

MY UNDYING HEART

• ORACLE OF WAR PART 11 •

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BY
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A FOUR-HOUR ADVENTURE FOR TIER 3 CHARACTERS

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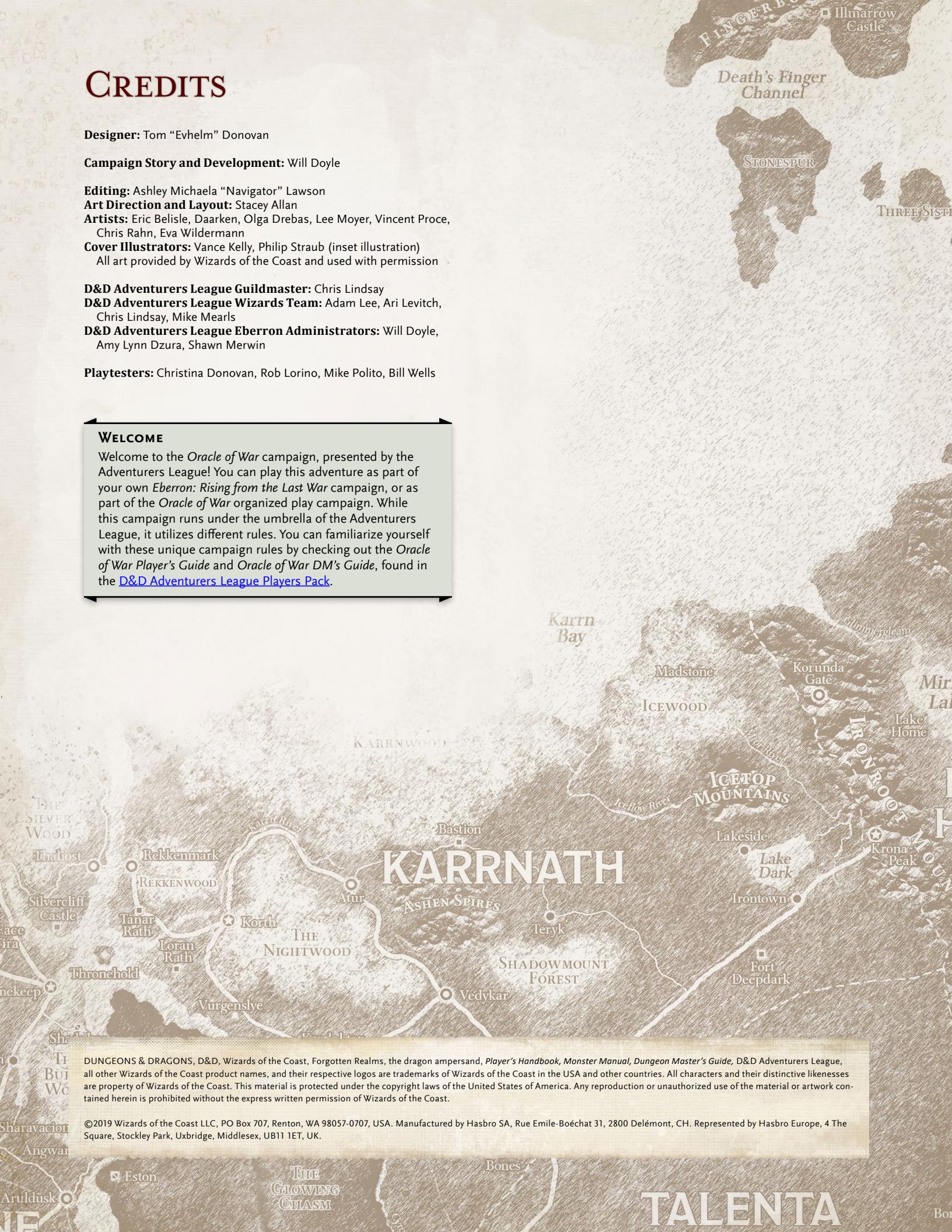
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WELCOME

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](#).



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ADVENTURE OVERVIEW

This adventure is designed for **three to seven 11th- to 16th-level characters** and is optimized for **five characters with an average party level (APL) of 11**. Characters outside this level range can't participate in this adventure.

This adventure occurs in Eberron, in the militaristic nation of Karrnath. This is the first in a trilogy of adventures, the *Drums of War* storyline. *Drums of War* is part of the *Oracle of War* Eberron campaign for the D&D Adventurers League.

BACKGROUND

After escaping the **LORD OF BLADES** and the loss of the Brelish flying fortress **ARGONTH**, the adventurers find a fully outfitted Lyrandar airship waiting for them in Salvation, along with an invitation to bring the *Oracle of War* before the **INSTITUTE OF THE TWELVE** in Korth.

As the Twelve are brought up to speed on the *Oracle* by the adventurers and the dwarf artificer **SULRING MRORANON**, the device emits a new verse of the **DRACONIC PROPHECY**, one which implicates the fates of the Five Nations. The adventurers must act quickly to infiltrate an **EMERALD CLAW** base and capture its villainous leader before his plans can be enacted and the dread prophecy comes true!

OVERVIEW

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

• Part 1: Meeting the Twelve (30 mins).

The adventurers meet with the Twelve and hear another verse from the Draconic Prophecy. The Twelve hire the adventurers to break into an Emerald Claw enclave they've had under observation and capture its leader.

• Part 2: Grip of the Emerald Claw (210 mins).

Utilizing whatever resources are available, the adventurers infiltrate the Emerald Claw enclave to capture the cell leader, Widmund ir'Hellekanuth.

ADVENTURE HOOKS

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

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

characters have utilized any of these backgrounds and tie them into the adventure as best you can.

My Undying Heart makes special use of the following backgrounds:

- **Entrepreneur**
- **House Agent**

Characters with these backgrounds gain access to additional information as the adventure unfolds.

CONTINUING THE STORY

If the characters played through DDAL-EB-10 *Judgment of Iron*, this adventure picks up after that adventure ends. The adventurers have returned to Salvation and gained the benefits of a long rest.

Before the adventure begins, give the players **Handout 1: Drums of War**, which summarizes the objectives of the *Drums 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. *My Undying Heart* incorporates the following legacy events from previous adventures in the *Oracle of War* series:

Captured Assassin. If Saal Dreadstroke or his cronies were captured in DDAL-EB-04 *The Third Protocol*, they can be summoned to testify in part 1. They reveal that the dragonmarked houses crafted the *Oracle of War* to profit further from the war.

Emerald Claw Captive. Characters with this legacy event can gain Irullan Karnach's help in part 1, allowing them to infiltrate the hideout as Emerald Claw agents.

White Rose. If the group found the rose in DDAL-EB-02 *Voice in the Machine*, they discover that the Cairdal Knot were present in the marketplace where the *Oracle of War* was found.

TRADE

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

HERO POINTS

In the *Oracle of War* campaign, adventurers are supposed to be a cut above the rest. To reflect this, each

character in the party gains one **hero point** at the start of this adventure. Players earn additional hero points by completing story goals. The DM may not award hero points except as specifically directed in the adventure. At the end of the adventure, the players lose any hero points they've accrued.

HERO POINTS

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



PART 1

MEETING THE TWELVE

Estimated Duration: 30 minutes

The adventurers meet with the Twelve and hear another verse of the Draconic Prophecy. The Twelve hire the adventurers to break into an Emerald Claw enclave they've had under observation and capture its leader.

UNEXPECTED INVITATION

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

The Institute of the Twelve has invited you to their tower in Karrnath's capital Korth. A member of the governing committee, Arphira d'Lyrandar, has arrived in Salvation with orders to fly you and the *Oracle of War* to Korth aboard a Lyrandar airship, the *Siberys Sailer*.

Before leaving, the players can question Arphira about the Twelve and their interest in the *Oracle of War*. If so, they learn the following:

- The Institute of the Twelve is sponsored by the dragonmarked houses to undertake magical research.
- The Institute has learned of the *Oracle of War* and is interested in seeing the device in action. They promise safe passage to their tower and guarantee no harm shall come to the adventurers or their device.
- The Institute is keen to learn more about the device's history. Anything the characters have learned about it so far can be shared in the strictest confidence.

The players should take the *Oracle*'s creator, the dwarf artificer Sulring Mroranon, with them to the Institute (see DDAL-EB-10 *Judgment of Iron*). Sulring is prepared to admit his role in the *Oracle*'s creation to the Twelve and warn them about the new device he created for the Lord of Blades.

BRINGING THE PRISONERS

Encourage players who captured important prisoners during the campaign to bring them before the Twelve:



Players with the **Captured Assassin** legacy event can take any captives in their care to the Committee of the Twelve. If they do so, they're rewarded at the end of part 1.



Players with the **Emerald Claw Captive** legacy event can take Irullan Karnach with them if she's their prisoner. If they do so, they gain her help during part 1.



ARPHIRA D'LYRANDAR (AHR-FEER-UH)

Lawful good, female, half-elf conjurer

Arphira wears the deep-blue robes of a House Lyrandar wizard. Despite her authoritative attitude, she isn't a master wizard—though she is the ranking House Lyrandar mage at the Institute. She sees national loyalties as an annoyance responsible for the Last War and the dragonmarked houses as the path to harmony across Khorvaire.

Motivation: Arphira is sworn to aid the Twelve and bring power and prestige to the dragonmarked houses.

Mannerisms: Formal, stiff, single-minded, and disciplined.

Quote: "Only through discipline can one achieve virtue."

THE COMMITTEE OF TWELVE

When the characters are ready to move on, read the following boxed text aloud:

The journey aboard the *Sailer* is smooth and swift. After a little more than a day's flying, the fortress city of Korth comes into view. Nowhere outside the Mournland does the Last War seem as close as it does when you see the endless crenellated towers, countless ballistas, and sturdy walls of the Karrnathi capital.

Perhaps more impressive than the fortress city itself is the thirteen-tiered tower floating above it. Gleaming and imposing, with arcs of lightning sizzling across and around it, the Tower of the Twelve is a wondrous display of the dragonmarked houses' power and longevity.

The *Siberys Sailer* slides expertly into dock halfway up one of the tower's spires. As the crew secure her, robed figures meet you at the gangplank and escort you to the Chamber of the Twelve.

You enter a lecturing pit at the center of a great hall. Around you are a dozen boxes, each marked with a dragonmarked house's crest and occupied by its committee representatives.

Appendix B contains a list of house representatives for the committee meeting. If an adventurer has a relationship with a dragonmarked house, feel free to have their representative engage them. If not, you can keep the committee members mysterious.

1. INITIAL BRIEFING

First, the committee asks the adventurers what they know about the *Oracle of War*:

"We've been briefed on your exploits, but it's important we hear the truth of things from you directly. Who are you, where did you find the *Oracle of War*, and what can you tell us about its relationship to the Draconic Prophecy?"

This is a good opportunity for the characters to introduce themselves to the committee (and to each other). Players who haven't played through the earlier adventures should refer to **Handout 1: Drums of War**. After the characters have spoken, grant everyone **inspiration**.

The characters' statements should cover the following important points. If they miss any, Sulring Mroranon reveals them to the committee himself:

- The *Oracle of War* was salvaged from a marketplace in the ruined city of Kalazart.
- When operated in battle, it provided tactical advice for winning the conflict. However, it later revealed a verse from the Draconic Prophecy and shut itself down.
- A group of assassins led by Saal Dreadstroke tried to recover the *Oracle* for their paymasters. After the adventurers fought them off, the *Oracle of War* mysteriously reactivated.

