

WHERE THE DEAD WAIT

ORACLE OF WAR PART 3.

DDAL-EB-03



By

**JAMES
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A FOUR-HOUR ADVENTURE FOR TIER 1 CHARACTERS

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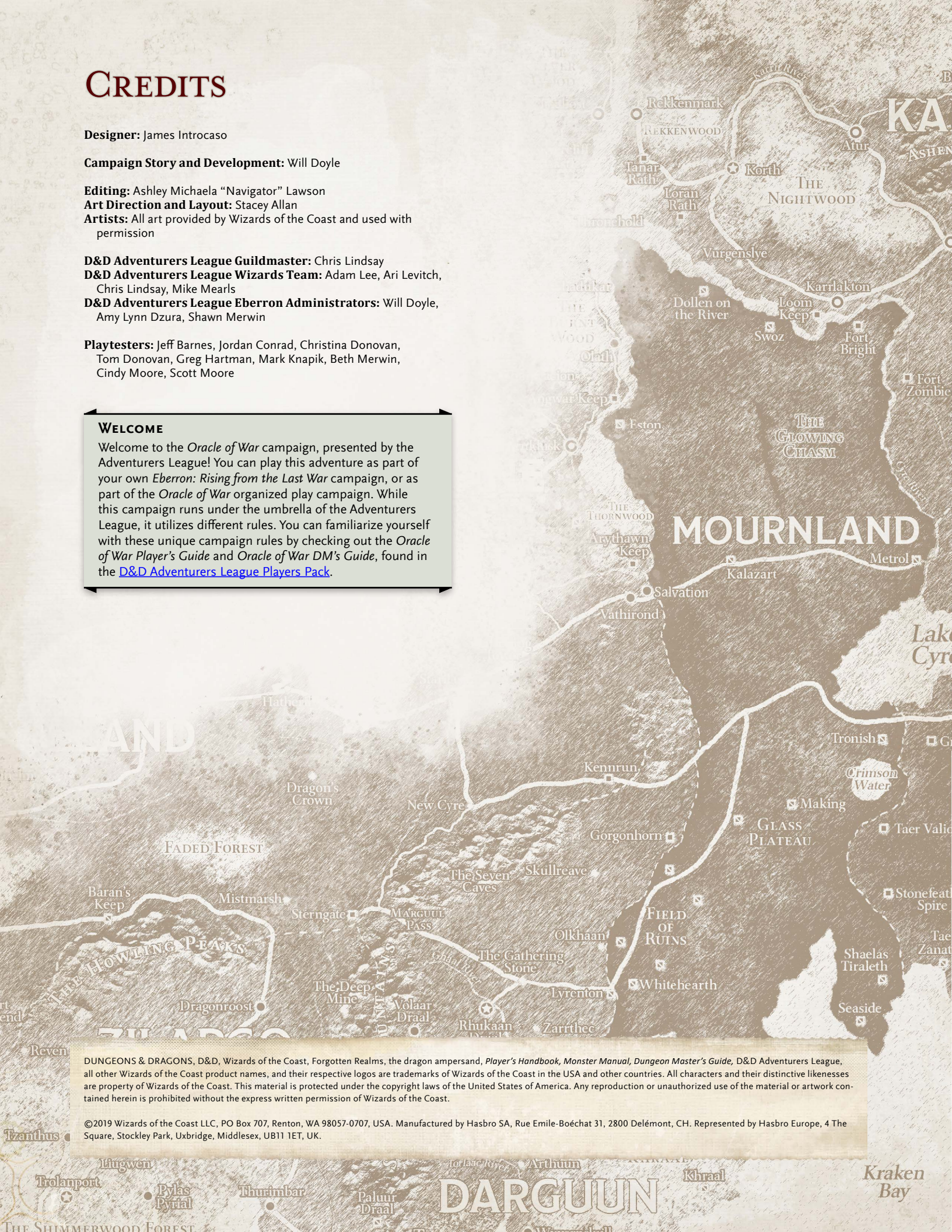
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WELCOME

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



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ADVENTURE OVERVIEW

This adventure is designed for **three to seven 1st- to 4th-level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range can't participate in this adventure.

This adventure occurs in Eberron, in the remains of ruined Cyre. This fallen nation is known as the Mournland across most of Eberron, but as the Gray to the residents of Salvation. This is the third in a series of four adventures, the *Spoils of War* storyline. *Spoils of War* is part of the *Oracle of War* Eberron campaign for the D&D Adventurers League.

BACKGROUND

The **ORACLE OF WAR** is a mysterious, magic device that sat untouched in the **MOURNLAND** for years. During DDAL-EB-02 *Voice in the Machine*, the adventurers unearthed this device from the ruins while searching for the **GRAY DOGS**, a lost scavenger crew. When the *Oracle of War* is activated, the item speaks, giving strategic battle advice. The adventurers are now headed back home with the Gray Dogs to the settlement, **SALVATION**, which sits just outside the mists of the Mournland.

THE MOURNLAND

A wall of dead-gray mist surrounds the remnants of Cyre. Beyond the mists lies a land twisted by magic, a wound that will not heal. The blasted land is strangely transformed. In some places, the ground has fused into jagged glass. In others, it is cracked and burned. Broken bodies of soldiers from various sides litter the landscape—soldiers whose dead bodies refuse to decompose. The Mournland is a vast open grave.

In that horrific landscape, vile magical effects linger, and monsters mutate into even more foul and horrible creatures. Magical effects continue to rain upon the land as storms that never dissipate. Stories speak of living spells—war magic that has taken physical form, sentient fireballs and vile cloud-kills that endlessly search for new victims. And angry ghosts continue to fight their final battles.

—*Eberron: Rising from the Last War*

OVERVIEW

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

- **Part 1: Mourning Dead (60 mins).**

Undead ambush the party as they travel through the Mournland toward Salvation. With more undead closing in, the scavengers are forced to seek shelter in a nearby cottage.

