The Last Word

Oracle of War Part 6



DDAL-EB-06

By Anne Gregersen

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

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 6**. Characters outside this level range can't participate in this adventure.

This adventure occurs in Eberron, in the city of Wroat, capital of the nation of Breland. This is the second in 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

Seeking wisdom on the mysterious ***ORACLE OF WAR***, the adventurers visited **MORGRAVE UNIVERSITY** and met with the sphinx **FLAMEWIND**. She agreed to help them by researching a verse the *Oracle* had spoken from the **DRACONIC PROPHECY** (see DDAL-EB-03 *Where the Dead Wait*).

Flamewind now summons the group and reveals her reading of the prophecy: a spy from Thrane's **SILVER TORCH** is due to strike against the **KING'S DARK LANTERNS** at an upcoming armistice ball. To prevent war between the two nations, Flamewind sends the group to **WROAT** to foil the spy's mission.

Overview

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

- ***Part 1: Secrets and Prophecy (20 mins).*** The noble sphinx, Flamewind, tasks the adventurers with seeking out a spy who's infiltrated the Brelish court.
- ***Part 2: Fast Train to Wroat Station (30 mins).*** The adventurers run into some trouble on board the lightning rail to Wroat.
- ***Part 3: A Plan Most Cunning (40 mins).*** The adventurers must devise a plan to enter the courtly ball taking place aboard the river galleon *Montulet*.
- ***Part 4: The Ship's a Stage (120 mins).*** During the ball, the adventurers identify the spy but learn he's engaged in a love affair with the governor's daughter.
- ***Part 5: Parting Lovers (30 mins).*** To resolve the story, the adventurers must choose whether to help the couple escape or stop the spy from completing his mission.

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.

The Last Word makes special use of the following backgrounds:

- **Cyran Aristocrat**
- **War Hero**
- **War Imposter**

Before beginning play, check to see if any of your players have these backgrounds. Players with these backgrounds gain benefits—and some complications—during the ball in part 4.

Continuing the Story

If the characters played through DDAL-EB-05 *A Century of Ashes*, this adventure picks up after that adventure ends and the characters have had at least one long rest in Sharn.

- 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. *The Last Word* incorporates the following legacy events from previous adventures in the *Oracle of War* series:

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 as an allied NPC during this adventure.

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 character in the party gains one **hero point** at the start of this adventure. Players earn additional hero points by completing story goals. The DM may not award hero points except as specifically directed in the adventure. At the end of the adventure, the players lose any hero points they've accrued.

Hero Points

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



CARMEN SINEK

PART 1
SECRETS AND PROPHECY

Estimated Duration: 20 minutes

The noble sphinx, Flamewind, tasks the adventurers with seeking out a spy who's infiltrated the Brelish court.

A Prophecy Foretold

When the adventure begins, read the following boxed text aloud:

> You've received an urgent summons to the offices of Flamewind, the 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 at Morgrave University in the late hours of the morning. Upon arrival, a chamberlain greets you near the entrance and hurriedly guides you to see Flamewind.

Ask the players to describe their characters as they enter Flamewind's office. When they're done, give everyone **inspiration** and read the following boxed text aloud:

> Flamewind's chamber occupies the apex of the dome at the top of Lareth Tower. Inside, a large window overlooks the magnificent skyline of Sharn.
>
> A desk, too tall for the average humanoid to use, sits in the middle of the room. Shelves stacked with books and scrolls decorate one wall, a map of Khorvaire the other. Behind the desk, a big creature straightens as she stands up on all four of her legs. Her black-and-orange lioness's body takes up most of the space behind the desk and her elven face is serious, but welcoming.
>
> The sphinx looks you over and gives you a smile. "My favorite adventurers. I'm afraid destiny calls upon you. I require your assistance."

Players who completed DDAL-EB-05 *A Century of Ashes* have met Flamewind before. If so, Lareth Hall is undergoing repairs from the Emerald Claw attack, with masons and glaziers busy in the background, working on repairing the common room. If the adventurers haven't met Flamewind before, 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.

Flamewind

Lawful neutral gynosphinx

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 Draconic Prophecy

Flamewind recites a verse from the Draconic Prophecy, the likely meaning of which has been deciphered by the clever sphinx:

> "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."

This prophecy was revealed by the *Oracle of War* during the events of DDAL-EB-03 *Where the Dead Wait*. According to Flamewind, the prophecy suggests the following:

- The Thranish intelligence service, the Silver Torch, is ready to strike against its Brelish counterpart, the King's Dark Lanterns. If their actions are exposed, it could lead to war between the two nations.
- The "King in Green" could refer to Kor ir'Wynarn, King Boranel's younger brother. In the old kingdom of Galifar, those in line to the throne wore green sashes while in court.
- The "Bolt of Steel" is most likely a lightning rail. If the prophecy comes true and war with Thrane looms, the king's brother will ride the lightning rail north to Sword Keep and reinforce Breland's border.



Flamewind has unearthed another verse of the Draconic Prophecy from her library, which states: "*The dog of war dances on water by the light of the silver torch.*" The sphinx believes the two verses are connected:

- Flamewind suspects there's a Thranish spy from the Silver Torch working within the royal court. She doesn't know their name, as they're only described in the verse by that strange moniker, "the Dog of War."
- Tomorrow night, an annual armistice ball is to be held on a river galleon called the *Montulet*. The galleon is docked on Wroat's Howling River and much of the nation's nobility will be there. Flamewind expects the spy to show up here to carry out their mission.

The last line of the first prophecy—"all eyes turn to Sky Blue"—remains a mystery.

The Mission

If Flamewind is correct, war will break out between Thrane and Breland if the spy succeeds in their mission.

- Flamewind advises that the adventurers travel to Wroat and find a way to infiltrate the armistice ball. She suggests they scout out the Howling River where the *Montulet* is docked.
- If the adventurers take the overnight lightning rail, they'll arrive at 10 o'clock in the morning, giving them the day to plan their infiltration. The ball is due to start at 6 o'clock in the evening and conclude with fireworks at midnight.
- Once aboard the *Montulet*, the adventurers must use their wits and guile to identify and surveil the spy, figure out their motives, and determine how best to stop them.
- Flamewind warns against killing or exposing the spy before the identifying the spy's mission.
- When their mission is complete, they should return to Flamewind to collect their reward.

For identifying the spy, Flamewind offers each adventurer a reward of 250 gp and a *+1 weapon* of their choosing. She trusts the group to use their own judgment in choosing the correct course of action to foil the spy's mission.

Before parting, Flamewind warns that her interpretations are only educated guesses and the Draconic Prophecy is notorious for confounding expectations. Nothing is ever quite as it seems!

Legacy Events

Before the adventurers leave for Wroat, check for the following legacy event:



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

Kalli Alran (or the replacement 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 with the statistics of a **scout**. 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.

CRAIG J. SPEARING

Part 2
Fast Train to Wroat Station

Estimated Duration: 30 minutes

The adventurers run into some trouble on board the lightning rail to Wroat.

