

A CENTURY OF ASHES

• ORACLE OF WAR PART 5 •

D D A L I E B 1 0 5



By

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A FOUR-HOUR ADVENTURE FOR TIER 2 CHARACTERS

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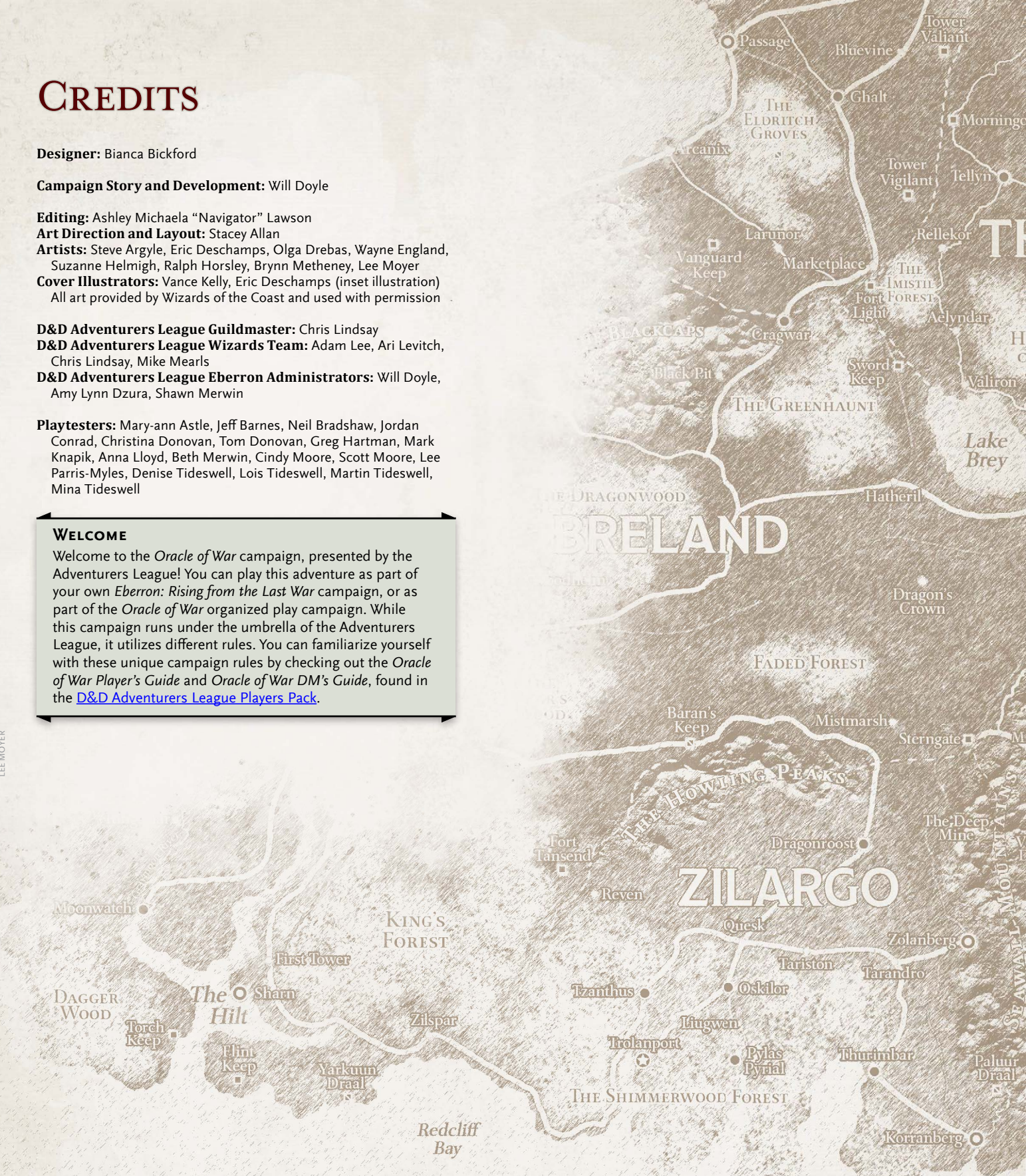
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WELCOME

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

LEE MOYER



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ADVENTURE OVERVIEW

*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.*

—Prophecy from the *Oracle of War*

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

This adventure occurs in Eberron, in the city of Sharn; a towering metropolis in the nation of Breland. This is the first in a trilogy of adventures, the *Fortunes of War* storyline. *Fortunes of War* is part of the *Oracle of War* Eberron campaign for the D&D Adventurers League.

BACKGROUND

Deep in the Mournland, the adventurers unearthed a strange device called the **ORACLE OF WAR**. After speaking a secret verse of the **DRACONIC PROPHECY**, the *Oracle* shut down and activated the **THIRD PROTOCOL**, summoning a team of assassins to recover it for its mysterious masters. Having survived the attack, the adventurers now head to **MORGRAVE UNIVERSITY** in **SHARN**, the City of Towers, to uncover more about the mysterious object—and its prophecy.

OVERVIEW

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

- **Part 1: Flash from the Past (60 mins).**

The players take on the role of treasure seekers in a ruined temple, revealing a villain that they're sure to meet again.

- **Part 2: Curry Favor (90 mins).**

Seeking information in Sharn, the adventurers must earn a sage's assistance to research the *Oracle* and its prophecy.

- **Part 3: The Sky's the Limit (90 mins).**

The characters must sneak into Lareth Hall and petition the sphinx, Flamewind, to help them understand the Prophecy.

ADVENTURE HOOKS

In the *Oracle of War* campaign, the characters are scavengers working for salvage crews. Players should invent their own reasons for undertaking such dangerous

work: dedication to a just cause, serving a specific patron, spying for an organization, etc.

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

A Century of Ashes makes special use of the following backgrounds:

- **Dezina Museum Researcher**
- **Morgrave University Professor**

Before beginning play, check if any of your players have these backgrounds. Players with these backgrounds gain benefits when exploring Morgrave University.

CONTINUING THE STORY

If the characters played through DDAL-EB-04 *The Third Protocol*, this adventure picks up after that adventure ends and the characters have had at least one long rest in the town of Salvation.

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

LEGACY EVENTS

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

Still Alive. If Kalli Alran (or her replacement from DDAL-EB-01 *The Night Land*), was sent to Sharn to investigate the *Oracle*, the adventurers receive her assistance during parts 2 and 3.

Fallen Titan. If the adventurers paid 200 gp to tail Irullan Karnach following her disappearance in DDAL-EBEP-01 *The Iron Titan*, their contact informs them about Irullan's hideout in part 2.

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.

The background of the page is a detailed, dark-toned illustration of a city, identified as Sharn, at night. The city is characterized by its verticality, with numerous tall, ornate skyscrapers and spires. The architecture is a mix of gothic and industrial styles. In the sky, several large, dark dragons with glowing orange and yellow patterns on their wings are in flight. They appear to be breathing fire or magical energy, which is depicted as bright orange and yellow streaks. Flying ships, some of which are large and ornate, are also visible, zooming through the air. The overall atmosphere is one of intense action and fantasy. The lighting is primarily from the city's lights and the dragons' fire, creating a high-contrast scene with deep shadows and bright highlights.

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

FLASH FROM THE PAST

Estimated Duration: 60 minutes

The players take on the role of treasure seekers in a ruined temple, revealing a villain that they're sure to meet again.

THICK AS THIEVES

Twelve years previous: The band of treasure seekers known as Graystrife have ventured bravely into Xen'drik and are eight days' travel outside of Stormreach. They seek a crystal skull that's rumored to bring the dead back to life, but Emerald Claw agent Irullan Karnach intends to find it first.

In this flashback mini adventure, the players assume the roles of the members of Graystrife. Each player chooses one of the roles from **Handout 2: Graystrife** and uses the stat block associated with that character during this part:

- Boram (male halfling)
- Cardinal (female shifter)
- Dare'el (female half-elf)
- Nine (warforged)
- Okazo (male drow)
- Onaag (female goblin)
- Toba (female dwarf)

All the members of Graystrife are loyal to each other and, besides friendly bickering, get along very well. They're each seeking adventure or treasure, with Okazo acting as the guide and Cardinal acting as unofficial leader.

RUNNING THE FLASHBACK

Let the players know that they're in a flashback that will have consequences later in the adventure. Cut out and hand out the character descriptions from **Handout 2: Graystrife** for easy player reference. Explain that any unclaimed characters must have died in the jungles of Xen'drik. Ensure the players are aware of the following rules:

- If a member of Graystrife drops to 0 hit points, they die immediately.
- Graystrife members can't use hero points but they can use inspiration.

Before play begins, ask the players to introduce the characters they've chosen. When they're done, read the following boxed text aloud:

The continent of Xen'drik, far south of Khorvaire, is unforgiving. Cursed by the Sovereigns and Six, it's a land warped by magic that can't be mapped. While all of you are here for gold, you've discovered a found family too.

You have the benefit of a native drow guide, Okazo, who's become a dear friend and a member of the party. Under Cardinal's direction you've set out from the relative safety of Stormreach to find a crystal skull that's rumored to have the power to raise the dead.

After many days travelling together, Cardinal had a vision that led you to a ruined temple. Yesterday, you fought through a nest of phase spiders. After a night of keeping watch, you're ready for the next challenge in the former sanctuary.

The members of Graystrife are uneasy—during last watch, Nine heard voices from the tunnels above. It's time to move quickly.

Time is limited—using a timer or hourglass, let the players know that they have 1 hour of real time to reach their goal.

