air. The constant hum of the elemental forge can be heard throughout the complex.

1. HALLWAY

A group of four **Blade sergeants** and their **Blade champion** leader, the brutal **Zweihander**, stand guard here. They attack anyone they don't recognize.

A large mural adorns the southwest wall. Painted in red and black, it depicts the Lord of Blades slaughtering his enemies on the battlefield.

Keys. An iron ring with two keys hangs on a hook on the wall next to the corridor; these open the doors to the prison cell and the storeroom.

Treasure. **Zweihander's** prized possession is a silver dagger with a gold knuckle-duster hilt (worth 250 gp).



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **Blade champion** and one **Blade sergeant**.
- **Weak:** Remove two **Blade sergeants**.
- **Strong:** Add two **Blade sergeants**.

2. PRISON CELL

The wooden door to this room is locked and has a 2-foot-square barred window at the top. The warforged keep their prisoners in this room.



Players with the **Captured!** legacy event begin the adventure inside this room and must escape—see “Prisoners of the Blades” below.



Players with the **Sky Fall** legacy event can find the captured **Sky Blue** here with **Earl**. **Sky's** ready and willing to help the characters however she can.

3. STOREROOM

This locked room holds a larder with foodstuffs for the forge's non-warforged inhabitants, barrels of water, and other supplies.



Players with the **Captured!** legacy event can find their gear in this room, except for the *Oracle of War* (which is in **Sulring's Workshop**—area 6).

4. BINDER'S QUARTERS

This room is used by the gnomish binder, **Geranna Geredel Meddlestuff**, as her living quarters (the gnome herself is currently in area 5). The chamber is gaudily furnished with rugs, tapestries, and cushions in clashing colors, and there are books, charts, and scrolls piled up on every available surface. Most are concerned with the art of binding elementals into items.

5. ELEMENTAL FORGE

A pair of double doors, carved with symbols of fire and lightning, lead into this large chamber. Read the following when the characters push open the doors:

The center of this domed chamber is dominated by a large forge, glowing with tremendous heat. Thick cables run along the floor of the room from the forge to three separate control panels covered in switches, dials, and levers. Embedded in the wall above each control panel is a glowing crystal, dark violet in hue and about two feet long. A bespectacled, female gnome in colorful robes is tinkering with the controls on one of the panels.

The gnome is Geranna Geredel Meddlestuff, a binder (**mage**) from Zilargo who was brought here by the Lord of Blades to maintain the elemental forge powering Razorcrag's defenses. She's surprised to see the characters and asks what on earth they're doing here. If attacked, Geranna defends herself to the best of her ability.

GERANNA GEREDEL MEDDLESTUFF (GAER-ANNA GAER-EH-DEL)

Chaotic neutral, female, gnome binder

Geranna was lured to Razorcrag by the promise of a generous research budget and without realizing who she'd be working for. Although initially excited by the challenge, she's now bored with the warforged's company and is ready to leave. She enjoys bickering with Sulring too much to go without him.

Motivation: Return to her family in Zilargo.

Mannerisms: Peering over the top of her glasses.

Quote: "Elementals live and die, just like us. They deserve our respect."

Geranna asks the party who's attacking the enclave and which side is winning. She explains that the forge is powered by fire and air elementals, bound into the three Khyber dragonshards embedded in the wall.

The characters need to persuade Geranna they'll help her and her friend Sulring escape before she offers to power down the enclave's defenses. She's (rightly) terrified of the Lord of Blades, so this requires a successful DC 18 Charisma (Persuasion) check and/or some excellent roleplaying. The characters have advantage on this check if they've already found Sulring and agreed to help him escape.

If Geranna agrees to turn off the defenses, she explains that all three dragonshards must be deactivated at the same time. This means she needs to operate one control panel, while the characters operate the other two.

Geranna runs through the complicated sequence of button presses, switch flicking, and knob twiddling required. Performing each sequence correctly requires a successful DC 13 Intelligence (Arcana) check; two characters working together have advantage. If Sulring is with the party, he can operate one of the panels and succeeds automatically.

- If both PC checks succeed, the dragonshards stop glowing, and the elemental artillery on the towers power down.
- If a PC check fails by 5 or more, the elemental in that crystal escapes from the dragonshard and attacks the characters for 3 rounds before fleeing up the chimney. Dragonshards A and C each contain a **fire elemental**; dragonshard B contains an **air elemental**. Freeing one of the elementals also deactivates the elemental artillery.
- If both PC checks fail by less than 5, Geranna groans in frustration—they'll have to try once more. If they fail a second time, Geranna refuses to try again.

6. SULRING MRORANON'S WORKSHOP

Read the following when the adventurers open a door leading into the workshop:

Workbenches fill this room, covered in tools, cogs, gears, and other bits of dismantled machinery. An elderly dwarf with snow-white hair and a flowing beard, dressed in a leather apron with pockets full of tools, is examining several cogs with a large loupe, oblivious to your presence.

A rat-a-tat-tat sound from above breaks the dwarf's concentration, and he turns to look at you. A clockwork woodpecker sitting on a high shelf is the source of the tapping. "Ah, thanks, Yoffle!" says the dwarf. "Now, who do we have here?"

