



DINO WORLD



**An Eberron: Oracle of War salvage mission
for Tier 2 Characters**

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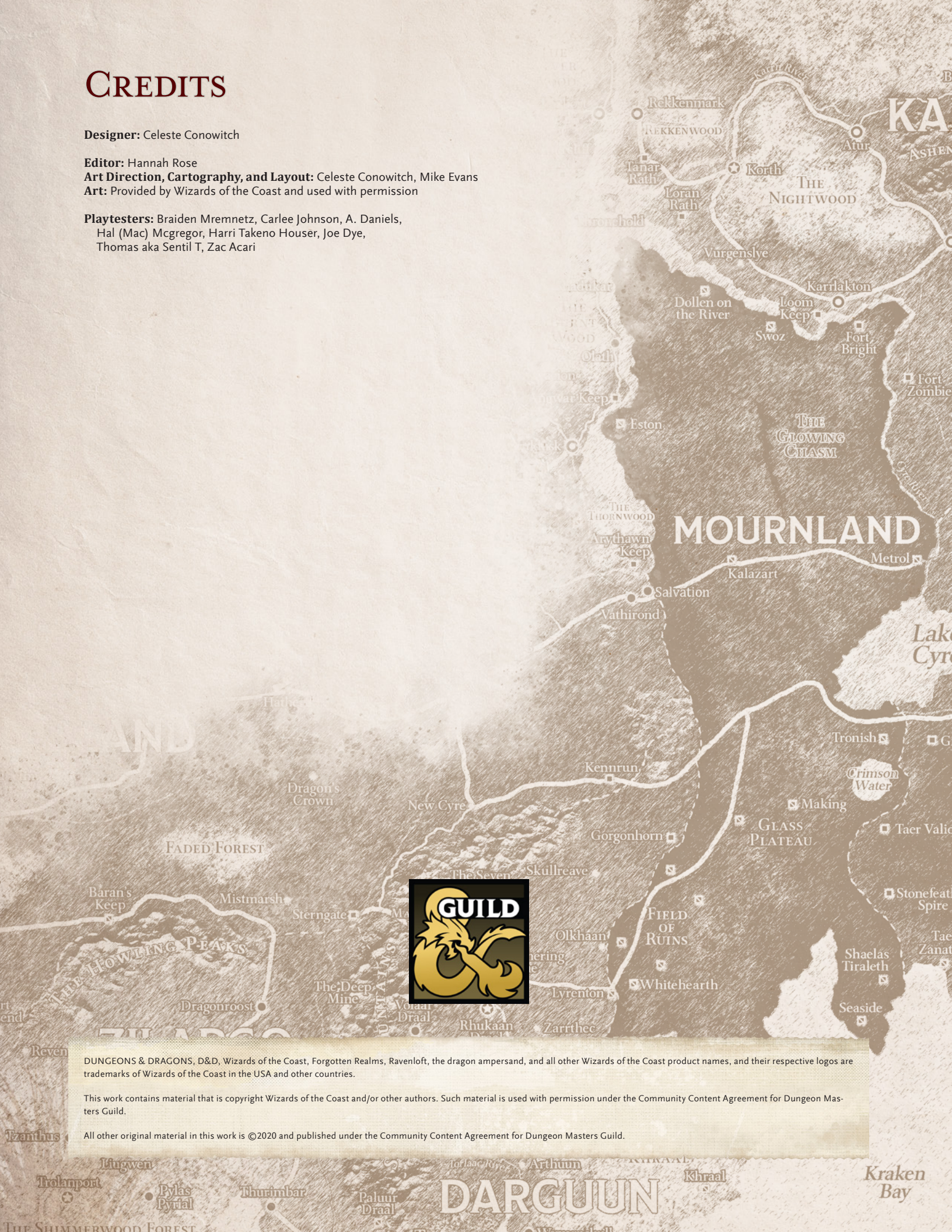
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ADVENTURE OVERVIEW

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

This adventure requires the use of the D&D fifth edition *Player's Handbook* and *Dungeon Master's Guide*, as well as *Eberron: Rising from the Last War*. Monster statistics are given in an appendix, but the *Monster Manual*, *Volo's Guide to Monsters*, and *Mordenkainen's Tome of Foes* may be helpful. If you wish to use the salvage rules, you need a copy of *Eberron: Oracle of War: Salvage Bases and Missions*.

BACKGROUND

A deputy in the town of Salvation needs the characters to investigate troubling rumors concerning a military unit called the Fighting Fifth. A tip from salvager Draev Shaldor leads the characters into the Grey to a Seaside theme park named Dino World.

Their quarry is a soldier named Raleen, who came to the park to hunt down an artificer named Nedry. Nedry intends to use the park's technology to rebuild the war-forged colossi lost during the Mourning. The party must stop Nedry and convince Raleen to return to Salvation for questioning.

OVERVIEW

The adventure's story is spread over three parts and takes approximately 3 hours to play.

- **Part 1: Wanted (15 mins).** The characters are recruited by Deputy Billy Maldoon to travel into the Mournland and bring back a Fighting Fifth soldier for questioning. They head through the mists and arrive at the Dino World theme park.
- **Part 2: Dino World (90 mins).** Once inside the theme park, the party can confront Nedry, who has sealed himself in a maintenance hut. But first, they must brave the dangers of the park to find an employee key card before they can gain access to the building.
- **Part 3: Dino Might (30 mins).** As the party accesses the maintenance hut, Nedry launches a surprise attack from his upgraded mechanical dinosaur. Once Nedry is dealt with, Raleen returns with the characters back to Salvation.