Midnight Express

When the adventurers board the lightning rail, read the following boxed text aloud:

> The overnight train to Wroat sweeps out of Sharn and into the Brelish countryside. Moving through the train to your compartment, you enter a busy dining carriage. A gaggle of nobles and patricians relax under the light of *everbright lanterns*, swapping stories and sipping wine.
>
> A young man dressed in white-and-gold finery leans against the bar.
>
> "The annual armistice ball is sure to be a delight this year," he proclaims. "A veritable who's who of Breland's finest. Who here is going?"

This is Jovi ir'Graccen, a **noble** of Sharn and cousin to the governor of Wroat. He's keen to share gossip and make acquaintances for tomorrow's ball.

Speaking to Jovi ir'Graccen

Jovi speaks freely with strangers who are impeccably polite or of noble heritage; otherwise, characters must succeed on a DC 15 Charisma (Persuasion) check to win his ear. If questioned, the noble reveals the following information:

- The armistice ball is always attended by many dignitaries from the royal court. This year the king is unable to attend due to pressing governmental business.
- All nobles are invited: they must simply provide a scroll of pedigree to enter. Veterans of the Last War are also welcome, so long as they're ranking officers.
- If players ask who's attending, Jovi gladly drops some names (refer to "Noble Guests" in part 4).
- With so many guests attending, security is always tight. Spellcasting is strictly forbidden on board. One of the king's own wizards, Narcy of Xandra, provides magical security.

If the adventurers impress Jovi and reveal they're going to the ball, he gladly agrees to spend time with them tomorrow evening. With Jovi present, characters gain advantage on any Charisma checks made to impress guests at the party.

Jovi ir'Graccen (Joh-VEE)

Lawful neutral male human noble

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

Motivation: Make influential friends and then impress them.

Mannerisms: Jovi is a master of hushed gossip.

Quote: "*Oh, you haven't met the king? What a pity. I must introduce you.*"

Knives in the Dark

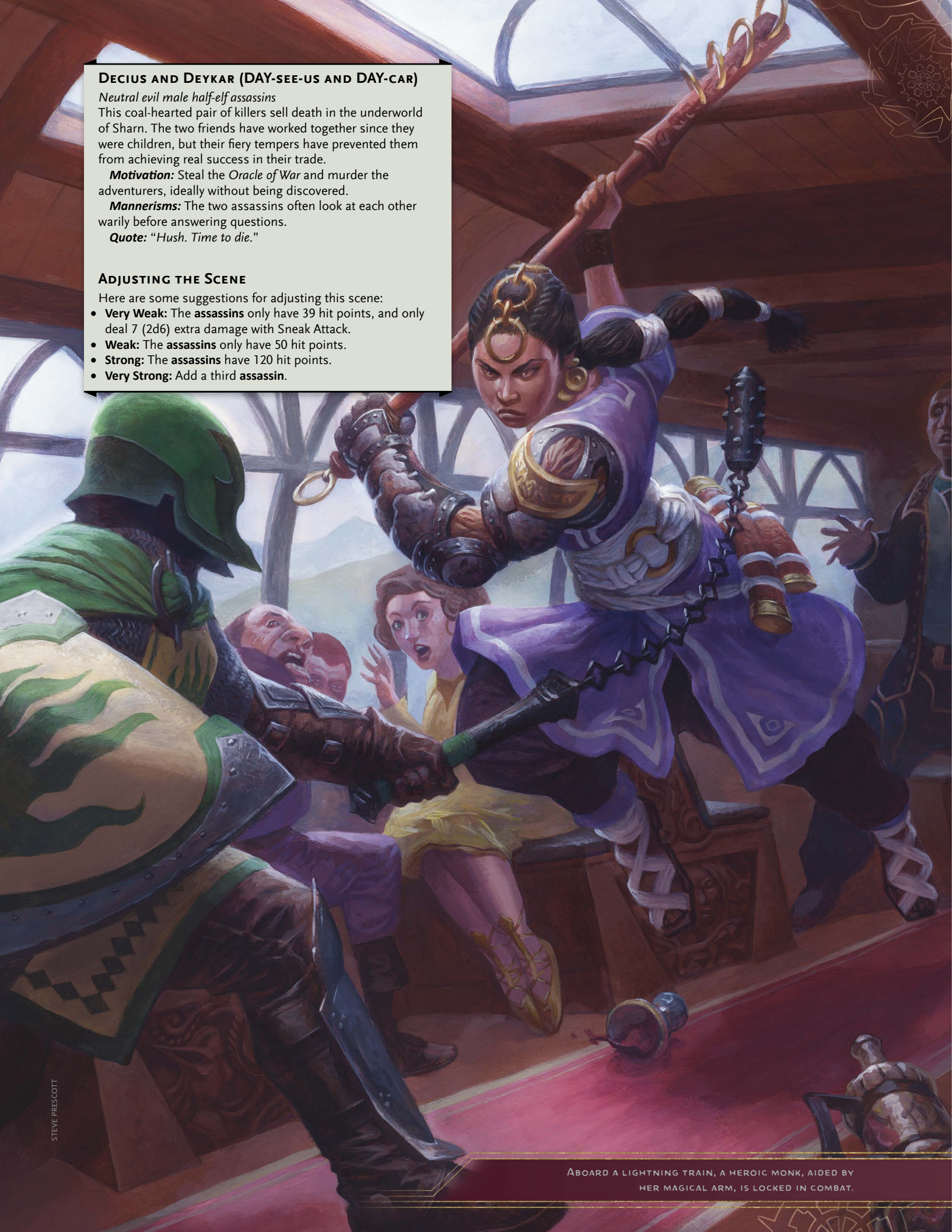
Any character passing through the dining carriage can make a DC 15 Wisdom (Insight) check. On a success, they notice two figures surreptitiously watching them from a nearby table: a pair of bald half-elves, one dressed in red, the other in black. These are Decius and Deykar, two **assassins** hired by Emerald Claw agent Irullan Karnach to watch Sharn's Terminus Station for the adventurers and follow them.

The assassins' orders are simple: steal the *Oracle of War* from the group and then murder them. If questioned while on board the train, they claim they're acrobats traveling to Wroat to seek work in the theater. They brazenly attack if they feel their cover has been blown, sending a wave of panic and confusion through the train.

If left alone, the assassins try to sneak into the adventurers' compartments later that night to murder them while they sleep, though they try to keep one adventurer alive so they can question them about the whereabouts of the *Oracle of War*. When an assassin breaks into a compartment, they awaken any sleeping adventurer with a passive Wisdom (Perception) score of 14 or higher.

If interrogated, the assassins reveal that Irullan hired them, but claim they don't know where she's hiding out. To contact her, they were told to leave a message behind the bar at Brass Knuckles, a cheap tavern in Callestan. This turns out to be a dead end if investigated—Irullan's agents in the Emerald Claw are watching the tavern and won't approach anyone they don't know.

Treasure. Between them, the assassins carry 100 gp and one *potion of greater healing* per adventurer in the party.



