

FROM DUST

• ORACLE OF WAR PART 14 •

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By

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**ANDY
DEMPZ**

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

This adventure begins in Salvation, a salvage outpost bordering the Mourmland, continues in the city of Krona Peak in the Mror Holds, and concludes in the Realm Below, deep beneath the Ironroot Mountains. This is the first in a trilogy of adventures, the *Engines of War* storyline. *Engines of War* is part of the *Oracle of War* Eberron campaign for the D&D Adventurers League.

BACKGROUND

Before the kingdom of Galifar ruled Khorvaire, the continent was home to the goblin empire of **DHAKAAN**. Their reign was ended by an invasion of the alien **DAELKYR** from **XORIAT**, the Realm of Madness. The orc **GATEKEEPER DRUIDS** closed the portals to Xoriat and sealed the daelkyr deep within **KHYBER**, where they remain to this day, plotting and waiting.

During the Last War, dwarves of the Mror Holds delved deep into the Ironroot Mountains and discovered the halls of their ancestors, teeming with treasure. But the **REALM BELOW** was now the domain of the daelkyr's minions, and the dwarves have waged war against them ever since. Deep under the mountains, one of the daelkyr's aberrant minions holds a secret that can aid the adventurers in their hunt for the **ORDER OF THE EMERALD CLAW**.

OVERVIEW

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

Part 1: The Thorn Expedition (60 mins). The adventurers investigate a suspicious group of explorers from Morgrave University. Clues found at the explorers' camp expose them as Emerald Claw operatives headed for the Creeping Nave, a daelkyr sanctuary beneath the ruined city of Metrol.

Part 2: Krona Peak (30 mins). The adventurers travel to the Mror Holds to consult with Spinweave, an inhuman sage who knows the secrets of the daelkyr. The dwarf Rolforror led a doomed expedition to her lair, but he'll only share its location with the adventurers if they agree to a request of his own.

Part 3: The Realm Below (150 mins). The adventurers venture into Sol Udar—the Realm Below—and enter Spinweave's lair to seek her counsel. They learn the peril of dealing with such aberrations, and upon returning to Krona Peak, the truth of Rolforror's story is revealed.

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.

From Dust makes special use of the following backgrounds:

- **Desperate Soul**
- **Morgrave University Professor**

Characters with these backgrounds have different experiences when dealing with the Thorn Expedition in part 1.

CONTINUING THE STORY

If the characters played through DDAL-EB-13 *Stonefire*, 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: Engines of War**, which summarizes the objectives of the *Engines 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. *From Dust* incorporates the following legacy events from previous adventures in the *Oracle of War* series:

Still Alive. If Kalli Alran remained in Salvation at the end of DDAL-EB-04 *The Third Protocol*, she's become a successful salvage broker. She prompts the adventurers to investigate the Thorn Expedition encampment during part 1.

Grateful Goblin. Adventurers who rescued the apprentice artificer Garundah during DDAL-EB-01 *The Night Land*, receive additional information from her about the Thorn Expedition and their camp.



TRADE

Players who visit Salvation or Krona Peak 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, 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 THORN

EXPEDITION

Estimated Duration: 60 minutes

The adventurers investigate a suspicious group of explorers from Morgrave University. Clues found at the explorers' camp expose them as Emerald Claw operatives headed for the Creeping Nave, a daelkyr sanctuary beneath the ruined city of Metrol.

A BRIEF HOMECOMING

The adventure begins in the Gray Beyond, a rough-and-tumble tavern in the salvage outpost of Salvation. When your players are ready to begin, read the following boxed text aloud:

You might have never thought you'd say this, but after everything that's happened recently, it's good to be back in Salvation. The Gray Beyond is a still a welcome oasis from the dusty streets, and as you catch sight of some familiar faces, for a moment, it's as if you never left.

Ask the players to introduce their characters. If the characters have played the previous adventures in this series, ask someone to briefly recap what's happened so far. When they're done, give everyone **inspiration**.

STRANGERS IN TOWN

Rumors swirl about the taproom regarding a group of newcomers who've made camp at the edge of town. The locals have observed or heard several suspicious things about them and share the following information:

- The newcomers are a chartered group of explorers from Morgrave University known as the Thorn Expedition.
- The expedition is heading into the Mournland to uncover lost treasures from the ruins of Metrol. Some say the Mourning originated in Metrol, so it's considered very dangerous to go poking around there.
- The explorers brought their own wagons loaded with supply crates, and their horses are shrouded in black cloth. Oddly, they haven't bought any feed or other supplies for the horses.
- When the wind blows into town from the direction of the camp, it carries a distinct smell of corpse.
- The newcomers are looking to consult with experienced salvage crews about the Mournland.

OLD FRIENDS

- The adventurers could be approached by one or more friendly locals as they consider their next move:



Players with the **Still Alive** legacy event are approached by Kalli Alran if she remained here at the end of DDAL-EB-04 *The Third Protocol*. She's found success as a salvage broker and is concerned about the possibility of undead camped outside town, especially following the events of DDAL-EBEP-01 *The Iron Titan*. She offers them a packet of *dust of disappearance* to help them infiltrate the camp.



Players with the **Grateful Goblin** legacy event are approached by Garundah and Belaluur, who have additional information about the Thorn Expedition. Garundah was curious about them and secretly observed the camp. In one of the tents, she saw the silhouette of a man wearing heavy armor decorated with spikes or bones. He had a low, rasping voice and never left the tent. His only visitor was the expedition's leader, a woman who spoke to him in an intimate, almost familial manner, but Garundah couldn't get close enough to eavesdrop.

NEW ADVERSARIES

After the adventurers catch up on the local gossip, the doors to the Gray Beyond swing open and the **necromancer** Gisaul Varren strides in accompanied by her bodyguard, Garrick, a **thug**. Garrick is dressed as an archaeologist, but has a hard look to him with a jagged scar along his jawline and a perpetual scowl. Gisaul spots the characters and nods to catch their attention. She then walks over and introduces herself.

GISAUL VARREN (JI-SAWL VARR-EN)

Lawful evil, female, half-elf necromancer

Gisaul dresses in impeccable khaki explorer's gear, accentuated by shined black leather that matches her bobbed black hair.

Motivation: Gisaul is an archeologist who found that her academic and necromantic interests overlapped conveniently with those of the Order of the Emerald Claw. She serves the Emerald Claw as long as it advances her academic fame.

Mannerisms: Self-assured, insatiably curious, dangerously competitive, and willing to steal and take credit for others' discoveries.

Quote: "The ruins of the past hold the key to the future, and I intend to see both."

Characters with the **Morgrave University Professor** background recognize Gisaul and are familiar with her reputation as a talented archaeologist with dubious ethics; they have advantage on Wisdom (Insight) checks to catch her lies. Use the following points to guide the conversation:

- Gisaul introduces herself as the head of the Thorn Expedition, named for their patron at Morgrave University. (A lie. There is a Professor Thorn, but he has nothing to do with this expedition.)
- She introduces Garrick to them as her “associate and assistant researcher.” (Another lie. Garrick is her bodyguard and never attended school, much less university.)
- She’s looking for experts on the Mournland and has been directed to the group. She invites the adventurers to dinner at her camp to discuss survival in “the Gray.” (Her intentions here are honest.)
- If pressed, she admits to using Karnathi undead to conserve resources on the trip, rhetorically asking, “This isn’t a crime, is it?” She claims they were provided by Professor Thorn’s Karnathi sponsors. (A lie. Her thugs dug up the corpses from a nearby war grave and she animated them herself.)
- They’re preparing to depart, but won’t enter the Mournland until they’re sure they’re ready for the journey. (True.)