- In Breland, the *Oracle*'s prophecy was authenticated as a verse from the Draconic Prophecy. Its events are now in motion.
- The adventurers rescued the *Oracle*'s creator, the dwarf artificer Sulring Mroranon, who was held prisoner in the Mournland by the Lord of Blades.
- Sulring reveals that he created a second *Oracle*, working under duress for the Lord of Blades.



Any captives brought before the committee due to the **Captured Assassin** legacy event are now questioned:

Your captive assassin glares at the committee as their questions wash over them. Finally, they speak:

"Cowards! You know why we were sent to recover that device. YOU created it to profit from the war—to sell its tactics to whichever side needed it most—and when it failed you, you sent us to cover it up!"

Disgusted cries echo through the hall. Finally, the House Medani representative calls for silence with a single word.

"Lies! Such a conspiracy couldn't have escaped Medani's knowledge. This fool has been tricked."

Sulring Mroranon now steps up to the stage, but the matter isn't closed. At the end of the meeting, Arphira d'Lyrandar approaches the group in private (see "Final Preparations" at the end of this part).

2. SULRING MRORANON'S STATEMENT

Sulring Mroranon, creator of the *Oracle of War*, now takes the stage:

"I created the *Oracle of War*. I did so under contract, swearing an oath of secrecy I cannot break unless ordered to by my lieges in the Iron Council of the Mror Holds. But I can tell you this—the device wasn't made to reveal the mysteries of the Draconic Prophecy! It has malfunctioned in a most extraordinary manner."

Sulring Mroranon is true to his oath. If the players urge him to speak further, he mutters, "The First Protocol prevents me from saying more."

3. THE *ORACLE* SPEAKS

Before the committee can be brought to order, the *Oracle* issues another of its mysterious proclamations:

A puff of purple smoke and a loud whirring from the *Oracle* draws everyone's attention. It speaks:

"Five crowns shall fall when the heirs of Aaren hammer the anvils of the lost forge."

As it falls silent, the hall erupts in a flurry of whispering and low discussion.

Let the players discuss the revealed prophecy among themselves for a moment; give them no more than a minute before the committee draws its own conclusion:

"The prophecy is clear. The warforged are the heirs of Aaren. They seek one of the lost *creation forges* in the Mournland. If they find it, what's left of the Five Nations will fall!"

Sulring clears his throat. "It might be more complicated than that. I wasn't working alone when the Lord of Blades forced me to construct his *Oracle of Bones*." At this, he thumps his fist on the lid of the *Oracle*. "I worked alongside another group—the Order of the Emerald Claw. They were led by a Karrn named Widmund, who helped me bind the souls of the war dead to the device using a crystal skull."

After a brief bout of discussion, the committee addresses you:

"There's no time to waste. Widmund is known to us. Our agents have tracked him to an Emerald Claw enclave here in Karrnath. You, adventurers, must go there and capture him immediately. We must question him about this *Oracle of Bones* and the Lord of Blades' plans as soon as possible."

"We're prepared to outfit each of you with a set of enchanted armor from our stores here at the Institute in exchange for successfully capturing Widmund. Will you do this for us?"

Assuming the players accept, the committee reveal what they know about the Emerald Claw operation.

EMERALD CLAW INTELLIGENCE

A member of the Twelve's intelligence service provides the following information:

- The Emerald Claw enclave is built deep into the side of Mount Clag, a dormant volcano in the Ashen Spires.
- Long ago, it was known as the Glowbound Temple, an ancient Blood of Vol holy site. During the Last War, the temple had a minor revival as a place of pilgrimage for the Blood of Vol's faithful, the Seekers.
- Colonel Widmund ir'Hellekanuth oversees the enclave. He graduated from the Military Academy of Rekkenmark and participated in several major Karrnathi operations during the Last War.
- The *Siberys Sailer* will drop the adventurers off near the volcano. The vessel will remain on standby for 48 hours to extract the group.

QUESTIONING IRULLAN KARNACH

If players with the **Emerald Claw Captive** legacy event brought Irullan Karnach before the Twelve, read the following boxed text aloud:

Irullan Karnach kneels before the committee, her hands bound. In time, their attention turns to her.

"Irullan Karnach, your association with the Emerald Claw is well documented. Your crimes are known. The punishment for such—"

"Wait!" Irullan interrupts them. Then with a sigh she says, "Wait, I can be useful to you. I know this temple."

Irullan explains the following:

- Everything Irullan has done, every crime she's committed, even her membership in the Emerald Claw, has been in order to find her sister, Naori, who died in the Last War, and bring her back to life.
- In the ruins of Xen'drik, Irullan recovered a crystal skull for the Order—an artifact blessed with the power of resurrection. She delivered this to Widmund at the Glowbound Temple.
- Irullan can help the adventurers infiltrate the temple, but only if they can convince the committee to spare her from execution.

Irullan is the adventurers' captive, her fate is in the players' hands. If they agree to her terms, she reveals the following:

- The Temple is guarded by bone knights and Karrnathi undead.
- It's divided into four discrete sections: the Glowbound Temple, the Walk of Fire, the Pyroduct, and the Warren. Give the players **Handout 2: Irullan's Map**.
- Adventurers disguised as Seekers can potentially bypass the defenses in the old temple, but they won't be allowed into the Walk of Fire.
- Only members of the Order of the Emerald Claw can pass through to the Walk of Fire. Irullan gives the group an old passphrase that might still work: "We enter by order of Queen and Covenant."

Players who hear Irullan's story gain the **Crystal Skull** legacy event if they don't have it already. At the end of the adventure, ask your players to mark this on their adventure records.

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

Neutral evil, female, human Emerald Claw agent

Irullan Karnach is a plump, rosy-cheeked woman in her early forties, who always wears a purple scarf draped over one shoulder. She was one of Salvation's most powerful salvage brokers, but secretly served the Emerald Claw as their spy in the area.

Motivation: To survive and advance another step toward resurrecting her sister Naori.

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

Quote: "My death gains you nothing."

HOUSE INTELLIGENCE

Players allied with one of the dragonmarked houses gain additional intelligence:



Players with a **House Agent** background from House Deneith, Lyrandar, Medani, Orien, Tharashk, or Thuranni learn Widmund ir'Hellekanuth is a vampire.



Players with a **House Agent** background from any other house learn that a captured House Jorasco spy, Leelle d'Jorasco, is believed to be held somewhere in the enclave.

THE BLOOD OF VOL

The Blood of Vol asserts that death is oblivion, that the universe is uncaring, and that if the Sovereigns exist, they are cruel. Its followers study the secrets of blood and life, and because they believe that death is the end, they see nothing wrong with using the bodies of the fallen to serve the living. Seekers of the Divinity Within (as the faithful call themselves) are glad to be reanimated after death; at least they can do some good.

The Blood of Vol has its strongest following in Karrnath and the Lhazaar Principalities. For a time, it was the national religion of Karrnath. Though fallen from favor, the faith is still practiced openly in that nation.

—*Eberron: Rising from the Last War*

FINAL PREPARATIONS

Before the group leaves, the Twelve offer to secure *Oracle of War* in their tower rather than endanger it on the mission, but accept if the adventurers would prefer to take it with them. If Irullan Karnach was spared execution, she's imprisoned inside the Tower until the adventurers return.

A QUIET WORD



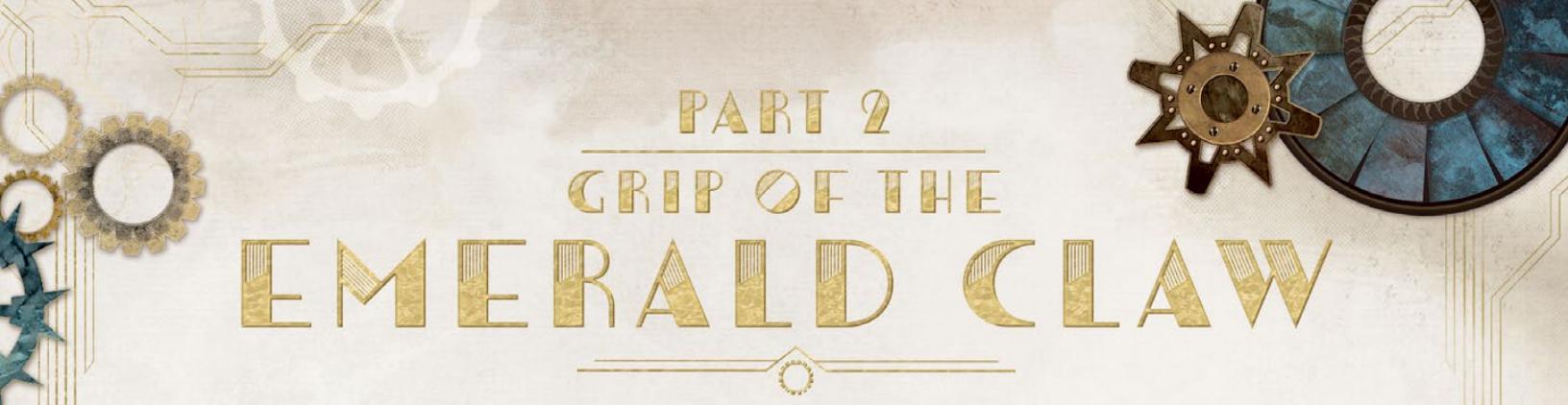
Players with the **Captured Assassin** legacy event may have brought captives before the Twelve. If so, Arphira d'Lyrandar approaches them as they board the *Siberys Sailer*.

Arphira explains the following:

- Arphira assures the group that the Twelve take the assassins' accusations seriously, albeit with skepticism. Any conspiracy between houses is sure to be investigated internally.
- As a mark of respect for bringing the assassins before the committee, the Twelve offer each character a *scroll of protection (undead)*.

When the players are ready, proceed to **Part 2: Grip of the Emerald Claw**.





PART 2

GRIP OF THE EMERALD CLAW

Estimated Duration: 210 minutes

Utilizing whatever resources are available, the adventurers infiltrate the Emerald Claw enclave to capture the cell leader, Widmund ir'Hellekanuth.

ARRIVING AT THE ENCLAVE

Under cover of darkness, the *Siberys Sailer* glides into the Ashen Spires mountains. Soon, Arphira beckons you onto a soarwood skiff which she nimbly pilots through the darkness to a summit below. As you step off the skiff, she hands you a small wand-like tube.

"The temple's entrance is just over the next ridge. When you're ready for extraction, find an open space outside, hold that aloft, and speak the activation phrase, 'Night spark.' We'll hang out among the peaks here and wait for your signal. May the Sovereigns be with you!"

The temple entrance is an enormous cave mouth. The **Emerald Claw Enclave map** in **appendix A** shows the layout of the complex within.

THE GLOWBOUND TEMPLE

The cave mouth opens into the original, ancient temple. While it's still open to Seeker pilgrims, it's little more than a cover for Emerald Claw operations.

AREA INFORMATION

The temple has the following important features:

Dimensions and Terrain. Ceilings are 10 feet high. The air is warm and dry, and a dull heat emanates from the worked stone surfaces.

Doors. Doors are made of hammered bronze and feature a large, angular representation of a drop of blood. If a door is locked, it can be unlocked with Widmund's key (area W7), Hadrianna's key (area T2) or a successful DC 15 Dexterity check made with thieves' tools. Forcing a door open requires a successful DC 17 Strength check.

Light. The temple's interior is brightly lit by *everburning torches* (a predecessor to *everbright lanterns*).