- **Part 2: Dead by Dawn (180 mins).**

As the adventurers defend the cottage from the undead, the Gray Dogs turn traitor and attempt to steal the *Oracle of War*. To survive, the adventurers must fight their way out or perform a ritual to banish the undead from the cottage.

ADVENTURE HOOKS

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

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

CONTINUING THE STORY

If the characters played through DDAL-EB-02 *Voice in the Machine*, this adventure picks up after that adventure ends. The characters are escorting the Gray Dogs salvage crew back to Salvation after rescuing them from the Fireweave Bazaar in the city of Kalazart.

Characters who played *Voice in the Machine* or DDAL-EB-01 *The Night Land* have an ally that also stars in this adventure: Kalli Alran (or a scavenger friend created by the players that replaces her). If the characters didn't play through either of those adventures, use the following adventure hook:

Old Friend. One or more of the characters knows Kalli Alran, a scavenger from the town of Salvation. Kalli went missing in the Mournland with her crew, the Gray Dogs, and the adventurers were hired to rescue her. Ask each player with a connection to Kalli to roll on the following table to determine how they know her:

CONNECTIONS TO KALLI

d8 Connection

- 1 Kalli saved you from a kneecapping at the hands of Boromar clan extortionists in the alleys of Sharn.
- 2 You and Kalli were lovers. You promised each other you would meet again one day for old times' sake.
- 3 Kalli loaned you a single gold piece, which you invested to start a whole new life for yourself.
- 4 You and Kalli served as sappers in the Last War and went through hell together.
- 5 You and Kalli grew up in the same town or city and were childhood rivals.
- 6 You and Kalli had a con that you would pull on unwitting traders, but the heat got too much.
- 7 Kalli murdered your corrupt commanding officer in the Last War, and you covered for her.
- 8 Kalli is your estranged daughter/sister/mother.

LEGACY EVENTS

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

A Friend Indeed. If the adventurers tried to rescue the scavenger Durvo Tellis during DDAL-EB-02 *Voice in the Machine*, Kalli Alran is more likely to side with the adventurers during the mutiny.

Hard Call. If the dwarf Durvo Tellis was abandoned during DDAL-EB-02 *Voice in the Machine*, he is not present in this adventure and Kalli Alran is more likely to side against the adventurers during the mutiny.

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 by the adventure. At the end of the adventure, the players lose any hero points they have accrued.

HERO POINTS

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



PART 1

MOURNING

DEAD

Estimated Duration: 60 minutes

Undead ambush the party as they travel through the Mournland toward Salvation. With more undead closing in, the scavengers are forced to seek shelter in a nearby cottage.

SETTING THE SCENE

When everyone is ready to begin, read the following boxed text aloud:

You're returning home after a successful rescue mission into the Mournland. With you are the surviving members of the Gray Dogs, the salvage crew you were sent to rescue. Two of them are dragging a strange device through the mud; the *Oracle of War*, which you unearthed from the ruins of Kalazart.

A flickering pillar of light briefly pierces the sky from a hilltop ahead. The Mournland is deathly quiet and your every step and breath echoes through the valley. Atop the hill, a stone cottage slumps like frozen corpse.

Now go around the table and ask each player to describe their character as they trudge through the Mournland. When they're done, give everyone **inspiration**.

THE GRAY DOGS

The characters travel with the following NPCs, who all share the **scout** stat block. The scavengers are grateful to be rescued and eager to get home.

- Durvo Tellis (male dwarf)
- Kalli Alran (female Cyran human)
- Nella Halthorn (female halfling)
- Sprocket (warforged)



If the players have the **Hard Call** legacy event, Durvo Tellis was left behind at the Fireweave Bazaar and does not feature in this adventure.

DURVO TELLIS (DER-VOH TELL-US)

Neutral male dwarf scavenger

Durvo is a pale-skinned 165-year-old dwarf and a veteran scavenger. He wears a patch over one milky, dead eye and has a sour attitude for anything that isn't getting down to business gathering treasure.

Motivation: Survival. Durvo needs cash to stay alive and feed himself.

Mannerisms: Durvo ignores people and questions not worth his time. Fun is frivolous, and frivolous doesn't get you paid.

Quote: "Enough jawing. Time to get to work."

KALLI ALRAN (KAL-EE ALL-RUN)

Neutral female human scavenger

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

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

Mannerisms: Kalli is always smiling.

Quote: "No one lives forever, eh?"

NELLA HALTHORN (NEL-UH HALL-THORN)

Neutral female halfling scavenger

Nella is a tan halfling in her twenties from Sharn. She has a sharp wit and is quick to make a joke.

Motivation: Wealth. Nella is trying to raise enough money to pay off her brother's gambling debts to the Boromar Clan, a criminal syndicate in Sharn.

Mannerisms: Nella often sniffs when she talks.

Quote: "Easy as tumbledown pie."

SPROCKET

Neutral warforged scavenger

Sprocket is a 15-year-old warforged who worked for House Cannith as an assistant to several artificers. When the Treaty of Thronehold was signed, Sprocket decided to use his knowledge of magic items to make a living scouring the Mournland for treasure.

Motivation: Discovery. Sprocket hopes to find meaning for his life inside the Mournland.

Mannerisms: Sprocket's right arm occasionally malfunctions and vibrates violently.

Quote: "Doesn't look so hard to me."

THE ORACLE OF WAR

Give the players **Handout 1: Oracle of War**. This information represents everything they've learned so far about the device.

UNDEAD ATTACK

When you've set the scene and everyone is ready to continue, read the following boxed text aloud:

A few moments later, a sudden moan breaks the silence as soldiers dressed in Cyran uniforms shamble forward, a hatred for all living things burning in their eyes. They died in the Last War, yet the blood on their wounds is still moist. Others are just charred skeletons, smoke still rising from their bones.

The party is surrounded and attacked by six **zombies** and six **skeletons** dressed in the regalia of the Cyran army. The skeletons try to keep their distance, attacking with shortbows, while the zombies engage the characters in melee. If engaged in melee, the skeletons draw short-swords and attack. All the undead fight until destroyed. When half the undead are destroyed, an **ogre zombie** joins the fray, attacking the characters.