Decius and Deykar (DAY-see-us and DAY-car)

Neutral evil male half-elf assassins

This coal-hearted pair of killers sell death in the underworld of Sharn. The two friends have worked together since they were children, but their fiery tempers have prevented them from achieving real success in their trade.

Motivation: Steal the *Oracle of War* and murder the adventurers, ideally without being discovered.

Mannerisms: The two assassins often look at each other warily before answering questions.

Quote: "*Hush. Time to die.*"

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **assassins** only have 39 hit points, and only deal 7 (2d6) extra damage with Sneak Attack.
- **Weak:** The **assassins** only have 50 hit points.
- **Strong:** The **assassins** have 120 hit points.
- **Very Strong:** Add a third **assassin**.

STEVE PRESCOTT

Aboard a lightning train, a heroic monk, aided by her magical arm, is locked in combat.

PART 3
A PLAN MOST CUNNING

Estimated Duration: 40 minutes

The adventurers must devise a plan to enter the courtly ball taking place aboard the river galleon *Montulet*.

Arrival in Wroat

When the adventurers arrive in Wroat, read the following boxed text aloud:

> The overnight lightning rail from Sharn glides into Wroat on a glorious morning. The capital of Breland sprawls over opposing banks of the Howling River, with tall, arching bridges spanning the river between. In the center of the city, the half-mile-high edifice of Brokenblade Castle rises from an artificial island in the river.

The capital of Breland is smaller than Sharn but impressive in its own right. Wealth flows from its docks, and its markets offer the very latest vogue. In Wroat, players can buy adventuring gear at the prices listed in chapter 5 of the *Player's Handbook*. Players can sell equipment from chapter 5 for the half the list price but can only earn 20 gp maximum per character for doing so.

Scouting Out the Docks

When the characters arrive at the Howling River where the *Montulet* is docked, read the following text aloud:

> A grand galleon built from dark oak with bright, crimson sails bobs gently at the riverside. On the deck, servants wearing red uniforms lined with gold thread are decorating the ship with lanterns and pennants bearing the coats of arms of the Five Nations. The fabric waves in the wind and glints as the shimmering thread catches the sunlight. On the side of the vessel, the name "*Montulet*" is painted in golden calligraphy.
>
> Four knights stand guard at the foot of the gangplank, only moving aside to let the servants board or leave the ship.

Give the players **Handout 2: Map of the *Montulet*** so they can properly plot their infiltration. See "Infiltrating the Vessel" below for guidance on how to manage their plans.

During the day, the servants are busy setting up for the evening's ball. Ten servants (**commoners**) mill to and from the *Montulet*: four of them female, six of them male. The four royal **knights** are there to ensure no intruders board the *Montulet* before the ball starts and to politely guide strangers away from the ship if they approach.

Overheard Conversations

If the characters linger on the docks and listen in on conversations, they gain the following information:

- The four knights are tired and antsy, as they're nearing the end of their shift. An hour before the ball starts, they'll be relieved by six fresh knights.
- The servants walk back and forth from the *Montulet* to a nearby warehouse to get supplies, such as decorations and refreshments.

Warehouse

The dockside warehouse is unguarded but regularly visited by the servants. There are two entrances: a large, freight entrance wide enough for a cart to trundle through, and a door at the rear. The warehouse is filled with crates of wine, food, and festival gear. There are plenty of dark corners to hide in.

Ship Locations

The following descriptions are keyed to locations on the **Map of the *Montulet*** in **appendix A**. Though the vessel is big, most sections of the ship have been closed off or emptied in preparation for the evening's ball.

1. Gangplank Entry

The gangplank leading onto the main deck is guarded by four **knights** during the day, and six **knights** in the evening.

2. Main Deck

The main deck is swathed in military banners and pennants commemorating the various regiments that fought in the Last War. Servants are busy here throughout the day, putting up banners and making ready for the ball.

During the ball, this is where most of the guests remain. Servants mill about serving refreshments and a band plays from the forecastle. If the adventurers are looking to talk to or observe the other guests, this is the place to be.

3. Rigging

The west side of the ship is draped in rigging from its bulwarks down to the waterline. Normally, this is used so people can climb aboard from rowboats, but in celebration of the ball the rigging has been decorated with arcane lamps, glowing in shifting hues of color.

4. Service Cabins

The service cabins are found under the forecastle and are used by the servants to prepare food and drinks, as well as relax. If a character enters the service cabins wearing fine clothing, the servants become flustered and politely guide the character back out onto the main deck.

5. Rear Stores

These compartments are unlocked, and contain spare coils of rope, cleaning gear, and supplies of fresh water.

6. Captain's Cabin

The captain's cabin is the biggest room on the ship and by far the most opulent. Located under the aftercastle, the cabin is lush with fine furniture and decorative paintings. A large bed is pushed against one wall, and in the center of the cabin is a desk and chair. Any personal effects owned by the captain of the *Montulet* have been removed from the cabin, but the door remains unlocked.

7. Hold

Normally used as storage for trade goods, the hold has been cleared for the evening. A red rope hangs in front of the stairway leading down into the hold, communicating to the guests that they should remain on the main deck. Going down into the hold is as easy as ducking under the rope and descending the stairs (a trick employed by some of the friskier guests who want some privacy together). A character must succeed on a DC 16 Dexterity (Stealth) check to descend the stairs without anyone noticing.

Within the hold itself, the characters can find rope, lanterns, empty barrels normally used for storage, and other tools used by the crew on board the ship.

8. Officers' Cabins

Each of these cramped compartments contains an officer's bunk, desk, and locker. The cabins have been cleared of valuables for the ball. The cabin doors are unlocked.

9. Galley

The ship's oven isn't currently in use, but the galley is used to store reserve canapés and treats brought in from the docks. White sheets are draped over the food.



ZOLTAN BOROS

Infiltrating the Vessel

To get aboard the *Montulet*, the characters must make the most of their available tools, equipment, and ingenuity. A few suggestions are provided below.

The players don't all have to stick to the same means of entry and can choose different approaches if they wish. However, they should agree on how the individual party members intend on getting aboard to avoid any nasty surprises. Adventurers who sneak aboard without being spotted earn one **hero point**.

Causing a Distraction

Characters who lure the **knights** away from the gangplank can rush aboard the ship without anyone noticing. A big distraction—such as an explosion—causes two of the knights to investigate. To lure the rest away, the adventures must create a second distraction even larger than the first!

Climbing Aboard

Adventurers can climb up the west side of the ship or in through the windows near the stern, allowing them to sneak aboard without anyone knowing they're there:

- Climbing up the netting on the west side of the ship without being noticed requires a successful DC 14 Dexterity (Stealth) check—DC 18 if made while the ball is in progress.
- Alternatively, adventurers can climb along the western railing to enter via the forecastle or aftercastle where fewer people are around. Players who think to try this gain advantage on the above Dexterity (Stealth) check.
- Climbing up the stern of the ship is trickier and requires a successful DC 12 Strength (Athletics) check to reach the unlocked windows of the captain's cabin. Characters who fail this check fall into the water with a loud splash that alerts the **knights** by the gangplank.