Creatures. The undead in the temple have instructions to ignore individuals who identify themselves as Blood of Vol supplicants or provide an Emerald Claw passphrase. If the undead are attacked or witness suspicious behavior, they try to activate the alarm in area T4.

GLOWBOUND TEMPLE LOCATIONS

The following locations are shown on the **Glowbound Temple map** in **appendix A**:

T1. CAVE ENTRANCE

The smooth slopes of the volcano give way to a large cave opening. At the rear of the cave, flickering torches illuminate a stylized arch reminiscent of an enormous drop of blood. Hammered-bronze doors fill the arch, flanked by two undead soldiers wearing Karrnathi armor.

The two guards are **Karrnathi undead soldiers**. They only allow entry to strangers who identify themselves as Seekers of the Blood of Vol or members of the Order of the Emerald Claw.

The arch is inscribed with a short mantra, but it's mostly worn away. Only the words "Seekers of the Glowbound Temple" in Common are still legible in flowing script.

T2. VESTIBULE

A large trough juts up from the center of this vestibule. Stained dark red and surrounded by serrated metal fins, it's clear this is a blood depository, a collection point for the sacrificial offerings of faithful Seekers. Doors with barred windows overlook the vestibule from the north and south, and another pair of bronze doors lead east.

Unless the adventurers made a ruckus in area T1, an Emerald Claw agent waits here to greet pilgrims. Read the following boxed text aloud:

A woman in a loose, red robe with a hood smiles at you from across the trough.

"Greetings, pilgrims! Welcome to the Glowbound Temple. Have you come to share your offerings? Please, share your blood with your brethren and I'll be happy to guide you on the rest of your pilgrimage."

The speaker is Hadrianna Dain, a female, human Emerald Claw **champion**. Her robes and hood hide her armor and greatsword. If Hadrianna becomes suspicious of intruders,

she excuses herself to “find an acolyte to help”: a ruse to go activate the alarm in area T4. Use the following prompts to guide her responses during conversation:

“We’re just pilgrims.” Convincing Hadrianna requires a successful DC 12 group Charisma (Deception) check, with advantage if the characters wear disguises. If they succeed, Hadrianna leads them through the ritual of bloodletting at the offering trough: each character takes 1 slashing damage by cutting themselves on the serrated fins above the trough. Then, she offers to take them into the rest of the temple to learn, reflect, and pray.

“We enter by order of Queen and Covenant.” This passphrase is old, so the characters must convince Hadrianna of their active and loyal status, requiring a successful DC 12 group Charisma (Deception) check. Characters who try to pass themselves off as Emerald Claw agents without using the passphrase must make the check at DC 15, and with disadvantage.

Treasure. Hadrianna carries one of the complex’s master keys. It opens all the doors except the one to Widmund’s chamber (area W7).



HADRIANNA DAIN (HAY-DREE-AHNA)

Lawful evil, female, human Emerald Claw champion

Hadrianna graduated from Rekkenmark a few years before the end of the Last War. Indoctrinated about Karrnathi supremacy and the glories of a unified Galifar, she fought her way into a commission and after the war, joined the Emerald Claw to continue fighting until Khorvaire is subject to the rule of a Karrnathi-led Galifar again.

Motivation: War. She unquestioningly supports Widmund as her superior officer and believes following his orders will help usher in a new golden age for Karrnath.

Mannerisms: She’s lithe and clever and practiced in the art of appearing soft and sweet to lull her enemies (and allies) into a false sense of security.

Quote: “*The sooner everyone realizes Karrnath should rule, the sooner the world will be a better place.*”

T3. WATCH ROOMS

Each of these two rooms has a locked bronze door with a barred window. Two **Karrnathi undead soldiers** are stationed within each room, ready to use ranged attacks to support their allies in area T2. Since undead need no supplies or support, the rooms are entirely bare except for extra quivers filled with arrows.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- Weak:** Remove one **Karrnathi undead soldier**.
- Strong:** Add one **Karrnathi undead soldier** to the north watch room.
- Very Strong:** Add two **Karrnathi undead soldiers** (one in each watch room).

T4. SKULL CHAMBER

This room’s ceiling rises into a dome that gives the chamber the feeling of a courtyard. Dominating the space is a ten-foot-tall skull pieced together from thousands of blood-streaked bone plates. In front of the giant skull is a padded kneeler and a smaller, human-sized skull set on a pedestal. A series of cells for individual contemplation line the north and south walls. Double doors are centered on the east and west walls.

The colossal skull has been created from the skulls of countless Seeker adherents. Before the Blood of Vol became the national religion of Karrnath, this was an important pilgrimage site for Seekers who wanted to meditate on the immediacy of death and the freedom of life.

The smaller skull is a *relic of whispered alarm* (detailed in **handout 3**). A creature touching the skull can expend a charge to deliver a message to another creature within 1,000 feet of the skull. The temple’s defenders use the alarm to contact Widmund, who alerts the Warren and sends one of the **bone knights** to mobilize the undead in area T7 and reinforce Hadrianna. Widmund then waits for the survivors at the Walk of Fire (area F1).

T5. CONTEMPLATION CELLS

These small, attenuated chambers once held only a sleeping mat, a washbasin, and a chamber pot. The doors each contain a barred window, allowing the occupant to look out and see the skull in area T4. Over the long years since the temple was built, cave-ins have destroyed the cells' outer walls filling them with rubble.

T6. BLOOD SANCTUARY

This large chamber is warmer than the rest of the temple. Semicircular stairs rise to a scarlet-tiled floor which has a pedestal with a gleaming bronze chalice atop it. A series of full-length mirrors are arrayed across the hemisphere across the rear of the sanctuary. Doors lead out from the chambers to the north, south, and west.

Blood of Vol rituals focus on the Divinity Within, hence the pedestal and lack of an altar. The bronze chalice is curiously free of bloodstains and appears disused.

The mirrors are angled so the person at the sanctuary's center is reflected out to those standing at the base of the stairs.

Secret Passage. The central eastern mirror is an illusion. Characters in the raised sanctuary can feel a warm draft blowing through it. Physical interaction with the mirror's surface reveals it to be illusory. The passage behind the mirror leads to area F1. **Award the characters one hero point when they find the secret passage.**

T7. VESTRY AND SERVERS

This chamber served as a vesting room for the priest in residence and for Seeker supplicants. Part of the vestry's "charm" are the undead servants who assist with robing and disrobing. The servants predate the Odakyrr Rites used to grant intelligence to Karrnathi corpses, and the Emerald Claw has repurposed them as backup guards.

If the adventurers enter this room without having caused a disturbance, read the following:

This rectangular chamber is crowded. Along three walls, motionless skeletons stand beside canvas-wrapped corpses. Each skeleton has been lovingly decorated with accenting red bows and ribbons, tied around a rib here, a tibia there—a macabre doll set. Many are posed with their arms held out, palm up, with threadbare robes and vestments draped across them.

Spaced equally around the room's walls are eight **skeletons** and four **mummies**. Under normal circumstances, they remain inert. If attacked, they defend themselves. Additionally, they respond to the verbal commands of the Emerald Claw agents in the complex.

In a fight, the skeletons are mindless fodder. Whether commanded by a living Emerald Claw agent or by the mummies, they simply charge and attack whoever they're told to. The mummies, while more intelligent than the

skeletons, are similarly compelled by the rites that animated them to defend this temple until destroyed.

Neither the skeletons nor the mummies chase enemies beyond the temple's main entrance. They'll pursue intruders deeper into the complex, however.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Weak:** Remove one **skeleton**.
- **Strong:** Replace one **skeleton** with one **mummy**.
- **Very Strong:** Replace two **skeletons** with two **mummies**.

T8. CISTERN

The eastern half of this rectangular chamber contains a 15-foot-diameter well with 3-foot-high walls. Steam constantly rises from it. The well descends 60 feet before reaching a small spring of hot water. A squeaky pulley system is attached to a metal bucket with sufficient rope to reach the spring. The chamber (and water) smell faintly of sulfur, but the water is potable, if unpleasant tasting.

THE WALK OF FIRE

This fiery catwalk was once part of an elaborate self-actualization ritual for Blood of Vol adherents. It's since been repurposed as a dangerous and guarded walkway leading to the Emerald Claw's hideout.

AREA INFORMATION

The Walk of Fire has the following important features:

Dimensions and Terrain. From west to east the pillars are 40, 50, 40, and 30 feet tall. The chamber's domed ceiling is 100 feet high. Because the heat from the magma is trapped by the ceiling, creatures within 30 feet of the ceiling must make a successful DC 15 Constitution saving throw at the start of each of their turns or take 3 (1d6) fire damage. At the start of each of their turns, a creature within 20 feet of the magma takes 17 (5d6) fire damage.

Doors. The double doors between this chamber and the Pyroduct are unlocked. The tunnel beyond the door slopes visibly downward.

Lighting. The chamber is lit from below by the magma.

ENCOUNTERING WIDMUND

If the **vampire** commander Widmund was alerted earlier, the adventurers encounter him on the first bridge across the Walk of Fire. He tries to size them up and discover their motivations and goals before retreating further into the complex.

Widmund has no intention of fighting the adventurers here, but has prepared by using his Children of the Night feature to summon 2d4 **swarms of bats**. The bats hang from the underside of the first bridge, out of sight and awaiting his command. If the adventurers attack him, Widmund orders the bats to cover him as he changes into his bat form then uses the distraction to make good his escape. If necessary, he assumes his mist form to slip through to the Warren undetected.

If Widmund encounters the adventurers here, he asks them the following questions:



- Who are you?
- Why are you here?
- Where's Hadrianna?
- Who sent you?

He's sizing the characters up, buying time for his forces in the Warren to ready themselves. The characters' appearance at the Walk of Fire means he's already lost a champion, a bone knight, and many undead soldiers, so he knows the adventurers are capable. He's genuinely interested in the answers to his questions; he wants to know if the Emerald Claw has been infiltrated and if Karrnath's agents are aware of his plans.

Widmund evades the adventurers' questions, circling back to the glory of Karrnath and the weakness of King Kaius III, the dragonmarked houses, and the other nations. Feel free to have him really twist the knife based on the adventurers' backgrounds. (For example, if any are Cyran, he tells them "Cyre got what it deserved on the Day of Mourning, and good riddance!")

If the adventurers don't attack Widmund, he eventually uses the swarms of bats to cover his retreat once he's gathered enough information on his enemies or bought his forces sufficient time to prepare.

WIDMUND IR'HELLEKANUTH (WID-MUND EER HEL- UH-KAN-OOTH)

Lawful evil, male, vampire commander

As a scion of House Hellekanuth, young Widmund was destined to inherit a noble estate. He graduated from the Military Academy of Rekkenmark and participated in several major Karrnathi operations during the Last War. During a covert mission in the Nightwood, Widmund was bitten by a vampire and suffered his transformation into undeath. Shunned by his own family, Widmund turned to the Order of the Emerald Claw to carry on his fight for the future of Karrnath.

Motivation: Widmund is fervent patriot who believes Karrnath has lost its way and must rekindle its past glory.

Mannerisms: Widmund shudders with poorly suppressed glee when he thinks he has an edge over his opponents.

Quote: "You've taken a wrong turn, and this hall shall become your casket."

WALK OF FIRE LOCATIONS

The following locations are shown on the **Walk of Fire map** in **appendix A**:

F1. PILLARS AND BRIDGES

When the characters enter this area, read the following:

The heat as you enter this chamber is almost overwhelming, emanating from the exposed magma covering the floor of this large, vaulted space. Pillars of rock thrust up from the floor, connected by articulated metal bridges composed of lengthy planks. The bridges and pillars, which change in elevation across the chamber, zig zag around the bend and out of sight.

