The Waiting Game

Oracle of War Part 12

DDAL-EB-12

By Shawn Merwin

A Four-Hour Adventure for Tier 3 Characters

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Welcome

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

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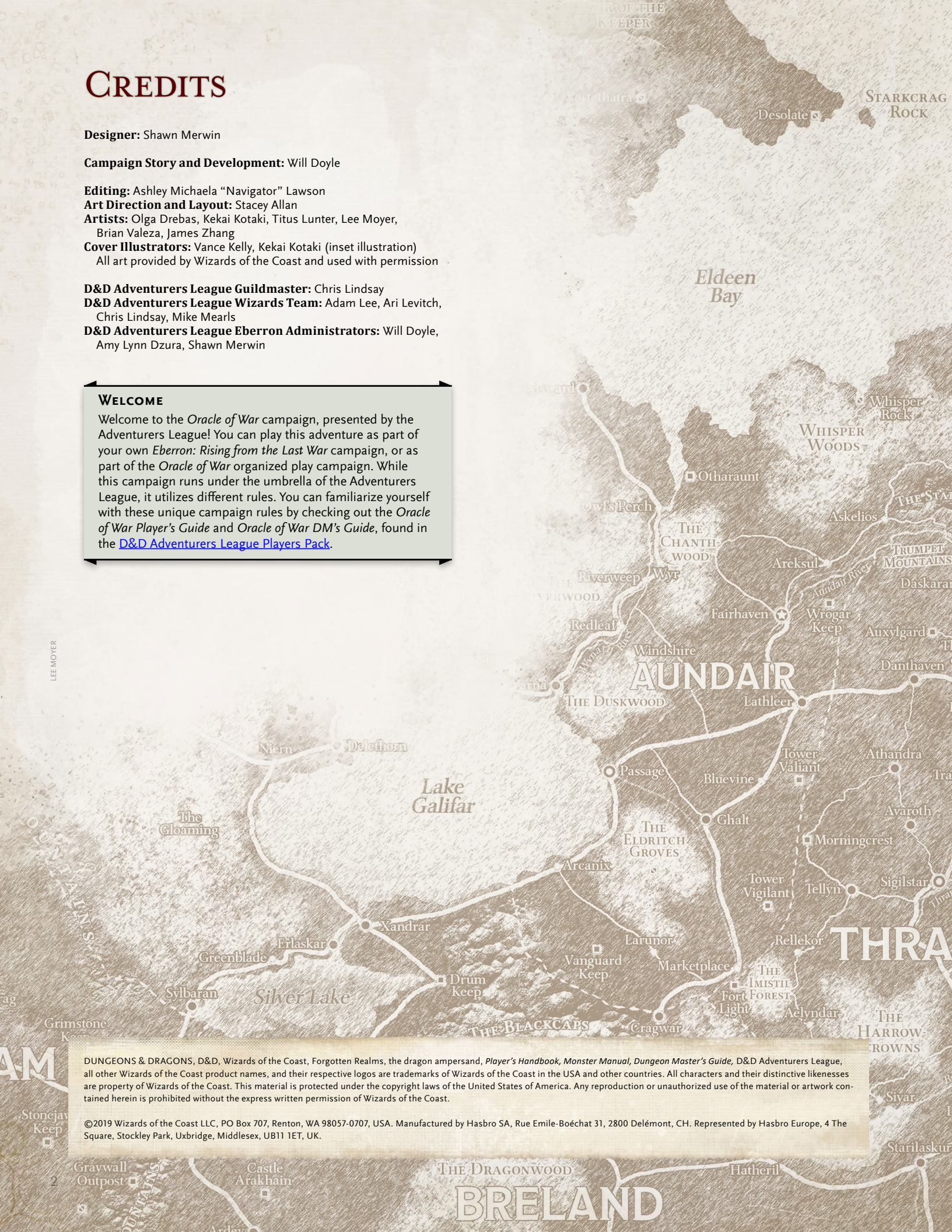

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ADVENTURE OVERVIEW

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

This adventure occurs above the nation of Aundair, first in an airship at 6,000 feet, then in the floating fortresses housing the Arcane Congress at Arcanix. This is the second 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** in the Mournland, the adventurers were issued an invitation by the Institute of **THE TWELVE** to present the ***ORACLE OF WAR*** at the institute's headquarters in the Karrnathi capital, Korth.

After the Twelve heard the characters' testimony, the *Oracle*'s creator, **SULRING MRORANON**, revealed that the Lord of Blades had forced him to create another artifact much like the first: the ***ORACLE OF BONES***. In the presence of the Twelve, the *Oracle of War* revealed another verse from the **DRACONIC PROPHECY** that spelled doom for the Five Nations of Khorvaire unless the Lord of Blades is stopped.

Having learned that the **ORDER OF THE EMERALD CLAW** helped Sulring create the *Oracle of Bones*, the adventurers infiltrated one of the order's enclaves to capture its villainous vampire leader, **WIDMUND IR'HELLEKANUTH**. In the depths of the enclave, the group discovered evidence that a pair of Undying paladins known as the **CAIRDAL KNOT** is hunting for the *Oracle of War*.

Overview

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

- ***Part 1: The Drop (60 mins).***
  The Twelve send the adventurers on a peace mission to Thrane to warn about the upcoming threat. On the way, the airship delivering the adventurers is destroyed, leaving them plummeting toward the ground through a lightning storm!
- ***Part 2: The Dinner Party (75 mins).***
  After the crash, the characters are feted at a dinner party attended by important members of the Arcane Congress. The Undying paladin Immeral Longarrow interrupts the meal, threatening to bring ruin to Arcanix if the characters don't turn over the *Oracle of War*. When they refuse, he activates a cadre of elven sleeper agents working within the Arcane Congress.
- ***Part 3: Floating Menace (75 mins).***
  As the sleeper agents seize control, the characters must work with Narcy of Xandrar to secure the towers' control room and defeat Immeral Longarrow before he drops the floating fortresses onto Arcanix.

Shades of Gray

This trilogy pits your players against agents of the Undying Court; the godlike council of undead elves that govern the elven nation of Aerenal. While the Undying Court acts as a force for good, in the world of Eberron it's sometimes not so easy to separate the heroes from the villains. The Undying Court need the *Oracle of War* to gain mastery over the Draconic Prophecy and secure their nation's future; weighed against such a prize, any action is worth taking—even evil actions. Players with clerics or paladins loyal to the Undying Court may find themselves in a quandary here, especially when they realize their divine leaders are willing to sacrifice them to ensure the secrecy of their operation!

