

SONG OF THE SKY

· ORACLE OF WAR PART 7 ·



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**STACEY
ALLAN**

A FOUR-HOUR ADVENTURE FOR TIER 2 CHARACTERS

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WELCOME

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

LEE MOYER



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ADVENTURE OVERVIEW

The Oracle of War speaks the true words of the Draconic Prophecy. This makes it valuable beyond compare, and it's your destiny to unravel its mysteries.

—Flamewind

This adventure is designed for **three to seven 5th- to 10th-level characters** and is optimized for **five characters with an average party level (APL) of 7**. Characters outside this level range can't participate in this adventure.

This adventure occurs in Eberron, in the city of Sharn; a towering metropolis in the nation of Breland. This is the conclusion of a trilogy of adventures, the *Fortunes of War* storyline. *Fortunes of War* is part of the *Oracle of War* Eberron campaign for the D&D Adventurers League.

BACKGROUND

To decipher the prophecy spoken by the **ORACLE OF WAR**, the adventurers traveled to Wroat on the advice of the sphinx **FLAMEWIND**. There they discovered that the Oracle's prophecy is coming true—the nation of **THRANE** is conspiring against **BRELAND'S** Royal Court.

Returning to **SHARN**, the adventurers must now investigate another puzzle piece mentioned in the prophecy: the identity of the mysterious "**SKY BLUE**." On Flamewind's advice, they ascend to the opulent heights of Skyway to seek out a young thief who shares the same name.

OVERVIEW

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

- **Part 1: Skyway Robbery (30 mins).**
The sphinx Flamewind summons the adventurers to Lareth Hall, where she reveals that one of Sharn's thieves is central to the prophecy.
- **Part 2: Sky Blue's Nest (60 mins).**
The adventurers search the orphan's hideout and discover her plans for a daring heist—but also learn they aren't the only ones looking for her.
- **Part 3: Sky Chase (120 mins).**
The adventurers must catch Sky Blue before she flees the city—or gets caught by her rivals.
- **Part 4: Villainous Moves (30 mins).**
The adventurers confront Emerald Claw agent Irullan Karnach.

ADVENTURE HOOKS

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

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

Song of the Sky makes special use of the following background:

- **Mercenary Leader**
- **Officer in the 12th Brelish Infantry**

Before beginning play, check to see if any of your players have these backgrounds. Players with these backgrounds know some of the NPCs in the story and can use these connections to parley with them.

CONTINUING THE STORY

If the characters played through DDAL-EB-06 *The Last Word*, this adventure picks up after that adventure ends. The adventurers have left Wroat and returned to Sharn, gaining the benefit of a long rest.

- Before the adventure begins, give the players **Handout 1: Fortunes of War**. This handout summarizes the objectives of the *Fortunes 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. *Song of the Sky* incorporates the following legacy events from previous adventures in the *Oracle of War* series:

Silver Torch Extinguished. If the Thranish secret service was exposed during DDAL-EB-06 *The Last Word*, there's a heavy troop presence in Sharn as Breland prepares for war.

Stakeout. Adventurers who staked out Irullan Karnach's hideout in DDAL-EB-05 *A Century of Ashes* can raid the premises during this adventure.

Still Alive. If Kalli Alran (or her replacement from DDAL-EB-01 *The Night Land*), was sent to Sharn to investigate the Oracle, the DM can run her during this adventure as an allied NPC.

TRADE

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

HERO POINTS

In the *Oracle of War* campaign, adventurers are supposed to be a cut above the rest. To reflect this, each player 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

SKYWAY

ROBBERY

Estimated Duration: 30 minutes

The sphinx Flamewind summons the adventurers to Lareth Hall, where she reveals that one of Sharn's thieves is central to the prophecy.

THE SUMMONS

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

You've been summoned to the offices of Flamewind, a sphinx resident at Morgrave University in the city of Sharn. Flamewind is an expert on the Draconic Prophecy and is known for recruiting adventuring parties to investigate the Prophecy's mysteries.

You arrive in University, Upper Menthis on a gray, humid afternoon. It's raining in the City of Towers, and the lights of the district bloom through the raindrops.

Ask the players to describe their characters as they approach the university. When they're done, give everyone **inspiration**.

LEGACY EVENTS

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



Players with the **Silver Torch Extinguished** legacy event find an increased military presence in the city. Read the following boxed text aloud:

As you approach the campus, a platoon of Brelish soldiers marches past. An elemental warship, the *Ravager*, is docked at a nearby tower, taking on with troops and supplies. As you pass by, a newspaper seller waves a newssheet at you with the headline "Thrane Strikes at Brelish Nobility!"

Give the players **Handout 2: Drums of War**.



Players with the **Still Alive** legacy event may have chosen to send Kalli Alran to Sharn—if so, she's asked to meet them at the Golden Horn, an inn near Morgrave University.

Kalli Alran (or the replacement that the players made during DDAL-EB-01 *The Night Land*) offers to help the adventurers unearth the truth behind the *Oracle of War's* prophecy. So long as your players agree, she accompanies them on this adventure as an allied NPC (use the **scout** stat block). Ask one of the players to control Kalli. If Kalli dies, ask the players to strike the "Still Alive" legacy event from their Adventure Records.

THE CITY OF TOWERS

This towering metropolis is home to half a million residents, predominately human, living together in crowded communities. It's a city of mile-high towers connected by bridges, where magic powers lighting, transportation, and communication. There are five quarters, each hosting a cluster of core towers divided into upper, middle, and lower wards. The district of Skyway floats above the highest towers.

Affluence builds from the ground up—you might be stabbed for a few coins in the lower city and your attire scoffed at in the upper city. Every major religion has places of worship here, and there's always a way to buy what your heart desires. Sharn was never besieged during the Last War, but many of its people are survivors or refugees from its aftermath.

It's impossible to share all the splendors of Sharn in a few paragraphs, so if you wish to explore this fantastic location further, see chapter 3 of *Eberron: Rising from the Last War*.

MEETING FLAMEWIND

When the players arrive at Morgrave University, read the following boxed text aloud:

The spires of Morgrave University loom through the rain. After checking your papers, one of the faculty leads you through campus to the dome of Lareth Hall.

The sphinx Flamewind lounges behind a desk scattered with maps and parchments. Her black, leonine body is marked with orange stripes and her mane is braided. She scrutinizes you with golden eyes.

"Greetings. The fates have conspired to draw us together again."

Players of this campaign have met Flamewind before. If they haven't, the Draconic Prophecy has guided her to them. Flamewind takes her time to greet the adventurers politely before moving on to the topic at hand (see "The Orphan Thief," below).

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."

THE ORPHAN THIEF

Flamewind hands the adventurers a copy of yesterday's *Sharn Inquisitive*, a local newsheet. Give the players **Handout 3: Skyway Robbery**. The leading article details the hunt for a thief known as Sky Blue, who's been robbing the nobles of Skyway. Flamewind reveals the following information:

- This thief, Sky Blue, must be connected to the verse of the Draconic Prophecy which the adventurers are currently trying to interpret:

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

- Flamewind's reading of the prophecy suggests that Sky Blue has a pivotal role to play in world events. The prophecy indicates war is brewing between Breland and Thrane: perhaps it now all hinges on Sky Blue?
- Nobody knows where the thief is hiding out, but Flamewind has uncovered another verse of the Draconic Prophecy from her library that could help:

When the eyes of the sphinx turn to the sky, the robber steps from her crimson tower in the clouds.

- Flamewind says this prophecy suggests Sky Blue is hiding in or near one of the magical airship landing beacons in Skyway.

Flamewind asks the players to find Sky Blue and bring her to Lareth Hall so the sphinx can determine her role in the prophecy. As reward, she promises each adventurer **200 gp**.

Before the adventurers depart, Flamewind offers them some assistance for their mission. See "Flight Training," below.

FLIGHT TRAINING

Sky Blue is an expert at navigating the dizzying heights of Skyway and could easily outfox the adventurers unless they have some training. To aid their quest, Flamewind loans each adventurer a *soarsled*: a 3-foot-diameter crystal disk that grants its rider the power of flight. Give the players **Handout 4: Soarsled**.

Flamewind invites the adventurers to test out their *soarsleds* with a quick steeplechase through the grounds of Morgrave University. Flamewind asks the adventurers to circle each of the five spires of Morgrave University, which are named after the Five Nations of Khorvaire (Aundair, Breland, Cyre, Karrnath, and Thrane). Whoever gets back to Lareth Hall first wins a special boon for the quest ahead (see "Winning the Steeplechase," below).

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

As you step outside, the clouds part momentarily and late-afternoon sunlight sparkles over the wet spires of Morgrave University. High above, the sphinx watches impassively from the domed window of Lareth Hall. With a nod, she signals the start of the race!

STEEPLECHASE RULES

To win the steeplechase, an adventurer must circle each of the university's five spires and arrive back at the dome of Lareth Hall before their rivals.

Beginning the Chase. Roll initiative when the chase begins. Each pilot in the chase can take one action and move on their turn. The chase ends when the first racer returns to Lareth Hall.

Dashing. On each pilot's turn, they can spend their action to attempt to Dash. This requires either a successful DC 12 Dexterity (Acrobatics) check or a successful DC 12 Dexterity check using air vehicles—representing pushing their vehicle to the limit. On a success, they circle around the spire ahead of them and move on to the next. If they fail their check or take another action instead, they can't Dash that turn.

Complications. At the end of each pilot's turn, they must roll on the Steeplechase Complications table. Any complication rolled affects the **next** pilot in the initiative order.

Winning. Whoever is the first to succeed on six checks wins the steeplechase.

