

ROLLING THUNDER

• ORACLE OF WAR EPIC 2 •



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By

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A FOUR-HOUR MULTI-TABLE ADVENTURE FOR TIER 2 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](#).

LEE MOYER



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ADVENTURE OVERVIEW

This adventure is designed for **three to seven 5th- to 10th-level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range can't participate in this adventure.

This is a special D&D Epics™ 4-hour interactive adventure, originally designed for two or more tables playing together. Each group must contain characters of tier 2 (levels 5–10). While it's best enjoyed with multiple groups, the adventure is also playable with a single group.

This adventure occurs in Eberron, in the nation of Breland. This special event is designed to accompany the *Dogs of War* storyline. *Dogs of War* is part of the *Oracle of War* Eberron campaign for the D&D Adventurers League.

BACKGROUND

The nation of **BRELAND** stands on the brink of war with its neighbor **THRANE**. As tensions rise, **LORD KOR IR'WYNARN** rides north on the royal lightning rail train **EXCELSIOR** to reinforce the border. Learning that Lord Kor carries a classified file of top secret intelligence on the **ORACLE OF WAR**, the adventurers attempt a daring rail heist to steal the documents!

However, they aren't the only ones targeting Lord Kor: also on board is a crack team of revolutionaries from the **SWORDS OF LIBERTY**, who have planted bombs throughout the train as part of a deadly strike against the Brelish monarchy!

OVERVIEW

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

- **Part 1: The Plan (10 mins).**

Sky Blue and Earl brief the group on their mission. Each adventurer picks one item to aid them during the heist.

- **Part 2: The Job (180 mins).**

The adventurers race to compete four quests in different railcars on the train.

- **Part 3: The Twist (50 mins).**

The players try to break into the train's vault. Sky Blue and Earl reveal the success or failure of the heist, along with any rewards.

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.

CONTINUING THE STORY

This adventure can take place at any time during the *Dogs of War* storyline but, for continuity, it's best enjoyed before the other adventures in the storyline have been played.

LEGACY EVENTS

For simplicity and speed of play, this adventure doesn't incorporate any legacy events from previous adventures in the *Oracle of War* series.

TRADE

At the start of this adventure, players can visit Sharn and buy anything from the Adventuring Gear, Armor, Equipment Packs, Tools, or Weapons tables in chapter 5 of the *Player's Handbook*. In addition, players can also purchase spell components, so long as each component doesn't exceed 500 gp value. Items can also be sold for half their listed value, although players can gain no more than 20 gp per adventure in sales.

HERO POINTS

In the *Oracle of War* campaign, adventurers are supposed to be a cut above the rest. To reflect this, each character in the party gains one **hero point** at the start of this adventure. Players earn additional hero points by completing story goals. The DM may not award hero points except as specifically directed in the adventure. At the end of the adventure, the players lose any hero points they've accrued.

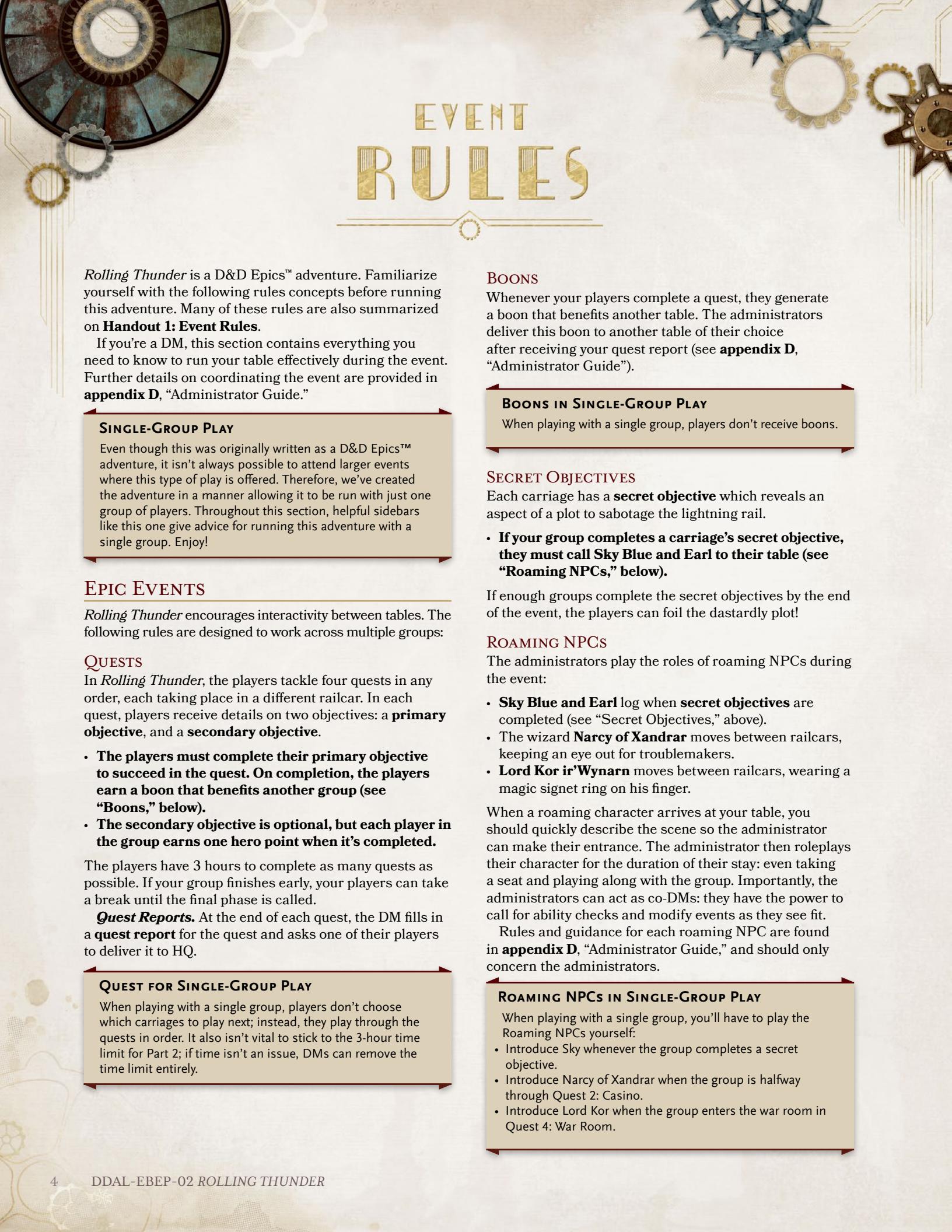
HERO POINTS

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

RUNNING THIS EVENT

This adventure was designed for multiple groups working together. Guidelines for coordinating the adventure as a multitable event appear in **appendix D**, "Administrator Guide." If you aren't helping coordinate, you don't need to read or print this section.

You can also **run the adventure for a single group**, using the guidance provided in "Event Rules." If you do, your progress through the lightning rail train is simulated using simple rules.



EVENT RULES

Rolling Thunder is a D&D Epics™ adventure. Familiarize yourself with the following rules concepts before running this adventure. Many of these rules are also summarized on **Handout 1: Event Rules**.

If you're a DM, this section contains everything you need to know to run your table effectively during the event. Further details on coordinating the event are provided in **appendix D**, "Administrator Guide."

SINGLE-GROUP PLAY

Even though this was originally written as a D&D Epics™ adventure, it isn't always possible to attend larger events where this type of play is offered. Therefore, we've created the adventure in a manner allowing it to be run with just one group of players. Throughout this section, helpful sidebars like this one give advice for running this adventure with a single group. Enjoy!

EPIC EVENTS

Rolling Thunder encourages interactivity between tables. The following rules are designed to work across multiple groups:

QUESTS

In *Rolling Thunder*, the players tackle four quests in any order, each taking place in a different railcar. In each quest, players receive details on two objectives: a **primary objective**, and a **secondary objective**.

- **The players must complete their primary objective to succeed in the quest. On completion, the players earn a boon that benefits another group (see "Boons," below).**
- **The secondary objective is optional, but each player in the group earns one hero point when it's completed.**

The players have 3 hours to complete as many quests as possible. If your group finishes early, your players can take a break until the final phase is called.

Quest Reports. At the end of each quest, the DM fills in a **quest report** for the quest and asks one of their players to deliver it to HQ.

QUEST FOR SINGLE-GROUP PLAY

When playing with a single group, players don't choose which carriages to play next; instead, they play through the quests in order. It also isn't vital to stick to the 3-hour time limit for Part 2; if time isn't an issue, DMs can remove the time limit entirely.

BOONS

Whenever your players complete a quest, they generate a boon that benefits another table. The administrators deliver this boon to another table of their choice after receiving your quest report (see **appendix D**, "Administrator Guide").

BOONS IN SINGLE-GROUP PLAY

When playing with a single group, players don't receive boons.

SECRET OBJECTIVES

Each carriage has a **secret objective** which reveals an aspect of a plot to sabotage the lightning rail.

- **If your group completes a carriage's secret objective, they must call Sky Blue and Earl to their table (see "Roaming NPCs," below).**

If enough groups complete the secret objectives by the end of the event, the players can foil the dastardly plot!

ROAMING NPCs

The administrators play the roles of roaming NPCs during the event:

- **Sky Blue and Earl** log when **secret objectives** are completed (see "Secret Objectives," above).
- The wizard **Narcy of Xandrar** moves between railcars, keeping an eye out for troublemakers.
- **Lord Kor ir'Wynarn** moves between railcars, wearing a magic signet ring on his finger.

When a roaming character arrives at your table, you should quickly describe the scene so the administrator can make their entrance. The administrator then roleplays their character for the duration of their stay: even taking a seat and playing along with the group. Importantly, the administrators can act as co-DMs: they have the power to call for ability checks and modify events as they see fit.

Rules and guidance for each roaming NPC are found in **appendix D**, "Administrator Guide," and should only concern the administrators.

ROAMING NPCs IN SINGLE-GROUP PLAY

When playing with a single group, you'll have to play the Roaming NPCs yourself:

- Introduce Sky whenever the group completes a secret objective.
- Introduce Narcy of Xandrar when the group is halfway through Quest 2: Casino.
- Introduce Lord Kor when the group enters the war room in Quest 4: War Room.

SUSPICION

Most quests require the characters to act covertly and avoid drawing attention to themselves. As the DM, you must track how much **suspicion** they accrue.

GAINING SUSPICION

Players gain suspicion as follows:

- Whenever the players perform a suspicious act, note down **one suspicion point** and roll a d20. If you roll higher than the group's current suspicion, the act goes unnoticed by any NPCs in sight.
- If you roll equal to or under the group's current suspicion, the alarm is raised, and the group is challenged (see "Raising the Alarm," below).
- A blatantly suspicious act—such as attacking an NPC or casting an inappropriate spell—raises the alarm at once.

At your discretion, characters can make Dexterity (Stealth) or Charisma (Deception) checks to avoid gaining suspicion, opposed by the Wisdom (Insight or Perception) checks of any NPCs in sight.

RAISING THE ALARM

If the alarm is raised, stand up and shout "Alarm!" When this occurs, **all DMs in the event** must add one point to their suspicion totals.

When the alarm is raised, any nearby NPCs challenge the offending characters. Roleplay the interaction; if the players convince the NPCs of their innocence, play can continue at the same level of suspicion. At your discretion, you could also rule the alarm doesn't cause the players to fail their objective.

Players who fail to defuse the situation find themselves in deep trouble. The NPCs try to apprehend them, and combat is likely to ensue (see "Sky's Getaway," below, when this first occurs). In most quests, raising the alarm fails the primary objective. If the players escape to the next carriage or overcome their enemies, reset the group's suspicion to zero.

SKY'S GETAWAY

When combat first occurs, Sky Blue intervenes with a get-out-of-jail-free card. Read the following boxed text aloud:

The lights in the carriage flicker and die out, plunging you into darkness. You hear a fizzing sound, followed by a blinding flash of light. The enemies around you reel in shock.

Sky Blue's voice hisses at you from the dark, "C'mon! There's too much heat in here. Time to fly!"

If the players comply, they can't complete any more objectives in this quest and must advance at once to their next quest.

CHARACTER DEATH

Player characters who die during the event are mysteriously raised from the dead, healed to full health, and can rejoin their companions at the start of their next quest (or part). Any character who experiences this

earns the **Death is a Door** legacy event. At the end of the event, ask **just these players** to tick this event on their **Adventure Records**.

SPECIAL PREPARATIONS

Some DMs enjoy preparing showpiece 3D terrain for D&D Epics™ adventures. For *Rolling Thunder*, any of the four railcars detailed in part 2 make ideal candidates. Maps for these locations are provided in **appendix A**.

INTERACTIVE RESTRICTIONS

The following restrictions apply throughout this D&D Epics™ event (these rules and others are summarized on **Handout 1: Event Rules**):

SHORT AND LONG RESTS

The event plays out in just a few hours of game time. Players can't afford to take short or long rests during play. If players have access to the *catnap* spell, they may cast it to gain the benefits of a short rest.

PLAYER SPELLCASTING

Right from the start of the adventure, the characters have limited time to prepare for the heist, making it difficult to cast certain spells:

- There isn't time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than 5 minutes can't be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups at the administrators' discretion. Inform the administrators if one of your players casts a spell with such a range.

SPELLCASTING SERVICES

During the event, allied clerics can provide any of the spellcasting services listed in the *Oracle of War Player's Guide*. Players must cover the component costs for these spells, which are cast **instantly**. Such spells can't be cast during combat.

WINNING THE EVENT

To win the event, at least one group must open the final door in part 3 to steal the dossier from the train's vault. As the players succeed in their quests, they perform vital actions to aid the heist. The commander counts these victories as quest reports are handed in: at the heist's climax, these victories determine how many reinforcements the players face!

Rules for running the event are provided in **appendix D**, "Administrator Guide," and should only concern the administrators.

Adventure Record. At the end of the event, each player should fill out an Adventure Record based on the outcome of the mission.

VICTORIES IN SINGLE-GROUP PLAY

When playing with a single group, reinforcements in part 3 are determined just as they are with multiple groups (see **appendix D**).

PART 1

THE PLAN

Estimated Duration: 10 minutes

Sky Blue and Earl brief the group on their mission. Each adventurer picks one item to aid them during the heist.

INTRODUCTION

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

The nation of Breland stands on the brink of war with its neighbor Thrane. As tensions rise, Lord Kor ir'Wynarn rides north on the royal lightning rail train *Excelsior* to reinforce the border. The prophecy spoken by the *Oracle of War* is coming true:

"When dark lanterns flicker in the light of the silver torch, the King in Green rides north on a bolt of steel. Two nations prepare for war, as all eyes turn to Sky Blue."

Your group's patron has revealed that Lord Kor is carrying a top secret intelligence file about the *Oracle of War*. Working with the young thief Sky Blue and her awakened seagull companion Earl, you've planned a daring rail heist to steal the documents!

Right now, you stand on a loading platform perched above the lightning rail track, fifty miles west of the city of Starilaskur. Sky Blue frowns as she gazes down the track.

"This Draconic Prophecy of yours has chosen me," she whispers. "I don't know why. But if my destiny is caught up in that train . . . well, it seems only fair I rob it!"