With a bloodcurdling roar, an undead ogre stomps from the mists. It wears the blood-splattered armor of the Brelish Heavy Infantry and has a battering ram strapped to its forearm.

AREA INFORMATION

Dimensions and Terrain. The ambush occurs in an 80-foot diameter hollow on the side of the valley, surrounded by trees.

Light. The Mournland is shrouded in perpetual twilight. The lighting in this area is dim.

Sounds and Smells. The area is eerily silent until the undead attack. The air smells of mud and pinecones, with the whiff of putrid flesh.

SCAVENGERS IN COMBAT

During combat, one or more players can control the NPCs scavengers, or you can speed things up by having all them act on the same initiative count. If using the faster method, just roll 1d20 on their turn to determine how many of their attacks hit:

- On a roll of 1–5, none of the **scouts** hit.
- On a roll of 6–15, each **scout** hits with one attack.
- On a roll of 16–20, each **scout** hits with both attacks. The scouts deal 6 piercing damage per attack with their longbows and 5 piercing damage per attack with their short-swords.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **skeletons** and three **zombies**.
- **Weak:** Remove two **skeletons** and two **zombies**.
- **Strong:** Add one **ogre zombie**.
- **Very Strong:** Add one **ogre zombie**, and they both have 100 hit points.

THEY SURROUND US!

After the undead are destroyed, the moans of more undead are heard in the distance. Kalli draws the folding telescope from the *Oracle of War*, looks through it, and pales as she proclaims, "We're surrounded by undead!" Any character who looks through the telescope can see zombies, skeletons, and more in the distance, approaching from all sides. They'll be upon the characters in minutes! The scavengers start heading toward the cottage as Sprocket points out, "It's the most defensible position!"



PART 2

DEAD BY DAWN

Estimated Duration: 180 minutes

As the adventurers defend the cottage from the undead, the Gray Dogs turn traitor and attempt to steal the *Oracle of War*. To survive, the adventurers must fight their way out or perform a ritual to banish the undead from the cottage.

ARRIVING AT THE COTTAGE

As the adventurers approach the building, read the following boxed text aloud:

This single-floor cottage looks like it may have once been a pleasant, cozy place. Now its filthy, curtainless windows are like pits into a black, lifeless abyss. The front door is open, swinging lazily on its creaking hinges.

Your distant enemies moan and shamble closer. You have just minutes to fortify the cottage before the dead are upon you!

A Karnathi human necromancer named Curla Hurwinch built this cottage during the Last War. From here, she secretly created undead to seek out and spy on Cyran troops. Curla would activate a magic beacon in the cottage to call the undead home when she desired a report. Curla died on the Day of Mourning, but the beacon still activates from time to time, calling undead from the Mourmland to her cottage.

AREA INFORMATION

Ceilings. The rooms in the cottage are 8 feet high and connected by 7-foot-high doorways.

Doors. The doors in the cottage are made of wood and can be locked or unlocked with a successful DC 13 Dexterity check made with thieves' tools or forced open with a successful DC 15 Strength (Athletics) check. The doors have AC 15, 18 hit points, and immunity to poison and psychic damage.

Furniture. Large furniture (such as beds, bookcases, and tables) can be used to barricade doorways, windows, and other points of entry. The furniture is wood and has AC 15, 27 hit points, and immunity to poison and psychic damage. Moving or knocking over heavy furniture takes an action and requires a successful DC 13 Strength (Athletics) check.

Light. The cottage is dark and has no light sources.

Sounds and Smells. The cottage reeks of damp and mildew. In the distance, the moans of the undead can be heard drawing closer, surrounding the cottage.

Windows. The cottage's windows don't open or close and have AC 13, 4 hit points, and immunity to poison and psychic damage.

STAYING OUTSIDE THE COTTAGE

If the adventurers choose to stay outside the cottage, the Gray Dogs call them crazy and head inside. The characters face all the undead from "First Assault" at once; a battle they are unlikely to survive without retreating to the cottage. If they retreat inside, the undead then attack in waves as normal.

TIMELINE OF EVENTS

As the characters spend time in the cottage, keep a timer or clock handy. Events in the cottage play out on this timeline:

- **Phase 1: First Exploration (30 mins duration).**
During this phase, the characters can explore the cottage and prepare defenses.
- **Phase 2: First Assault (60 mins duration).**
At the end of "First Exploration," a horde of undead attack the cabin.
- **Phase 3: Second Exploration (30 mins duration).**
At the end of "First Assault," the characters get another 30 minutes to explore the cottage.
- **Phase 4: Second Assault (60 mins duration).**
At the end of "Second Exploration," a new group of undead attack. The adventure concludes after this assault.
There are two other events that can happen during the adventure. The first, "Activating the *Oracle*," **must happen** at some point during the adventure. The second, "Curla's Ritual," only happens if the characters successfully perform the ritual.

AREAS OF THE COTTAGE

The following areas are keyed to the **Cottage Map** in **appendix A**.

1. PORCH

The cottage's wooden porch creaks with every movement. Creatures standing on the porch have disadvantage on Dexterity (Stealth) checks made to hide from other creatures that can hear.

2. LIVING ROOM

The snarling head of a displacer beast is mounted over the mantelpiece in this ruined living room. Looking around, you see a fireplace, two bookshelves, a worn yellow couch, and a trapdoor leading to a cellar. Dirt and dead leaves cover the floor.

Any character who examines the dirt on the floor can attempt a DC 12 Wisdom (Survival) or DC 10 Intelligence (Investigation) check. On a success, they discern that a group of humanoids tracked this dirt into the cottage recently, shambled around the room for a while, then left.

Bookshelves. The bookshelves hold nonfiction books about cooking, history, music, and religion, as well as several horror novels.