THE RUINED TEMPLE

The **Ruined Temple map** in **appendix A** lays out the small, but deadly, dungeon that holds the party's goal. The characters have descended for several hours to reach this level of the ruins.

AREA INFORMATION

The dungeon has the following important features:

Dimensions and Terrain. Ceilings are 9 feet high unless stated otherwise. A mixture of rubble, dirt tunnels, and stone floor tiles are all that remain of a once-beautiful temple dedicated to an unknown patron.

Light. No light from the surface penetrates this deep into the temple.

Sounds and Smells. The air is surprisingly fresh, as it has an open path through the temple. There is an occasional sound of pebbles falling, which breaks up the moaning of the light, cool breeze.

1. TEMPORARY HAVEN

Graystrife set up camp at the bottom of a long set of stairs to rest after a hard battle. They lit the torches on the walls so they could see during watch. The hallway is 25 feet long.

To the east, the hallway opens into the darkness of a larger room. Graystrife hasn't explored here yet, as resting after the battle was their priority. When ready, the characters can head east into the Hall of Testing.

2. HALL OF TESTING

This trapped hallway was created long ago to deter thieves. When the players enter here, read the following boxed text aloud:

A wide stone hallway opens ahead, its ceiling lost in gloom. The stone tiles on the floor have a light checkerboard pattern and are coated in a moist, rainbow sheen. The only exit is an archway to the east.

Any creature that succeeds on a DC 15 Wisdom (Perception) check spots small holes dotted in random patterns across the walls, and four parallel gaps in the walls at a height of 4 feet above the floor. The holes in the walls are part of a malfunctioning flame trap and the source of the oil coating the floor—over time, the fuel has slowly dripped from the holes.

Flammable Oil. Any adventurer who examines the quarter-inch pool of liquid over the floor knows that it's oil. Due to the slippery oil, the room is considered difficult terrain for creatures traversing it on foot. If an adventurer carrying a torch or lantern enters the hall, or if any creature causes a spark inside the hall, the oil ignites. While the oil is burning, any creature that enters the hall or starts its turn there takes 9 (2d8) fire damage. It takes 1 hour for the oil to burn itself out.

Blade Trap. The tiles on the map marked *T* are pressure plates. The safe path to walk follows the left wall, which is how the priests navigated this hall.

- Adventurers who succeed on a DC 20 Intelligence (Investigation) check detect the extremely faint wear on the floor on the left side, but only if the players are specifically searching for a trail through the room.
- Each trapped tile can be detected with a successful DC 15 Wisdom (Perception) check. Once detected, a tile can be disarmed with a successful DC 15 Dexterity check using thieves' tools. If this check fails by 10 or more, the character accidentally activates the trap.

If any pressure plate is activated, read the following boxed text aloud:

Everyone freezes in place as a quiet “ting!” is heard across the hall. A grinding, mechanical sound echoes from above, and the pop of a spring releasing comes from the left. A split second later, two large scything blades emerge from the walls and sweep across the hall!

Roll initiative when the trap triggers. The blades span the entire hallway. Each Medium or larger creature standing in the blade's path when the trap triggers must make a DC 20 Dexterity saving throw, taking 32 (5d12) slashing damage on a failed save, or half as much damage on a successful one. Small creatures are short enough for the blades to pass harmlessly overhead.

The blades continue to sweep back and forth across the hall for 30 minutes. Medium or larger creatures who attempt to run through the blades instead of crawling underneath them must succeed on a DC 15 Dexterity (Acrobatics) check or be struck by a blade.



3. SKULL CHAMBER

When the players enter this chamber, read the following boxed text aloud:

Broken steps ascend into a large room that seems to serve one purpose—the worship of the gleaming crystal skull resting on the stone altar. Two stone pillars flank the altar, both decorated with detailed carvings of dragons. A beautiful mosaic inlay of a red dragon forms a 30-foot circle in the center of the floor.

To the south, dirt and roots choke a large crumbling opening in the wall. A similar but smaller tunnel opens in the wall behind the altar.

The crystal skull resting on the altar is the object of Graystrife's quest. Unfortunately for them, it's well guarded.

Displacer Beasts. If the characters use a light source or aren't moving quietly, three **displacer beasts** notice them and leave their nest from the south to attack. These monsters wandered into the temple seeking shelter. They use the tunnel to the east to leave the temple and return to the surface to hunt and explore. Their nest contains dried leaves, vines, bones, and nothing of value.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **3 characters:** Remove two **displacer beasts**.
- **4 characters:** Remove one **displacer beast**.
- **6–7 characters:** Add one **displacer beast**.

Crystal Skull. Examining the crystal skull on the altar shows that it's finely carved and covered in unidentifiable runes.

The skull is trapped, resting on a pressure plate meticulously crafted to be seamless. A successful DC 18 Wisdom (Perception) check reveals the plate, which can be disarmed with a successful DC 15 Dexterity check made with thieves' tools. Studying the pressure plate and succeeding on a DC 12 Intelligence (Investigation) check indicates that replacing the skull with an equal weight won't activate the trap. Characters who succeed on a DC 15 Wisdom check correctly estimate the skull as weighing 5 pounds.

If the skull is removed without accurately balancing its weight, the circular dragon mosaic animates and belches magical flames throughout the chamber. All creatures outside the dragon mosaic must make a DC 18 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. Creatures inside the dragon mosaic are caught up in the dragon's coils and must succeed on a DC 15 Strength saving throw or be magically restrained. Restrained creatures can repeat the save at the end of each of their turns, breaking free on a success.

FIGHT OR FLIGHT

After 1 hour of real time has passed, or once the skull is obtained—whichever happens first—Emerald Claw **necromancer** Irullan Karnach enters the temple. She's accompanied by ten **Karrnathi undead soldiers**. Read the following boxed text aloud:

Clapping slowly, a short woman dressed in colorful explorer's garb steps from the shadows, a wry smile on her face. A purple scarf is draped over one of her shoulders.

"Looks like you've led me all the way to the skull," she smiles. Behind her, a squad of undead warriors marches forward, their eyes glittering with cunning.

If any of the players have met Irullan Karnach before, explain that this is her in a younger form (not that their characters know this!). Irullan emerges from the eastern tunnel shown on the map.

IRULLAN KARNACH (EAR-OO-LAHN CAR-NACK)

Neutral evil female human agent of the Emerald Claw

Irullan Karnach is a plump, well-educated woman in her late twenties, who always wears a purple scarf draped over one shoulder. She serves the Emerald Claw as an explorer and acquirer of necromantic secrets.

Motivation: Claim the crystal skull.

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

Quote: "Well. Look what we have here."

If the crystal skull is still on the altar, Irullan peers at it for a moment before nodding and taking out a pouch that jingles with coins. She swiftly replaces the crystal skull with the pouch, ensuring that the mosaic trap doesn't trigger. With the skull in hand, she orders her undead thralls to "kill the witnesses."

If an adventurer is holding the crystal skull, Irullan calmly demands they hand it over and starts to read from a magic scroll, pausing every few seconds to count aloud. Once she reaches five, the adventurer holding the skull is engulfed in green flame and burned to ashes. Irullan then orders her thralls to attack the remaining adventurers and bring her the skull.

Graystrife don't stand a chance against Irullan and her undead, but they could try to escape. The characters can flee up the tunnel where Irullan descended or backtrack and run to the west. If the players devise a way to escape the undead, they can flee into the jungle. Note which characters, if any, escape the temple and live—these characters return in part 3: "The Sky's the Limit."

PART 2

CURRY FAVOR

Estimated Duration: 90 minutes

Seeking information in Sharn, the adventurers must earn a sage's assistance to research the *Oracle* and its prophecy.

BACK TO THE PRESENT

Returning to the present, ask the players to introduce their characters. Once they're ready, give everyone **inspiration** and read the following boxed text aloud:

You are scavengers who make a living hunting for the lost relics of Cyre. Deep in the Mournland, you found a strange artifact, the *Oracle of War*, a large, beautifully stained wood chest, set with cogs and gears. This device provided vital tactical advice, but soon malfunctioned, revealing a mysterious 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."

The *Oracle* then began repeating the words "*Third protocol activated.*" What does that mean? Who made the device, and why are they willing to kill to get it back? After you survived an attempted assassination, the *Oracle* became functional once more. You decided to travel to Sharn, the City of Towers, to find answers at Morgrave University.

The characters are on the lightning rail from Salvation to the city of Sharn, far in the southwest of Breland. When they arrive at the city, read the following boxed text aloud:

The mighty towers of Sharn are shrouded behind gray clouds. Rain falls in sheets across the city, cloaking its bridges, mezzanines, and plateaus in wet gloom. Your lightning rail thunders into Terminus Station, where you're greeted by a team of House Orien porters. As your luggage is unloaded, one of them hails a skycoach to take you to your destination in the city.

Morgrave University is hardly the world's most learned institution—but it is home to many experts on the Draconic Prophecy. To reach it, the adventurers must cross to Menthis Plateau (see "Walking in Menthis," below).

Depending on recent events, they could make a couple of additional stops on the way . . .



Players with the **Still Alive** legacy event may have chosen to send Kalli Alran to Sharn ahead of them—if so, they receive a letter instructing them to meet her at the Golden Horn inn near Morgrave University (see "Optional: University Investigations," below).



Players with the **Fallen Titan** legacy event may have paid 200 gp to tail Irullan Karnach to Sharn—if so, they receive an invite from their agent in the city, asking to meet at the King of Fire tavern in Middle Dura (see "Optional: Emerald Claw Stakeout," below).