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, pure profit, 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 or patrons, and tie them into the adventure if possible.

The Waiting Game makes special use of the following background:

- **Aundairian Special Forces**

Characters with this background know two members of staff at the Arcane Congress. See the adventure text for more details.

Continuing the Story

If the characters played through DDAL-EB-11 *My Undying Heart*, this adventure picks up after that adventure ends. The adventurers have returned to Korth to deliver Widmund ir'Hellekanuth to the Twelve and had the benefit of a long rest.

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

KEKAI KOTAKI

Legacy Events

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

Mournland Dossier. Characters who helped Sky Blue rob the *Excelsior* lightning rail train in DDAL-EBEP-02 *Rolling Thunder* can decipher the stolen intelligence file during part 1 of this adventure.

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
THE DROP

Estimated Duration: 60 minutes

The Twelve send the adventurers on a peace mission to Thrane to warn about the upcoming threat. On the way, the airship delivering the adventurers is destroyed, leaving them plummeting toward the ground through a lightning storm!

After the Raid

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

> You're resting in the Tower of the Twelve after a perilous mission to capture Widmund ir'Hellekanuth, vampire leader of a local Emerald Claw cell. His interrogation lasted many hours, but now a member of the governing committee, Arphira d'Lyrandar, has arrived to brief you on its results.

Characters who played through DDAL-EB-11 *My Undying Heart* have met Arphira before: she brought them before the Twelve from Salvation. Arphira reveals the following information:

- Under interrogation, Widmund confirmed that the Order of the Emerald Claw used an artifact called the *Crystal Skull* to bind the spirits of the dead to the *Oracle of Bones*.
- As payment, the Lord of Blades gave the Emerald Claw a map to the Creeping Nave, an ancient daelkyr sanctuary buried deep underneath Metrol. This sanctuary supposedly contains a cache of symbiont weaponry.
- Widmund has sent an expedition into the Mournland to excavate the sanctuary and loot the weapons. They're led by Trez Zul, a high-ranking Emerald Claw agent.
- In addition to this, Widmund has been tracking the movements of the Cairdal Knot, a pair of Undying paladins from Aerenal, who plan to capture the *Oracle of War* using a secret sleeper agent program code-named "Stonefire." The Emerald Claw doesn't know the paladins' current whereabouts.

The interrogation is far from over. Widmund ir'Hellekanuth is a valuable source of information and the Twelve plan to keep him imprisoned until further notice.

> **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.*"

Mission Briefing

The prophecy revealed to the Twelve by the *Oracle of War* (see DDAL-EB-11 *My Undying Heart*) has profoundly unsettled the governing council. Arphira explains that they've sent warnings to the leaders of the Five Nations, calling for a united front to repel the threat posed by the Lord of Blades.

With tensions between Breland and Thrane on a knife edge, the divinely selected Thranish leader, the Keeper of the Silver Flame, has requested to view the *Oracle of War*—and meet its owners in person—before agreeing to any talks. The Twelve requests that the adventurers depart for Flamekeep at once on Arphira's airship, the *Siberys Sailer*. For undertaking this peace mission, the Twelve offer each adventurer an upfront payment of 250 gp.

Assuming they agree, Arphira informs the group they depart first thing in the morning. They have the night to prepare for their journey.

Exit Sulring Mroranon

Sulring Mroranon, creator of the *Oracle of War*, is keen to return to his home in the Mror Holds. He thanks the adventurers before he leaves; saying they can always reach out to him should they need his help. He owes the group a great debt. Before leaving, Sulring whispers a warning to "trust no one and be alert for treachery."

Characters with the **Mournland Dossier** legacy event finally decipher the coded papers before Sulring departs. Give them **Handout 2: The Three Protocols.**

If questioned about the protocols, Sulring reiterates that he's honor bound to keep the details of the *Oracle of War*'s construction a secret until he's reported to the Iron Council of the Mror Holds. However, the file clearly confirms how much the *Oracle* meant to his old employers and shows the danger the characters are in while they

carry it with them. To aid them, Sulring divulges a useful function of the *Oracle of War*; a magical incantation that "compels the Lamannian Triune to hide their vessel from sight." Once per day when the following incantation is spoken, the *Oracle of War* turns invisible for 8 hours and can't be targeted by divination magic or perceived through magical scrying sensors:

"*Triune, engage adaptation pattern.*"

Sulring says no more on the matter. He advises the adventurers to seek him out in the Mror Holds once he's spoken to his superiors about the device.

Unfriendly Skies

When the journey is underway, read the following boxed text aloud:

> The *Siberys Sailer* floats serenely over the farms and fields of Aundair. Its captain, Arphira d'Lyrandar, yells from the helm. "Storms ahead! We're going to fly above them. Shouldn't add too much time to the trip. Can't keep the Keeper of the Silver Flame waiting, eh?"
>
> The *Siberys Sailer* ascends to avoid the storm clouds. As the crew expertly levels the ship at its new cruising altitude, a sizzling lightning bolt surges up from the clouds and strikes the elemental ring powering the vessel! The ship lurches and the elemental ring explodes!
>
> The hull tears apart beneath your feet and you fall, plummeting into churning thunderclouds. As you disappear into the vapor, creatures of fire and lightning form from the wreckage of the elemental ring and dive toward you with lethal intent.

Each character takes 16 (3d10) force damage from the explosion. The airship is lost, and the survivors find themselves in freefall several thousand feet above the ground, falling toward the picturesque farms and fields dotting the Aundairian countryside.

Worse yet, the falling survivors are targeted by three **fluxchargers**, magical creatures implanted into the elemental ring by villainous forces attempting to sabotage the ship and assassinate the characters. The fluxchargers start by targeting characters who are flying or who aren't in freefall. A fluxcharger can freefall rather than fly if it needs to catch a character. If it does, it suffers the same penalties as any creature in freefall (see below).

A Short but Exciting Trip

The first, and possibly most important, task is for the characters to control their fall. At their level, the adventurers likely have access to flight magic, or at least know a way to slow their descent. Use the following notes to help run this encounter:

- The *Siberys Sailer* explodes at an altitude of 6,000 feet above the ground. If the characters can't slow their fall, they strike the ground after 25 rounds.
- Characters in freefall move straight down at 240 feet per round as their movement, slowed by an updraft created by the storm.
- Characters in freefall have disadvantage on attack rolls, and flying creatures have advantage on attack rolls against them.
- If a falling character rolls a natural 1 on a saving throw, ability check, or attack roll, they're struck by a lightning bolt from the storm, taking 2 lightning damage per character level, or 3 if they're wearing medium or heavy armor made of metal.