If Gisaul is caught in a lie, she smirks and tries to play it off as a necessity of academic competition. She’s only combative if attacked first.

The adventurers are free to accept or decline her invitation. After she leaves, the locals ask the adventurers to investigate the encampment. If the party is hesitant to, the locals remind them of the responsibilities they bore during Salvation’s recent troubles. Since Sheriff died, they’re the closest thing this lawless frontier town has had to peacekeepers.

THORN EXPEDITION CAMP

The Thorn Expedition camp lies just outside town, near the scrapyards that formerly belonged to Irullan Karnach. The characters are free to investigate the camp in the manner of their choosing.

A letter implicating the Thorn Expedition as Emerald Claw operatives and a tablet with a mysterious sigil on it are located inside the command tent. It’s essential for the adventurers to find these items to move on to part 2.

AREA INFORMATION

The camp has the following important features:

Terrain. The camp is composed of four open wagons and four tents arranged in a circle with a campfire in the center.

Light. The area is brightly lit during the day. At night, the camp is brightly lit by the campfire and *everbright lanterns* hanging from the wagons, but deep shadows lie outside their radiance.

Tents. If a tent takes damage, it collapses and all creatures within are grappled. While grappled by a tent, a creature is restrained, prone, blinded, and has partial cover. A creature can make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to escape as an action, freeing itself or a creature within its reach on a success.

Dealing 15 slashing damage to the tent (AC 10) also frees a creature without harming it.

A WALK IN THE PARK

The camp investigation isn’t intended to present a major challenge, so hijinks should be encouraged! This can provide a moment of levity before the gravity of the events to follow. If combat breaks out, the **bone knight** and **zombies** try to cover Gisaul and the thugs’ escape. The most important thing is that the characters find the letter from the Emerald Claw and the tablet.

EXPLORING THE CAMP

The following members of the Thorn Expedition are present:

- Drago (a **bone knight**) sleeps sitting up in his tent during the afternoon.
- Three **thugs** are loading the wagons and Gisaul (a **necromancer**) is going back and forth between her tent and the command tent.
- Each wagon has a **zombie horse** hitched to it. Two of the wagons (marked “X”) each carry a sealed crate containing four **zombies**.

DINNER INVITATION

If the characters accepted Gisaul’s invitation, she invites them to join her for dinner around the campfire. Her thugs join her before returning to their preparations. During dinner, Gisaul asks the group to explain everything they know about surviving in the Mournland. If the party has a dwarf spellcaster, Gisaul shows them the sigil tablet and asks them what they make of it (see “The Sigil Tablet,” below). She lies that her patron purchased the sigil after it was recovered from the Mournland and is keen to learn more of it.

When Gisaul feels she’s learned enough, she bids the group farewell—though she’s easily persuaded to extend the meeting if the adventurers impress her.

That night, Gisaul stays awake later than anyone else in the camp as she continues her research. The bone knight listens for intruders from within his tent as the rest of the expedition sleeps.

DESPERATE SOUL

One of the thugs, Vorik, was a bounty hunter before he fell in with the Emerald Claw. He recognizes any characters with the **Desperate Soul** background and tries to get them alone to capture them and claim their bounty.

CAMP LOCATIONS

The following locations are shown on the **Thorn Expedition Encampment map** in **appendix A**:

TI. WAGONS

Each wagon has a **zombie horse** hitched to it. The horses are covered in black shrouds to conceal their nature. They only move if ordered to by Gisaul or Drago and only fight to defend themselves. The wagons are laden with archeological equipment and supplies.

- The two wagons marked “X” also carry a sealed crate containing four **zombies**. A creature can use its action

to pry the lid off the crate with an appropriate tool or weapon. If Gisaul or Drago order the zombies to fight, it takes the undead 1 round to break free of the crates.

- The other two wagons are used to carry Gisaul, Drago, the tents, and the expedition members' personal belongings.

T2. COMMAND TENT

A large folding table occupies most of the space inside this tent. The table is covered by maps of pre-Mourning Cyre and Metrol, pages torn from books, and the Emerald Claw letter and sigil tablet (see **Handout 2: Emerald Claw Letter and Sigil Tablet**). The torn pages were stolen from the reference archives at Morgrave University and relate to the history of Metrol and the fall of the Dhakaani Empire. Gisaul has been using them to learn more about the daelkyr sanctuary (to little success). The letter and tablet are obvious to any character who performs a cursory inspection of the tent.

T3. GISAUL'S TENT

This tent has a cot and a trunk containing Gisaul's immaculately folded clothes and personal belongings. A smaller trunk functions as a nightstand and bears a number of pages like those found in area T2.

Trapped Trunk. The trunk is inscribed with a *glyph of warding* spell, requiring a successful DC 15 Intelligence (Investigation) check to spot. If someone other than Gisaul opens the trunk, it crackles loudly with electricity; all creatures within 20 feet of the trunk must make a DC 15 Dexterity save, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.

Treasure. Inside the trunk is Gisaul's spellbook, a *libram of souls and flesh* (detailed in **Handout 3: Gisaul's Spellbook**).

T4. BONE KNIGHT'S TENT

This tent belongs to Gisaul's half-brother, Drago, a **bone knight**. Drago introduced Gisaul to the Order of the Emerald Claw, but since joining, she's been secretly researching a way to remove his armor so he can live a normal life again. Drago is always present in this tent unless he's responding to a disturbance or Gisaul summons him elsewhere.

DRAGO (DRA-GO)

Lawful evil, male, half-elf bone knight

Drago was a Karnathi patriot who devoted his life to king and country by donning (and being fused to) bonecraft armor. Cruelly discarded after the Last War, Drago fell under the sway of the Order of the Emerald Claw, but secretly yearns for release from his cursed fate.

Motivation: Drago found no peace after the Treaty of Thronehold brought an end to the Last War. After he was cast aside, his sister, Gisaul, became his only connection to his former life. Together, they hunt for a way to remove his bonecraft armor so he can carve his own future at his sister's side.

Mannerisms: Deathly cold, dedicated to smiting anyone who stands in the way of his salvation.

Quote: "Come find death under my blade and you'll serve me afterward."



T5. THUGS' TENT

The three **thugs**, Garrick, Vorik, and Goeralt, sleep here at night. They're all rough characters who are poorly disguised as archaeologists. There's also some excavation equipment they wanted to keep out of sight here, including a clay jug full of potent embalming fluid (treat as alchemist's fire).

BREAKING CAMP

After the characters find the Emerald Claw letter and sigil tablet, and they can deal with the Thorn Expedition in the manner of their choosing. If Gisaul or Drago survive, the players gain the **Survivors of the Thorn Expedition** legacy event. At the end of the adventure, ask your players to mark this on their adventure records.

INTERROGATING GISAUL

Presented with evidence of the expedition's ties to the Emerald Claw, the players may wish to capture and interrogate Gisaul. If so, she willingly reveals all in exchange for her life:

- Gisaul and Drago are bringing supplies to their leader Trez Zul, the death knight who's heading excavations at the Creeping Nave; a daelkyr sanctuary deep beneath Metrol.
- Trez Zul learned the sanctuary's location from the war-forged renegade, the Lord of Blades. It's said to hold symbiotic weaponry that could help Trez Zul build an army of super soldiers.
- On arrival in Salvation, Gisaul received a letter from Trez Zul explaining that the excavations had stalled due to the presence of spectral wards inside the sanctuary. Accompanying the letter was a sigil tablet that Trez Zul believes is vital to bypassing the wards (see "The Sigil Tablet," below).
- Trez Zul is convinced that the dwarves of the Mror Holds can identify the sigil on the tablet. He's worried that its powers will be turned against him—if his enemies find out how to use it before him, they could prevent him from unearthing the armory.