STEEPLECHASE COMPLICATIONS

d20 Complication

- 1 An animated gargoyle roars at you, startling you. You must make a DC 10 Wisdom saving throw. On a failed save, you fall from your *soarsled*, taking 28 (8d6) bludgeoning damage, and are knocked out of the race.
- 2 You're targeted by a wayward *fire bolt* from a wand-training class. *Ranged Spell Attack*: +5 to hit, *Hit*: 11 (2d10) fire damage.
- 3 A startled professor throws an armful of papers into the air. You must make a DC 15 Dexterity saving throw. On a failed save, a paper sticks to your face and you're blinded and have disadvantage on ability checks until you take an action to remove it with a successful DC 8 Dexterity check.
- 4 A mischievous student fires a marble at your head from her slingshot. *Ranged Weapon Attack*: +3 to hit, *Hit*: 3 (1d4 +1) bludgeoning damage.
- 5 A cat belonging to one of the professors runs along a rooftop and attempts to leap aboard your *soarsled*! If you allow it to land, it panics, and you have disadvantage on all ability checks until you take an action to kick it off or take a turn out to land and release it.
- 6 A flock of birds takes off from the university roofs, directly in your path. You must make a DC 12 Dexterity saving throw. On a failed save, you pile through them and must succeed on a DC 15 Constitution saving throw or be stunned this turn.
- 7 A group of celebrating students throw their mortarboards into the air. You avoid them, but in doing so you have disadvantage on your next Dexterity (Acrobatics) check or Dexterity check using air vehicles.
- 8 You swoop past an enchanted weathervane. Roll 1d4. On a 3–4, a gust of wind accelerates you and grants advantage on your next Dexterity (Acrobatics) check or Dexterity check using air vehicles. On a 1–2, the wind works against you and you have disadvantage instead.
- 9 You fly too close to some magic window-cleaning equipment. You must make a DC 12 Dexterity saving throw. On a failed save, you're soaked and have disadvantage on your next ability check.
- 10-20 No complication.

WINNING THE STEEPLECHASE

At the end of the chase, read the following boxed text aloud:

You dive and swoop through the arched doorway of Lareth Hall! Faculty staff scatter in surprise as you swing to a stop outside Flamewind's chamber. The sphinx smiles at you.

"Looks like you know how to handle that thing," she purrs.

Flamewind gives a *feather token* (see *Eberron: Rising from the Last War*) to the winner of the steeplechase. In addition, the winner gains one **hero point** and earns the legacy event "Flamewind's Favored." At the end of the adventure, ask that **individual player** to tick the event on their **Adventure Record**. If any other players in the group already have the "Flamewind's Favored" legacy event, they must now **remove** it from their Adventure Records.

When the chase is complete, Flamewind wishes the group luck in their quest and directs them to Skyway. **Proceed to part 2: "Sky Blue's Nest."**



PART 2

SKY BLUE'S NEST

Estimated Duration: 60 minutes

The adventurers search the orphan's hideout and discover her plans for a daring heist—but also learn they aren't the only ones looking for her.

SKY BLUE'S PLAN

When the adventurers arrive in Skyway, Sky Blue's already left her hideout to carry out a skycoach heist. Her target is a payload of war medals destined for a charity auction at the monthly Tain Gala—medals which belonged to her father. After the heist, Sky intends to clear out her hidden stashes of loot, say goodbye to her friends, and then smuggle herself out of Sharn aboard the lightning rail.

THE FALLEN FANGS

Emerald Claw agent Irullan Karnach has hired a gang of street toughs, the Fallen Fangs, to kidnap Sky Blue and bring her to Irullan. The gang members are:

- Khurse, the gang's gnoll matriarch.
- Knuckles and Gor, orc fighters.
- Snarla and Snagrat, deadly sibling shifters.
- Bugrilda, a dwarf enforcer.
- The Ragtooth Boys, a crew of five werebat goblin pickpockets.

Karnach's learned of Sky's connection to the Draconic Prophecy and wants to kidnap Sky before the adventurers get to her. When the adventurers arrive at Sky's hideout, the gangsters have already turned it over.

The Fallen Fangs know their patron by the name of Karnach, but they don't know she's part of the Emerald Claw. Khurse alone has met Karnach and visited her hideout, and she can lead the group there if pressured. The Fallen Fangs don't know Karnach well, but they know she puts her money where her mouth is. The gangsters have squeezed their underworld connections to locate Sky Blue's hideout. They know Karnach wants to kidnap the thief as she's "part of some sort of prophecy."

ENTERING SKYWAY

When the adventurers enter Skyway, read the following boxed text aloud:

You ascend through thick rainclouds, passing by the city's highest spires. Emerging into warm sunshine, you see the mansions of Khorvaire's wealthiest citizens rising from the cloudbank in front of you, spires glittering in the early-evening light.

Sky Blue's hideout is built on a solidified cloud and is only accessible by air. To find her lighthouse among the other beacons of Skyway requires a successful DC 10 group Intelligence (Investigation) check. On a failed check, they still find Sky's hideout, but the search takes longer than expected and the group **arrives late** for the heist in part 3.

SKYWAY

Floating towers drift above the upper wards of Sharn, but these are dwarfed by Skyway, an entire district suspended above and between Central Plateau and Menthis Plateau. Built on an island of solidified cloud, Skyway holds the mansions of the wealthiest people in Khorvaire—nobles whose feet never touch the ground. It's a realm of wonders, filled with the finest examples of luxury and extravagance that gold can buy and magic can produce.

—*Eberron: Rising from the Last War*

INVESTIGATING THE HIDEOUT

When the adventurers arrive at the hideout, read the following boxed text aloud:

The beacon is a stout tower on the edge of Skyway, perched on the edge of a solidified cloud. A windowed chamber fills the top of the tower, lit from within by a pulsing, red light. Inside, a brutish, female dwarf interrogates a young man dressed in faded finery.

"Where is Sky Blue?" she roars.



A young bard, Stormflower, was ambushed by the Fallen Fangs while visiting Sky's hideout and is now being interrogated by Bugrilda (see "The Interrogation," below). If the adventurers don't move fast, Bugrilda hurls Stormflower from the window.

- Adventurers with the **Mercenary Leader** background recognize Bugrilda from the Last War and have advantage on Charisma checks when dealing with her. She served briefly in their unit, where she earned a reputation as a nasty piece of work.

Bugrilda is the only gangster present here. Following clues found in Sky's hideout, the other Fallen Fangs have rushed to intercept the thief (see part 3: "Sky Chase").

AREA INFORMATION

Sky's hideout has the following important features:

Dimensions and Terrain. The hideout is situated atop a 40-foot-tall landing beacon. A single 20-foot-diameter circular chamber fills the top of the tower, with a large magic orb floating at its center. Floor-to-ceiling windows line the walls and a single door opens onto the metal gantry encircling the top of the tower. Half the gantry overlooks the solidified cloud 40 feet below, and the other half overlooks the city of Sharn—a drop of thousands of feet to the city bottom.

Doors and Windows. The hideout's door has recently been kicked in.

Light. The magic beacon pulses with light, glowing bright red for six seconds, then falling dark for six seconds.

Sounds and Smells. The chamber smells of engine oil and half-eaten street food. Situated at the edge of Skyway, it's mostly silent up here apart from the moaning wind.

Clues. Sky Blue was planning a heist when she was last here, and the following clues are in plain sight:

- A parchment map on the wall shows a skycoach's route through Skyway, with notes for an ambush. When the players examine this, give them **Handout 5: Heist Plan**.
- A map sketched on the dirty floor shows the location of Sky Blue's various stashes and friends in the city. When the players examine this, give them **Handout 6: Stash Map**.

THE INTERROGATION

Bugrilda is asking Stormflower the following questions. Even if he knew the answers—which he doesn't—the poor bard is too scared to answer.

- "What's this heist Sky Blue is planning?"
- "Who's her target?"
- "What valuables are they carrying?"
- "Who's she working with?"
- "When's the heist taking place?"

Unless the adventurers intervene, Bugrilda tires of the interrogation after five minutes, strips Stormflower of his *winged boots*, and hurls him from the window. She then resumes her search of the hideout. Bugrilda is equipped with a *soarsled*, and uses the **champion** stat block with the following modifications:

- Bugrilda has advantage on saving throws against poison and resistance to poison damage
- Speed 25 ft.
- Darkvision 60 ft.
- Speaks Common and Dwarvish

If interrupted, Bugrilda tries to capture the intruders alive and question them about their ties to Sky Blue. Characters who try to parley with Bugrilda must succeed on a DC 17 Charisma (Intimidation or Persuasion) check to win her ear. Bugrilda's knowledge of her mission is detailed under "Sky Blue's Plan." If won over, Bugrilda recommends that the adventurers speak to her boss, Khurse, who may be able to cut them in on the deal with Karnach. Bugrilda remains here to ambush Sky if she returns to the hideout.

Treasure. Bugrilda wears a suit of plate armor that can be resized for any Medium or Small creature.

BUGRILDA

Neutral, female, dwarf enforcer

Bugrilda is incredibly muscular and has filed her teeth into sharp points. She fights with her fists, her weapons, tables, chairs, or anything else close enough to grab.

Motivation: Bugrilda is fiercely loyal to Khurse, after the gnoll saved her life in a particularly vicious bar fight.

Mannerisms: Bugrilda chews mandrake tar, a thick foul-smelling root, which she occasionally spits to the floor. She also growls when she breathes.

Quote: "Speak now or die, punk."





