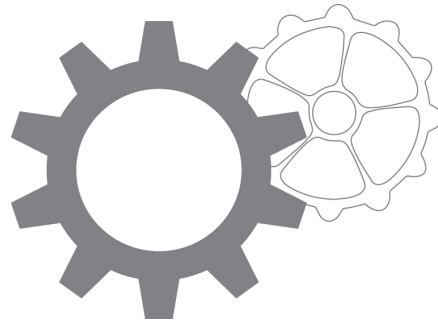




DM'S GUIDE

Version 1.0

ORACLE OF WAR



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PART 1. GETTING STARTED

This document is a guide to getting started as a Dungeon Master (DM) for the Oracle of War campaign, featuring the EBERRON: RISING FROM THE LAST WAR campaign sourcebook and managed by the D&D Adventurers League. These rules are supplemented by the Adventurers League FAQ (also found in the Adventurers League Players Pack).

D&D ADVENTURERS LEAGUE PLAY

D&D Adventurers League play can take place practically **ANYWHERE**—whether at home, a friendly local game and hobby store, a library or school, or even a convention. The possibilities are endless.

DMs and players alike participate in Adventurers League play utilizing a variety of adventure content options. The **Oracle of War** campaign is an alternate campaign to the Forgotten Realms-based campaign. Characters in the **Oracle of War** campaign cannot be played in the Forgotten Realms campaign, and vice versa.

The **Oracle of War** campaign takes characters through a single storyline that spans levels 1 through 20 over a two-year period. The campaign is comprised of different types of adventures.

Core Storyline Adventures. These twenty adventures comprise the main storyline of the campaign. At the end of each of these adventures, a character gains a level. A player may decline a level for their character, but if they do so they may not take any rewards from that adventure.

While each adventure is written for characters of a specific level, characters of a different level (but within the same tier) can play in the adventures as well. For example, an adventure written for 3rd-level characters is a Tier 1 adventure, since levels 1 through 4 comprise Tier 1. Therefore, any character of levels 1 through 4 may participate in a Tier 1 adventure.

Since characters level at a rate of one level per adventure, any character playing the adventures in order will get to enjoy the campaign from levels 1 through 20, with no other adventures required.

Eberron EPIC Adventures. Written for a single tier of characters, these adventures supplement the story being told in the Core Storyline adventures. EPIC adventures involve large-scale battles and events where multiple tables work cooperatively toward a common goal. Characters gain rewards from playing these adventures, and may choose to gain a level as well, with the understanding that they may level out of a tier if they play all the Core Storyline adventures.

Salvage Missions. Characters have the opportunity to build a salvage base on the edge of the Mournland during the campaign. Salvage missions are special two-hour adventures that offer optional leveling and no treasure, but give the salvage team the means to expand and upgrade their salvage base, which may affect adventures in the core campaign. For more details, see the *Oracle of War Player's Guide* and the forthcoming DMs Guild supplement *Oracle of War: Salvage Bases and Missions*.

Other Special Events. Other adventures, such as the annual D&D Open or Special Guest events, may be offered over the course of the campaign. Like EPICs, these events offer rewards and optional leveling.

BEING A DUNGEON MASTER (DM)

Being an Adventurers League DM is easy and fun. The adventures can be prepared in a short period of time, and you don't have to worry about creating your own background material.

WHAT YOU NEED TO RUN A GAME

To run an adventure as the DM in the **Oracle of War** campaign, you'll need the following:

- **Player's Handbook or the D&D Basic Rules.** The [Basic Rules .pdf document](#) is free on the Wizards of the Coast website and contains all the basic rules of the game.
- **Monster Manual (MM).** While the statistics for most monsters can be found here, monsters that can't will be included in the adventure appendices.
- **Eberron: Rising from the Last War (RLW).** This sourcebook contains information on the world of Eberron, where this campaign is set. It presents new race and class options, and other character information as well.
- **Adventures.** If you're running games in a public venue on behalf of an event organizer, check with them to see what adventures they have available. Otherwise, adventures are available for purchase on the Dungeon Masters Guild at www.dmsguild.com. The adventures also include Adventure Records, which should be printed (one per player) and presented to your players at the end of the play experience.
- **Players.** Adventurers League play is designed for a table of five players but can be adjusted for as few as three to as many as seven players. Tables smaller or larger than those limits are not recommended as they promote an extremely suboptimal play experience.

OPTIONAL ITEMS

These things aren't necessary to run D&D Adventurers League games but can be nice to have.