Disguised as Staff

Adventurers who disguise themselves as servants can get aboard the vessel under the guise that they're working there. Players can follow a servant and knock them out to steal their uniform, or spend the day fashioning one themselves if they're proficient with weaver's tools.

Any character wearing an appropriate uniform must succeed on a DC 10 Charisma (Deception) check to pass by the knights without drawing suspicion. Knights who are already suspicious can oppose this check with a Wisdom (Insight) check instead.

Hiding Out on the Ship

If the characters hide on board the ship during the day and wait until evening, they hear the guests flow onto the ship. Music begins to play, and the loud hum of a crowd distracted by food and drinks makes it easy for the characters to slip out and join the festivities on the main deck.

Dressed as Nobles

Once the ball is in progress, characters can choose to dress up as nobles to get aboard the ship. To satisfy the knights, they'll need some proof of their noble lineage, such as a scroll of pedigree. Characters with the **Noble** or **Cyran Aristocrat** background already have such papers at hand.

All guests must be wearing fine clothes and have no heavy armor or weapons. If the characters are wearing Medium or Heavy armor or weapons when they approach the knights, they're instructed to dispose of them and return in clothing more appropriate for the festivities ahead—even if they have a scroll of pedigree.

If a character doesn't have a scroll of pedigree themselves, they can attempt to steal one from one of the attending nobles, or they can attempt to forge one. By succeeding on a DC 15 Dexterity check using a forgery kit, a character can spend one hour writing up a fake scroll of pedigree that will satisfy the knights. If they fail the check, the forgery is recognizable as a fake by anyone taking more than a glance at it.

Getting Caught

If characters are spotted aboard the ship in sodden or common clothes, or displaying weapons or armor, the knights march them from the vessel. If the characters produce a scroll of pedigree or similar evidence of nobility, the knights' tempers grow more amiable, but they remain insistent that the characters should leave the vessel and return in proper attire to continue the ball.

Adventurers who defy the knights are attacked and arrested, and then taken to a nearby warehouse for questioning. If troublemakers escape them while on board the ship, the knights begin a discreet search of the vessel.



LEESHA HANNIGAN

PART 4
THE SHIP'S A STAGE

Estimated Duration: 120 minutes

During the ball, the adventurers identify the spy but learn he's engaged in a love affair with the governor's daughter.

Who is the Spy?

The nobleman **OLIVIÉR IR'VOLETT**—secretly the Thranish spy **ORSINO**—has infiltrated the Brelish court with orders to assassinate a member of the King's Dark Lanterns: **MERCUTIA IR'GONTARLI**. He knows Mercutia is due to attend the ball and plans to carry out the assassination tonight.

Orsino has brought his loyal assistant with him on the hit, the gnome **IDIGA MOL DORAS**, and her band of mechanical musicians. When the fireworks go off at midnight, Orsino plans to lure Mercutia in front of the band and kill her with a poisoned dart fired from one of the mechanical musicians.

However, Orsino's loyalties are torn. While working undercover, he's fallen in love with the governor's daughter, **CESARIA IR'STARN**, and they're having a secret affair. At the ball, Cesaria slips Orsino a coded message imploring him to elope with her this very evening. Orsino is presented with a dilemma: carry out his mission, or follow his heart and run away with Cesaria?

A Ball Most Wondrous

When the ball begins, read the following aloud:

> Dim twilight falls over the docks, the shadows deepened by the arcane lights tied to the ship resting near the waterside. The metallic thread woven into the ship's crimson sails glitters as the lights cast their glow over it.
>
> On the docks, dozens of well-dressed guests exchange pleasantries as they wait in line to board the ship, where the armistice ball seems to be in full swing.

Unless they're on board already, players can now enact any infiltration plans they decided on previously. A character who succeeds on a DC 15 Wisdom (Perception) check notices the following:

- There are now six **knights** on guard at the gangplank, all seemingly attentive and rested.
- A total of twenty servants (**commoners**) are now working on the *Montulet*. Most seem to be on deck, attending guests and serving drinks.
- Occasionally, a servant leaves the ship and heads to a nearby warehouse to get supplies, such as drinks and food.

Entering the Ball

If the characters make it onto the main deck, read the following text aloud:

> Bright lights and pleasant music emanate from the deck of the ship. From the masts and rigging above, colored lights engulf the scene in a calming, prismatic glow. The guests mill about the deck, dressed in fine clothes and jewelry. Most seem engrossed in conversation or are listening to the band perform at the front end of the ship.
>
> On the forecastle, a female gnome holding a conductor's baton is controlling a quartet of mechanical creatures all holding different instruments. The constructs are shaped like farm animals stood on their hind legs and are dressed in military uniforms. There's a dog playing the flute, a horse playing the drum, a pig playing the lute, and a cow playing the viol. They play a jaunty tune, much to the amusement of onlooking guests.

While the characters remain aboard the *Montulet*, they can explore the ship and talk to the different guests on board. There are many nobles attending the armistice ball, most of whom have interesting stories and anecdotes to share.

Magical Defenses

During the evening, the vessel is protected by one of the king's wizards, the **archmage** Narcy of Xandra. Narcy moves through the party, using *mind blank* to shield her thoughts. Every hour, she casts *detect magic* to check the guests for magic items and spellcasting effects. If she becomes suspicious of a character, she casts *detect thoughts* to probe them for secrets. Narcy uses *counterspell* to foil any spellcasting she witnesses.

If combat ensues on deck, Narcy tries to protect the guests and ensure their safe retreat. She doesn't engage in combat until her charges are safe, relying instead on the knights to confront the threat.

Narcy of Xandra (Nar-SEE of ZAN-dra)

Neutral female human mage

Narcy's famed for her beauty as much as her magic, which has always irked her. She's a phenomenal wizard whose natural powers were honed from an early age by the Esoteric Order of Aureon. Raised in the order's arcane cloisters, she missed out on many of life's pleasures, making her regretful and bitter.

Motivation: Ensure the ball's noble guests are protected from harm.