ADJUSTING THIS ADVENTURE

This adventure is optimized for 5 characters of level 5. To determine whether you should consider adjusting the adventure, add up the total levels of all the characters, and divide the result by the number of characters. This is

the group's average party level (APL). To approximate the party strength for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

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

ADVENTURE HOOKS

This adventure assumes the characters are scavengers experienced in retrieving salvage from the Mournland. Players should invent their own reasons for undertaking such dangerous work, such as 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 background and patrons listed there.

SALVAGE AWARDS

If you are using the salvage rules, salvage is awarded according to the Salvage Rewards per Character table in *Salvage Bases and Missions*. For this adventure, every character is rewarded 100 salvage per hour of play. Or 50 salvage per hour of play if the mission is unsuccessful.

HERO POINTS

In this adventure, 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.

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.

CHAPTER 1: WANTED

In this chapter, the party receives a mission to retrieve an enigmatic soldier wanted for questioning. Their quest takes them to the gates of an abandoned theme park in the once-thriving tourist town of Seaside.

JAILHOUSE ROCK

This adventure begins in Salvation, a Scavenger outpost on the edge of the Mournland (see “Salvation Outpost,” below, for more information). The characters receive a summons from Billy Maldoon, the settlement’s temporary deputy, who asks them to meet him in the sheriff’s office for a proposition. Read the following:

The sheriff’s office is a squat stone building, sparsely furnished with wooden chairs and empty shelves. Sitting at a desk is a sweaty half-elf man rifling through a disorganized stack of reports. He tosses a handful of papers into a box, then looks up expectantly.

Billy has a mission for the characters. Recently, a local salvage broker named Draev Shaldor has been making a fuss about rogue soldiers from a Cyran military unit known as the Fighting Fifth. This unit from the Last War somehow survived the day of Mourning and is now amassing a mercenary army with the intent to cause trouble. Billy doesn’t know if Draev’s story is true, but he’s prepared to send a team into the Mournland to gather more information about the validity of the broker’s claims.

Draev claims that a Fighting Fifth member named Raleen has set up a base in a theme park near the ruined town of Seaside. Billy needs the characters to investigate this park, and if possible, bring Raleen back to Salvation for questioning. Billy also emphasizes that the park is likely full of salvage treasures, which the party is welcome to collect while performing this task

ALTERNATE REWARDS

If you’re not using the salvage rules, Billy offers the characters 1000 gp for returning Raleen alive.

SALVATION OUTPOST

Salvation is a rough-and-tumble scavenger outpost on the edge of the Mournland. Chancers from across Khorvaire come here to get rich quick or die trying. More information is available in the Salvage Bases and Missions.

Population. Around 400.

Government. None. The outpost’s brokers use letters of marque granted by King Boranel to plunder the ruins of Cyre.

Defenses. Brokers hire their own mercenary crews to protect their interests.

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

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

BILLY MALDOON

Lawful neutral half-elf veteran

Billy Maldoon is a veteran of King Boranel’s army, sent to Salvation to keep the peace while a replacement for the deceased sheriff is found.

Motivations: Billy is trying to organize the old sheriff’s affairs in preparation for a new peacekeeper in Salvation—and trying not to get killed until that happens.

Mannerisms: Billy gets anxious easily, and frequently dabs his brow with a handkerchief.

Quote: “Are you sure you need me for that?”

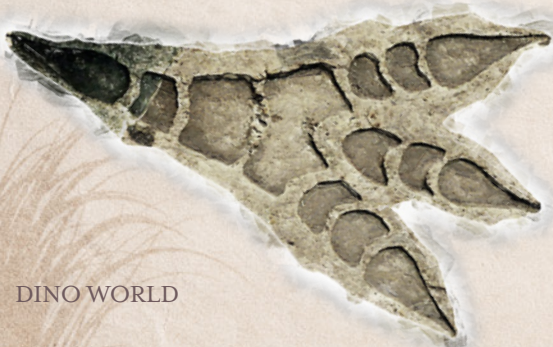
SEASIDE RENDEZVOUS

When the players decide to set out, read the following:

Miles of bleak battlefields, frozen in those final terrible moments, eventually give way to desolate concrete roads as you get close to Seaside.

Occasionally, brightly painted sides advertising the town’s many attractions appear through the grasping grey mist. The images seem strange and haunting in the suffocating silence of the Mournland.

If you would like to include a random encounter on the way to Seaside, roll on the Mournland Encounters (Levels 5-10) table in *Oracle of War-Salvage Bases and Missions*. Otherwise, it takes roughly 6 hours of travel to reach the theme park spoken of by Draev Shaldor. After the party completes the journey, proceed to chapter 2.



CHAPTER 2: DINO WORLD



In this chapter, the party must explore the Dino World theme park, contend with its dangers, and find a way into the park's maintenance hut.

NOT YOUR AVERAGE DINOSAUR

The Dino World theme park combines nature and technology to create an interactive dinosaur experience. As such, almost all of the dinosaurs in this adventure are constructs rather than beasts (the exceptions are clearly marked). Use the usual stat block for these dinosaurs with the following changes:

- The dinosaurs have a constructed nature and don't require air, food, drink, or sleep
- The dinosaurs are considered to be of the construct type, rather than the beast type.
- The dinosaurs are immune to the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions.
- The dinosaurs are immune to poison damage.

RANDOM ENCOUNTERS

The Dino World theme park houses active denizens and oddities created by the Mourning. While the adventurers explore the park, you can roll on the Dino World Encounters table to determine what random encounter occurs.