THE SIGIL TABLET

The Emerald Claw letter reveals the importance of the sigil tablet. Decrypting this symbol could unlock the secrets of the daelkyr sanctuary and foil the plans Emerald Claw! Each character earns one **hero point** for finding the letter and tablet.

When these clues are found, choose which of the following leads works best for your group:

- Dwarf characters with spellcasting classes recognize the symbol and can reveal the information listed below to the group.
- Adventurers who've met the dwarf artificer Sulring Mroranon can contact him via a House Sivils message station:

Sulring's voice is filled with concern. "I know that sigil, though I haven't seen it in a very, very long time. It's the mark of Spinweave, an ancient, monstrous sage who resides in Sol Udar, the Realm Below, under the Ironroot Mountains of the Mror Holds. In centuries past, dwarves would seek her counsel on esoteric matters, but it always bore a heavy price. I know a dwarf from Clan Soldorak named Rolforror who led such an expedition and should know how to find Spinweave. Or at least I knew him . . . I haven't seen him in over a century, but I can tell you he might be found in Krona Peak."

- If the players haven't met Sulring, they can learn the above information from Annaka Mroran, the potion-brewing tavern keeper of the Tin Pot Tavern.

When the adventurers learn about Spinweave, the *Oracle of War* delivers another verse of the Draconic Prophecy. Read the following boxed text aloud:

The *Oracle of War* shudders and belches a plume of multi-colored smoke. Then it speaks:
"When the voice under the mountain speaks, those who listen shall loosen the grip of the Emerald Claw on the gates to doom."

Characters who analyze the prophecy can reason that the "voice under the mountain" refers to Spinweave. Hearing her counsel may give them an advantage in the battles to come. When the players are ready, proceed to **Part 2: Krona Peak**.

BUT THE CREEPING NAVE!

Your players may be keen to press on to Metrol to scout out the Creeping Nave. If so, stress the importance that Trez Zul's letter places on decrypting the sigil—with such knowledge at their disposal, the players could foil the Emerald Claw's whole operation. If the players contacted Sulring Mroranon, he should urge them to locate Spinweave—especially given the prophecy revealed by the *Oracle of War*.

Reaching Metrol also means a long and perilous journey through the Mournland. The airship earned in DDAL-EB-13 *Stonefire* can't be piloted safely over the mists, so players would have to undertake this mission on foot. If they insist on such a course, you could jump ahead to DDAL-EB-16 *The Dragon Below*, but be warned, exploring the Creeping Nave at this level will be much more dangerous!

PART 2

KRONA PEAK

Estimated Duration: 30 minutes

The adventurers travel to the Mror Holds to consult with Spinweave, an inhuman sage who knows the secrets of the daelkyr. The dwarf Rolforror led a doomed expedition to her lair, but he'll only share its location with the adventurers if they agree to a request of his own.

THE MROR HOLDS

The Mror Holds spread across the Ironroot Mountains. Most Mror communities are at least partially subterranean, extending down into the mountains. The Realm Below is deep beneath the surface, and not every town has a passage to it.

Located in the dwarven realm of Mroranonhold, Krona Peak serves as the seat of the Iron Council and thus is the Mror Holds' equivalent of a capital. This center of commerce provides a major connection to the western nations. Kol Korran's Throne, Khorvaire's largest temple to the Sovereign Lord of World and Wealth, dominates the cityscape.

—*Eberron: Rising from the Last War*

TRAVEL AND TALE SPINNING

Players can use the airship earned in DDAL-EB-13 *Stonefire* to travel swiftly to the Mror Holds, charter their own airship for 1,500 gp, or make the journey overland by coach and lightning rail. Embellish the following boxed text as you see fit to describe the journey to Krona Peak. If the characters use divination magic to find Rolforror, their spells lead them to the Stone Golem tavern.

Your journey takes you north across Thrane, before veering east through Karnath and the sprawling grasslands of the Talenta Plains. From Irontown on the southern shore of Lake Dark, you follow the lightning rail line to the rocky heights of the Ironroot Mountains and the dwarven city of Krona Peak.

However, Rolforror's name only brings mutters of unfamiliarity and shrugs of dismissal from the dwarves on the streets. As evening looms, food, firelight, and a raucous crowd make the Stone Golem tavern as good a place as any to plan your next move.

The Mror dwarves love to tell tales, and the characters are encouraged by the tavern crowd to share theirs. Each player can tell a story about their own character's

adventures. Between each, recount one of the tavern dwarves' stories from **Handout 4: Dwarf Tales** (embellishing each tale as you see fit).

The stories should be told until all the dwarf tales are told. After spinning a tale of their own, a character should make a DC 10 Charisma (Performance) check. The check is made with advantage in the following cases:

- The character is a Mror dwarf.
- They respect Mror tale-spinning conventions (the deeds of the individual glorify the group, boasting is acceptable if it's about your companions, entertainment is prioritized over strict adherence to facts).
- They have a connection to the dwarven ways (such as a beard from the *belt of dwarvenkind* earned during DDAL-EB-10 *Judgment of Iron*. Characters with this belt should be rolling to see if they grow a beard each day!).

Roll for the tavern dwarves too, but they have no modifier on the check as the crowd prefers to hear new stories. All players who impress the dwarves with a successful check earn the **Tavern Tale Spinner** legacy event. At the end of the adventure, ask these players to mark this event on their adventure records.

Treasure. Whoever gets the highest result on the check is awarded an *elixir of health* by the dwarves, "That they might return to tell their tales for many years to come." If this prize is won by a tavern dwarf, the players can't benefit from it.

ROLFORROR'S REQUEST

After the tale spinning concludes, read the following aloud:

The door to the tavern abruptly swings open, sending a chilling draft through the room that quiets the assembly. Standing in the doorway is a dwarf in a dark-gray cloak, his face obscured by shadow.

"*Tol kollan*," he says, as he strides into the room. "We of Clan Soldorak fear not the depths, for we've harnessed their magic for our own. My tale is of an expedition deep into Sol Udar, to seek the counsel of Spinweave, that we might continue to learn and turn the tools of the enemy against them. We sought, and we fought, and we fell one and all, and our clan banner was lost down there in her lair. Only I, Rolforror Soldorak, returned to tell this tale of woe." The dwarf takes an empty stool at the bar and after a few hushed moments, the crowd slowly returns to conversing.



Allow the characters to question Rolforror about his ill-fated expedition. The dwarf explains the following:

- Long ago, Rolforror and his clan brethren sought out Spinweave: a renegade “spider monster” with ties to the daelkyr who acts as a sage and an oracle.
- Rolforror’s memories of Spinweave’s lair are clouded “for it was a place of unearthly madness.”
- Spinweave taught them about the weapons of the daelkyr, but did nothing to defend them when “a creature of shadow” tore them apart.
- Only Rolforror escaped alive. His ancestral clan banner was lost in the dark along with his brethren.

Rolforror offers the characters a map to Spinweave’s lair and promises to pay them 800 gp each if they return the Clan Soldorak banner to him at this tavern. When the characters agree to his request, award each player one **hero point**.

Rolforror is mistaken about one thing: he didn’t escape the Realm Below, instead, he died clutching his clan banner. The figure the adventurers see before them is his ghost. If the characters detect this and confront him with such knowledge, he fades away before their eyes, leaving the map where he stood.