Displacer Beast Head. A *detect magic* spell reveals that the stuffed head radiates an aura of necromancy. The head has AC 11, 10 hit points, and immunity to poison and psychic damage. If it takes damage, a geyser of blood sprays from the wound. Each creature within 5 feet of the head gets covered in this blood and must succeed on a DC 12 Wisdom saving throw or take 3 (1d6) psychic damage and gain a random form of short-term madness (see “Madness” in chapter 8 of the *Dungeon Master’s Guide*). A character examining the mounted head finds a small wolf head symbol branded on its neck with a successful DC 12 Intelligence (Investigation) check.

THE WOLF OF KARRNATH

The wolf head is the symbol of the nation of Karrnath. All characters in the group would recognize the symbol and know that Karrnath uses undead to bolster its military ranks.

3. KITCHEN

Fresh food, perfectly preserved, sits on a shelf next to a dresser full of utensils. A cold fireplace with a grease-stained roasting spit stands next to a barrel of filthy black water.

The murky water in the barrel hides Shemp, Curla’s pet **crawling claw**, and several rusty knives and forks. A creature that reaches into the barrel must succeed on an opposed Strength (Athletics) check against Shemp or take 5 (2d4) piercing damage as the claw drags the creature’s hand through the sharpened utensils. If the barrel is emptied, or if Shemp is pulled from it, the claw fights until destroyed. Shemp has a wolf head symbol branded onto its flesh between its thumb and forefinger.

4. OFFICE

This room contains a bookshelf, a writing desk, and an out-of-tune, self-playing harpsichord, which is operated by foot pedals. The first time the door to this room opens, the harpsichord begins playing a slow, discordant lullaby. Two severed **stomping feet** pump away at the harpsichord’s pedals. If anyone tries to interfere with their playing or

gets stuck to the writing desk (see below), the stomping feet attack.

Bookshelves. The bookshelves contain books on anatomy, the history of Karrnath, and necromancy.

Writing Desk. The desk has a single drawer protected by the *arcane lock* spell. Picking the lock requires a successful DC 22 Dexterity check made with thieves’ tools, or it can be forced open with a successful DC 20 Strength (Athletics) check. The Mourmland’s magic has warped the *arcane lock* spell. Any creature that touches the desk while the drawer is locked must succeed on a DC 13 Strength saving throw or get stuck to the piece of furniture. While stuck, a creature is restrained and can’t use the affected appendage to hold or wield objects. The creature can repeat the saving throw at the end of its turns, freeing itself from the desk on a success.

Treasure. The desk contains sketch of a severed hand with the name “Shemp” written beneath it, a *spell scroll* of *false life*, and a purse containing 25 gp per adventurer in the party. Give the players **Handout 2: Shemp Sketch** if they open this drawer.

5. STORAGE CLOSET

The shelves of this walk-in closet contain items that Curla kept on hand in case she was discovered and needed to defend her home from invading Cyran troops.

Treasure. The shelves contain a bag of ball bearings, two bags of caltrops, two hunting traps, two vials of acid, and a flask of alchemist’s fire.



6. BEDROOM

This bedroom contains a perfectly made bed with clean white sheets and a large chestnut wardrobe.

Wardrobe. The Mournland has warped a *spell scroll of ray of sickness* left inside this wardrobe, creating a poison cloud that is trapped within its doors. When the wardrobe is opened, the green cloud escapes and each creature in this room must make a DC 13 Constitution saving, taking 9 (2d8) poison damage on a failed save or half as much damage on a successful one. The cloud dissipates immediately after it is released.

The wardrobe contains clothes, a *spell scroll of ray of sickness* that crumbles to dust if it is touched, and the severed head of a human male with a wolf head symbol carved into its forehead.

Severed Head. The first time a character sees the head, its eyes snap open and it begins screaming and vomiting at the same time and continues to do so until it is destroyed. Each creature that starts its turn within 30 feet of the head and can hear it scream must succeed on a DC 12 Wisdom saving throw or take 3 (1d6) psychic damage and gain a random form of short-term madness (see “Madness” in chapter 8 of the *Dungeon Master’s Guide*). A creature that can see the head has disadvantage on this saving throw.

A *detect magic* spell reveals that the head radiates an aura of necromancy magic. The head has AC 10, 10 hit points, and immunity to poison and psychic damage.

7. OUTHOUSE

A character who searches the inside of the outhouse and succeeds on a DC 13 Intelligence (Investigation) check finds a hidden compartment in the wall.

Treasure. The hidden compartment contains a hand crossbow and thirty silvered crossbow bolts.

8. CELLAR

Groaning wooden stairs give way to an earthen cellar that reeks of mud. Five bloodstained wooden tables stand on the dirt floor. The table closest to the stairs holds two corpses: A skeleton wearing leather armor, and the fresh corpse of a woman dressed in black robes. The woman clutches a journal in one hand and a quill in the other.

The cellar’s eastern wall contains large, built-in shelves obviously made from coffins. These shelves contain a dozen corpses, untouched by decay. A massive wolf head, the symbol of the nation of Karrnath, is painted in dried blood on the ceiling.

This workshop was Curla’s laboratory where she reanimated corpses.

Curla’s Body. The body lying on the table belongs to Curla Hurwinch. A *detect magic* spell reveals that her corpse radiates an aura of necromancy. The first time a creature touches the body, it suddenly sits up and unleashes a horrid scream as it vomits blood on the creature that touched it. That creature must succeed on a DC 12 Wisdom saving throw or take 7 (2d6) psychic damage and gain a random form of long-term madness

(see “Madness” in chapter 8 of the *Dungeon Master’s Guide*). After the body does this once, it doesn’t react again.

Curla’s Journal. Curla died during the Day of Mourning, clutching her journal, which is written in Common and dated 994 YK—four years ago. Though the Mournland’s magic caused many of her journal entries to partially fade, the tome’s final page is clear. Give **Handout 3: Journal Page** to the players if any character reads the journal. This handout can help the characters figure out how to turn back the undead (see “Curla’s Ritual”).

If a character takes 10 minutes to decipher some of the faded entries, they gain an overview of the cottage’s history (see “Arriving at the Cottage”).