Hitting the Ground. A character who doesn't slow their fall hits the ground at terminal velocity, taking 70 (20d6) bludgeoning damage. At this level, characters at full hit points may miraculously survive; however, they've likely taken damage from the explosion and the fluxchargers' attacks. The copse of trees 240 feet to the north would break a character's fall better than the hard ground, softening the impact to 35 (10d6) bludgeoning damage, assuming the characters can direct themselves there successfully. As an action, a character can attempt a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to move 60 feet horizontally as they fall.

> **Helping Hand**
>
> If a character looks likely to be smashed to pieces when they hit the ground and has no way to mitigate their free fall, you can have Arphira swoop in and cast *feather fall* on the group at the last moment!

Complications

The following optional complications can make this scene harder or more interesting for your players. Try not to make a scene harder if the characters are struggling!

Falling Soldiers. If the characters are handling the scene with little challenge, describe the unconscious Brelish soldiers plummeting groundward around them. Characters with a conscience should try to save as many as possible: if they act, there are two soldiers falling per character in the group. Characters who use limited resources (spell slots or limited abilities) or risk their own safety to rescue others should earn inspiration.

Flaming Wreckage. Flaming pieces of the *Siberys Sailer* plummet past throughout the descent. Each round on initiative count 20 (losing ties), all characters must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage and 7 (2d6) fire damage from the burning wreckage on a failed save.

> **Adjusting the Scene**
>
> Here are some suggestions for adjusting this scene:
>
> - **Very Weak:** Remove one **fluxcharger**, and reduce the damage dealt by the storm's lightning bolts by 1 per character level.
> - **Weak:** Remove one **fluxcharger**.
> - **Strong:** Add one **fluxcharger**.
> - **Very Strong:** Add two **fluxchargers**, and increase the damage dealt by the storm's lightning bolts by 2 per character level.

TITUS LUNTER

Treasure

The fluxchargers, when they strike the ground, break into several tiny diamonds worth a total of 500 gp.

After the Fall

Characters who survive the fall earn one **hero point**. When the characters are safely (or not so safely) back on the ground, a familiar face appears out of the sky:

> As the wreckage of the *Siberys Sailer* crashes into the fields around you, an ashen-faced woman swoops down from the sky on a broomstick.
>
> "Great gods! What in Khyber happened?"

Characters who played DDAL-EB-06 *The Last Word* or DDAL-EBEP-02 *Rolling Thunder* have likely met archmage Narcy of Xandrar (perhaps in less than cordial circumstances!). Narcy arrives on a *broom of flying*. Regardless the manner of their last meeting, Narcy's first concern is to stabilize injured characters or NPCs. When the characters speak to her, she relays the following information:

- Narcy is currently working as a Brelish liaison to the Arcane Congress of Aundair at Arcanix, assigned by King Boranel himself.
- The Twelve notified her that the characters were taking the *Oracle of War* to Thrane and she knew their flight path would carry them over Aundair. When she saw the storm brewing, she thought she'd fly up to make sure the trip went smoothly. She arrived too late to help.
- Irrespective of her own past dealings with the group, Narcy says the Arcane Congress would be keen to host the survivors for the night while the crash site is investigated, and wounds healed. She can arrange transport to Thrane in the morning. In fact, she knows some of the Arcane Congress's best minds would be excited to talk to the characters about their experiences with the *Oracle of War* and their adventures to date.

The characters may have other questions about the crash and its aftermath. If you're running this campaign with the same group of players, feel free to make any changes you think might entertain, challenge, and please your players and tell the best story!

The *Siberys Sailer* is destroyed beyond repair. A successful DC 20 Intelligence (Arcana or Investigation) check reveals that someone used powerful magic to implant the fluxchargers into the elemental ring that powered the airship. When the volatile creatures broke free, the resulting explosion shattered the hull.

Captain d'Lyrandar survived the fall, but many of the Brelish soldiers perished in the crash (unless the characters saved them). The *Oracle of War* remains intact. If the players didn't take action to secure the device, they discover it buried in a huge pile of compost at the corner of a nearby field.

Narcy of Xandrar (Nar-SEE of ZAN-dra)

Neutral, female, human archmage

Narcy's famed for her beauty as much as her magic, which has always irked her. She's a phenomenal wizard whose natural powers were honed from an early age by the Esoteric Order of Aureon. Raised in the order's arcane cloisters, she missed out on many of life's pleasures, making her regretful and bitter.

Motivation: Learn as much as possible about the *Oracle of War* and its powers and providence.

Mannerisms: Narcy finds it difficult to hide her mistrust of others, often arching an eyebrow suspiciously when she talks.

Quote: "*Lightning dwells in these palms, stranger.*"

PART 2
THE DINNER PARTY

Estimated Duration: 75 minutes

After the crash, the characters are feted at a dinner party attended by important members of the Arcane Congress. The Undying paladin Immeral Longarrow interrupts the meal, threatening to bring ruin to Arcanix if the characters don't turn over the *Oracle of War*. When they refuse, he activates a cadre of elven sleeper agents working within the Arcane Congress.

Arrival at Arcanix

After their harrowing fall, Narcy escorts the characters to one of the floating towers that house the Arcane Congress of Arcanix. Arphira d'Lyrandar remains at the crash site to conduct a thorough investigation and recover her dead. Read the following boxed text aloud:

> High above the patchwork fields of Aundair, four grand towers float motionless in the air atop rocky islets. Each castle is built in wildly varying architectural styles and lit by similarly varied arcane lamps of different colors. Wizards on broomsticks flit back and forth between the towers like busy worker bees.

Injured characters are healed on arrival at the Arcane Congress, but there's no one on hand with the ability to raise characters from the dead. The characters are given three hours to catch their breath, clean up, and otherwise rest. After this short rest, Narcy returns with an invitation from the Arcane Congress to a dinner held in their honor.

The High Table

When the characters go to the dining room, read the following boxed text aloud:

> A large meeting room has been converted into a dining hall, with a conference table serving as a makeshift dining table. A team of elven servers bustles around the room, placing china on the table and preparing food from trolleys along the edges of the room. Colorful wooden screens decorate the place, attempting to make this ordinary meeting room look festive.
>
> Several scholarly individuals sit at the main table, examining you as you enter. Their excitement is palpable.