Read the following boxed text aloud if the characters encounter Widmund here:

A tall, Karrnathi colonel stands calmly halfway across the first bridge, quietly appraising you with penetrating eyes as he stands with his hands clasped behind his back.

The bridges are modular, military-grade bridges designed during the Last War for military forces looking for a cheap, efficient way to cross gaps in the terrain. Erecting one of these takes a fraction of the time it'd take to construct a normal crossing, and Colonel Widmund saw them as the perfect solution to traversing the Walk of Fire.

Unfortunately, these particular bridges are defective copies of House Orien's modular design. When too much weight is placed on certain sections of the bridges, the far-side attaching elements flex and disconnect, causing the bridge to fall. The second bridge (area F2) is prone to this malfunction.

Characters who inspect any of the bridges for traps and make a successful DC 15 Intelligence (Investigation) check become aware of the defect. Players with the **Entrepreneur** background have advantage on this check. On a success, they recognize the bridges as the defective variety: it's up to the player how their character bought, sold, or otherwise interacted with these bridges to discover the defect in the past!

F2. BRIDGE TRAP

Widmund lost a few undead soldiers to the bridge before determining its quirks and reinstalling it with the defect as a feature (a trap) instead of a problem.

Characters who cross the second bridge without being aware of its defect have a 50 percent chance of triggering the trap. Roll once for each character crossing the bridge, each time they cross it.

If the bridge collapses, all creatures on the bridge must make a DC 14 Dexterity saving throw to grab hold of the bridge and avoid plunging onto the semisolid magma below. On a failed save, they take 14 (4d6) bludgeoning damage and 7 (2d6) fire damage. A creature that starts its turn within 20 feet of the magma takes 17 (5d6) fire damage. Climbing back up the bridge requires a successful DC 10 Strength (Athletics) check.

THE PYRODUCT

Widmund created a magical puzzle in this magma chamber to deter intruders and protect the Warren.

AREA INFORMATION

The Pyroduct has the following important features:

Dimensions and Terrain. The domed ceiling of this chamber rises 40 feet above the roofs of the nine stone chambers. Because of the rising heat, creatures within 30 feet of the ceiling must make a successful DC 15 Constitution saving throw at the start of each of their turns or take 3 (1d6) fire damage. At the start of each of their turns, a creature within 20 feet of the magma that isn't inside a room takes 17 (5d6) fire damage. The rooms themselves have 10-foot-high ceilings.

Doors. All the doors in this chamber are solid stone. They open and close according to the magical rules governing the chamber's puzzle.



Light. Outside the rooms, this cavern is lit from below by the magma. The room interiors are lit with *everburning torches*.

AVOIDING THE PYRODUCT

It's possible the players may circumvent this puzzle entirely: spells like *fly*, *clairvoyance*, or *stone shape*, or class features like the Horizon Walker's Ethereal Step may give players a completely different solution to the problem! Celebrate such novel or clever solutions. Widmund didn't count on the likes of the adventurers, and circumventing his diabolical puzzle is one way to show that!

THE PUZZLE

Each of the nine rooms "floats" on the magma's surface. They're enchanted to slide around in very specific ways, allowing those in the know to pass through them rapidly, while those who don't know the correct sequence may find themselves walking in circles. The **Pyroduct map** in **appendix A** shows the area's initial layout.

ENTERING THE PYRODUCT

When the players arrive here, read the following boxed text aloud:

A single stone archway stands open at the tunnel's end. The arch's keystone has a series of nine squares arranged in a three-by-three grid, depicted in relief. A single black hash mark indicates the left-most side of the left-center square. From left to right, an inscription flows across the archway in Common: "Right is right, sayeth the blood. Up to the heath is only right, but down the hoe, the scythe, the plow, down the seeds of blood right red."

The arch's keystone depiction and the inscription itself are a reminder to the Emerald Claw members of how to navigate the puzzle. Viewing the puzzle from above (as nine squares), with the entrant coming from the left center, the correct sequence is right, right, up, right, down, down, right.

PUZZLE RULES

The basic rules of the Pyroduct are as follows:

- Only one room can be "occupied" at a time. If adventurers are split between rooms, new doors won't open until all the adventurers are in the same room and the hallway entrance is clear.
- Once all the adventurers are in a room, all the doors close. After thirty seconds, any door that connects to a doorway in an adjacent room opens. Any doors that don't have a corresponding doorway remain closed.
- Unless adventurers cause damage to the rooms or use magic to teleport, phase, or otherwise transport themselves beyond the rooms, they don't see or experience the magma in the chamber—the rooms insulate them from it.

Entering an "incorrect" room:

- Entering an incorrect room causes all the rooms around area P5 to slide around when the doors shut, so the occupied room moves to the position where area P4 starts. For example, if the adventurers travel from P4 to P1, all the rooms move one space counterclockwise around P5, putting P1 where P4 starts.
- Room orientation always stays the same: though they slide around the chamber, the rooms themselves don't rotate.

When a room moves with adventurers inside, creatures with a passive Wisdom (Perception) score of 14 or higher realize they're moving.

Entering a "correct" room:

- Entering a room in the "correct" room sequence doesn't cause the rooms to slide around, allowing adventurers to traverse the puzzle and leave via P9.
- Sometimes, adventurers enter rooms with doorways that remain sealed. For example, traveling from P4 to P7 means the southern door in P7 won't open because there's no corresponding door to P8's north side.
- The solution sequence is P4, P5, P2, P3, P6, P9.

This puzzle plays best when players must draw their own map of what's happening!

PLAYING ON A VIRTUAL TABLETOP

If you're using a VTT with fog of war, you can move the players from room to room but don't let the fog reveal more than the room they're in! Avoid using explorer mode or reveal mode.

PUZZLE FAILSAFE

There is a failsafe for the puzzle. Keep track of how many times the characters enter area P5. After they've entered it six times, they trigger the failsafe at your discretion: when the doors close, the puzzle rearranges into the starting orientation and locks there until the characters leave. When the doors open, a **stone golem** of Medium size moves from area P2 to attack the group. The golem fights until it's destroyed or until the characters escape the Pyroduct. It doesn't pursue creatures beyond the Pyroduct.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Weak:** The **stone golem** only has 128 hit points.
- **Strong:** Increase the **stone golem's** AC to 19.
- **Very Strong:** The **stone golem** has 208 hit points, and increase its AC to 19.

P1. BLUE ROOM (WRONG)

The interior of this room is painted a striking cobalt blue. A table in the center is set for four, with unlit candles and elaborate table settings including a bold striped tablecloth and tall-backed chairs with unusual spindles and pointed ears. There are doorways to the north and south.

The chairs are convoluted skeletal remains. Lighting the candles causes them to animate (as four **skeletons**). Any investigation of the table and chairs reveals them to be made of bone. Characters must make a successful DC 13 Wisdom (Medicine) check to determine that they're human remains.

P2. VASE ROOM (CORRECT)

The only furniture in this room is a single yellow vase on a large pedestal in the room's center. There are doorways to the south and east.

There's nothing special about the vase, but the pedestal is an inactive **stone golem** that activates if the puzzle's failsafe is triggered or if attacked or damaged.

P3. GALLERY ROOM (CORRECT)

The four walls of this room each holds an offset single portrait in a gilt frame. According to the captions, the north portrait depicts King Kaius I, the east wall depicts Karrn the Conqueror, the south wall depicts Galifar I, and the west wall depicts Colonel Widmund. There are doorways to the south and west.

While no one's likely to show much interest in a portrait of Colonel Widmund, the paintings are all artistically impressive.

P4. ENTRY ROOM

This square stone chamber is lined with stone sarcophagi, with two on each wall, flanking the four doorways. The sarcophagi are painted in vibrant colors.

The sarcophagi are empty, they're a red herring meant to lull intruders into a false sense of security.

P5. IMMOBILE ROOM (CORRECT)

An elaborate metal pedestal made to look like a large, gnarled tree holds a transparent glass sphere at its peak. There are doorways to the north, west, and south.

The transparent glass sphere is a magical trap. Touching it without a using magical barrier such as magical gauntlets or gloves, or even the cloth of a magic cloak, triggers the trap.

If triggered, the sphere shatters and expels a 30-feet-diameter sphere of corrosive, acidic fog that lingers for one round. All creatures exposed to the fog must make a DC 14 Constitution saving throw, taking 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.

A character can determine that the orb is a touch-based trap with a successful DC 13 Intelligence (Investigation) check. If this check succeeds by 5 or more, the character realizes that, with the proper handling, they could move the orb safely, allowing them to use it on enemies later. The magic sustaining the trap fails if the orb leaves Mount Clag.

P6. RED ROOM (CORRECT)

The walls, ceiling, and floor of this chamber are painted a deep shade of red. A single sarcophagus stands upright against the west wall. There are doorways to the north, east, and south.

Again, this sarcophagus is empty—a faux trap designed to slow intruders without giving away that they're on the correct path.

P7. LIGHTNING TRAP (WRONG)

This chamber seems entirely empty. The only distinguishing features are the gray metal plates installed above the north, west, and south doorways.

The west half of this room is a trap. When the doors close and the room shifts, lightning arcs from doorway to doorway. Creatures in the eastern half of the room are spared, those in the western half must make a DC 15 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

A character who examines the plates can discern that they're magically trapped with a successful DC 15 Intelligence (Investigation) check.

P8. PURPLE ROOM (WRONG)

This chamber has a bold purple stripe painted horizontally around the room. Only the eight evenly spaced upright sarcophagi and the doorways to the north and south are exempt.

Each of these eight sarcophagi contains a **mummy**. If any of the sarcophagi are disturbed, their lids all slide open and the mummies attack.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Weak:** Remove one **mummy**.
- **Strong:** The **mummies** have 68 hit points.
- **Very Strong:** The **mummies** have 68 hit points, and increase their AC to 13.

P9. EXIT ROOM

This chamber's center is taken up by a large pit of molten rock. A five-foot walkway allows movement around the circumference of the room. There are doorways to the north and east.

The pit is an illusion. While there is magma beneath the room, any interaction with the pit reveals that the stone floor is still present; no additional heat (and only the illusory light) emanates from the fake floor.

THE WARREN

This Emerald Claw enclave contains the barracks, prison, and general operating spaces for Widmund's forces. Three important interactions should happen here: saving Leelle d'Jorasco, discovering the Emerald Claw's plans, and capturing Widmund ir'Hellekanuth.

AREA INFORMATION

The Warren has the following important features:

Dimensions and Terrain. These largely natural caverns have uneven ceilings ranging between 8 and 10 feet high.

Doors. The two doors in the Warren are locked. They can be unlocked with a successful DC 15 Dexterity check made with thieves' tools, forced open with a successful DC 20 Strength check, or unlocked with Hadrianna's or Widmund's master key.

Lighting. Areas W1 and W3 are in darkness, and area W2 is brightly lit by braziers. The eastern part of the Warren (areas W4–W7) is brightly lit by *everburning torches*.

Creatures. If the adventurers haven't set off an alarm and Widmund hasn't put the Warren on alert, the humans here could be persuaded that the adventurers are new recruits or transfers from other cells. Bone knights have advantage on Wisdom (Insight) checks against the adventurers' Charisma (Deception) checks, as they rightly believe Widmund would've told them to expect newcomers. If the Warren is on alert, intruders are attacked on sight by both humans and undead.

