

STONEFIRE

· ORACLE OF WAR PART 13 ·



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By

**RICH
LESCOUFLAIR**

A FOUR-HOUR ADVENTURE FOR TIER 3 CHARACTERS

CREDITS

Designer: Rich Lescouflair

Campaign Story and Development: Will Doyle

Editing: Ashley Michaela "Navigator" Lawson

Art Direction and Layout: Stacey Allan

Cartography: Rich Lescouflair

Artists: Olga Drebas, Vance Kelly, Michael Komarck, Ron Lemen, Titus Lunter, Howard Lyon, Effiam Mercier, Lee Moyer

Cover Illustrators: Vance Kelly, Sam Keiser (inset illustration)

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D&D Adventurers League Guildmaster: Chris Lindsay

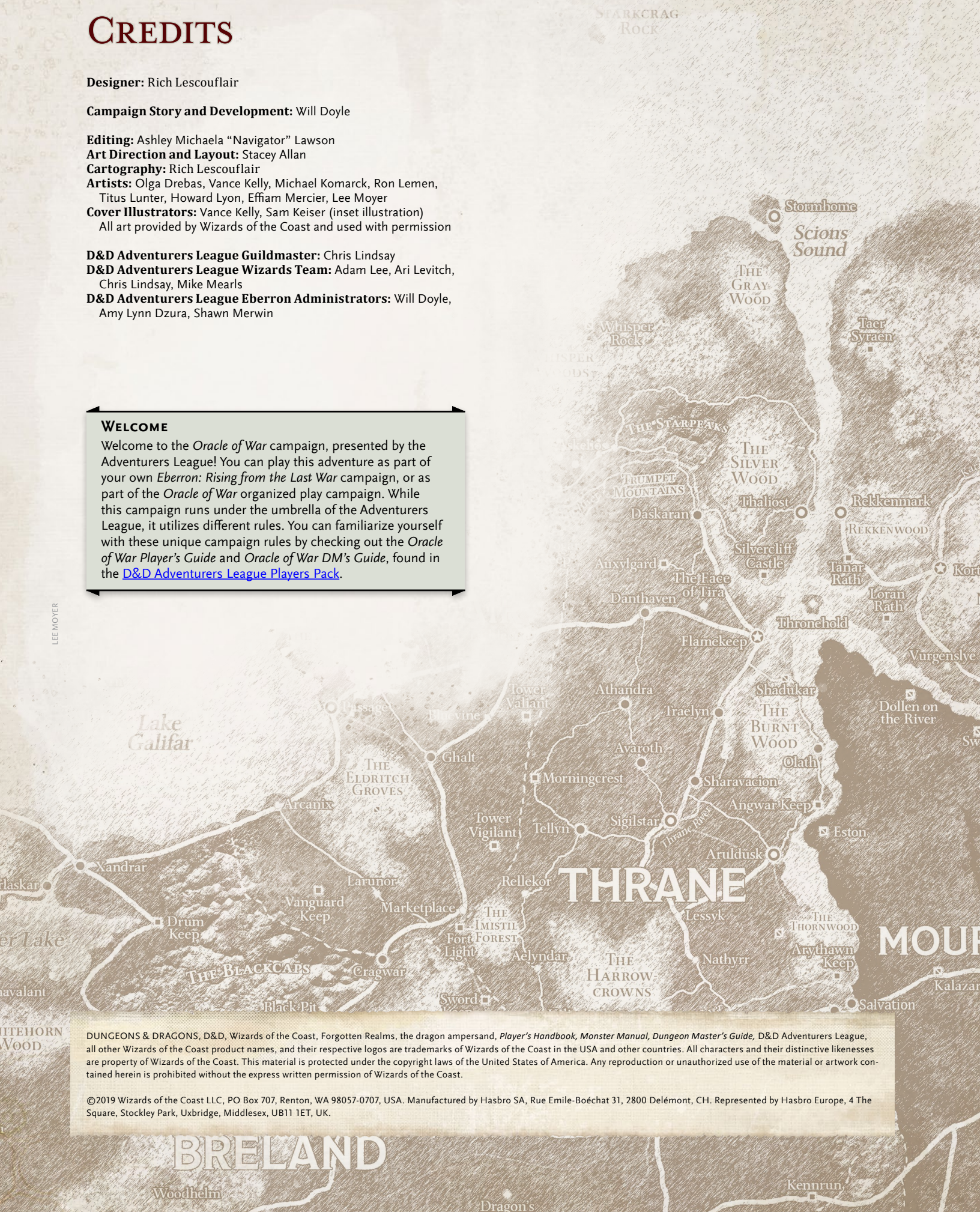
D&D Adventurers League Wizards Team: Adam Lee, Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Eberron Administrators: Will Doyle, Amy Lynn Dzura, Shawn Merwin

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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BRELAND

Woodhelm

Dragon's

Kennrun

ADVENTURE OVERVIEW

This adventure is designed for **three to seven 11th- to 16th-level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range can't participate in this adventure.

This adventure occurs in Flamekeep, the capital of Thrane. This is the third in a trilogy of adventures, the *Drums of War* storyline. *Drums of War* is part of the *Oracle of War* Eberron campaign for the D&D Adventurers League.

BACKGROUND

Revelations foretold by the **ORACLE OF WAR** compelled **THE TWELVE** to order a raid on an **ORDER OF THE EMERALD CLAW** terror cell. During the strike, the adventurers uncovered intelligence on the **CAIRDAL KNOT**, a pair of Undying paladin lovers who had their own plans to steal the *Oracle*.

Those plans came to fruition at **ARCANIX**, where Immeral Longarrow, half of the Cairdal Knot, crashed a dinner gathering, demanding the *Oracle* be delivered to him or he would activate a horde of elven sleeper agents using a secret project known as **STONEFIRE**. To demonstrate his power, the paladin upturned the floating towers above the town, killing dozens of mages.

With the help of **NARCY OF XANDRAR**, the adventurers confronted Immeral, destroying him and causing the ruination of his plans. However, the other half of the Cairdal Knot still lives, and she won't let the death of her eternal partner go unanswered!

OVERVIEW

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

Part 1: The Fire (30 mins). The characters continue their journey to Flamekeep to meet with Jaela Daran, the Keeper of the Flame.

Part 2: The Fury (150 mins). The characters must keep Jaela safe from her own templars while they search for a way out of the Grand Cathedral.

Part 3: Betrayal. After their escape, the characters are contacted by Flamewind. The sphinx delivers a dire ultimatum, forcing the characters into a conflict on two fronts.

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.

Stonefire makes special use of the following backgrounds:

- **Disciple of the Sovereign Host**
- **Ear of Thrane**

Players with these backgrounds open up specific scenarios, presented during the adventure.

CONTINUING THE STORY

If the characters played through DDAL-EB-12 *The Waiting Game*, this adventure picks up after that adventure ends. The adventurers have had the benefit of a long rest.

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

LEGACY EVENTS

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

Dark Lanterns Flicker. If Mercuria was assassinated in DDAL-EB-06 *The Last Word*, the characters encounter a Brelish spy operating undercover inside the cathedral.

Flamewind's Favored. Flamewind's favored adventurer is spared from her attacks during the conflict in part 3.

Mark of the Sphinx. If Sky Blue was given an amulet by Flamewind, the sphinx can use it to teleport Sky to her side during the combat in part 3.

Silver Torch Extinguished. If Olivier was caught in DDAL-EB-06 *The Last Word*, Thrane is on a war footing with Breland.

Wing and a Prayer. If Flamewind was spying on the group, she has insight into the character's thoughts and possible actions.