- **Dungeon Master's Guide (DMG).** This book contains valuable advice on preparing and running games. The DMG also contains descriptions of magic items that might be awarded during play, so it's suggested that you bring that information with you to the table if it's not provided in the adventure.
- **Index Cards.** Great for writing down initiative, handing notes to players, and as cheap table tents.
- **Dungeon Master Screen.** Helpful to hide the adventure, notes, and schemes from the players.
- **Miniatures and Map Surfaces.** If you and your players enjoy playing a more tactical game of D&D, you can use these to help depict combat and detailed areas.

PART 2. RUNNING ADVENTURES

You can DM one group of players at a time—each player must have their own character within the adventure level range. If they don't have a character of the appropriate level, they can always play one of the campaign's pregenerated characters that's of a level within that tier.

PLAYING THE DUNGEON MASTER

You have the most important role. You provide the narrative and bring the words on the pages of the adventure to life.

You're Empowered. Make decisions about how the group interacts with the adventure; adjust or improvise but maintain the adventure's spirit. You can't implement new rules.

Challenge Your Players. Gauge the experience level of your players, as well as what they seem to enjoy in a game and attempt to deliver what they're after. Every player's character should have an opportunity to shine. You can adjust the encounter difficulty by adding or removing thematically appropriate monsters.

Keep the Adventure Moving. When the game gets bogged down, provide hints and clues to your players facing puzzles or engaging in combat and roleplay interactions that get frustrating. This gives players "little victories" for making good choices based on clues received. When playing within a given time constraint, such as at a convention, it is important to gauge the pacing of your game. It's okay to adjust the content when you get bogged down in order to promote a play experience that feels complete.

Communicate. Different players want different things—sometimes at the same table. Communicate clearly and honestly with players about their desires. You are not there to teach lessons or promote one type of gaming over another, or even to pass judgement on players. Whether it's before the game, during game play, or during the distribution of rewards, know what type of experience the players want and provide it when it's reasonable to do so.

Provide End-of-Game Information. At the end of the game, give every player an Adventure Record (AR), which allows them to track the progress of their character. Also, you can take an AR for yourself and apply it to one of your **Oracle of War** characters. (See **Adventure Rewards** for further information on ARs.)

MANAGING ONGOING EFFECTS

An adventurer's career is punctuated by both good and bad events, some of which have lingering effects. Friends are made and lost, enemies target you, and your decisions have consequences from one adventure to the next. In the **Oracle of War** campaign, these effects are handled through Legacy Events that are listed on the Adventure Record. Any ongoing effects lasting between adventures (positive or negative) that are not managed in a Legacy Event are considered to end when the adventure session ends.

CHARACTER DEATH

Character death is a real possibility in games. Dealing with character death in a shared-world campaign is difficult: most want the consequences of the death to be present without having the death remove the player from the campaign

completely. With that in mind, when a character dies during an adventure, use the following consequences and resolutions.

- If the adventure provides consequences and resolutions for character death, use that guidance first.
- If the character has 500 gp in wealth, they must use that wealth to be raised. Other players at the table during the adventure can share this cost at their discretion.
- If a character does not have 500 gp, and no other players are willing to contribute to reach that number, a character can still be raised, though they receive no rewards (wealth, magic items, etc.) for that adventure. The player may choose to have their character gain a level (or not) at their discretion.
- A character that dies during an adventure should still receive any Legacy Events that they earned, based on the discretion of the DM. If they declined the level, they cannot gain any benefits from the Legacy Event that is provided when a level is gained.

CHEATING

D&D Adventurers League play is meant to be fun and inclusive—not competitive. As the DM, correct cheating players quickly and discreetly (if possible) by resolving the issue and making a fair ruling on what happens. You can review paperwork (character sheets, Adventure Records, and other campaign documentation) at any time. If something seems amiss or inappropriate—either with the paperwork or during the game—discuss it with the player and resolve irregularities. You can disallow something that seems outside the rules or have a player reroll dice. Be **professional**—make every effort to avoid embarrassing the player or assume wrongdoing. We're all here to have fun and enjoy the challenge!

ADVENTURE REWARDS

Characters earn rewards as they play an adventure. At the conclusion of the adventure, the players must choose their desired reward(s) from those available on their Adventure Record. Be sure to distribute the Adventure Records at the conclusion of the adventure. Avoid passing them out before then.

Rewards can be given when you feel it's appropriate, although magic items should only be awarded if specifically mentioned in the encounter in which they're found.

Advancement. At the end of any Core Storyline adventure, the character that participated advances a level. The player may decline that level but doing so means that character gains no treasure and no benefits from Legacy Events the character earned. At the end of other types of adventures, the player can decide if they want their character to advance a level or not.