ROLFORROR SOLDORAK (ROLL-FOR-ROAR SOUL-DOOR-ACK)

Lawful neutral, male, dwarf ghost

Rolforror was killed during an ill-fated expedition to seek Spinweave’s council and his spirit haunts the taverns of Krona Peak every fifty years looking for someone to take up his quest. By luck or the machinations of the Draconic Prophecy, the adventurers are in the right place at the right time. He appears to the senses as an ordinary, living dwarf but his true nature can be detected by magical means. He doesn’t reveal it himself until the adventurers return with the Clan Soldorak banner.

Motivation: Rolforror’s story is true, and he can’t rest until his clan banner is returned to the surface.

Mannerisms: Dark, dour, and grim.

Quote: “She knew we were coming and gave us fair counsel. But she did nothing but watch as the horrors below took my comrades and kin.”

When the players are ready, proceed to **Part 3: The Realm Below**.

PART 3

THE REALM BELOW

Estimated Duration: 150 minutes

The adventurers venture into Sol Udar—the Realm Below—and enter Spinweave’s lair to seek her counsel. They learn the peril of dealing with such aberrations, and upon returning to Krona Peak, the truth of Rolforror’s story is revealed.

THE REALM BELOW

In the early days of the Last War, Mror miners made an astonishing discovery: the ruins of an ancient dwarven empire, vast halls deep within the Ironroot Mountains. Explorers uncovered mines still brimming with jewels and precious ores and vaults filled with riches and powerful artifacts. The Mror restored these ancient fortresses and worked to reclaim the secrets of their ancestors.

One question remained: What had become of the ancient dwarves? The answer soon became apparent. As the Mror delved deeper into the Realm Below, they woke an ancient evil: Dyrn the Corruptor, a daelkyr lord of madness. Hordes of aberrations and derro rose from the depths to challenge the explorers. For decades, the Mror lords have been fighting a battle in the depths, struggling to drive the darkness from their ancestral halls.

—*Eberron: Rising from the Last War*

INTO THE SPIDER’S WEB

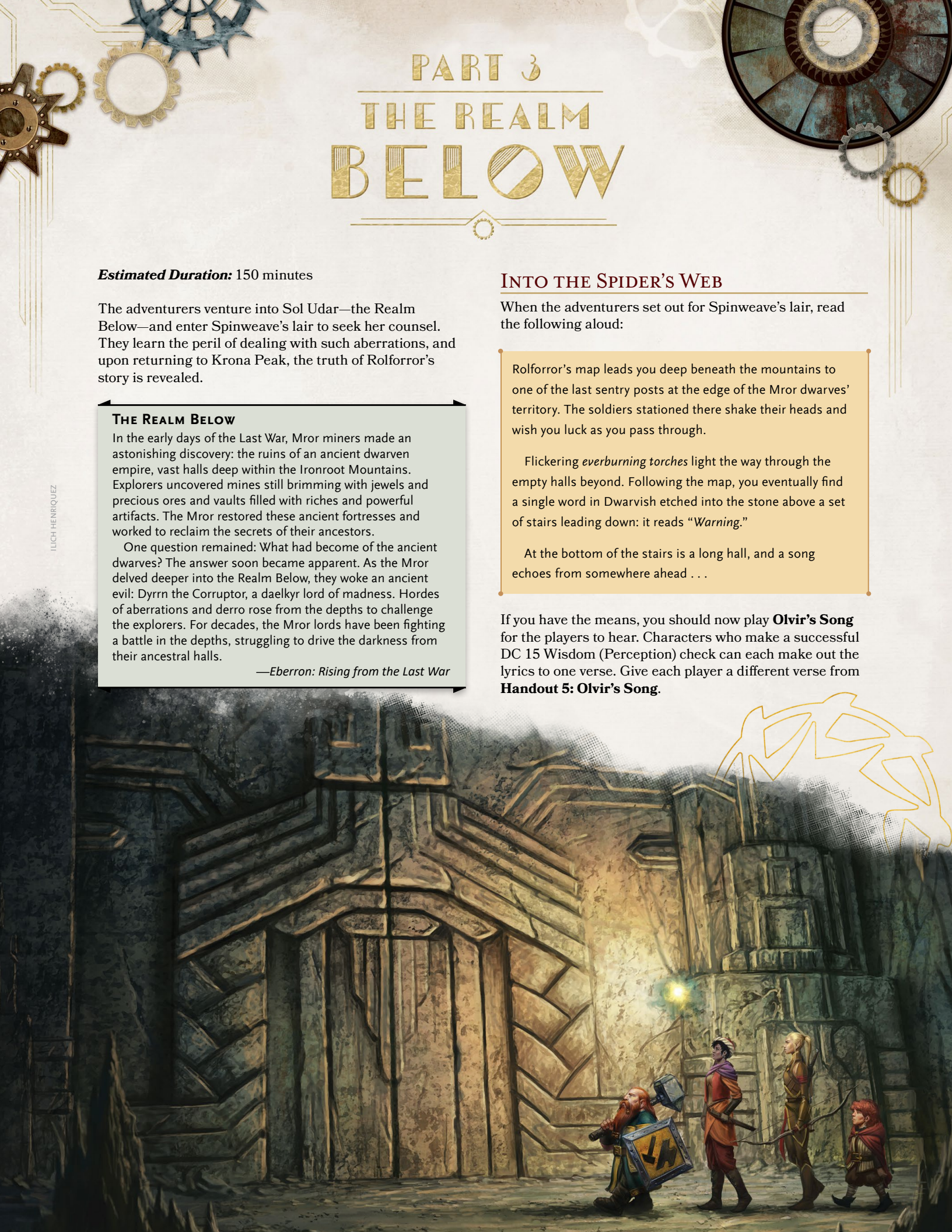
When the adventurers set out for Spinweave’s lair, read the following aloud:

Rolforror’s map leads you deep beneath the mountains to one of the last sentry posts at the edge of the Mror dwarves’ territory. The soldiers stationed there shake their heads and wish you luck as you pass through.

Flickering *everburning torches* light the way through the empty halls beyond. Following the map, you eventually find a single word in Dwarvish etched into the stone above a set of stairs leading down: it reads “*Warning.*”

At the bottom of the stairs is a long hall, and a song echoes from somewhere ahead . . .

If you have the means, you should now play **Olvir’s Song** for the players to hear. Characters who make a successful DC 15 Wisdom (Perception) check can each make out the lyrics to one verse. Give each player a different verse from **Handout 5: Olvir’s Song**.



AREA INFORMATION

Spinweave's lair was originally a tomb for the Mror dwarves' honored heroes. It has the following important features:

Terrain. Ceilings are 15 feet high. The air is cool and moderately humid, with unexplainable drafts of warmer air.

Light. The area is dimly lit by flickering *everburning torches* (a predecessor to *everbright lanterns*).

Nerve Webbing. Gossamer threads stretch across the floor, walls, and ceiling, and into and out of cracks, like bizarre, cellular spiderwebs. The threads are Spinweave's nerve webbing and extend throughout her lair. She uses them to gather thoughts and information for herself and for her daelkyr masters further below. The threads are thickest in area S6, but characters can choose to avoid touching them.

Any character who touches the webbing must make a DC 16 Wisdom saving throw. On a failure, they see a flash race through the webbing as their surface thoughts are relayed to Spinweave. Also, they have disadvantage on initiative checks while in Spinweave's lair and on saving throws against the phantasmal trap in area S3. Either way, they feel Spinweave probing their mind and have a brief vision of a mass of writhing eyes watching them from somewhere in the darkness.