SPEAKING TO THE BARD

Award one **hero point** to each player if they save Stormflower from Bugrilda. Gasping with relief, the young **bard** reveals the following information:

- Stormflower is a good friend of Sky Blue and her seagull companion Earl. This morning, he received a note from Sky that gave him cause to worry. He shows them **Handout 7: Sky's Letter**.
- He came here to check on Sky but was ambushed by the gangsters on arrival (he can provide detailed descriptions of each gangster, as described under "Sky Blue's Plan").
- Judging by the wall map, it looks like Sky and Earl were planning a heist. Stormflower suspects she's trying to steal back her father's medals, which she claims were stripped from him at the end of the Last War.
- Stormflower worries for Sky's safety. She's a nice kid and he wouldn't want to see her harmed by these gangsters.

Keen to help his friend, Stormflower offers to accompany the adventurers on their mission to find Sky Blue—but only if they swear not to harm her. If they agree, the **bard** joins the party as an NPC, using his *winged boots* to keep up with them in the air. Ask one of the players to control him during combat. The players earn the legacy event, "The Show Must Go On." At the end of this adventure, ask the players to tick this event on their **Adventure Records**. To celebrate their new partnership, Stormflower strums his lute and sings the first verse of their "as-yet-unwritten saga":

*"Your orator came very close to his death,
At the hands of a barbarous dwarf with bad breath.
But heroes from yonder did save him from harm,
A light in the towering shadows of Sharn."*

If questioned about the prophecy, Stormflower admits it's the first he's heard about such things. But if destiny is involved, he's there for it!

STORMFLOWER

Neutral good, male, human bard

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

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

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

Quote: "Well now, isn't this a song just waiting to be sung!"

AN UNTIMELY DISTRACTION

Having investigated Sky's hideout, the adventurers now have a choice: intervene in the heist, or head to one of the four target locations shown on Sky's stash map. **All these angles are covered in part 3: "Sky Chase."**



On leaving the hideout, a player with the **Stakeout** legacy event receives an urgent message from their contact watching Irullan's apartment. Read the following boxed text aloud:

Your scalp tingles and you hear the voice of your inquisitive, Ivelo d'Medani, echo inside your mind.

"Irullan is packing up and preparing to leave. If you want her, you need to strike now. I'm at Pig Iron Alley, Callestan. You coming?"

Ivelo's used a *sending* spell to contact one of the adventurers. Tell the player they can reply mentally, but their message must contain no more than 25 words. They could ignore the message, tell Ivelo they're on their way, or ask him to take actions in their stead (e.g. raiding the hideout himself or delaying Karnach). Ivelo can't respond to their reply, so they won't hear back from him unless they investigate.

If the adventurers choose to raid the hideout now, proceed to **part 4: "Villainous Moves."** It's up to you to determine the success or failure of any actions Ivelo attempts on his own—but if he confronts Karnach alone she always overpowers and kills him.

IVELO D'MEDANI (EEV-LO DEH MED-AH-NEE)

Lawful neutral, male, half-elf inquisitive

Ivelo serves House Medani as a bounty hunter. He wears a long leather jacket and his black hair is slicked back with oil. Ivelo is known for getting the job done efficiently and without emotion.

Motivation: Honor. Ivelo believes his word is everything. If he agrees to something, he sticks with it to the end.

Mannerisms: Ivelo is usually chewing on a toothpick.

Quote: "I'll keep my side of the bargain. You just need to come up with the coin."

PART 3

SKY CHASE

Estimated Duration: 120 minutes

Sky Blue! Sky Blue! We're coming for you!

A band of brave heroes, and I'm coming too!

Blazing a trail where no one seems to care!

Soaring through Sharn on a wing and a prayer!

Sky Blue, Sky Blue, we'll find you, I swear!

—Stormflower

The adventurers must catch the orphan before she flees the city—or gets caught by their rivals.

CATCHING SKY BLUE

Sky Blue can be encountered in more than one location:

- First, Sky attempts to rob the skycoach in Skyway (see “Target 1: Skycoach Heist”).
- She then flies down to the Stargazer Theater to collect her stash (see “Target 2: Stargazer Theater”).
- After collecting her valuables, she flies to the Hollow Tower to pay off a debt to her friend Buck (see “Target 3: Griffon Stables”).
- She then flies down to Fallen to collect her second stash (see “Target 4: Ruined Bridge”).
- Finally, she flies to the refugee camp in Lower Tavick's Landing to donate some of her purloined wealth to the soup kitchen (see “Target 5: Refugee Camp”).

The adventurers can encounter Sky in any of these locations, based on their actions. If Sky senses she's being followed, she flies away on her *soarsled* and heads for the next location on her route. Players who try to pursue her must give chase!

The adventurers can persuade Sky Blue to parley if no members of the Fallen Fangs are present. This requires a successful DC 15 Charisma (Persuasion) check, made with advantage if Stormflower is present. On a success, proceed to “Dealing with Sky Blue.”

SKY CHASE RULES

Use the following rules to resolve chases with flying vehicles:

Beginning the Chase. When a chase begins, determine the starting distance between the quarry and the pursuer. Characters sharing the same flying vehicle must designate a pilot.

Roll initiative when the chase begins. Each pilot in the chase can take one action and move on their turn. The chase ends when one side gives up or Sky Blue moves more than 500 feet from her closest pursuer.

Dashing. On each pilot's turn, they can spend their action to attempt to Dash. This requires either a successful DC 12 Dexterity (Acrobatics) check or a successful DC 12 Dexterity

check using air vehicles—representing pushing their vehicle to the limit. If they fail their check or take another action instead, they can't Dash that turn.

Complications. At the end of each pilot's turn, they must roll on the Sky Chase Complications table. Any complication rolled affects the **next** pilot in the initiative order.

SKY CHASE COMPLICATIONS

d20 Complication

- 1 A skycoach hurtles past you, knocking you off balance. If you're riding a *soarsled* you must succeed on a DC 14 Dexterity saving throw or fall from the *soarsled*.
- 2 You fly into the path of a gargoyle messenger and it attempts to slap you out of the way. *Melee Weapon Attack:* +4 to hit, *Hit:* 5 (1d6 + 2) slashing damage, and if you're riding a *soarsled*, you must succeed on a DC 10 Strength saving throw or fall from the *soarsled*.
- 3 You enter a narrow alleyway between towers, crisscrossed with archways and bridges. You must make three DC 10 Dexterity (Acrobatics) checks or Dexterity checks using air vehicles to maneuver safely through. If you fail any of them, you're forced to slow down and can't Dash this turn.
- 4 You fly too close to a griffon and its rider, and the startled beast claws at you as you swoop past. *Melee Weapon Attack:* +6 to hit, *Hit:* 11 (2d6 + 4) slashing damage.
- 5 You must make a DC 12 Dexterity saving throw. On a failed save, you become entangled in gala bunting and are restrained until you take an action to free yourself with a successful DC 12 Strength check.
- 6 You find yourself in the crossfire of a skirmish between two gangs stationed on opposing bridges and are targeted by 1d3 arrows. *Ranged Weapon Attack:* +6 to hit, *Hit:* 5 (1d6 + 2) piercing damage.
- 7 A harpsichord plunges toward you, having fallen from a crane in the towers above. You must succeed on a DC 15 Dexterity saving throw or take 19 (3d12) bludgeoning damage as it crashes into you.
- 8 You fly too close to a storm-conducting pylon and electricity arcs toward you. If you're wearing metal armor, you take 10 (3d6) lightning damage.
- 9 You turn a corner and fly right into an unusually large swinging shop sign. You must make a DC 12 Dexterity saving throw. On a failed save, it cracks into your head and you're stunned this turn.
- 10-20 No complication.



DEALING WITH SKY BLUE

Sky Blue and her buddy Earl are cunning, street-smart outlaws with a code of honor: don't harm the innocent, and only steal from those who can afford it. If the group corners either of them, they come clean and reveal the following information:

- Sky Blue plans to steal a cache of war medals destined for a charity auction at the monthly Tain Gala.
- The medals belonged to her father, Jara Blue, and were stripped from him when he was court-martialed for desertion from the 12th Brelish Infantry.
- Jara was unjustly convicted: in fact, young Sky had smuggled herself onto the front lines to be with her father, forcing him to desert the infantry to take her home. Jara was sentenced to join the vanguard of his regiment, and later killed on the battlefields of Cyre.
- Sky's survived in Sharn by stealing from the nobles of Skyway alongside her friend Earl; an old comrade of her father.
- Recently, she's started dreaming of her father and has convinced herself he's still alive. This heist should give her the funds she needs to leave the city and investigate his disappearance.

Characters with the **Officer in the 12th Brelish Infantry** background can recall Jara Blue's trial, which caused some division in the ranks. If they reveal their background, they gain advantage on Charisma (Persuasion) checks when dealing with Sky or Earl.

Sky knows nothing of the Draconic Prophecy—when told of her role in it, she becomes convinced it's her destiny to find her father. She begs the adventurers to help her shake the Fallen Fangs and finish her business in the city, so she can journey to the Mournland to find her father.

She doesn't trust the sages of Morgrave University and is reluctant to meet Flamewind.

Award one **hero point** to each player if they catch Sky Blue. Sky won't willingly go anywhere until her objectives in Sharn are resolved. Proceed to **part 4: "Villainous Moves"** when her business is done, or if the adventurers try to strong-arm her into visiting Flamewind.

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.

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

Quote: "Catch me if you can!"

EARL

Neutral good awakened seagull

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

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

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

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



TARGET 1: SKYCOACH HEIST

Sky Blue plans to rob an auctioneer's skycoach as it passes through Cloudpool Park in Skyway. She's unaware the Fallen Fangs have infiltrated the park and plan to kidnap her during the heist.