TRADE

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



SHADES OF GRAY

This trilogy pits your players against agents of the Undying Court; the godlike council of undead elves that govern the elven nation of Aerenal. While the Undying Court acts as a force for good, in the world of Eberon it's sometimes not so easy to separate the heroes from the villains. The Undying Court need the *Oracle of War* to gain mastery over the Draconic Prophecy and secure their nation's future; weighed against such a prize, any action is worth taking—even evil actions. In this adventure, the Undying Court's plans spiral out of control as Keyleth Siannodel ruthlessly activates the secret Stonefire program to avenge the killing of her eternal love, Immeral Longarrow. When it comes to matters of the heart, even the Undying can blind themselves to reason. . .

HERO POINTS

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

HERO POINTS

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

PART 1

THE FIRE

Estimated Duration: 30 minutes

The characters continue their journey to Flamekeep to meet with Jaela Daran, the Keeper of the Flame.

JOURNEY TO FLAMEKEEP

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

The Institute of the Twelve has commissioned you to present the *Oracle of War* to the Keeper of the Flame, Thrane's divinely selected leader. If you can prove the importance of its prophecy to her, she promises to begin peace talks with Brelend.

Following an unexpected detour to Arcanix, you travel overland across Aundair and cross the border into the nation of Thrane. You arrive at the capital, Flamekeep, and seek out the Cathedral of the Silver Flame. Appearing as more a castle than a church, the massive building boasts tall spires that gleam with a brilliant radiance. The Grand Cathedral is surrounded by a collection of smaller buildings varying between utility and defense, together forming its own self-sufficient sector in the center of Flamekeep.

LEGACY EVENT

Before the players enter the university, check for the following legacy event:



Players with the **Silver Torch Extinguished** legacy event notice a strong military presence and a heightened state of tension among the city populace. Read the following boxed text aloud:

On the way to the Grand Cathedral, soldiers can be seen erecting additional fortifications and barricades along both the city walls and the border walls surrounding the cathedral. Heavily armed templars patrol the streets. A city local walks past, holding a newsheet whose title reads: "Battle Lines Drawn with Brelend."

As the characters are escorted into the Grand Cathedral, read the following aloud:

Near the center of the main hall, a column of silvery fire bathes the temple in bright light. The priests escort you to the building's second level, where you enter a sparsely decorated study.

Ask the players to describe their characters and their reactions to their surroundings. When they're done, give everyone **inspiration**.

THEOCRACY OF THRANE

The modern Church of the Silver Flame was founded in Thrane, and most of the people of the nation follow this faith. During the Last War, the people of Thrane chose to set aside the rule of the monarchy and to embrace the leadership of the church. For the last seventy years, Thrane has been a theocracy. The head of the state is 11-year-old Jaela Daran, the divinely selected Keeper of the Flame. Jaela depends on the Council of Cardinals to perform the practical work of running the nation.

—Eberon: *Rising from the Last War*

AREA INFORMATION

The Grand Cathedral has the following important features:

Dimensions and Terrain. The walls and floors are constructed of a combination of marble and white stone. Heavy wood doors separate the sections within, preceded by peaked stone archways. The main hall's ceiling is 60 feet high. Stairs running along the border of the main hall lead to the cathedral's upper levels. The interior rooms have 15-foot-high ceilings. Each room in the upper levels has at least one tall window overlooking the gardens and training areas below.

Light. The Silver Flame sheds bright light throughout the main hall. The interior rooms each have glowing, magical orbs set into the ceilings.

CARDINAL QUESTIONS

When the characters arrive in the private chamber, they're greeted by an elven **priest**, Cardinal Torazun. The cardinal is openly suspicious of strangers, especially those requesting a meeting with the Keeper:

- Torazun remains cordial but demands to know the visitors' identities and the reasons behind their visit.
- When the characters explain that the Keeper of the Flame has personally requested them, Torazun suggests this may be a matter better handled by High Cardinal Krozen. To persuade him otherwise, a character must make a successful DC 15 Charisma (Persuasion) check.



TORAZUN JOHIRA (TOR-A-ZOON JOH-HEE-RAH)

Lawful neutral, male, elf cleric

A member of the Council of Cardinals, Torazun is a zealous defender of the church and a favorite of High Cardinal Krozen. Due to Krozen's influence, he views the Keeper of the Flame as more a figurehead than a leader, believing Krozen to be the true ruler of Thrane.

Motivation: Much like his superior, Krozen, Torazun sees the church's influence as tool for amassing power for a grand cause he's unknowingly lost sight of.

Mannerisms: The cardinal remains calm and stoic, showing as little emotion as possible in any scenario. While he's attempting to be graceful and dignified, it can instead at times make him appear sinister.

Quote: "Only the will of the just can turn back the tides of corruption."

- Any character trying to read Torazun can attempt a DC 12 Wisdom (Insight) check. On a success, they sense a reluctance to involve the Keeper directly; possibly motivated by respect for High Cardinal Krozen.

If the characters refuse to explain the situation or insist to speak only with Jaela Daran, Torazun becomes visibly irate. The outcome of this exchange determines the cardinal's actions in part 2. In any case, the Keeper arrives with an armed escort shortly after the characters arrive (see below).

KEEPER OF THE FLAME

Five minutes after the characters arrive, Jaela Daran (use **war priest** stats, but with an AC of 10) enters accompanied by an armed escort of two **champions**:

A young girl enters the room flanked by a pair of heavily armed escorts. She has dark skin and black hair, cut short above the neck of her plain, black-and-gray robes. Her bare feet make no sound as she calmly walks across the marble floor toward you. She delivers a warm smile and says "Thank you for coming. I've been awaiting your arrival."

JAELA DARAN (JAY-LAH DAH-RAN)

Lawful good, female, human cleric

Jaela is an 11-year-old girl, tasked with the responsibility of Keeper of the Flame for the past five years. For her entire life, she's received portentous dreams and visions. She harnesses this ability while communing with the Silver Flame, using her visions to defend Thrane and carry out the Flame's orders.

Motivation: Jaela's primary goal is to maintain peace between the Five Nations and prevent any rekindling of the Last War.

Mannerisms: The Keeper is soft-spoken, humble, and modest. She projects wisdom beyond her years and keeps her composure even in stressful situations.

Quote: "The light of the Flame shall guide us."

Jaela introduces herself and tells the characters she received a vision from the Silver Flame that forewarned of their arrival, as well as an impending danger. She asks the characters to show her the *Oracle of War* and explain its prophecies.

Allow the players a couple of minutes to exchange information with her. Torazun remains skeptical of them, voicing his opinion if offered to do so. If the characters were rude to him, he accuses them of being potential spies.

To convince Jaela of the importance of the *Oracle of War*'s prophecies, the party must make a successful DC 15 group Charisma (Persuasion) check.

- If Torazun speaks out against them, increase the difficulty of the check to DC 18.
- If the players have the **Silver Torch Extinguished** legacy event, they have disadvantage on the check.

On a success, Jaela believes the characters wholeheartedly, stating that it's the Keeper's duty to be vigilant and defend against any threat posed to the Five Nations. The players earn the **Divine Vigilance** legacy event. At the end of the adventure, ask them to mark this on their adventure records.

On a failure, Jaela is wary. She says she must consult with her High Cardinals before making any decisions on the matter.

UNDYING VENGEANCE

Near the end of the discussion, a ghostly image appears in the center of the study. This is an illusory projection of Keyleth Siannodel, the female half of the Cairdal Knot. Characters who completed DDAL-EB-12 *The Waiting Game* notice that the roses entwined around the Undying paladin's armor were also worn by Immeral Longarrow, who they killed in Arcanix.

Any attacks or spells pass through the illusion harmlessly. Read the following aloud when the image appears.