The dwarf is the artificer Sulring Mroranon—the creator of the *Oracle of War*—whom the characters might have been trying to track down for some time now. Sulring asks the party what they're doing in Razorcrag. If the characters come across as trustworthy—either through good roleplaying or a successful DC 15 Charisma (Persuasion) check—he shares the following information with them:

- Sulring confirms he's indeed the original creator of the *Oracle of War*. If asked, he refuses to reveal who he created it for, saying he'll "only answer that question to the Iron Council of the Mror Holds."
- He was captured shortly after the Day of Mourning and put to work against his will by the Lord of Blades.
- The Lord of Blades forced him to build a new mechanical device, capable of deciphering the Draconic Prophecy—a second *Oracle*.
- The Lord of Blades plans to use this second device to determine the location of a *creation forge*. Once he finds the forge, he'll use it to build an army of warforged.
- The second *Oracle* isn't here—the Lord of Blades took it, presumably to use in the battle currently raging outside.



Characters with the **Beard Braid** legacy event can easily befriend Sulring by presenting the token given to them by his nephew Tellarak Natharon (no check required).



SULRING MRORANON (SOOL-RING MEH-ROR-ANON)

Neutral good, male, dwarf artificer

Sulring Mroranon is one of the most talented artificers ever to study at Krona Peak's Halls of Artifice. He's devoted much of his life to creating mechanical divinatory devices that can be used in battle to tip the scales in their user's favor. Since his capture by the Lord of Blades, he's at last come to realize the dangerous implications of his work.

Motivation: Escape from Razorcrag. Keep the Oracle of War out of the Lord of Blades' hands.

Mannerisms: Jangling the tiny nuts and bolts he keeps in his apron pocket.

Quote: "If the Lord of Blades finds that forge, I fear for the Five Nations, and for the whole of Khorvaire!"

Sulring pleads with the adventurers to help him escape Razorcrag; he offers them his *belt of dwarvenkind* as a reward if they can get him out of the fortress safely. He brings Yoffle, his clockwork woodpecker, along with him. Award one **hero point** to each character who aids Sulring's escape.



Characters with the **Captured!** legacy event can retrieve the *Oracle of War* from this room.

7. SULRING'S QUARTERS

Sulring rests and sleeps in this simply furnished room when he isn't in his workshop.

PRISONERS OF THE BLADES



If the players have the **Captured!** legacy event from DDAL-EB-09, they begin this adventure as prisoners of the Lord of Blades.

Read the following:

You were captured by the warforged during the recent attack on Salvation, and dragged in chains for several days through the Mournland to a fortified enclave at the top of a steep hill, studded with shards of weird, emerald-green crystal.

Over the last few days, you've been interrogated by Zweihander, a brutal warforged who delights in beating his subjects black-and-blue with his golden knuckle-duster.

Ask each player to recount what happened when they were interrogated. Did they crack under the pressure and spill the beans? Did they remain silent, or try to fool Zweihander with clever lies?

Either way, the characters are all together, locked inside the prison cell in area 2 of the elemental forge as Argonth attacks Razorcrag, and must stage an escape.

The characters have had the benefit of a long rest. Although their gear was taken from them, ask each character to make a DC 12 Dexterity (Sleight of Hand) check. On a success, they managed to conceal a single small object on their person.



If the players have the **Sky Fall** legacy event, **Sky Blue** and **Earl** are here too and can help with any escape plan.

RUNNING THE ESCAPE ATTEMPT

Encourage the players to come up with an escape plan.

Here are some suggestions on how to handle their inevitable escape. This should be a fun challenge, so try not to let it drag on too long.

Opening the Door. The lock can be picked with a successful DC 15 Dexterity check. If the character has a lockpick, a hairpin, or a similar item on their person, they can add their proficiency bonus with thieves' tools to the check. If Sky Blue's there, she has a lockpick to hand.

The bars in the window above the door can be pulled loose with a successful DC 17 Strength check, allowing a nimble character to climb through the hole. Alternatively, the door can be bashed down with a successful DC 20 Strength check, but this would be very noisy.

Rushing the Guards. Twice a day, a **Blade sergeant** brings a tray of food and water for the characters. The characters are ordered to step away from the door or it won't be opened, but up to two characters can attempt to hide either side of the door. The waste bucket and the bars (if pulled loose) can be used as improvised weapons.

Spells and Abilities. Characters may be able to cast the *charm person* spell on the guards, cast the *dimension door* or *misty step* spells to warp into the corridor, Wild Shape into an animal small enough to fit through the bars, and so on.

Stealing the Keys. A single character who escapes the cell may be able to steal the keys from the hook in the hallway without being spotted.

Raising the Alarm. Sounds of fighting or other loud noises in the corridor are likely to draw two **Blade sergeants** from area 1 to investigate in the first instance, followed by the other Blade sergeants and Zweihander.

DEVELOPMENT

Once the characters have escaped from the cell, they can recover their equipment and overcome or sneak past the guards. Then they can explore the elemental forge, retrieve the *Oracle of War*, and rescue Sulring (and potentially Geranna too). At some point during their escape, Argonth should launch its attack on the enclave.

Decide how long the battle for Razorcrag has been going (and what number is showing on your big d6) based on the amount of session time that's elapsed. You may need to run a couple of extra encounters from the Battlefield Events table before moving on to part 3.