THE CITY OF TOWERS

This may be the first time the characters—or the players—have experienced Sharn. This towering metropolis is home to half a million residents, predominately human, living together in crowded communities. It's a city of mile-high towers connected by bridges, where magic powers lighting, transportation, and communication. There are five quarters hosting a cluster of core towers divided into upper, middle, and lower wards. The district of Skyway floats above the highest towers.

Affluence builds from the ground up—you might be stabbed for a few coins in the Lower City and your attire scoffed at in the Upper City. Every major religion has places of worship here, and there's always a way to buy what your heart desires. Sharn was never besieged during the Last War, but many of its people are survivors or refugees from its aftermath.

It's impossible to share all the splendors of Sharn in a few paragraphs, so if you wish to explore this fantastic location further, see chapter 3 of *Eberron: Rising from the Last War*.

OPTIONAL: UNIVERSITY INVESTIGATIONS

Kalli Alran (or the allied NPC the players created in DDAL-EB-01 *The Night Land*), meets the adventurers at the Golden Horn, an upscale inn near the university. In the quiet of a private booth, she briefs the group on what she's learned so far about the *Oracle of War*:

- Morgrave University is rife with greedy treasure seekers. Kalli warns the group to be careful who they talk to about the *Oracle*—some people would kill to get their hands on it.
- Many experiments attempting to harness the power of divination on the battlefield took place during the Last War. Aundair's Arcane Congress had its own program, code-named Leadbreaker, dedicated to creating a battlefield oracle.

- One of the scholars at the university, Zell Mar, is an Aundarian exile who worked on this program. Kalli's persuaded him to study the *Oracle of War*, but he asks that the adventurers help him with a task of his own first. He'll fill them in on the details in person.
- Flamewind, a gynosphinx resident in Morgrave University, is an expert on the Draconic Prophecy. Unfortunately, the deans only grant audiences when the sphinx demands them. Kalli offers to help the adventurers break into Lareth Hall and speak to the sphinx, but warns they'll need thieves' tools or magic to pick the locks on the doors.

From here, the players can proceed to "A Mission at Morgrave" to speak to Zell Mar or jump ahead to part 3: "The Sky's the Limit" to find Flamewind. Either way, Kalli accompanies the group for the rest of the adventure as a DM-controlled character. Kalli has the statistics of a **scout**. If she dies, ask the players to cross out the **Still Alive** legacy event on their adventure records.

KALLI ALRAN (KAL-EE ALL-RUN)

Neutral female human scavenger

Kalli is a brown-skinned Cyran human in her forties who was visiting Sharn on the Day of Mourning. She has a friendly personality and has made it a personal mission to recover artifacts from her homeland.

Motivation: Loyalty. The few friends Kalli has left are worth fighting for: but cross her and she'll hold a grudge like nobody's business.

Mannerisms: Kalli is always smiling.

Quote: "No one lives forever, eh?"

OPTIONAL: EMERALD CLAW STAKEOUT

The adventurers meet their contact, Ivelo d'Medani, a male half-elf **spy**, at the King of Fire tavern in Middle Dura. Built of black stone and brass, the tavern is lit by dozens of *continual flame* spells cast on the walls, tables, and even the backs of chairs. The characters haven't met Ivelo in person before, but he deduces their identities as soon as they enter the tavern and invites them to a private chamber. Here he reveals the following information:

- Ivelo's tailed Irullan Karnach to a low-rent apartment in Lower Dura. He's staked the building out and can confirm she's using it as a hideout in the city.
- Irullan's hired a local street gang to protect her hideout. Various shady figures have been seen coming and going from the building, including Andhedra, a notorious rakshasa fugitive with links to the Order of the Emerald Claw.
- Irullan recently met with two mysterious figures at a nearby bar: a pair of bald half-elves, one dressed in red, the other in black. Ivelo is unsure about their identities.
- Ivelo advises against raiding the hideout until he's completed his reconnaissance. Irullan and her gangsters could be connected to a larger cartel.
- Ivelo doesn't want to blow his cover, so he won't reveal the location of the apartment until his reconnaissance is complete.

Ivelo promises to keep the group apprised of developments. Players who speak to Ivelo here gain one **hero point** and earn the legacy event "Stakeout." At the end of the adventure, ask the players to tick this event on their **Adventure Records**.



IVELO D'MEDANI (EEV-LO DEH MED-AH-NEE)

Lawful neutral male half-elf inquisitive

Ivelo serves House Medani as a bounty hunter. He wears a long leather jacket and his black hair is slicked back with oil. Ivelo is known for getting the job done efficiently and without emotion.

Motivation: Honor. Ivelo believes that his word is everything. If he agrees to something, he sticks with it to the end.

Mannerisms: Ivelo is usually chewing on a toothpick.

Quote: "I'll keep my side of the bargain. You just need to come up with the coin."

WALKING IN MENTHIS

Morgrave University is in Upper Menthis. The party's skycoach drops the adventurers at a mezzanine nearby, just a short walk from the university gates. Here, a shop called Mermaid's Malevolence sells armor, weapons, and adventuring gear at the prices listed from chapter 5 of the *Player's Handbook*. The store also carries *potions of healing* for 50 gp and *potions of greater healing* for 100 gp. Players can sell equipment from chapter 5 for the half the list price but can only earn 20 gp maximum per character for doing so.

Mind the Gap. If for some reason (because these things do happen in Sharn) a character falls from a lift or bridge during this adventure, resolve the fall by rolling on the Falling in Sharn table in *Eberron: Rising from the Last War*.



A MISSION AT MORGRAVE

When the adventurers arrive at Morgrave University, read the following boxed text aloud:

Morgrave University stands in Upper Menthis on the massive Dalannan Tower. The surrounding area is dotted with grand theaters and upscale shops that focus on fine cuisine and fashion. At the front of the university, double doors open into a large courtyard with carefully manicured landscaping.

Visitors to the University must present a signed invitation from one of the professors or pay 1 gp each to purchase a day pass to the library.

- If Kalli Alran is with the group, she presents a signed invitation from Zell Mar.
- Any character with the **Dezina Museum Researcher** or **Morgrave University Professor** background can arrange free entry for the group.

MORGRAVE UNIVERSITY

Morgrave is famous for hiring adventurers to accompany students and faculty on expeditions to Xen'drik, and much of its endowment comes from treasures recovered on these missions. The university is also notorious for smuggling and profiteering, and many of its professors have ties with underworld networks.

Administration. The Master of Morgrave University is the oldest heir of the Morgrave line. Currently, the university head is Larrian ir'Morgrave, a scholar who's spent decades studying the civilizations of ancient Xen'drik. He's served by over twenty departmental heads within the faculty.

Layout. The university is built atop Dalannan Tower, a grand stronghold crowned by the domed roof of Lareth Hall, the university's administration and faculty office. Five spires encircle the tower, each named after one of the Five Nations and serving as a hall of residence for students from that nation. An arching, covered bridge lined with shops connects Breland Spire to Dalannan Tower.

Notable Locations. Dezina Museum of Antiquities, Great Hall of Aureon, Morgrave University Library.

EXPLORING THE UNIVERSITY

Once on campus, the adventurers must find a sage to help them identify the *Oracle of War* and its mysterious prophecy. As they explore, use events from the Morgrave Encounters table to add color to their journey.

- If Kalli Alran is with the group, she leads them to Zell Mar (see "The Smitten Sage").
- Adventurers with the **Dezina Museum Researcher** or **Morgrave University Professor** background know of Zell Mar, an expert on rare artifacts (see "The Smitten Sage").

Adventurers with no leads must ask around for help and make a DC 15 group Charisma (Persuasion) check. Characters in uncouth attire—for example, salvage hunters straight off the lightning rail from Salvation—have disadvantage on this check.

On a success, the adventurers are directed to Zell Mar's office. On a failure, a young student named Fane lures them to a quiet corridor inside Cyre Spire, where they're ambushed by his accomplices (see "Optional: Daylight Robbery").

MORGRAVE ENCOUNTERS

d6 Result

- 1 A professor demonstrates to her class how to contain an air elemental using a *hold monster* spell. She gestures to a student to try it: after the elemental knocks them across the room, she regains control of the creature.
- 2 Ten students work on tiny mechanical owl constructs, each no larger than a fist. One student looks happily surprised to have her owl perched on her shoulder.
- 3 A professor recounts the Day of Mourning from his firsthand experience on the Cyre–Thrane border.
- 4 Students swoop past on crystal flying devices known as soarsleds, clearly having some sort of race.
- 5 A weary team of explorers returns from the ruins of Xen'drik, dragging a large treasure chest wrapped in chains. Something thumps loudly from within the chest.
- 6 Two professors argue over the correct pronunciation of the nation of Cyre.

OPTIONAL: DAYLIGHT ROBBERY

Players who are indiscreet in their investigations find themselves lured into an ambush. Ten students (**spies**) attack the group, attempting to murder the adventurers and steal their artifacts. If six or more students are defeated, the rest of them attempt to flee.

If the incident is reported to the faculty, they apologize profusely and offer their help to “silence the matter.” Characters who enquire about the *Oracle of War* are directed to Zell Mar.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove five **spies**.
- **Weak:** Remove three **spies**.
- **Strong:** The **spies** have 48 hit points.
- **Very Strong:** The **spies** have 48 hit points and deal maximum damage with their attacks.

MEETING ZELL MAR

Zell Mar's office is inside Morgrave University Library. When the adventurers arrive, read the following boxed text aloud:

The door is opened by a lanky young man with long, brown hair and pale skin, wearing gray-blue robes. Behind him, you see a cluttered office filled with machine parts and metalworking tools.