DINO WORLD ENCOUNTERS

d6	Encounter
1	Petting Zoo Escapees
2	Brawl-o-Saurus
3	Baby Bronto
4	Deeno the Dino
5	Sky Is Falling
6	Sundae Funday

PETTING ZOO ESCAPEES

Shrieking and stomping fills the air as a band of dinosaurs burst through the trees. The creatures seem twisted by the Mourning mists, and each is marked with a silver tag. They look hungry.

A band of mutated dinosaurs has escaped the petting zoo pen and now wander around the park searching for food. This group is composed of a **stegosaurus** and two **clawfoot** dinosaurs. To determine their mutations, use

the Beastly Mutations table in the *Salvage Bases and Missions*.

Unlike most of the creatures in the theme park, these dinosaurs are beasts.

ADJUSTING THE ENCOUNTER

- **Very Weak.** Remove both **clawfoot** dinosaurs.
- **Weak.** Remove one **clawfoot**.
- **Strong.** Add one **stegosaurus**.
- **Very Strong.** Add one **stegosaurus** and one **clawfoot**.

BRAWL-O-SAURUS

Brush snaps and crunches as two crested dinosaurs tumble onto the pathway. One staggers and bleeds profusely as the second gores it with its horns. It looks like the fight will end in a matter of moments.

A pair of **triceratops** battle each other over a territory dispute. If the characters don't interfere, one triceratops slays the other and turns its attention to the party. Alternatively, a successful DC 15 group Wisdom (Animal Handling) check allows the party to behave in an unthreatening manner, and the triceratops leaves without attacking.

ADJUSTING THE ENCOUNTER

- **Very Weak.** The victorious **triceratops** has only 50 hit points remaining.
- **Weak.** The victorious **triceratops** has only 70 hit points remaining.
- **Strong.** Add one surviving **triceratops** to the fight, but both start at 50 hit points remaining.
- **Very Strong.** Add one surviving **triceratops** to the fight.

BABY BRONTO

High pitched screeching and panicked cries come from just beyond a cluster of trees, where a swarm of winged dinosaurs repeatedly dive to attack a huddled form.

A baby brontosaurus is under attack from a group of eight **pteranodons**. Without interference, the pteranodons slay the baby brontosaurus in three rounds.

If the pteranodons are defeated or driven off, the baby brontosaurus follows the party for the rest of their stay in Dino World (the baby brontosaurus uses the **mastiff** stat block). The baby brontosaurus is a construct and can only function within the confines of Dino World.

DEENO THE DINO

Cheerful whistling comes from nearby as a figure dressed in a lime-green dinosaur suit skips down the path. A cartoonish mask completely covers the figure's face.

Deeno the Dino is a **warforged soldier** dressed in a mascot suit. Through some faulty programming, Deeno continues his job, completely oblivious to the park's destruction. If the party interacts with Deeno, he maintains a cheerful personality, answers questions about the park attractions, and offers each character a gummy candy shaped like a dinosaur, which functions as a *potion of healing*.

If the party is hostile towards Deeno, he does not offer the gummy candies and attempts to flee.

SKY IS FALLING

With a high-pitched whistle, something shiny falls from the sky, then shatters on the ground as it lands nearby. From here, it appears to be a tangle of metal limbs and cloth.

The body of a warforged park attendant falls from the sky after being dropped by some of the park's flying denizens. The warforged is damaged beyond repair, but searching their body reveals a Dino World Fast Pass, which functions as a *potion of speed* when used inside the confines of the theme park.

SUNDAE FUNDAY

Sounds of clanging and stomping fill the air as a metal cylinder comes bouncing over a ridge, followed by a band of mutated dinosaurs. The metal container rolls to a stop in front of you, showing a picture of an ice cream cone on its side.

A band of mutated dinosaurs have found a sealed container of ice cream, which they are trying to force open. This group is composed of a **triceratops** and two **deinonychus**. To determine their mutations, use the Beastly Mutations table in the *Salvage Bases and Missions*. Unlike most of the dinosaurs in the theme park, these creatures are beasts, not constructs.

If the party leaves the ice cream container alone, the dinosaurs don't attack, and continue to focus on opening the container. However, if the party takes the container or opens it, the dinosaurs attack. Inside the container is 10 pounds of strawberry ice cream, kept cold by a spell cast on the container. Once opened, the magic ceases to function and the contents will melt as normal.

PARK LOCATIONS

The following locations are shown on the Dino World map.

1. GATES

The mists part, revealing a set of dull iron gates. Thick vines and lush vegetation consume the fencing, but a large sign above the entrance reads "DINO WORLD" in peeling script. A heavy padlock secures the gates, and thick foliage obscures the area beyond the bars.

This is the only entrance to the Dino World theme park. The gates and fencing surrounding the park are 20 feet high.

The padlock can be picked with a successful DC 15 Dexterity (Sleight of Hand) check using thieves' tools. A character who succeeds on this check discovers the lock has recently been picked, then relocked.

Alternatively, the lock can be shattered with a successful DC 15 Strength (Athletics) check, and the thick vines covering the fencing can be climbed with a successful DC 12 Strength (Athletics) check.

Characters who pass through the gates find themselves in the Central Plaza (area 2).

2. CENTRAL PLAZA

Thick jungle surrounds this red brick plaza. Benches and food stalls painted in jolly green stand abandoned around the perimeter. Several paths through the trees lead off in different directions.