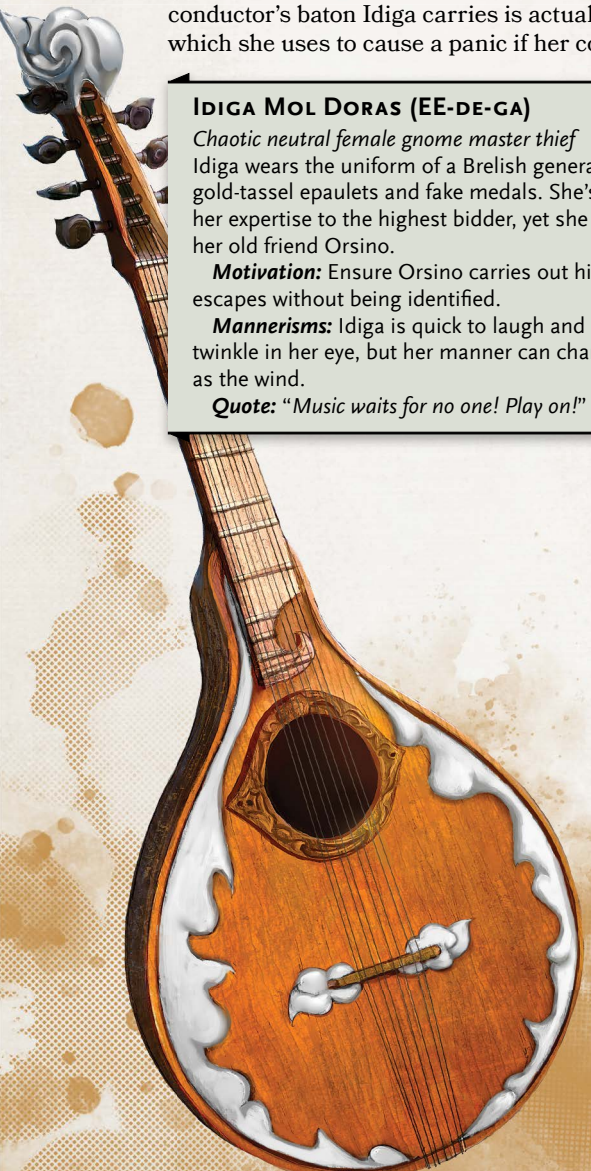
Mannerisms: Narcy finds it difficult to hide her mistrust of others, often arching an eyebrow suspiciously when she talks.

Quote: "*Lightning dwells in these palms, stranger.*"

The Band

The gnome **master thief**, Idiga Mol Doras, conducts four **mechanical musicians** which play throughout the night. The flute of the mechanical dog has been rigged with a poison dart gun that fires when the Thranish spy Orsino presses the stone set into his ring. Characters who spend five minutes examining the dog up close discover the concealed weapon with a successful DC 15 Intelligence (Investigation) check.

If Idiga spots anyone tampering with her musicians, she sternly orders them away. The band is in plain view of the gathering on deck, and the guests loudly complain if anything interrupts the show. Should the adventurers persist, Idiga calls for the knights to eject the troublemakers. The conductor's baton Idiga carries is actually a *wand of fear*, which she uses to cause a panic if her cover is blown.



Idiga Mol Doras (EE-de-ga)

Chaotic neutral female gnome master thief

Idiga wears the uniform of a Brelish general, complete with gold-tassel epaulets and fake medals. She's a rogue who sells her expertise to the highest bidder, yet she remains loyal to her old friend Orsino.

Motivation: Ensure Orsino carries out his mission and escapes without being identified.

Mannerisms: Idiga is quick to laugh and always has a twinkle in her eye, but her manner can change as quickly as the wind.

Quote: "*Music waits for no one! Play on!*"

Social Events

As the characters move around the party, roll on the Social Events table to trigger random events during the evening. All NPCs detailed here are **nobles** unless specified otherwise.

Social Events

d6	Result
1	A male dwarf grabs a character by the arm and exclaims "I don't recall seeing your face before. New voices often have the most interesting things to say. Might you enlighten us with your opinion about the war?"
2	A female half-elf pulls a character into a dance, laughing and encouraging the other guests to join in.
3	A noblewoman smirks at a character and raises a glass in their direction. "We're sharing stories. Mayhap you could tell us yours? Share with us, please, the great deeds of your house."
4	A halfling entertainer pulls a string of colorful handkerchiefs from his sleeve. He takes a deck of playing cards from his pocket and encourages a character to "Pick a card. Any card."
5	A young couple stand near the railing, laughing. The man whispers, "Unlike you tonight, my sweet, this wine leaves something to be desired." The woman makes eye contact with a member of the party and winks.
6	A staggering half-elf bumps into one of the characters, spilling wine on their clothes.

Noble Guests

The best way to find the spy is to observe the guests attending the ball. Introduce the characters from the Noble Guests table to steer the players deeper into the mystery.

Noble Guests

d6	Result
1	Balthasar ir'Dranots
2	Cesaria ir'Starn
3	Leera ir'Kinly
4	Mercutia ir'Gontarli
5	Oliviér ir'Volett
6	Tybalt ir'Starn

Noble guests only speak to adventurers who are wearing fine clothes and behaving politely. Characters who impress them in conversation by succeeding on a DC 10 Charisma (Persuasion) check are treated to a piece of information as detailed under the "clue" header of their sections below.

Alternatively, an adventurer can attempt to listen in on conversations between guests. With a successful DC 15 Wisdom (Perception) check, the adventurer overhears the same information as if they had impressed them in conversation.

All NPCs detailed below are **nobles** unless specified otherwise.

AARON HÜBRICH

Balthasar ir'Dranots

Balthasar is the aged minister of war: a copper dragonborn, well-liked by the attendants at the ball. He's particularly liked by Cesaria ir'Starn, who enjoys his friendly demeanor and nonjudgmental attitude.

Clue. *"I'm afraid for the governor's daughter, Cesaria. She seems distant tonight, don't you think? I fear she makes ill choices in love and it will only end up hurting her in the end. Could one of her suitors be here tonight, perhaps?"*

Balthasar (BAL-tha-sar)

Lawful neutral male dragonborn noble

Balthasar is a pragmatic and kind-hearted elder dragonborn with nothing but kind words to say about those around him at the ball. His copper scales have gray-green edges signifying age, and he wears long robes decorated with intricate designs.

Motivation: Ensure everyone around him at the ball has a good time and feels comfortable.

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

Quote: *"It's a shame about youth today. So much they must do, so many responsibilities created for them. The poor souls have no choice but to finish what their parents started."*

Cesaria ir'Starn

Cesaria is the daughter of the city's governor and is expected to behave as befits such noble heritage. Trapped by the responsibilities of her bloodline and weighed down by the expectations of her house, Cesaria is a dour and unenthusiastic conversation partner.

She's recently struck up a romantic relationship with Orsino, a noble better known by his pseudonym, Oliviér ir'Volett. Orsino recently admitted to her that he's a Thranish spy sent to infiltrate the Brelish aristocracy. Because of the secret nature of their affair, they often communicate through letters. In a letter given to Orsino this evening, Cesaria reveals she plans to flee Wroat and wants Orsino to come with her. If he defies her and carries out his mission, she's vowed they can never be together.

Characters who succeed on a DC 14 Wisdom (Perception) check while talking to Cesaria notice a few spots of red ink on her cuff—some residue from the coded letter she's sent to her lover.