The translucent image of an elven corpse faces you, an eerie glow emanating from her eye sockets. White roses are entwined around her breastplate.

“Know me,” she snarls. “I am Keyleth Siannodel, daughter of Shae Cairdal, last of my line. You kept the *Oracle of War* in defiance of Aerenal’s wishes. You destroyed my one love, Immeral Longarrow. For your insolence, the Five Nations shall suffer the wrath of Stonefire. Where once stood devotion, shall now be vengeance.”

The image disappears. A moment of silence passes, before being broken by screams echoing from beyond the room.

In a matter of seconds, the screams grow louder and the sounds of combat can be heard in the distance. “We must protect the Keeper!” Torazun shouts. Continue to part 2.



PART 2

THE FURY

Estimated Duration: 150 minutes

The characters must keep Jaela safe from her own templars while they search for a way out of the Grand Cathedral.

CHAOS IN THE CATHEDRAL

With the activation of Stonefire, many elves throughout the Five Nations fall into a savage madness. Much of the elven clergy within the cathedral turn upon their own.

Three rounds after Stonefire's activation, Jaela's personal guard, two elven **champions**, burst into the 40-foot-square chamber. Characters who don't immediately assume the champions are a threat are surprised when they let loose crazed battle cries and attack. The champions attack anyone who stands between them and Jaela.

FIGHT OR FLIGHT

Torazun's actions are dependent upon how the characters interacted with him in part 1:

- If the party remained cordial with the cardinal, he doesn't fight directly but aids the party with healing while he guards the Keeper.
- If the discussion with Torazun turned unfriendly, he grabs hold of Jaela and tries to flee with her in tow. If any characters attempt to stop him, he tells Jaela that they can't be trusted and demands they let him pass. As an action, a character can talk him down with a successful DC 15 Charisma (Intimidation or Persuasion) check.

Jaela chooses to stay with the party, regardless of whether Torazun tries to leave. If a character attacks the cardinal, he flees, though such an action receives an immediate objection from Jaela.

A Matter of Trust. If a character has the Disciple of the Sovereign Host background, Torazun remarks at the folly in bringing Vassals into the cathedral, directing his ire specifically toward that character. In addition, Charisma checks made to prevent him from leaving are made with disadvantage.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **champion**.
- **Weak:** Replace two **champions** with two **blackguards**.
- **Strong:** Add one **blackguard**.
- **Very Strong:** Add one **champion**.

A WAY OUT

Once the champions are dealt with, Jaela tells the adventurers she knows of a secret route they can use to escape. There are underground catacombs beneath the nearby Keeper's Mansion that lead beyond the temple walls. Jaela beseeches the party to escort her to safety.

Torazun's Warning. If Torazun's dealings with the characters remained friendly, he warns them there are balistraria (arrow slits) along the upper walls—magical flight would be perilous, and characters crossing the garden on foot may wish to stick close to the building walls (see "Archer Strike" in area A4). He then thanks the party for their help and says he must leave to ensure the High Cardinal's safety.

Protecting Jaela. The characters are assumed to be guarding Jaela throughout their escape from the cathedral. This should avoid making her the direct target for most enemy attacks. Should Jaela be reduced to 0 hit points, she falls unconscious and is stable. Jaela uses her magic to protect the group but avoids melee combat.

Travel Limitations. Powerful wards and enchantments over the cathedral grounds prevent the use of teleportation. Spells and magical effects used to teleport creatures to another location automatically fail.

THE ESCAPE PATH

Refer to the **Cathedral East Wing map** in **appendix A** for locations. To reach the mansion, Jaela plans to lead the characters down the rear stairwell and across the outer gardens to the east gate (area A5).

MADNESS AND MURDER

Utter chaos has broken out in this area, mimicking that of every city in the Five Nations. When running this section, the atmosphere should be consistently tense, with the impression that elven sleeper agents are around every corner. The elves affected by Stonefire are brutally murderous, but they aren't mindless savages. They still use intelligent tactics to prey on their victims.

A1. MEETING CHAMBER

This is the study where the characters met with Jaela. When they exit the room onto the upper walkway, read the following boxed text aloud:

Sounds of clashing weapons accompany a cacophony of murderous screams and cries for help. This balcony overlooks the main temple hall, where several bodies lay scattered about the blood-soaked marble floor.

An acolyte runs frantically out of one of the rooms at the other end of the balcony, seconds before an armored templar leaps out after them with a maddening growl. The two topple over the balcony's edge, landing on the floor below with a bone-crunching thump.

Unfortunately, there's nothing the characters can do to save the acolyte, who fell 30 feet to his death along with his attacker.

A2. EASTERN RELIQUARY

The door to this chamber is locked, requiring a successful DC 15 Dexterity check using thieves' tools to open. It can also be forced open with a successful DC 16 Strength (Athletics) check. Twelve **acolytes** have barred themselves inside this room. They aren't violent unless attacked. They flee if the characters refuse to close and seal the door.

A3. REAR CHAMBER

This is a private service chamber from which the acolyte ran and was tackled over the balcony by a mad templar. The dead bodies of two temple clergy lie among the destroyed furniture. Otherwise, the room is empty.

A4. EASTERN GARDEN PATH

The gardens lead around the back of the Grand Cathedral and have exits to the smaller buildings within the temple walls. Read the following boxed text aloud when the characters enter this area:

This lush garden path would project a serene and regal atmosphere under normal circumstances. To the south, members of the clergy carry their wounded through a nearby gate. As they make their exit, a shrill cry comes from above and a bloody corpse plummets from one of the upper towers, landing in the brush a few feet from you. A stern-faced Jaela points toward the north gate and says, "We have to keep moving."

Balistraria. A pair of **knights** have positioned themselves at arrow slits in the wall of the Grand Cathedral. The slits are armed with mounted pulley bows resembling mini ballistas. A character who scans the walls can spot them with a successful DC 16 Wisdom (Perception) check. If Torazun warned the party about the arrow slits (see "Torazun's Warning"), reduce the difficulty to DC 13.

- The archers spot any characters who move more than 10 feet from the walls.
- The archers begin firing as soon as they spot targets. At the start of each round, choose two characters positioned more than 10 feet away from the building wall and make an attack roll against each with a +8 bonus

to hit. On a hit, the character takes 13 (3d8) piercing damage. If the characters weren't warned about the balistraria, the archers' first attack rolls are made with advantage and deal an extra 11 (3d6) piercing damage.

- The archers are difficult to target—the arrow slits provide them three-quarters cover (+5 bonus to AC and Dexterity saving throws). Dealing more than 30 damage to either archer causes both to retreat.

Stonefire Attackers. Once a character moves within 50 feet of the exit gate (area A5), one of the side doors bursts open (marked with an X on the map) and a group of maddened elven clergy consisting of a **war priest**, a **priest**, and three **knights**, rush out to attack the party. If the archers are still active, they continue to fire on the characters.

Ending the Combat. After the combat ends, the archers stop firing as well, instead becoming involved in the commotion that occurs in the next section.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace two **knights** and one **war priest** with one **priest**.
- **Weak:** Remove two **knights**.
- **Strong:** Add two **knights**.
- **Very Strong:** Replace one **priest** with one **war priest**.

A5. EASTERN GARDEN GATE

Read the following aloud when the characters reach this area:

This tall, iron-spiked gate is locked from your side. A mob of more than a dozen locals and clergy are pressed up against the gate from the other side, desperately attempting to force it open. Behind them, a pair of crazed templars methodically cut their way through the crowd with poleaxes.

From behind you, an explosion rocks the upper level of the Grand Cathedral, sending one of the spired towers crashing down onto the garden path to the west.