PART 3

DECEPTION

Estimated Duration: 60 minutes

The adventurers return to Argonth to discover it's been betrayed to the Lord of Blades; the characters must fight their way past the traitorous Big Bara to escape with Sulring and the *Oracle*.

RETURN TO ARGONTH

When the characters leave the elemental forge with Sulring and Geranna in tow, the battle is still raging all around. The burnt and bloody bodies of the dead and dying lie strewn everywhere, and the courtyard is slick with Brelish blood and warforged oil.

If the characters failed to deactivate the magical artillery, have them witness a group of Brelish soldiers die horribly as they're blasted by a line of lightning fired from the nearest tower.

Depending on how much time you have left, you can run another battlefield event from the table in part 2 as the characters move through the enclave. Now could be a good time for the **warforged titan** to break out of the armory if it hasn't appeared yet!

Otherwise, the characters run into Captain Alain ir'Ranek (assuming he's still alive) shortly after they emerge from the elemental forge. The captain encourages them to take Sulring to Argonth where the dwarf will be safe.

BY AIR

If the characters can fly using *soarsleds* or other magic, they can glide back to the Argonth's upper deck as long as they have a way to bring Sulring along too. Geranna can cast the *fly* spell on herself and two others if she uses a 5th-level spell slot. Using one of the assault landers is another possibility if one of the characters is proficient with air vehicles.

Either way, a pair of Blade **archers** on one of the towers fires arrows at the adventurers when they take to the air. As the characters fly toward Argonth, they notice the floating fortress's cannons have ceased firing.

ON FOOT

Artillery bombardment by Argonth has smashed several holes in the ring of crystal shards around the enclave, allowing the characters to make their way through one of these gaps and descend the hillside. Moving downhill through the shards is still hazardous though—see the area information for Razorcrag in part 2.

The alternative is to leave through the gatehouse and head down the path. After fierce fighting at the gates, the Brelish have gained the upper hand and managed to raise the portcullis and open the gates from the inside.

As the party's Brelish comrades pour into the compound, the Lord of Blades' warforged begin to fall back. The characters each need to make a successful DC 17 Strength (Athletics) or Charisma (Intimidation) check to move against the flow and get through the crowds. Sulring and Geranna succeed if at least half the characters do.

BIG BARA'S BETRAYAL

As the characters travel back to Argonth, they witness Big Bara's sensational betrayal of the Brelish Army to the Lord of Blades. Read the following boxed text aloud:

As you near the floating fortress, you catch sight of Big Bara, flanked by Bara's Breakers, her loyal unit of warforged scouts.

In a loud, clear voice, she calls out: "Our people can never be free while the meat is in charge—the Blades have taught me this. It's time for true change! It's time for revolution!" As she speaks, Argonth's huge ramp is lowered to the ground.

"My Lord of Blades, I've brought you this fortress as tribute—come claim your prize!"

A great cry rises from the bottom of the hill, as dozens of warforged warriors emerge from hiding and sprint toward the ramp. Leading them is a fearsome warforged, his body adorned with shining metal blades and a pair of bladed wings growing from his back—the infamous Lord of Blades.

The trap is sprung! As the characters look on in horror, the Lord of Blades and his warriors charge up the ramp and into the fortress, cutting down the hapless Brelish like stalks of wheat.

HOURLY OF THE BLADE

Whether the characters arrive on the upper deck by air or reach the bottom of the ramp on foot, they can see that the skeleton crew left behind on Argonth were taken completely by surprise and are being overwhelmed. Their brave Brelish comrades need help!

RECOVERING THE ORACLE OF WAR

It's possible the characters decided to leave the *Oracle of War* in their quarters or in Argonth's war room for safekeeping before they joined the aerial assault at the beginning of part 2. If this is the case, Sulring insists the *Oracle* must be recovered—the Lord of Blades mustn't be gifted the means to crush all of Khorvaire beneath his bladed fist.

Chaos and confusion reign throughout the floating fortress. As the characters go inside to help their allies or to retrieve the *Oracle*, read the following:

Ahead of you, the mighty Lord of Blades and his warforged renegades move through the fortress, slaughtering the unprepared Brelish.

The notorious warlord is a terrifying opponent with a body covered in sharp and deadly blades. He swings a vicious adamantine sixblade in one hand, blasts his enemies with *fire bolts* with his other hand, and stabs anyone who gets too close with his bladed wings. He's surrounded by his lieutenants—zealous warforged who take gleeful pleasure in butchering their soft-bodied opponents.

The players aren't yet ready to face the Lord of Blades directly at this stage in the campaign.

If the adventurers get too close, Ranseur, a **Blade champion** with a *brooch of shielding*, and six **Blade sergeants** move to intercept them. Ranseur is a brutish warforged with a dented face.



Characters with the **Your Face Is Known** legacy event are recognized by the Lord of Blades amid the mayhem. He stops massacring Brelish soldiers for a round to blast each character with a *scorching ray* before the tide of battle carries him further away.

Treasure. Ranseur has a *brooch of shielding* in the shape of his master's bladed fist symbol screwed into his body armor.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Ranseur uses the **Blade sergeant** stat block; and replace six **Blade sergeants** with six **warforged soldiers**.
- **Weak:** Replace six **Blade sergeants** with six **warforged soldiers**.
- **Strong:** Add two **Blade sergeants**.