Clue. *"My brother Tybalt's too harsh in his view of others. Oliviér isn't as bad as people say. He really isn't. Once you get to know him . . . he can be really sweet."*

Cesaria (Seh-SAH-ree-ah)

Chaotic good female half-elf noble

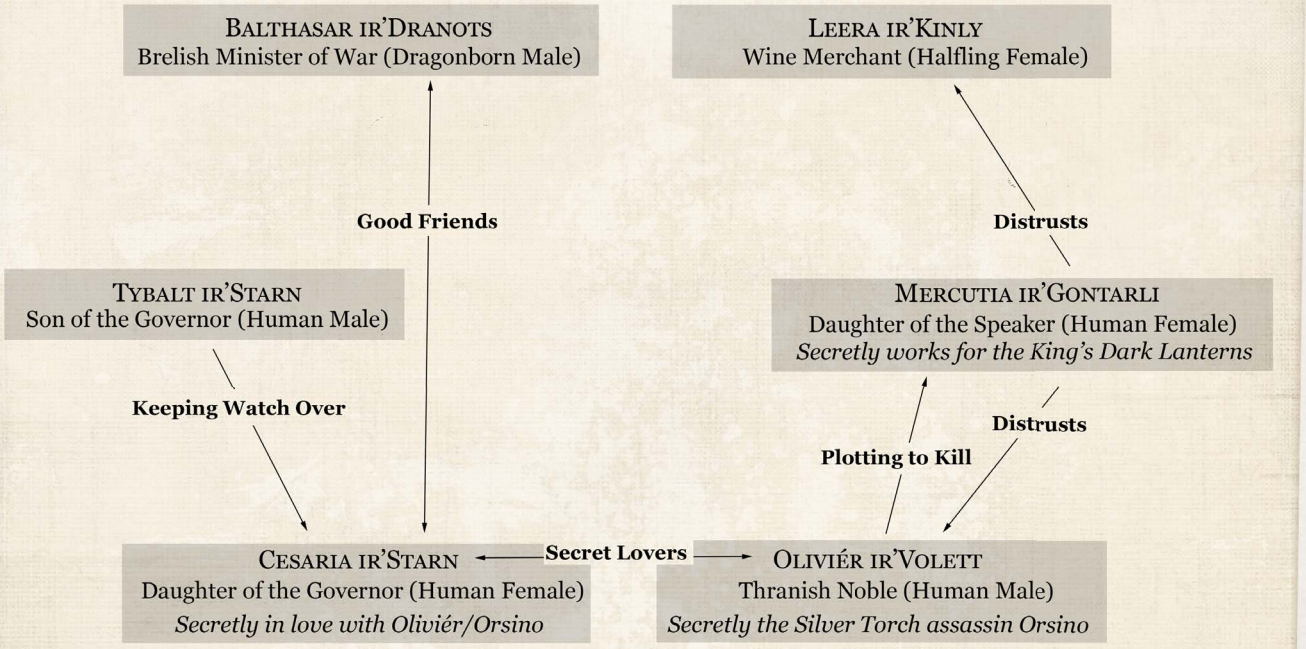
Cesaria has gender-neutral features, dark hair tied into a braid, and silver rings in her ears. She wears dark hose with a shirt, the cloth decorated with silver thread.

Motivation: Elope with Orsino to escape the responsibilities of her bloodline.

Mannerisms: Cesaria straightens whenever someone engages her in conversation, putting on a friendly demeanor otherwise missing from her face.

Quote: *"I believe we make our own destinies. Our lives shouldn't be determined by stars or prophecy, but instead by the measure of our own character."*

Relationship Map



Leera ir'Kinly

Leera is the elderly matriarch of a large family of halfling wine merchants. She spends her time glaring at anyone who comes near her and grumbling to herself about the lack of tact among young members of the nobility.

Adventurers who approach her must succeed on a DC 15 Charisma (Persuasion) check to earn her patience, otherwise she quickly makes it obvious she has little interest in talking and is more interested in people watching.

Clue. "*I don't trust that girl, Mercutia. She's too frilly. Too uppity. The war lies like a shadow over this city and she wants to laugh at it? There's something off with her. Just like that fellow Oliviér. They keep exchanging looks, and I pray it's nothing more than a tacit love affair.*"

Leera (LEE-rah)

Lawful neutral female halfling noble

Old and grouchy, Leera wears modest clothing in comparison to her fellow nobles. She has gray hair streaked with brown.

Motivation: Shine a light on a generation of lackluster leaders more interested in protecting their feelings than their homelands.

Mannerisms: Being both nearsighted and mistrusting of everyone, Leera squints at whoever is talking to her.

Quote: "*I miss the prowess of my generation. The brawn, the guile of them. Now we must surrender our power to the frivolous decisions of these youngsters and the country is sure to suffer as a result.*"

Mercutia ir'Gontarli

Mercutia is the youngest daughter of the Speaker of the Brelish Parliament. She wears the persona of the ditzy noblewoman well, expertly hiding that she's in fact a **spy** for the King's Dark Lanterns, the Brelish intelligence service.

Acting like the talkative life of the party, Mercutia bounces from person to person, asking questions and using her charms to make people open up. She's at the ball to gather information about members of the city's nobility, finding potential weaknesses and maybe even traitors among the guests.

She doesn't know of Oliviér's true identity or his purpose at the party but suspects he's hiding something. She feels the same way about Leera because of her cool treatment of Mercutia, but this is merely because Leera doesn't like her.

Clue. "*I'm just happy to be here! I do so enjoy a party, don't you? Though there are some people here who are just stuck in the mud. Like Lady Leera and Lord Oliviér. Both have made for positively dreadful company this evening. Do you know anything about them, perchance?*"

Mercutia (Mer-COO-shee-a)

Neutral female human spy from the King's Dark Lanterns

Mercutia dresses in a purple gown as bright and lively as her personality. She wears gold jewelry, including gold hairpins decorating her flowing, black hair.

Motivation: Uncover traitors among the Brelish aristocracy and report back to the king with her findings.

Mannerisms: Mercutia is prone to touching and joking with the people she talks to, which makes her appear highly flirtatious.

Quote: "*So much of love comes from passion. From touch and desire and from secrets shared in the dark. That's what I think. And from the blush in your cheeks, it seems you agree.*"

Oliviér ir'Volett

The nobleman Oliviér is in fact the Thranish **assassin** Orsino, who's infiltrated the Brelish court to murder Mercutia ir'Gontarli, a member of the King's Dark Lanterns. Orsino avoids physical contact with anyone, so that they don't notice he's wearing armor beneath his clothes.

Orsino has recently become conflicted as he's started a relationship with Cesaria ir'Starn. Having been unable to confide in anyone for months, Cesaria's kindness and longing for freedom sparked something in Orsino that now conflicts with his mission.

He and Cesaria have been communicating by coded letter, meeting in secret only on rare occasions. Orsino has confided the nature of his mission with her and with this evening's letter reveals that he knows the identity of his mark, but he's uncertain if he should proceed with his mission.

Adventurers who talk to Oliviér and succeed on a DC 14 Wisdom (Perception) check notice that he wears a black ring, the signet of which looks like a snarling dog's head.

Clue. "*Love and duty don't mix. You must choose one or the other. Be a traitor to either yourself or your honor. Not an easy choice, but these times call for hard decisions.*"

Oliviér (Ore-LEE-vee-ey)

Neutral male half-elf assassin from the Silver Torch

Oliviér wears an elegant suit and a serious expression that rarely changes, no matter the topic of conversation. He's sparsely jeweled, wearing only a black ring on his right hand.

Motivation: Kill Mercutia ir'Gontarli or elope with Cesaria ir'Starn.