Sky unrolls a parchment map and spreads it out on the platform. "Right, let's go over the plan again."

At the start of the event, give the players the following handouts:

- **Handout 1: Event Rules**
- **Handout 2: Oracle of War**
- **Handout 3: Heist Plan**

When the players are ready, randomly pick a prophecy from the *Oracle of War* to aid the group in their mission (see "Event Rules").

HEIST BRIEFING

Sky Blue and Earl outline the plan's key beats. First, Earl waddles onto the map and pecks at the vault car near the front of the train:

"The file is locked in the fortified vault car. The vault also holds funds from the Brelish treasury destined for Sword Keep, so it's well guarded."

Sky sketches notes on the map as she talks:

"The vault requires multiple keys to open, and the doorway is trapped with knockout gas. Oh, there are also tigers."

Sky hands out disguises: chef's hats, checkered pants, white shirts, and aprons. Each character also receives a large kit bag:

"The train was due to pick up a catering crew from this platform. You're going to take their places, entering the galley car in disguise. Keep your gear hidden inside those kit bags."

Earl tosses the characters a silver serving platter with a matching domed lid:

"Use this to smuggle me into the signal master's office. I can coordinate the operation from inside, and you can report back to me from any part of the train. Oh, and try to steal a bottle of Aundairian Fireburst while you're in the galley. Ambassador Kosh loves that wine."

Sky points to the carriage labeled "Casino":

"You'll need to acquire two signet rings to disable the vault's countermeasures: one's held by Ambassador Kosh and the other by Lord Kor. You'll find Kosh in the casino, but Lord Kor could show up anywhere."

Earl pecks at two carriages adjacent to the vault, labeled "Passenger Car" and "War Room":

"Lord Kor has elite guards working undercover among his entourage, so deal with them before heading to the vault. The vault keys are stored in a safe in the war room. Cracking that safe is the most dangerous part of the job: I'd do it myself, but I'm a seagull and I don't have thumbs. Once I'm in position, I'll provide guidance over the signals system."

Sky outlines the final stage of the heist:

"Outside the vault, you'll need to disable the countermeasures using the stolen signet rings, then open the vault door using the keys from the safe. When you have the file, signal for Earl and I'll fly down to pick you up."

Only read the following if you're playing *Rolling Thunder* as part of a multi-table event:

"There are a lot of us on this job, so your group can choose which carriage to hit first. These bogus tickets can get you onboard pretty much anywhere. After that, you're on your own."

In Part 2, the players can tackle the carriages in any order.

SKY BLUE

Neutral good, female, human thief

Fifteen-year-old Sky is an expert *soarsled* rider and aerial acrobat. She wears goggles, and leather armor scuffed at the knees and elbows. She and Earl have become inseparable, and she loves listening to his war stories about her father.

Motivation: She must find out what happened to her father, Jara, who went missing during the Last War.

Mannerisms: Sky can't sit still for more than a few minutes at a time, becoming anxious in confined spaces with few escape routes.

Quote: "Catch me if you can!"

EARL

Neutral good awakened seagull

Earl is the last surviving member of the 10th Avian Messengers, and was awarded the Silver Star for bravery, which he wears with pride. He also carries the same leather satchel he wore during combat. Sky's father, Jara, nursed Earl's broken wing in the field, which marked the beginning of their friendship. Jara's parting request to Earl was to look after his daughter, Sky.

Motivation: Protect his charge, Sky Blue. Earl takes this role seriously, often referring to himself as "Uncle Earl." He'd risk his own life to keep Sky safe.

Mannerisms: Earl is cocky and slow to trust. He walks with a limp and paces around in circles when he's thinking.

Quote: "C'mon, Sky, we gotta fly!"

CHOOSING GEAR

Any weapons, armor, or suspicious items must be stored in the characters' kit bags until they're safely aboard. Each character can choose one item from the following list to aid them in their mission:

BOTTLED SILENCE

When this bottle is uncorked, no sound can be created within or pass through a 20-foot-radius sphere centered on the bottle. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there. The effect ends after 1 minute. The bottle can be used just once.

DISTRACTION DEVICE

This tiny bronze sphere has a timer dial which can be set to expire up to 1 minute later. When the timer expires, the device emits a sound of your choice, with a volume that can range from a whisper to a scream. The sound can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated for 1 minute or plays just once, then stops. This device can be used as often as you like, but must be wound up for 5 minutes prior to each use.

FORGET ME DUST

When you blow this dust in the face of a creature within 5 feet of you, it must make a DC 15 Constitution saving throw. On a failed save, the creature forgets all events that occurred to it in the last minute. On a success, it forgets all events that occurred to it in the last round. There's enough dust for one use.

MILITARY DISGUISE

This disguise allows you to enter the train's war room by posing as a Brelish military officer.

PAPERS OF PERSUASION

Any creature that reads these documents must make a successful DC 14 Wisdom saving throw or become charmed by you for 1 minute. These papers can only be used once.

SMOKE BOMB

As an action, this palm-sized glass ball can be thrown up to 20 feet. The bomb shatters on impact and creates a 10-foot-radius sphere of purple smoke, centered on where it broke. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

TRANQUILIZER SYRINGE

A character proficient with daggers is proficient with a tranquilizer syringe. On a hit, a creature takes no damage, but must make a successful DC 17 Constitution saving throw or fall unconscious for 1 hour. There's enough tranquilizer for one use.

CONTINUING TO PART 2

Wait for the administrators to announce the beginning of part 2 before proceeding.

PART 2

THE JOB

Estimated Duration: 180 minutes

The adventurers race to compete four quests in different railcars on the train.

BOARDING THE LIGHTNING RAIL

When part 1 is complete, read the following aloud:

The *Excelsior* thunders into view! Lord Kor's royal lightning rail train is a marvel of silver, brass, and lacquered wood. An arc of electricity crackles over its gleaming helm and its crystal windows are tinted black.

As the train glides toward the platform, Earl hides under the serving platter. Sky hands you a *sending stone* and offers you some last words of encouragement:

"This is it! Stick to the plan and be ready to improvise. You'll need to think fast: as my father always says, 'No plan survives contact with the enemy.' Me and Earl will be there when you need us." Are you ready? Then let's do it!"

Sky Blue hops from the platform and hides in the bushes. The train stops, and you clamber down onto the carriage.

The players must now begin their chosen quest (in single-group play, this is **Quest 1: Galley Car**). Continue playing quests until time is called at the end of this phase.

Don't rush your group too much—completing four quests in three hours is tough, and players need time to think. It doesn't matter if your group fails to complete all four quests.

ELEMENTAL EXPLOSIVES

Swords of Liberty rebels have hidden elemental explosives through the train. At the end of part 2, the administrators reveal if the players successfully foiled the rebels' attempt to destroy the train (see **appendix D, "Administrator Guide"**).

Depending on the number of secret objectives completed, up to four of the train's carriages could be destroyed. Any characters still playing in these compartments are killed! (As specified in "Event Rules," characters who die here are mysteriously raised from death to rejoin in part 3. These characters gain the **Death is a Door** legacy event.)

If Lord Kor is present in a carriage that explodes, he is killed. All characters in the event gain the **Regicide** legacy event. At the end of the adventure, ask your players to mark this event on their adventure records.

EXPLOSIVES IN SINGLE-GROUP PLAY

In single-group play, one carriage is destroyed for every secret objective the players missed, starting from the rear of the train. Lord Kor is only killed if all four carriages are destroyed.



QUEST 1: GALLEY CAR



Smuggle Earl into the signal master's office so he can coordinate the heist from the inside!

Estimated Duration: 45 minutes

INTRODUCTION

When the players begin this quest, read the following boxed text aloud:

The galley car is filled with steam rising from gleaming, brushed metal tables. Elemental flames light the hobs. A stocky chef with a shaved head perches on a raised chair in the middle of the kitchen.

"Get in here and stow those kit bags in the locker. Dinner service is about to begin, so take your places!"

He glares at the serving dish containing Earl. "Why'd you bring your own damned dish? Put it down by the sink and **GET TO WORK!**"

As you put the dish down, Earl whispers from beneath the lid. "You'll need to act like cooks, or the chef will get suspicious. Don't forget your objectives though!"

QUEST OBJECTIVES

The players' main objectives in this quest are as follows:

- **Primary Objective:** Knock out the signal master and smuggle Earl into his office without raising the alarm.
- **Secondary Objective:** Steal a bottle of Aundairian Fireburst from the liquor store.

The following objective shouldn't be revealed to the players:

- **Secret Objective:** Uncover the body hidden in the larder.

PLAYING THIS QUEST

The **Galley Car Map** in **appendix A** shows this area's layout. Sketch the map for your players when the quest begins. You may find it useful to use miniatures to track the characters' rough positions.

Before play begins, cut out the orders from **Handout 4: Order Tickets** and place them in a bag in reach of the players. Finally, place **Handout 5: Cooking Instructions** on the table in view of the players (each player only needs to examine the instructions for their station).

A. CHOOSE STATIONS

On the characters' arrival in the galley car, the head chef asks them to fill the stations in the kitchen. Each player must choose one or more of the following stations:

- Meat (frying, grilling, and preparing meat)
- Fish (frying, grilling, and preparing fish)
- Sides (chopping vegetables, preparing sauces and soups)
- Pastry (preparing desserts and pastries)
- Dishwashing (cleaning dishes and helping fetch ingredients)

Only one character can occupy each station, except for the dishwashing station, which can have three characters assigned. If you have fewer than five players, some characters must run multiple stations!

The kit bags containing the characters' gear are stored in the staff locker until dinner service is complete. Earl's serving platter starts at the dishwashing station.

B. PREPARE MEALS

Once the players have chosen their stations, each player draws an order ticket from the bag. As they draw the ticket, they must shout out the meal requested—the other players must reply simultaneously with "Yes, chef!"

Handout 5 contains instructions for preparing each course. When everyone's ready:

- **Roll initiative:** Go around the table in initiative order, giving each player a chance to act. Inform the players that this is not a combat, so they don't need worry about tracking distances—each player's turn is just a chance to shine in the spotlight. Let them perform multiple actions if it seems right e.g. "I go into the larder and fetch the cockatrice beak, then return to my station."
- If the players perform all the required steps for an order, **one** of characters can take the order to the serving hatch under a covered platter.

Cooking meals is simply an excuse to look busy and provide justifications for moving around the carriage. During this time, the players must use their own ingenuity to complete their objectives!

At the end of the dinner service, the players can safely exit the carriage with their kit bags (see "Completing the Objectives," below).

SUSPICION IN THE GALLEY CAR

Service takes place under the watchful eye of the head chef, who sits on a raised chair in the middle of the kitchen. Characters gain suspicion in this quest if they:

- Linger around the signal master's office or tamper with the *mirror of truesight* above the service hatch.
- Fail an ability check to prepare a meal.
- Perform an action unrelated to the dinner service or their station.

AREA INFORMATION

The kitchen has the following important areas:

ANIMAL PEN

The walls here are lined with cages and water tanks containing live creatures: crickets, rot grubs, piranhas, snails, and more. A butterfly net hangs on the wall.

BACK TABLE

Four **knight**s lounge around this table, snacking and playing cards. When a character enters this room, one of

the knights requests some flaming cheese soup for their table (see **Handout 5: Cooking Instructions**). Another knight points out that she's allergic to cilantro.

If the characters talk to the knights and make a successful DC 15 Charisma (Persuasion) check, the knights ask for a measure of rum from the drinks locker (a minor breach of protocol). If befriended, the knights forgive small transgressions, but remain professional overall and always uphold the security of the train.

DRINKS LOCKER

The drinks locker contains bottles of wine, rum, cognac, and other spirits. Aubrey, a human sommelier (a **martial arts adept**) remains inside the locker during the dinner service and hands drinks to the kitchen staff as requested.

Rare Wine. A locked glass cabinet contains a prized bottle of Aundairian Fireburst. Aubrey informs any interested staffers that he has strict orders to only release the bottle for Lord Kor. As an action, a character can pick the lock on the cabinet with a successful Dexterity DC 15 check made using thieves' tools.

HEAD CHEF

Head Chef Ramsell Gourd (a **mage**) surveys his kitchen from a raised chair at this table. Ramsell is a hulking brute with no patience for incompetence. From his chair, he can see all corners of the kitchen.



LARDER

The larder contains racks of essential ingredients such as bread, flour, eggs, and vegetables. When the characters first enter here, they find a window ajar, allowing a cold wind to wail in from outside.

Knockout Drug. Characters who make a successful DC 12 Intelligence (Nature) check while searching the stores discover a bottle of Zil Nightcap. A drop of this concoction adds a mellow edge to recipes, but in large measures, it serves as a powerful knockout drug. Anyone who eats a meal laced with Zil Nightcap must make a successful DC 15 Constitution saving throw or fall unconscious for 1d8 hours.

Conductor's Body. A large, padlocked hamper rests in the corner of the larder. As an action, a character can open the padlock with a successful DC 12 Dexterity check made using thieves' tools. Inside, they discover the corpse of a middle-aged man, stripped to his undergarments. Characters who examine his body discover he was garroted. Finding the corpse is this quest's secret objective (see "Completing the Objectives").

MEAT LOCKER

This locker is lined with sheet metal. Cuts of meat are kept inside iron pots and animal carcasses hang from hooks on the ceiling.

SERVING HATCH

The door to the next carriage is fitted with a serving hatch and a handbell. When the handbell is rung, a porter arrives to collect any orders placed in the hatch.

Mirror of Truesight. A mirror bolted above the hatch is enchanted to reveal the true reflection of any creature that moves before it; whether they're invisible or disguised behind an illusion. The guards at the back table keep an eye on the mirror to watch for intruders.

SIGNAL MASTER'S OFFICE

The signal master, a gnome **magewright** named Aldermol Zinks, operates the signals desk. From here, he can speak to any compartment in the train through a network of speaking tubes.

Aldermol has a terrible cold and is always sneezing. He won't tolerate intruders in his office, but he's keen to find something to soothe his ailments.

STAFF LOCKER

The characters' kit bags are stored here, alongside spare uniforms and toiletries.

COMPLETING THE OBJECTIVES

This quest only ends when the players have completed their primary objective and are ready to move on (or if they raise an alarm).

DINNER SERVICE

If the characters complete the dinner service, read the following boxed text aloud:

As the porter takes the last meal away, the head chef growls, "I've seen more impressive cooking in the army, and that's saying something. Grab your kit bags and don't let the door hit you on your way out."

With that, he pulls out a copy of the latest *Korranberg Chronicle* and starts leafing through it.

With the dinner service over, the head chef pays little attention to what's going on around him. If the players have objectives left to complete, they should find them easier to complete now.

INFILTRATING THE OFFICE

If the characters safely install Earl in the signal master's office, read the following boxed text aloud:

Earl hops out from under the serving platter and blinks at the bank of polished brass speaking tubes on the table.

"Excellent! I can run things from here. If you need me, just holler into one of the speaking tubes in your carriage."

STEALING THE WINE

If the characters steal the bottle of Aundairian Fireburst, they'll find it comes in useful in Quest 2: Casino.