Zell ushers the adventurers inside. If any of the group are warforged, Zell circles around them and murmurs to himself. He pulls out a small notebook and starts taking notes, peppering the warforged with questions until asked to stop: what is it like to be built only for war, what was their primary function during the Last War, when were they built, do they have feelings, and so forth. If chastised, Zell blushes crimson and apologizes. He explains that he worked in military research during the Last War, but he never got to see the fruits of his labors on the front line.

ZELL MAR (ZEHL MAR)

Neutral male human sage

Zell is 22 years old and grew up in Aundair. As a teenager, he was inducted into the Arcane Congress as a military researcher but left the country soon after the Day of Mourning. He earned his place in Morgrave University through hard work and many hours of study. He specializes in the combination of machinery and magic, even though he doesn't have any artificing skills of his own. He tinkers on his projects and often shadows House Cannith to observe their work. Most of his friends are gnomes.

Motivation: Knowledge. Zell is so focused on understanding how the world works that he forgets to measure his words.

Mannerisms: Zell rubs the bridge of his nose when he's thinking, which is almost all the time.

Quote: “Let's find out what makes you tick.”

EXAMINING THE ORACLE

When the party describes or shows Zell the *Oracle of War*, he seems genuinely fascinated. When told that it spoke a phrase from the Draconic Prophecy, Zell admits he's no expert on divination, but the gynosphinx Flamewind, may be able to help. She came here with an expedition returning from Xen'drik two years ago and lives in Lareth Hall. She's the characters' best chance for answers.

Zell takes care to examine the *Oracle of War* in his own study so it can't be seen by other library patrons. He asks where exactly the artifact was found and if anything was discovered along with it.

Zell produces a small toolset from his robes and begins to test various fastenings and seams along the *Oracle*, gently prying open parts of it before refastening them. He mutters to himself as he examines each piece of the machine, and then steps away for a moment before returning with a handful of books.

After ten minutes of consulting the texts and looking back at the *Oracle*, Zell grows animated as he explains what he's discovered:

“At the end of the Last War, I was working for the Arcane Congress, Aundair's own magic order. I was part of the Leadbreaker program: a covert initiative to harness new methods of divination magic on the battlefield. After the horrors of the Day of Mourning, I lost interest in oiling the gears of war. Honestly, what did any of us gain from that conflict? A century of ashes, that's all.

“This machine, it looks like it's everything we hoped for at Leadbreaker. But it isn't ours. See this mark?

Zell points to a discreet symbol etched into one of the *Oracle's* reliefs.

“That's the mark of Sulring Mroranon, a dwarf artificer from the Mror Holds. He made this machine: so, if anyone knows anything about it, it's him. Problem is, he's been missing since the Day of Mourning. As for the Draconic Prophecy, you're best off speaking to Flamewind, if you haven't already done so.”

Players who learn this information earn the legacy event “Maker’s Mark.” At the end of the adventure, ask the players to tick this event on their **Adventure Records**. Zell doesn’t know if Sulring Mroranon is still alive, so to find him, the adventurers must make their own investigations, as detailed in the “Maker’s Mark” legacy event. This part of the story continues in DDAL-EB-08 *Parliament of Gears*.

Zell accepts no payment for identifying the *Oracle*, but he does have a favor to ask of the adventurers. When you’re ready, proceed to “The Smitten Sage.”

THE SMITTEN SAGE

His work done, Zell leans back and scrutinizes each member of the party. He blushes slightly as he says:

“I can’t ask for payment, but there is a favor you could for me. There’s this woman. She’s beautiful and brilliant! It took me forever to ask her out on a date, and she said ‘yes’ to dinner tonight. But I’m going to screw it up, I know I will. I’m useless around women. Can you help me find a way to impress her?”

For the first time, you see Zell straighten up. The intense look on his face is almost threatening.

“But you can’t do anything to her mind. No charms, no control. If you do anything to affect her reasoning, I could never forgive you.”

Zell wants the party to help him impress his date, Jia, without making it obvious they’re doing so. Assuming the players agree, Zell lays out his plan:

- Zell doesn’t want to trick Jia, but he wants to come off romantic and confident. He asks the characters to go to Detention, the tavern where he’s meeting Jia, and find a place to stay unnoticed during the date. Jia dines there regularly, so other patrons may know her.
- Zell pulls out two small stones with faces carved on them. Zell explains that he’s spent over a month bolstering the enchantments on these *sending stones* so they can work six times in one day, after which they’ll return to their normal rate of once per day.
- He’s looking for any help the characters can provide to impress Jia, or guidance they can share over the *sending stones* during his date.
- The date is in one hour, and Zell sheepishly slides over a small journal where he’s been making notes about Jia’s likes and dislikes. Give the players **Handout 3: Zell’s Notes**.
- Zell describes Jia as a tall half-orc with deeply tanned skin and dark red hair that she usually wears in a braid. When he saw her this morning, she had an elaborate fishtail braid and was wearing an embroidered navy tunic over leather breeches.

DON’T BE CREEPY!

This encounter is supposed to be played for laughs: think of it as an awkward scene from *Friends*, or a fly-on-the-wall dating show. When you run it, keep in mind that Jia’s attracted to Zell already—after all, she agreed to the date. Zell is just goofy and nervous around women. Most importantly, his goal is to win her respect, not take her home. If you think your players would feel uncomfortable with this, just switch the motivations around so that Zell’s trying to impress Jia enough to loan him some rare and valuable spell components.

PREPARING FOR THE DATE

Detention is a short walk from the University and is a student favorite. It’s a large, two-story tavern that serves delicious food and drink, but sometimes the students get rowdy. That’s when the bouncer, **Bumper**, steps in. Bumper stays near the entrance and keeps a close eye on the tavern.

BUMPER

Neutral warforged bouncer

Not much is known about Bumper, except for his fierce protection of Detention and its owner, Brandy. He can tell when students are having a good time and when things are getting out of hand. He doesn’t have a sense of humor, but he enjoys chatting with folks who are forthcoming with him. Bumper has a large crested helmet merged with his head armor, which gives the slight illusion of long hair.

Motivation: Loyalty. Bumper is grateful to Brandy for giving him a purpose outside of war.

Mannerisms: Bumper stands with his arms crossed at all times, unless he’s escorting out a patron.

Quote: “. . .”



Once inside, characters can question Bumper and the patrons to learn the following information about Jia. Each piece of information requires its own successful Charisma (Persuasion) check:

- Jia's favorite wine is Starview Red and she never drinks ale (DC 12).
- Her favorite meal is grilled marinated venison steak with lemon zested roast carrots (DC 14).
- Her favorite books are histories and stories from the Last War (DC 10).
- She generally studies alone and is in the top of her class (DC 10).
- She has a good group of friends but is close to Zell and Bumper (DC 16).
- She isn't dating anyone (DC 18).

Each time an adventurer fails a check or asks a question that's too personal (such as asking for Jia's address), it raises suspicion and the DCs for all further checks increase by 2. Jia's friends won't share information about her that they feel is too personal.

If the adventurers want to purchase something to aid their task, they can find a suitable shop in Upper Menthis with a successful DC 14 Intelligence (Investigation) check. Any shopping expedition takes 30 minutes to find and purchase what the characters are seeking.

THE DATE

After one hour of game time has passed, Jia walks into the tavern.

JIA (GEE-AH)

Neutral good female half-orc sage

Jia takes her studies at Morgrave University seriously. She attends the university on scholarship and rarely leaves to visit her hometown. She specializes in transmutation magic. She grew up in Korth and is the black sheep of her family for turning against military service and despising the use of undead in the Last War.

Motivation: Restoration. Jia's goal is to end the curse on the Mournland so the land can be resettled for farming and homes.

Mannerisms: Jia is quick to laugh at almost any joke.

Quote: "Tell me another one."

Jia takes a seat at a table for two near the fireplace. After a moment, Zell (a **noble**) enters the tavern, sees her wave, and grins nervously as he sits down with her.

Remember, Jia liked Zell enough to agree to the date, so she's friendly and a little nervous too. During the date, the characters can use the *sending stones* up to six times to discreetly advise Zell. Any other plans the adventurers act on help or hinder Zell's date at your discretion. If the adventurers cause trouble and are thrown out of the premises by Bumper, the date is a failure.

Roll on the Dating Events table four times during the date. After each event, Zell (a **noble**) must make a Charisma check (+3 modifier) to determine how well his behavior is received. Based on the players' actions, you can grant advantage or disadvantage to his check, or even rule that Zell succeeds or fails.