The scene's tone should be one of awkwardness and humor. The cloistered scholars don't socialize with outsiders much, and now they're getting to interact with the very adventurers who've been in possession of the *Oracle of War*! It's a once-in-a-lifetime experience for them.

Roleplaying the Dinner

The characters are invited to recount stories of their adventures, with a focus on how they found and have used the *Oracle of War*. Clerics, paladins, or other religious characters might be asked to say a prayer to bless the food, while bards or other performers may be asked to perform. Anyone who does something memorable in terms of role-playing should be given inspiration, and a big round of applause from the collected scholars and wizards.

During the scene, be sure to mention the elven servers moving about the room, clearing away dishes or offering more servings of food. Don't draw too much attention to them, but be sure to note their presence. This makes the sudden attack more organic.

If you're running in a timed environment and your players enjoy roleplaying, keep an eye on the clock, the combat at the end of this scene can be lengthy.

A Curious Gnome

The most inquisitive arcanist at the table is Meena Findrella Clebdecher; as ex-Aundairian military, she isn't shy about prying into the characters' business. She'll ask any rude, awkward, or embarrassing question that pops into her head without considering others' feelings.

Characters with the **Aundairian Special Forces** background know Meena personally. She addresses those characters by name and reacts to them as described below.

Meena served in the same unit as the characters during the Last War. They went through much together, but it isn't something anyone wants to revisit or discuss. However, Meena offers a kind welcome. She reveals that another member of their unit, a dwarf nicknamed "Tank," works as a technician in the Arcane Congress's central control room. She tries to avoid him: he was a loose cannon then, and he hasn't gotten much better according to Meena. When Immeral Longarrow triggers the attack, Meena tosses her old comrade a *potion of superior healing*.

Uninvited Dinner Guest

When you're ready for Immeral Longarrow to make his appearance, read the following boxed text aloud:

BRIAN VALEZA

The hall doors open with a crash, and an undead elf clad in plate walks to the head of the table. Living thorns sprinkled with blossoming white roses sprout from a hole in his breastplate. As he approaches, one of the scholars tumbles from her chair in fear and scrambles away. He stares at her impassively, then takes her seat.

"Let me speak plainly. I want the *Oracle of War*, and you probably want everyone in the town below us to live to see the dawn. Hand over the box or I'll drop this fortress on the town and send everyone straight to the depths of Khyber."

Immeral takes no pleasure in making these demands, but the lives of mortals are immaterial in the grander scope of the Undying Court's plans. The Cairdal Knot must bring the elves the *Oracle of War*, regardless of the cost in lives. Immeral has cast *freedom of movement* on himself before entering the room.

Characters who try to reason with Immeral find him unwilling to negotiate, unless they mention one of the following talking points:

- Mention of the white rose found in the Fireweave Bazaar in DDAL-EB-02 *Voice in the Machine* causes Immeral to look wistful. He admits his "beloved Antinua" had hoped to seize the *Oracle* in Kalazart a few years back, but fate conspired against her . . .
- Mentioning the notes compiled on the Cairdal Knot by the Emerald Claw in DDAL-EB-11 *My Undying Heart* invokes Immeral's anger. He snarls that the Undying Court's plans are too far in motion to stop now, especially by "that misguided gang of fanatics."
- Characters who claim loyalty to the Undying Court or the cause of good get short shrift. Those of true faith should know their lives are insignificant compared to the magnificent, millennia-spanning strategies of Aerenal. With the *Oracle of War*, the elves can gain insight into the Draconic Prophecy and steer all civilizations toward a glorious future.

If the characters make a hostile move, or don't provide Immeral with the answers he wants quickly enough, he says a demonstration is clearly needed. He hisses the words "Ignite Stonefire" in Elvish, activating the elf sleeper agents in the room. These unknowing pawns in the plans of Aerenal's Undying Court have undergone mind-altering procedures to act normally until activated. At that time, they're placed under a compulsion to attack and kill anyone who isn't a recognized agent of Aerenal.

Surrendering the *Oracle of War*

If the characters agree to hand over the *Oracle of War*, Immeral thanks them, but with regret, explains he must now kill them. Their deaths will ensure the silence required for the Undying Court to carry out their holy plans.

Immeral Longarrow (Im-MER-al)

Neutral, male, Undying elf paladin

For centuries, Immeral and his immortal lover Antinua have carried out the Undying Court's covert operations on Khorvaire. Together they're called the Cairdal Knot. Both carry a living piece of Aerenal in their hearts; manifesting as rosebushes that sprout from their chests. They roam undercover through the Five Nations, only meeting every few decades, and leave roses for each other to find as a sign of their undying love.

Motivation: Decades ago, the Undying Court saw the creation of the *Oracle of War* written in the Draconic Prophecy and ordered the Cairdal Knot to seize it.

Mannerisms: Immeral has no respect for youthful mortals and adopts an aloof, uncaring swagger when he's around them.

Quote: "*The end of this world is written in the Draconic Prophecy. Only the Undying Court has the power to interpret it.*"

The Demonstration

The **Dining Hall map** in **appendix A** shows layout of this chamber. The following sleeper agents immediately attack:

- Two **elf mages**
- Five **elf spies**
- Three **elf wandslingers**

A successful DC 20 Wisdom (Insight) check tells an observer that the elves are under a nonmagical compulsion. Their minds have been altered so they don't even know they're agents until they've been activated. When Immeral acts, chaos erupts in the dining hall:

- At the start of combat, Immeral teleports out the room using *misty step*.
- The sleeper agents avoid melee combat if possible. The five spies focus fire to bring down one character at a time, while the mages blast the group with area-of-effect spells. All agents use hit-and-run tactics, exploiting cover from the tables and screens and using mobility spells like *misty step* to stay away from melee attacks. If cornered, they fight to the death like maddened dogs.
- During the first round, the scholars run for the doors or use magic to leave the area. Narcy teleports away, looking to discover if this stranger really does have control of the Arcane Congress's floating fortresses.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **elf mage** and two **elf wandslingers**.
- **Weak:** Remove one elf **mage**.
- **Strong:** Add two elf **mages**.
- **Very Strong:** Add two elf **mages** and two **elf wandslingers**.