FINDING THE BODY

If the characters find the corpse in the larder, ask one of the players to fetch **Sky Blue** to this table. Sky Blue identifies the corpse as the train's conductor, Steele. She urges the group to keep his murder under wraps—they clearly aren't the only intruders on board!

MOVING ON

When the players are ready to move on, fill in the appropriate quest report from **appendix B** and ask one of your players to report the victory to HQ.

The players must now choose a new carriage to explore (in single-group play, proceed to Quest 2: Casino). If your players have completed all four carriages, wait for the administrators to announce the end of Part 2.



QUEST 2: CASINO



Win a seat on the high-stakes gambling table and obtain the ambassador's signet ring.

Estimated Duration: 45 minutes

INTRODUCTION

When the players begin this quest, read the following boxed text aloud:

The casino car is wreathed in pipe smoke. Servants rub shoulders with soldiers and off duty train staff, gambling away their wages on dice games. Down the corridor, three armored knights stand guard outside the private, high-stakes room.

As you enter, Sky's voice hisses from the *sending stone*:

"Okay, listen up. You need to gain access to the high-stakes room and steal the signet ring from Ambassador Kosh's finger without raising the alarm. The simplest way to get in there is to win big on the small tables and flash a black chip at the knights on the door.

"You'll also find Captain Sortan somewhere in the casino. He's head of the King's Shields, and the man in charge of the elite operatives aboard the *Excelsior*. Knock him out without raising the alarm, and our job will be a *lot* easier."

QUEST OBJECTIVES

The players' main objectives in this quest are as follows:

- **Primary Objective:** Gain access to the high-stakes tables and steal Ambassador Kosh's signet ring without raising the alarm.
- **Secondary Objective:** Knock out Captain Sortan without raising the alarm.

The following objective shouldn't be revealed to the players:

- **Secret Objective:** Locate the explosives hidden in the latrines.

PLAYING THIS QUEST

The **Casino Map** in **appendix A** shows this area's layout. Sketch the map for your players when the quest begins. You may find it useful to use miniatures to track the characters' positions.

Additionally, place a pile of red and black poker chips on the table in reach of the players (or use coins or tokens). When the characters enter the room, a passing croupier gives them each **three red chips**.

- Characters can buy red chips from the croupiers at a cost of 1 gp per chip.
- Black chips can only be earned through gambling—if a player wins five red chips in a single game, the croupier offers to pay it out as a single black chip for use in the high-stakes room.
- At any time, a player can cash out and exchange their chips for gold.

A. WIN IN THE LOW-STAKES ROOM

Everyone's playing a dice game called Dragon Flight (see "Playing Dragon Flight," below). Games in here are played using red chips only—if asked, a croupier can exchange a black chip for five red chips.

B. STEAL FROM THE HIGH-STAKES ROOM

Games in here are played using black chips only, and players need a black chip to enter the room. If a player can't match a stake during a game, they're permitted to bet items of similar value instead. Ambassador Kosh can be parted with his signet ring in this manner if he loses—foolishly, the ambassador doubts his opponents know the ring's true value and figures he could always have another crafted or win it back.

PLAYING DRAGON FLIGHT

The game is played with five dice, and the purpose is to create as many matching faces as possible. Give the players **Handout 6: Dragon Flight**.

- To start a game, all players must bet one chip. Each player then throws all five dice in view of the table.
- After everyone's rolled, each player is permitted one rethrow, which allows (but doesn't oblige) them to reroll any of their dice **in secret**. Players can shield rerolled dice with their hands or hide them under a cup but they can't touch them again once rolled.
- After this, the croupier goes around the table offering each player a chance to stick or raise their stake by 1 to 3 chips. If a player raises their stake, all other players must match the new bet, raise higher, or fold and lose their current stake.
- Once all players have had a chance to bet, the dice are revealed.

The player with the best roll wins, according to the following table:

Dragon Flight	Five of a kind
Hydra	Four of a kind
Rampage	Three of a kind and one pair
Chimera	Three of a kind
Ettin Heads	Two pairs
Bugbears	One pair
Goblin Toes	No matches

As can be seen, each combination has its own name. By tradition, observers call out the combination's name as it happens. There's typically much excitement when someone throws a "dragon flight."

Playing against NPCs. Typically, there is just one rival NPC at each table. Roll a d6 to see how many chips each rival carries and roll their dice for them during the game.

SUSPICION IN THE CASINO

The croupiers keep a close eye on the tables and most gamers study their opponents like hawks. Characters gain suspicion in this quest if they:

- Fail a Dexterity (Sleight of Hand) check while attempting to cheat.
- Linger around the bathrooms.
- Bother the guards on duty outside the high-stakes room.

AREA INFORMATION

This carriage has the following important features:

LOW-STAKES ROOM

The low-stakes room is busy and noisy. This is where the “riffraff” play, although some nobles enjoy mixing with the commoners. Occasionally, guests leave their tables to visit the latrines.

- Each table has a croupier (a **spy**). The croupiers keep an eye out for trouble, cheats, and spellcasters.
- Two of the three **knights** stationed outside the high-stakes room respond to any alarms.

Stormflower. Music is provided by a good friend of Sky Blue’s, the dashing **bard** Stormflower, who’s been hired to provide entertainment to the guests. Players who participated in DDAL-EB-07 *Song of the Sky* may recognize him. If befriended, Stormflower gladly teaches the characters how to play Dragon Flight and even helps them with their heist. He knows Captain Sortan has a gambling addiction.

STORMFLOWER

Neutral good, male, human bard

Stormflower hails from Sharn’s poor lower city. His once-colorful, hand-me-down garb is faded and worn, and the lute he carries has seen better days. Despite this, he’s well-kept and remains ever cheerful, even in the face of great adversity.

Motivation: Stormflower chases adventure with the enthusiasm of a puppy chasing a ball.

Mannerisms: Stormflower is keen to get to know anyone he deems even remotely heroic.

Quote: “Well now, isn’t this a song just waiting to be sung?”

Captain Sortan. After the players have completed a round or two of gambling, they see an armored officer leave the high-stakes room, cursing to himself. This is Captain Sortan; a **knight** down on his luck and down to his last four red chips. Sortan joins the characters’ table and tries to win back his place in the high-stakes room.

Defeating Captain Sortan is the players’ secondary objective. See “Completing the Objectives” if they find a way to take him out without raising the alarm.

CAPTAIN SORTAN

Neutral good, male, human knight

Captain Sortan is the distinguished head of the King’s Shields; an elite order charged with ensuring the personal security of members of the government. He’s a statuesque officer with a long, blond moustache.

Motivation: Captain Sortan’s gambling addiction is one of the palace’s worst-kept secrets. Unfortunately, his addiction is worse than anyone suspects; he’s liable to take great risks to stay “up.”

Mannerisms: Captain Sortan gets uncomfortably hot when he’s losing, regularly tugging at his collar or mopping sweat from his brow.

Quote: “Come on! For the mercy of the Sovereign Host, give me a break!”

HIGH-STAKES ROOM

Three **knights** guard the entrance to this room; only granting entry to guests who present a black chip.

- Inside, seven **nobles**—including Ambassador Kosh—are playing high-stakes games of chance.
- Each table also has a croupier (a **spy**).

Ambassador Kosh. The ambassador is gambling inside here. Slipping the ring from the ambassador’s finger without him noticing requires a successful DC 18 Dexterity (Sleight of Hand) check, but the players **must** find some way to distract him first for this to work. Kosh has a taste for fine wine—presenting, or tempting, him with a bottle of Aundairian Fireburst is sure to grab his

AMBASSADOR KOSH IR’STOKK

Neutral, male, human noble

Kosh ir’Stokk is the royal ambassador to Thrane. As tensions rise with Breland’s neighbor, the king has summoned Ambassador Kosh to Sword Keep to negotiate terms for Thrane’s surrender. Kosh is a rotund man in his sixties, known for his direct, no-nonsense attitude.

Motivation: Kosh refuses to accept defeat and stubbornly stays in the game whatever the risk.

Mannerisms: Kosh likes to fix his rivals with a long stare to see who’ll break first.

Quote: “You cannot win this game. Not against me.”

attention.

The Drunken Noble. A noble at the high-stakes table has had a little too much to drink. Jovi ir’Gracan takes an immediate liking to the characters and is drunk enough

JOVI IR’GRACCEN (JOH-VEE)

Lawful neutral, male, human noble

Jovi is the second cousin of Lord Konner ir’Starn, governor of Wroat. In Sharn, Jovi is known as a great wit and an excellent dinner guest. Like many of Skyway’s nobles, he spends his time in aesthetic pursuits: namely croquet, ballroom dancing, fencing, and drinking.

Motivation: Make influential friends then impress them.

Mannerisms: Jovi is a master of hushed gossip.

Quote: “Oh, you haven’t met the king? What a pity. I must introduce you.”



to be easily manipulated. The players may recognize him from DDAL-EB-06 *The Last Word*.

LATRINES

Each latrine contains a wooden bench with a bronze hatch that opens directly onto the track below. Conceivably, a body could be squeezed through the hatch and dumped onto the track.

Paintpots. The latrine adjacent to the high-stakes table is undergoing renovation; a wooden crate containing paint brushes and paintpots sits on a white sheet laid out on the floor. The wall nearby is half-painted with wet blue paint.

If a player decides to search the crate, they discover that each pot is labeled “Sky Blue.” Opening a paintpot reveals a churning miniature portal to Fernia, the Sea of Flame! All creatures within 5 feet of a pot when it’s opened must make a successful DC 12 Dexterity saving throw or take 11 (2d10) fire damage as a plume of flame roars from within. After this, the pot shakes and rumbles ominously.

Characters who make a successful DC 12 Intelligence (Arcana) check identify the pots as elemental explosives, primed to explode on a magical signal. Finding the elemental bombs is this quest’s secret objective (see “Completing the Objectives”).

COMPLETING THE OBJECTIVES

This quest only ends when the players have completed their primary objective and are ready to move on (or if they raise an alarm).

STEALING THE SIGNET RING

If the characters steal Kosh’s signal ring without raising the alarm, they’re free to leave for the next carriage whenever they’re ready.

SILENCING THE CAPTAIN

If the characters knock out Captain Sortan, they discover a mysterious note in his jacket pocket that reads “Our man wears a feather in his hat.” This aids the players during Quest 3: Passenger Car.

FINDING THE BOMBS

If characters discover the bombs in the latrine, ask one of the players to fetch **Sky Blue** to this table. On arrival, Sky Blue identifies the paint pots as elemental explosives—enough to derail the whole train! She’s heartbroken to see the “Sky Blue” label. Is this what the Draconic Prophecy meant by “All eyes turn to Sky Blue”? Is she not marked by destiny after all?

MOVING ON

When the players are ready to move on, fill in the appropriate quest report from **appendix B** and ask one of your players to report the victory to HQ.

The players must now choose a new carriage to explore (in single-group play, proceed to Quest 3: Passenger Car). If your players have completed all four carriages, wait for the administrators to announce the end of Part 2.

QUEST 3: PASSENGER CAR



Take out the elite guards operating in disguise among Lord Kor's staff.

Estimated Duration: 45 minutes

INTRODUCTION

When the players begin this quest, read the following boxed text aloud:

You step into the train's passenger carriage. Luxury compartments fitted with padded leather couches flank a central aisle. Wealthy-looking passengers are seated throughout.

Sky's voice whispers from the *sending stone*:

"These passengers are royal courtiers, ambassadors, officers, and valets. Operating undercover among them are five of Captain Sortan's elite guards. Your job is to identify these guards without raising an alarm.

"Once you've identified the guards, I'll pass through the carriage in disguise to serve tea; of course, the guards' cups will have a little something extra to help them sleep.

"I got a tip-off from a porter back at Terminus Station—apparently, a noble wearing a monocle is seated next to one of the undercover guards. The others are bound to be wearing something to identify each other. Look for a common connection.

"Your secondary objective is to steal a case of military identification papers, which is being carried by an officer wearing a sash. Those papers will make things easier in the next carriage.

"Good luck!"

QUEST OBJECTIVES

The players' main objectives in this quest are as follows:

- **Primary Objective:** Identify all five undercover guards and relay the information to Earl without raising the alarm.
- **Secondary Objective:** Steal the case of military papers without raising the alarm.

The following objective shouldn't be revealed to the players:

- **Secret Objective:** Locate the explosives hidden under the passenger seats in compartment H.

PLAYING THIS QUEST

The **Passenger Car Map** in **appendix A** shows this area's layout. Sketch the map for your players when the quest begins. You may find it useful to use miniatures to track the characters' positions.

Handout 7: Passengers contains visual reference cards for the passengers in each compartment. Cut these cards out and have them on hand to show the players when needed.

A. IDENTIFY THE UNDERCOVER AGENTS

Whenever a character enters a compartment, show them the **passenger card** for that compartment. To identify the undercover agents, the players must work out the common connection between them: **each agent wears a beret**.

"Area Information" contains notes about each compartment. Players must try to avoid accruing suspicion as they explore (see the "Suspicion in the Passenger Car" sidebar). Each compartment has seating for five people, not including the passengers shown.

Once the players think they've identified the agents, they can summon Sky Blue to administer the knockout drug (see "Completing the Objectives").

B. STEAL THE CASE

Stealing the case without raising the alarm requires some ingenuity on behalf of the players. Roll with their plans and don't make things too hard—the players soon learn there are **two** cases in the carriage, both carried by officers wearing sashes! Only one contains the military papers.

Players who completed the secondary objective in Quest 2 gain an important clue—"Our man wears a feather in his hat"—indicating that the officer wearing the feather is the one with the correct case. See "Completing the Objectives" if the players steal the correct case without raising an alarm.

SUSPICION IN THE PASSENGER CAR

The carriage is patrolled by knights and occupied by undercover agents loyal to the crown. Characters accrue suspicion in this quest if they:

- Repeatedly enter or leave compartments without good reason.
- Loiter in the central aisle.
- Loiter inside a compartment without sitting down.

The players need to come up with a compelling reason for moving around! This may require a successful Charisma (Deception) check opposed by the passive Wisdom (Insight) score of the NPC confronting them.

AREA INFORMATION

Two **knights** patrol the central aisle: one moving up, the other moving down. The passengers in the compartments are **nobles**, except for the elite guards, who are **spies**. If combat ensues, the elite guards step up to defend the train.

Each compartment has a sliding door that's closed. To view the passengers, a character must slide open the door and look inside; an act that accrues suspicion if no good reason is provided.

COMPARTMENT A

This compartment contains two nobles and an undercover elite guard.



COMPARTMENTS B AND C

These compartments contain noble passengers.

COMPARTMENT D

This compartment contains a noble wearing a monocle, seated next to two noble passengers.

COMPARTMENT E

This compartment contains a noble passenger, an undercover elite guard, and an officer wearing a sash, carrying a case. The case contains letters from loved ones to soldiers at Sword Keep.

COMPARTMENT F

This compartment contains a noble wearing a monocle, seated next to an undercover elite guard.

COMPARTMENTS G AND H

These compartments contain noble passengers.

Elemental Explosives. Characters in compartment H notice a large hamper pushed under the seats, flecked with splats of fresh blue paint. Questioning the passengers reveals that none of them know about the hamper. If the

hamper is opened, it's found to contain more pots of "Sky Blue" paint. Finding the elemental explosives is this quest's secret objective (see "Completing the Objectives").