DEVELOPMENT

By the time the characters have dealt with Ranseur and his minions, the fighting has moved on, and the characters have lost sight of the Lord of Blades for now. If they need to get to the war room to retrieve the *Oracle of War*, they can now do so now. Characters who faced Ranseur in battle gain the **Your Face Is Known** legacy event.

THE FALL OF ARGONTH

Everywhere the characters go inside Argonth, they come across scenes of devastation. The bodies of Brelish soldiers and warforged renegades lie in the blood-soaked corridors and halls of the fortress. Moaning and sobbing soldiers clamber over the corpses and severed limbs of their fallen comrades.

The adventurers can help some of the wounded with healing magic and get them back on their feet; others have lost limbs or have even graver injuries and may be too far gone. Award one **hero point** to any player who stops to help their injured Brelish comrades.

Read the following boxed text when you're ready to move on to the adventure's final scene:

You hear a horn blown somewhere nearby sound the retreat. Argonth is lost!

A group of Brelish soldiers comes running toward you, shouting "Retreat! There are too many of them! We're overrun!" Sulring turns to you, clearly agitated. "We need to get the *Oracle* out of here!" he says.

More Brelish soldiers run toward—then past—the party, heading for Argonth's ramp. If Geranna hasn't already fled, she runs after them.

If the characters insist on making a stand, they face a group of **Blade sergeants** (one per character). After the battle, Sulring again urges the characters to flee.

BREAKING BARA

The characters and Sulring can follow the retreating Brelish to the large hangar at the top of Argonth's ramp. As they enter the hangar, they find their escape route blocked by Big Bara and her Breakers. Read:

"It's the end of the road for you!" Bara shouts. "Kill them all and seize the *Oracle*!"

The characters must fight **Big Bara**, two **Blade archers**, and two **Blade sergeants**. The fleeing Brelish soldiers have enemies of their own to deal with and can't help the party.

Dimensions and Terrain. The hangar is a vast chamber, measuring 60 feet by 40 feet. Argonth's ramp is 30 feet wide and 100 feet long and is controlled by a huge winch in the hangar that requires two people to operate. It takes 1 minute (10 rounds) to raise or lower the ramp.

Barrels. There are several dozen heavy barrels in the hangar. These can be rolled into combatants on the ramp to knock them prone (or even off the sides of the ramp!) Treat these attempts as Shove attacks.

Treasure. Big Bara has several gleaming silver medals attached to her armor. These are worth 200 gp altogether.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** **Big Bara** only has 80 hit points; and replace two **Blade sergeants** with two **warforged soldiers**.
- **Weak:** **Big Bara** only has 100 hit points.
- **Strong:** Add one **Blade archer** and one **Blade sergeant**.

ALAIN'S LAST STAND

Once Big Bara's defeated, the characters and the surviving Brelish soldiers can start down the ramp to the dubious safety of the Mournland, just as the Lord of Blades and his lieutenants burst into the hangar.

If Captain Alain ir'Ranek is still alive, he takes charge of getting his soldiers to safety. Alain leads the survivors of the attack on Razorcrag back down the hill under heavy artillery fire from Argonth's cannons, but it's too late to save the fortress. Alain is cut down in battle and dies a hero.



Players with the **Not This Time, Death** legacy event saved General Tyresh during the siege of Salvation. Lord Bucket takes charge of the retreat instead of Captain ir'Ranek, and does so in a surprisingly competent manner, ushering the walking wounded to the ramp. As the characters flee down the ramp, they can turn to see the general make a heroic last stand before the Lord of Blades cuts him down.

ENDING THE ADVENTURE

The adventure ends when the characters make it out of Argonth with Sulring and the *Oracle of War*. As they reach the bottom of the ramp and flee into the Mournland, read the following:

You hear a loud grinding noise from behind you as Argonth's ramp is raised. Even before it's all the way up, the floating fortress begins to move off, heading deeper into the Mournland. Breland's mighty mobile fortress is now in the hands of its enemy, the Lord of Blades. It's going to be a long and exhausting walk back to Salvation.

Characters who survive the adventure gain the **Argonth Survivor** legacy event. At the end of the adventure, ask the players to tick this event on their **Adventure Records**.

Treasure. Sulring is true to his word and gives the party his *belt of dwarvenkind* for rescuing him.

ABOUT THE AUTHOR

Richard Green is the author and publisher of *Parsantium: City at the Crossroads*, a city sourcebook for use with all editions of D&D and Pathfinder. Freelance design credits include the *Midgard Worldbook*, *Midgard Heroes Handbook*, and *Empire of the Ghouls* for Kobold Press, and work on the *So What . . .* and *Village-Backdrop* series for Raging Swan Press.

Richard lives in London, UK with his wife Kate and two cats. When he isn't playing and writing RPGs, he likes to watch Crystal Palace FC try to win football matches. You can find him on Twitter: @richgreen01.

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** (see **appendix B**). Print out one copy 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 its Adventure Record, which you may apply to one of your Eberron characters. Apply the same rewards as your group earned, including legacy events. If a legacy event was awarded to a specific character, you may tick that event for your own character too.