DATING EVENTS

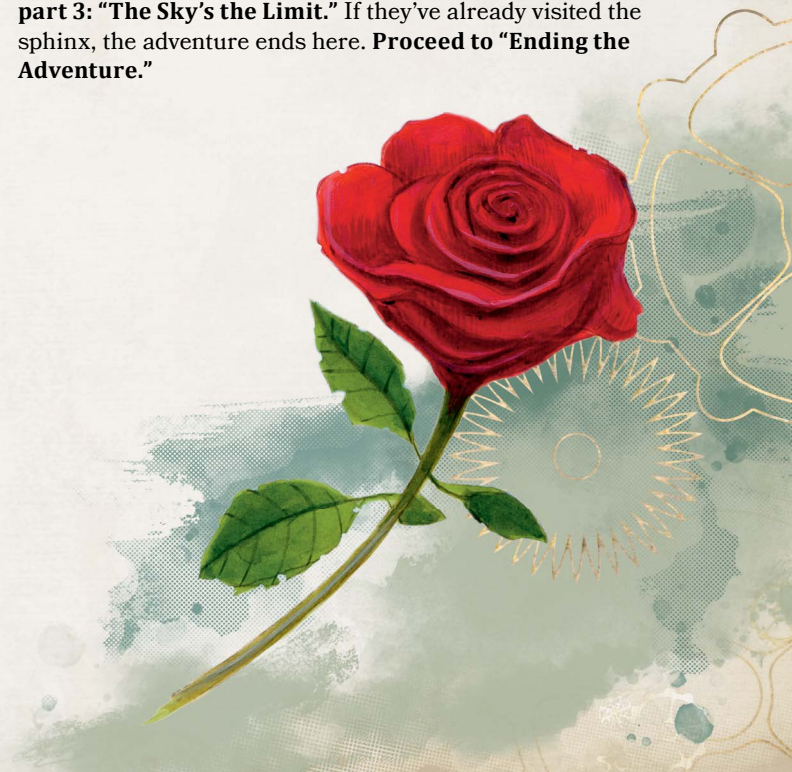
d8 Result

- 1 Zell flags down the barkeep to order drinks. Make the Charisma check with advantage if Zell orders Starview Red (DC 12 Charisma).
- 2 Jia asks Zell if he's heard any recent stories about the Mournland. He waits for the characters to help (DC 10 Charisma).
- 3 Jia tells Zell about her latest transmutation class, where she learned to cast *rope trick*. The conversation turns into a thoughtful then playful discussion about extradimensional space (DC 10 Charisma).
- 4 Zell tells Jia he has a good joke. He waits for the characters to help over the *sending stones* (DC 12 Charisma).
- 5 Jia asks Zell if he remembers any battle tactics from the Last War she should write into her history assignment. He waits for the characters to help (DC 14 Charisma).
- 6 Zell clears his throat and says he must tell Jia how he feels about her. Roll with advantage if the characters help over the *sending stones* (DC 12 Charisma).
- 7-8 Awkward silence. Roll if the characters intervene, and reward creativity with advantage (DC 14 Charisma).

At the end of the evening, two or more successful Charisma checks result in a good date. Jia asks Zell if he's free to go out again tomorrow and gives him a hug. If Zell achieved four successes, Jia kisses him briefly on the doorstep. After she leaves, Zell tells the characters to keep the *sending stones* and walk with him back to the university. If he got the kiss, he's on cloud nine and the players earn the legacy event "Love Cats." At the end of the adventure, ask the players to tick this event on their **Adventure Records**. If the date is successful overall, each player earns one **hero point**.

If Zell achieved fewer than two successes, Jia smiles sadly at him and remains noncommittal as she leaves the tavern. Zell is heartbroken.

If the players still need to see Flamewind, **proceed to part 3: "The Sky's the Limit."** If they've already visited the sphinx, the adventure ends here. **Proceed to "Ending the Adventure."**



PART 3

THE SKY'S

THE LIMIT

Estimated Duration: 90 minutes

The characters must sneak into Lareth Hall and petition the sphinx, Flamewind, to help them understand the Prophecy.

GETTING TO FLAMEWIND

By now, the adventurers know Flamewind is their best bet for deciphering the verse from the Draconic Prophecy. Unfortunately, there's a problem with speaking with her—the deans of Morgrave only grant audiences when the sphinx sends for specific people.

No amount of wrangling gets the University to grant an audience. Even characters with the **Dezina Museum Researcher** or **Morgrave University Professor** background are prohibited from entering Flamewind's quarters.

Flamewind resides in Lareth Hall at the top of Dalannan Tower.

- If Zell Mar's agreed to help the group, he slips a key to Dalannan Tower to one of the adventurers. He says that they never got it from him and warns them not to get caught.
- If the group don't have Zell Mar's help, they must break into the tower on their own.

BREAKING AND ENTERING

Zell Mar can offer the following information about Flamewind's home. If the group haven't earned Zell's help, they can discover each piece of information with a DC 12 Charisma (Deception or Persuasion) check. Characters with the **Dezina Museum Researcher** or **Morgrave University Professor** background have advantage on these checks.

- The dome of Lareth Hall crowns the Morgrave University Library. The hall is best accessed via the library through a set of stairs ending in a locked door.
- The master's office, the registrar, and the bursar's office are located inside Lareth Hall, alongside many faculty offices. All should be left alone.
- All locked office doors are protected by an *alarm* spell that triggers when tampered with and alerts the Sharn Watch.
- Flamewind keeps a separate residence in her own chamber at the top of the dome.
- Everyone in the Hall is well-dressed, making the adventurers stick out like a sore thumb if they're poorly attired.
- At night, the offices are closed but faculty may be about. There's a large common room used for reading and quiet discussions, with stairs that lead up to Flamewind's residence.

Give the players time to figure out how they're going to sneak into Lareth Hall. If he's present, Zell can answer questions based on the information above. Once prepared, the characters can head up the stairs to Lareth Hall.

EXPLORING LARETH HALL

The players must break into Lareth Hall to talk to Flamewind.

AREA INFORMATION

Lareth Hall has the following important features:

Dimensions and Terrain. Ceilings are 10 feet high inside corridors and 30 feet high inside offices. The central dome is 120 feet high at its highest point.

Doors. All doors are locked. They can be forced open with a successful DC 22 Strength check, or unlocked with a successful DC 23 Dexterity made with thieves' tools. Failing either check triggers a magic alarm which alerts the Sharn Watch, who arrive in 2d6 + 5 rounds (see "The Watch Arrives," below).

Light. At night, the interior of Lareth Hall is brightly lit by magic lanterns.

Sounds and Smells. The cool air in here smells of well-oiled oak. Everything is quiet and echoey.

THE WATCH ARRIVES

If the Sharn Watch are summoned, five guards (**knight**s) arrive to deal with intruders. The adventurers can fool the Watch into thinking they're students or faculty members with a successful DC 18 Charisma (Deception) check, or bribe them with treasure of at least 500 gp value.

If the Sharn Watch are attacked, the fighting alerts a trio of professors (**noble**s), who assist in the battle to subdue the characters.

Adventurers arrested here are taken to the Citadel in Central Plateau and imprisoned. Their adventure ends here—the characters can bribe their way out of prison or be sprung by their allies, using the same costs and consequences as detailed under "Character Death" in the *Oracle of War Player's Guide*.

RANDOM ENCOUNTERS

While navigating Lareth Hall, roll on the Lareth Hall Random Encounters table whenever you feel it's appropriate. NPCs encountered here are **noble**s until stated otherwise.

LARETH HALL RANDOM ENCOUNTERS

d4 Result

- 1 A professor exits his office and is surprised to see a party of adventurers in the hallway. He's in a hurry to get home—a convincing story with a successful DC 11 Charisma (Deception) check will have him “Humph” and leave the Hall.
- 2 A student rounds the corner, holding an envelope to slip under a professor's door. The adventurers can either bribe her with 25 gp or talk their way past her with a successful DC 13 Charisma (Deception) check.
- 3 A professor muttering to herself walks past the characters as if they don't exist, goes into her office, and slams the door shut.
- 4 A Sharn Watch guard (**knight**) marches down the hallway. He doesn't notice the characters if they stay out of his line of sight and hide with a successful DC 13 group Dexterity (Stealth) check.

LARETH HALL LOCATIONS

The following descriptions are keyed to locations on the **Lareth Hall map in appendix A**:

1. LIBRARY ENTRANCE

Stairs ascend from the library to a large rosewood door. With the key from Zell, the door unlocks easily on quiet hinges.

2. HALLWAY

This hallway encircles the central hall. Read the following boxed text aloud when the adventurers enter here:

The door opens into a curved hallway with plush red carpet and rosewood wainscoting on the walls. Doors are evenly spaced on one side; the other side has framed portraits of people wearing serious expressions. A small plaque on the frame of each painting names the professor and the years of their tenure.

All the office doors are marked with two or three professors' names except for three doors labelled “Bursar,” “Registrar,” and “Master” near the large double-doored entrance.

Four marble pedestals bearing detailed sculpted busts are evenly placed along the hallway, marked with previous masters' names and their years of service.

Five rosewood archways open into a large common room (area 5).

3. MAIN ENTRANCE

These double doors are locked with a heavy iron bolt and lead to the bridge that connects to Breland Spire.

4. ADMINISTRATION OFFICES

These offices contain desks and bookshelves heaped with university paperwork. There is nothing of value to the adventurers in here.

5. MAIN HALL

When the adventurers enter this hall, read the following boxed text aloud:

Large panels of glass form a dome overhead, which stretches over a hundred feet high and is decorated with stained glass that depicts major moments in Khorvaire's history. A spiral staircase in the center of the hall ascends to a room at the apex of the dome.

Rosewood reading tables and elegant seating are spaced throughout the hall, while curved bookcases follow the lines of the walls, crowded with books. A stern woman sits at a table near the staircase, her nose deep in a book.

A human **mage** named Professor Nidren sits at the table. The characters can slip past her by hiding behind bookcases, chairs, and tables with a successful DC 16 Dexterity (Stealth) check.

If Nidren notices the characters, she blinks to clear the fog of reading and asks if the strangers have just returned from an expedition and are looking for someone. She nods and returns to her book if they appease her curiosity:

- Adventurers who claim they're working for a professor can recall a name from one of the paintings with a successful DC 12 Intelligence check.
- Adventurers who claim they're working for the Master arouse her suspicion, as most of his agents are known to her. Characters can convince her with a successful DC 17 Charisma (Deception) check.
- Adventurers who claim they're here to see Flamewind must convince her they were summoned, requiring a successful DC 15 Charisma (Deception) check.

If the adventurers fail to convince Nidren, she frowns and departs through the double doors to get help, returning with the Sharn Watch in 2d6 + 5 rounds (see “The Watch Arrives”).