This gate is the exit the characters need to take to get to the mansion. Two templars (**blackguards**) attack a group of five **acolytes** and ten **commoners**. (If the characters have a way of reaching or attacking the templars, the templars are positioned 30 feet away from the gate.) The characters have only 2 rounds to act before a falling airship crashes into the gate (see below).

Opening the Gate. The gate lock has AC 16, 30 hit points, and immunity to poison and psychic damage. It can be unlocked with a successful DC 15 Dexterity check using thieves' tools or forced open with a successful DC 16 Strength check.

Sailing toward Disaster. At the start of the round after the characters reach the gate, read the following aloud:

The crack of splintering wood and groan of twisting metal come from above. The flaming wreckage of an airship hurtles down from the sky toward your location. You have only a few precious moments before it crashes into the gate wall!

At this point, the characters have 1 round to take actions before the airship lands on this area. If they've already opened the gate or manage to open the gate during this round, the surviving mob rushes into the garden. The templars run the opposite direction, disappearing behind one of the buildings.

When the airship lands at the start of the following round, each character within 50 feet of the gate must make a DC 17 Dexterity saving throw, taking 45 (10d8) bludgeoning damage on a failed save, or half as much damage on a successful one. Characters who fail their save by 5 or more are also knocked prone and take an extra 18 (4d8) fire damage. If the characters make creative use of spells or abilities to slow the fall of the wreckage or break it apart, consider granting everyone advantage on this saving throw.

Dealing with the Survivors. After the crash, if there are any survivors, Jaela volunteers to help the wounded recover. Characters who make a successful DC 14 Wisdom (Insight) check can see the silent distress and grief hidden beneath Jaela's calm demeanor. If the characters suggest they keep moving, she's resistant to the idea, but can be convinced with a successful DC 15 Charisma (Persuasion) check. If the check fails, or if the characters choose to help, she spends a couple of minutes patching up some of the wounded and instructing the acolytes to get to safety. She then requests they move on to the mansion.

Any characters who help Jaela with the injured gain the **Battlefield Medic** legacy event. At the end of the adventure, ask those players to mark this legacy event on their adventure records.

KEEPER'S MANSION

This mansion used to serve as a living quarters for past Keepers of the Flame. Though Jaela spends most days inside the Grand Cathedral, the building remains well kept. Read the following boxed text aloud when the characters arrive:

While the sounds of chaos emanate from within the city, this large house appears untouched by it so far. The path leads through a private garden, ending at a tall, ironbound door that serves as the building's rear entrance.

LEGACY EVENT

Before the players reach the mansion, check for the following legacy event:



Players with the **Dark Lanterns Flicker** legacy event encounter a Silver Flame priest along the path leading to the mansion. Read the following aloud.

"Help!" a wounded human acolyte shouts while frantically running toward you, a streak of blood running down the side of his face. "The elves . . . all the elves," he breathes out, the rest of his statement falling into a stunned silence.

The acolyte introduces himself as Lukas Varko, a friar in service to the church. In truth, Lukas is a Brelish **spy** and a member of the King's Dark Lanterns. He's been following the movements of both Keeper Jaela and High Cardinal Krozen since the assassination of Mercutia ir'Gontarli in Wroat.

Unaware of the Stonefire project, Lukas's plan is to gain as much information as possible before deciding his next move. He keeps up his act and asks if he can accompany the characters. A character who's actively suspicious and makes a successful DC 19 Wisdom (Insight) check senses Lukas is hiding something.



Traveling with Lukas. While traveling through the mansion and the underground tunnels, Lukas doesn't engage in combat, instead feigning protection of Jaela. Once the characters reach safety, Lukas leaves the party, either by sneaking off or making an excuse to search the cathedral grounds for his fellow clergy.

If pressed at any point, or if he's found out, Lukas finds the fastest possible escape from the characters. If captured, he activates a magical device in his bracer by speaking a command word. It injects him with a virulent poison that kills him instantly.

If Lukas escapes with information to report back, the characters gain the **Trust No One** legacy event. At the end of the adventure, ask the players to mark this legacy event on their adventure records.

Spy vs. Spy. Characters with the Ear of Thrane background have experience spotting those who share their profession. At any point after the characters enter the library (area B2), ask them to make a DC 15 Wisdom (Insight) check. On a success, they notice certain mannerisms in Lukas's movement or speech that suggest he's a spy.

MANSION INTERIOR

Refer to the **Keeper's Mansion map** in **appendix A** for locations. After the characters enter, they start in area B1.

B1. REAR FOYER

A 15-foot-tall statue of a warrior in plate armor stands in the center of this area, holding her sword aloft toward the sky.

Decorative murals are carved into the walls either side of the entrance.

After the party enters, Jaela closes and locks the door. The statue is of Tira Miron, the paladin who sacrificed herself to bind the demon Bel Shalor, one of the Lords of Dust, and who now serves as the Voice of the Silver Flame. The murals are a pictographic representation of her story.

Torazun's Return. Moments after the characters enter here, they hear three pounding knocks upon the door they just came in from. If they don't respond within 2 rounds, five more resounding knocks come from the other side of the door. Cardinal Torazun (a **priest**), is here with two **blackguards** and four **knights**. Torazun has been activated by Stonefire (as have his allies). He announces himself innocently after the second set of knocks or if the party asks who's out there. Characters who make a successful DC 15 Wisdom (Insight) check sense that something's not quite right in the cardinal's tone.

Three rounds after the second set of knocks, if the door isn't opened, Torazun and company leave, regardless of any conversation happening with the characters. If not dealt with here, they appear again at the tunnel exit (see "South Bridge").

Treasure. Torazun carries a *mace of disruption*.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Remove one **blackguard**.
- **Weak:** Remove two **knights**.
- **Strong:** Add two **knights**.
- **Very Strong:** Add one **blackguard**.

B2. LIBRARY

Shelves of books line the walls of this room. In the center of the room is a long table with several books, loose parchment, and half-rolled maps scattered across its surface.

The books range across different topics of lore, including Thrane, the Church of the Silver Flame, and major historical events in Khorvaire. The table contains much of the same, along with several maps of Khorvaire. A secret door on the west side of the room conceals a flight of stairs leading to a set of underground tunnels. Pulling a few of the books in succession, one of the shelves slides open, revealing the small stairwell leading to area B3.

Resting. Characters can take a short rest here, but Jaela objects against spending any longer than hour here. She says there's little of importance in the building beyond this room.

B3. UNDERGROUND PASSAGE

The stairs descend 100 feet into tunnels which lead south beneath the city. After the characters move 60 feet past the stairs, read the following aloud:

The rest of the passage is filled with loose rubble. A loud boom echoes from up above. The walls shudder and the ground quakes beneath your feet. Large cracks form along the ceiling and walls. Several pieces of rubble drop from the ceiling onto the piles already scattered along the floor.

Collapsing Area. The area is unstable and prone to collapse. Every few minutes, the characters cross one of three unstable sections of tunnel, which can be spotted with a successful DC 16 Wisdom (Survival) check. As long as the characters move across them at half speed or less, nothing happens. If the characters move across them faster, or if they didn't spot the areas, part of the walls and ceiling collapse upon them and each character in the area must make a DC 16 Constitution saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

The Final Stretch. After 15 minutes, the tunnel ends at another flight of stairs leading up to the exit.

SOUTH BRIDGE

The characters emerge from the tunnels into a 30-foot-square guard post near the city's south bridge. Read the following aloud when the characters exit the tunnels:



A secret door in an alcove at the stop of the stairs leads into a small, fortified structure near the city's southern exit. Piles of smoking rubble litter the floor. Laying among them are the corpses of three city guards.