Wolf Head Symbol. The wolf head symbol spans the entire cellar ceiling. A *detect magic* spell reveals that the symbol radiates an aura of necromancy. This symbol is a magic beacon that attracts undead to the cottage and can’t be removed by mundane means. See “Curla’s Ritual” for more information.

Treasure. A character who searches through the bodies on the shelves for 10 minutes finds a purse containing 50 gp per character in the party.

SIDELINED BY MADNESS

There are some results on the madness tables in the *Dungeon Master’s Guide* that could take a character out of play for a long period of time. Reroll or ignore these results if you don’t think they would be fun for your players. Alternatively, you can allow the player to control one or more of the NPC scouts while their character deals with the effects of the madness.

PHASE 1: FIRST EXPLORATION

This event begins when the adventurers enter the cottage. They have exactly 30 (real-world) minutes to explore and set defenses before the dead are upon them and “First Assault” begins. The adventurers don’t have time to rest during this event.

SCAVENGERS DURING EXPLORATION

The Gray Dogs stay in the living room (area 2), aiming their bows at the doorways and windows. They are terrified. Persuading them to explore the cottage or prepare defenses requires a successful DC 10 Charisma (Intimidation or Persuasion) check.

PREPARING DEFENSES

As the characters explore the cottage, they’ll find plenty of objects they can use to fortify the place (such as furniture or the items in area 5). Let the characters get creative with their defenses and trap construction. Call for Intelligence checks to determine how effective each trap is: Elaborate traps may require specialist tools, but an easy DC 10 check works for simpler setups. To prepare more complex traps, an adventurer must succeed on a DC 15 or higher check. On a success, the trap works as intended, dealing damage, imposing a condition (such as restrained), or both. On a failure, the trap doesn’t work as intended and its construction might waste resources or result in catastrophe.

PHASE 2: FIRST ASSAULT

When “First Exploration” ends, give each player one **hero point** and begin this phase immediately. Read the following boxed text aloud:

What was once distant moaning has grown into loud, hideous cries just outside the cottage’s walls. The wails are unnatural, disturbing. Something in the Mournland is coming to snuff out your existence. As the moans build to an unbearable cacophony, they suddenly stop. All is silent.

This moment of silence exists to unsettle your players. It ends with a window breaking, a door crashing open, or a similar loud noise. The undead then attack the characters in waves, fighting until destroyed. They attempt to destroy or push aside furniture and other obstacles and move through traps and hazards to get at their prey.

You determine how each undead creature tries to enter the cottage, but use as much variety as possible to keep the fight chaotic and give the players scary surprises. The undead force open doors, break windows, and some might even climb down a chimney into a fireplace.

These combat encounters are particularly difficult, because they account for the presence of allies and the time the adventurers had to prepare. Adjust the number of creatures that appear, their statistics, and the moment each wave is encountered as you see fit to keep the battle challenging but not too overwhelming.

WAVE 1. GHOULS AND ZOMBIES

Two **ghouls** and six **zombies** attack. The next wave appears when two undead remain.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **ghouls** and two **zombies**.
- **Weak:** Remove one **ghoul** and two **zombies**.
- **Strong:** Add one **ghoul**.
- **Very Strong:** Replace two **ghouls** with two **ghasts**.

WAVE 2. SPECTER AND SKELETONS

A **specter** and five **skeletons** attack. The next wave arrives when two undead remain.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **specter** and two **skeletons**.
- **Weak:** Remove two **skeletons**.
- **Strong:** Add one **skeleton**.
- **Very Strong:** Replace one **specter** with a **ghast**, and add one **skeleton**.

WAVE 3. SHADOW AND ZOMBIES

A **shadow** and three **zombies** attack. This is the final undead wave in this assault.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **shadow** and one **zombie**.
- **Weak:** Remove one **zombie**.
- **Strong:** Add one **shadow**.
- **Very Strong:** Replace one **shadow** with a **ghoul**.

STILL OUT THERE!

When the last wave is destroyed, undead can still be heard moaning in the distance. Kalli (or another scavenger from the Gray Dogs) uses the telescope to survey the area, reporting the truth: undead still surround and approach the cottage. The group inside has time to reset defenses, explore, and talk before the new group of undead arrive. If the players haven’t done so already, the Gray Dogs suggest using the *Oracle of War* to gain a tactical advantage.

If the characters try to leave, the Gray Dogs don’t go with them and the characters face all of the undead from “Second Assault” at the same time as they flee into the Mournland.

PHASE 3: SECOND EXPLORATION

This event is similar to “First Exploration” and begins immediately after “First Assault” ends. The characters have exactly 30 (real-world) minutes to explore and set defenses before the dead are upon them and “Second Assault” begins. This is an ideal point to stage the Gray Dogs’ mutiny, or to trigger the *Oracle’s* malfunction if the adventurers have avoided using it.

DEAD LIGHT

At some point during the exploration, the magic beacon fires again, drawing more undead from the Mournland. Read the following boxed text aloud:

The air inside the cottage suddenly flares with bright spectral light, almost blinding you. The radiance pours out of the floor and swirls skyward, making you shiver as it passes through your body.

Adventurers who are in the cellar when the beacon fires see the wolf head flare with light immediately beforehand.

OPTIONAL SHORT REST

At your discretion, the characters may take a short rest during this part of the adventure. If the Gray Dogs rest, each has 3d8 Hit Dice to spend.

PHASE 4: SECOND ASSAULT

When “Second Exploration” ends, give each player one **hero point** and begin this phase immediately. Read the following boxed text aloud:

The loudest choir of discordant moans you’ve heard so far is at your doorstep. The smell of death and blood is thick in the air. The dead want you to join them.

Use the advice in “First Encounter” to make this battle equally terrifying.

WAVE 1. SKELETON AND ZOMBIES

Six **skeletons** and six **zombies** attack. The next wave appears when three undead remain.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove four **skeletons** and four **zombies**.
- **Weak:** Remove three **skeletons** and three **zombies**.
- **Strong:** Add one **skeleton**.
- **Very Strong:** Replace six **zombies** with three **ogre zombies**.