COMPARTMENT I

This compartment contains a noble wearing a monocle, seated next to two noble passengers.

COMPARTMENT J

This compartment contains a noble passenger and two undercover elite guards.

COMPARTMENT K

This compartment contains noble passengers.

COMPARTMENT L

This compartment contains an officer with a feather in his hat, wearing a sash and carrying a case. This officer carries the case containing the military papers.

COMPLETING THE OBJECTIVES

This quest only ends when the players have completed their primary objective and are ready to move on (or they raise an alarm).

IDENTIFYING THE AGENTS

If the characters identify the undercover agents and relay the information to Earl, read the following boxed text aloud:

The door at the end of the carriage swings open and Sky Blue enters disguised as a serving maid, whistling as she pushes a tea trolley. She makes her way up the carriage, passing steaming cups of tea to the passengers.

Sky winks at you as she passes into the next carriage. Before long, you see the undercover agents dozing off, lulled to sleep by the gentle rocking of the train—and the assistance of their "nightcap"!

STEALING THE CASE

The case contains military papers that identify the bearers as undercover operatives of the crown. These papers aid the players during Quest 4: War Room.

FINDING THE BOMBS

If the bombs are found, ask one of the players to fetch **Sky Blue** to this table. Her reaction depends on whether the players also found the elemental explosives in quest 2. If they did, she says this is yet more proof of a plot to destroy the train! If not, she has the same reaction as in quest 2.

MOVING ON

When the players are ready to move on, fill in the appropriate quest report from **appendix B** and ask one of your players to report the victory to HQ.

The players must now choose a new carriage to explore (in single-group play, proceed to Quest 4: War Room). If your players have completed all four carriages, wait for the administrators to announce the end of Part 2.

QUEST 4: WAR ROOM



Steal the vault keys from the train's high security war room.

Estimated Duration: 45 minutes

INTRODUCTION

When the players begin this quest, read the following boxed text aloud:

A corridor runs along one side of this opulent carriage, passing by two mahogany doors; the first labeled "Administration" and the second labeled "War Room." A knight stands guard outside each door.

Sky's voice hisses from the *sending stone*:

"The vault keys are held in a safe in the war room. To get inside, you'll need a disguise, or a letter of approval from the clerks in administration. If you acquired the military papers earlier, a clerk should be able to write you a letter. If not, you'll have to improvise.

"Bad news is, the safe is in full view of the generals in the war room. To crack the lock, you'll need to create a distraction while one of you works on the lock. It won't be easy—if those officers feel even a little bit threatened, security will be all over you in seconds.

"Your secondary objective is to steal a dossier of military intelligence on the Mournland from the file room in administration. I'll be honest; it's nothing to do with the vault, it's to help me find my father. As with the safe, you'll need someone to run interference.

"Good luck!"

QUEST OBJECTIVES

The players' main objectives in this quest are as follows:

- **Primary Objective:** Steal the vault keys from the safe without raising the alarm.
- **Secondary Objective:** Steal the Mournland dossier from the file room.

The following objective shouldn't be revealed to the players:

- **Secret Objective:** Eliminate the Swords of Liberty operative in the file room.

PLAYING THIS QUEST

The **War Room Map** in **appendix A** shows this area's layout. Sketch the map for your players when the quest

begins. You may find it useful to use miniatures to track the characters' positions.

A. STEAL THE VAULT KEYS

The vault keys are held in a safe in the war room. The **knight** guarding the war room door only allows entry to characters who perform one of the following:

- Wear a military disguise.
- Present a letter of approval from the clerks in the administration room.

To acquire a letter of approval, the characters must perform the following tasks in order:

- Persuade the knight outside the administration room to let them inside.
- Present military identification papers to the clerks on duty (or show that their names are listed in the file room).

Once inside the war room, the players must crack the safe lock and get the key. This requires distracting the officers inside the war room (see "Area Information").

B. STEAL THE MOURNLAND DOSSIER

The dossier is held in the file room—only clerks can enter here without raising suspicion. Once inside, the players encounter an undercover Swords of Liberty agent posing as a janitor (see "Area Information").

SUSPICION IN THE WAR ROOM CARRIAGE

This carriage is under high security. Characters accrue suspicion in this quest if they:

- Behave out of character for a military officer.
- Loiter without clear purpose.

The officers in the war room step up to challenge intruders. If combat ensues in this carriage, seven **knight**s arrive in the carriage after 1d4 rounds.

AREA INFORMATION

The carriage has the following important features:

ADMINISTRATION

A **knight** stands on duty outside the door to this compartment, only allowing entry to characters who perform one of the following:

- Show military identification papers.
- Wear a military disguise.
- Present a good reason to enter and make a successful DC 12 Charisma (Persuasion) check.

If the characters enter, read:

Long writing desks manned by clerks line the walls of this compartment. A file room is visible to the left.

A clerk looks up from behind a desk and stares at you through half-moon spectacles.

"State your business."

There are eight clerks (**commoners**) inside this compartment. If the characters ask for a letter of approval for the war room, the clerks demand to see their military papers, adding that “If you don’t have your papers on hand, we’ll have to look your names up in the file room.”

The clerks write a letter of approval for any character who presents military identification papers or proves that a file with their name is present in the file room (which likely requires a distraction to sneak inside and plant a bogus file).

FILE ROOM

Only clerks can enter here without drawing suspicion. If the characters enter here, read:

This chamber contains tall filing cabinets. At its far end, a janitor is carefully inspecting the woodwork, watched by a bored-looking knight. A satchel containing pots of blue paint is slung over the janitor’s shoulder.

“Hurry up, peasant,” mutters the knight. “How long does it take to check for woodworm?”

The filing cabinets are filled with personnel files. Clerks sometimes enter here to pull files.

Rebel Operative. The janitor is an undercover Swords of Liberty **assassin**, watched over by a **knight** loyal to the crown. The assassin carries a cache of elemental explosives disguised as paint pots and is biding his time for the best moment to distract the knight and plant them. He and the knight ignore anyone who looks like they belong here.

The assassin has a piece of a parchment in his pocket with the following code scrawled on it: 6372849. This is the combination to the safe in the war room; after planting his bombs, the assassin plans to steal the vault keys. Eliminating the assassin—either by killing or capturing him—is this quest’s secret objective (see “Completing the Objectives”).

Mournland Dossier. As an action, a character searching through the file room can locate the Mournland dossier with a successful DC 14 Intelligence (Investigation) check. Stealing this dossier is the quest’s secondary objective (see “Completing the Objectives”).

WAR ROOM

The **knight** outside this compartment only grants access to characters who perform one of the following:

- Show a letter of approval from the clerks in administration.
- Wear a military disguise.

If the characters enter, read:

Four officers stand around a topographic map of Thrane; two humans, a dragonborn, and a hulking ogre smoking a pipe. Their uniformed chests bristle with medals. Spaced across the map are dozens of tiny figurines representing armed forces. To the right, a gleaming safe is set into a recess in the wall.

These officers are General Pol Perryn and General Ket Aggan (both **knights**), dragonborn Minister of War Balthasar ir’Dranots (a **noble**), and General Cord Kolligan (an **ogre chain brute**). When the characters enter, the generals are deep in discussion about how best to advance into Thrane if war is declared.

Characters can distract the generals by joining in their debate, moving pieces on the map when they aren’t looking, or anything else the players can devise. Characters who speak to the generals must make a successful DC 12 Charisma (Deception) or DC 11 Intelligence (History) check to act like an officer without raising suspicion (characters with an appropriate military background gain advantage on this check).

Characters who played DDAL-EB-06 *The Last Word* may have met Balthasar before aboard the royal galleon *Montulet*. If so, there’s a strong chance he recognizes them—depending on their past exchanges, the players may need to think on their feet to prevent him from blowing their cover.

BALTHASAR IR’DRANOTS (BAL-THA-SAR)

Lawful neutral, male, dragonborn noble

Balthasar ir’Dranots is a pragmatic and kindhearted elder dragonborn who serves Breland as the Minister of War. His copper scales have gray-green edges signifying age, and he wears long robes decorated with intricate designs.

Motivation: Ensure any invasion of Thrane is justified, and carried out with precision.

Mannerisms: He’s hard of hearing and talks very loudly.

Quote: “I say, haven’t we met before? Your face is extremely familiar to me.”

CRACKING THE SAFE

The safe has a combination lock with seven tumblers. To unlock it, a character must make **seven** successful DC 15 Dexterity checks made with thieves’ tools, each taking an action to perform. The safe is in full view of the war room, so the officers present spot anyone tampering with the safe (unless they’re distracted!). Characters who eliminated the assassin in the file room and searched his body can unlock the safe using the combination written on the parchment.

The safe contains the vault keys. Finding these completes the group’s primary objective.

COMPLETING THE OBJECTIVES

This quest only ends when the players have completed their primary objective and are ready to move on (or they raise an alarm).

STEALING THE VAULT KEYS

Stealing the vault keys is the primary objective, so the players can leave the carriage once they have them.

STEALING THE MOURNLAND DOSSIER

Characters who stole the dossier can hand it to Sky Blue on leaving the carriage. If they do, read the following aloud:

Sky takes the dossier with a trembling hand.

"If I'm ever going to find out what happened to my father, it'll be down to this. Thank you. You've done so much for me and Earl."

She looks at you with a mixture of happiness and sadness. A look you'll remember later . . .

The players earn the **Mournland Dossier** legacy event. At the end of the adventure, ask the players to note this down on their adventure records.

ELIMINATING THE REBEL AGENT

If the agent is eliminated, ask one of the players to fetch **Sky Blue** to this table. She identifies the undercover agent as a member of the Swords of Liberty, a rebel group sworn to overthrow the Brelish monarchy. Lord Kor's life is in danger!

MOVING ON

When the players are ready to move on, fill in the appropriate quest report from **appendix B** and ask one of your players to report the victory to HQ.

The players must now choose a new carriage to explore (in single-group play, proceed to Part 3). If your players have completed all four carriages, wait for the administrators to announce the end of Part 2.



PART 3

THE TWIST

Estimated Duration: 50 minutes

The players try to break into the train's vault. Sky Blue and Earl reveal the success or failure of the heist, along with any rewards.

ELEMENTAL EXPLOSIVES

At the end of part 2, the administrators announce the result of the Swords of Liberty's efforts to blow up the train. Depending on the outcome, the characters may or may not be killed here.

INTRODUCTION

After the administrators have made their announcements, read the following boxed text aloud:

This freight compartment is empty apart from a huge steel door in the far wall and a cage containing six fierce tigers. A panel bearing two round indentations is set into the wall near the door.

Earl's voice crackles from a speaking trumpet:
"Talk to me!"

When a character speaks to Earl, read:

"That door on the far wall leads into the vault. To disable the security systems, you need to press the signet rings you stole into that panel in front of you. Assuming you have them, of course. If not, you could be in trouble.

"Then just head to the far door and unlock it using the vault keys or pick it open. Couldn't be easier, right?"

The **Vault Entrance Map** in **appendix A** shows this area's layout. Sketch the map for your players when this part begins.

DISABLING SECURITY SYSTEMS

To disable the security systems, the players need the two signet rings:

- Ambassador Kosh's signet ring keeps the tigers locked in their cage.
- Lord Kor's signet ring disables the knockout gas trap on the vault door.

TIGER CAGE

The cage contains six **tigers**. If a creature moves within 20 feet of the cage, the cage door magically opens, releasing the tigers. Disabling the system with the signet ring prevents this from happening.

KNOCKOUT GAS TRAP

Poison gas belches from concealed nozzles above the door if a creature approaches within 5 feet of it. All creatures within 10 feet of the door must make a DC 15 Constitution saving throw. On a failed save, the creature falls unconscious and is poisoned for 1d6 rounds. On a successful save, the creature is poisoned for 1d4 rounds.

VAULT DOOR

The vault door is locked, and the vault carriage is enchanted to prevent creatures from teleporting inside it. To open the vault door, a player needs the vault keys from Quest 4. If they do not have the keys, they can pick the lock on the door with **four** successful DC 20 Dexterity checks made with thieves' tools, each taking an action.

- If a character unlocks the vault door, ask the player to report it to the administrators. The players must now deal with any remaining threats in the carriage before advancing into the vault.
- If they clear the room, wait for the administrators to announce the final result (see "Final Result").

THE VAULT DOOR IN SINGLE-GROUP PLAY

If you're playing with a single group, unlocking the vault door ends the scene at once. Proceed to "Final Result".

THE CONDUCTOR ARRIVES

When a character moves halfway into the carriage, read the following boxed text aloud:

The door behind you swings open, and a man wearing a conductor's uniform enters the carriage.

"What do we have here?" he sneers. Behind him, sinister figures dressed in dark leather step into view. The ceiling lights gleam off the rapiers gripped in their hands.

"Step aside. You're in the way of Breland's future."

The “conductor” has opened a door to allow his fellow Swords of Liberty agents into the train, with orders to raid the vault. The players must defeat the following enemies:

- Three **master thieves** (including the agent disguised as the conductor).

Any traps still active in the carriage are liable to be triggered during this combat.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the three **master thieves** with four **swashbucklers**.
- **Weak:** Remove one **master thief**.
- **Strong:** Add one **master thief**.
- **Very Strong:** Add two **master thieves**.

REINFORCEMENTS

During the combat, the players face reinforcements from the Brelish guards aboard the *Excelsior*. The number of guards the players face depends on the overall number of quests won during the event. Listen out for announcements from the administrators!

Importantly, these reinforcements attack the Swords of Liberty agents as well as the characters! When determining actions for the Brelish guards, always target the closest non-allied combatants.

FINAL RESULT

To triumph in this adventure, at least one group must successfully unlock the vault door before time is called at the end of the event.



UNSUCCESSFUL RESULT

If the players failed to achieve their objective, the **administrators** read the following announcement:

Alarms ring throughout the train as the driver slows it to a halt. Through the door to the next carriage, you see armored knights charging down the aisle toward you; your time is up, and they're onto you! You'd better make yourselves scarce and live to fight another day! This heist has failed.

The players have completed the event, but they do not gain the **Oracle Dossier** legacy event or the 500gp reward for completing the adventure. Each player can still choose a bonus reward and mark any legacy events that apply.

SUCCESSFUL RESULT

If the adventure was a success, the **administrators** read the following announcement:

The carriage shakes as a loud bang is heard from the vault. You and any enemies still standing are thrown to the floor and stunned as the train begins to slow down. . . .

When your heads clear, you rush for the vault door, which is swinging from its hinges. Beyond, you see the open world. There's no vault: the whole carriage is gone! In the distance, the front of the train has drifted to a stop.

The couplings below have been blown apart by an explosive. While you were fighting, the vault carriage must have been separated from the train and diverted onto another track.

At your feet is a piece of parchment secured to the train with a seagull feather. It reads: “Sorry!”

Throughout the event, Sky Blue and Earl have tricked the players into creating a diversion while they steal the vault and its treasure!