WARREN LOCATIONS

The following locations are shown on the **Warren map** in **appendix A**:

W0. JAGGED TUNNEL

The double bronze doors at the end of this tunnel mark the entrance to the Warren. The doors are locked (see "Area Information"). Excessive noise—such as from a *knock* spell or breaking down the door—alerts the inhabitants of areas W1 and W2. **Award one hero point to the characters if they enter the Warren without raising the alarm.**

W1. PORTCULLIS AND SECRET DOOR

Assuming the adventurers have darkvision or a light source, read the following:

This northern passageway ends at a crudely wrought iron portcullis, gating a slimmer passageway that wends off into the darkness further north.

Two **Karrnathi undead soldiers** stand guard here, one on either side of the portcullis leading to area W3. If the Warren is on alert, these undead are reassigned to the barracks (area W2).

The portcullis gate has a lock that can be picked with a successful DC 14 Dexterity check made with thieves' tools, forced open with a successful DC 16 Strength check, or unlocked with one of Hadrianna's, Widmund's, or the bone knights' keys.

Secret Door. This area also conceals a secret door to area W4. Characters with a passive Wisdom (Perception) score of 16 or higher notice its outline right away. Otherwise, it requires a successful DC 13 Intelligence (Investigation) check to locate. Finding the catch to open the secret door requires a successful DC 13 Intelligence (Investigation) check.

W2. BARRACKS

If the alarm hasn't been raised, read the following boxed text aloud when the adventurers enter here:

This chamber has been furnished as a military barracks. A brazier in the center of the floor provides bright light. A dozen beds, a small armory, ornate wooden wardrobes, wash basins, and writing desks fill much of the space.

The following forces are stationed here:

- Two **bone knights**; one sits at a desk reading a report while the other dozes in their bunk.
- Three **Karrnathi undead soldiers** stand motionless awaiting further orders.

The knights' names are Maukolum and Gawain. Both are Karrns who served faithfully during the Last War and see Kaius III's peacemaking as a betrayal of Karrnathi ideals.

If the alarm has been raised, the following forces are stationed here:

- A **bone knight** and a **veteran** (Klif the cook from area W5) hide behind a rough barricade made from desks. The other bone knight went to investigate the alarm and has likely been dealt with already.
- Five **Karrnathi undead soldiers** hide behind a make-shift redoubt made from the wardrobes and beds (two of the undead moved here from area W1).

The brazier in the center of the room has been extinguished, leaving the room in darkness. The bone knights know that they and their soldiers are better suited to melee combat. As such, they try to lure their enemies as close as possible before they reveal themselves and strike. The defenders rely on the undead's darkvision to time the assault, as the room's brazier has been extinguished. If needed, the bone knight reignites the brazier as an action once the fight begins.

If the defenders hear the adventurers go north, they charge north to intercept them, fearing they've found the secret door to the rest of the Warren.

Treasure. The bone knights each carry a key which unlocks the portcullis leading to area W3.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Weak:** Remove two **Karrnathi undead soldiers** from the barracks.
- **Strong:** Add two **veterans** and one **Karrnathi undead soldier** to the barracks.
- **Very Strong:** Add two **veterans** and two **Karrnathi undead soldiers** to the barracks.

W3. PRISON

This dark cell is empty except for its sole prisoner and a small wash basin that's been used as a drinking bowl.

Slumped in a corner, half-starved and beaten to within an inch of her life, is Leelle d'Jorasco (chaotic good, female, halfling **spy**). She has 1 hit point remaining and three levels of exhaustion from malnourishment.

Leelle knows Widmund is a vampire and that he's planning something big. She knows about the secret door to the rest of the Warren and how to open it. If freed and healed, she's willing to accompany the adventurers or to hide out and wait for them to return. In her current state, she doesn't fancy her chances of escaping without their help (especially since her gear is missing—it's in area W6).

LEELLE D'JORASCO (LEE-ELL)

Chaotic good, female, halfling spy.

Leelle is a spy for House Jorasco. After discovering that the Glowbound Temple was more than just a Blood of Vol pilgrimage site, she tried to sneak into the complex to gather more information for House Jorasco but was captured. The only reason she's still alive is because Widmund hasn't been able to determine how much House Jorasco knows about his operation—and she knows it. She fully expects he'll soon tire of her and kill her, but she's been too weak to execute an escape.

Motivation: Escape the sanctuary and report back to her superiors.

Mannerisms: Leelle has a stubborn forelock that always falls in front of her face, causing her to puff it away.

Quote: "This isn't the sweetest predicament, I'll admit."

W4. DINING ROOM

This room sports a long refectory table, capable of seating at least a dozen. The place settings are surprisingly ornate—though somewhat out of fashion—and the table is set as if for a fancy meal rather than a simple soldiers' mess.

Passages lead to the east (area W6) and south (area W5). The secret passage to area W1 is obvious from this side.

W5. KITCHEN

Large urns of flour, salt, and water are stacked neatly inside this chamber beside smaller, depleted pots of spices and seasonings. A cask of beer sits on a shelf carved into the stone wall. Several small cages attached to lengthy metal chains are neatly stacked and coiled up. At the south of the room stands a long wooden table, beneath which are two large wooden basins.

Despite the dusty surroundings, Klif (a **veteran**) keeps a clean kitchen. When the Warren isn't on alert, Klif can be found here preparing a brace of birds he caught in traps. Eventually, he places the meat in the tiny cages and lowers them toward the magma in the Walk of Fire to cook them.

Krif is the most trusting person in the Warren. If the adventurers encounter him here when the Warren isn't on alert, he believes almost anything the adventurers tell him about who they are or why they're there. Klif believes Widmund is right about the future of Karrnath and is content to do his part by keeping his compatriots fed while they orchestrate its return to power. He knows there's a key to Widmund's quarters (area W7) in the War Room (area W6).

W6. WAR ROOM

This circular chamber's walls—both inner and outer—are covered in newspaper clippings, shreds of paper with indecipherable symbols, and even small portraits. Desks of varying sizes are arrayed throughout the space, their surfaces layered in stacks of papers, books, and scrolls.

Handout 4: War Room Wall

The following information sticks out immediately to adventurers who look through the files:

- One bulletin board features a crude schematic of the *Oracle of War*.
- A vase containing three white roses sits nearby.



Characters with the **White Rose** legacy event recognize the flowers in the vase from their time at the Fireweave Bazaar. After investigating the rest of the war room, they know one of the Cairdal Knot was at the bazaar.

Investigating the papers yields the following information with a successful DC 10 Intelligence (Investigation) check, or by spending 10 minutes searching:

- The Emerald Claw has been tracking two Undying paladins known as the Cairdal Knot. The Claw believes the romantically linked pair has been on Khorvaire for centuries, meeting every few years. Each paladin of the Knot leaves roses where their partner may find them, as a sign of their love.
- "Stonefire" is the code name for the Knot's secret operation to steal the *Oracle of War*. The Claw believes they have a network of sleeper agents hidden across Khorvaire.
- On a separate board, the Order of the Emerald Claw is investigating an ancient daelkyr sanctuary named the Creeping Nave, buried deep underneath the ruined Cyran city of Metrol.

If the Intelligence (Investigation) check succeeds by 5 or more, or the characters spend at least 30 minutes searching, they discover the following additional information:

- One desk contains a large iron key. This unlocks the door to Widmund's chamber.
- A shortsword and a hand crossbow, both decorated with small House Jorasco griffon crests, are heaped in a pile with a backpack filled with 50 feet of rope and pitons. These are Leelle d'Jorasco's possessions.

W7. WIDMUND'S SANCTUM

The wooden door leading to this chamber is locked (see "Area Information"). If the players open the door, read the following boxed text aloud:

The hallway slopes noticeably downward into a roughly cylindrical room. The ceiling is domed but rises smoothly to a point, tent-like. The floor is similarly highest in the middle and lowest around the edges, cone-shaped. The room's center is dominated by a metal coffin, simply made. A large, canopied bed rests near the south wall. Wooden shelves with dozens of books cover the west wall, and a tiny writing desk with a chair seems out of place along the east wall. Several wardrobes, dried and cracked with age and heat, stand in a silent, soldierly row along the north wall.

The angled flooring makes the entire chamber (including the hallway) difficult terrain. As a **vampire**, Widmund lairs with three **swarms of bats** who defend him if he's attacked. The bats hang, silent and still, along the chamber's ceiling.

If the adventurers manage to surprise Widmund, read the following:

A middle-aged Karrn in an immaculate colonel's uniform sits comfortably at the tiny writing desk, sipping from a golden chalice. He idly contemplates a crystalline skull whose lidless sockets stare back at him emptily.

If Widmund is disturbed, he retreats to his coffin—preferably using one of his legendary actions!—and pulls the lever to activate the magma trap (see below). This is to help him defeat his enemies and a last-ditch effort to destroy evidence and preserve the Emerald Claw: all his private journals and logs are destroyed with the rest of his possessions!

If the Warren is on alert and Widmund is still active, read the following:

The same Karrn who addressed you in the Walk of Fire stands upright in the coffin at the room's center, holding a crystal skull.

"Rude to enter into a gentleman's chambers unannounced," he begins. "Though I must commend your tenacity and bravery to have come this far! However, like so many others, you'll have the honor of dying for the greater glory of Karrnath!"

If the adventurers are all present in the room, add the following:

In a fluid motion almost too quick to follow, he reaches down behind the coffin and pulls a lever. From the chamber behind, a wave of heat crashes over you.

Magma Trap. The room is situated below a magma pocket, and pulling the lever opens the trap door in the entryway, allowing hot magma to pour slowly into the chamber, temporarily cutting off the exit. Characters who search for traps or investigate the ceiling on their way into the sanctum identify the trapdoor with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

Each round, on initiative count 0 (losing ties), the magma oozes further into the chamber:

- When the lever is pulled, the magma starts to pour into the chamber, temporarily blocking the door.
- At the end of round 1, the magma covers the floor of the hallway between the door and the chamber proper.
- At the end of rounds 2, 3, and 4, the magma oozes around the perimeter of the room, covering one of the rings shown on the map. These concentric rings fill up until only a 10-foot-square area remains in the room's center, where Widmund's coffin is.
- At the end of round 5, the magma pocket is expended and the magma empties from the hallway into the chamber, making the hallway safe to walk in.

At the start of each of their turns, a creature within 10 feet of the magma takes 7 (2d6) fire damage. Contact with the magma deals 17 (5d6) fire damage.

Pushing the lever back closes the trap door but doesn't instantly cool the magma. It takes two rounds for the magma to drain out the hallway and into the chamber, and over an hour to cool fully. Characters who are trapped by the magma after combat ends can use Widmund's metal coffin as a vessel or bridge to get across.

Capturing Widmund. Capturing a vampire isn't an easy process. When playing Widmund in combat, keep the following in mind:

- As an experienced tactician, Widmund uses his legendary actions to strike down characters who deal him radiant damage, or to escape those who are overpowering him.
- Widmund's Spider Climb means he isn't affected by the difficult terrain in the chamber and if necessary, can walk along the walls and ceiling.
- As he can regenerate, Widmund might drink his *potion of resistance (fire)* and move closer to the magma for positional advantage. Also, the magma doesn't affect him as running water does.

Once Widmund is forced into mist form, he retreats to his coffin and reassumes his humanoid form. At this point, the adventurers must stake him with a wooden object to prevent him regenerating or moving. Carrying his heavy metal coffin out the complex may also be difficult—particularly if the characters haven't defeated the other Emerald Claw agents.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Weak:** The **swarms of bats** only have 11 hit points.
- **Strong:** The **vampire** can take 4 legendary actions each round. The **swarms of bats** have 33 hit points.
- **Very Strong:** The **vampire** has 170 hit points and can take 4 legendary actions each round. The **swarms of bats** have 33 hit points.