After the Battle

If the characters defeat the elven operatives, each character gains one **hero point**. Narcy of Xandrar now reappears and delivers her report. She's reconnoitered the surrounding floating fortresses and her worst fears have been realized:

> "Sleeper agents have been activated across the facility. They've seized control of the command center: a bunker at the base of Nocturnas tower that regulates the transmutational energies keeping the towers afloat. We must get in there and stop them before they do something crazy!"

Narcy can provide the following additional information:

- Magical effects are dampened around the command center, making it impossible for magic to penetrate it. This means no divination or teleportation magic can be used to infiltrate the structure itself.
- The only entrance is a small external dock, which can be accessed most easily via flying or teleportation.
- Magical doors protect the outer area, and more doors seal off the inner command center. They're likely to be secured and locked from the inside.

Narcy tells the characters that there's no time to lose. Then, as if he was listening in, the magically projected voice of Immeral Longarrow echoes through the room.

> "I tried to be reasonable, but you've failed to comply. Look out the nearest window."

Narcy leads the characters to a window looking across the many floating structures that make up the Arcane Congress.

> One of the four floating towers of Arcanix quakes in the air then tilts precariously. Gravity strains against it, tearing spires and steeples from its flank, which tumble down and slam into the fields far below. Among the falling rumble, you see tiny humanoid figures plunging to their dooms. With dreadful slowness, the tower returns to its upright position.
>
> "That was your final warning. Defy me again, and I'll drop the tower onto Arcanix. Bring me the *Oracle of War* immediately."

Narcy again insists the characters join her in an assault on the command center. When the characters are ready, continue to part 3.

PART 3
FLOATING MENACE

Estimated Duration: 75 minutes

As the sleeper agents seize control, the characters must work with Narcy of Xandrar to secure the towers' control room and defeat Immeral Longarrow before he drops the floating fortresses onto Arcanix.

The Landing

The **Command Center map** in **appendix A** shows the layout of this area. The landing is a 15-foot-by-30-foot metal platform. Iron double doors are set into the wall on the south side of the platform. As the characters land, Narcy sees one of the other towers tip precariously. She flies off to see if she can save the occupants, ordering the characters to get into the command center as quickly as possible.

Trap. The doors are locked and trapped. If the trap isn't disarmed before the lock is bypassed or the doors breached, it triggers. The character who triggers the trap, as well as any creatures stood on the platform, must make a DC 14 Constitution saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one. Half the damage for **Very Weak or Weak** parties and add 11 (2d10) damage for **Strong or Very Strong** parties.

A successful DC 15 Intelligence (Investigation) check reveals the presence of the trap, which can be disarmed with a successful DC 15 Dexterity check made with thieves' tools. If this check fails by 4 or more, the trap triggers.

Lock. The lock can be picked with a successful DC 15 Dexterity check made with thieves' tools, or forced open with a successful DC 20 Strength check. The door has AC 15, 100 hit points, and immunity to poison and psychic damage. Hacking the doors down alerts Immeral to the characters' presence: decrease the number of rounds in the countdown by 1 (see "The Command Center," below).

The Outer Ring

The structure's outer ring circles the control room, with a set of double doors in the southern section providing entry to the command center at the center.

Patrols

Immeral has three sleeper cell patrols, each comprised of three **guards**, walking clockwise through the outer ring. These enemies are of no consequence to a tier 3 party—they're there for flavor. Allow the characters to dispatch them quickly to make them feel powerful and capable.

Prisoner

Bound and gagged in the southeast corner of the outer ring is the dwarf Donnagdagger "Tank" Granitebeard. Tank (a **knight**) currently has 1 hit point remaining. Immeral ordered the guards to keep him alive in case his expertise operating the command room was needed.

If the characters free the dwarf, he smiles through bloodied lips and teeth, as if he hasn't had this much fun in years:

> "Thanks. Roughed me up good, they did. Asked me how to control the flying rocks, but I didn't give 'em anything. From the sounds of it, they figured it out themselves. Get me into the command center, I can override their controls. But it'll take me a few seconds to figure out how they mucked it up."

Tank can answer basic questions about the command center. The sleeper agents took his keys, so the characters must gain entry another way.

Old Rivals. Any character with the **Aundairian Special Forces** background recognizes Tank. He hugs them, saying, "It's so good to see you again. This is for having my back during the war." Then he takes a swing at the character, saying, "And that's for not having my back when we got home."

From that point on, Tank makes ability checks with disadvantage, as he's upset the character cut ties with him. If the character makes a successful DC 15 Charisma (Persuasion) check to apologize or somehow make amends, Tank makes ability checks with advantage instead.

> **Donnagdagger "Tank" Granitebeard (DAH-nag-dag-ger)**
>
> *Chaotic neutral, male, dwarf knight*
>
> This Last War veteran is an expert at maintaining arcane mechanisms. He's an adrenaline junkie, always looking for something exciting and dangerous to try.
>
> ***Motivation:*** He wants to feel something again and working with dangerous arcane machines poses no end of risk. But even that's getting boring for Tank.
>
> ***Mannerisms:*** His eyes dart from side to side, and he always wears an unsettling grin.
>
> ***Quote:*** "*Let me show you something that'll curl your hair!*"

Entryway

Like the main doors, the doors into the control room are trapped. This trap, however, is a bit more devious, as it's been altered by Immeral's team.

Trap. The doors are locked and trapped. A successful DC 15 Intelligence (Investigation) check detects the presence of the trap, which appears to be exactly like the one on the outer doors. However, it's been altered. Anyone

who notices the trap can attempt a DC 20 Intelligence (Arcana) check to discern the modifications.

The trap triggers if a character tries to disarm it without understanding its modifications, or if they attempt to pick the lock or force the door. When it activates, all creatures within 20 feet of the door must make a DC 15 Intelligence saving throw, taking 33 (6d10) psychic damage on a failed save, or half as much damage on a successful one. Half the damage for **Very Weak or Weak** parties and add 11 (2d10) damage for **Strong or Very Strong** parties. A character who fails the save is also confused as per the *confusion* spell for 1 minute, except they don't repeat the saving throw at the end of their turns.

Lock. The door is locked, as per the door on the landing (see above).

Once the door is breached, the countdown starts (see "Command Center," below).

The Command Center

No magic can penetrate the command center until the door has been breached. When the door is breached, read the following boxed text aloud:

> The undead mastermind of the attack stands at a control panel on the far side of this chamber. In the room's corners, arcane machines spark and crackle with power, while two glass-enclosed pillars of lightning stand in the center of the room, with sparks passing between them at random intervals. Part of the floor near the control panel is made of glass, offering a view of the landscape below.