When the administrators finish their announcements, read the following boxed text aloud to your group:

A week has passed since the great train robbery. Returning to your headquarters in Salvation, you find a package waiting on your doorstep. Accompanying it is the following letter written in Sky's hand:

"Turns out I'm not the chosen one. I didn't think I was, to be honest. If 'All eyes turn' to me, they'll just see me for what I am—a thief. All that gold was just too big a prize for me to turn down.

"If it helps, me and Earl are going to use the coin to find my father. I know he's out there, I don't need the Draconic Prophecy to tell me that.

"You've been good to me, and I know you didn't ask to be caught up in this mess either. I hope what's in this package can help you some."

Carefully, you open the package to reveal a file of bound parchments and a pouch of gold coins. Stenciled on the cover of the dossier are the words: "ORACLE OF WAR—TOP SECRET."

All players gain the **Oracle Dossier** legacy event. At the end of the adventure, ask the players to mark this event on their adventure records. Sky Blue has left their company and is now charting a new course!

ABOUT THE AUTHORS

Will Doyle is a freelance RPG designer and veteran of the UK computer games industry. His writing and cartography credits for D&D include *Icewind Dale: Rime of the Frostmaiden*, *Baldur's Gate: Descent into Avernus*, *Tomb of Annihilation*, and *Storm King's Thunder*. Will is the Content Manager for the D&D Adventurers League's Eberron: *Oracle of War* campaign. He lives in the wilds of Surrey with his fiancée Stacey and their daughter Roxanne. You can follow him on Twitter at @beholderpie.

Tony Porteous is a seasoned Technical Designer in the worlds of tabletop, video games, and immersive theater. He's designed, scripted, choreographed, and coded many projects, but this is his first writing credit for D&D. He lives somewhere in the wilds of Worcestershire and hopes to one day be able to spell it right first time. You can get in touch at www.tonyporteous.com.

REWARDS

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

PLAYER REWARDS

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

Players earn the following rewards for completing the adventure:

ADVANCEMENT

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

OPTIONAL: DECLINE ADVANCEMENT

A player may decline taking the level advancement.

Important: For epics, players who decline advancement still earn the rewards listed on the Adventure Record and 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.

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 to the Adventure Record as your group earned, including legacy events. If a legacy event was awarded to a specific character, you may tick that event for your own character too.

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



IMPORTANT CHARACTERS

The following NPCs feature prominently in this adventure:

IMPORTANT CHARACTERS

Name	Identity	Details
Ambassador Kosh ir'Stokk	Neutral, male, human noble	Brelish royal ambassador to Thrane, known for his direct, no-nonsense attitude.
Balthasar ir'Dranots	Lawful neutral, male, dragonborn noble	The minister of war is kindhearted and well-liked among the nobility.
Captain Sortan	Neutral good, male, human knight	Head of the King's Shields; an elite order charged with ensuring the personal security of members of the government.
Earl	Neutral good awakened seagull	Last surviving member of the 10th Avian Messengers and protector of the orphan thief Sky Blue.
Jovi ir'Gracan	Lawful neutral, male, human noble	Second cousin to the governor of Wroat and an impeccable dinner guest.
Lord Kor ir'Wynarn	Neutral, male, human champion	Younger brother to King Boranel of Breland, and heir to the throne.
Narcy of Xandrar	Neutral, female, human mage	Expert mage working for the Brelish court.
Sky Blue	Neutral good, female, human thief	Expert <i>soarsled</i> rider and aerial acrobat who carves a living in Sharn by stealing from its richest residents.
Stormflower	Neutral good, male, human bard	Stormflower is a penniless bard from Sharn's lower city who's desperate for adventure.

CREATURE STATISTICS

ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks (with *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

ASSASSIN

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages any two languages plus thieves' cant

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack (1/turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, and half as much on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, and half as much on a successful one.

BARD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

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

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

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

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

Saving Throws Str +9, Con +6

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

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

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

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

ACTIONS

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

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

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

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

EARL

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	10 (+0)	14 (+2)	7 (-2)

Saving Throws Dex +4, Con +2

Skills Perception +4

Senses passive Perception 14

Languages Common

Challenge 0 (10 XP)

Evasion. If Earl is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Earl instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

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

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

ACTIONS

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

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The knight makes two melee attacks.

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

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

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

REACTIONS

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

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

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

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*
1st level (4 slots): *detect magic*, *mage armor*,
magic missile, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

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

5th level (1 slot): *cone of cold*

ACTIONS

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

MAGEWRIGHT

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	10 (+0)	14 (+2)	14 (+2)	12 (+1)

Skills Arcana +4

Senses passive Perception 12

Languages Common plus any two languages

Challenge 0 (10 XP)

Spellcasting. The magewright's spellcasting ability is Intelligence (spell save DC 12). To cast one of its rituals, the magewright must provide additional material components whose value in gold pieces is 20 times the spell's level. These components are consumed when the ritual is finished. The magewright knows the following spells:

At will: *mage hand*, *prestidigitation*

Rituals: *knock*

ACTIONS

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

MARTIAL ARTS ADEPT

Medium humanoid (any race), any alignment

Armor Class 16 (Unarmored Defense)

Hit Points 60 (11d8 + 11)

Speed 40 ft.

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

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

MASTER THIEF

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

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

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

Sneak Attack (1/turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

ACTIONS

Multiaction. The thief makes three attacks with its shortsword.

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

Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

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

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

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

REACTIONS

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

OGRE CHAIN BRUTE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Fist. Melee Weapon Attack: +6 to hit, reach ft., one target. **Hit:** 9 (2d4 + 4) bludgeoning damage.

Chain Sweep. The ogre swings its chain, and every creature within 10 feet of it must make a DC 14 Dexterity saving throw. On a failed saving throw, a creature takes 8 (1d8 + 4) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Chain Smash (Recharge 6). Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

SKY BLUE

Medium humanoid (human), neutral good

Armor Class 17 (leather armor, *Suave Defense*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	15 (+2)

Skills Acrobatics +6, Athletics +3, Deception +6, Insight +6

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Suave Defense. While Sky is wearing light or no armor and wielding no shield, her AC includes her Charisma modifier.

ACTIONS

Multiattack. Sky makes three dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 6 (1d4 + 4) piercing damage.

Smoke Bomb (1/Day). Sky hurls a smoke bomb up to 20 feet away. The bomb explodes on impact, creating a cloud of black smoke that fills a 10-foot-radius sphere. The area within the cloud is heavily obscured. A strong wind disperses the cloud, which otherwise remains until the end of Sky's next turn.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6,

Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

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

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

SWASHBUCKLER

Medium humanoid (human), neutral good

Armor Class 17 (leather armor, *Suave Defense*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of their turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The swashbuckler makes three attacks: one with a dagger, and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

TIGER

Large beast, unaligned

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.



HANDOUT 1: EVENT RULES

GOAL: STEAL THE ORACLE OF WAR DOSSIER

PROPHECIES

Each group receives one prophecy from the *Oracle of War* once they're seated. If you can make this prophecy come true:

- Every player gains one hero point if your table completes a prophecy.
- Collect a new prophecy from HQ whenever you complete a prophecy.

SHORT AND LONG RESTS

The event plays out in just a few hours of game time. You can't afford to take long rests or short rests during play.

If you have access to the *catnap* spell, you may cast it to gain the benefits of a short rest.

PLAYER SPELLCASTING

You're working under time pressure, making it difficult to cast certain spells:

- There isn't time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than 5 minutes can't be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups at the administrators' discretion. Inform the administrators if you cast a spell with such a range.

SPELLCASTING SERVICES

During the event, clerics loyal to your patron can provide any of the spellcasting services listed in the *Oracle of War Player's Guide*. You must cover the component costs for these spells, which are cast **instantly**. Such spells can't be cast during combat.

GAINING SUSPICION

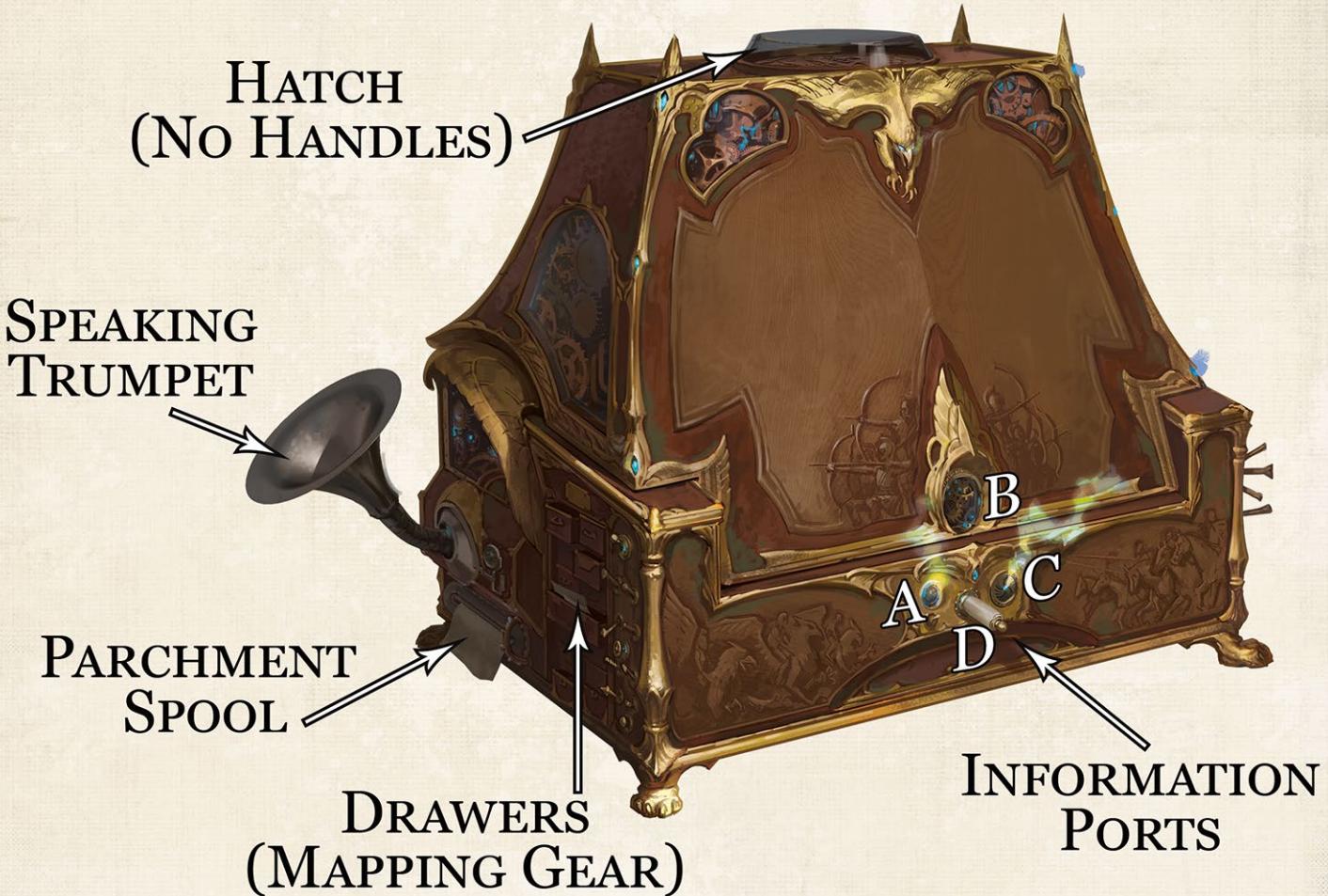
You must try to carry out your objectives without drawing suspicion. Your group gains suspicion as follows:

- Whenever you perform a suspicious act, your DM notes down **one suspicion point** and rolls a d20. If they roll higher than your group's current suspicion, the act goes unnoticed by any NPCs in sight.
- If they roll equal to or under your group's current suspicion, the alarm is raised, and your group is challenged.
- A blatantly suspicious act—such as attacking an NPC or casting an inappropriate spell—raises the alarm at once.
- If a group raises the alarm, **all other groups** in the event gain one suspicion!

At your DMs discretion, you can make Dexterity (Stealth) or Charisma (Deception) checks to avoid gaining suspicion, opposed by the Wisdom (Insight or Perception) checks of any NPCs in sight.



ORACLE OF WAR

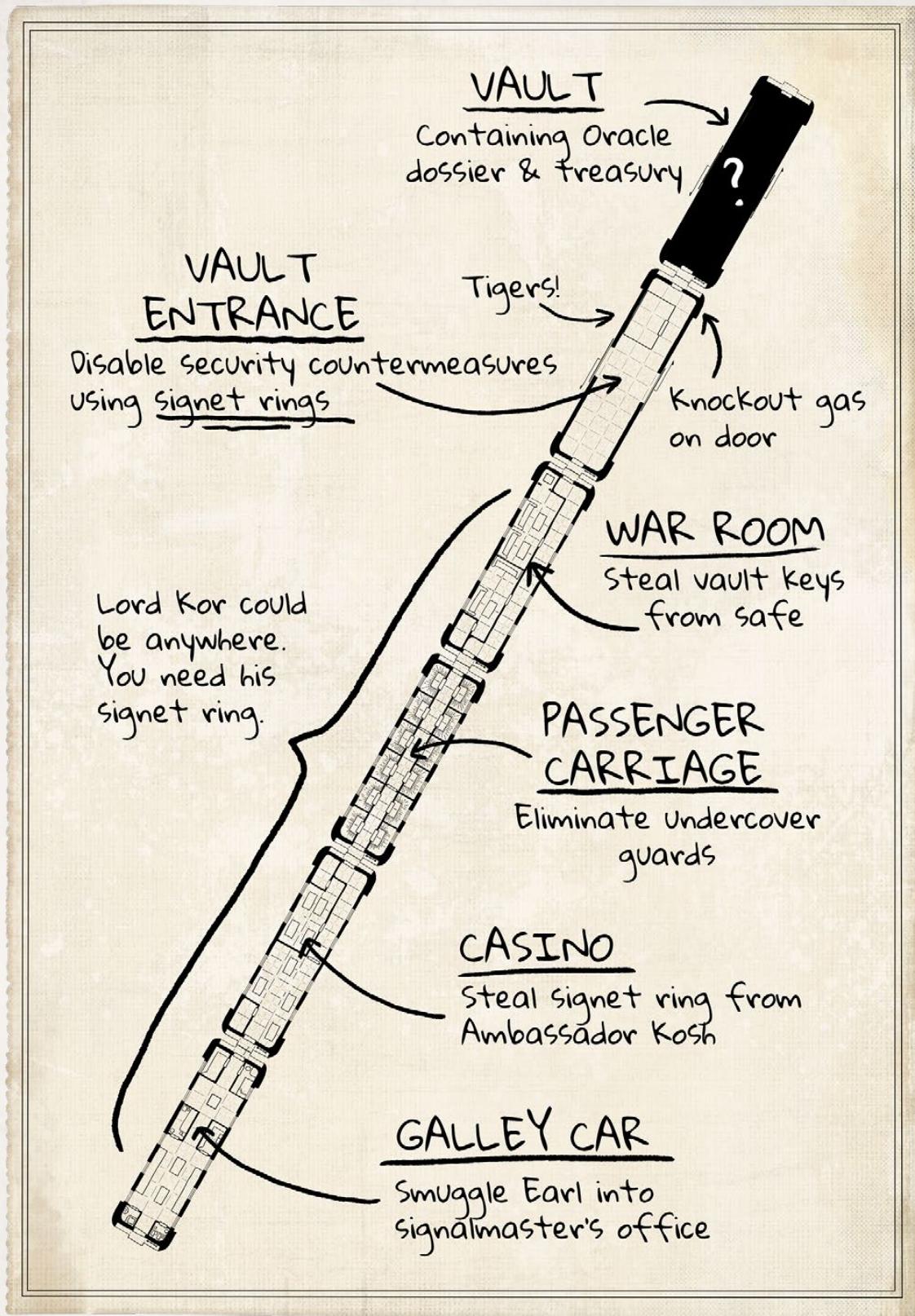


THE *ORACLE OF WAR* USES MAGIC TO PROVIDE TACTICAL ADVICE ABOUT ANY LARGE CONFLICT.