CLOUDPOOL PARK

Cloudpool Park sits on the border between the twin districts of Brilliant and Azure. The **Cloudpool Park** map in appendix A shows the park's layout. When the adventurers arrive here, read the following boxed text aloud:

Cloudpool Park is made from swirling, solidified cloud. Gold benches rest under vaporous trees, and a large crystal window looks down over the sprawling city below. A gazebo stands prominently on a nearby cloud mound, with a knot of nobles gathered around it.

Adventurers who arrive here direct from Sky's hideout have **10 minutes** to spare before the skycoach arrives—just enough time to case the area (see “Late Arrival” if they're delayed en route). Ask the players what their plans are and proceed to “The Heist” below.

- **Sky Blue** is concealed under a slate-colored sheet on the roof of a nearby manor, requiring a successful DC 18 Wisdom (Perception) check to spot. **Earl** is perched on a rooftop opposite, hidden among other seagulls, requiring a successful DC 20 Wisdom (Perception) check to spot.
- Three gangsters (see below) from the Fallen Fangs lurk near the skycoach landing, wearing hooded cloaks, requiring a successful DC 12 Wisdom (Perception)

check to spot. They haven't spotted Sky and are waiting to ambush her when she makes her move.

- A small crowd of nobles has gathered around the string quartet at the gazebo to listen to their evening serenade.

The Fallen Fangs' gnoll leader, Khurse, waits with her two **orc gladiators**, Knuckles and Gor. Khurse uses the **champion** stat block with the following changes:

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 +5) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage.

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

All three gang members are equipped with *soarsleds*, which they use to chase Sky if she tries to get away.

KHURSE (CUR-SE)

Neutral evil, female gnoll and leader of the Fallen Fangs

Khurse is a jaded veteran of the Last War. She became infamous in Lower Sharn through her practice of hurling her enemies from a bridge into a ruined courtyard of rabid dogs. Her leather jacket is etched with her gang's emblem: two Fs tapering to fanged points.

Motivation: Coin, from whoever pays the most.

Mannerisms: Khurse trusts her instincts, and her nose. When meeting someone for the first time, she sniffs the air around them, to figure out their intentions.

Quote: “I smell your fear, and it smells good.”

THE HEIST

The skycoach is due to pass through the park along the route shown on the map.

- Six **knights** travel on the skycoach: a driver and five guards. One of the guards carries the medals in a small strongbox.
- When Sky sees the skycoach approaching, she whistles for Earl, who swoops down and drops a string of alchemical firecrackers onto the band playing at the gazebo. This creates panic and confusion.
- While the guards are distracted, Sky dives down on her *soarsled*, hurls a smoke bomb onto the deck of the skycoach, and snatches the strongbox.
- Blinded by the gas, the pilot crashes the skycoach into the ground, leaving its passengers shocked but uninjured.
- As the skycoach crashes, the gangsters leap onto *soarsleds* and fly after Sky and Earl.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **champion's** and the **orc gladiators'** Multiattack actions. The **orc gladiators** only have 80 hit points.
- **Weak:** The **orc gladiators** only have 60 hit points.
- **Strong:** The **orc gladiators** have 165 hit points.
- **Very Strong:** Add a third **orc gladiator**.

Sky tries to shake the gangsters and continue to her next target location. If the adventurers don't intervene, assume the gangsters are still chasing Sky whenever she arrives at a new location. Knuckles and Gor work together to fight any adventurers who get in their way, while Khurse concentrates on catching Sky. If either Knuckles or Gor is defeated, Khurse switches targets to attack the adventurers.

LATE ARRIVAL

If the adventurers were delayed en route to the park, they arrive just after the heist has been executed. The Fallen Fangs failed to capture Sky Blue and are in hot pursuit. Read the following boxed text aloud:

The park is in an uproar. Concerned city folk have gathered around a crashed skycoach, while its disheveled occupants struggle to right it. Meanwhile, officers from the Sharn Watch question onlookers about the crash.

Any of the nobles gathered in the park can explain what happened, as detailed under "The Heist." It's now up to the players to head to one of Sky's other locations and intercept her.

SKYCOACHES

Skycoaches are small flying vessels. They come in a wide range of shapes and sizes. A typical air taxi might resemble a rowboat, while a touring vessel could be the size of a longship and have an enclosed cabin for guests.

Unlike airships, skycoaches don't make use of bound elementals. Sharn is located in a manifest zone linked to Syrania that enhances magics tied to flight and levitation, and this is what makes both skycoaches and the towers themselves possible. If a skycoach is taken more than a mile away from Sharn, its enchantments will fail and it will crash.

House Lyrandar maintains and licenses most of the skycoaches in Sharn, but you don't need the Mark of Storm to pilot a skycoach. It does require specialized training—a tool proficiency with air vehicles—so if you're planning to steal a skycoach you'll need to make sure you've got someone who can pilot it.

—*Wayfinder's Guide to Eberron*

TARGET 2: STARGAZER THEATER

Sky keeps a stash of stolen valuables in the uppermost eaves of this open-air theater. When the adventurers arrive here, an epic eight-hour war opera is in progress and the theater is packed. Read the following boxed text aloud:

A large, open-roofed theater stands atop one of the spires of Upper Menzies, ringed by lush parkland. The air is fragrant with primrose and moonflower and is unusually warm.

No rain falls here and stars gleam down from a gap in the clouds above.

Inside the theater, an operatic performance is in full swing, watched by hundreds of patrons in the stalls.

High above them, a darkened gantry rings the top of the amphitheater, sheltered under a low awning. Boxes and crates covered in tarpaulins are piled around this gantry.

The gantry on the uppermost level of the theater is shielded under a retracting, curving roof, which stands open to the sky above the main circle of the theater.

Any character who starts their turn on the gantry must succeed on a DC 12 Dexterity (Stealth) check to avoid being spotted by the guards below. If intruders are spotted on the upper level, a team of five **knights** arrives from a nearby stairwell after 4 rounds, with orders to remove the trespassers using deadly force, if necessary.

SKY'S STASH

Sky's hidden a cache of coin on the gantries, under a pile of old set dressings. The coins are hidden inside a sling bag stamped with the seal of the 12th Brelish Infantry.

When Sky arrives here, she hides among the junk piled on the gantries and tries to sneakily grab her sling bag. If the Fallen Fangs are following her, they split up and spread out across the area, hoping to corner her. Unless the adventurers intervene, Sky evades the gangsters, grabs the sling bag, and flies off on her *soarsled*.

Treasure. Sky's stash contains 50 gp per adventurer in the group. If Sky gets to it first, she fights tooth and nail to keep hold of it.

TARGET 3: GRIFFON STABLES

Sky's good friend Buck works in the griffon stables of Hollow Tower in Hareth's Folly, Middle Dura. Sky's eager to settle a loan with him before she leaves the city. When the adventurers arrive here, read the following boxed text aloud:

One of Sharn's mighty towers looms through the rain.
Everbright lanterns blaze from within and banners emblazoned with sporting logos hang from the outer walls. Near the top of the tower, a balcony opens into the griffon stables: a wide hall lined with barred pens.

The griffons are kept inside ten barred pens spaced along both sides of a 20-foot-wide stone corridor. A balcony overlooks the city at one end of the corridor, with an inner balcony at the opposite end which opens into the interior of Hollow Tower, where aerial sporting events take place.

Three **knights** tend to the griffons, one of whom is Buck, a young half-elf. The knights challenge trespassers and escort them from the premises unless they can provide a good reason for being there. In total, there are ten **griffons** in the cages.

Buck

Neutral good, male, half-elf knight's apprentice

As a young boy, Buck watched the Race of the Eight Winds, an annual aerial event in Sharn, with wide-eyed wonder and fell in love with griffons. He's climbed his way up from the slums of Sharn to tend to the beasts which captured his heart.

Motivation: Buck dreams of one day competing in the Race of the Eight Winds with Echo, a griffon he's hand-reared ever since she was abandoned as the runt of the litter.

Mannerisms: Buck is softly spoken and reserved around the knights of Hareth's Folly.

Quote: "I live for the splendor, pageantry and excitement of race day—it's a day when anything seems possible!"

SKY'S ARRIVAL

Sky needs to enter the stables and settle a debt with her friend, Buck. The other knights recognize Sky as Buck's friend and begrudgingly allow her inside on the condition that she doesn't stay long. Any pursuers from the Fallen Fangs circle outside the tower and lie in wait to catch Sky when she leaves. When Sky finds Buck, she gives him a handful of coins, hugs him, and says goodbye. To help her escape, Buck hops onto a griffon and patrols the outside of the tower.

If the adventurers corner Sky inside the stables, she upturns a wheelbarrow of raw horseflesh and then flips the bars on the griffon pens as she dashes past their doors. Maddened by the blood, the griffons leap out to devour the horseflesh, attacking anyone who strays into their path. The knights desperately try to secure the beasts, while shouting at anyone nearby to get clear.

TARGET 4: RUINED BRIDGE

Sky keeps another stash of stolen goods in the ruins of a collapsed bridge in Fallen, Lower Dura. When the adventurers arrive, read the following boxed text aloud:

The shunned district of Fallen sprawls at the city bottom. Ancient, shattered temples lurk in grim silence, with shards of broken stone and crystal jutting from their surfaces. In the gloom between buildings, you see the stumps of a broken bridge perched over a heap of rubble.

This bridge was smashed when the Glass Tower collapsed during the Last War (Crystalfall), leaving only the broken stumps of its once great span. Sky's hidden one of her stashes among the rubble below.

A group of five Fallen Fang **werebats**, the Ragtooth Boys, hang in wait under the bridge, 80 feet above. The werebats lurk in the shadows, only swooping down to intimidate or rob anyone who spots them. Spotting a werebat under the bridge requires a successful DC 17 Wisdom (Perception) check.