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

IMPORTANT CHARACTERS

The following NPCs feature prominently in this adventure:

IMPORTANT CHARACTERS

Name	Identity	Details
Big Bara	Neutral, warforged ranger	Argonth's chief scout and leader of Bara's Breakers. Bara has secretly defected to the Lord of Blades.
Captain Alain ir'Ranek	Lawful good, male, human paladin	Captain of Argonth, Breland's floating fortress; an experienced and highly competent soldier and commander.
Flechette	Lawful evil, warforged mage	Lieutenant of the Lord of Blades, charged with guarding the approach to Razorcrag.
General Karol Tyresh	Neutral, male, human noble	Pompous and incompetent Brelish general whose position was acquired through political manipulation rather than earned achievements.
Geranna Geredel Meddlestuff	Chaotic neutral, female, gnome binder	Hired by the Lord of Blades to maintain Razorcrag's elemental forge and its bound elementals.
The Lord of Blades	Lawful evil, warforged warlord	Powerful and charismatic warlord who seeks to conquer Khorvaire at the head of an army of fanatical warforged followers.
Ranseur	Lawful evil, warforged fighter	Brutish, dent-faced lieutenant of the Lord of Blades.
Sulring Mroranon	Neutral good, male, dwarf artificer	Creator of the Oracle of War, being held against his will in Razorcrag, where he's been building a new device for the Lord of Blades.

CREATURE STATISTICS

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

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

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

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

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

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

BIG BARA

Medium humanoid (warforged), neutral evil

Armor Class 18 (natural armor, Imposing Majesty)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Con +6, Wis +7

Skills Perception +7, Survival +7

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 9 (5,000 XP)

Imposing Majesty. Big Bara adds her Charisma bonus to her AC (included above).

Warforged Resilience. Big Bara is immune to disease and magic can't put her to sleep.

ACTIONS

Multiattack. Big Bara makes two attacks, either with her shortsword or armbow.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 13 (3d8) poison damage.

Armbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 13 (3d8) poison damage.

Poisonous Cloud (2/Day). Poison gas fills a 20-foot-radius sphere centered on a point Big Bara can see within 50 feet of her. The gas spreads around corners and remains until the start of Big Bara's next turn. Each creature that starts its turn in the gas must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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.

EARL

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	10 (+0)	14 (+2)	7 (-2)

Saving Throws Dex +4, Con +2

Skills Perception +4

Senses passive Perception 14

Languages Common

Challenge 0 (10 XP)

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

Keen Sight. Earl has advantage on Wisdom (Perception) checks that rely on sight.

Nimble Escape. Earl can take the Disengage or Hide action as a bonus action on each of his turns.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) slashing damage.

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until the creature takes an action to douse the fire, the target takes 5 (1d10) fire at the start of each of its turns.

LION

Large beast, unaligned

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

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

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

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

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



THE LORD OF BLADES

Medium humanoid (warforged), lawful evil

Armor Class 19 (natural armor)

Hit Points 195 (23d8 + 92)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	19 (+4)	17 (+3)	18 (+4)

Saving Throws Str +11, Con +10, Int +10, Wis +9

Skills Arcana +10, Athletics +11, History +10, Perception +9

Damage Resistances necrotic, poison

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 19

Languages Common, Draconic, Dwarvish, Elvish

Challenge 18 (20,000 XP)

Adamantine Plating. Any critical hit against the Lord of Blades becomes a normal hit.

Bladed Armor. A creature that grapples the Lord of Blades or is grappled by him takes 13 (3d8) slashing damage. A creature takes 13 (3d8) slashing damage if it starts its turn grappling or being grappled by the Lord of Blades.

Charge. If the Lord of Blades moves at least 10 feet straight toward a target and then hits it with his adamantine sixblade on the same turn, the target takes an extra 11 (2d10) slashing damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Spellcasting. The Lord of Blades is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He has the following artificer spells prepared:

Cantrips (at will): *fire bolt* (see "Actions" below), *mage hand*, *mending*, *prestidigitation*

1st level (4 slots): *expeditious retreat*, *sanctuary*, *thunderwave*

2nd level (3 slots): *blur*, *heat metal*, *scorching ray*, *see invisibility*

3rd level (3 slots): *dispel magic*, *fly*, *haste*

4th level (3 slots): *freedom of movement*, *Mordenkainen's faithful hound*

5th level (2 slots): *animate objects*, *wall of force*

Warforged Resilience. The Lord of Blades has advantage on saving throws against being poisoned, is immune to disease, and magic can't put him to sleep.

ACTIONS

Multiattack. The Lord of Blades makes three attacks: two with his adamantine sixblade and one with his bladed wings.

Adamantine Sixblade. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage plus 7 (2d6) force damage.

Bladed Wings. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Fire Bolt (Cantrip). *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage.

LEGENDARY ACTIONS

The Lord of Blades 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 Lord of Blades regains spent legendary actions at the start of his turn.

Attack. The Lord of Blades makes one weapon attack.

Cantrip. The Lord of Blades casts one of his cantrips.

Cast a Spell (Costs 2 Actions). The Lord of Blades casts a spell of 2nd level or lower from his spell list that takes 1 action to cast.