TO ACTIVATE THE *ORACLE*, WRITE DOWN BATTLEFIELD INFORMATION ON PARCHMENT, AND FEED IT INTO THE PORTS:

A: BATTLEFIELD TERRAIN B: ENEMY FORCES C: ALLIED FORCES D: MISCELLANY

HANDOUT 3: HEIST PLAN



HANDOUT 4: ORDER TICKETS

Parboiled piranha—Dragon steak, with a live cricket side salad—Pixie-dusted cream cake

Parboiled piranha—Cockatrice beak, with fondant potatoes—Pixie-dusted cream cake

Parboiled piranha—Cockatrice beak, with fondant potatoes—Pancakes fried in gin and tonic

Parboiled piranha—Talking trout, with candied cherries—Pancakes fried in gin and tonic

Parboiled piranha—Talking trout, with candied cherries—Pixie-dusted cream cake

Harpy wing tartare—Dragon steak, with a live cricket side salad—Candied rot grubs

Harpy wing tartare—Dragon steak, with a live cricket side salad—Pixie-dusted cream cake

Harpy wing tartare—Talking trout, with candied cherries—Pixie-dusted cream cake

Harpy wing tartare—Talking trout, with candied cherries—Candied rot grubs

Harpy wing tartare—Cockatrice beak, with fondant potatoes—Pancakes fried in gin and tonic

Flaming cheese soup—Dragon steak, with a live cricket side—Pancakes fried in gin and tonic

Flaming cheese soup—Dragon steak, with a live cricket side—Pixie-dusted ice cream

Flaming cheese soup—Cockatrice beak, with fondant potatoes—Candied rot grubs

Flaming cheese soup—Cockatrice beak, with fondant potatoes—Pancakes friend in gin and tonic

Flaming cheese soup—Talking trout, with candied cherries—Candied rot grubs

HANDOUT 5: COOKING INSTRUCTIONS



Parboiled piranha

- 1: Fetch piranha from animal pen—a DC 10 Dexterity (Animal Handling) check.
On a failure, the character takes 2 (1d4) piercing damage.
- 2: Prepare at fish station—a DC 10 Dexterity check using cook's utensils.

MAIN

Talking trout, with candied cherries

- 1: Fetch trout from meat locker.
- 2: Apply awakening tincture at fish station—a DC 12 Intelligence (Arcana) check.

ORDER COMPLETE WHEN PASTRY SECTION PREPARES CHERRIES



MEAT STATION



STARTER

Harpy wing tartare

- 1: Fetch harpy wing from meat locker.
- 2: Prepare at meat station—a DC 12 Dexterity check using cook's utensils.



MAIN

Dragon steak, with a live cricket side salad

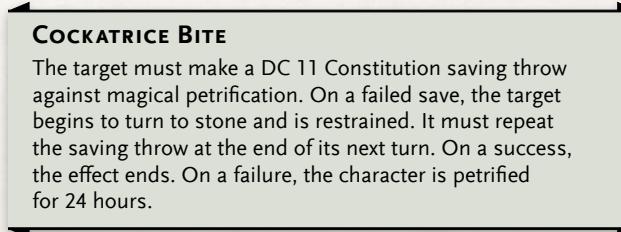
- 1: Fetch dragon steak from meat locker.
- 2: Tenderize at meat station—a DC 12 Strength check using cook's utensils.

ORDER COMPLETE WHEN SIDE STATION TO PREPARES SALAD

Cockatrice beak, with fondant potatoes

- 1: Fetch cockatrice beak from meat locker.
- 2: Partially de-venomize at meat station—a DC 15 Dexterity check using a poisoner's kit.
On a failure, the character suffers a cockatrice bite (see below).

ORDER COMPLETE WHEN SIDES STATION PREPARES POTATOES



COCKATRICE BITE

The target must make a DC 11 Constitution saving throw against magical petrification. On a failed save, the target begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the character is petrified for 24 hours.



SIDES STATION

STARTER

Flaming cheese soup

- 1: Fetch soup ingredients from larder.
- 2: Fetch rum from liquor locker.
- 3: Prepare at sides station—a DC 10 Dexterity check using cook's utensils.
On a failure, the character takes 2 (1d4) fire damage.

MAIN

Dragon steak, with a live cricket side salad

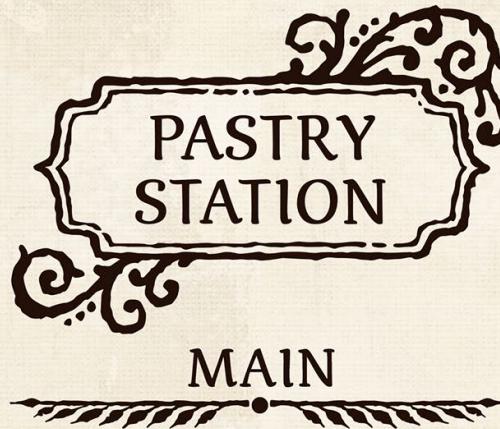
- 1: Fetch crickets from animal pen—a DC 12 Dexterity (Sleight of Hand) check.
- 2: Prepare at sides station—a DC 12 Dexterity check using cook's utensils.

ORDER COMPLETE WHEN MEAT STATION TO PREPARES STEAK

Cockatrice beak, with fondant potatoes

- 1: Fetch potatoes from larder.
- 2: Prepare at sides station—a DC 10 Wisdom check using cook's utensils.

ORDER COMPLETE WHEN MEAT STATION PREPARES COCKATRICE BEAK



PAstry STATION

MAIN

Talking trout, with candied cherries

- 1: Fetch candied cherries from larder.
- 2: Prepare at pastry station—a DC 13 Wisdom check using cook's utensils.

ORDER COMPLETE WHEN FISH SECTION PREPARES TROUT

DESSERT

Pixie-dusted cream cake

- 1: Fetch ingredients from larder.
- 2: Prepare cake at pastry section—a DC 15 Intelligence (Arcana) check.
On a failure, the character suffers a wild magic surge (see the “Sorcerer” section of the *Player’s Handbook*).

Pancakes fried in gin and tonic

- 1: Fetch ingredients from larder.
- 2: Fetch gin from liquor locker.
- 3: Prepare pancakes at pastry section—a DC 12 Dexterity check using cook's utensils.

Candied rot grubs

- 1: Fetch rot grubs from animal pen—a DC 10 Wisdom (Animal Handling) check. On a failure, the character is infested by rot grubs (see below).
- 2: Prepare dish at pastry section—a DC 12 Dexterity check using cook's utensils.

ROT GRUB INFESTATION

The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 3 (1d6) piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

HANDOUT 6: DRAGON FLIGHT

Win Dragon Flight by rolling one of the following combinations, which are ranked in order from highest scoring to lowest:

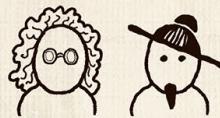
Dragon Flight	Five of a kind
Hydra	Four of a kind
Rampage	Three of a kind and one pair
Chimera	Three of a kind
Ettin Heads	Two pairs
Bugbears	One pair
Goblin Toes	No matches

If more than one player rolls the same combination, the winner is the combination with the highest cumulative result shown on the dice.

In the event of a winning tie, the pot is shared evenly between tied players.