TORAZUN'S RETURN PART DEUX

If Torazun wasn't dealt with in area B1, he and his entourage of Stonefire-activated elves are in this room. Resolve the encounter as described in area B1 of the Mansion Interior.

RESCUE FORCES

Not far from the guard post, a garrison of over a hundred troops is stationed at the entrance to the bridge, to quell the chaos caused by Stonefire's activation. Upon spotting the characters and Jaela, the guard captain rushes forward to secure the Keeper.

The city's forces can provide the characters with food and rest. Jaela thanks them for bringing her safely out of the cathedral and assures them they'll be rewarded for their efforts. During the break in the chaos, the characters are contacted by Flamewind. Continue to part 3.

PART 3

BETRAYAL

Estimated Duration: 60 minutes

After their escape, the characters are contacted by Flamewind. The sphinx delivers a dire ultimatum, forcing the characters into a conflict on two fronts.

URGENT REQUEST

As the characters recover from their escape, a messenger approaches and tells them they've received an urgent message via *speaking stone*. The sphinx, Flamewind, requests the characters' immediate presence. With the chaos of Stonefire spreading across the Five Nations, Flamewind provides the address of a private building in Middle Dura, in the city of Sharn.

A GRAND REWARD

As the characters are preparing to leave, they receive a summons to meet with the Keeper at the nearby House Lyrandar airship dock. On arrival, she bequeaths them their reward: a fully chartered airship and crew to command for one year. With this vessel at their disposal, the whole of Khorvaire is open to them. Give the players **Handout 2: Elemental Airship**.

GETTING TO SHARN

Stonefire still wreaks havoc throughout the Five Nations, making travel difficult, but not impossible. With the airship, the characters can sail over such troubles to reach Flamewind's location in safety. If the characters ask for a more discreet way to get to Sharn, Jaela arranges for one of Flamekeep's mages to teleport them to the Cathedral of the Cleansing Flame in Middle Central Plateau.

SECRET MEETING

Read the following when the characters arrive at Flamewind's rendezvous location:

Located not far from Stormhold, this square building borders the nearby residential area. It bears no signage or markings, appearing to have once been a warehouse.

AREA INFORMATION

The abandoned warehouse has the following important features:

Dimensions and Terrain. The building is an 80-foot-square, two-story structure. A large double door leads into the main area, with a smaller side door on the east side of the building.

Interior. The central area is a 60-foot-wide space with a 30-foot-high ceiling. A pair of metal stairs lead to walkways above the ground, each ending in the building's two upper offices. Each office has a window overlooking the main area.

Light. The building's interior is lit by *everbright lanterns* hanging in a row across the ceiling.

MEETING WITH FLAMEWIND

The **gynosphinx**, Flamewind, awaits in the main area of the building. Read the following aloud when the characters enter:

Most of this area is bare, save for an oversized chair and a long table in the center of the room. A row of empty crates and barrels are stacked along the west wall, next the stairs.

Flamewind lounges upon the oversized chair, eyeing you curiously with her deep, golden eyes. "Welcome, my adventurers," she says. "Once again, fate brings us to a crossroads . . . one soon to diverge into two paths that never again meet."

FLAMEWIND

Lawful neutral, female sphinx

Grand and inscrutable, Flamewind's imposing presence demands respect. Her black mane is tied in thick braids, her face is tattooed in spiraling sigils of learning, and her golden eyes give away nothing of her calculating mind.

Motivation: The Draconic Prophecy is Flamewind's life's work; she must unravel its mysteries and discover her part in it, whatever the cost.

Mannerisms: Flamewind doesn't suffer fools gladly. She flicks her tail from side to side when dealing with someone who irks her.

Quote: "All answers to all questions can be found within the Draconic Prophecy."

FLAMEWIND'S ULTIMATUM

Flamewind politely asks the characters to hand over the *Oracle of War* to her care, where she'll keep hold of it permanently. She doesn't provide an explanation, save that she believes the Draconic Prophecy will be safer in her care.

Due to the likelihood that the party will refuse without being given a proper explanation, she continues by telling them she's captured one of the characters' allies, the orphan thief **Sky Blue**. She motions her head upward at the west office. Behind a window, a dark-hooded figure holds a gleaming blade against the throat of a terrified

Sky, who's gagged and bound. Flamewind flatly states that the girl will be executed unless the characters deliver the *Oracle of War* to her immediately. The hooded figure is one of two **assassins** in the office. The other remains out of sight. Characters who make a successful DC 16 Wisdom (Perception) check spot Sky's awakened seagull companion **Earl** furtively peeking through the open skylight. Earl evaded capture and followed Sky here; he'll do anything to aid the characters in rescuing her.

The characters can attempt to negotiate with Flamewind, but to little end. The sphinx is resolute in her actions. Characters who make a successful DC 18 Charisma (Deception or Persuasion) check can stall or distract the sphinx while other characters attempt to stealthily reach Sky Blue's location.

If the characters choose to hand over the *Oracle* but don't have it with them, Flamewind insists that, at most, two of the characters can leave to retrieve it, if necessary.

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, male, 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!"



If the players have the **Wing and a Prayer** legacy event, and were tracked down by Flamewind, her spying has garnered her additional insight into the characters' thoughts and actions. These characters have disadvantage on Charisma checks made to stall or negotiate with Flamewind.

Flamewind warns the characters of their folly should she sense any foul play. Move to the next scene when one of the following events occur:

- The characters attack Flamewind.
- The characters refuse Flamewind's ultimatum or threaten her.
- Flamewind suspects treachery and orders the death of Sky Blue.
- The characters hand over the *Oracle of War*.

Flamewind is unlikely to order Sky Blue's execution immediately, as that's her only true leverage over the characters. Run the scene as a tense roleplaying moment. Even if none of the situations listed above play out, if the negotiations drag too long, begin the next section, which throws everything into chaos.

CROSSFIRE CONFLICT

After the characters wrestle with Flamewind's ultimatum, read the following:

A window on the east wall shatters. A figure in decorated golden armor leaps in behind the cloud of glass shards, landing near the eastern stairs. You recognize her as Keyleth Siannodel, the female half of the Cairdal Knot, the instigator of your recent plight in Thrane.

"You shall not escape my righteous vengeance!" she shouts.

THREE-WAY BRAWL

Keyleth Siannodel is an **Undying councilor** with AC 23 due to her plate armor and *+3 shield*. She can use her *ring of evasion* up to three times during combat to succeed on Dexterity saving throws. Keyleth attacks everyone indiscriminately, including Flamewind, with no regard to who's on what side. Flamewind, seeking to use the ensuing chaos to her advantage, divides her attention between the characters and the Undying paladin in the hopes of being victorious while leaving one of the characters still alive to retrieve the *Oracle of War*.

Flamewind avoids harming a player with the **Flamewind's Favored** legacy event. This character is Flamewind's choice to be last left alive to bargain with for the *Oracle*.

Rescuing Sky Blue. The two **assassins** guarding Sky Blue join the fight immediately, leaving Sky unattended. A character who reaches Sky Blue can use an action to untie her (or Earl can fly down and peck the bonds free—taking three consecutive actions). Sky is uninjured and volunteers to help the characters in the fight.

If the characters have the **Mark of the Sphinx** legacy event, Flamewind can use a bonus action to activate the medallion around Sky Blue's neck and teleport the thief to her location before the characters can reach her.

ENDING THE CONFLICT

The Undying paladin and the assassins all fight until defeated. If Flamewind is reduced below 50 hit points and both her assassins have been defeated, she attempts to flee. If Flamewind escapes, the characters gain the **Traitor Sphinx** legacy event. At the end of the adventure, ask the players to mark this legacy event on their adventure records.