Blade Dash (Costs 3 Actions). The Lord of Blades moves up to his speed without provoking opportunity attacks, then makes one attack with his adamantine sixblade. He can make one bladed wings attack against each creature he moves past.

MAGE

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 6 (2,300 XP)

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

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

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*

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.

SCRAPHEAP THE CARCASS CRAB

Huge beast, neutral

Armor Class 19 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	8 (-1)	11 (+0)	3 (-4)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Mourmland Camouflage. While the carcass crab remains motionless with its eyestalks and pincers tucked close to its body, it resembles a pile of battlefield detritus. A creature within 30 feet of it can discern its true nature with a successful DC 15 Intelligence (Nature) check.

Spiny Defense. A creature that hits the crab with a natural weapon or unarmed attack takes 3 (1d6) piercing damage.

ACTIONS

Multiattack. The carcass crab makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The carcass crab has two claws, each of which can only grapple one target.

Barb. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the target must succeed on a DC 14 Constitution saving throw or become poisoned for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SKY BLUE

Medium humanoid (human), neutral good

Armor Class 17 (leather armor, Suave Defense)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	15 (+2)

Skills Acrobatics +6, Athletics +3, Deception +6, Insight +6

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Suave Defense. While Sky is wearing light or no armor and wielding no shield, her AC includes her Charisma modifier.

ACTIONS

Multiattack. Sky makes three dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Smoke Bomb (1/Day). Sky hurls a smoke bomb up to 20 feet away. The bomb explodes on impact, creating a cloud of black smoke that fills a 10-foot-radius sphere. The area within the cloud is heavily obscured. A strong wind disperses the cloud, which otherwise remains until the end of Sky's next turn.

WARFORGED SOLDIER

Medium humanoid (warforged), any alignment

Armor Class 16 (natural armor, shield)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	11 (+0)

Skills Athletics +5, Perception +4, Survival +4

Damage Resistances poison

Senses passive Perception 14

Languages Common

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The warforged makes two arblade attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

REACTIONS

Protection. When an attacker the warforged can see makes an attack roll against a creature within 5 feet of the warforged, the warforged can impose disadvantage on the attack roll.

WARFORGED TITAN

Huge construct, lawful neutral

Armor Class 20 (natural armor)

Hit Points 125 (10d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	22 (+6)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 8 (3,900 XP)

Platforms. The warforged titan has two platforms built into its chassis. One Medium or smaller creature can ride on each platform without squeezing. To make a melee attack against a target within 5 feet of the warforged, they must use spears or weapons with reach and the target must be Large or larger.

Siege Monster. The warforged titan deals double damage to objects and structures.

ACTIONS

Multiattack. The warforged titan makes one axehand attack and one hammerfist attack.

Axehand. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, plus 11 (2d10) slashing damage if the target is prone.

Hammerfist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Sweeping Axe (Recharge 6). The warforged titan makes a sweep with its axehand, and each creature within 10 feet of it must make a DC 17 Dexterity saving throw. A creature takes 19 (3d8 + 6) slashing damage on a failed save, or half as much damage on a successful one.