As soon as the characters breach the door, a timer on the control panel begins to count down as Immeral runs his hand over a sensor. Calculate the number of rounds the characters have left (see "The Countdown," below), then multiply that number by 6 to get the number of seconds.

> "The gifts of the *Oracle* are wasted on fools like you. Now you'll see what your foolishness reaps. Kill them. We can question their corpses later."

Final Battle

Immeral Longarrow and five **elf sleepers** engage the characters. Immeral begins combat with a *spirit guardians* spell cast on himself, and the elf sleepers have each cast a *blur* spell on themselves. Tank can act in this combat, and he takes his turn on initiative count 0 (losing ties).

Stopping the Countdown. If Tank enters the command room, he instructs the characters in what must be done to stop the countdown:

> "He's going to bring down the towers! Quick! We need to ease the flow of transmutational energy into the control panel. If I can get to one of those conduits, I can regulate the flow, then we can disable the countdown from the control panel. Just keep them off me!"

JAMES ZHANG

Tank has a +2 bonus to his checks to perform the tasks listed below, but by announcing his intentions, he's painted a target on himself. The characters must either protect him and get him into a position to do his work, or they must do it themselves.

Electricity Pillars. The area between the two glass pillars conducts highly concentrated electrical fields. A creature that enters the space between the pillars or starts its turn there must make a DC 15 Constitution saving throw. On a failed save, the creature takes 2 lightning damage per level, and their speed is reduced to 0 until the start of their next turn. On a success, they take half as much damage, and their speed isn't reduced.

Power Conduits. The power conduits in the corners harness the energy to needed keep the fortresses afloat or move them when necessary. If these are damaged, they can no longer do their job. As an action, a character can attempt a DC 20 Dexterity (Sleight of Hand) or DC 15 Intelligence (Arcana) check to deactivate a conduit without destroying it.

Control Panel. The control panel channels the energy provided by the power conduits. As an action, a character at the panel can attempt a DC 18 Intelligence (Investigation) check to deactivate the countdown timer. Two successful checks are required, and at least one of the power conduits must have also been successfully disabled without destroying it.

Arcane Dampener. The machinery and magical devices in the room are constructed to dampen magic. Any spell of 6th level or higher automatically fails. The action to cast it is wasted, but the spell slot isn't expended. A character casting a spell in this room can make a DC 20 Intelligence (Arcana) check before taking an action, realizing this restriction on a success. Likewise, the *banishment* spell doesn't function in this room.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **elf sleeper** and add two rounds to the countdown.
- **Weak:** Remove one **elf sleeper** and add one round to the countdown.
- **Strong:** Add four **elf sleepers**.
- **Very Strong:** Add five **elf sleepers** and subtract two rounds from the countdown.

The Countdown

The countdown clock starts at 5 rounds, modified by party strength (see the "Adjusting the Scene" sidebar), and any doors the party breached on their way in here.

If the countdown clock runs out, the first floating tower falls from the sky, landing on the outskirts of Arcanix. Describe the fall and the explosion of the fortress hitting the ground, visible through the curved lens of the glass floor.

Two rounds after this, the second tower plunges to the ground. The characters can prevent its fall by getting to the control panel and succeeding on the appropriate checks to stop the countdown. Two rounds later, the third tower falls (Immeral doesn't sacrifice the fourth tower, Nocturnas, as this is where the command center is housed).

Characters who allow any towers to fall here receive the **Heroic Failure** legacy event. At the end of the adventure, ask the players to mark this legacy event on their adventure records.

A Villain's Fate

When the characters defeat Immeral, he collapses onto the glass floor near the control panel, which shatters and gives way beneath him. With a cry of sorrow, he plummets hundreds of feet to crash to the ground below.

If the characters incapacitate Immeral instead of killing him, Narcy arrives and, in a fit of rage, uses her magic to destroy him utterly. Pick your favorite high-level wizard spell to finish the job!

Treasure

If the characters stop the countdown before any towers are dropped on Arcanix, the Arcane Congress thanks each character with a reward of 500 gp.

Immeral wore a *ring of regeneration*, designed to look like two roses intertwined. He also carried a pack containing four *potions of superior healing*, which he dumped in the corner of the command center.

Ending the Adventure

The Arcane Congress is shaken by the surprise attack. If any towers fell, news of the catastrophe soon spreads around Aundair and the wider world. Clearly, powerful forces desire the *Oracle of War* and are willing to risk all to claim it. The Arcane Congress is keen to be rid of the device, and hastily arrange transportation to move it on to Thrane. The adventurers' story continues in DDAL-EB-13 *Stonefire*!

About the Author

Shawn Merwin's professional design, development, and editing work in D&D spans 20 years and over 4 million words of content, ranging from third to fifth edition. His most recent D&D credits include the *Acquisitions Incorporated* D&D hardcover, *Baldur's Gate: Descent into Avernus*, and *Ice Road Trackers*. He's also the Resource Manager for the D&D Adventurers League's *Eberron: Oracle of War* campaign. Shawn hosts a weekly D&D podcast called *Down with D&D*, and he holds an MFA in Creative Writing from Vermont College of Fine Arts. He muses about gaming and life on Twitter @shawnmerwin.

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 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 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	Neutral, female, half-elf conjurer	Captain of the (doomed) airship, the *Siberys Sailer*.
Donnagdagger Granitebeard	Chaotic neutral, male, dwarf knight	Technician working in the control room of the Arcane Congress floating fortresses.
Immeral Longarrow	Neutral, male, Undying elf agent	Undead agent working for the Undying Court.
Meena Findrella Clebdecher	Neutral good, female, gnome magewright	Arcane researcher on staff at the Arcane Congress.
Narcy of Xandrar	Neutral, female, human archmage	Expert mage working for the Brelish court.

Creature Statistics

Elf Spy

Medium humanoid (elf), neutral

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

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

Saving Throws Int +5, Wis +3
Skills Arcana +5, History +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish
Challenge 1 (200 XP)

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

Spellcasting. The spy is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The spy has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *shocking grasp*
1st level (4 slots): *magic missile*, *shield*
2nd level (3 slots): *hold person*, *misty step*

Actions

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

Elf Mage

Medium humanoid (elf), neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

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

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic, Elvish
Challenge 6 (2,300 XP)

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

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

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*
2nd level (3 slots): *misty step*, *suggestion*
3rd level (3 slots): *counterspell*, *fireball*, *fly*
4th level (3 slots): *greater invisibility*, *ice storm*
5th level (1 slot): *cone of cold*

Actions

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

Elf Sleeper

Medium humanoid (elf), neutral

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Skills Arcana +4, Intimidation +2, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish
Challenge 4 (1,100 XP)

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

First Strike. The elf has advantage on initiative rolls.