RAGTOOTH BOYS

Chaotic evil, male, goblin werebats

The ruined buildings of Fallen are home to a rising number of werebats, who prey on those who dwell in the lower city. The Ragtooth Boys—Nipper, Chaw-Chaw, Gumrot, and Blud—are led by Gnawshank, a shrewd goblin adept at cutting deals with other mercenaries, including Khurse and the Fallen Fangs.

Motivation: Any job that ends with feasting on blood.

Mannerisms: Their heads twitch as they close in on their targets, sizing up their prey, and they salivate at the sight of blood.

Quote: "We don't want to fight you . . . we just want to BITE you!"

SKY'S STASH

Sky's stash is hidden inside a dirty pillowcase concealed under the rubble. When Sky flies down to collect her stash, the werebats drop a weighted net over her and then land nearby to goad and question her about the heist. If the adventurers intervene, the werebats fight to the death to defend their prize. Otherwise, they start arguing over who should take the glory for catching Sky, during which time Earl sneaks over and frees Sky from the net.

Treasure. The stash contains purloined jewelry, silk gloves, and embroidered handkerchiefs with a total value of 50 gp per adventurer in the group.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **werebats**.
- **Weak:** Remove one **werebat**.
- **Strong:** Add one **werebat**.
- **Very Strong:** Add two **werebats**.



TARGET 5: REFUGEE CAMP

A refugee camp and soup kitchen has sprung up in an old coal silo in Cogsgate, Lower Tavick's Landing. Sky's benefited from the volunteers' kindness many times and wants to donate some of her earnings to them before leaving the city. Read the following boxed text aloud when the adventurers arrive here:

A giant, abandoned coal silo rises from the tangled streets of Lower Tavick's Landing. Its sooty interior has been converted into a refugee camp, crammed with ragged tents and cookfires.

As you arrive, panic has spread throughout the camp. A young pair of shifters swoop over the crowds on *soarsleds*, picking on young and old alike.

"Who 'ere knows Sky Blue?" snarls one of the thugs. "Speak now, or people are gonna start gettin' hurt."

Two of the Fallen Fangs, the twin **shifter thieves** Snarla and Snagrat, are tormenting the refugees to discover information about Sky Blue. If the adventurers arrive here before Sky, Snagrat orders them to clear off or face their wrath. Both shifters are equipped with *soarsleds*.

Treasure. Between them, Snarla and Snagrat carry 5 flasks of alchemist's fire.

SNARLA AND SNAGRAT

Chaotic evil, female and male, twin shifter thieves
Snarla and Snagrat are violent and unpredictable, and revel in causing chaos and upset wherever they go. They're agile *soarsled* riders who terrorize the streets of Sharn by dragging unwilling civilians onto their *soarsleds* whilst traveling at breakneck speeds or playing catch with bundles of stolen loot.

Motivation: Anarchy.

Mannerisms: The twins howl with laughter at the misfortune of others and seem bereft of empathy. They often finish each other's sentences.

Quote: "Let's play a game!"

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **shifter thieves** only have 39 hit points.
- **Weak:** The **shifter thieves** only have 60 hit points.
- **Strong:** The **shifter thieves** have 130 hit points.
- **Very Strong:** Add one **shifter thief**.

SKY'S ARRIVAL

If the twins spot Sky, Snarla grabs a young orphan boy and holds a knife to his throat while Snagrat tries to sneak around behind Sky. Terrified they'll harm the child, Sky Blue surrenders to the twins, who hold her here until the rest of the gang arrives to take her to Irullan Karnach's apartment (see part 4: "Villainous Moves").

If the adventurers help Sky defeat the twins, she visits the soup kitchen and gives each volunteer some treasure from the pillowcase she collected from under the bridge. Her business in Sharn is now complete. **Proceed to part 4: "Villainous Moves."**

PART 4

VILLAINOUS MOVES

Estimated Duration: 30 minutes

*We've bested our foes without taking a dive,
From Skyway to Cogsgate, yes, I'm still alive!
We rescued our quarry and kept her from harm,
A glimmer of hope in the mean streets of Sharn.*

—Stormflower

The adventurers confront Emerald Claw agent Irullan Karnach.

CONFRONTING KARNACH

This part triggers in the following circumstances:

- The players captured Sky Blue and decided to take her to Flamewind.
- The players helped Sky Blue complete her business in the city at all five locations.

In either of the above cases, proceed to “Skycoach Ambush,” below. Alternatively:

- The players interrogated Khurse and forced her to reveal the location of Irullan Karnach’s hideout.
- The players received a *sending spell* from their inquisitive contact Ivelo d’Medani, urging them to join him at Karnach’s hideout.

In either of these cases, proceed to “Hideout Raid,” below.

IRULLAN KARNACH (EAR-OO-LAHN CAR-NACK)

Neutral evil, female, human salvage broker and agent of the Emerald Claw

Irullan Karnach is a plump, rosy-cheeked woman in her early forties, who always wears a purple scarf draped over one shoulder. She was one of Salvation’s most powerful salvage brokers: but secretly served the Emerald Claw as their spy in the area.

Motivation: Steal the *Oracle of War* and capture Sky Blue alive to determine her role in the Draconic Prophecy.

Mannerisms: Irullan is calm and soft-spoken, never losing her temper even as she signs death warrants.

Quote: “Look, hand over the girl. It’s as simple as that.”

SKYCOACH AMBUSH

Irullan Karnach’s been monitoring her minions’ progress through divination spells. When she sees that Sky Blue may be slipping from her grasp, she takes matters into her own hands. Read the following boxed text aloud:

A sleek skycoach emerges from the rain ahead of you, crewed by a small group of figures wearing dark, hooded cloaks. One steps forward and lifts back her hood. It’s Irullan Karnach, the crooked salvage broker from Salvation.

“I want the *Oracle of War* and the girl. Give them to me or I’ll kill you all.”



If Ivelo d’Medani was watching Karnach’s hideout as a result of the **Stakeout** legacy event, Karnach tosses his decapitated head at the adventurers’ feet before making her demands.

Use “Sky Chase Rules” in part 3 to resolve the attack if the players flee on their *soars/leds*. Karnach is desperate to catch Sky Blue alive and is utterly fearless of her own safety—in the event of her own death, Karnach has taken safeguards to ensure her resurrection, using the crystal skull she stole during DDAL-EB-05 *A Century of Ashes*. No matter how this scene resolves, the adventurers are sure to encounter Karnach again during the *Oracle of War* campaign!

If the adventurers capture Karnach alive, they earn the **Emerald Claw Captive** legacy event. At the end of the adventure, ask the players to tick this event on their **Adventure Records**. Karnach refuses to answer any questions, even if pressured.

Treasure. Karnach wears a *necklace of adaptation*.

HIDEOUT RAID

Irullan Karnach is staying in a low-rent apartment on Pig Iron Alley in Callestán, Lower Dura. Read the following boxed text aloud when the players arrive at this location:

Pig Iron Alley runs between two tall tenement buildings. A heavy goods route passes overhead, elevated on iron girders, and a flickering illusion of a smiling halfling chef projects from a nearby rooftop. Iron fire escapes run up the walls on both sides of the alley. Ahead of you, a hooded figure loads cases into a sleek skycoach hovering in the middle of the alley.

Irullan Karnach, a **necromancer**, is inside her apartment with two **Karrnathi undead soldiers**. A third **Karrnathi undead soldier**, swathed in dark robes to disguise its undead nature, is on the street outside, preparing the skycoach.



If Ivelo d'Medani was watching Karnach's hideout as a result of the **Stakeout** legacy event, he discreetly beckons the adventurers to a nearby doorway. His business complete, he wishes them luck in their assault and slips off into the night.

AREA INFORMATION

The **Karnach's Hideout** map in appendix A shows the hideout's layout. It has the following important features:

Dimensions and Terrain. The apartment is on the fourth floor of an overcrowded slum tenement. Ceilings are 8 feet high.

Doors. The door to Karnach's apartment is locked and can be picked with a successful DC 15 Dexterity check made with thieves' tools. The apartment's interior doors are unlocked. All doors have AC 10, 6 hit points, and immunity to poison and psychic damage.

Light. Low lanterns shed gloomy dim light throughout the apartment. An illusory advertising board mounted on the building opposite casts flickering, blue light into the apartment.

Sounds and Smells. The thunder of the heavy goods vehicles passing by, the funk of incense, and the underlying reek of embalming fluid and dead flesh.

ALLEY

A sleek skycoach hovers in the narrow street outside the apartment. A **Karrnathi undead soldier** guards the vessel and prepares it for flight. If the soldier spots strangers nearby, it rasps at them to clear off.

STAIRWELL

The tenement's main door is unlocked. Inside, is a shabby stairwell peppered with rat droppings. There are two rundown apartments on each level of the stairwell.

BATHROOM

The bathroom contains a single iron bathtub, a jug for filling it with water, and a medicine cabinet. Karnach's converted this space into a makeshift laboratory for maintaining her undead. A **Karrnathi undead soldier** stands in the bathtub. On a nearby table are a needle, thread, and embalming fluid.

BEDROOM

The bedroom is simple: a bed, a dresser, peeling wallpaper, and more than a few cockroaches.

LOUNGE

Karnach's apartment contains a dirty lounge which she's taken painstaking efforts to make livable. Embroidered throws cover the threadbare furniture and incense burns in censers.

Irullan Karnach, a **necromancer**, is hurriedly packing up her gear to vacate the apartment. A **Karrnathi undead soldier** stands near the window, keeping an eye on the street outside. She's surprised by any intruders who show up here.

If the adventurers capture Karnach alive, they earn the **Emerald Claw Captive** legacy event. At the end of the adventure, ask the players to tick this event on their **Adventure Records**. Karnach refuses to answer any questions, even if pressured.