If the threads are intentionally damaged, Spinweave's shadow hunts the party down and attacks (see "Spinweave," below).

SPINWEAVE

The aberration Spinweave once served the daelkyr Valaara, but abandoned their service and relocated to the Realm Below, where she aligned herself to another daelkyr, Dyrn the Corrupter. Centuries in Dyrn's proximity twisted Spinweave's form, causing it to sprout a cruel shadow duplicate. Spinweave offers counsel to outsiders for her own inscrutable ends, then unleashes her shadow to devour them as they leave her lair.

Spinweave lurks in her lair (area S7), but her shadow stalks the characters, observing them from hiding. It attacks with hit-and-run tactics if they damage the nerve webbing, and fights to the death after the party receives Spinweave's counsel. **Spinweave and her shadow both share the same stat block** (although some traits are only available in Shadow Form, as indicated in the stat block). **They can only use lair actions in area S6.** Spinweave's shadow won't pursue characters into the entry hall beyond area S1. Spinweave herself avoids combat and flees into the Ethereal Plane if attacked.

SPINWEAVE

Chaotic evil, female aberration

Spinweave is a huge, pale spider with a bulbous head dominated by a writhing mass of eyes, spinnerets, and tentacles with a gaping, fanged maw beneath.

Motivation: Spinweave lurks in the dark and listens through her nerve webbing to what transpires in the mountains above, always gathering information for her master, Dyrn the Corrupter.

Mannerisms: Always plotting to an unknowable end.

Quote: "I knew you were coming, and I have been waiting. Tell me why you came here, and I'll tell you what you want to know."

SPINWEAVE'S SHADOW

Chaotic evil aberration

Spinweave's shadow shares the same ghastly form as Spinweave, only drawn from cloying shadows.

Motivation: Spinweave's shadow exists to defend Spinweave and test those who seek her counsel. It does so by attempting to kill them before they can leave.

Mannerisms: Spinweave's shadow is a prowling force that kills silently and sadistically, eternally curious about how to pull mortals apart.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

Very Weak: Spinweave only has 171 hit points. Remove her legendary actions and lair actions.

Weak: Remove Spinweave's lair actions.

Strong: Spinweave can use lair actions anywhere within her lair.

Very Strong: Spinweave has 427 hit points. She can use lair actions anywhere within her lair.

SPINWEAVE'S LAIR LOCATIONS

The following locations are shown on the **Spinweave's Lair map** in **appendix A**:

S1. THE MOUTH OF SPINWEAVE

The hall opens into a square room draped in strange webbing. Another hall exits to the west and heavy double doors are set in the northeast corner. The song you heard originates from a cadaverous dwarf with glassy eyes. As he turns to face you, you spot a thick coil of webbing running up from the floor and underneath his shirt.

The dwarf is Olvir, a member of Rolforror's doomed expedition. Spinweave has kept him in a state of half-life to use as a puppet to greet her guests. Spinweave can observe through Olvir's senses and speak through his mouth. When she isn't using him, his remaining consciousness sings to ease his solitude. The nerve webbing connects to his spine and he'll die if it's severed.

If Olvir sees the characters, he asks them why they've come. He tells them that Spinweave will receive them, but each path through the lair is dangerous. He only smiles wickedly if they ask for more information.

S2. HALL OF THE HONORED ANCESTORS

Four statues of regal dwarves holding weapons to their chests stand along the western wall. A cacophony of nonsensical hooting and babbling can be heard from the hall to the north.

The base of each statue has an inscription in old Dwarvish. Characters who speak Dwarvish or who make a successful DC 15 Intelligence (History) check can interpret the archaic writing. Three of the statues name heroes and summarize their deeds. The inscription under the second

statue reads, “Let us lower our weapons, kinfolk, and proceed in peace.” This statue is both a means to open the secret door to area S3 and a trap.

Statue Trap. The statue bears a stone axe with a sharp edge. Seams on the statue’s shoulders allow its arms to be pulled downward to open the secret door. Another seam at the waist allows it to rotate and swing the axe if anyone other than a dwarf moves its arms.

If a non-dwarf pulls the statue’s arms down, the door opens, but the statue makes two attacks that target one or two creatures within 5 feet (+5 to hit). On a hit, it deals 11 (2d10) slashing damage. This attack can’t gain advantage or disadvantage.

Characters who examine the statue as an action and make a successful DC 10 Wisdom (Perception) check notice the statue’s seams. The trap can’t be disarmed without also ruining the mechanism for opening the secret door. If a dwarf pulls the arms down, the secret door opens without triggering the trap. The statue has a faint aura of divination magic, which a *detect magic* spell picks up on.

S3. WINDING WAY

The walls of this winding hall are lined with stone benches and shallow alcoves.

This hallway descends 10 feet at each set of stairs. It was originally a path used for contemplation and making offerings on the way to the main tomb in area S6, but it now houses the psychic detritus of Spinweave’s observations. Spinweave sifts through the thoughts she collects and deposits the useless ones here in this hall. They take the form of nightmares and fears that can do very real harm.

When a creature other than Spinweave or her shadow enters the southern end of the hall (the shaded area on the map), all creatures in the southern end of the hall (and in area S2 if the secret door is open) must make a DC 16 Wisdom saving throw. On a failed save, the target becomes frightened for 1 minute. At the end of each of its turns, the target must repeat the saving throw, ending the effect on a success. On a failed save, they take 22 (4d10) psychic damage. Spinweave and her shadow are immune to the effects of the trap.

S4. BRIDGE OVER MIST

Most of the floor of this long hall has tumbled into a pit of slowly churning gray mist below. What remains forms a long bridge leading to a set of double doors on the other side.

Spinweave’s shadow won’t enter this room.

The ruined floor of this chamber lies in the mists, faintly visible 20 feet below the bridge. The bridge is solid, but a **juvenile kraken** lurks in the mist, waiting to snatch any who try to cross. The mist is treated as water, except no creature other than the juvenile kraken can swim or breathe in it. The area within the mist is heavily obscured, although creatures with truesight can see through it.

An opening at floor level leads to area S7, but the mist doesn’t flow through it and remains within this area.

Treasure. The skeletal remains of one of Rolforror’s doomed expedition rest on the floor, concealed by the mist. Their gently squirming *tentacle rod* lies nearby.

S5. TAUNTING THE GIBBERING MOUTHER

A dozen short, ill-kempt figures are howling and dancing wildly around the center of this hall. They’ve surrounded an aberration—all amorphous flesh, teeth, and eyes—and are poking it with their hooked spears.

Twelve **derro** are tormenting a **gibbering mouter** they have surrounded. The derro are subject to its Aberrant Ground and Gibbering traits and are rather enjoying the effects, even if the mouter has caught and eaten a few of their number. The derro and the gibbering mouter are entirely focused on each other and have disadvantage on Wisdom (Perception) checks.

Treasure. Diamonds worth a total of 1,000 gp are embedded in the gibbering mouter’s liquified flesh. Observers with a passive Wisdom (Perception) score of 15 or higher can see the jewels periodically rising to the surface before being subsumed again. The jewels can be retrieved if the gibbering mouter dies.



S6. NERVE CENTER—UPPER LEVEL

The nerve webbing is thick in this area and runs down the hole at the back of the room which opens into S7. The webbing there is strong enough to climb.

Treasure. Rolforror's Clan Soldorak banner is visible underneath the nerve webbing and can be retrieved if it's cut free or removed by magical means. A dwarf skeleton still clutches the banner (these are Rolforror's own remains).