Across the way is a large building with the words "Visitor Center" painted above the entrance. Someone has hastily boarded up the doors and windows.

This is the Central Plaza of Dino World. The trails that cut through the trees lead to the other areas of the park.

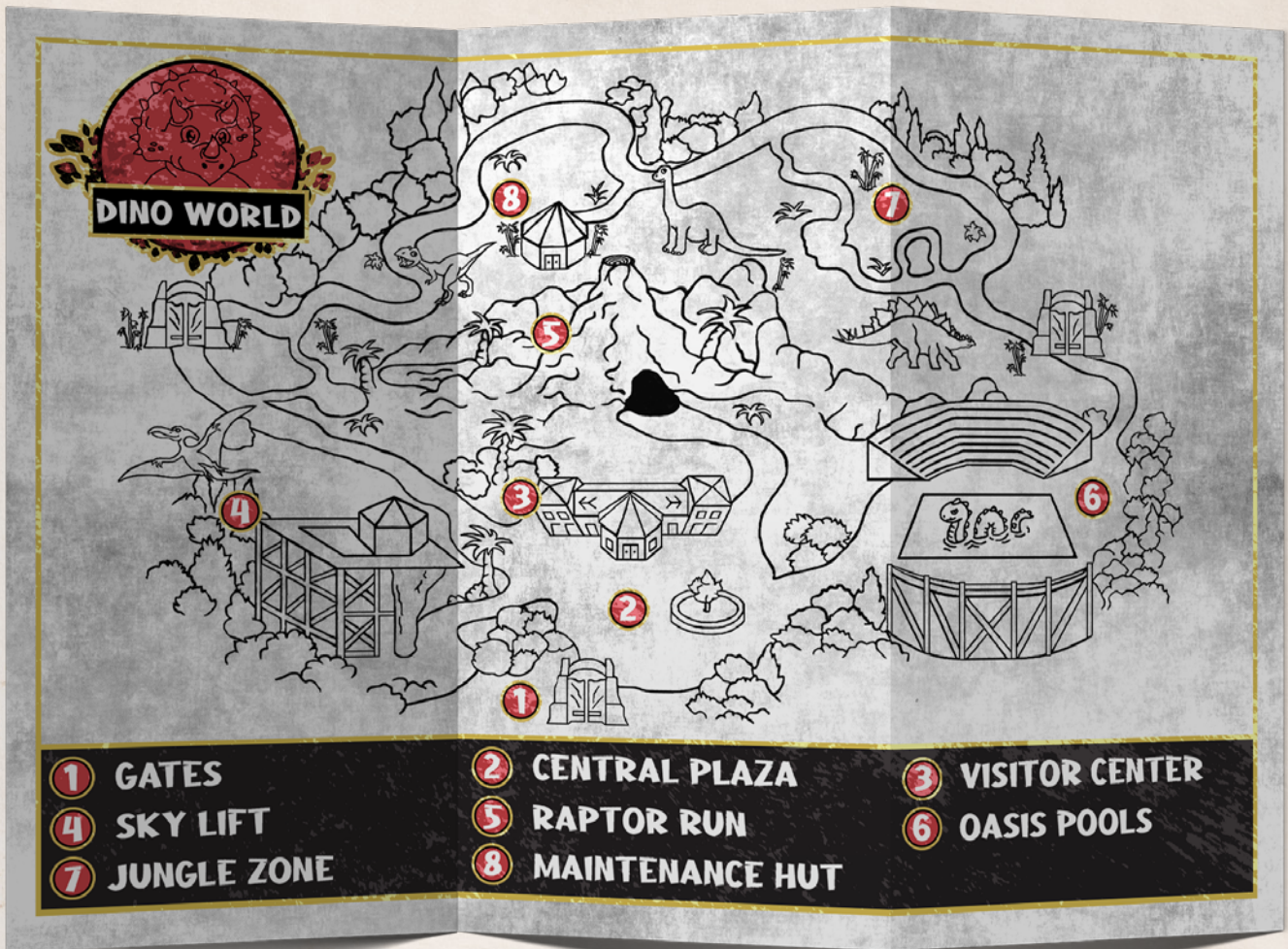
Investigating the food carts reveals they have already been emptied. The Mourning mists have preserved the park entirely, so there is no trace of dust or disrepair.

Opening a way into the building marked "Visitor Center" requires one minute of work tearing out nails and boards. If the characters choose to break inside, it is recommended that you roll or select an encounter on the Dino World Encounters table, to represent attention attracted by the noise.

3. VISITOR CENTER

This large hall is dimly lit by a skylight placed above an impressive statue of a four-legged dinosaur.

A voice calls to you from somewhere in the darkness. "Don't take another step or I'll shoot! Tell me quickly—who are you, and what the hell are you doing here?"



This is the park's visitor center, which holds guest services and a gift shop. It has also become the base for a member of the Fighting Fifth named Raleen (lawful neutral female hobgoblin **champion**).

Gift Shop. This room is filled with worthless trinkets, hats, jerseys, novelty cups, and dinosaur figurines.

Raleen. The voice belongs to Raleen, who is hiding behind the statue of a triceratops with her shortbow drawn. If the party is not immediately hostile, Raleen hobbles from behind the statue and lowers her weapons to speak with them.

Raleen is seriously injured from a fight with one of the park's dinosaurs. Her leg is broken, and she is leaning on a makeshift crutch. Raleen agrees to return with the party to Salvation only if they slay her quarry, an artificer named Nedry.