Treasure. Karnach wears a *necklace of adaptation*.



ENDING THE ADVENTURE

Sky Blue! Sky Blue! We found you it's true!

Destiny called and she's looking for you!

If you choose to follow, I'll capture your song!

Better than this one and three times as long!

Sky Blue, Sky Blue, can I come along?

—Stormflower

With Karnach dealt with, the adventurers must now decide how to resolve the situation with Sky Blue.

SKY'S OFFER

After learning of her role in the Draconic Prophecy, Sky is convinced her father is still alive and believes it's her destiny to find him. She's reluctant to visit the sphinx, saying "she has a bad feeling about those scholars." Instead, she offers to pay the adventurers **100 gp** each if they renege on Flamewind's deal and go with her to the Mournland to seek out her father. If they insist on taking her to Lareth Hall, Sky begrudgingly complies and drops her offer of cash payment.

Adventurers who accept Sky's deal earn the **Wing and a Prayer** legacy event. At the end of the adventure, ask the players to tick this event on their **Adventure Records**. Their adventure ends here. Read the following boxed text aloud:

The lightning rail thunders out of Sharn, heading east toward the Mournland. As the city disappears behind you, Sky Blue grips the box containing her father's medals with hope in her eyes. Have you made the right decision leaving with her? Only time will tell . . .

RETURNING TO FLAMEWIND

Adventurers who take Sky to see Flamewind meet the sphinx in her residence at the top of Lareth Hall. Read the following boxed text aloud:

You meet the sphinx in her chamber at the top of Lareth Hall, with the lights of Sharn gleaming through the window beyond. She greets your company, and then stares penetratingly at Sky Blue.

"Is she the one? We can't be sure. One thing is certain though—we must ensure her safety."

Flamewind produces an ebony necklace from her desk and hangs it carefully around Sky Blue's neck.

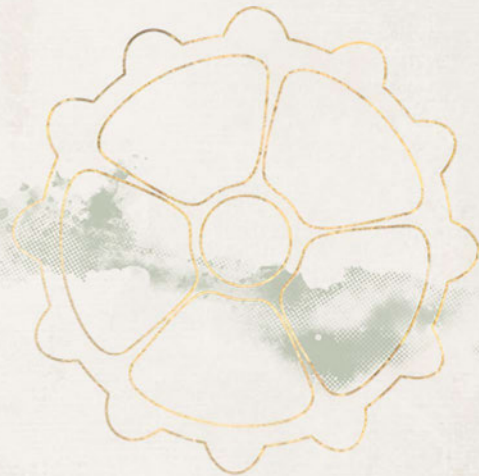
"This will protect her, if such protection is ever needed. Keep her safe. I'll summon you when the time is right."

Adventurers who take Sky to Flamewind earn the **Mark of the Sphinx** legacy event. At the end of the adventure, ask the players to tick this event on their **Adventure Records**. Flamewind pays the group their reward and asks them to leave.

Characters who attempt to identify the necklace learn it contains a powerful and undocumented variant of the *contingency* spell. Its mysteries become clearer in future instalments of the *Oracle of War* campaign.

ABOUT THE AUTHOR

Stacey Allan is a freelance artist and designer from the UK. As well as writing adventures, she's created many covers for products on the Dungeon Masters Guild, and recently joined the ranks of the 2020 Guild Adepts. She likes birds and bright colors, and is a mother to her three-year-old daughter, Roxanne.



REWARDS

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

PLAYER REWARDS

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

Players earn the following rewards for completing the adventure:

ADVANCEMENT

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

OPTIONAL: DECLINE ADVANCEMENT

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

REWARDS

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

Important: If the party failed to perform a listed task or already consumed the reward, cross it out on their Adventure Record so they 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 to the Adventure Record as your group earned, including legacy events. If a legacy event was awarded to a specific character, you may tick that event for your own character too.

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



IMPORTANT CHARACTERS

The following NPCs feature prominently in this adventure:

IMPORTANT CHARACTERS

Name	Identity	Details
Buck	Neutral good, male, half-elf knight's apprentice	Apprentice knight working in the griffon stables at the Hollow Tower in Sharn.
Bugrilda	Neutral, female, dwarf enforcer	Bugrilda is a mean gangster and Last War veteran who runs with Sharn's Fallen Fangs gang.
Earl	Neutral good awakened seagull	Last surviving member of the 10th Avian Messengers and protector of the orphan thief Sky Blue.
Flamewind	Lawful neutral, female sphinx	Expert on the Draconic Prophecy, currently resident at Morgrave University.
Irullan Karnach	Neutral evil, female, human salvage broker and agent of the Emerald Claw	Irullan was one of Salvation's most powerful brokers: but secretly serves the Emerald Claw as their spy in the area.
Ivelo d'Medani	Lawful neutral, male, half-elf inquisitive	Ivelo is a dragonmarked bounty hunter from House Medani. He has a reputation for getting the job done efficiently.
Kalli Alran	Neutral, female, human scavenger	Kalli belongs to the Gray Dogs salvage crew and has made it her mission to recover artifacts from her Cyran homeland.
Khurse	Neutral evil, female, gnoll and leader of the Fallen Fangs	Matriarch of the Fallen Fangs and a veteran of the Last War. She has a reputation for violence and a nose for opportunity.
Ragtooth Boys	Chaotic evil, male, goblin werebats	Mercenary gang of thieves currently working for the Fallen Fangs gang. Named Gnawshank, Nipper, Chaw-Chaw, Gumrot, and Blut.
Sky Blue	Neutral good, female, human thief	Expert soarsled rider and aerial acrobat who carves a living in Sharn by stealing from its richest residents.
Snarla and Snagrat	Chaotic evil, female and male, twin shifter thieves	Violent and unpredictable footpads who terrorize the streets of Sharn as part of the Fallen Fangs gang.
Stormflower	Neutral good, male, human bard	Stormflower is a penniless bard from Sharn's lower city who's desperate for adventure.

CREATURE STATISTICS

BARD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +4, Wis +3

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

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*
1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

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

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

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

ACTIONS

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

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

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

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

Saving Throws Str +9, Con +6

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

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

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

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

ACTIONS

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

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

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

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.

GRIFFON

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

GYNOSPHERIX

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.



KARNATHI UNDEAD SOLDIER

Medium undead, lawful evil

Armor Class 17 (half plate)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	5 (-3)

Skills Athletics +5, Perception +3

Damage Resistances cold, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

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

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

ACTIONS

Multiattack. The soldier attacks three times with one of its weapons.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

REACTIONS

Parry. The soldier adds 3 to its AC against one melee attack that would hit it. To do so, the soldier must see the attacker and be wielding a melee weapon.

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.

NECROMANCER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances necrotic

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

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

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

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

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

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

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

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

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

*Necromancy spell of 1st level or higher

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

ACTIONS

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

ORC GLADIATOR

Medium humanoid (orc), chaotic evil

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +8, Dex +5, Con +6

Skills Athletics +11, Intimidation +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the gladiator can move up to its speed toward a hostile creature that it can see.

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

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

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

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

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

SHIFTER THIEF

Medium humanoid (shifter), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

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

Senses passive Perception 13

Languages Common, thieves' cant

Challenge 5 (1,800 XP)

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

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

Shifting (Recharges after a Short or Long Rest). As a bonus action, the thief takes on a more bestial form for 1 minute or until it dies. The thief gains 15 temporary hit points. It can make a bite attack when it activates this trait and also as a bonus action on each of its turns while in its bestial form.

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

ACTIONS

Multiattack. The thief makes three attacks with its shortsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.

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

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

REACTIONS

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

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.

WEREBAT

Small humanoid (goblinoid, shapechanger), neutral evil

Armor Class 13
Hit Points 24 (7d6)
Speed 30 ft. (climb 30 ft., fly 60 ft. in bat or hybrid form)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses passive Perception 13
Languages Goblin (can't speak in bat form)
Challenge 2 (450 XP)

Shapechanger. The werebat can use its action to polymorph into a Medium bat-humanoid hybrid, or into a giant bat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Echolocation (Bat or Hybrid Form Only). The werebat has blindsight out to a range of 60 feet as long as it's not deafened.

Keen Hearing. The werebat has advantage on Wisdom (Perception) checks that rely on hearing.

Nimble Escape (Humanoid Form Only). The werebat can take the Disengage or Hide action as a bonus action on each of its turns.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the werebat makes two scimitar attacks or two shortbow attacks. In hybrid form, it can make one bite attack and one scimitar attack.

Bite (Bat or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the werebat gains temporary hit points equal to the damage dealt. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with werebat lycanthropy.

Scimitar (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

FORTUNES OF WAR

SUMMARY

Fortunes of War is a three-part storyline for the *Oracle of War* campaign. In *Fortunes of War*, you leave the frontier to seek answers about the artifact known as the *Oracle of War*. Your journey takes you to the heart of Breland, where you'll rub shoulders with some of the nation's most rich and powerful individuals.

THE STORY SO FAR

In the ruins of the Mourmland, 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:

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

The device then shut itself down and started repeating the words "Third protocol activated." Shortly afterward, a gang of assassins arrived in Salvation with orders to recover the device. The *Oracle of War* now seems to be functional again. You've decided to seek answers in the city of Sharn.

OBJECTIVES

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

1. Visit Morggrave University to find out who made the *Oracle of War*.
2. Uncover the meaning of the verse of Draconic Prophecy that it revealed.
3. Prove that the prophecy is real, and that you can influence it.

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 the device battlefield information to make a DC 10 group Wisdom (Insight or Perception) check. On a success, the *Oracle* provides tactical advice that can aid your party in combat. Each adventurer in your group chooses one of the following benefits, which lasts for 1 hour or until used, and must be used within 500 feet of the spot where you activated 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 any damage resistances or immunities belonging to a single creature.
- You gain 10 temporary hit points.