EMERALD CLAW ATTACK

Read the following boxed text aloud when the adventurers ascend the staircase:

The sound of glass breaking forces everyone to look up. Hooded figures armed with spears and longswords leap through a hole in the curved glass dome and magically float down toward the floor. In their midst is an armored rakshasa: a feline warrior with the head of a tiger. A rope slung around his waist coils up to a wooden ship hovering in the air outside.

One **zakya rakshasa** and six **sky raiders** float to the floor using *feather fall*. If Nidren is in the room, she screams and flees.

The rakshasa Andhedra works for Irullan Karnach and the Emerald Claw. He was tasked with getting information on the *Oracle of War* from Flamewind. The rakshasa chuckles as he sees the characters. If the characters are



carrying the *Oracle of War* with them, read the following boxed text aloud:

“This is grand,” the rakshasa purrs. “Karnach said to get information about the machine, but I never dreamed someone would just bring it to me. I’ll get paid extra for this.”

The rakshasa and his allies attack. If Andhedra dies, the ship—a skycoach—soars off into the night.

FRIENDS FROM THE PAST

After the first round of combat, any surviving characters from **part 1** enter the Hall through the main doors and join the fight. The players who controlled them previously roll separate initiative and play them in the fight!

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **sky raiders**.
- **Weak:** Remove the **zakya rakshasa**’s Martial Prowess ability.
- **Strong:** Add three **sky raiders**.
- **Very Strong:** Add six **sky raiders**.

TREASURE

If the characters search the rakshasa’s body, they find a letter from Irullan Karnach. Give the players **Handout 4: Irullan’s Letter**. They also find:

- A pouch containing 150 gp per adventurer in the group
- A *potion of poison*
- *Dust of disappearance*

SPEAKING TO GRAYSTRIFE

Any surviving members of Graystrife explain that they’ve been hunting Irullan Karnach for twelve years, ever since she stole a crystal skull from them in the jungles of Xen’drik. Players who speak to them here gain one **hero point** and earn the legacy event “Crystal Skull.” At the end of the adventure, ask the players to tick this event on their **Adventure Records**.

After speaking to the group, the survivors of Graystrife rush outside to brief the faculty on what’s happened while the adventurers ascend to Flamewind’s chamber.

FLAMEWIND’S TEST

The door to Flamewind’s chambers is unlocked. When the adventurers enter here, read the following boxed text aloud:

The apex of the dome is solid rosewood, with a steel-paned window showing a magnificent view of Sharn. Entering the chamber, you see the sphinx Flamewind resting atop a dais adorned with pillows. She has the body of a lion with black, orange-striped fur, and the neck and head of a female elf with cream-colored skin and long black hair. Her wings, also black, rest folded on her back.

Flamewind speaks with a deliberate, melodical voice. The **gynosphinx** welcomes the characters by name, demonstrating that she was expecting them and knows them.

FLAMEWIND

Lawful neutral gynosphinx

Grand and inscrutable, Flamewind's imposing presence demands respect. Her black mane is tied in thick braids, her face is tattooed with spiraling sigils of learning, and her golden eyes give away nothing of her calculating mind.

Motivation: The Draconic Prophecy is Flamewind's life's work; she must unravel its mysteries and discover her part in it, whatever the cost.

Mannerisms: Flamewind doesn't suffer fools gladly. She flicks her tail from side to side when dealing with someone who irks her.

Quote: "All answers to all questions can be found within the Draconic Prophecy."

DUEL OF THE FATES

When you're ready, read the following boxed text aloud:

"Together you've traveled far and faced many hardships. Are you strong enough on your own, to find the truth of the Draconic Prophecy? Accept my challenge and I will tell you. Two of you shall duel until there is a victor."

Randomly select two adventurers. Flamewind points at these characters and gestures for them to approach. At her touch, any lost or expended hit points, class features, and spell slots are regained. She gestures to the center of the room in front of the dais and waits for them to duel.

Flamewind intentionally keeps the victory conditions mysterious. The duel ends under one of the following conditions:

- Both characters refuse to attack each other and call a tie.
- Before or during combat, one character concedes.
- One character is knocked unconscious during combat.

After the duel, Flamewind nods and tells the characters that they now have a better understanding of their companions and the limits of what they'll do to win. If one character triumphed in the duel, they gain one **hero point** and earn the legacy event "Flamewind's Favored." At the end of the adventure, ask that **individual player** to tick the event on their **Adventure Record**.

Flamewind regards each character before asking the group to state their business. If the players recount the verse from the Draconic Prophecy, she makes the following proclamation:

"The *Oracle of War* has spoken, neither for the first nor the last time. Its tongue speaks the language of the Draconic Prophecy: the riddle of our world. It's your destiny to unravel the verse it has given you. If I read the signs correctly, the fate of world rests in your hands.

"The Prophecy is serpentine: if you try to pin down meaning in one verse, others are likely to shift. I'll study what you've given me and call for you when I feel it's time for you to act. Until then, you may leave in peace."

Flamewind speaks no further on the matter and the players can leave Lareth Hall in safety. Their story continues in DDAL-EB-06 *The Last Word*.

If the players haven't yet spoken to Zell Mar, they each gain one **hero point** and can **proceed to part 2: "Curry Favor."** If Zell's already studied the device, the adventure ends here. **Proceed to "Ending the Adventure."**

ENDING THE ADVENTURE

The adventurers have impressed Flamewind with their findings and are on course to learn more about the Draconic Prophecy. Read the following boxed text aloud:

Behind you, the dome of Lareth Hall glitters against the night sky. As you leave, a cool wind ruffles your clothes and sends a chill down your spine. Flamewind's words echo in your mind: the fate of the world rests in your hands. It seems destiny has chosen you. But why?

ABOUT THE AUTHOR

Bianca Bickford is a lifelong geek living deep in the Heart of Texas. She can be found running around the jungles of Chult or trying to stay alive in Avernus. Bianca DMs for friends and runs one-shot adventures for girls ages 9 to 12 to introduce them to the imaginative world of Dungeons & Dragons. Her work can be found on DMs Guild and you can connect on Twitter at @BiancaBickford.



REWARDS

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

PLAYER REWARDS

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

Players earn the following rewards for completing the adventure:

ADVANCEMENT

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

OPTIONAL: DECLINE ADVANCEMENT

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

REWARDS

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

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

LEGACY EVENTS

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

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

DUNGEON MASTER REWARDS

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

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

IMPORTANT CHARACTERS

The following NPCs feature prominently in this adventure:

IMPORTANT CHARACTERS

Name	Identity	Details
Bumper	Neutral warforged bouncer	Bumper is the bouncer at Detention, a rowdy bar for students at Morgrave University. He's loyal to the owner.
Flamewind	Lawful neutral gynosphinx	Expert on the Draconic Prophecy, currently resident at Morgrave University.
Irullan Karnach	Neutral evil female human salvage broker and agent of the Emerald Claw	Irullan is one of Salvation's most powerful brokers: but secretly serves the Emerald Claw as their spy in the area.
Ivelo d'Medani	Lawful neutral male half-elf inquisitive	Ivelo is a dragonmarked bounty hunter from House Medani. He has a reputation for getting the job done efficiently.
Jia	Neutral good female half-orc sage	Jia studies transmutation magic at Morgrave University. Her goal is to end the curse on the Mournland to restore Cyre.
Kalli Alran	Neutral female human scavenger	Kalli belongs to the Gray Dogs salvage crew and has made it her mission to recover artifacts from her Cyran homeland.
Zell Mar	Neutral male human sage	Zell is an advanced student at Morgrave University, specializing in artificing.

CREATURE STATISTICS

BUMPER

Medium humanoid (warforged), neutral

Armor Class 18 (natural armor)

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

Damage Resistances poison

Senses passive Perception 16

Languages Common

Challenge 9 (5,000 XP)

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

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

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

ACTIONS

Multiattack. Bumper makes three attacks with his greatsword or his 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 Bumper has more than half of his 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 Bumper has more than half of his total hit points remaining.

DISPLACER BEAST

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (–2)	12 (+1)	8 (–1)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

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

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

GYNOSPHERX

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +12, History +12, Perception +8, Religion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages Common, Sphinx

Challenge 11 (7,200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *shield*

2nd level (3 slots): *darkness*, *locate object*, *suggestion*

3rd level (3 slots): *dispel magic*, *remove curse*, *tongues*

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

5th level (1 slot): *legend lore*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) slashing damage.

LEGENDARY ACTIONS

The sphinx 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 sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

KARRNATHI UNDEAD SOLDIER

Medium undead, lawful evil

Armor Class 17 (half plate)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	5 (-3)

Skills Athletics +5, Perception +3

Damage Resistances cold, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

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

Undead Fortitude. If damage reduces the soldier to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the soldier drops to 1 hit point instead.

ACTIONS

Multiattack. The soldier attacks three times with one of its weapons.

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.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Parry. The soldier adds 3 to its AC against one melee attack that would hit it. To do so, the soldier must see the attacker and be wielding a melee weapon.

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

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.