S7. NERVE CENTER—LOWER LEVEL

Spinweave lurks here atop a pillar of rough stone. When the characters enter, read the following boxed text aloud:

The strange webbing that drapes the dungeon radiates from this chamber. At the heart of the web, a grotesque spider squats on a stone pillar. Its pallid head is a mass of tentacles, spinnerets, and eyeballs on stalks. Underneath this blob, a wet mouth curls into a cruel smile.

Spinweave is pleased to talk with the characters and freely divulges the following to the characters:

- The tablet that the Emerald Claw found was taken from her old lair. Spinweave was once a priest of Valaara, the Crawling Queen, one of the daelkyr from the plane of Xoriat.
- Nine thousand years ago, Valaara was imprisoned deep underground by the Gatekeeper druids, who erected powerful seals to keep her in place.
- For years, Spinweave dwelt within the Creeping Nave—a sanctuary built around one of the old Gatekeeper seals—where the faithful of Valaara could consult with their queen.
- Spinweave abandoned Valaara's service thousands of years ago and came here to serve another imprisoned daelkyr, Dyrnn the Corrupter.
- The gatekeeper seal at heart of the Creeping Nave is powered by soul energy drawn from Dolurrrh, the Realm of the Dead.
- If the seal is damaged, the negative energy of Dolurrrh could leech into the world, with terrible results. Destroying the seal entirely could free Valaara and permanently open a portal to Dolurrrh, potentially bringing about the end of the world.
- To fortify this seal, one must find a way to empower the bound spirits. There is one mortal living nearby who could help: an orc bonecaster called the "Dream Eater." The dwarves should know where to find her.

Spinweave refuses to reveal the layout of the Creeping Nave or describe its horrors. If the adventurers specifically ask about how to stop Trez Zul, Spinweave reveals the following:

- Destroying the Gatekeeper seal will release Valaara permanently, but the Gatekeepers installed a safeguard to temporarily release the daelkyr without breaking the seal. Inside the Creeping Nave, there's a particular tile on the floor, shaped like a dragon. Remove it and trace the name "Vvaraak" in Druidic in the sand beneath, along with three drops from a *potion of healing*. Once

freed, Valaara is sure to punish any miscreants pillaging her sanctuary.

Characters who learn this information gain the **Desperate Measures** legacy event. At the end of the adventure, ask your players to mark this on their adventure records.

After Spinweave's counsel is complete, she tells the adventurers, "I receive so few visitors now, and even fewer ever leave . . . It is coming . . . It is here . . ." With that, she retreats into the Ethereal Plane and her shadow form arrives to kill the party before they can escape her lair.

ENDING THE ADVENTURE

Once the adventurers have escaped Spinweave's lair and returned to the Stone Golem tavern in Krona Peak with the Clan Soldorak banner, read the following:

The hour is late when Rolforror arrives at the tavern to meet you. When he holds the banner in his hands, his gaze extends into the mists of memory. After a moment, his focus returns to the present and he sets the banner upon the bar, saying, "Thank you all. At long last, I can take my rest . . ." With a peaceful expression on his face, he fades from sight, leaving a chill in the room that lasts until morning.

ABOUT THE AUTHOR

Andy Dempz was a Red Box baby who took an extended break from TTRPGs to play guitar in hardcore punk bands (though he'd never claim to be a bard), study martial arts on multiple trips to Japan (nor a monk), and work as a master automotive mechanic (nor a . . . tinker gnome?). After becoming a parent, he returned to D&D, and the seeds for his written adventures are often sown in the multiple overlapping campaigns he DMs in his home of Ann Arbor, MI. You can follow him on Twitter at @AndyDempz.

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 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
Belaluur	Neutral, female, goblin salvage broker	Belaluur is jovial by nature, but is nevertheless a shrewd bargainer and a ruthless operator.
Drago	Lawful evil, male, half-elf bone knight	After the Last War, Drago fell under the sway of the Order of the Emerald Claw, but secretly yearns for release from his cursed fate.
Garundah	Neutral, female, goblin artificer's apprentice	Reckless daughter of the salvage broker, Belaluur.
Gisaul Varren	Lawful evil, female, half-elf necromancer	The leader of the Thorn Expedition. A ruthless archaeologist and an Emerald Claw operative.
Kalli Alran	Neutral, female, human salvage broker	Kalli was part of the Gray Dogs salvage crew and has made a successful transition to being a salvage broker.
Rolforror Soldorak	Lawful neutral, male, dwarf ghost	Rolforror led a doomed expedition to seek Spinweave's counsel and now haunts Krona Peak seeking the return of his clan's banner from her lair.
Spinweave	Chaotic evil, female aberration	An ancient, inhuman sage who dwells in the Realm Below. Mror dwarves occasionally seek her wisdom.
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.

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.

DERRO

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	9 (-1)

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 1/4 (50 XP)

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

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

ACTIONS

Hooked Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage. If the target is Medium or smaller, the derro can choose to deal no damage and knock it prone.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

GIBBERING MOUTHER

Medium aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Absorbant Ground. The ground in a 10-foot radius around the mouter is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The mouter babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouter and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

Multiattack. The gibbering mouter makes one bites attack and, if it can, uses its Blinding Spittle.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouter.

Blinding Spittle (Recharge 5–6). The mouter spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouter's next turn.



JUVENILE KRAKEN

Huge monstrosity (titan), chaotic evil

Armor Class 16 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	19 (+4)	15 (+2)	17 (+3)

Saving Throws Str +12, Dex +5, Con +10, Int +9, Wis +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., passive Perception 12

Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak; telepathy 60 ft

Challenge 14 (11,500 XP)

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

ACTIONS

Multiattack. The kraken makes two tentacle attacks, each of which it can replace with a use of Fling.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage. If the target is a Medium or smaller creature grappled by the kraken, that creature is swallowed and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 21 (6d6) acid damage at the start of each of the kraken's turns. One Medium or two smaller creatures can be swallowed at the same time.

If the kraken takes 35 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in spaces within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, and the target is grappled (escape DC 20). Until the grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One Medium or smaller object held or creature grappled by the kraken is thrown up to 40 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Strike. The kraken magically creates a bolt of lightning, which can strike a target the kraken can see within 90 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Fling. The kraken uses Fling.

Tentacle Attack (Costs 2 Actions). The kraken makes one tentacle attack.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 40-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 18 Constitution saving throw, taking 11 (2d10) poison damage on a failed save or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

NECROMANCER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances necrotic

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

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

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

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

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

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

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

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

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

*Necromancy spell of 1st level or higher

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

ACTIONS

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

SPINWEAVE

Large aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 342 (36d10 + 144)

Speed 30 ft., climb 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8

Skills Stealth +12, Perception +12

Damage Resistances necrotic (shadow form only)

Condition Immunities prone

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22

Languages Common, Deep Speech, Dwarvish, Undercommon

Challenge 17 (18,000 XP)

Ethereal Jaunt. As a bonus action, Spinweave can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Legendary Resistance (3/Day). If Spinweave fails a saving throw, she can choose to succeed instead.

Living Shadow (Shadow Form Only). While in dim light or darkness, Spinweave has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth (Shadow Form Only). While in dim light or darkness, Spinweave can take the Hide action as a bonus action.

ACTIONS

Multiattack. Spinweave makes two bite attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) necrotic damage.

Eye Rays. Spinweave shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets she can see within 120 feet of her:

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Poison Ray.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a successful one.

4. **Web Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature is restrained by webbing. As an action, the restrained creature can make a DC 16 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

5. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

6. **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Shadow Breath (Shadow Form Only; Recharge 5–6). Spinweave exhales a cloud of shadowy vapor in a 30-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one. The vapor creates an area of antimagic, as in the *antimagic field* spell, in the 30-foot cone that lasts until the start of Spinweave's next turn. The area works against Spinweave's own eye rays.