HANDOUT 7: PASSENGERS

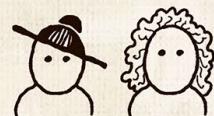
COMPARTMENT K



COMPARTMENT I



COMPARTMENT G



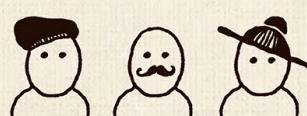
COMPARTMENT E



COMPARTMENT C



COMPARTMENT A



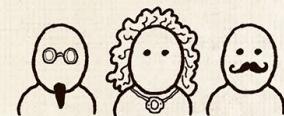
COMPARTMENT L



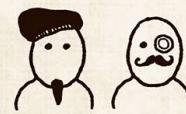
COMPARTMENT J



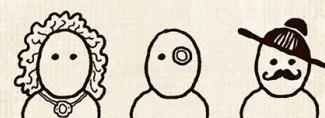
COMPARTMENT H



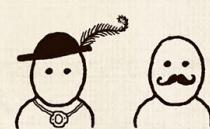
COMPARTMENT F



COMPARTMENT D

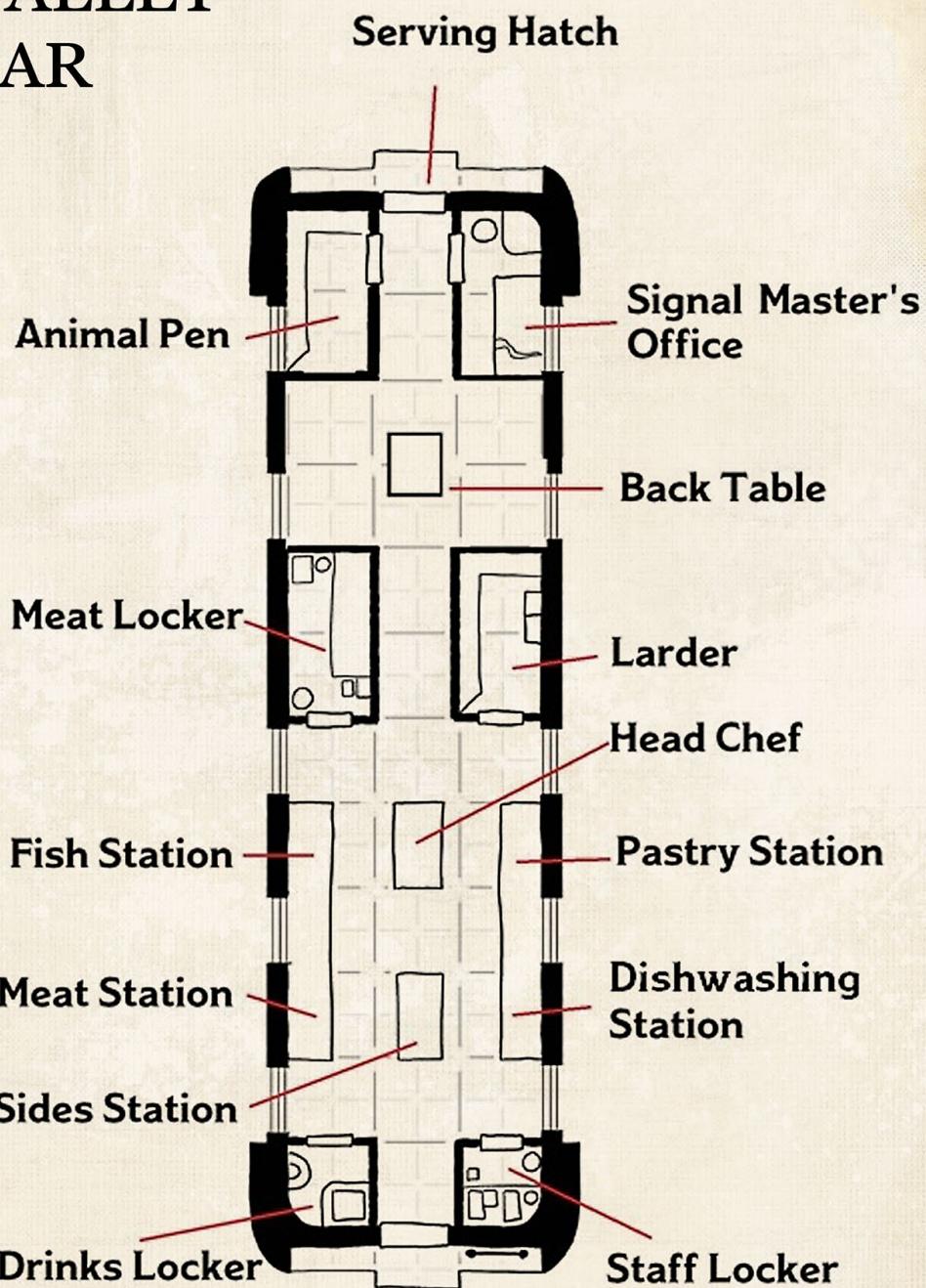


COMPARTMENT B



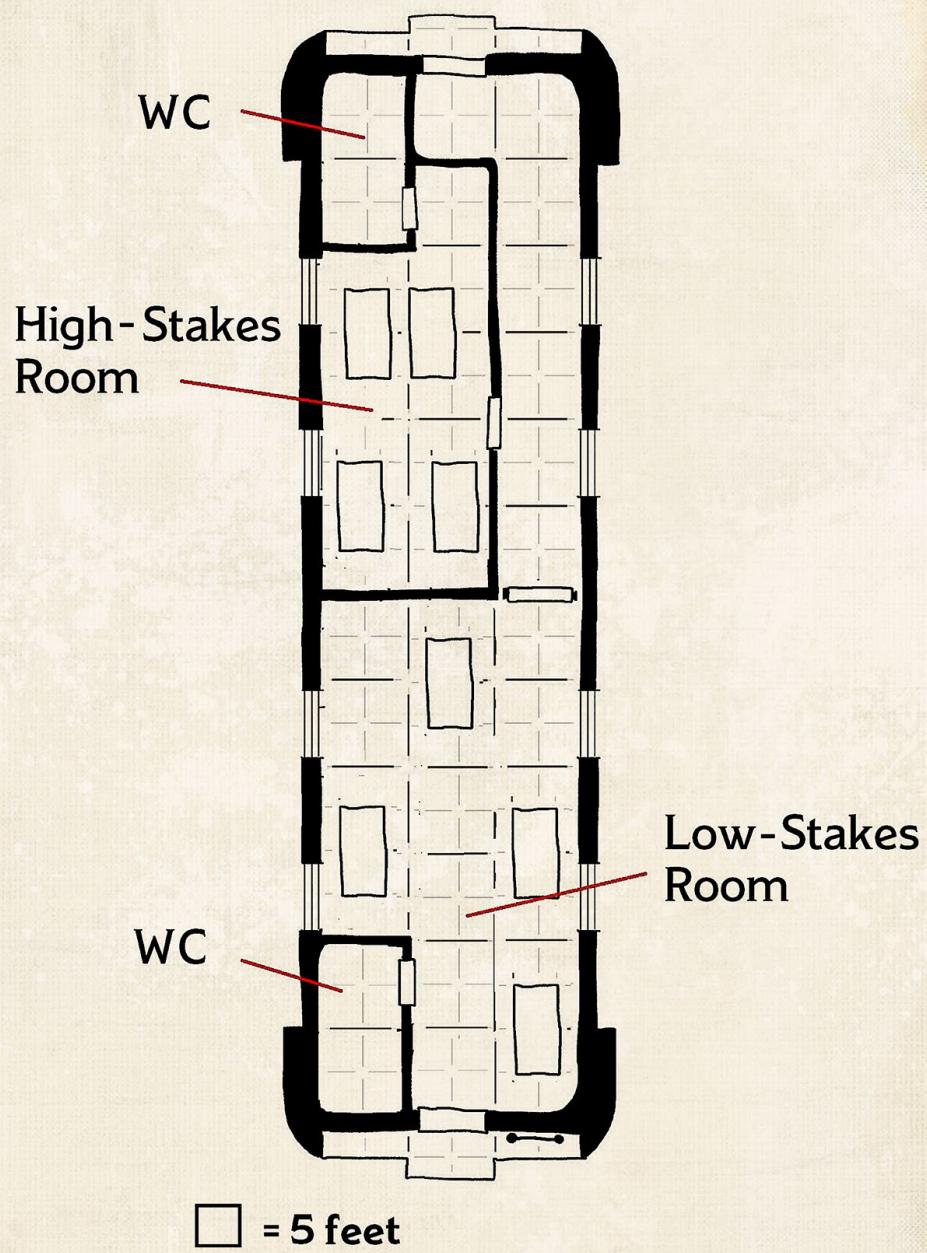
APPENDIX A: DUNGEON MASTER MAPS

GALLEY CAR

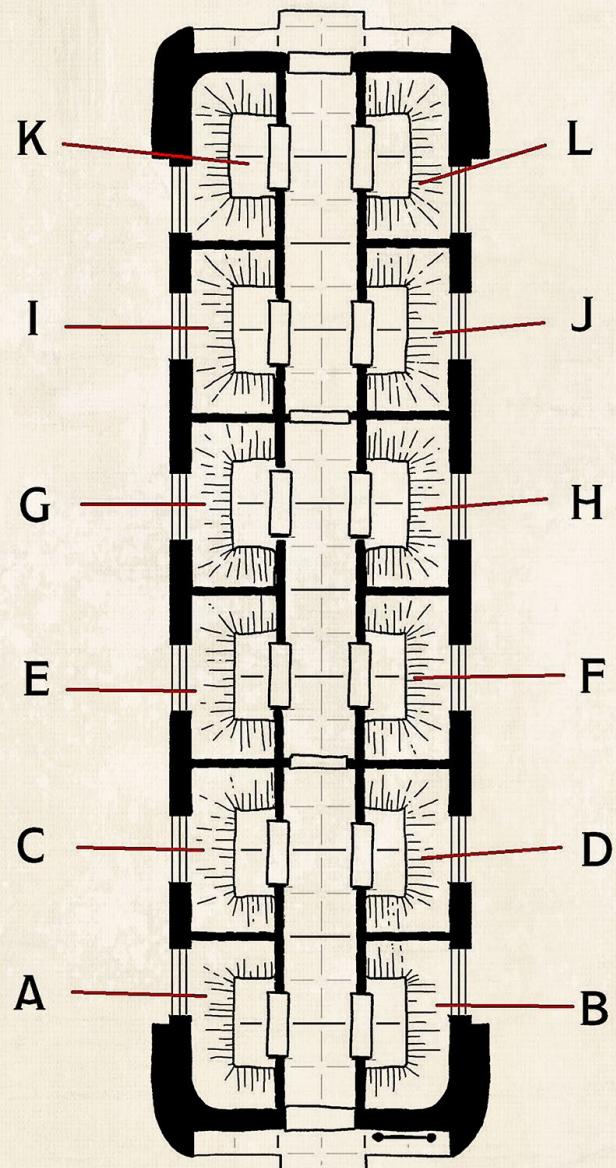


 = 5 feet

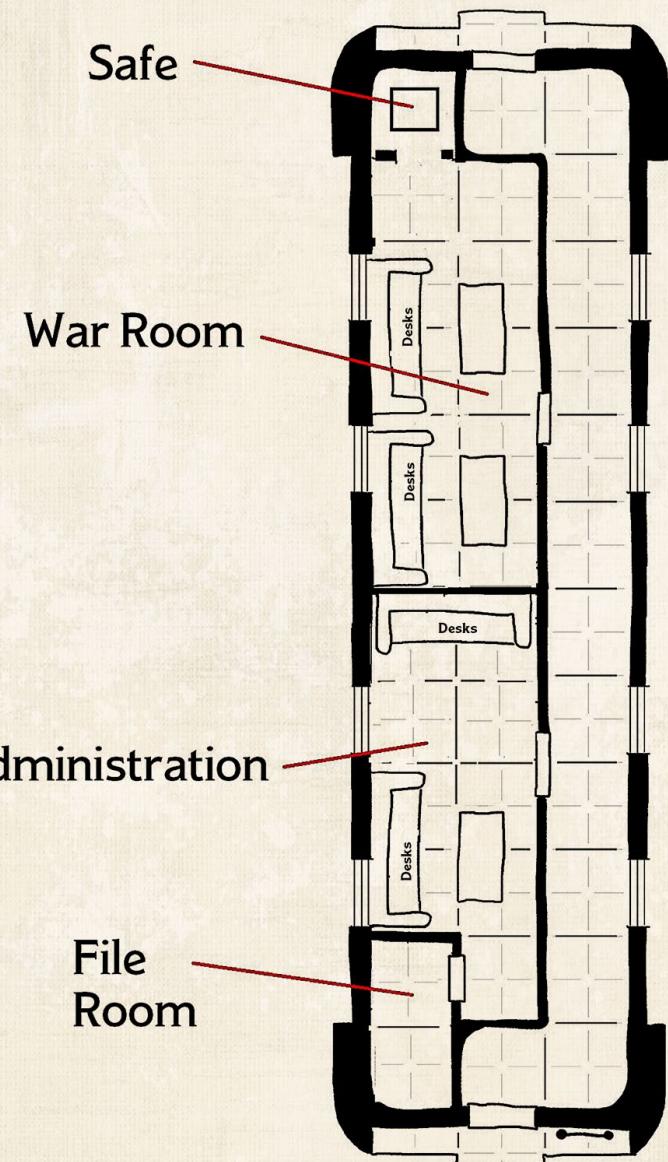
CASINO CAR



PASSENGER CAR

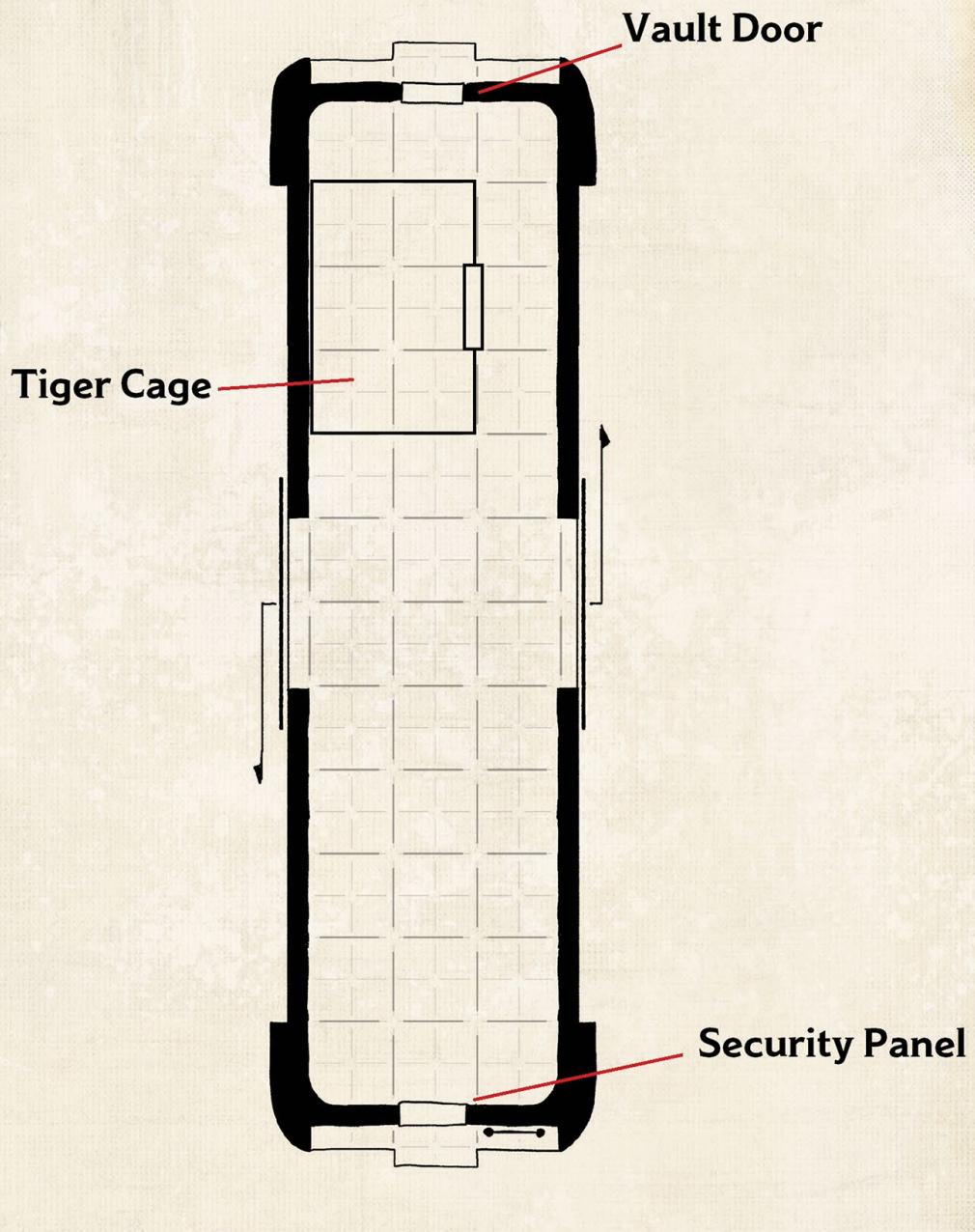


WAR ROOM



= 5 feet

VAULT ENTRANCE



APPENDIX B: QUEST REPORTS

The following quest reports are used during the adventure:

QUEST COMPLETE: GALLEY CAR

DM Name:

Table Number:

QUEST COMPLETE: CASINO

DM Name:

Table Number:

QUEST COMPLETE: PASSENGER CAR

DM Name:

Table Number:

QUEST COMPLETE: WAR ROOM

DM Name:

Table Number:

APPENDIX C: DUNGEON MASTER TIPS

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

Players can play an adventure they previously played as a player or 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 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

APPENDIX D: ADMINISTRATOR GUIDE

The section provides guidance on running *Rolling Thunder* as a D&D Epics™ event for your game day or convention.

EPIC PARTICIPANTS

The following players comprise this D&D Epics™ event:

2+ GROUPS

Each table is run by a DM and has 3–7 players. There must be at least two groups present. All characters within a group must belong to tier 2.

COMMANDER

A lead administrator, the commander, oversees the event. The commander keeps track of the overall flow of the event, makes important announcements, answers DM questions, and ensures everything runs smoothly.

THE ORACLE OF WAR

This event also calls for a bowl containing prophecies from the *Oracle of War* to be placed at HQ. When players need to draw a new prophecy, they reach into the bowl and grab one of the verses.

ROAMING CHARACTERS

Three administrators must take on the role of roaming characters: Lord Kor ir'Wynarn, Narcy of Xandrar, and Sky Blue and Earl. If needed, the commander can play one of these roles (ideally Sky Blue). Administrators are encouraged to cosplay their characters to give the event a bit of theater.

SETUP

The following steps are important for ensuring the event runs smoothly:

STEP 1. PREPARE HEADQUARTERS

Headquarters (HQ) is an area set aside for the administrative staff. The commander needs to prepare the following:

- **Prophecies Bowl.** Print one copy of **Administrator Handout 1: Oracle Prophecies** per group. Cut the prophecies out and store them in a bowl.
- **Boons.** Print one copy of **Administrator Handout 2: Boons** per group. Cut out the boons and arrange them in piles.
- **Victory Pile.** As players complete quests, completed quest reports are added to the victory pile.

STEP 2. PREPARE TABLES

One table is required for each group. All tables need a good view of HQ so they can see and hear the commander's updates.

STEP 3. MUSTER GROUPS

During muster, each DM receives a **prophecy** from HQ.

STEP 4. COUNT GROUPS

To calculate victories, the administrators need to know how many groups are playing (see “Victory Requirements,” below).

STEP 5. PLAY!

When play begins, the commander reads the introduction aloud to the assembled players (see part 1).

CORE RULES

QUESTS

Each group undertakes quests to steal the intelligence dossier.

- When a group's quest goals are complete, a player delivers a completed quest report to the commander.
- The commander places the report on the victory pile.
- During part 3, the commander announces any reinforcements present (see “Event Timeline”).

ALARMS

During play, groups can attract the unwanted attention of guards on the train. Whenever this occurs, DMs stand up and shout “Alarm!” **Every other DM in the event must now add one suspicion point to their total.**

As administrators, it may help to broadcast this to the assembled players after each call—especially in crowded events with lots of tables.

ROAMING NPCs

Administrators roam the room in character during part 2:

- **Sky Blue and Earl** log when **secret objectives** are completed.
- The wizard **Narcy of Xandrar** moves between railcars, keeping an eye out for troublemakers.
- **Lord Kor ir'Wynarn** moves between railcars, wearing a magic signet ring on his finger.

When a roaming NPC arrives at a table, the DM quickly describes the scene so the administrator can make their entrance. The administrator then roleplays their character for the duration of their stay: even taking a seat and playing along with the group. Importantly, the administrators can act as co-DMs: they have the power to call for ability checks and modify events as they see fit.

See **Administrator Handouts 3, 4, and 5** for instructions on how to play these roles.

ELEMENTAL BOMBS

At the end of part 2, the administrator playing Sky Blue counts how many secret objectives were completed and compares this to the number of groups present. This determines which carriages, if any, are destroyed by the elemental explosives.

ELEMENTAL EXPLOSIONS

Secret Objectives Completed	Carriages Destroyed
Number of groups × 4	None
Number of groups × 3	One
Number of groups × 2	Two
Number of groups × 1	Three
Fewer than number of groups × 1	Four

VICTORIES

The players undertake up to four quests during part 2. When a quest is complete, the DM fills in a Quest Report and delivers it to HQ.

- **Whenever a quest report is received, the administrators deliver an appropriate Boon to another table (see Administrator Handout 2: Boons).**

The overall number of quests completed determines the reinforcements faced by the group during part 3:

REINFORCEMENTS

Quests Completed	Reinforcements
More than number of groups × 3	None
Number of groups × 2 to × 3	Moderate: three knights
Fewer than number of groups × 2	Serious: six knights

See “Event Timeline” to find out when this announcement should be made.