NECROMANCER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances necrotic

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

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

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

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

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

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

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

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

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

*Necromancy spell of 1st level or higher

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

ACTIONS

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

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

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

REACTIONS

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SKY RAIDER

Medium humanoid (any race), lawful evil

Armor Class 16 (scale)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Animal Handling +2, History +2

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Spellcasting. The sky raider is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from *Xanathar's Guide to Everything*):

Cantrips (at will): *gust*,* *light*, *message*, *ray of frost*

1st level (2 slots): *expeditious retreat*, *feather fall*

ACTIONS

Multiattack. The sky raider makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

ZAKYA RAKSHASA

Medium fiend, lawful evil

Armor Class 18 (scale mail, shield)

Hit Points 59 (7d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	12 (+1)	13 (+1)	11 (+0)

Skills Athletics +7, Perception +4

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal

Challenge 5 (1,800 XP)

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 11). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *disguise self*

1/day: *shield*

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 1st level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

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

Martial Prowess (1/Turn). When the rakshasa hits a creature with a melee weapon attack, the attack deals an extra 11 (2d10) damage of the weapon's type, and the creature must make a DC 15 Strength saving throw. On a failure, the rakshasa can push the creature up to 10 feet away from it, knock the creature prone, or make the creature drop one item it is holding of the rakshasa's choice.

ACTIONS

Multiattack. The rakshasa makes three melee weapon attacks. Alternatively, it can make two ranged attacks with its javelins.

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

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

FORTUNES OF WAR

SUMMARY

Fortunes of War is a three-part storyline for the *Oracle of War* campaign. In *Fortunes of War*, you leave the frontier to seek answers about the artifact known as the *Oracle of War*. Your journey takes you to the heart of Breland, where you'll rub shoulders with some of the nation's most rich and powerful individuals.

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."

The device then shut itself down and started repeating the words "Third Protocol Activated." Shortly afterward, a gang of assassins arrived in Salvation with orders to recover the device. The *Oracle of War* now seems to be functional again. You've decided to seek answers in the city of Sharn.

OBJECTIVES

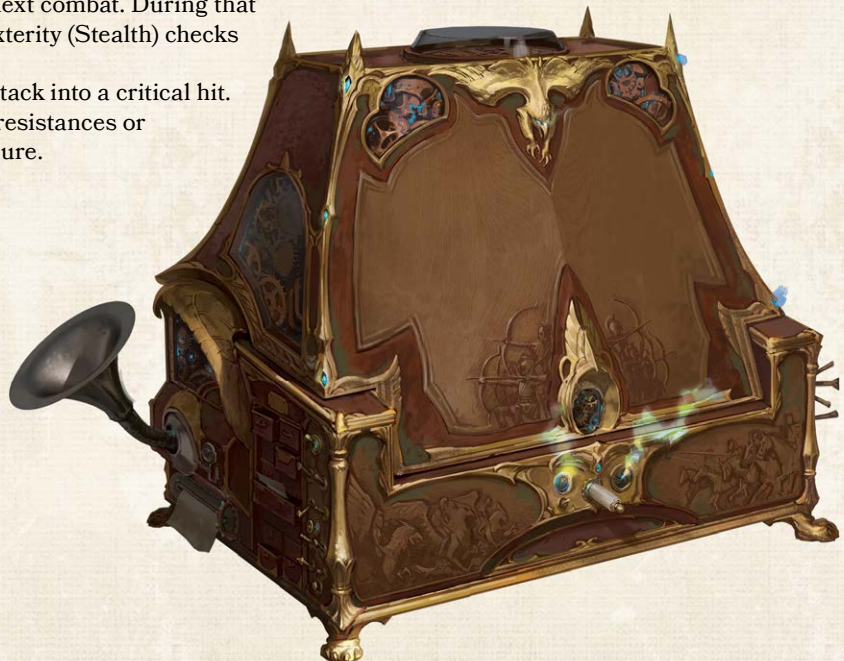
Your goals in *Fortunes of War* are as follows:

1. Visit Morggrave University to find out who made the *Oracle of War*.
2. Uncover the meaning of the verse of Draconic Prophecy that it revealed.
3. Prove that the prophecy is real, and that you can influence it.

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 battlefield information into the device 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 all Dexterity (Stealth) checks that you make.
- 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: GRAYSTRIFE

BORAM (BORE-AM)

Small humanoid (halfling), neutral

Boram is a former captain in the Last War who defended the Talenta Plains. He has tanned skin and black hair and wears a dinosaur mask that covers the lower half of his face. His motivation is to earn coin for his family, and his mannerisms are very boastful.

Armor Class 16 (studded leather)

Hit Points 39 (6d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Str +4, Dex +6, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Common, Halfling

Brave. Boram has advantage on saving throws against being frightened.

Halfling Nimbleness. Boram can move through the space of any creature that's a larger size than he is.

Lucky. When Boram rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

ACTIONS

Multiattack. Boram makes three melee attacks: two with his scimitar and one with his dagger. Or Boram makes two ranged attacks with his daggers.

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

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.

REACTIONS

Parry. Boram adds 2 to his AC against one melee attack that would hit him. To do so, Boram must see the attacker and be wielding a melee weapon.

TOBA (TOE-BAH)

Medium humanoid (dwarf), neutral

Toba is a Brelish dwarf devoted to the success of Sharn who lives in Middle Menthis. Her red hair is braided into a mohawk. Toba knows Dare'el through the Smoky Towers community. Her motivations are redemption with her dwarven family and loyalty to Graystrife.

Armor Class 13 (hide armor)

Hit Points 51 (6d8 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	9 (-1)	11 (+0)	9 (-1)

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Dwarven Resilience. Toba has advantage on saving throws against poison.

Reckless. At the start of her turn, Toba can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against her have advantage until the start of her next turn.

Stonecunning. Toba has a +3 bonus to Intelligence (History) checks related to the origin of stonework (instead of a -1 penalty).

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

REACTIONS

Uncanny Dodge. When an attacker Toba can see hits her with an attack, she can halve the damage against her.

ONAAG (OOH-NAA-GUH)

Small humanoid (goblin), neutral

Onaag worked for House Deneith during the Last War as a mercenary. She has dark green skin with yellow eyes and an obsession with body piercings. She's incredibly loyal to Cardinal and considers her as a best friend. Her motivation is coin and she often cracks jokes when she's nervous. Onaag and Dare'el are both secretly worshippers of the Traveler, one of the Dark Six.

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Dark Devotion. Onaag has advantage on saving throws against being charmed or frightened.

Fury of the Small (Recharges after a Short or Long Rest). When Onaag damages a creature with an attack or spell and the creature's size is larger than hers, she can cause the attack to deal an extra 6 damage.

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

Spellcasting. Onaag's spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

ACTIONS

Multiattack. Onaag makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

DARE'EL (DAH-REE-EL)

Medium humanoid (half-elf), neutral

Dare'el is a proud citizen of Sharn and hosts the weekly community meals in Middle Menhis for the Smoky Towers district. She's on an assignment for Morgrave University. She has blonde hair and green eyes and has fallen in love with Okazo. Her motivation is coin and her loyalty is to her community. Onaag and Dare'el are both secretly worshippers of the Traveler, one of the Dark Six.

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	11 (+0)	13 (+1)	16 (+3)

Skills Deception +5, Perception +3, Persuasion +5, Religion +2, thieves' tools +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Special Equipment. Thieves' tools

Dark Devotion. Dare'el has advantage on saving throws against being charmed or frightened.

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

Sneak Attack (1/Turn). Dare'el deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Dare'el that isn't incapacitated and Dare'el doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Dare'el makes two melee attacks.

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

CARDINAL

Medium humanoid (shifter), neutral

Cardinal has a feline appearance similar to a white tiger. She has a strong devotion to the Sovereign Host and is the unofficial leader of Graystrife. She learned about the crystal skull and put together the expedition in Sharn, hiring Okazo as a guide when they arrived in Stormreach. Her motivation is knowledge and she can seem aloof when she's thinking.

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +5

Senses darkvision 60 ft., passive Perception 13

Languages Common

Divine Eminence (Recharges after a Short or Long Rest). As a bonus action, Cardinal causes her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn.

Shifting (Recharges after a Short or Long Rest). As a bonus action, Cardinal takes on a more bestial form for 1 minute or until she dies. She gains 5 temporary hit points. She can make a bite attack when she activates this trait and also as a bonus action on each of her turns while in her bestial form.

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 3 (1d6) bludgeoning damage.

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

OKAZO (OH-KAA-ZOH)

Medium humanoid (elf), neutral

Okazo turned away from the Sulatar and moved to Stormreach to work as a guide. He has dark blue skin and wears his white hair in beaded dreadlocks. Cardinal hired him to navigate Xen'drik for Graystrife. He's in love with Dare'el and wants to move to Sharn. His motivation is love and his mannerisms are tense and protective, as he always expects danger.

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	15 (+2)	12 (+1)

Skills Medicine +4, Nature +3, Perception +4, thieves' tools +4

Senses darkvision 120 ft., passive Perception 14

Languages Common, Druidic, Elvish

Special Equipment. Thieves' tools

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

Poison Strike (3/Day). Once per turn, when Okazo hits with a melee attack, he can expend a use of this trait to deal an extra 9 (2d8) poison damage.

Sunlight Sensitivity. While in sunlight, Okazo has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

NINE

Medium humanoid (warforged), neutral

Nine is a warforged fighter who reported to Boram during the Last War. Nine needs coin for maintenance and has a large steel helmet fin. Nine is malfunctioning slightly and often narrates battles as they occur.

Armor Class 14 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	19 (+4)	9 (–1)	11 (+0)	9 (–1)

Damage Resistances poison

Senses passive Perception 10

Languages Common

Reckless. At the start of their turn, Nine can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against them have advantage until the start of their next turn.

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

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

REACTIONS

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

HANDOUT 3: ZELL'S NOTES

Jia

Grew up in Korth (Parents are still there) and lives in Sharn to attend Morgrave, specializing in transmutation. Wants to study the Mourland to restore the land for crops and homes.

Really good student, but prefers to drink and play dice games at Detention. Hangs out a lot with Bumper. Orders red wine most of the time. What's her favorite food there?

Brilliant at magic.