After tracking Nedry to the park, Raleen discovered that he'd locked himself in the park's maintenance hut. She tried to get into the hut but realized an employee access badge was needed. While she searched for a badge, she was attacked by a dinosaur and forced to take refuge in the visitor center. Raleen can point out the location of the hut on one of the park maps scattered around the visitor center.

If any characters attempt to heal Raleen, she refuses, telling them not to waste time and conserve their strength to fight Nedry.

If the party asks Raleen any additional questions, she's willing to reveal the following information:

- Nedry is a House Cannith artificer who somehow survived the Mourning. Raleen is positive he had something to do with the destruction wrought on that day and has tracked him here to punish him.
- Raleen doesn't know why the artificer is in the theme park, but she's positive it's for some nefarious purpose.
- Raleen doesn't know why she or the other members of the Fighting Fifth didn't perish in the Mourning. She has no idea where the rest of the unit is or what they are currently doing.
- Raleen would prefer the characters to kill Nedry outright, but she begrudgingly agrees to accompany the party if he's captured and brought back to Salvation (a feat that proves nearly impossible, but Raleen doesn't know that).

ROLEPLAYING RALEEN

Raleen is an exceptional warrior who bravely served with the Fighting Fifth until the fateful day of Mourning. Since then, she's become obsessed with finding a House Cannith artificer named Nedry, whom she single-mindedly believes is responsible for the tragedy that occurred.

Raleen is extremely practical, capable, and determined to fulfill her mission or die trying. She views emotions as a weakness that gets in the way of accomplishing goals.

4. SKY LIFT

The trees part to reveal a square clearing dominated by a wrought iron lattice tower. At the tower's base is a painted sign that reads "This way to the Sky Lift! Come on up and start flying high!" Just past the sign sits an elevator platform overgrown with tangled vines. Far overhead, dark shapes circle in the sky.

The tower is the entrance to the Sky Lift attraction, which allows guests to soar above the park in gondolas carried by flying dinosaurs.

Tower. The tower is 90 feet tall. Walking the perimeter of the tower reveals steel maintenance rungs that lead to the top. Climbing the ladder attracts the attention of three **quetzalcoatlus** who attack when the first climber reaches 30 feet.

Elevator. The elevator to the top of the tower is currently broken but can be repaired. To repair the elevator, a character must spend 1 minute clearing away the overgrowth, it is recommended that you roll or choose an encounter from the random encounter table, to represent attention attracted by the noise. Once clear, the elevator can be repaired with a successful DC 15 Dexterity (Tinker's Tools) check. If fixed, the elevator can easily lift the party to the top of the tower.

Top Platform. Once the party has reached the top, a nonaggressive pterodactyl (use **roc** statistics) carrying a gondola flies down to the platform, patiently waiting for the characters to board. Inside the gondola is the body of a male halfling, who perished during the Mourning. Searching the body reveals an employee key card.

If the party remains onboard the gondola, the quetzalcoatlus flies them around the perimeter of the park, then drops them back off at the Sky Lift tower. The loop takes about 10 minutes to complete, and the dinosaur cannot deviate from its programmed course.

ADJUSTING THE ENCOUNTER

- **Very Weak or Weak.** Remove one **quetzalcoatlus**.
- **Strong.** Add one **quetzalcoatlus** to the fight.
- **Very Strong.** Add two **quetzalcoatlus** to the fight.

5. RAPTOR RUN

A gigantic artificial mountain looms ahead of you. At its base is the mouth of a dark tunnel, labeled with a sign that reads "Raptor Run." Every few minutes, a mechanical rattle sounds from within the tunnel.

This mountain contains the Raptor Run rollercoaster attraction. The interior of the mountain has a railed track that carries riders through exciting twists and caverns staged to depict dinosaur habitats.

Just inside the cavern mouth is a small chamber where the ride begins. The ride is on autopilot, so every five

minutes, a new car arrives on the track, stops for a couple of minutes, then shoots off to begin the ride. There is enough room for up to nine Medium creatures to sit in each cart comfortably.

If the characters board the cart, read or paraphrase the following:

The cart lurches forward along the track, descending a gentle slope into a dark tunnel. Rhythmic music begins to play, and a deep voice narrates, "Before time began, ferocious dinosaurs walked the land."

The tunnel opens into a large cavern depicting a lush jungle. Small two-legged dinosaurs peer curiously at the cart from behind trees and rocks. The cart continues to roll along the track towards the next shadowed tunnel.

After passing into this tunnel, there's a sharp tearing sound, and the cart drops into free fall as the ride breaks. It falls into the lowest room of the ride, 30 feet below. Allow each character to make a DC 15 Dexterity saving throw. On a successful save, they catch themselves on debris hanging from the walls and do not take falling damage.

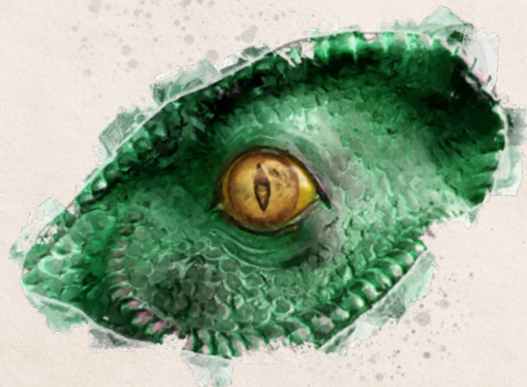
The cart drops the party into a cavern depicting the inside of a volcano. Twenty **velociraptors** are swarming a **stegosaurus** with the corpse of a park attendant strapped to a saddle on its back. Without interference, the velociraptors kill the stegosaurus in three rounds, then attack any characters inside the Raptor Run attraction. The stegosaurus kills one raptor each turn it remains alive. Attacking any of the velociraptors attracts the attention of 1d4 additional raptors, who move to attack the interfering character.