Treasure. Keyleth Siannodel wields a *+3 shield* and wears a *ring of evasion*.



ENDING THE ADVENTURE

While they're safe for now, the adventurers have yet to discover what role they must play in the chaos consuming the Five Nations. The story continues in DDAL-EB-14 *From Dust*.

ABOUT THE AUTHOR

Rich is a longtime tabletop gamer turned RPG designer, writer, and graphic artist. He's a founding member of the DMs Guild Adepts and is also co-owner of Alligator Alley Entertainment, in which he's creator and lead designer of *Esper Genesis*, the fifth edition-powered sci-fi RPG. His works can be found on the DMs Guild and the Esper Genesis website. He can be found on Twitter under the handle @skydawn1.

REWARDS

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

PLAYER REWARDS

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

Players earn the following rewards for completing the adventure:

ADVANCEMENT

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

OPTIONAL: DECLINE ADVANCEMENT

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

REWARDS

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

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

LEGACY EVENTS

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

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

DUNGEON MASTER REWARDS

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

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

IMPORTANT CHARACTERS

The following NPCs feature prominently in this adventure:

IMPORTANT CHARACTERS

Name	Identity	Details
Earl	Neutral good, male awakened seagull	Last surviving member of the 10th Avian Messenger unit and protector of the orphan thief Sky Blue.
Flamewind	Lawful neutral, female sphinx	Expert on the Draconic Prophecy, currently resident at Morgrave University.
Jaela Daran	Lawful good, female, human cleric	Keeper of the Flame and head of the Church of the Silver Flame.
Keyleth Siannodel	Lawful good, female, Undying elf paladin	Half of a pair of Undying paladins, she seeks vengeance for the death of her lover by activating Project Stonefire.
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.
Torazun Johira	Lawful neutral, male, elf cleric	Member of the Church of the Silver Flame's Order of Cardinals. Currently tasked with guarding and secretly spying on the activities of the Keeper.

CREATURE STATISTICS

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*
1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 2 (1d4) bludgeoning 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 assassin 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, or half as much damage 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, or half as much damage on a successful one.

BLACKGUARD

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

Armor Class 18 (Plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses Passive Perception 12

Languages any one language (usually Common)

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *branding smite*, *find steed*

3rd level (2 slots): *blinding smite*, *dispel magic*

ACTIONS

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

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)

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 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.

GYNOSPINUX

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +12, History +12, Perception +8, Religion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages Common, Sphinx

Challenge 11 (7,200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *shield*

2nd level (3 slots): *darkness*, *locate object*, *suggestion*

3rd level (3 slots): *dispel magic*, *remove curse*, *tongues*

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

5th level (1 slot): *legend lore*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) slashing damage.

LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

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.

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (Chain Shirt)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +5
Senses Passive Perception 13
Languages Any two languages
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

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)

Scunning 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.

UNDYING COUNCILOR

Medium undead, neutral good

Armor Class 17 (Natural Armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	17 (+3)	21 (+5)	16 (+3)

Saving Throws Con +6, Int +7, Wis +9

Skills Arcana +7, History +11, Insight +9, Perception +9, Religion +7

Damage Vulnerabilities Necrotic

Damage Immunities Poison, Radiant

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 120 ft., passive Perception 19

Languages Common, Elvish

Challenge 10 (5,900 XP)

Aura of Radiance. The councilor magically sheds bright light in a 15-foot radius and dim light for an additional 15 feet. The councilor can extinguish or restore this light as a bonus action. If the bright light overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created that darkness is dispelled.

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

Spellcasting. The councilor is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bless, command, create or destroy water*

2nd level (3 slots): *augury, calm emotions, hold person*

3rd level (3 slots): *daylight, dispel magic, spirit guardians*

4th level (3 slots): *banishment, divination, guardian of faith*

5th level (2 slots): *dispel evil and good, flame strike* (see

“Actions” below), *scrying*

6th level (1 slot): *forbiddance, planar ally*

7th level (1 slot): *plane shift*

ACTIONS

Multiattack. The councilor makes two Radiant Touch attacks.

Radiant Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) radiant damage.

Healing Touch (3/Day). The councilor touches another creature. The target magically regains 18 (3d8 + 5) hit points and is freed from one curse afflicting it (councilor’s choice).

Flame Strike (5th-Level Spell; Requires a Spell Slot). The councilor chooses a point it can see within 60 feet of it. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on that point must make a DC 17 Dexterity saving throw. A creature takes 14 (4d6) fire damage and 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one. If the councilor casts this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (its choice) increases by 1d6 for each slot level above 5th.

LEGENDARY ACTIONS

The councilor can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The councilor regains spent legendary actions at the start of her turn.

Touch. The councilor makes one attack with its Radiant Touch.

Shimmering Aura (Costs 2 Actions). The councilor channels positive energy into its Aura of Radiance. Until the end of the councilor’s next turn, it sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Any creature that starts its turn in the bright light must succeed on a DC 17 Constitution saving throw or be blinded until the end of the councilor’s next turn.

WAR PRIEST

Medium humanoid (any race), any alignment

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

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

Saving Throws Con +6, Wis +7
Skills Intimidation +5, Religion +4
Senses passive Perception 13
Languages any two languages
Challenge 9 (5,000 XP)

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

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

ACTIONS

Multiattack. The priest makes two melee attacks.

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

REACTIONS

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

WARLORD

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)
Hit Points 229 (27d8 + 108)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8
Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8
Senses passive Perception 15
Languages any two languages
Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

ACTIONS

Multiattack. The warlord makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

LEGENDARY ACTIONS

The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.



DRUMS OF WAR

SUMMARY

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

THE STORY SO FAR

In the ruins of the Mournland, you recovered a strange device, the *Oracle of War*. This artifact had the power to provide tactical advice, but soon malfunctioned and revealed a verse from the Draconic Prophecy. In Breland, you met the sphinx Flamewind and the orphan thief Sky Blue—and learned that the *Oracle's* prophecies were starting to come true.

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

OBJECTIVES

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

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

THE ORACLE OF WAR

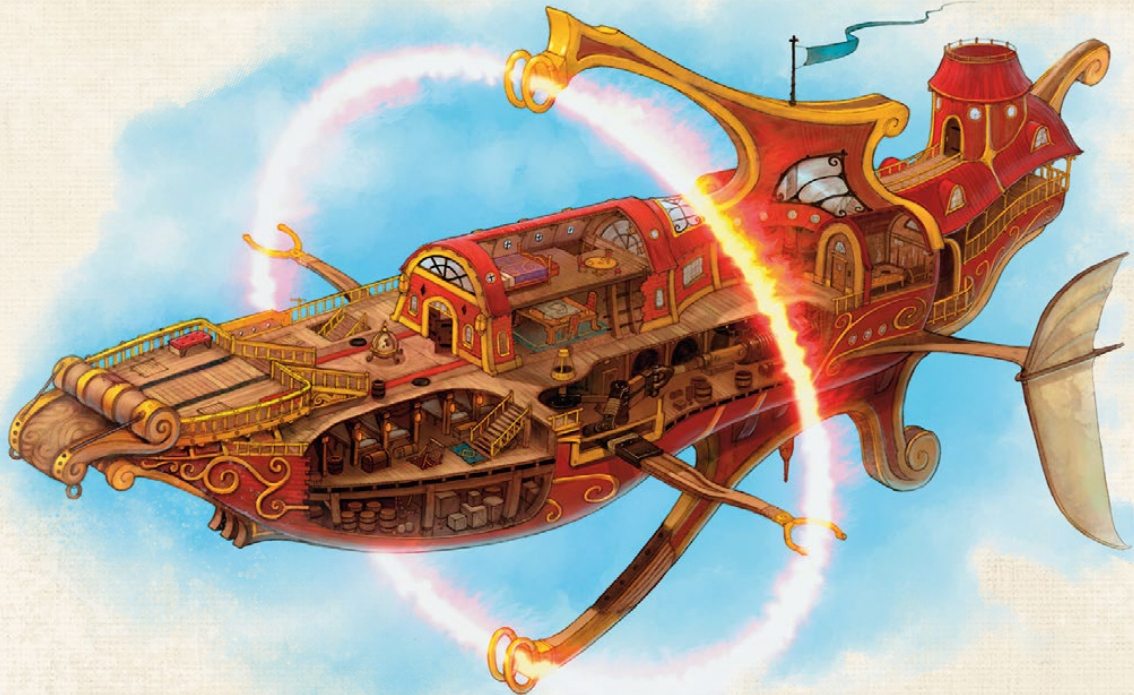
The *Oracle of War* is a large, beautifully stained wood chest, set with cogs and gears. It's three feet wide, two feet deep, three-and-a-half feet tall, and weighs 200 lb. Once per day, you can spend 1 minute feeding battlefield information to the device to make a DC 10 group Wisdom (Insight or Perception) check. On a success, the *Oracle* provides tactical advice to aid your party in combat. Each adventurer in your group chooses one of the following benefits, which lasts for 1 hour or until used. These benefits only affect you if you remain within 500 feet of the location where you used the *Oracle of War*.