Saw her arm wrestling once for a bet. She won, of course! Corwin had to SQUAWK like a goose in class, she's funny.

She did a spot-on impression of our Professor in our illusion class, looked and talked just like him!

I wonder if she likes me?

How do I get fresh flowers from Korth?

LIKES

- Beads to braid into her hair
- Good folklore stories, or stories from the Last War
- People talking about her magic skills (not her looks)
- Clever jokes, she loves to laugh
- Reading historical novels
- Sea shanties

DISLIKES

- People staring at her or being completely rude to her (why does that happen?)
- Anyone acting like they are smarter than her (I thought she was going to punch Merran in class)
- Being interrupted when she's studying or practicing

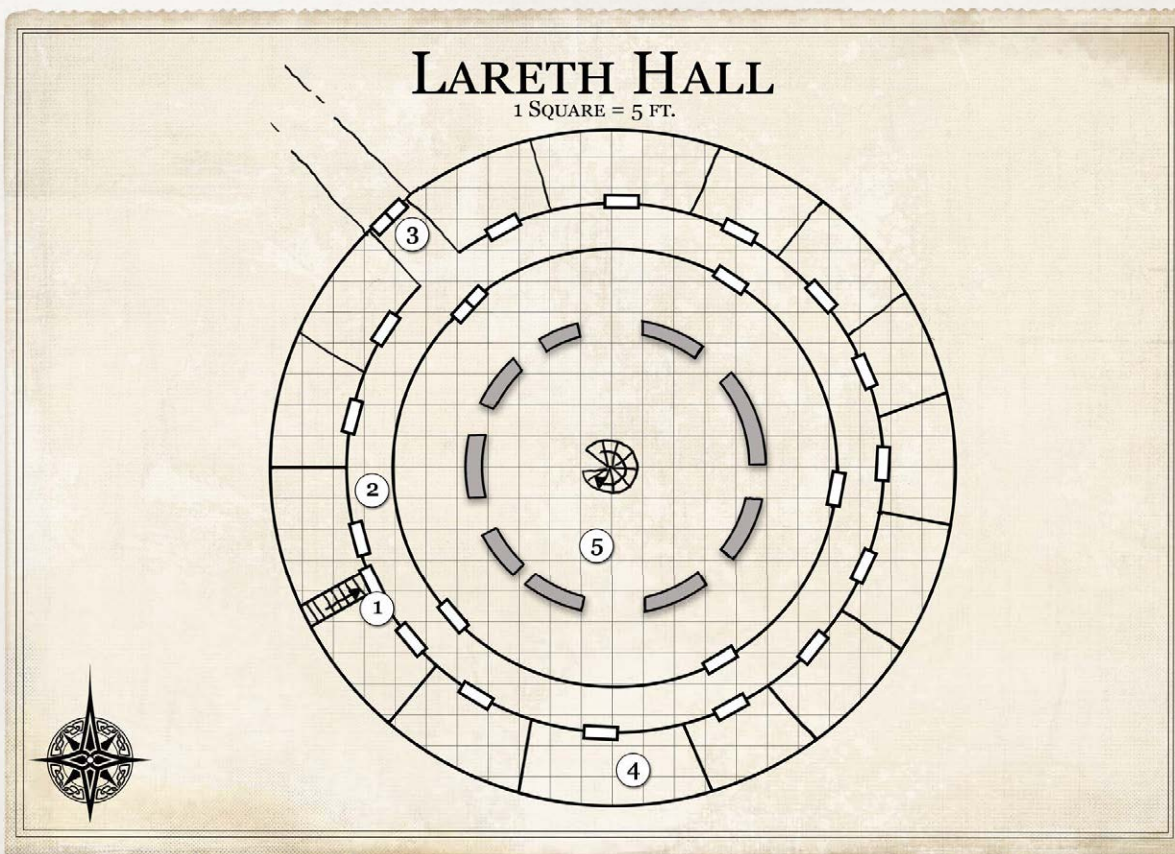
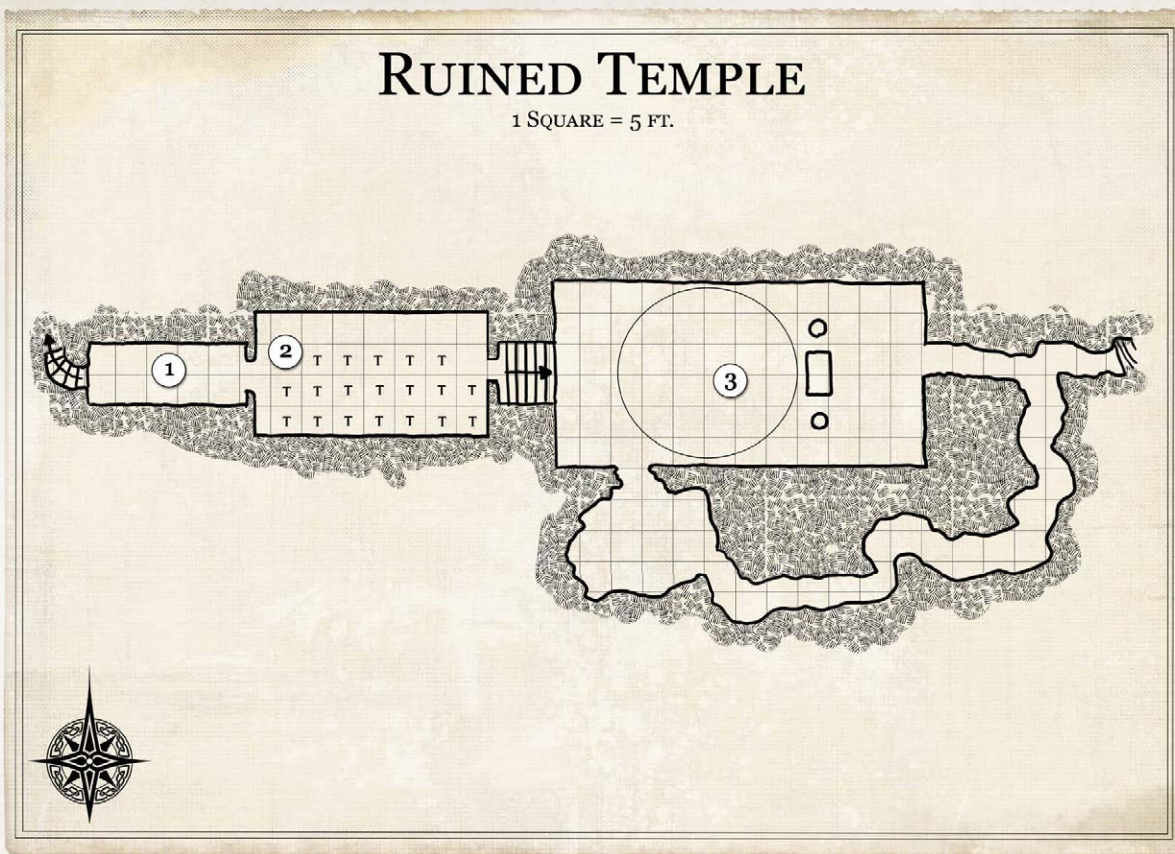
HANDOUT 4:
IRULLAN'S LETTER

Andhedra,

Urgent business brings me to Sharn. Those scavengers I told you about have a device in their possession that we must obtain—a divination engine that I believe was instrumental in foiling my test run with the colossus in Salvation. Meet me at the safehouse and I'll tell you more. There may be another in the city who can help us ascertain this machine's significance.

*With luck,
Irullan Karnach*

APPENDIX A: DUNGEON MASTER'S MAPS



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: DDAL-EB-05 A CENTURY OF ASHES

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

ADVENTURE NOTES

You traveled to Sharn to seek information about the *Oracle of War* from the sages at Morgrave University. You helped the sage Zell Mar overcome his nerves during dinner, and made contact with the sphinx Flamewind to learn more about the Draconic Prophecy. In doing so, you learned that you are not the only ones searching for answers about the device . . .

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:

- ☐ 150 gp for defeating Andhedra the rakshasa.

Choose ONE bonus reward:

- ☐ A *potion of poison* for defeating Andhedra the rakshasa.
☐ A *dust of disappearance* for defeating Andhedra the rakshasa.
☐ A pair of *sending stones* for helping Zell impress Jia.

CHARACTER WEALTH

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

LEGACY EVENTS

- ☐ **Stakeout.** The inquisitive you hired to locate Irullan Karnach after DDAL-EBEP-01 *The Iron Titan* has tailed her to an apartment in Sharn and is monitoring her movements. He'll keep you apprised of any developments.
- ☐ **Love Cats.** With your assistance, Zell Mar impressed Jia during dinner. At the end of this adventure, you go carousing with Zell and Jia in the bars of Sharn. Roll a d6 and consult the chart below:
1-2: You got into a fight and made an enemy who may cause trouble for you in future.
3: You found love! You are now dating someone.
4: You gambled and earned 50 gp.
5-6: You saved a couple from muggers. Start the next adventure with one extra hero point.
- ☐ **Maker's Mark.** Zell Mar identified the missing dwarf Sulring Mroranon as the creator of the *Oracle of War*.
☐ At the end of this adventure, your group can choose to spend 150 gp to trace Sulring's family and learn of his whereabouts on the Day of Mourning. This information becomes important in DDAL-EB-08 *Parliament of Gears*.
- ☐ **Crystal Skull.** You learned from the surviving members of Graystrife that Irullan Karnach stole a crystal skull from them that has the power to bring the dead back to life.
- ☐ **Flamewind's Favored.** You impressed the sphinx Flamewind with your performance during a duel.