DOGS OF WAR

SUMMARY

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

THE STORY SO FAR

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

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

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

OBJECTIVES

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

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

THE ORACLE OF WAR

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

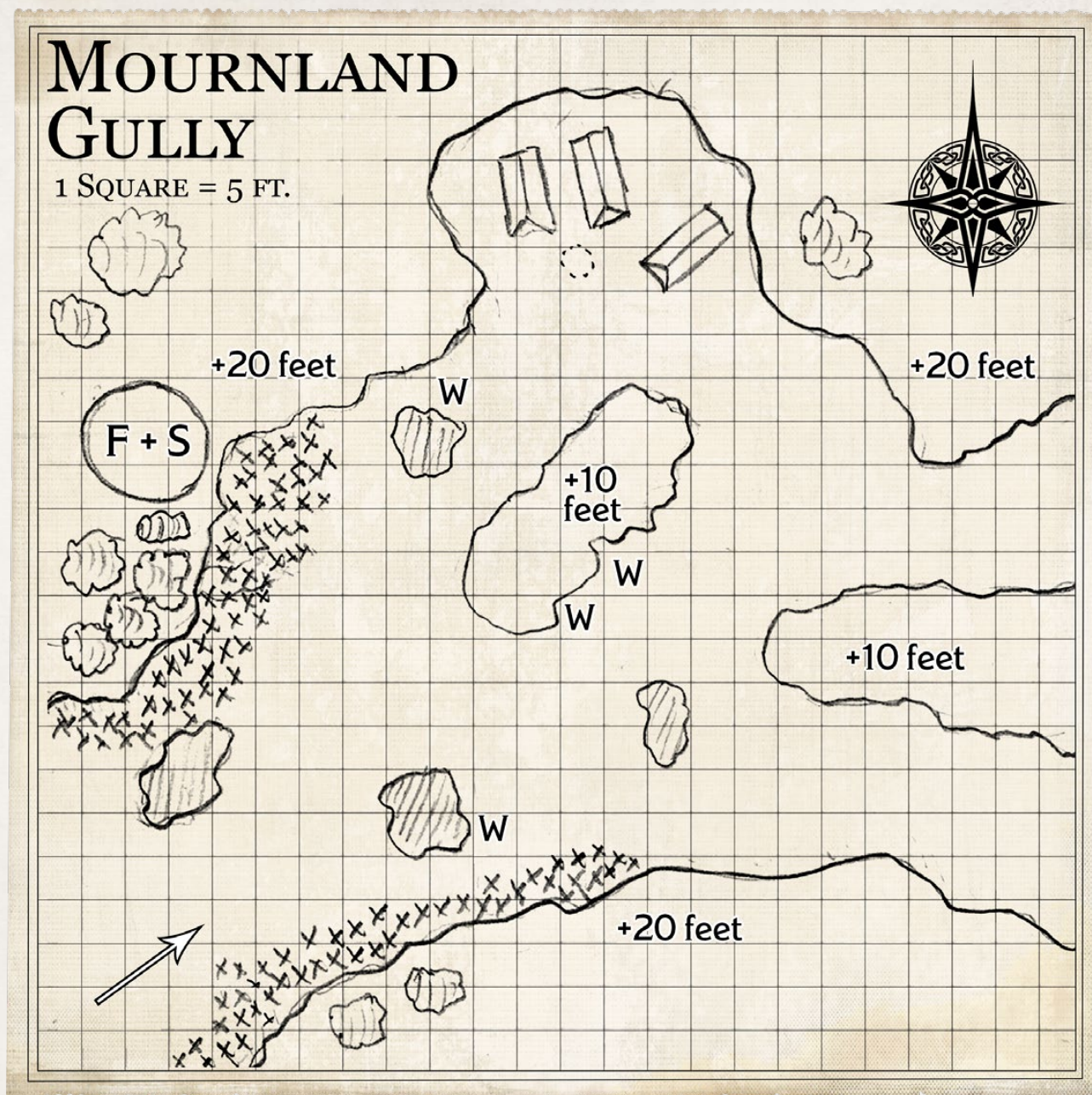
- You gain surprise at the start of your next combat. During that combat, you have advantage on Dexterity (Stealth) checks.
- You can turn one hit from a weapon attack into a critical hit.
- For 1 minute, you ignore any damage resistances or immunities belonging to a single creature.
- You gain 10 temporary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



HANDOUT 2: THE *ORACLE'S* ADVICE

Seek the Maker where fire and earth are chained.
The battle is lost, but victory may yet be gained.