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



HANDOUT 2: ELEMENTAL AIRSHIP

For escorting the Keeper of the Flame to safety, she awarded you a fully chartered House Lyrandar elemental airship and a crew.



ELEMENTAL AIRSHIP

Gargantuan vehicle (80 ft. by 20 ft.)

Creature Capacity 20 crew, 10 passengers

Cargo Capacity 1 ton

Travel Pace 9 miles per hour (216 miles per day)

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

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the airship can use its helm to move using its elemental engine. It can also fire its ballistas. If it has half its crew or fewer, it can fire only two of the ballistas.

HULL

Armor Class 13

Hit Points 300 (damage threshold 10)

CONTROL HELM

Armor Class 16

Hit Points 50

Move up to the speed of the airship's elemental engine, with one 90-degree turn. If the helm is destroyed, the airship can't turn.

MOVEMENT: ELEMENTAL ENGINE

Armor Class 18

Hit Points 100; -20 ft. speed per 25 damage taken

Speed (air) 80 ft.

Locomotion (air) elemental power. If the engine is destroyed, the ship immediately crashes.

WEAPONS: BALLISTAS (4)

Armor Class 15

Hit Points 50 each

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target.

Hit: 16 (3d10) piercing damage.

HOW IT WORKS

An elemental airship looks similar to an oceangoing ship, but is rigged with control fins and rudders rather than sails. An air or fire elemental is bound into a ring around the hull, which is suspended on four struts jutting outward. Most airships are outfitted with the finest amenities, including many decorative flourishes and creature comforts.

Operation. A dragonmarked heir of House Lyrandar must pilot an elemental airship, channeling the power of the Mark of Storm through the *wheel of wind and water* that controls the vessel. The helm is situated near the rear of the ship, inside the shelter of a wheelhouse. Controlling the vessel (without the benefit of something like the conductor stones that dictate a lightning rail route) requires constant attention, so at least two pilots typically travel on every journey.

Only a dragonmarked heir with the Mark of Storm can use the wheel and command the bound elemental. House Lyrandar pilots train for months to gain a deep understanding of the ship's powers and limitations. Because of this training, a skilled pilot can execute acrobatic maneuvers in the sky.

Airships can move in all three dimensions, with or without the aid of the wind. Unlike most flying creatures, they don't rely on wings for lift thanks to their soarwood hulls. They're able to fly equally well on their sides or even upside down (notwithstanding the risks such maneuvers present to passengers and crew).

Elemental airships can't actually land, because the struts holding the elemental ring in place protrude 10 feet from the bottom of the vessel. Thus, passengers and cargo are lifted in elevators and loaded at towers in major cities. Each ship carries rope ladders for use at smaller stations, in open terrain, or in cases of dire emergency.

A typical airship can reach a speed of 20 miles per hour in clear skies carrying up to 30 tons of cargo. Airships are most often employed by explorers and by wealthy travelers who demand luxury—clients who have a need to move quickly to places that might not be served by the lightning rail.

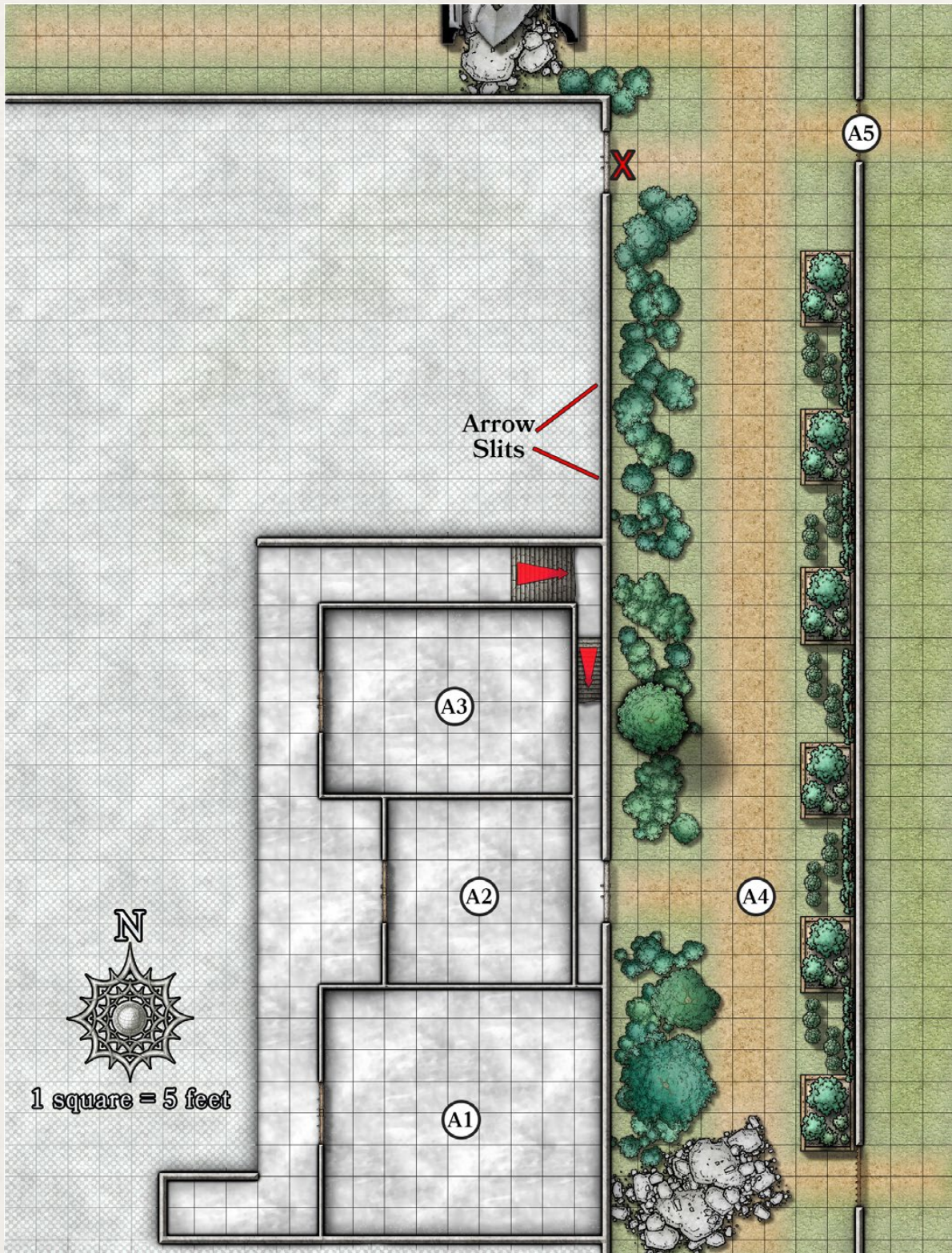
Suppression. Although the elemental bound to the airship is essential for propulsion, the vessel's soarwood hull provides its lighter-than-air buoyancy. When the elemental is suppressed, the ship remains aloft but can't move. The pilot always suppresses the elemental before docking, then uses ropes to maneuver the vessel into position.