WAVE 2. SPECTER AND SHADOWS

A **specter** and two **shadows** attack. The next wave arrives when two undead remain.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **specter** and one **shadow**.
- **Weak:** Replace one **specter** with one **shadow**.
- **Strong:** Replace one **specter** and two **shadows** with two **ghasts**.
- **Very Strong:** Replace one **specter** and two **shadows** with three **ghasts**.

WAVE 3. WARFORGED WIGHT

Jagged, a crazed **warforged wight**, arrives, demanding the characters’ blood over and over again, screaming, “Blood for Jagged!” His *armblade* gives a terrifying growl whenever it is used to make an attack. When the wight is destroyed, the next wave arrives.

Treasure. If the party defeats Jagged, an adventurer can claim his *armblade*.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **warforged wight** only has 24 hit points, and remove its damage resistances and Life Drain action.
- **Weak:** Remove the **warforged wight’s** damage resistances.
- **Strong:** The **warforged wight** has 55 hit points.
- **Very Strong:** The **warforged wight** has 66 hit points.

WAVE 4. GHOULS

Three **ghouls** attack. The next wave appears when two undead remain.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace three **ghouls** with four **zombies**.
- **Weak:** Replace two **ghouls** with one **ghast**.
- **Strong:** Replace two **ghouls** with two **ghasts**.
- **Very Strong:** Replace three **ghouls** with four **ghasts**.

WAVE 5. ZOMBIES

An **ogre zombie** and five **zombies** attack. This is the final wave in the assault.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove five **zombies**.
- **Weak:** Remove four **zombies**.
- **Strong:** Add one **zombie**.
- **Very Strong:** Add one **ogre zombie**.



FLEEING INTO THE MOURNLAND

If the adventurers flee the cottage before performing Curla's ritual (see "Curla's Ritual") or before the final wave of undead is defeated, they are set upon by the undead horde. Each character in the party must succeed on a DC 15 Dexterity (Stealth) check or take 5 (1d10) bludgeoning damage and 5 (1d10) piercing damage and lose an item they carry of the DM's choice. Characters reduced to 0 hit points by this damage can be carried or healed by another character, though characters who stop to help take 5 (1d10) bludgeoning damage and 5 (1d10) piercing damage. Characters reduced to 0 hit points die in the Mournland if they are left behind.

ACTIVATING THE ORACLE

While inside the cottage, the characters can activate the *Oracle of War* to help them get out of their predicament. If they don't, the *Oracle* suddenly activates on its own before "Second Exploration" is complete, perhaps when the characters trigger a trap or get into combat with Shemp (area 3) or the stomping feet (area 4).

When the *Oracle* activates, read the following boxed text aloud:

The *Oracle of War* belches purple smoke and suddenly spouts the following words at a volume loud enough for everyone nearby to hear:

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

The *Oracle* trembles, then simply repeats, "Third protocol activated. Third protocol activated. Third protocol activated . . ."

The *Oracle* has malfunctioned and revealed a secret verse from the Draconic Prophecy. The adventurers know immediately that this is not its expected behavior: something has gone wrong! As the Gray Dogs gather around, Nella Halthorn gasps "Was . . . was that a verse from the Draconic Prophecy?" She explains that the device has somehow revealed a portion of the Draconic Prophecy (see the "Draconic Prophecy" sidebar). If it wasn't valuable before, it's priceless now!

GRAY DOGS BETRAYAL

As soon as they can, the Gray Dogs go somewhere private in the cottage to have a hushed conversation among themselves. A character who succeeds on a DC 16 Wisdom (Perception) check overhears the scavengers plotting to steal the *Oracle* the next time undead attack. A character who interacts with one of them after this conversation and succeeds on a DC 11 Wisdom (Insight) check knows the scavenger is suddenly more guarded around the characters and is sizing them up.

Kalli Alran is noticeably hesitant about betraying the characters. As an action, a character can try to convince Kalli to join forces with them against the other

scouts, doing so with a successful DC 14 Charisma (Persuasion) check.



This check is made with advantage if the character has the **A Friend Indeed** legacy event, or with disadvantage if they have the **Hard Call** legacy event instead.

If Kalli betrays the party, each player earns the legacy event "Turned Traitor." At the end of the adventure, ask the players to tick this event on their **Adventure Records**.

The Gray Dogs attack the characters to get the *Oracle* if they must, fighting until two of them fall before fleeing into the Mournland. If they get away with the *Oracle*, the adventure isn't over: Instead, each player earns the legacy event "Stolen Artifact." At the end of the adventure, ask the players to tick this event on their **Adventure Records**. The characters can reclaim the *Oracle* in DDAL-EB-04 *The Third Protocol*.

DRACONIC PROPHECY

The Draconic Prophecy is a record of things to come that has been playing out since creation. It is a massive work found throughout the entire world of Eberron, written in the positions of the moons and stars, dragonmarks, and more. The prophecy is cryptic, but those who study it claim that if the record can be deciphered, the fate of all things in Eberron can be foreseen.



CARRYING THE ORACLE

Once activated, the *Oracle of War* continues to repeat the phrase, “Third protocol activated,” and does nothing else. A creature dragging the *Oracle* can’t hide from other creatures that can hear. If the *Oracle* is muffled by wrapping it in a bedroll or clothing, any creature moving it has disadvantage on Dexterity (Stealth) checks made to hide from other creatures that can hear.

CURLA’S RITUAL

A surviving page from Curla Hurwinch’s journal (detailed in **handout 3** and found in area 8) reveals that the necromancer had discovered a ritual that would change her undead beacon in area 8 into a sigil that would instead turn the undead. In order for this ritual to work, the characters must complete the following objectives:

- The characters must destroy the displacer beast head (area 2), Shemp the crawling claw (area 3), both stomping feet (area 4), and the severed human head (area 6).
- The characters must use Jagged the warforged wight’s *armblade* (see wave 3, “Warforged Wight”) to cut Curla’s corpse and spill her blood onto the cellar floor in area 8.