Mannerisms: Oliviér remains quiet in conversation, preferring others to take the lead when it comes to social exchanges.

Quote: "*I used to think duty came before anything. I've recently had to rethink that mindset.*"

Tybalt ir'Starn

Tybalt is the eldest son of Wroat's governor, Lord Konner ir'Starn, and brother to Cesaria. He's unimpressed by how his sister acts and who she chooses to spend her time with. He believes she should spend her time improving the standing of her house instead of wasting time with frivolous, lowborn nobles.

He isn't subtle about his disappointment in his sister, spending most of his time at the ball glaring at Cesaria. He remains close to her throughout the evening.

Clue. "*Lady Mercutia makes for splendid company. She's always looking to learn more about my family and its history. A refreshing quality to have.*"

Tybalt (Teh-BALT)

Lawful evil male half-elf noble

Tybalt wears a colorful, lowcut tunic and has done his dark hair up in a complicated style. He wears gold bands on his arms and gold rings in his ears.

Motivation: Protecting both the honor of his sister and the honor of his house.

Mannerisms: Tybalt is pushy and controlling in conversation, believing that those around him should do as he says.

Quote: "*Traitors to our lands shall soon taste the steel of my rapier.*"

Timed Events

The following events should be timed to occur in order across the evening. Introduce them whenever feels best for your group.

Event 1. Poetry Recital

The crowd falls silent as Tybalt ir'Starn recites *When the Sky Burns*; a ten-minute elegy by the renowned elven war poet Merios d'Phiarlan. Afterward, Balthasar ir'Dranots greets the nobles with a short speech celebrating the armistice.

- During the recital, Cesaria slips into the captain's empty cabin and hides a coded letter to Orsino in the drawer of the desk.
- Adventurers **actively** watching Cesaria spot her enter the cabin; if not, any character with a passive Wisdom (Perception) score of 17 or higher notices her furtively leaving the cabin after the deed is done.

Adventurers who perform a quick search of the cabin discover the hidden letter with a DC 13 Intelligence (Investigation) check—if they spend ten minutes searching, they find it automatically. Give the players **Handout 3: Cesaria's Letter**.

The content of the letter seems mundane, but splashes of red ink mark the letters of a secret message hidden in the text. If deciphered, this reads:

"My love, I fear for your safety. You could be killed. She is a spy, but so are you. I leave when the fireworks go off. Orsino, my love, come with me."

If Cesaria is confronted with the letter, **proceed to part 5: "Parting Lovers."**

Event 2. Military Honors

Balthasar ir'Dranots silences the band and delivers a speech honoring the generals who fought in the Last War. Various noble generals are invited to speak about lessons learned from the conflict.

Any character in the party with the **War Hero** background is recognized by one of the speakers and asked to recount their victories during the war. If the character performs well, they earn **inspiration**. Adventurers disguised as servants could find their cover blown here if the speaker recognizes them.

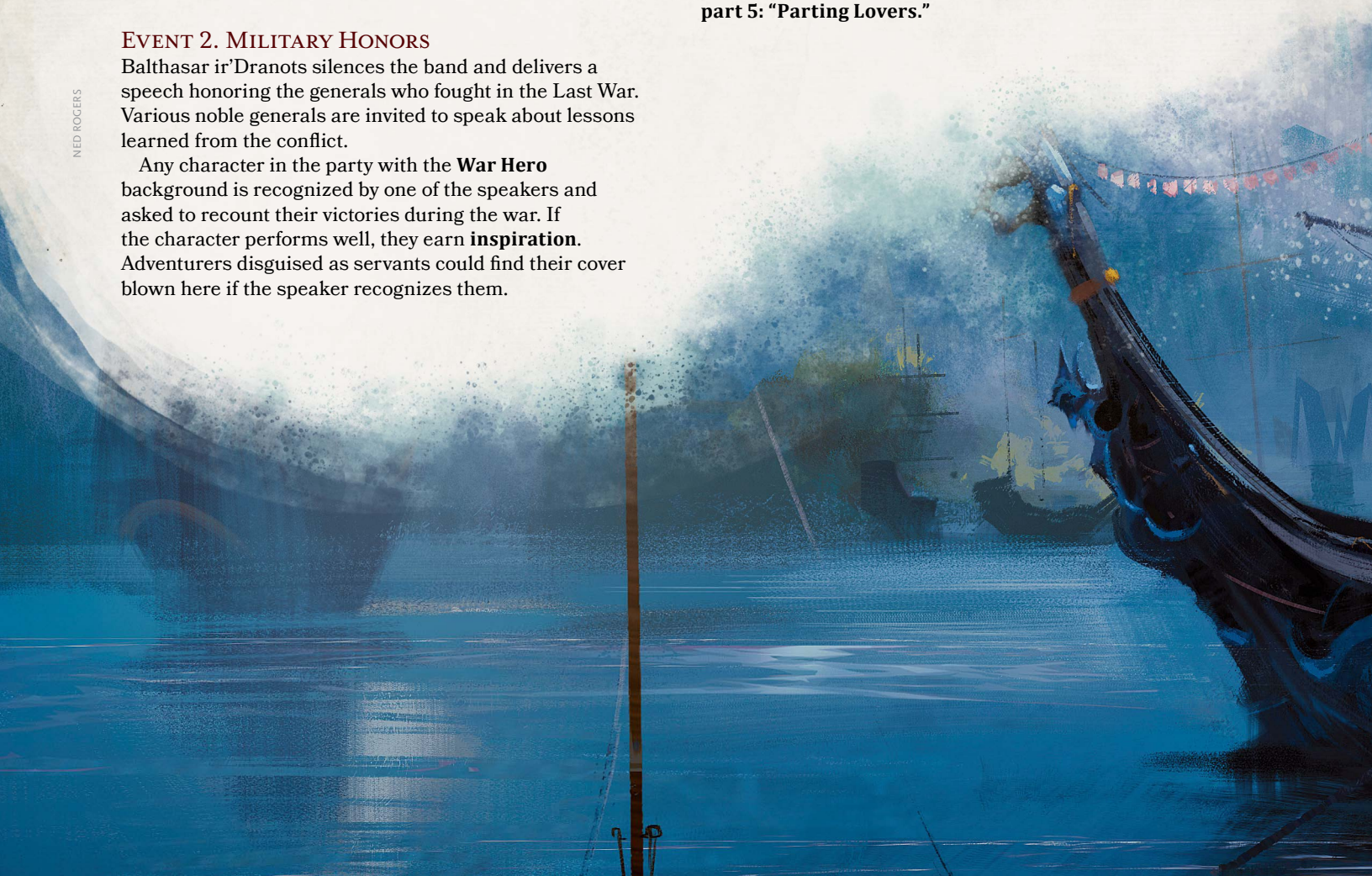
- During the speeches, Oliviér enters the captain's cabin and reads Cesaria's coded note. He quickly pens a reply and hides it in the drawer. Oliviér leaves the letter even if the adventurers already took Cesaria's note.
- Adventurers **actively** watching Oliviér spot him enter the cabin; if not, any character with a passive Wisdom (Perception) score of 12 or higher notices him leaving the cabin after the deed is done. If he took Cesaria's note, read the following boxed text aloud:

> The door to the captain's cabin opens and Lord Oliviér exits with a troubled look on his face. He closes the door and briskly walks away from it, intent on getting back to the party. As he does, he furtively slips a rolled parchment into the breast pocket of his robes.