Treasure. The *Crystal Skull* is a valuable artifact described in **handout 5**. Widmund also carries a master key that unlocks every door in the enclave and a pouch containing 400 gp and a *potion of resistance (fire)*.

ENDING THE ADVENTURE

Once the adventurers have discovered the information about the Cairdal Knot, captured Widmund ir'Hellekanuth, and escaped the Glowbound Temple, read the following:

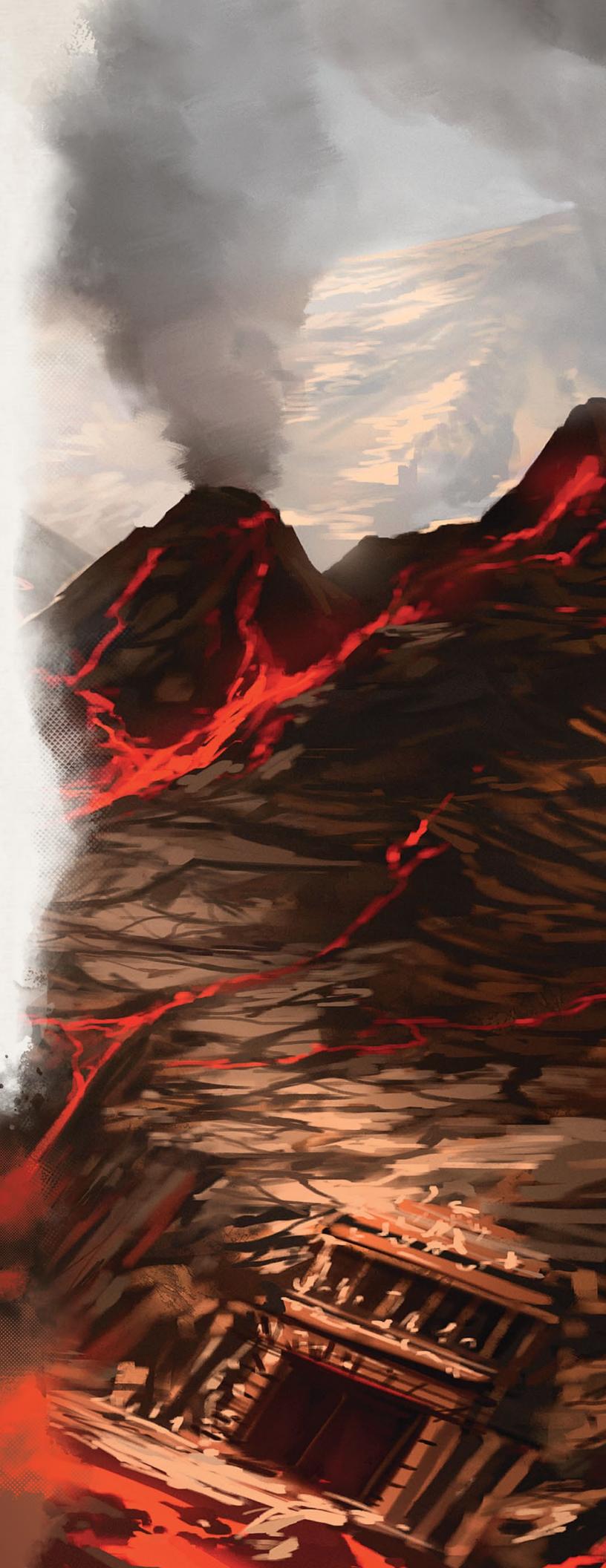
Following Arphira's instructions, you hold her cylinder aloft and speak "Night spark" into the darkness. A curling glob of sparkling purple light shoots from the cylinder and silently corkscrews into the sky. Moments later, the *Siberys Sailer* breaks through the clouds, fully visible in the bright moonlight. Almost before you know it, several skiffs land in front of you, and yeomen wearing the Institute of the Twelve's livery help you move your quarry aboard. Arphira listens to your mission report as you fly back to Korth and the Institute.

The adventure ends with the delivery of Widmund (or news of his demise). Characters who escape the temple with Leelle d'Jorasco earn the **Rescued Agent** legacy event. Ask the players to mark this on their adventure records.

Treasure. The Institute of the Twelve provides *+1 armor* (or *+1 barding*) of a size and type of the character's choice, as promised.

ABOUT THE AUTHOR

Tom "Evhelm" Donovan is a high school English teacher who lives (and games) with his wife in his hometown in western New York. While he has independent credits on the DMs Guild, this is his first work for the Adventurers League. You can follow him on Twitter at @evhelm.



REWARDS

At the end of the adventure, everyone receives rewards based on their accomplishments:

PLAYER REWARDS

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

Players earn the following rewards for completing the adventure:

ADVANCEMENT

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

OPTIONAL: DECLINE ADVANCEMENT

A player may decline taking the level advancement. If they do, they can still take any of the rewards listed on the Adventure Record, and still earn legacy events as normal.

REWARDS

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

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

LEGACY EVENTS

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

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

DUNGEON MASTER REWARDS

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

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

IMPORTANT CHARACTERS

The following NPCs feature prominently in this adventure:

IMPORTANT CHARACTERS

Name	Identity	Details
Arphira d'Lyrandar	Lawful good, female, half-elf conjurer	Ranking House Lyrandar agent at the Institute of the Twelve, and commander of the airship <i>Siberys Sailer</i> .
Hadrianna Dain	Lawful evil, female, human Emerald Claw champion	Second-in-command to Widmund ir'Hellekanuth, and a crack Emerald Claw operative.
Irullan Karnach	Neutral evil, female, human Emerald Claw agent	Irullan was one of Salvation's most powerful brokers, but secretly served the Emerald Claw as their spy in the area.
Leelle d'Jorasco	Chaotic good, female, halfling spy	Spy for House Jorasco who was captured while investigating Emerald Claw activities at the Glowbound Temple.
Sulring Mroranon	Neutral good, male, dwarf artificer	Creator of the <i>Oracle of War</i> , recently freed from captivity in Razorcrag, where he built the <i>Oracle of Bones</i> for the Lord of Blades.
Widmund ir'Hellekanuth	Lawful evil, male, vampire Emerald Claw commander	Vampiric commander of the Order of the Emerald Claw forces stationed at the Glowbound Temple.

CREATURE STATISTICS

BONE KNIGHT

Medium humanoid (any race), any non-good alignment

Armor Class 20 (bonecraft armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Wis +5, Cha +6

Skills Athletics +7, Deception +6, Intimidation +6

Damage Resistances necrotic, poison

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Commander of Bones. As a bonus action, the knight can target one skeleton or zombie it can see within 30 feet of it. The target must make a DC 14 Wisdom saving throw. On a failed save, the target must obey the knight's commands until the knight dies or until the knight releases it as a bonus action. The knight can command up to twelve undead at a time this way.

Master of the Pallid Banner. While within 60 feet of the knight, any undead ally of the knight has advantage on saving throws against any effect that turns undead.

Spellcasting. The knight is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *hellish rebuke*, *wrathful smite*

2nd level (3 slots): *branding smite*, *crown of madness*, *darkness*, *find steed*, *magic weapon*

ACTIONS

Multiattack. The knight attacks twice with one of its weapons.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

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

Saving Throws Str +9, Con +6

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

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

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

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

ACTIONS

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

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

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

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.

MUMMY

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages The languages it knew in life

Challenge 3 (700 XP)

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

ACTIONS

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

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

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.

STONE GOLEM (MEDIUM)

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

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

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

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

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

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

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

ACTIONS

Multattack. The golem makes two slam attacks.

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

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

SWARM OF BATS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

VAMPIRE

Medium undead (shapechanger), lawful evil

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

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

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite. (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats (swarm of bats, swarm of rats), provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves (wolf) instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

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

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

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

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

DRUMS OF WAR

SUMMARY

Drums of War is a three-part storyline for the *Oracle of War* campaign. In *Drums of War*, you'll undertake a journey from the Mournland through the nations of Karrnath, Aundair, and Thrane, as you try to piece together the history behind the *Oracle of War* and stay one step ahead of those who seek to control it!

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. In Breland, you met the sphinx Flamewind and the orphan thief Sky Blue—and learned that the *Oracle*'s prophecies were starting to come true.

Returning to the Mournland, you sought out Sulring Mroranon, creator of the *Oracle of War*. You discovered that he'd been captured by the Lord of Blades and forced to craft a new device, the *Oracle of Bones*. You rescued Sulring from captivity, but the Brelish flying fortress Argonth was lost to the Lord of Blades during the battle.

OBJECTIVES

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

1. Present the *Oracle of War* to the Twelve.
2. Prevent the *Oracle of War* from falling into enemy hands.

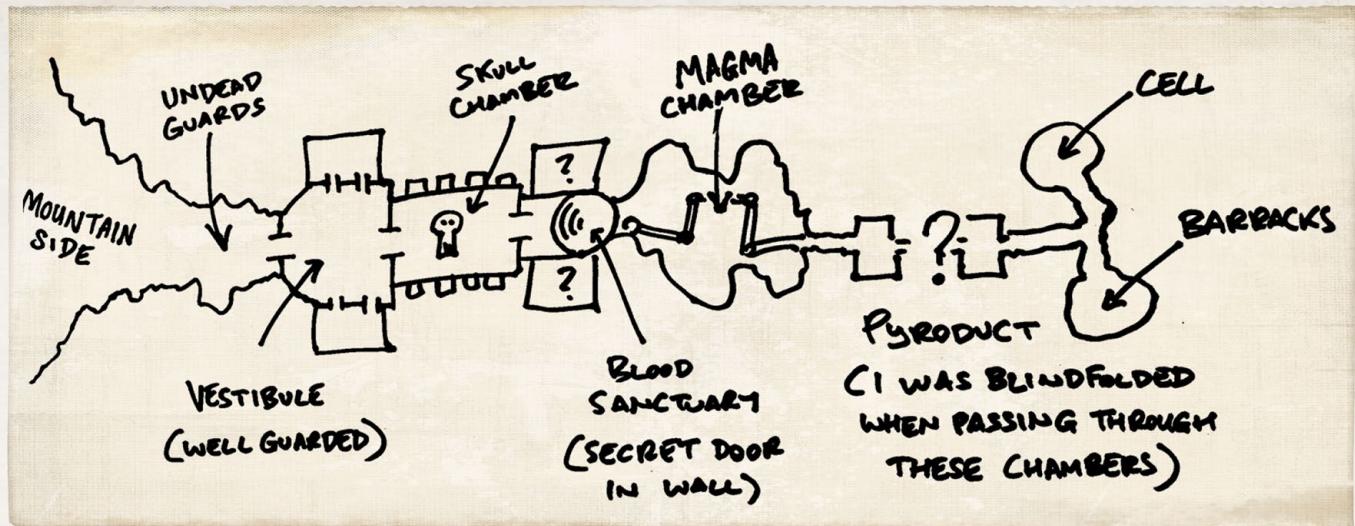
THE ORACLE OF WAR

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 to the device to make a DC 10 group Wisdom (Insight or Perception) check. On a success, the *Oracle* provides tactical advice to aid your party in combat. Each adventurer in your group chooses one of the following benefits, which lasts for 1 hour or until used. These benefits only affect you if you remain within 500 feet of the location where you used the *Oracle of War*.