Corpse. Strapped to the back of the stegosaurus is the corpse of a female orc park attendant. Freeing the body from the tangled safety harness takes 1 minute of uninterrupted work. Once the body is free from the stegosaurus, searching it reveals an employee key card.

Emergency Exit. To escape Raptor Run, the party can walk along the remainder of the rail tracks or climb back up the collapsed passage. The final tunnel winds for 100 feet and leads back to the entrance, where the party initially boarded the ride. If any **velociraptors** remain alive, they pursue the party through this tunnel.

ADJUSTING THE ENCOUNTER

- **Very Weak.** Remove eight **velociraptors**.
- **Weak.** Remove five **velociraptors**.
- **Strong.** Add five **velociraptors**.
- **Very Strong.** Add ten **velociraptors**.



6. OASIS POOLS

The pathway leads into a stadium ringed with tiered bleachers. At the center of the stadium is a vast pool with several floating platforms. A thick algae layer has made the water murky, but large, shadowy shapes move in its depths.

This stadium is the Oasis Pools attraction, which once housed shows starring aquatic dinosaurs and their trainers. Touching the water disturbs the layer of algae built upon the surface, revealing the four **plesiosaurus** that prowl the pool. A character with a passive Perception score of 12 or higher notices the central grate at the bottom of the pool, which has a corpse stuck to it. The dinosaurs don't notice any small disturbance to the pool's surface.

Pool. The pool is a 100-foot-square dug 90 feet deep into the ground. The walls are made of smooth concrete, with one steel safety ladder that extends to the floor bolted to each side.

Platforms. There are five 10-foot-square wooden platforms floating on the surface of the pool (one in each corner, and one in the center of the pool). These platforms are anchored in place by steel chains bolted to the bottom of the pool.

Dinosaurs. Diving into the pool attracts the attention of the four **plesiosaurus**. They attack creatures who swim at least 30 feet below the surface.

Corpse. The body of a male half-elf park attendant is tangled up in the circular drain that filters water in the pool. Searching the bloated corpse takes one round and reveals an employee key card.

ADJUSTING THE ENCOUNTER

- **Very Weak.** Remove two **plesiosaurus**.
- **Weak.** Remove one **plesiosaurus**.
- **Strong.** Add one **plesiosaurus**.
- **Very Strong.** Add two **plesiosaurus**.

7. JUNGLE ZONE

Wooden gates carved with depictions of dinosaurs stand open before you. Just beyond them is a cobblestone path that winds out of sight into the verdant jungle. Lit braziers are attached to the overhead sign that reads "Jungle Zone."

This is the entry point to the Jungle Zone interactive attraction. Cobblestone paths create a maze through the thick trees, leading attendees to different dinosaur enclosures.

The dinosaurs of the Jungle Zone have broken free from their designated areas and now wander freely. Roll at least twice on the Dino World Encounters table while the characters make their way through this area to the maintenance hut.

8. MAINTENANCE HUT

A camouflaged platform ten feet above the ground supports a square, unmarked building. A short iron ladder leads up to the platform, but there are no visible doors, windows, or other ways to enter the building.

The maintenance hut can only be opened with an employee key card. If one of these key cards comes within 5 feet of the building, the glowing sigil of House Cannith appears on the walls, and a doorway becomes visible.

Once the party enters the maintenance hut, proceed to chapter 3.



CHAPTER 3: SHOWDOWN

In this chapter, the party is attacked by Nedry and his modified dinosaur construct. They must contend with the artificer, then return to Salvation.

DINO MIGHT

Once the characters unlock the door to the maintenance hut and head inside, read or paraphrase the following:

The maintenance hut is ravaged. Furniture lies toppled, control panels are smashed, and shredded wiring and torn papers cover the floor.

Suddenly, the entire hut shakes as a series of loud stomps echo in the distance.

Nedry has already taken the technology he needs from the maintenance hut and left to finish modifying his mechanical **tyrannosaurus rex**. He intends to cover his tracks by eliminating anyone who might interfere with his plans, starting with the party.

If the characters don't leave the hut to investigate the noise, the dinosaur arrives at the hut and rips off the roof in one minute. When the party first catches sight of the t-rex, read or paraphrase the following:

A towering tyrannosaurus rex looms above you. Unlike the other park dinosaurs, the rex has large pieces of skin replaced with steel plating and exposed patches of wiring. A high-pitched voice yells from a concealed speaker: "Thought you could steal my research, eh? Thought you'd get them back first, did you? Well, I'm onto your tricks, and you'll never leave this park alive!"

The voice belongs to Nedry, who is operating the tyrannosaurus rex from inside its head.



ROLEPLAYING NEDRY

Nedry is a House Cannith artificer who survived the Mourning, but his mind became fractured by the experience. Before the war, Nedry's research was focused on the development of Warforged Colossi, and when his creations were destroyed en masse, he was devastated.

Nedry now travels the Mournland, feverishly pursuing a plan to recover working colossus technology, and build an invincible colossus. His mission led him to Dino World, which used the early stages of colossus research to build the park's mechanical dinosaurs.

Nedry is exceptionally paranoid, afraid that everyone is trying to stop his work. His fears and rapid mood shifts make him both volatile and violent. If appealed to by a fellow scientist, Nedry might be willing to listen to reason, though such conversations are apt to develop into jealous accusations.