RITUAL ACTIVATED

When the ritual’s objectives are met, read or paraphrase the following boxed text:

A bright blue light emanates from the wolf’s head symbol on the cellar ceiling, shining through the floorboards and filling the house with a vibrant energy. The undead within the cottage briefly howl in pain before their heads explode, covering nearby surfaces in gore. The undead surrounding the cottage wail fearfully and begin to flee as fast as they can, deep into the Mournland’s mists.

After the ritual is activated, undead that approach within 1 mile of the cottage are turned for 24 hours, and the characters can safely return to Salvation.

ENDING THE ADVENTURE

If the adventure ends with the characters dying at the hands of the undead, they lose the *Oracle of War* to the Gray Dogs and earn the legacy event “Stolen Artifact.” If they defeat all the waves of undead or activate Curla’s ritual, they are able to safely return to Salvation without any further trouble. Whether they have the *Oracle of War* or not, the adventure continues in DDAL-EB-04 *The Third Protocol*.

ABOUT THE AUTHOR

James Introcaso is the co-owner of the Don’t Split the Podcast Network, producer/host of the Table Top Babble podcast, and GM for the Demonplague podcast. When not making audio magic, James writes the Gold ENnie-winning blog, World Builder Blog, and works as game designer for Roll20’s Burn Bryte RPG. He has authored multiple best-selling products for the Dungeon Master’s Guild and the D&D Adventurers League and works with Wizards of the Coast, Roll20, Kobold Press, EN World, Sly Flourish, and many other game companies.



REWARDS

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

PLAYER REWARDS

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

Players earn the following rewards for completing the adventure:

ADVANCEMENT

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

OPTIONAL: DECLINE ADVANCEMENT

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

REWARDS

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

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

LEGACY EVENTS

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

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

DUNGEON MASTER REWARDS

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

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
Durvo Tellis	Neutral male dwarf scavenger	Durvo has a sour attitude for anything that isn't getting down to business gathering treasure.
Kalli Alran	Neutral female human scavenger	Kalli belongs to the Gray Dogs salvage crew and has made it her mission to recover artifacts from her Cyran homeland.
Nella Halthorn	Neutral female halfling scavenger	Nella is a tan halfling in her twenties from Sharn. She has a sharp wit and is quick to make a joke.
Sprocket	Neutral warforged scavenger	Sprocket is a 15-year-old warforged who worked for House Cannith as an assistant to several artificers.

CREATURE STATISTICS

CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

Turn Immunity. The claw is immune to effects that turn undead.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 9 (2d6 + 2) piercing damage.

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

Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

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

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

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

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

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

ACTIONS

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

ACTIONS

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

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

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

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

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

STOMPING FOOT

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

Turn Immunity. The foot is immune to effects that turn undead.

ACTIONS

Stomp. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

WARFORGED WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The wight makes two *armblade* attacks. It can use its Life Drain in place of one *armblade* attack.

Armblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

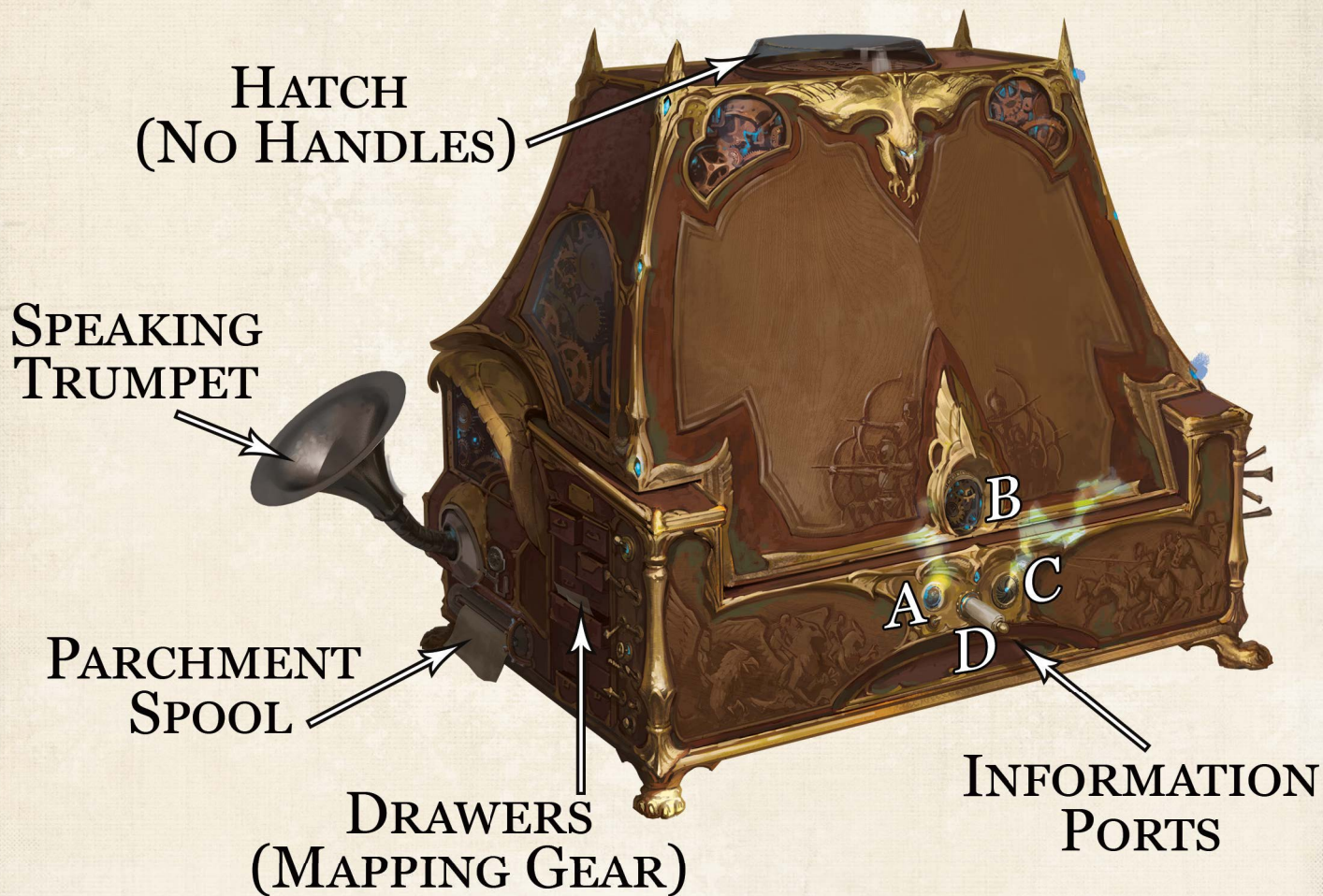
Challenge 1/4 (50 XP)

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

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

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 2:
SHEMP SKETCH



HANDOUT 3:
JOURNAL PAGE

and it seems Shemp enjoys staying submerged in the kitchen washbasin. What a peculiar pet!