The Sharn Inquisitive

Evening Edition

Thrane Strikes at Brelish Nobility

A ruthless attack on the Brelish nobility was averted last night when an assassin was apprehended during Wroat's annual armistice ball, which was staged this year aboard the royal galleon *Montulet*. The assassin infiltrated the court in the guise of a noble, *Oliviér ir'Volett*, but his movements have since been traced to Thrane. Officials believe that *ir'Volett* was sent by the Silver Torch to murder *Mercutia ir'Gontarli*, a patrician with a guiding hand in trade between the two nations. If proven, the assassination is an act of war against Breland and King *Boranel* has sworn to respond appropriately. Across the nation, troops have been put on standby to secure the border and prepare for retaliatory action!

The Sharn Inquisitive

Evening Edition

Sky Blue Steals Again!

Authorities have been caught with their pants down after yet another brazen robbery by the thief Sky Blue. This notorious aerial crook has made a name for herself stealing from the city's wealthiest citizens and has evaded the Sharn Watch repeatedly despite numerous chases. This time, the thief stole a string of pearls from the neck of Lady Imris ir'Starn while she was sailing from Brilliant aboard a registered skycoach. "It was ghastly," spoke the noble after the incident. "A filthy pauper dressed in leather rags, who snatched my pearls and tossed them to a talking seagull." Rumors that Sky Blue distributes her wealth to the city's poor have yet to be proven, but the thief has certainly become something of a folk hero to the servants of the upper city. The Sharn Watch are appealing for witnesses.

HANDOUT 4: SOARSLED

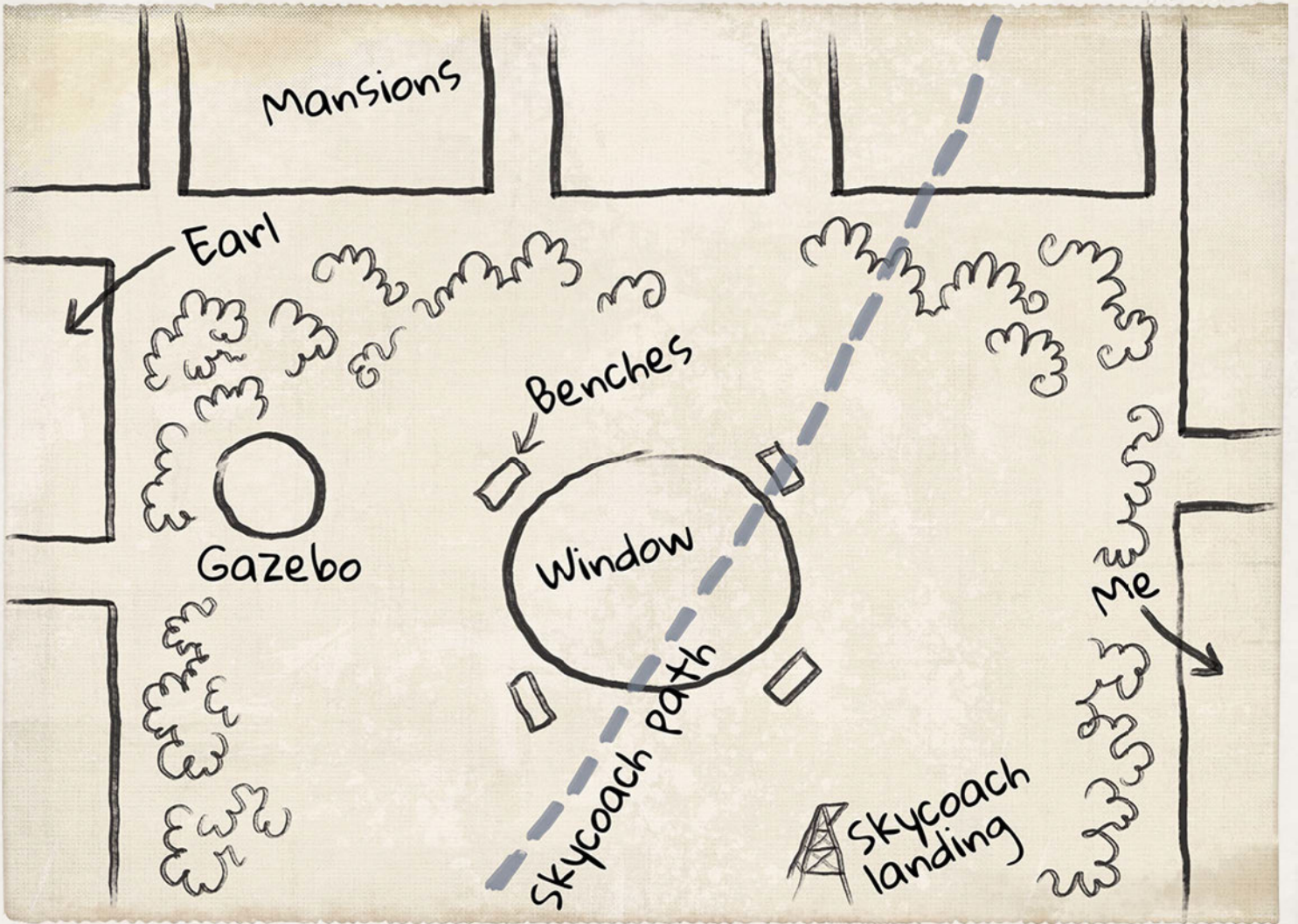
SOARSLED

Wondrous item, uncommon

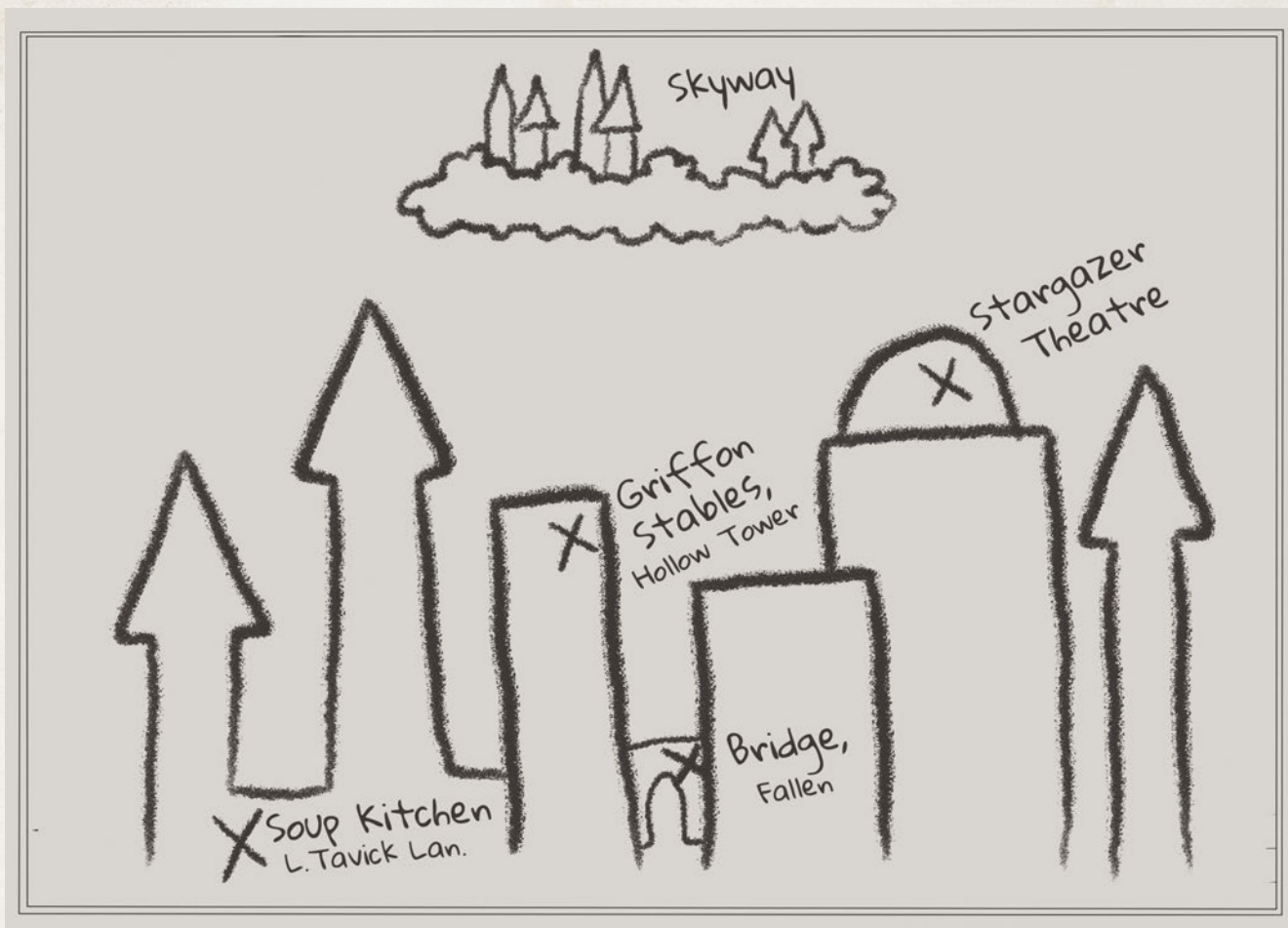
A *soarsled* is a 3-foot-diameter crystalline disk that crackles with energy and is capable of rapid flight. Within the city limits of Sharn, you can stand on the disk and speak its command word. It hovers beneath you, allowing you to ride it in the air. It has a flying speed of 90 feet, and stops hovering when you land. It can carry up to 600 pounds.