LEGENDARY ACTIONS

Spinweave can take 3 legendary actions, choosing from the options below. She can take only one legendary action at a time and only at the end of another creature's turn. Spinweave regains spent legendary actions start of her turn.

Bite. Spinweave makes one bite attack.

Eye Ray. Spinweave uses one random eye ray.

LAIR ACTIONS

When fighting inside her lair, Spinweave can invoke the ambient magic to take lair actions. On initiative count 20 (losing ties), Spinweave can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

- A 50-foot-square area of ground within 120 feet of Spinweave becomes slimy; that area is difficult terrain until initiative count 20 on the next round.
- Walls within 120 feet of Spinweave sprout grasping appendages until initiative count 20 on the round after next. Each creature of Spinweave's choice that starts its turn within 10 feet of such a wall must succeed on a DC 16 Dexterity saving throw or be grappled (escape DC 16).
- On a solid surface within 60 feet of Spinweave, an eye opens and shoots one random eye ray at a target of Spinweave's choice that she can see. The eye then closes and disappears.

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6 + 2) bludgeoning damage.

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

ZOMBIE HORSE

Large undead, unaligned

Armor Class 10

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie 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 zombie drops to 1 hit point instead.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 9 (2d4 + 4) bludgeoning damage.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie 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 zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) bludgeoning damage.

ENGINES OF WAR

SUMMARY

Engines of War is a three-part storyline for the *Oracle of War* campaign. In *Engines of War*, the Order of the Emerald Claw seeks to harness a terrifying power buried under the ruins of Metrol. To thwart their plot, you must travel to the Mror Holds, the Talenta Plains, and the depths of Khyber.

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 the Lord of Blades had captured him and forced him to craft a new device, the *Oracle of Bones*. You rescued Sulring from captivity, but the Brelsh flying fortress Argonth was lost during the battle.

Brought before the Institute of the Twelve, the *Oracle* revealed a new prophecy that indicated the Lord of Blades was now a direct threat to Khorvaire. Sulring Mroranon revealed he had received assistance from the Order of the Emerald Claw to craft the *Oracle of Bones*. You captured one of the Emerald Claw's commanders and learned that the Lord of Blades had traded him a map to the ruins of a daelkyr sanctuary deep below Metrol. Before you could act on this information, agents of the Undying Court made a deadly move to seize control of the *Oracle of War*, awakening elven sleeper agents across the continent. As Khorvaire reels from the attack, you return to the Mournland to seek out the daelkyr sanctuary.

OBJECTIVES

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

1. Discover what the Order of the Emerald Claw is doing in the daelkyr sanctuary.
2. Find a way to foil their evil schemes.
3. Capture the agent in charge and interrogate them about the whereabouts of the *Oracle of Bones*.

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: EMERALD CLAW LETTER AND SIGIL TABLET

Gisaul,

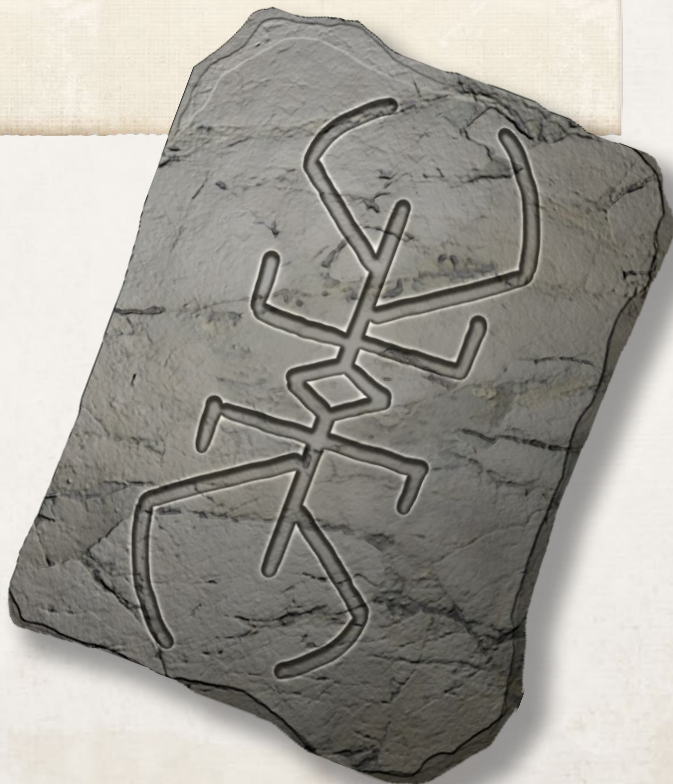
I trust this letter finds you having arrived safely in Salvation. Alas, our excavations beneath Metrol have been temporarily halted. It seems the armory is sealed behind a ward of immense power; millions of restless spirits bound within Rhyber dragonshards. This seal was planted long ago by the Gatekeepers, and is bound to Dolurh, the Realm of the Dead. If broken, the consequences are unknowable, possibly catastrophic. In our haste to reach the symbionts, we could accidentally tear apart the boundaries between planes.

Near the seal, we found tiles and tablets bearing arcane sigils; so far, I've been able to interpret most of them, but the meaning of the one accompanying this letter continues to elude me. It could be dwarven, as I recall seeing this mark in a tome I studied during my tenure in the Mror Holds.

We *must* find out the meaning of this sigil before our enemies do! I am convinced that it is the key to unlocking the secrets of this place. I need you to help research its meaning; for my own part, I'll send agents to the Mror Holds to investigate further. If you can, enlist the help of a dwarf artificer. Whoever decipheres this sigil could get us inside the armory—or use its secrets to foil all our plans! We need those symbionts; for the sake of all our work, that sigil must not fall into enemy hands.

Every knee shall bend before the Order of the Emerald Claw!

Trez Zul



HANDOUT 3: GISAUL'S SPELLBOOK

LIBRAM OF SOULS AND FLESH

Wondrous item, rare (requires attunement by a wizard)

With covers made of skin and fittings of bone, this tome is cold to the touch, and it whispers faintly. When found, the book contains the following spells, which are wizard spells for you while you are attuned to the book: *animate dead*, *circle of death*, *false life*, *finger of death*, *speak with dead*, *summon undead* (see *Tasha's Cauldron of Everything*), *vampiric touch*. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- If you spend 1 minute studying the book, you can expend 1 charge to replace one of your prepared wizard spells with a different spell in the book. The new spell must be of the necromancy school.
- As an action, you can expend 1 charge to take on a semblance of undeath for 10 minutes. For the duration, you take on a deathly appearance, and undead creatures are indifferent to you, unless you have damaged them. You also appear undead to all outward inspection and to spells used to determine the target's status. The effect ends if you deal damage or force a creature to make a saving throw.

Unique to this item:

The spellbook also contains the following spells: *bestow curse*, *Bigby's hand*, *blight*, *blindness/deafness*, *cloudkill*, *dimension door*, *mage armor*, *ray of enfeeblement*, *ray of sickness*, *stoneskin*, *vampiric touch*, *web*.

HANDOUT 4: DWARF TALES

“Tol kollan . . .”—in Common, “That reminds me of a story . . .”

A dwarf from Clan Doldarun’s tale:

“Tol kollan . . . Doldarun soldiers have always been among the best and bravest of the Mror Holds, and their daring and dedication to not just hold the line, but to win the war, is what makes the lives we all enjoy today possible.”