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



HANDOUT 2: IRULLAN'S MAP



HANDOUT 3: *RELIC OF WHISPERED ALARM*

RELIC OF WHISPERED ALARM

Wondrous Item, uncommon

As an action, you can touch this skull and expend a charge to whisper up to five words while thinking of a creature within 1,000 feet of the skull. To an observer, you make no sound while whispering, but the target hears you clearly, provided they aren't deafened. The relic has three charges, regaining all spent charges each dawn.

HANDOUT 4: WAR ROOM WALL



HANDOUT 5: THE *CRYSTAL SKULL*

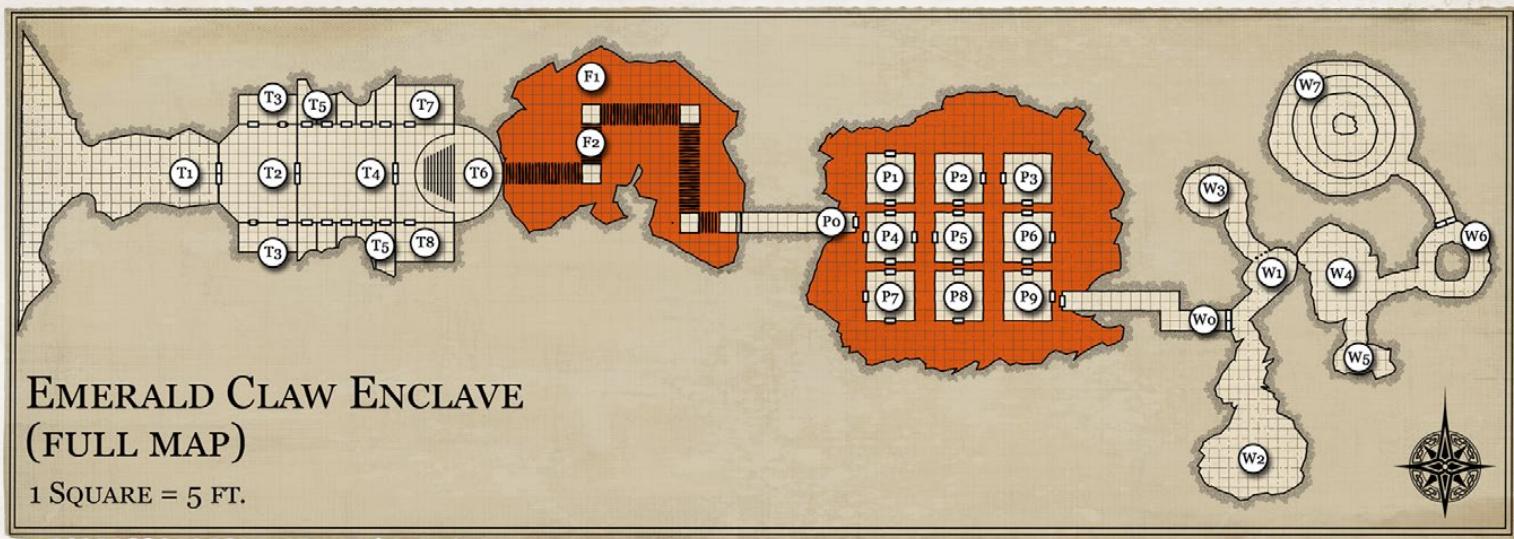
CRYSTAL SKULL

Wondrous item, legendary (requires attunement)

This human-sized skull is carved from clear quartz crystal and inscribed with necromantic sigils. The Crystal Skull is tied to the forces of life and death. It has the following properties:

- While holding the *Skull*, you can cast the *raise dead* spell from it without requiring material components. You take damage equal to a quarter of your maximum hit points and your hit point maximum is reduced by the same amount. This damage can't be reduced by any means and ignores temporary hit points. If the damage reduces you to 0 hit points, you are disintegrated. The hit point reduction lasts until you finish a long rest and can't be restored by any other method. Once this property is used, it can't be used again for 1 week.
- Spells you cast to summon, create, or command undead are cast as if they used a spell slot two levels higher than the slot expended.

APPENDIX A: DUNGEON MASTER'S MAPS

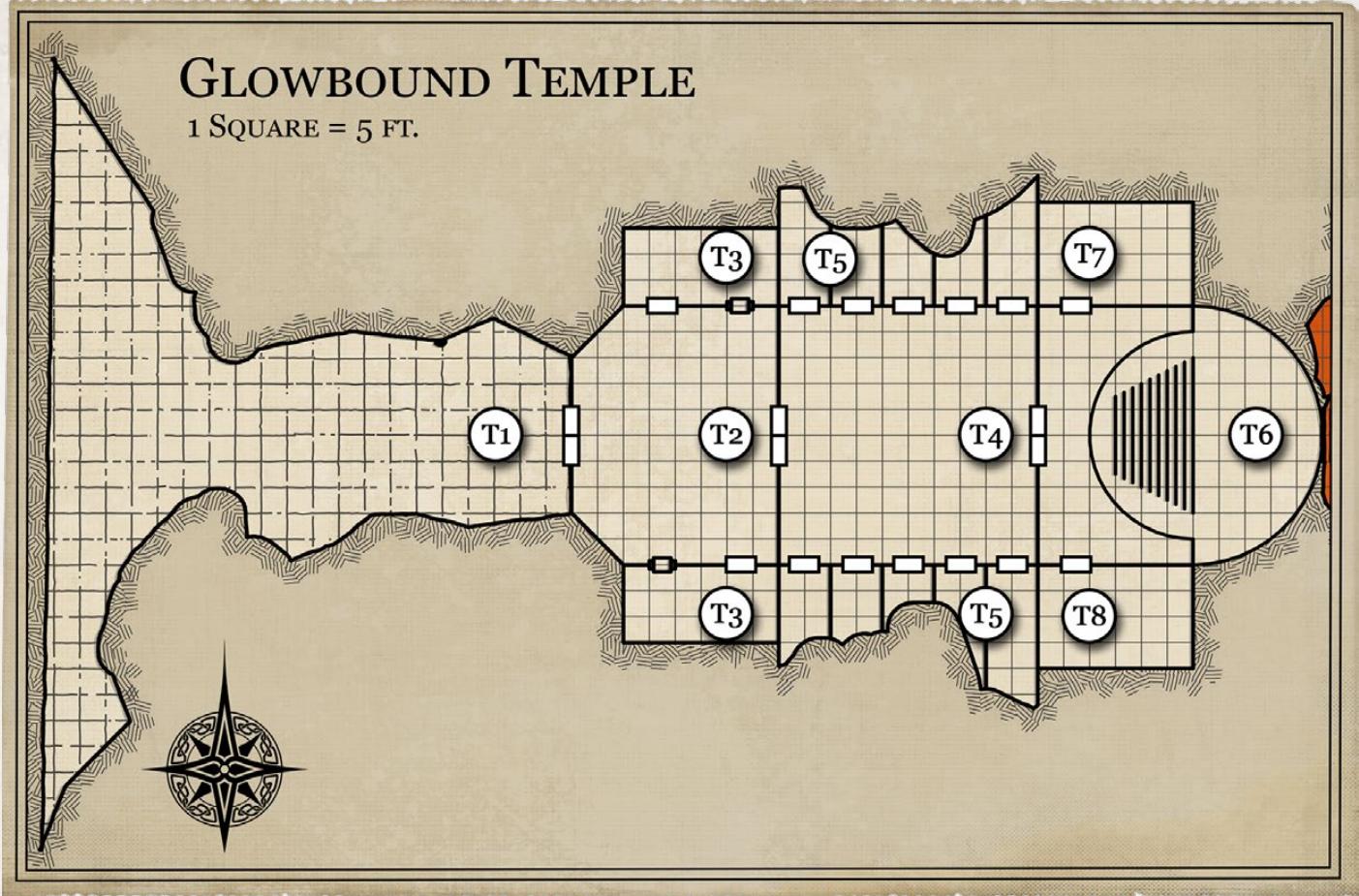


EMERALD CLAW ENCLAVE
(FULL MAP)