Beyond Sharn, it has limited flight capabilities. While standing on the disk, you can use an action to speak its command word and expend 1 of its charges. The disk gains a flying speed of 60 feet for 10 minutes. The disk has 3 charges and regains all expended charges daily at dawn.

HANDOUT 5: HEIST PLAN



HANDOUT 6: STASH MAP



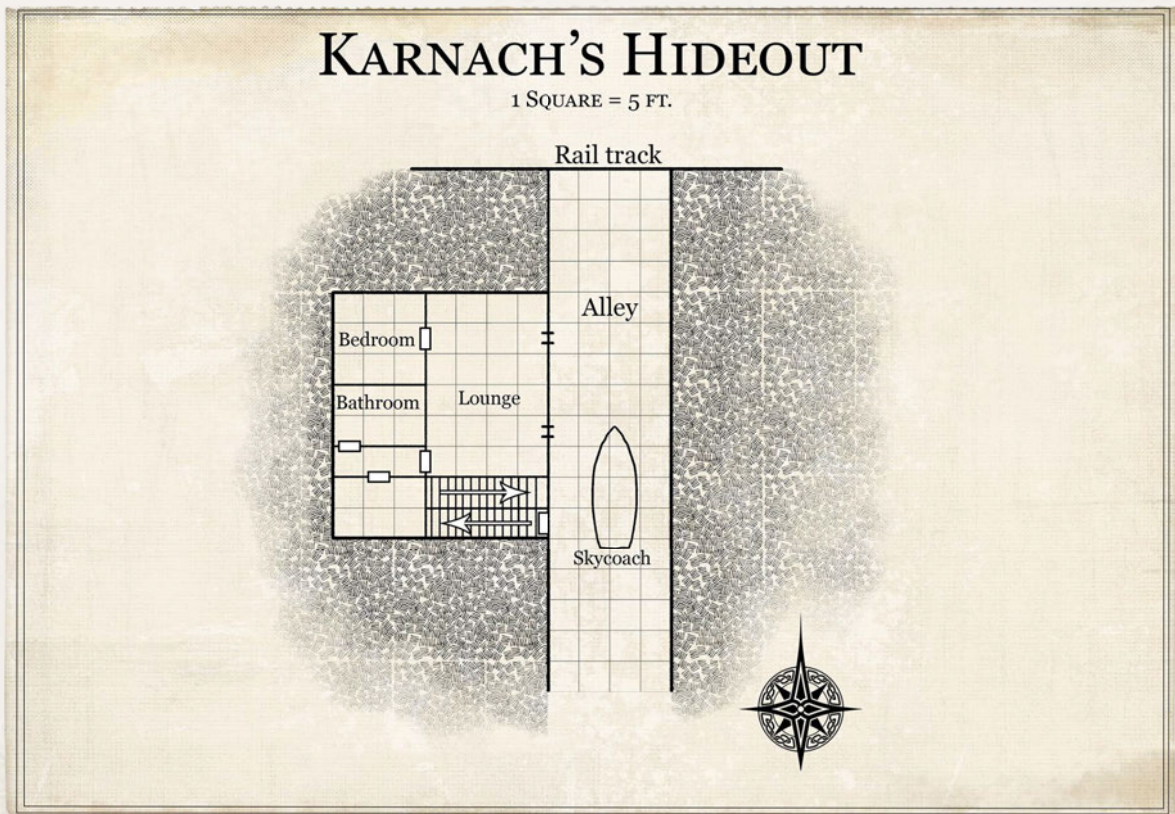
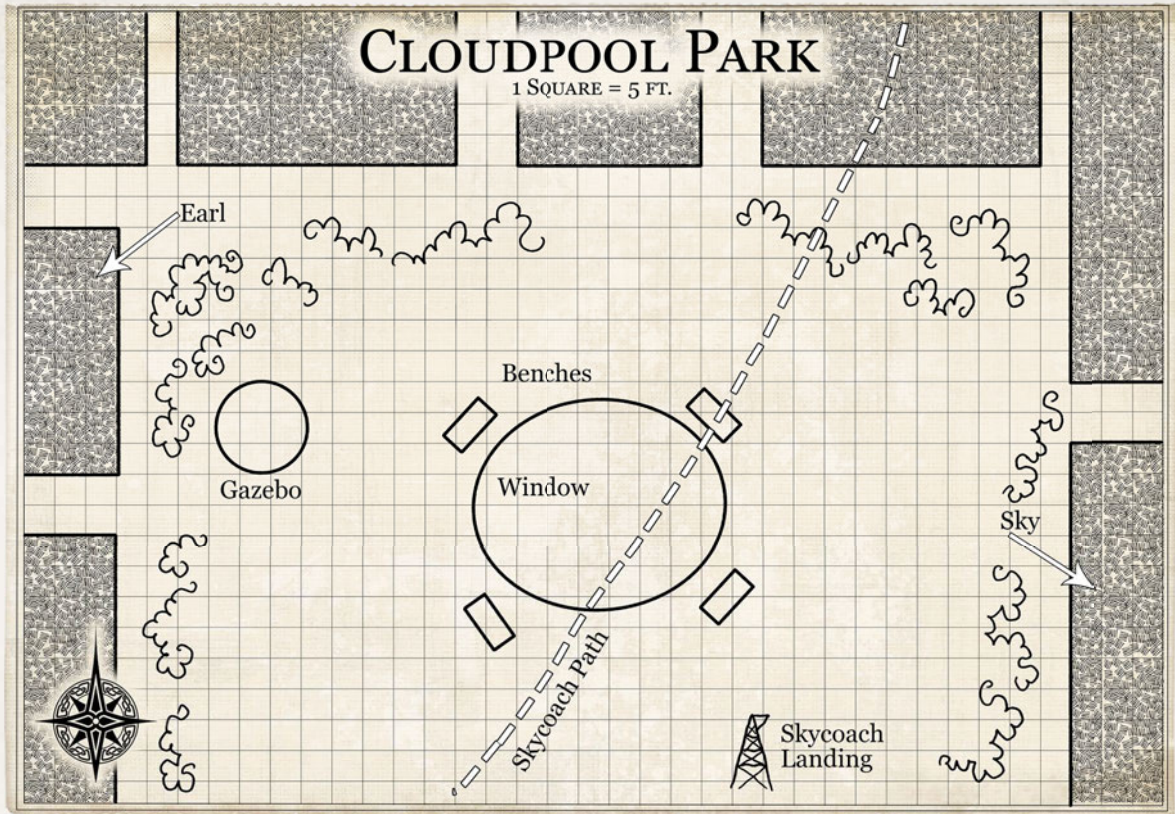
HANDOUT 7: SKY'S LETTER

Stormflower,

You were always a good friend to me. Sorry I couldn't deliver this in person, I'm no good at goodbyes. What I told you about Dad's medals has been playing on my mind and I can't go on knowing they're out there in someone else's hands. It's time to take them to him. Hey, maybe one day you'll make a song about me?

Take care,
Sky

APPENDIX A: DUNGEON MASTER'S MAPS



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

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

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

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

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



EBERRON: ORACLE OF WAR



ADVENTURE RECORD: DDAL-EB-07 SONG OF THE SKY

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

ADVENTURE NOTES

You visited Sharn's cloud district, Skyway, to locate Sky Blue, a thief mentioned in the verse of the Draconic Prophecy spoken by the *Oracle of War*. You weren't the only ones hunting for her—salvage broker Irullan Karnach had hired a criminal gang to kidnap her. You rescued Sky Blue from the gang and faced off against Karnach.

ADVANCEMENT

You gain one level for completing this adventure.

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

REWARDS

You gain ONE of the following rewards:

- 200 gp from Flamewind for bringing Sky Blue to Lareth Hall.
- 100 gp from Sky Blue for helping her escape the city.

Choose ONE bonus reward:

- A feather token for winning the steeplechase.
- A suit of plate armor for defeating Bugrilda.
- 5 flasks of alchemist's fire for defeating Snarla and Snagrat.
- 50 gp for stealing one of Sky Blue's stashes.
- A soarsled (see Handout 4)
- A necklace of adaptation for defeating Irullan Karnach.

CHARACTER WEALTH

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

LEGACY EVENTS

- Emerald Claw Captive.** You captured Emerald Claw agent Irullan Karnach alive. At the end of this adventure, you must decide what to do with her:
 - Hand her over to the Brelish authorities and claim a reward of 100 gp.
 - Keep her as a captive. While she remains alive, you must pay 10 gp at the end of each adventure to cover the expenses of her incarceration. If you have access to your own prison cell, you can keep her imprisoned for free.
 - Execute her.
- Wing and a Prayer.** You left the city with Sky Blue to go in search of her father, who supposedly died during the Last War. Flamewind is unhappy that you defied her and sends spies to locate you.
 - At the end of each adventure in this campaign (including this one), your party must succeed on a group DC 10 Wisdom (Insight) check to stay ahead of the sphinx's agents. If your group fails, tick this box and stop making checks. You are now being watched!
- Mark of the Sphinx.** You took Sky Blue to the sphinx Flamewind, who gave her a protective amulet to wear. Flamewind has asked you to look after the girl, and promised she'll be in touch.
- The Show Must Go On.** The bard Stormflower helped you save Sky Blue and is now committed to forging your legend in song.
 - If you write Stormflower a song of at least three verses and hand it to your DM before playing DDAL-EB-08 *Parliament of Gears*, Stormflower makes you an honorary member of the Circle of Song: a secret alliance of bards and entertainers.
- Flamewind's Favored.** You impressed the sphinx Flamewind with your performance during a steeplechase.