A dwarf from Clan Mroranon’s tale:

“Tol kollan . . . While the Mroranon dwarves are both stout warriors and shrewd negotiators, the greatest virtue of our people is in our leadership. For it was Mroranon himself who rallied the exiles to establish the Mror Holds, and it’s our people today who have the deepest investments in the Realm Below.”

A dwarf from Clan Soldorak’s tale:

“Tol kollan . . . The old ways have their value, but we mustn’t be too rigid, for in adaptation lies the path forward. Soldorak challenged Lord Mror for the good of the common folk when his rule grew oppressive, and Soldorak dwarves have pioneered the use of dolaur, symbiont magic, to turn the weapons of our enemies below against them, and we’re all better for it.”

HANDOUT 5: OLVIR'S SONG

Five of us set out, seeking answers below,
What fate lay in darkness, we did not know.

The first of us fell to the gibbering mass,
In Sol Udar lost, he would not be the last.

We pressed on to a span over gray swirling mist,
Two were pulled down by the lurker within.

We followed the web trail, for Spinweave we sought,
After her counsel, her shadow we fought,
It hunted us in the tombs, and my comrade was lost.

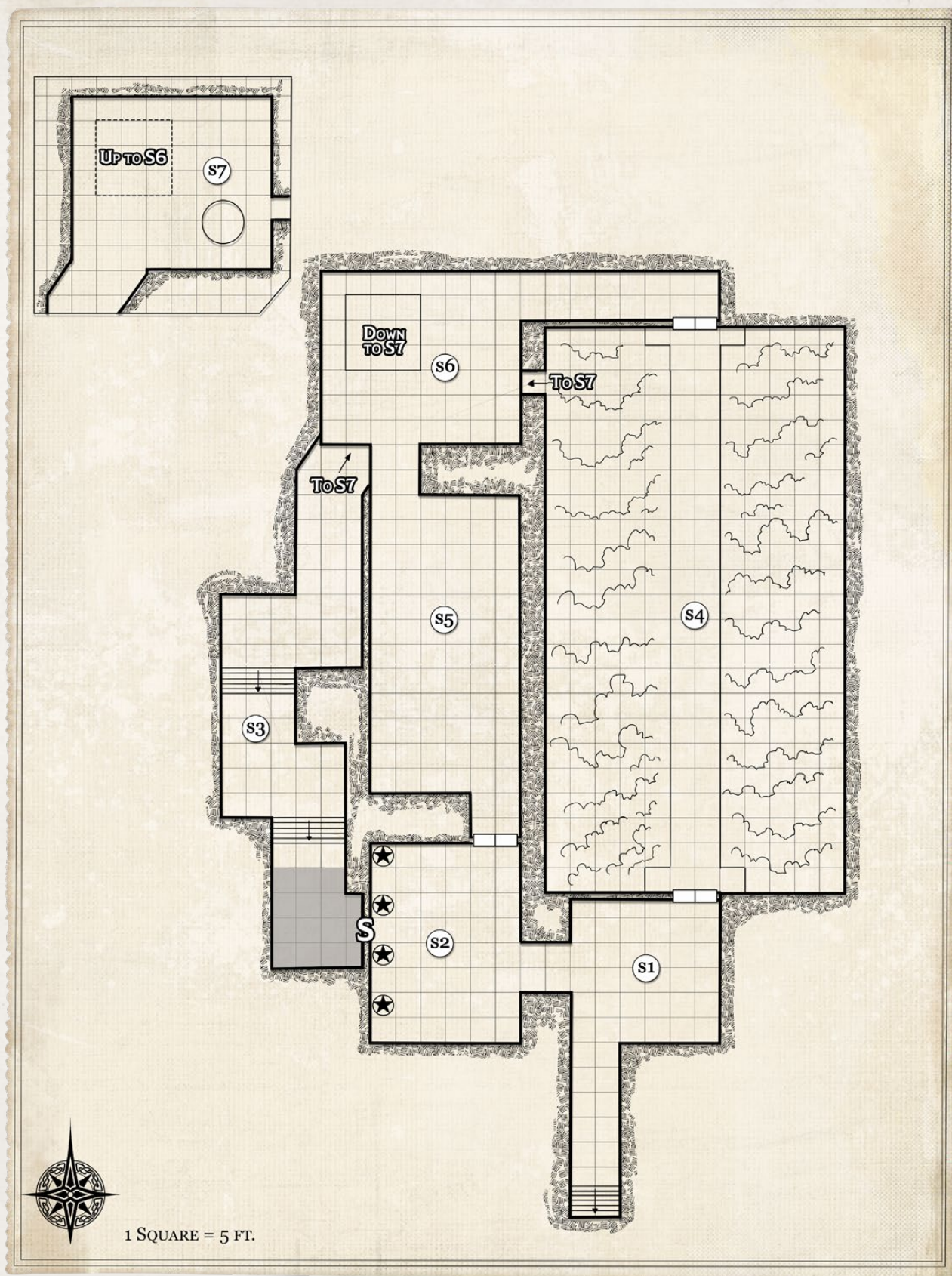
It seems she had plans for me, for here I stay,
Deep down in Sol Udar till the end of my days.

APPENDIX A: DUNGEON MASTER'S MAPS

THORN EXPEDITION ENCAMPMENT



SPINWEAVE'S LAIR



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 appendixes 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-14 FROM DUST

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

ADVENTURE NOTES

You investigated the Thorn Expedition and discovered they were Emerald Claw operatives heading to Metrol to join an excavation to uncover the Creeping Nave. To learn more, you went to Krona Peak to find Rolforror, a dwarf who could lead you to the mysterious sage Spinweave. After trading tales with the Mror dwarves, you met Rolforror and he tasked you with retrieving his clan's banner from Spinweave's lair. You ventured there, received Spinweave's counsel, and escaped the dangers of her lair with the banner. After receiving the banner, Rolforror's spirit was put to rest.

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

- ☐ 800 gp for returning the Clan Soldorak banner to Rolforror.

Choose ONE bonus reward:

- ☐ Gisaul's *libram of souls and flesh* for searching her trunk (handout 3).
- ☐ A packet of *dust of disappearance* from Kalli Alran.
- ☐ An *elixir of health* for telling the best story of the night at the Stone Golem tavern.
- ☐ Diamonds worth 1,000 gp, recovered from the gibbering moulder (can be crushed into dust for spell components).
- ☐ A *tentacle rod* you found in the juvenile kraken's lair.

CHARACTER WEALTH

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

LEGACY EVENTS

- ☐ Survivors of the Thorn Expedition. Some members of the Thorn Expedition are still alive. Check who survived below:
 - ☐ Gisaul Varren
 - ☐ Drago
- ☐ Desperate Measures. Spinweave taught you how to temporarily release Valaara from Khyber by performing a ritual in the Creeping Nave. This could prove . . . useful?
- ☐ Tavern Tale Spinner. You impressed the dwarves at the Stone Golem tavern with your tale-spinning prowess. At the end of this adventure, you can return to the Stone Golem to carouse with the dwarves. Roll a d6:
 - 1–2: You gain a hipflask of Frostmantle Fire, a strong dwarven liquor. If you drink from this hipflask as an action, you are immune to fear for 1 hour. You can drink from the hipflask three times before it empties.
 - 3–4: The dwarves etch your tale into the walls of the tavern, immortalizing your legend in dwarf lore. You begin your next adventure with 2 hero points.
 - 5–6: One of the noble dwarves is so impressed with your tales that she commissions a bejeweled ivory statue of you or one of your companions (value 1,500 gp, but can only be sold at market for 500 gp).