Magic Items/Wealth. The Adventure Record for each adventure lists the rewards that the characters can earn. Usually the characters will earn a certain amount of wealth, and the player can choose one additional reward (or more if allowed) for their character. For example, an adventure might provide the characters 20 gp each for completing their goals, and then the player can choose one extra rewards among several options: a magical weapon, a magical amulet plus a small amount of gold, a large amount of gold, a cache of consumable items, or a mysterious figure worth gold (but that might have other magical effects that are revealed later in the campaign). For some adventures, the characters might get to choose more than one set of extra rewards.

In other cases, a Legacy Event earned during play might provide additional rewards. Simply follow the instructions given in the adventure and on the AR.

Characters are limited in the number of permanent magic items they can possess, according to the chart below. A character can remove one permanent magic item from their character at the end of an adventure, allowing them to take a new item if they were previously at their limit. Common and consumable items aren't subject to this limitation.

Consumable magic items (potions, scrolls, ammunition) may be part of a reward set, assuming they were not used during play.

Tier	Magic Item Limit	Tier	Magic Item Limit
1	1	3	6
2	3	4	8

LEGACY EVENTS

Legacy Events are earned by the characters during play based on their successes, failures, and decisions during play. There are always instructions provided to let you know when Legacy Events should or should not be given.

Some Legacy Events allow characters to perform tasks or gain benefits between adventures. If the character earns multiple Legacy Events that allow them to do something between adventures, they may choose which one they want to do, but may only do one. In some instances, a Legacy Event might force a character to do something between adventures rather than choose; in this case, the character

must do the mandatory Legacy Event, meaning they cannot choose one of the other activities or options.

DUNGEON MASTER REWARDS

While running a game for your players is a fun activity that can be its own reward, we recognize that getting rewards for your hard work can help improve your own campaign experience.

When you run an adventure, you may reward one of your **Oracle of War** characters as though they played the adventure. That character receives the appropriate Adventure Record, and you can choose from the same list of rewards that the players for that session could choose from. If they were disqualified from one or more reward entries on the AR for some reason, you are also disqualified from selecting that reward.

You do not receive any Legacy Events for your characters. You can always play the adventure yourself at some point to gain access to the Legacy Events!

CAMPAIGN STYLE

Oracle of War has a finite duration. Twenty Core Storyline adventures, each optimized for one level of play, from 1 to 20, comprise the main story of the campaign. Some special events, such as EPIC adventures, allow extra play and special rewards.

At the end of each of the Core Storyline adventures, characters can advance one level. For the special adventures, advancing a level is optional, allowing characters to take part in the adventure without the risk of leveling out of a given tier of play.

Core Storyline adventures are released roughly once per month on the DMs Guild, with occasional preview releases supporting larger game conventions or shows.

While this type of campaign encourages you to play the adventures in order with the same group of players and DM over the course of the campaign, the experience is completely portable. Both players and DMs can, move from table to table and event to event.

PART 3. FAQ

Are the adventures from the Embers of the Last War campaign or the Forgotten Relics adventure from Eberron: Rising from the Last War legal adventures to play in the Oracle of War campaign?

No. The only adventures that are currently legal in the *Oracle of War* campaign are the Core Storyline adventures (with the code EB) and the Eberron EPIC adventures (with the code EB-EP). If any other adventures become legal for the campaign, the adventure will say so specifically, or it will be announced and noted in the campaign documentation.

What rules sources are legal for the Oracle of War campaign?

Currently, the *Player's Handbook* (or *Basic Rules*) and *Eberron: Rising from the Last War* are the two legal rules sources. Other resources may be opened by campaign documentation such as Adventure Records or special event certs.

What about Wayfinder's Guide to Eberron?

Wayfinder's Guide to Eberron is not a legal source, except in the case where the content of that source matches *Eberron: Rising from the Last War* exactly.

The artificer spell list contains spells from Xanathar's Guide to Everything. Are those legal?

Yes. Artificers can use those spells. Other classes, however, do not have access to those spells or any other content from *Xanathar's Guide to Everything* without further documentation.

Do artificer infusions count against the magic item limit for a character?

The magic items created through an artificer's *infuse item* ability do not count against the magic item ownership limits set forth by the campaign. However, due to the episodic nature of the *Oracle of War* campaign, any items infused by an artificer lose their infusion at the end of an adventure. The artificer character can, at the start of the next adventure, infuse items again. If the exact same characters and same DM play several adventures in a row, then the DM can choose to waive this restriction and allow the items to remain infused between adventures.

How do greater aberrant powers from an aberrant dragonmark work?

Players with an aberrant dragonmark do not roll to see if they gain an epic boon. Potential greater aberrant powers will be managed through Adventure Records or other campaign documentation.

Can I play an orc, bugbear, goblin, or hobgoblin?

Yes. *Eberron: Rising from the Last War* talks about the heritage of these races in Eberron. Use the statistics and traits from this book instead of other sources.