DINO FIGHT

Without some extremely smooth talking from the party, Nedry is inclined to hunt and slay the characters to protect his research. Nedry's mechanical creation has the statistics of a **tyrannosaurus rex** with the following changes:

- The tyrannosaurus rex has a constructed nature, and doesn't require air, food, drink, or sleep.
- The tyrannosaurus rex is considered to be of the construct type, rather than the beast type.
- The tyrannosaurus rex is immune to the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions.
- The tyrannosaurus rex is immune to poison damage.
- The tyrannosaurus rex can use *eldritch turret* as an action as long as it has at least 50 hit points remaining: **Eldritch Turret. Ranged Spell Attack:** +10 to hit, range 300 ft., one target. *Hit:* 18 (4d8) force damage, and if the target is a creature, it is knocked prone.
- The tyrannosaurus rex can use *incinerating beam* as an action as long as it has at least 100 hit points remaining: **Incinerating Beam (Recharge 5-6).** The tyrannosaurus rex fires a beam of light in a 150-foot line that is 10 feet wide. Each creature in the line must make a DC 17 Dexterity saving throw, taking 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this beam is disintegrated, leaving behind anything it was wearing or carrying.

Nedry has sealed up the tyrannosaurus rex, and there is no way to enter the dinosaur from outside. In fact, he's fused his body with the semi-organic controls of the construct and separating Nedry from the mechanism without

killing him in the process requires a successful DC 20 Wisdom (Medicine) check.

If the tyrannosaurus rex drops to 0 hit points, the construct collapses, and the jaws of the t-rex open exposing an unconscious Nedry. If he is not cut free within 1 minute (or the check to cut him free fails) Nedry dies along with his construct.

ADJUSTING THE ENCOUNTER

- **Very Weak.** The tyrannosaurus rex starts at 70 hit points.
- **Weak.** The tyrannosaurus rex starts at 99 hit points.

CONCLUSION

If the characters defeat Nedry, they can return to the Visitor Center, and Raleen allows the party to escort her back to Salvation. Deputy Billy Maldoon is delighted and promises to hire the characters if he needs further work done. By the next morning, Raleen manages to escape the sheriff's office and disappears without a trace.

If the characters manage to free Nedry from his machine, Raleen allows the party to escort her and the artificer back to Salvation. By the next morning, Raleen has managed to murder Nedry and escaped the sheriff's office without a trace.

If the characters fail to defeat Nedry, or refuse to confront him, they return to the Visitor Center to discover Raleen has disappeared. Deputy Billy Maldoon is disappointed, and a potentially deadly threat remains at large.



APPENDIX A: MONSTERS

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

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

Saving Throws STR +9, CON +6

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

Senses Passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

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

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

ACTIONS

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

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

CLAWFOOT

Medium beast, unaligned

Armor Class 13

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5

Senses Passive Perception 13

Languages --

Challenge 1 (200 XP)

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

Pounce. If the clawfoot 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 11 Strength saving throw or be knocked prone. If the target is prone, the clawfoot can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The clawfoot makes two attacks: one with its bite and one with its claws.

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

Hit: 7 (1d8 + 3) piercing damage.

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

Hit: 7 (1d8 + 3) slashing damage.



DEINONYCHUS

Medium beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 26 (4d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3
Senses Passive Perception 13
Languages --
Challenge 1 (200 XP)

Pounce. If the deinonychus 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 12 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The deinonychus makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) slashing damage.

MASTIFF

Medium beast, unaligned

Armor Class 12
Hit Points 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses Passive Perception 13
Languages --
Challenge 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



PLESIOSAURUS

Large beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 68 (8d10 + 24)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4
Senses Passive Perception 13
Languages --
Challenge 2 (450 XP)

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.
Hit: 14 (3d6 + 4) piercing damage.

PTERANODON

Medium beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 13 (3d8)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	2 (-4)	9 (-1)	5 (-3)

Skills Perception +1
Senses Passive Perception 11
Languages --
Challenge 1/4 (50 XP)

Flyby. The pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 6 (2d4 + 1) piercing damage.

ROC

Gargantuan monstrosity, unaligned

Armor Class 15 (Natural Armor)
Hit Points 248 (16d20 + 80)
Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

Saving Throws DEX +4, CON +9, WIS +4, CHA +3
Skills Perception +4
Senses Passive Perception 14
Languages --
Challenge 11 (7,200XP)

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

ACTIONS

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.
Hit: 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.
Hit: 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

QUETZALCOATLUS

Huge beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 30 (4d12 + 4)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2
Senses Passive Perception 12
Languages --
Challenge 2 (450 XP)

Dive Attack. If the quetzalcoatlus is flying and dives at least 30 feet toward a target and then hits with a bite attack, the attack deals an extra 10 (3d6) damage to the target.

Flyby. The quetzalcoatlus doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.
Hit: 12 (3d6 + 2) piercing damage.



STEGOSAURUS

Huge beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses Passive Perception 12

Languages --

Challenge 4 (1,100 XP)

ACTIONS

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 26 (6d6 + 5) piercing damage.



TRICERATOPS

Huge beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 95 (10d12 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses Passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore 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 triceratops can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

TYRANNOSAURUS REX

Huge beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses Passive Perception 14

Languages --

Challenge 8 (1,800 XP)

ACTIONS

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 20 (3d8 + 7) bludgeoning damage.