APPENDIX A:
DUNGEON MASTER'S MAPS



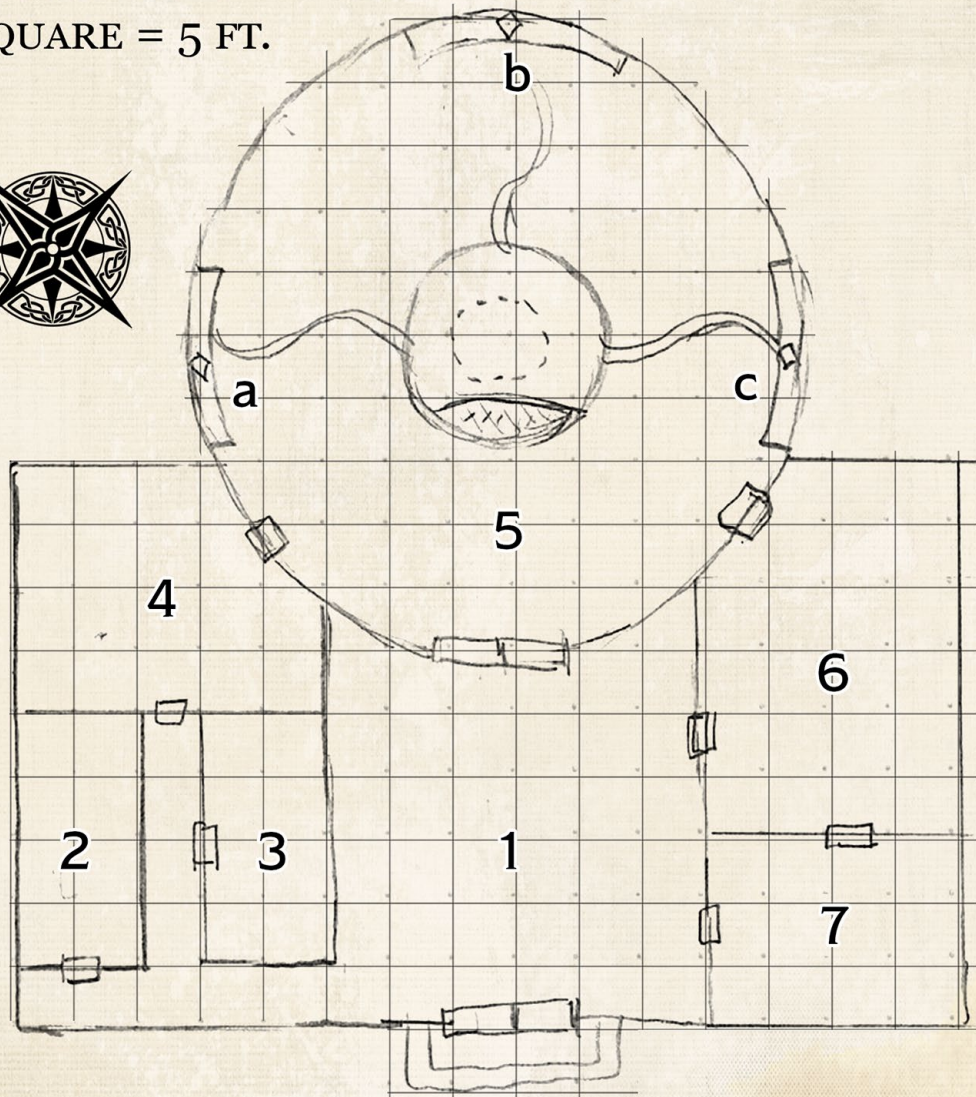
RAZORCRAG

1 SQUARE = 20 FT.



ELEMENTAL FORGE

1 SQUARE = 5 FT.



APPENDIX B: DUNGEON MASTER TIPS

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiarize yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), 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 total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

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



EBERRON: ORACLE OF WAR



ADVENTURE RECORD: EB-10 JUDGMENT OF IRON

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

ADVENTURE NOTES

You joined the Brelish Army's assault on Razorcrag, the Lord of Blades' enclave in the Mournland, and rescued Sulring Mroranon, the creator of the *Oracle of War*. In an act of betrayal by Big Bara, the floating fortress Argonth fell into the Lord of Blades' hands, and you were forced to flee.

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 from Captain Alain ir'Raneek for carrying out the mission.

Choose ONE bonus reward:

- Flechette's brassbound spellbook for defeating the mage. You gain the Arcane Kinetics legacy event (see Legacy Events).
- A silver dagger with a gold knuckle-duster hilt (worth 250 gp) for defeating Zweihander.
- A brooch of shielding for defeating Ranseur.
- Big Bara's silver medals (worth 200 gp) for defeating the traitor.
- A pair of sending stones for defeating the traitor.
- A belt of dwarvenkind for rescuing Sulring.

CHARACTER WEALTH

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

LEGACY EVENTS

- Arcane Kinetics.** You defeated the warforged mage Flechette and seized her spellbook. At the end of any core adventure in the *Oracle of War* campaign, you can gain the following benefit:
 - Copy a wizard spell of 5th level or lower from legal sources into your spellbook, ritual book, or Book of Shadows at no cost. You must have the Book of Ancient Secrets invocation to add to your Book of Shadows.
- Argonth Survivor.** You were there when Argonth fell to the Lord of Blades. Your time on the floating fortress means you're familiar with its layout, attack capabilities, and defenses.
- Your Face Is Known.** You defeated the Lord of Blades' lieutenant in sight of him and lived to tell the tale. Next time, you might not be so lucky.

THE SALVATION TIMES

ISSUE 20

EST. 997 Y.K.

PRICE 1 SP

THIS TIME IT'S WAR!

Our outpost stands triumphant after a cowardly attack by warforged raiders loyal to the so-called "Lord of Blades." Thanks to the fine work of the Brelish infantry, and our own salvager crews - who were recruited into the army at the eleventh hour - the outpost was put on a war footing in record time, and was able to drive the enemy back into the Gray with minimal damage to property. Casualties were high, but each salvager took back twice what was taken from them. Battlefield reports are still being collated, but the whereabouts of

General Tryresh remains in question. It would be a sad end to a triumphant day if the Brelish general had fallen in battle!

One thing is for sure: the attack has fortified the will of our workers to strike back against the enemy and raze them forever from the Mournland. What have we done to deserve these attacks? This "Lord of Blades" is surely little more than a tin-pot tyrant seeking to impress his own followers with a show of strength. Well, it's time to show some mettle of our own. It's time we showed these warforged a real war.

NEW CYRE'S STINGING REBUKE TO SALVATION

When news of the assault on Salvation reached the refugee town of New Cyre, Prince Oargev ir'Wynarn issued yet another public statement criticizing our outpost.

"Salvation is in the way," he scoffed. "In the way of those lawless warforged, in the way of our efforts to provide shelter to Cyre's displaced citizens, in the way of our hopes to rebuild our shattered realm. Salvation is a parasite feeding on the glory of Cyre: I call on King Boranel to take responsibility and shut down this rogue state forthwith."

New Cyre is still suffering from an uncontrolled outbreak of plague, so Prince Oargev has been roundly accused of deflection. Conditions in the town are reportedly dire, with swarms of rats infesting the refugee slums and the dead buried in vast plague pits. Here at the Times, we call on Oargev to see to his own house before he treads mud into ours. Salvation may be in your way, Sir, but it's keeping the wolves from your own doorstep.

TALK OF MUTINY IN THE BRELISH RANKS

Brelish soldiers continue to fuel brisk trade in the outpost, with boots, socks, bandages, table salt, and undergarments remaining strong sellers. Word is that many of the soldiers haven't been paid in three months; a rumor borne out by the sheer number of soldiers having to arrange lines of credit with our brokers. More troublesome rumors hint at desertion or mutiny as a means to break the deadlock. Remember: these soldiers have put their own lives at risk to defend our outpost. We implore all brokers and salvagers to give them a break and show some compassion!

NEED COIN?

Our brokers offer fantastic rates on same-day loans, with flexible rates for your borrowing and lowest ever interest on your first five coin repayments. Seek us out at Paine & Measure. You won't be disappointed!