CREW

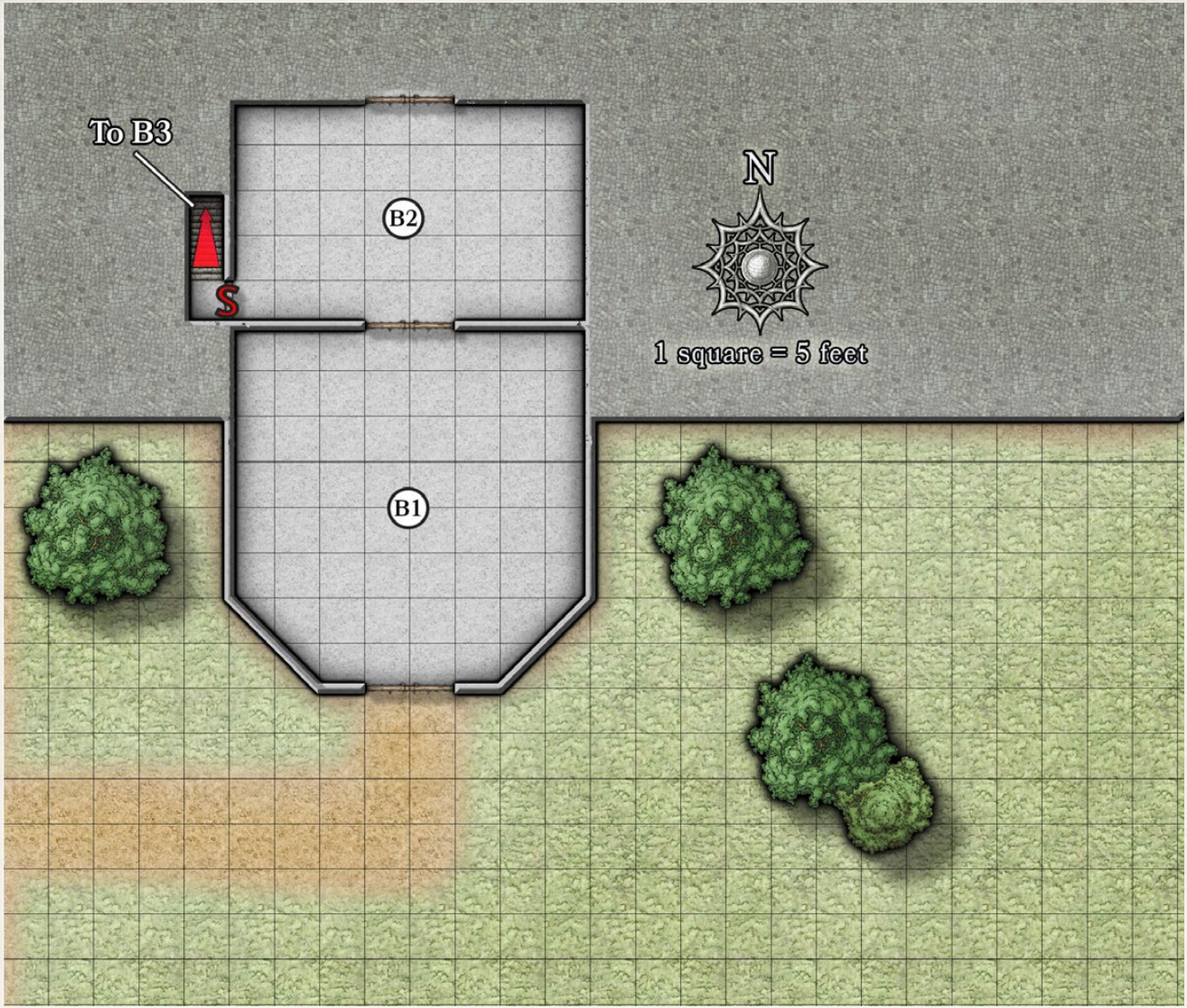
The airship has two pilots (**nobles**) and eighteen crewmembers (**commoners**). These sailors are chartered for the operation of the vessel alone; they won't leave the vessel without good reason or fight on your command, but they'll fight to defend the airship if it's threatened.

APPENDIX A: DUNGEON MASTER'S MAPS

CATHEDRAL EAST WING



KEEPER'S MANSION



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) score, and anything specified as notable by the adventure (such as backgrounds, legacy events, etc.).

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

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

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

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

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



EBERRON: ORACLE OF WAR



ADVENTURE RECORD: EB-13 STONEFIRE

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

ADVENTURE NOTES

You were summoned to Thrane to present the *Oracle of War* and explain the danger posed by the Lord of Blades. On arrival in Flamekeep, you met with Jaela Daran, the Keeper of the Flame, but the Stonefire program was activated during your meeting, awakening sleeper agents across Khorvaire. Against all odds, you escorted Jaela to safety. After your rescue, Flamewind played her hand, demanding the *Oracle of War* in exchange for Sky Blue's life.

ADVANCEMENT

- You gain one level for completing this adventure.

LEGACY EVENTS

- Battlefield Medic. You helped Keeper Jaela Daran tend to the wounded. Later in the campaign, you may discover the consequences of this action.
- Divine Vigilance. You persuaded the Keeper of the Flame to begin peace talks with Breland to unite against the threat posed by the Lord of Blades.
- Trust No One. You helped Lukas Varko escape the Cathedral of the Flame. Perhaps you'll see him again in future...
- Traitor Sphinx. Flamewind survived her failed ambush and fled into Sharn. You haven't seen the last of her, for sure.

REWARDS

You gain the following rewards:

- An elemental airship for rescuing the Keeper of the Silver Flame (see **handout 2**). This vessel is shared by your group.

Choose **ONE** bonus reward:

- A +3 shield for defeating Keyleth Siannodel.
- A mace of disruption for defeating Torazun.
- A ring of evasion decorated in the shape of two intertwined white roses for defeating Keyleth Siannodel.

CHARACTER WEALTH

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

THE KORRANBERG
CHRONICLE

**HORROR STRIKES AT HEART OF
ARCANE CONGRESS!**

Chaos reigned in the floating towers of Arcanix yesterday as an unidentified faction launched a surprise attack on Aundair's Arcane Congress. Eyewitness reports from the site are contradictory and confused, but at least one of the floating towers is said to have upended in the sky, causing dozens of mages to plummet to their dooms. Unconfirmed reports tell of armed conflicts raging across the college in the moments before the tragic incident, with some witnesses claiming that a cadre of elves was behind the attack.

Was this a power play by the fledgling nation of Valenar to establish control in the region? Queen Aurala of Aundair swiftly put an end to such speculation with the following statement: "An attack on the Arcane Congress is an attack on Aundair itself. Now is not the time for baseless conjecture about the source of this attack; this is now is a matter for the Crown to resolve. Rest assured that any action we take will be swift and decisive."