Spellcasting. The elf is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The elf has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *light*, *message*, *shocking grasp*
1st level (4 slots): *guiding bolt*, *shield*, *thunderwave*, *witch bolt*
2nd level (3 slots): *blur*, *levitate*
3rd level (2 slots): *lightning bolt*

Actions

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.

Reactions

Lightning Backlash (Recharge 5–6). When a creature hits the elf with an attack, the attacker takes lightning damage equal to half the damage dealt by the attack.

Elf Wandslinger

Medium humanoid (elf), neutral

Armor Class 18 (studded leather, shield)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	16 (+3)

Saving Throws Dex +6, Con +4, Wis +3
Skills Perception +3, Stealth +8
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish
Challenge 4 (1,100 XP)

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

Wandslinger. Being within 5 feet of a hostile creature doesn't impose disadvantage on the wandslinger's ranged spell attack rolls while holding a wand. In addition, the wandslinger ignores half cover and three-quarters cover when making ranged spell attacks while holding a wand.

Actions

Multiattack. The wandslinger makes two shortsword attacks or uses Agonizing Blast twice.

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

Agonizing Blast. *Ranged Spell Attack: +5 to hit, range 120 ft., one target. Hit: 19 (3d10 + 3) force damage.*

Fluxcharger

Large elemental, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	6 (−2)	10 (+0)	7 (−2)

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Draconic
Challenge 7 (2,900 XP)

Amplify Lightning. Whenever a spell that deals lightning damage includes one or more fluxchargers in its area, the spell deals an extra 9 (2d8) lightning damage.

Actions

Multiattack. The fluxcharger makes two slam attacks or uses Arc Lightning twice.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 10 (3d6) fire damage.

Arc Lightning. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 16 (3d10) lightning damage, and lightning jumps from the target to one creature of the fluxcharger's choice that it can see within 30 feet of the target. That second creature must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) lightning damage. *Hit or Miss:* The fluxcharger takes 5 (1d10) force damage after resolving the attack.

Immeral Longarrow

Medium undead, neutral

Armor Class 18 (plate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7
Skills Intimidation +5, Religion +4
Damage Vulnerabilities necrotic
Damage Immunities poison, radiant
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish
Challenge 9 (5,000 XP)

Spellcasting. Immeral is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*
1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*
2nd level (3 slots): *lesser restoration*, *misty step*, *prayer of healing*, *silence*, *spiritual weapon*
3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *water walk*
4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*
5th level (1 slot): *flame strike*, *mass cure wounds*, *hold monster*

Turn Resistance. Immeral has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. Immeral makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Reactions

Guided Strike (Recharges after a Short or Long Rest). Immeral grants a +10 bonus to an attack roll made by himself or another creature within 30 feet of him. Immeral can make this choice after the roll is made but before it hits or misses.

Knight

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

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

Actions

Multiattack. The knight makes two melee attacks.

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

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

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

Reactions

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

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.

OLGA DREBAS

Handout 2: The Three Protocols

This encrypted intelligence file details information that the King's Dark Lanterns have gathered on the artifact known as the *Oracle of War*, listing agents involved in the intelligence gathering (by codename), and dragonmarked houses they have infiltrated (primarily Cannith, Medani and Thuranni).

Results are inconclusive overall, but key theories are:

The *Oracle of War* was created five years ago by the dwarf artificer Sulring Mroranon on commission to an unknown organization—or organizations—believed to be either a) an alliance between dragonmarked houses, or b) an alliance of nation states.

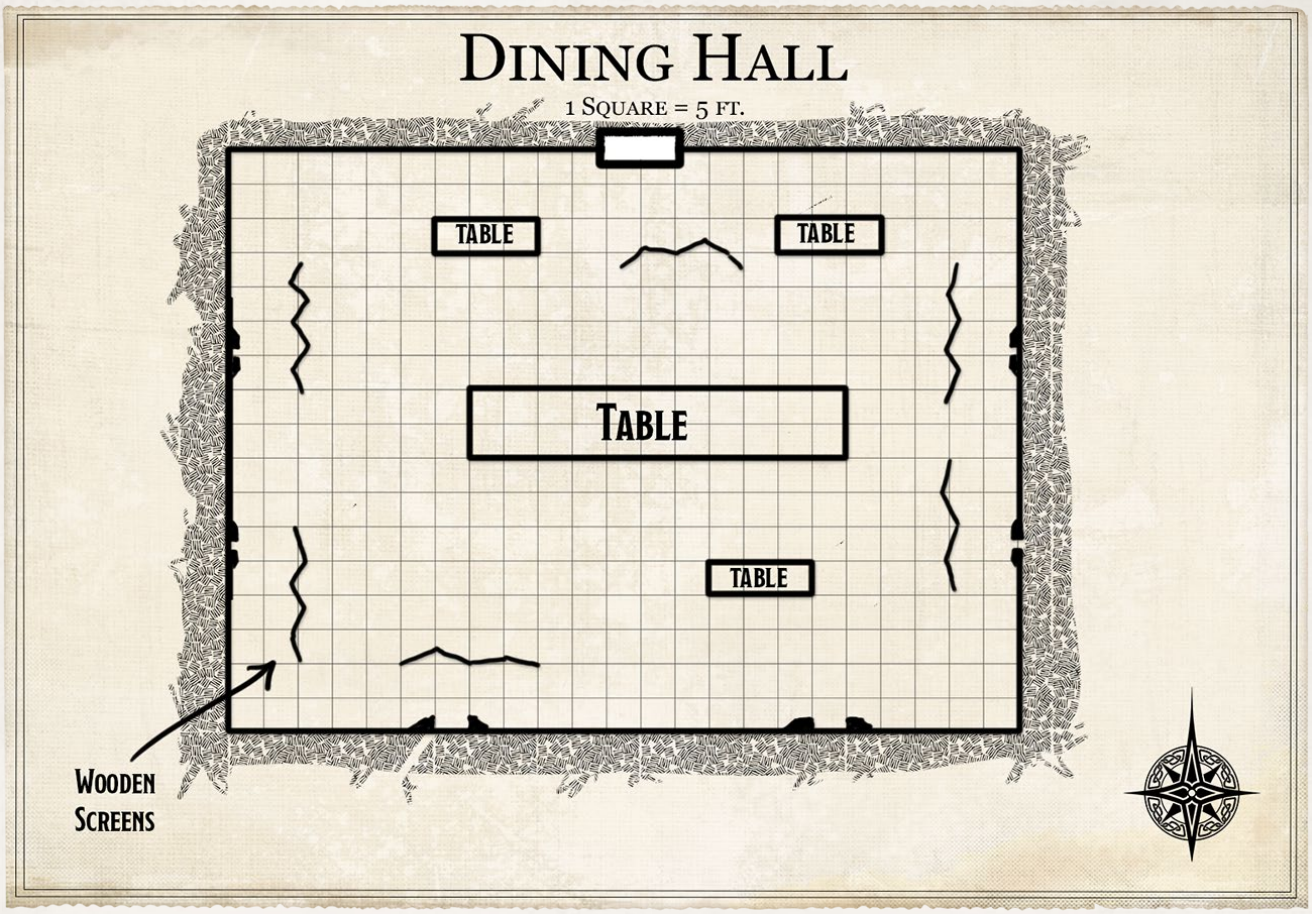
The *Oracle of War* was designed to provide tactical battlefield information to armies in the Last War. Its services would either be sold to the highest bidder or deployed to aid the interests of its creators.