VAULT DOOR

The triumph in the event, at least one group must unlock the door to the vault. When this occurs, a player from that table notifies the administrators. Event organizers are encouraged to present gifts to groups who unlock the vault—or at least give them a round of applause!

EVENT TIMELINE

The event is timed as follows:

MUSTERING

Players take their seats and meet their groups.

PART 1: THE PLAN

Duration: 10 minutes (+0–10 minutes)

DMs introduce the mission and players pick their starting gear.

PART 2: THE JOB

Duration: 180 minutes (+11–190 minutes)

Players undertake four quests across the train to steal the *Oracle of War* intelligence file from the vault.

At the start of this part, make the following announcement:

“Welcome, salvagers, to the heist of the century! The *Excelsior* is almost here. You now have **three hours** to execute your mission and break inside the vault carriage. Good luck!”

After this announcement, the Roaming NPCs can start visiting tables.

At the end of this part, the administrator playing Sky Blue counts the secret objectives completed and makes the following announcement:

“As some of you have learned, the rebels known as the Swords of Liberty are plotting to blow up the train and assassinate the king’s brother, Lord Kor! The question is: have you uncovered enough about them to save the train?”

See “Elemental Bombs,” above, to determine how successful the players have been:

If no carriages are destroyed, announce:

“I can tell you . . . the train has been saved! All the explosives have been disarmed. The lead culprits are still somewhere on board, but the train and its passengers are safe. Well done! Now proceed to the vault!”

If all four carriages are destroyed, announce:

“Alas, you have failed. Explosions tear through the train, destroying all four compartments and killing Lord Kor. All characters still playing quests in the galley car, casino, passenger carriage, or war room are killed! If you completed four quests, you are spared the explosion. Now proceed to the vault.”

If one, two, or three carriages are destroyed, announce:

“You exposed some, but not all, of the rebels’ plot. Explosions tear through the train, destroying (number) carriages. If you completed more quests than this, your carriage is spared destruction! If not, your carriage explodes and everyone in your group is killed! If Lord Kor is present in your carriage when it exploded, he dies too! Now proceed to the vault.”

PART 3: THE TWIST

Duration: 50 minutes (+191–240 minutes)

Players take on the Swords of Liberty rebels just outside the vault. During this combat, reinforcements loyal to Lord Kor can arrive on the scene (see “Victories,” above).

When reinforcements have been calculated, announce:

“The sound of combat is sure to alert Lord Kor’s forces on the train! But how many reinforcements will you face?”

If no reinforcements are inbound, announce:

"None! So far, your heist has gone like clockwork. Lord Kor's soldiers have no reason to suspect a raid!"

If moderate reinforcements are inbound, announce:

"So far, your heist has been executed well, but not without problems. The door swings open and a small group of soldiers dash into the carriage, shouting 'Arrest everyone!'

"DMs, add three **knights** to the combat!"

If serious reinforcements are inbound, announce:

"Your heist hasn't gone well, and Lord Kor's forces suspect a raid. The door swings open and large group of soldiers rush into the carriage, shouting 'Arrest everyone!'

"DMs, add six **knights** to the combat!"

FINAL RESULT

When time is called, announce the success or failure of the event. The players succeed if at least one group reports that they have unlocked the vault door.

If the players failed, announce:

Alarms ring throughout the train as the driver slows it to a stop. Through the door to the next carriage, you see armored knights charging down the aisle toward you; time is up, and they're onto you! You'd better make yourselves scarce and live to fight another day! This heist has failed.

If the players succeeded, announce:

The carriage shakes as a loud bang is heard from the vault. You and any enemies still standing are thrown to the floor and stunned as the train begins to slow down. . . .

When your heads clear, you rush for the vault door, which is swinging from its hinges. Beyond, you see the open world. There's no vault: the whole carriage is gone! In the distance, the front of the train has drifted to a stop.

The couplings below have been blown apart by explosives: the vault carriage has been separated from the train and diverted onto another track!

At your feet is a piece of parchment secured to the train with a seagull feather. It reads: "Sorry!"

After your announcement, ask the DMs to wrap up the adventure for their groups, as detailed in Part 3.

ADMINISTRATOR HANDOUT 1: ORACLE PROPHECIES

Below is a list of the prophecies that the *Oracle of War* can provide to groups. If the characters make their prophecy come true, everyone at the table gains 1 hero point.

A guardian looks the wrong way while a crime takes place under their nose.

A cup of warm drink mends worries.

A full belly pays its weight in gold.

A warrior holds, as a thief slips through.

While one laughs, another bleeds.

A patient man pardons an enemy for their actions.

When everything seems lost, a new opportunity arises.

A party splits to achieve their goal.

When a guest looks up, a ring slips from a finger.

Dark words are masked behind the clatter of dice.

A hero goes all in to achieve glory.

A short, sharp shock provides a way out.

One thing's for sure—nobody expected that!

Unexpected news causes alarm.

A disguise is lifted, to unexpected results.

A crime takes place in plain sight, yet nobody notices it.

Military tactics prove useful outside of combat.

History repeats itself.

ADMINISTRATOR HANDOUT 2: BOONS

Whenever a group scores a victory, the administrators should deliver a boon appropriate to the completed mission to another table.

QUEST 1 BOON: SILVER SERVICE

Your allies working in the Galley Car can cook up a surprise meal on your command. Once before the end of the event, you can have this meal delivered to an NPC of your choosing. The NPC is distracted while eating and has disadvantage on Wisdom (Insight and Perception) checks. This boon can't be used during combat.

QUEST 2 BOON: BLACK CHIP

Your allies operating in the casino have supplied you with one black chip. You can use this in the casino or exchange it for 5 gp.

QUEST 3 BOON: DIPLOMATIC IMMUNITY

Your allies in the passenger car have stolen diplomatic papers. Once before the end of the event, you can present these papers to a guard to force them to stand down from a challenge or to allow you into a restricted area. This boon only works on lone guards and can't be used during combat.

QUEST 4 BOON: NEW ORDERS

Your allies in the war room have provided information about the guards on duty in the train. Once before the end of the event, you can arrange for a guard of your choice to leave the carriage and seek out their commanding officer for new orders. This boon **can** be used during combat.

ADMINISTRATOR HANDOUT 3: LORD KOR IR'WYNARN

OVERVIEW

You play Lord Kor ir'Wynarn, the king's brother (see sidebar). You wear a signet ring on your finger that the players want to steal.

LORD KOR IR'WYNARN

Neutral, male, human champion

Lord Kor is the younger brother to King Boranel of Breland, and the reluctant heir to the throne. He advises his brother in all matters of state and commands the captains of the five branches of the King's Citadel.

Motivation: Ensure everything is in order aboard the *Excelsior* and stay alert for troublemakers.

Mannerisms: Lord Kor knows he's the most important person on the train and tends to look down his nose at others.

Quote: "I believe I am in charge of this train, am I not?"

COSTUME

You dress like a Brelish officer; polished boots, jacket with gleaming buttons, dress sword, tricorn hat, signet ring on finger.

RULES

When you arrive at a table, the DM quickly describes the scene so you can make your entrance. You must roleplay your character for the duration of your stay, even taking a seat and playing along with the group. Importantly, you can act as a co-DM: you have the power to call for ability checks and modify events as you see fit. Stay at the table for as long as you please—just try to visit every group during part 2.

BEHAVIOR

Lord Kor has no set agenda, but you can use the following prompts to aid you during play:

Galley Car. Ask the players to fix you a very particular meal using rare ingredients. Be extremely fussy about its preparation.

Casino. Play a game of dice against the players. You start with 5 red chips and 5 black chips.

Passenger Car. Pick a character and start questioning them about their role and responsibilities. Feel free to call for Charisma (Deception) checks opposed by your Wisdom (Insight).

War Room. Ask a character to describe how they'd win the war with Thrane, and then pull apart their plan in front of the other officers.

STEALING THE SIGNET RING

Players will try to steal the ring from your finger. At the very least, this requires you to be distracted, and to fail a Wisdom (Perception) check opposed by their Dexterity (Sleight of Hand). If the group steals your ring, you can't return to their table. Multiple groups can steal the same ring.

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

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

Saving Throws Str +9, Con +6

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

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

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

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

ACTIONS

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

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

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

ADMINISTRATOR HANDOUT 4: SKY BLUE AND EARL

OVERVIEW

You play the thief Sky Blue and Earl, her awakened seagull companion.

SKY BLUE

Neutral good, female, human thief

Fifteen-year-old Sky is an expert *soarsled* rider and aerial acrobat. She wears goggles, and leather armor scuffed at the knees and elbows. She and Earl have become inseparable, and she loves listening to his war stories about her father.

Motivation: She must find out what happened to her father, Jara, who went missing during the Last War.

Mannerisms: Sky can't sit still for more than a few minutes at a time, becoming anxious in confined spaces with few escape routes.

Quote: "Catch me if you can!"

EARL

Neutral good awakened seagull

Earl is the last surviving member of the 10th Avian Messengers, and was awarded the Silver Star for bravery, which he wears with pride. He also carries the same leather satchel he wore during combat. Sky's father, Jara, nursed Earl's broken wing in the field, which marked the beginning of their friendship. Jara's parting request to Earl was to look after his daughter, Sky.

Motivation: Protect his charge, Sky Blue. Earl takes this role seriously, often referring to himself as "Uncle Earl." He'd risk his own life to keep Sky safe.

Mannerisms: Earl is cocky and slow to trust. He walks with a limp and paces around in circles when he's thinking.

Quote: "C'mon, Sky, we gotta fly!"

COSTUME

Leather armor, flying goggles, notepad. Your seagull companion could be a hand puppet, or a model perched on your shoulder.

RULES

You're summoned to tables when players complete secret objectives. When you arrive at a table, the DM quickly describes the scene so you can make your entrance. You must roleplay your character for the duration of your stay, even taking a seat and playing along with the group. You don't stay long—just long enough to deliver your reaction (see below).

REACTIONS

When presented with a secret objective, roleplay one of the following reactions. When you're done, award the players the listed reward!

Dead body in galley car:

"Ogre's eyes! That's Steele, the train's conductor. Someone's taken him out and stolen his uniform. Listen up. We need to keep this under wraps—if Lord Kor finds out there's been a murder on board, he could lock down the whole train. One thing's for sure though—we aren't the only intruders on board!"

Grant all players one hero point!

First explosives found (casino or passenger car):

"Sky Blue paint? Hold on, what did that prophecy say: *'Two nations prepare for war, as all eyes turn to Sky Blue.'* These are elemental explosives, primed to go off on a signal! I saw the same thing back in the Last War.

"Does this mean . . . I'm not part of the prophecy? All that hellfire we went through in Sharn was just a mistake? I thought . . . I thought my destiny would lead me to my father. Maybe I'm just not so special after all."

Grant all players one hero point before you slink glumly away.

Second explosives found (casino or passenger car):

"How many of these things are there on board? Whoever's planting these is planning to take out the whole train. We've got to stop them!"

All players gain the benefit of a **short rest**!

Rebel agent found (war room):

"I know this man. There's a group that meets in the underbelly of Sharn, they talk high and mighty about bringing down the monarchy. Call themselves the Swords of Liberty. I thought they were all mouth, but it seems I was wrong. Lord Kor's life is in danger."

All players earn the **Swords of Liberty** legacy event. At the end of the event, they should mark this on their adventure records.

LOGGING SECRET OBJECTIVES

Use your notepad to record how many secret objectives you've found. This is important later in the heist!

SKY BLUE

Medium humanoid (human), neutral good

Armor Class 17 (leather armor, *Suave Defense*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	15 (+2)

Skills Acrobatics +6, Athletics +3, Deception +6, Insight +6

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Suave Defense. While Sky is wearing light or no armor and wielding no shield, her AC includes her Charisma modifier.

ACTIONS

Multiattack. Sky makes three dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 6 (1d4 + 4) piercing damage.

Smoke Bomb (1/Day). Sky hurls a smoke bomb up to 20 feet away. The bomb explodes on impact, creating a cloud of black smoke that fills a 10-foot-radius sphere. The area within the cloud is heavily obscured. A strong wind disperses the cloud, which otherwise remains until the end of Sky's next turn.

EARL

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (0+0)	10 (+0)	14 (+2)	7 (-2)

Saving Throws Dex +4, Con +2

Skills Perception +4

Senses passive Perception 14

Languages Common

Challenge 0 (10 XP)

Evasion. If Earl is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Earl instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

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

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

ACTIONS

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) slashing damage.

ADMINISTRATOR HANDOUT 5: NARCY OF XANDRAR

OVERVIEW

You play Narcy of Xandrar (see sidebar), an archmage tasked with providing security on the lightning rail.

NARCY OF XANDRAR (NAR-SEE OF ZAN-DRAR)

Neutral, female, human mage

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: Ensure no intruders find their way onto the train.

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."

COSTUME

You dress magnificently in a long ball gown with your long hair in tresses.

RULES

When you arrive at a table, the DM quickly describes the scene so you can make your entrance. You must roleplay your character for the duration of your stay: even taking a seat and playing along with the group. Importantly, you can act as a co-DM: you have the power to call for ability checks and modify events as you see fit. Stay at the table for as long as you please—just try to visit every group during part 2.

BEHAVIOR

Narcy's goal is to keep the peace and keep an eye open for intruders. Don't make things too difficult for the players—you're here to put them on edge, not catch them out.

Only use your spells when a character is obviously acting suspiciously. Narcy doesn't waste her magic. If you detect intruders, you try to arrest them. This automatically causes an **alarm**.

ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks (with *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



EBERRON: ORACLE OF WAR



ADVENTURE RECORD: DDAL-EBEP-02 ROLLING THUNDER

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

ADVENTURE NOTES

Working alongside the thief Sky Blue and her awakened seagull companion Earl, you raided the royal lightning rail train *Excelsior* to steal a top-secret government intelligence dossier on the *Oracle of War*. If you were successful, your comrades double-crossed you at the last moment and stole the train's entire vault carriage for themselves, yet provided you with the dossier after the event.

ADVANCEMENT

You gain one level for completing this adventure.

Important: If you forgo advancement from an EPIC, you still gain all the following rewards.

REWARDS

You gain the following rewards:

500 gp for carrying out the mission, paid from the treasure Sky Blue and Earl stole from you. You do not gain this reward if you failed in the heist.

Choose ONE bonus reward:

A hat of disguise
 A stone of good luck (luckstone)
 Boots of speed

LEGACY EVENTS

Death is a Door. You died while trying to rob the royal lightning rail train *Excelsior*. Mysterious forces brought you back to life, but you don't know who or what they are.

Mournland Dossier. You stole a dossier of intelligence on the Mournland, which Sky is convinced can help her find her missing father.

Oracle Dossier. You stole a file of top secret intelligence on the *Oracle of War*. The information held within is encoded and can't be decrypted until you play EB-11: *My Undying Heart*. While you have this legacy event marked, Sky Blue and Earl cannot appear in EB-08, EB-09, or EB-10.

Regicide. Lord Kor ir'Wynarn, the "King in Green", brother to King Boranel of Breland, is dead. This event is sure to foment trouble later in the campaign!

Swords of Liberty. You identified the Swords of Liberty as being responsible for the attack on Lord Kor. You may be able to use this information to your advantage in future.

CHARACTER WEALTH

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