VELOCIRAPTOR

Tiny beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 10 (3d4 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses Passive Perception 13

Languages --

Challenge 1/4 (50 XP)

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

ACTIONS

Multiattack. The velociraptor makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.



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 armlade attacks.

Armlade. *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.

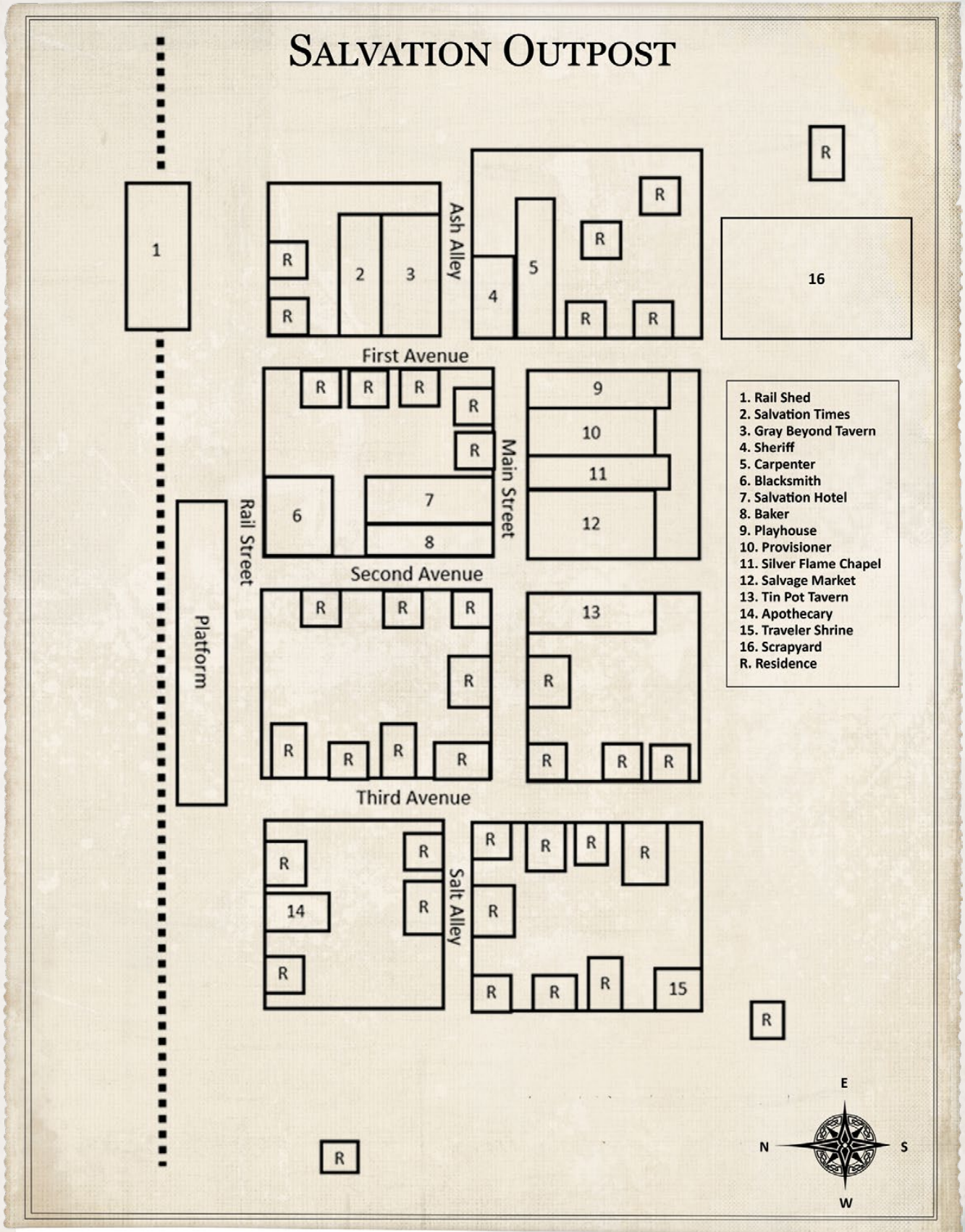


APPENDIX B: DINO WORLD MAP



APPENDIX C: DINO WORLD PLAYER MAP





APPENDIX C

SALVATION OUTPOST

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

– Arnel Flayd, enforcer for the Ashhounds

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

SALVATION OVERVIEW

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

Population. Around 400.

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

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

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

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

MAP LOCATIONS

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

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

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

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

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

TRADE

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

1. RAIL SHED

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

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

2. SALVATION TIMES

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

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

3. THE GRAY BEYOND

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

4. SHERIFF

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

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

SHERIFF

Lawful neutral warforged peacekeeper

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

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

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

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

5. CARPENTER

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

6. BLACKSMITH

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

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

7. SALVATION HOTEL

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

8. BAKER

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

9. PLAYHOUSE

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

10. PROVISIONER

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

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

11. CHAPEL OF THE SILVER FLAME

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

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

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

MOTHER JAHANAH (JAH-HA-NAH)

Lawful good female Thranish human priest

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

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

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

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

12. SALVAGE MARKET

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

BELALUUR (BEL-AH-LOOR)

Neutral female goblin salvage broker

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

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

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

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

DRAEV SHALDOR (DRAY-EV SHAL-DOR)

Neutral male Brelish human salvage broker

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

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

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

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

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

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

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

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

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

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

13. TIN POT TAVERN

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

14. APOTHECARY

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

15. SHRINE OF THE TRAVELER

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

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

16. SCRAPYARD

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

R. RESIDENCE

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