16 Olarune

Received a visit today from an undercover agent loyal to King Kaius III, sent here to check up on field operations. She was most impressed by the beacon and the durability of the specimens it called up from the front, though she was disappointed to learn that I could only safely use it during the day. Something about her seemed very sad. She had lost a sister in the war, it turned out. She brought with her a crystal skull that had tremendous power over the dead, but despite my best efforts she would not part with it.

19 Olarune

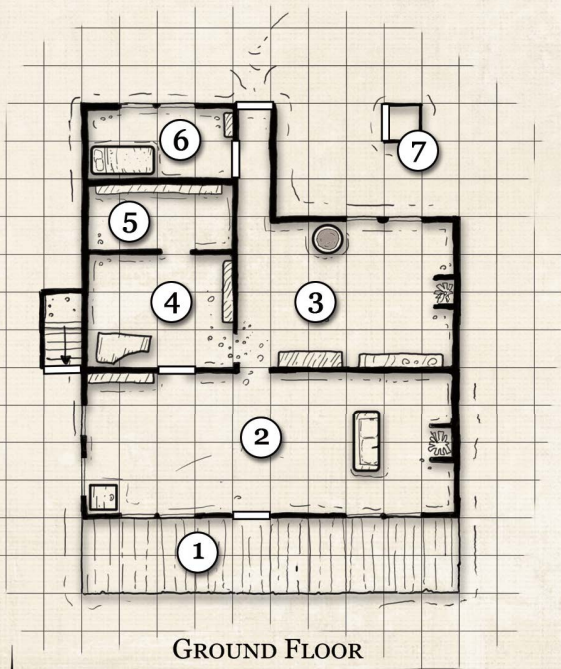
Today I uncovered something interesting and handy to remember in case of emergency: A ritual to reverse the effects of the symbol on the cellar ceiling. Instead of calling my dead friends home, the beacon would keep them away from this place should authorities come poking about. All it requires are the destruction of the five necromantic foci that I used to draw power into the symbol, and the spilling of a droplet of my own blood from a cut made by a magical blade. Jagged's armlblade should do the trick.

APPENDIX A: DUNGEON MASTER'S MAPS

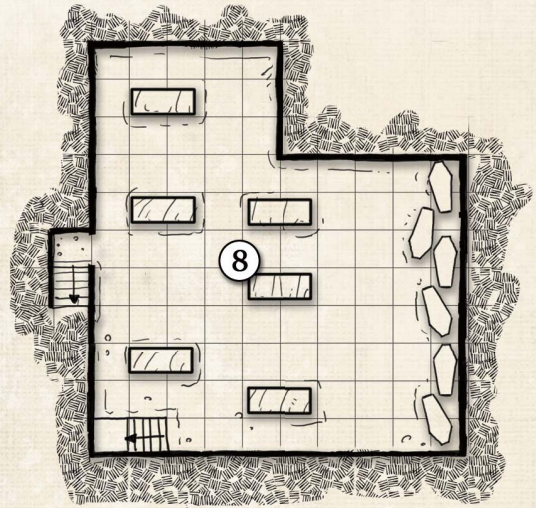
COTTAGE MAP

COTTAGE

1 SQUARE = 5 FT.



GROUND FLOOR



CELLAR



APPENDIX B: DUNGEON MASTER TIPS

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

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

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

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

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



EBERRON: ORACLE OF WAR



ADVENTURE RECORD: DDAL-EB-03 WHERE THE DEAD WAIT

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

ADVENTURE NOTES

You were traveling back through the Mournland with the Gray Dogs, a rescued salvage crew, when you were ambushed by a large force of undead and forced to seek refuge in an abandoned cottage. During the siege, the strange artifact known the *Oracle of War* malfunctioned and revealed a verse from the Draconic Prophecy. Realizing the value of the device, the Gray Dogs tried to steal it from under your noses.

ADVANCEMENT

You gain one level for completing this adventure.

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

REWARDS

You gain the following rewards:

25 gp as a bonus from Salvation's brokers for returning home alive.

Choose ONE bonus reward:

- 25 gp from the purse in the office (area 4).
- A bag of ball bearings, two bags of caltrops, two hunting traps, two vials of acid, and a flask of alchemist's fire from the storage closet (area 5).
- A hand crossbow and thirty silvered crossbow bolts from the hidden compartment in the outhouse (area 7).
- 50 gp from the purse in the cellar (area 8).
- An *armblade* for defeating Jagged the warforged wight (see *Eberron: Rising from the Last War*).

CHARACTER WEALTH

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

- Stolen Artifact.** A group of scavengers stole the *Oracle of War* from you. If you play DDAL-EB-04 *The Third Protocol*, you start that adventure without the Oracle. You recover the artifact for Tiers 2-4.
- Turned Traitor.** Your ally Kalli Alran (or the friend you created in DDAL-EB-01 *The Night Land*) betrayed you to steal the *Oracle of War*. If they escaped alive, they may show up again in future adventures.
 - If you appeal to your ally by writing an in-character letter of 300 words or more, and hand it in to your DM for approval before playing DDAL-EB-04 *The Third Protocol*, your ally may have second thoughts . . .