1 SQUARE = 5 FT.

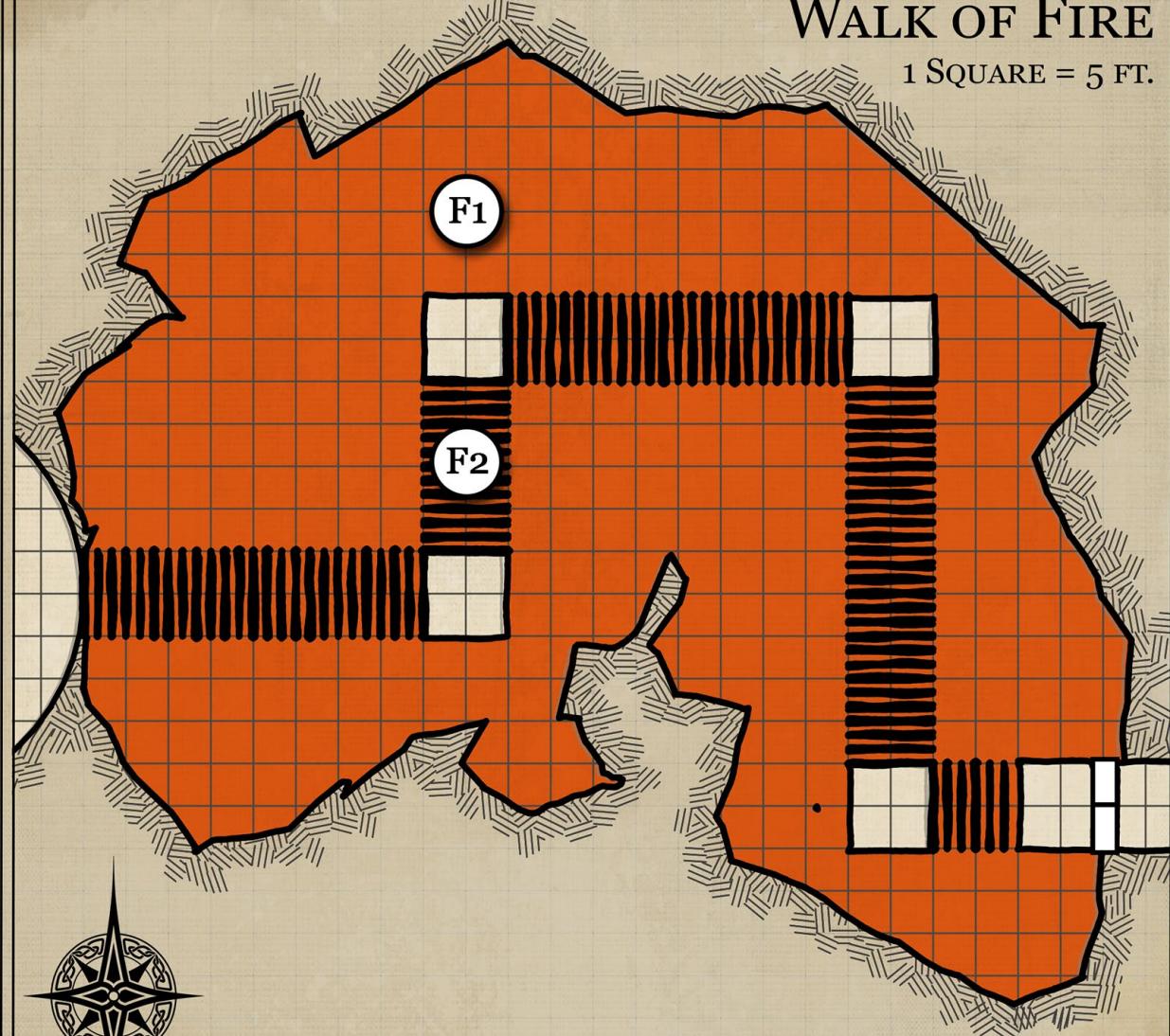
GLOWBOUND TEMPLE

1 SQUARE = 5 FT.



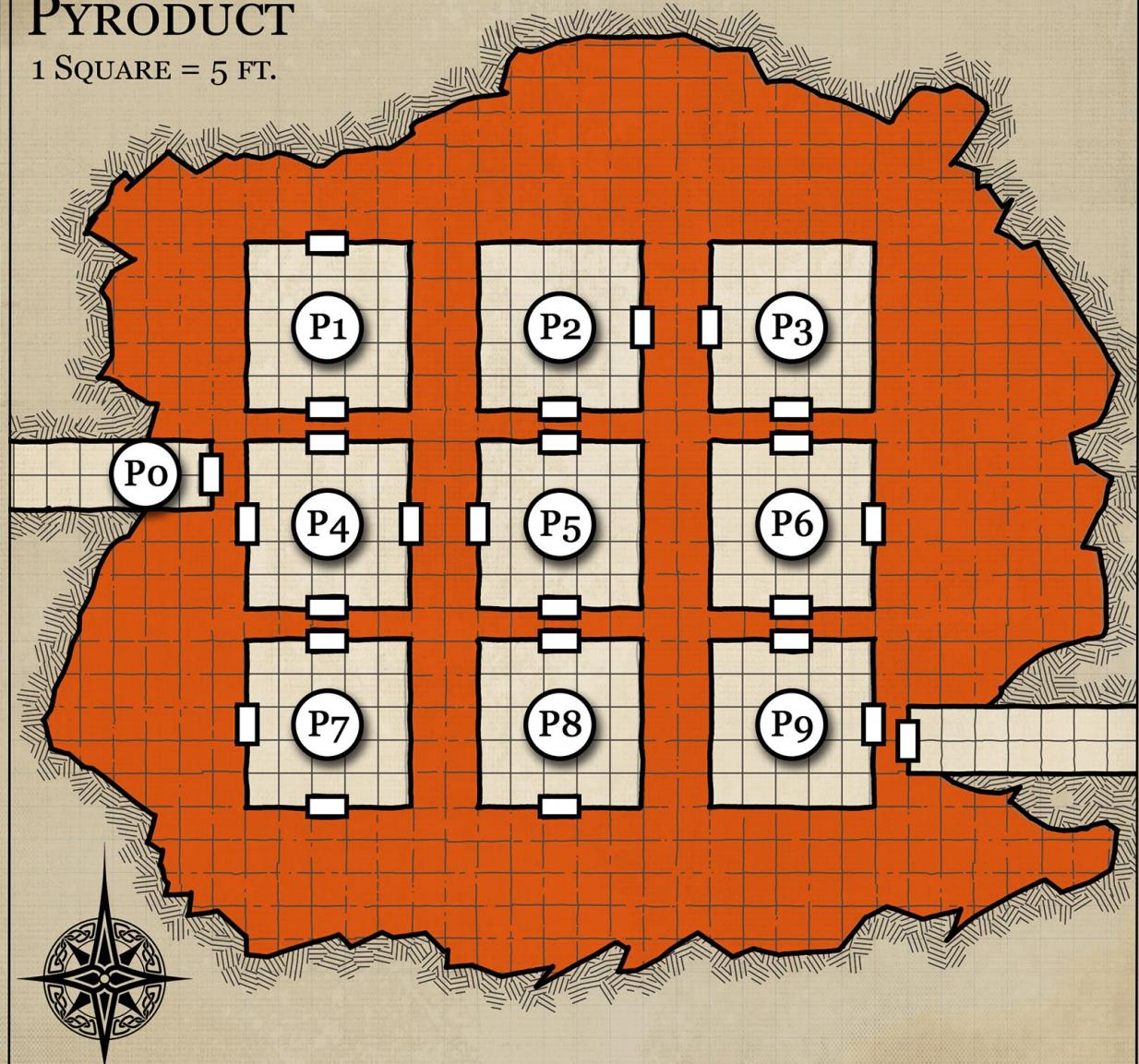
WALK OF FIRE

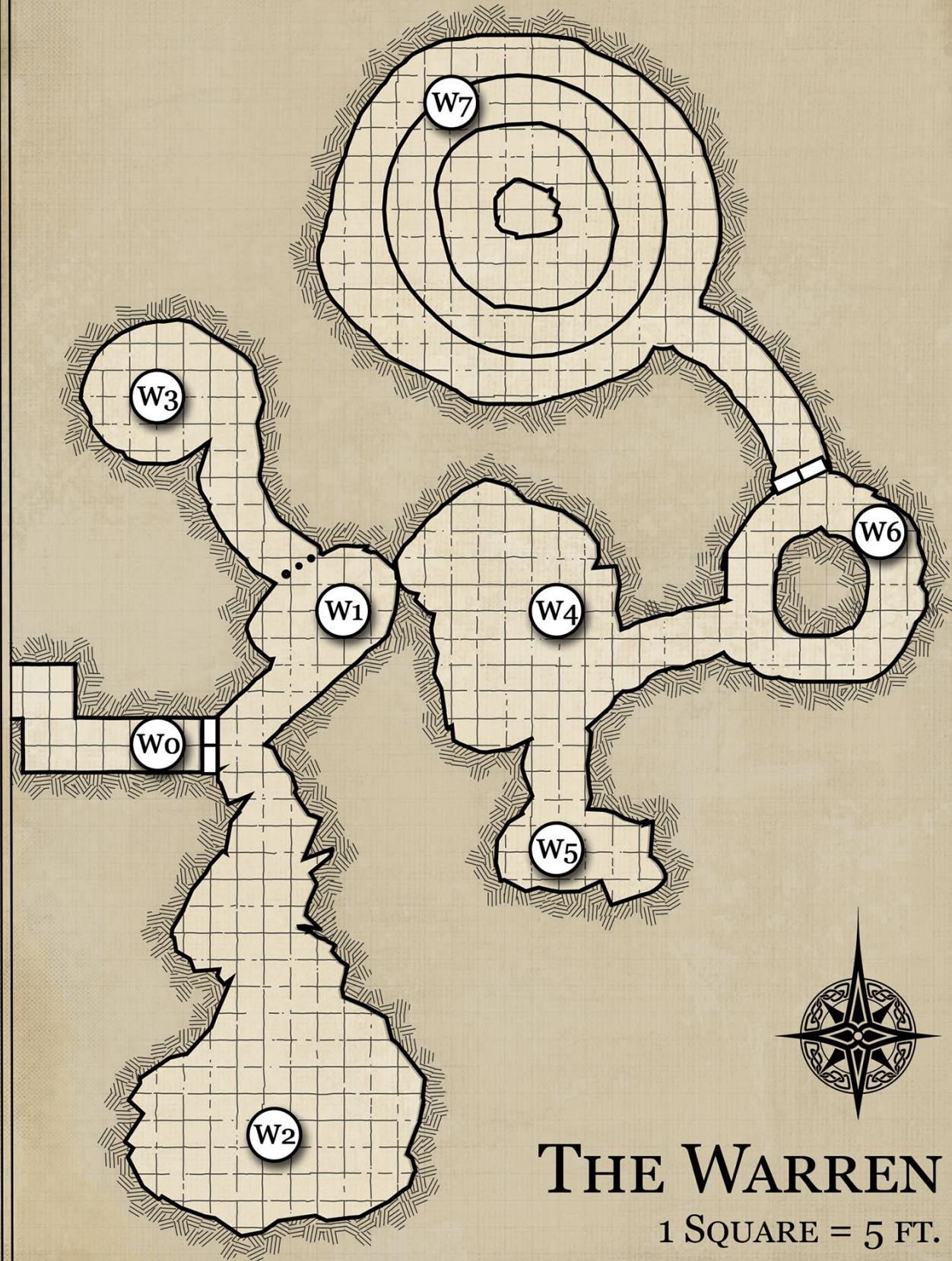
1 SQUARE = 5 FT.



PYPRODUCT

1 SQUARE = 5 FT.





APPENDIX B: COMMITTEE MEMBERS

All characters present in the Committee of Twelve are dragonmarked members of the houses they represent.

COMMITTEE MEETING MEMBERS

House	Representative
Medani (Detection)	Avelael d'Medani, LN female half-elf artificer
Tharashk (Finding)	Hril Aashta, N male half-orc transmuter
Vadalis (Handling)	Griffo d'Vadalis, NE male human illusionist
Jorasco (Healing)	Baron Ulara d'Jorasco, NG female halfling noble
Ghallanda (Hospitality)	Chervina d'Ghallanda, N female halfling diviner
Cannith (Making)	Baron Merrix d'Cannith, South, LE male human artificer; Igibin d'Cannith, West, LN male human artificer; Sofie d'Cannith, East, CG female human transmuter
Orien (Passage)	Baron Kwanti d'Orien, CN male human sorcerer
Sivis (Scribing)	Gelwa Shemeyni d'Sivis, N, female gnome illusionist
Deneith (Sentinel)	Armundus d'Deneith, LN male human abjurer
Phiarlan (Shadow)	Tanyth d'Phiarlan, CN nonbinary elf illusionist
Thuranni (Shadow)	Kendel d'Thuranni, CE male elf necromancer
Lyrandar (Storm)	Arphira d'Lyrandar, LG female half-elf conjurer
Kundarak (Warding)	Durhel d'Kundarak, LG male dwarf enchanter

APPENDIX C: 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) score, 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 DM but may only play it once with a given character. At the end of the session, give each player an Adventure Record for this adventure, and take one for yourself. The adventure information and your information are added at the end of the session—whether they completed the adventure or not.

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

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

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

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



EBERRON: ORACLE OF WAR



ADVENTURE RECORD: EB-11 MY UNDYING HEART

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

ADVENTURE NOTES

You presented the *Oracle of War* to the Institute of the Twelve, where it revealed a troubling new verse from the Draconic Prophecy. To learn more, the Twelve sent you to infiltrate an Order of the Emerald Claw enclave and capture its leader, the vampire Widmund. Inside the enclave, you discovered evidence that the Emerald Claw were tracking the movements of the Caird Knot, a pair of Undying paladins. The paladins plan to unleash a network of sleeper agents known as Stonefire in an effort to steal the *Oracle of War*....

ADVANCEMENT

You gain one level for completing this adventure.
(If you decline this level, you still record legacy events and can claim all eligible rewards and legacy event benefits for this adventure)

Rewards

+1 armor or +1 barding from the Twelve for completing the mission.

Choose ONE bonus reward:

The *crystal skull* for defeating Widmund.
 400 gp and a *potion of resistance (fire)* for defeating Widmund.
 A *relic of whispered alarm* from the Skull Chamber.
 A *scroll of protection (undead)* for bringing Saal Dreadstroke or his accomplices before the Twelve.

LEGACY EVENTS

Crystal Skull. Irullan Karnach confessed that she delivered a crystal skull with the power to bring the dead back to life to the Order of the Emerald Claw.

Rescued Agent. You freed Leelle d'Jorasco from captivity in the Emerald Claw enclave. She promises to aid you again in future.

CHARACTER WEALTH

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