A network of agents was deployed to test the *Oracle of War* in the battlefield. When the device malfunctioned just prior to the Mourning, the organization that commissioned the *Oracle* had the entire program shut down and all agents forcibly silenced.

Key to the *Oracle of War* program were three protocols. The King's Dark Lanterns provide the following details:

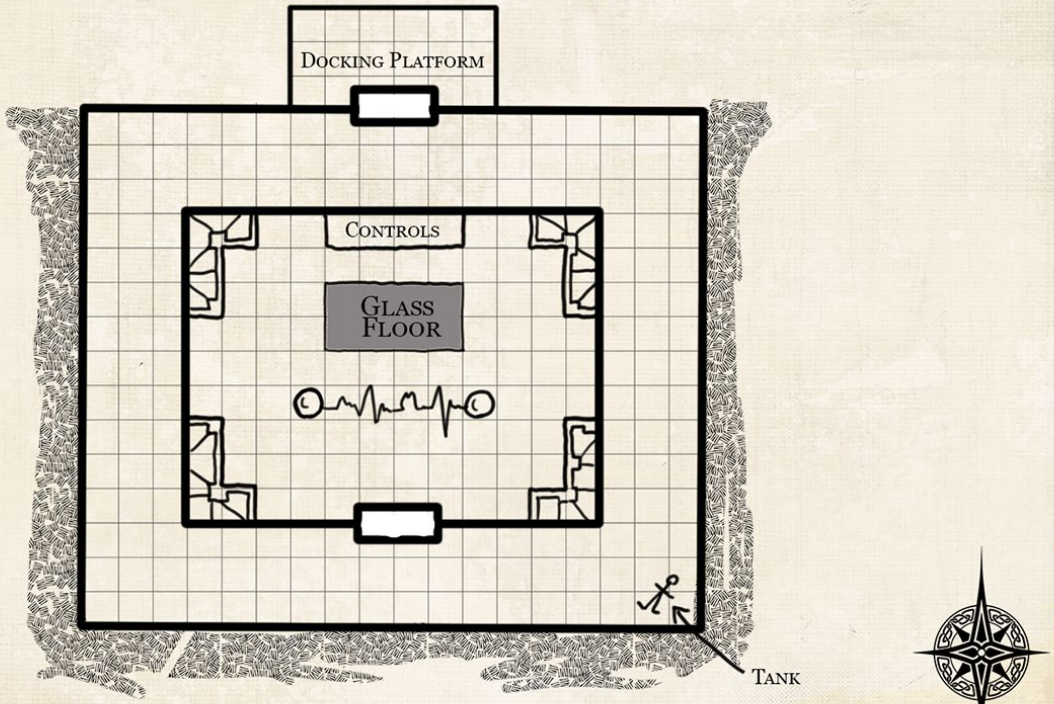
1st Protocol: While the *Oracle* remains in use, its existence is classified and all assets assigned to handle it must be sworn to secrecy.
2nd Protocol: If the *Oracle* falls into enemy hands, all records of its deployment must be erased and any assets that handled it terminated.
3rd Protocol: If the *Oracle* malfunctions, it must be recovered for dismantlement. All records of its deployment must be erased and any assets that handled it terminated.

Appendix A: Dungeon Master's Maps



Command Center

1 Square = 5 ft.



Appendix B: Dungeon Master Tips

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

Preparing the Adventure

Before you start play, consider the following:

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

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

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

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

Adjusting This Adventure

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

Determining Party Strength

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

Eberron: Oracle of War

Adventure Record: EB-12 The Waiting Game

Character Name		Class/Level	
Player Name		Dungeon Master	
Event		Date	

Adventure Notes

After the *Siberys Sailer* was sabotaged, you were escorted by Narcy of Xandrar to the Arcane Congress's flying fortresses at Arcanix. A dinner in your honor was interrupted by an Undying elf named Immeral Longarrow, who awakened numerous sleeper agents in order to seize the *Oracle of War*. You needed to regain control of the flying fortresses' command center before Immeral and his crew destroyed the Arcane Congress and Arcanix.

Advancement

☐ **You gain one level for completing this adventure.**

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

Rewards

You gain the following rewards:

- ❑ 250 gp from the Twelve for undertaking the mission.
- ❑ 500 gp from the mages of Arcanix for aiding in its defense (only if no towers were destroyed during the final battle).

Choose ONE bonus reward:

- ❑ A *ring of regeneration* decorated in the shape of two intertwined roses for defeating Immeral.
- ❑ Four *potions of superior healing* for defeating Immeral.
- ❑ 500 gp worth of diamonds for defeating the fluxchargers.

Character Wealth

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

Legacy Events

❑ Heroic Failure. You failed to stop Immeral's plan before at least one of the floating towers were crashed into Arcanix:

❑❑❑ For each tower that fell (to a maximum of 3), you **MUST** refuse the next hero point earned during a future adventure. When you've refused hero points equal to the number of fortresses that crashed, remove this legacy event from your character.