Adventurers who try to steal the parchment from Lord Oliviér must succeed on a DC 15 Dexterity (Sleight of Hand) check. If they find a way to distract him, they have advantage on the check. If they steal the parchment, give them **Handout 3: Cesaria's Letter** (see event 1, above). Adventurers who perform a quick search of the cabin discover Oliviér's hidden letter with a DC 10 Intelligence (Investigation) check—if they spend ten minutes searching, they find it automatically. Give the players **Handout 4: Oliviér's Letter**. This letter also bears a secret message. Deciphered, it reads:

"I know not what to do. I am torn, my love. My orders say she must die, but it would be the end of us."

If Orsino is confronted with either letter, **proceed to part 5: "Parting Lovers."**



NED ROGERS

Event 3. Flower Festival

Guests light peace candles and ceremonially drop them off the side of the boat to float down the river. While the ceremony is in progress, Oliviér returns to the captain's cabin to check if Cesaria has left another note.

Forging a Letter

Players who crack the code on both letters may decide to leave a fake letter from Cesaria for Lord Oliviér. Copying her handwriting accurately requires a successful DC 12 Dexterity check, made with advantage if the character is proficient with forgery kits. Don't ask players to create the letter themselves—simply ask them what the secret message says. It's up to you to determine how Orsino responds to the message.

Event 4. Protest

The ball is interrupted by a crowd of angry agitators on the docks, who loudly accuse the nobles of profiting from the Last War. There are twenty protesting **commoners** and ten angry **thugs**. The disruption draws the attention of almost everyone on the ship before it's broken up peacefully by the knights.

If an adventurer has the **War Imposter** background, one of the agitators—a Karrnathi thief named Falco Kessler—recognizes them and calls them out by name, possibly blowing any cover they have. Players who find a way to explain away the mishap earn **inspiration**.

Event 5. Fireworks

At midnight, fireworks are released from the docks to celebrate the end of the ball. If the players have done nothing to stop Orsino from carrying out his mission, he lures Mercutia onto the deck to watch the fireworks. Meanwhile, heartbroken Cesaria leaves the party alone. When the fireworks are ready to go off, read the following boxed text aloud:

> The servants rush off the ship, quickly setting up a row of brightly painted rockets that point into the sky. The fuses sputter with sparks and the rockets fly into the night, exploding in a thunderous display of bright colors.
>
> As the guests on the *Montulet* gaze up at the fireworks, Lady Mercutia collapses in a heap on the floor. Guests rush to help her, and then start screaming. The lady is dead!

Adventurers who examine Mercutia's body discover a tiny metal dart lodged in her neck. During the confusion, Idiga Mol Doras and Orsino try to slip away into the night and catch the first lightning rail to Thrane.

The players have failed to stop Orsino. They each earn the legacy event "Dark Lanterns Flicker." **Proceed to "Ending the Adventure,"** and ask the players to tick this event on their **Adventure Records**.



PART 5
PARTING LOVERS

Estimated Duration: 30 minutes

To resolve the story, the adventurers must choose whether to help the couple escape or stop the spy from completing his mission.

The Coded Letters

Adventurers who acquire and read the coded letters learn Orsino and Cesaria are in love. The group must now decide whether to help the couple elope or stop Orsino from carrying out his mission. Both approaches most likely mean confronting one or both of the lovers.

Confronting Cesaria

Speaking to Cesaria alone is difficult due to the hawkish presence of her brother Tybalt. If presented with either letter, Cesaria claims she's formalizing a delicate trade deal with Lord Oliviér on behalf of her father. Rather than discuss the deal in the open, they've been corresponding via letter. If shown the secret message, Cesaria starts shaking and reveals the following information:

- Cesaria has fallen in love with Orsino, a Thranish spy who's infiltrated King Boranel's court in the guise of Lord Oliviér.
- Orsino has orders to murder Lady Mercutia, a member of the King's Dark Lanterns. Cesaria doesn't know how he plans to kill her.
- Cesaria is desperate for Orsino to abandon his mission and run away with her, but he seems torn. She implores the group to help her in any way they can.
- Cesaria says that if Orsino carries out his mission, she's vowed they can never be together.

Confronting Orsino

At first, Orsino uses the same excuse as Cesaria when confronted with the letters. When shown the secret messages, Orsino tenses and prepares himself for violence. A character must succeed on a DC 15 Charisma (Intimidation or Persuasion) check to convince Orsino to calm down and listen to the characters. If they fail the check, go to the "Violent Ends" section.

On a successful check, Orsino comes clean and reveals the following information:

- He's a Thranish spy who's infiltrated King Boranel's court in the guise of Lord Oliviér to murder Lady Mercutia, a member of the King's Dark Lanterns.
- Orsino's superiors have told him killing Mercutia will secure the peace between Thrane and Breland. Mercutia has uncovered a renegade Thranish plot to corrupt Brelish nobles and steal trade secrets. If she reports back to her superiors with the details, the political fallout could lead to war.
- While working undercover, Orsino has fallen in love with the governor's daughter Cesaria. She wants him to run away with her tonight, but he currently remains loyal to his duties.
- Cesaria has vowed that if he carries out his mission, they can never be together. He is heartbroken.

Each adventurer in the group earns one **hero point** when Orsino is identified as the spy. Orsino's willing to listen to the characters' suggestions. Since he's already conflicted about his mission, it isn't hard to convince him either way. If the adventures try to stop Orsino, proceed to "Violent Ends," below. If they side with him, proceed to "Violent Delights."

Violent Delights

The players have chosen to either help Orsino elope from the ball or complete his mission. Either way, they'll need to convince Orsino they can be trusted.

Helping the Lovers Elope

If the adventurers choose to help the lovers elope, Orsino asks them to find a way to distract Tybalt while he sneaks off unnoticed with Cesaria. He suggests they wait until the fireworks display at midnight, when most of the guests will be too busy watching the display to notice two people sneaking off the ship.

Tybalt isn't so easily distracted by the fireworks, so the characters must find a way to draw him away from Cesaria: perhaps by insulting him or playing to his ego. Both approaches require a successful DC 15 Charisma (Deception) check to avoid arousing his suspicions.

If Orsino and Cesaria escape without being spotted, read the following boxed text aloud:

> The sky explodes in a glorious display of colors. As the guests look up at the fireworks, two figures break away from the crowd and rush onto the docks, keeping their heads down until they're a few hundred feet from the ship. Orsino and Cesaria briefly look back toward the vessel, smiles brightening their faces for a moment before they both turn and escape into the night.

If Orsino and Cesaria escape, the players earn the legacy event "Runaway Lovers." **Proceed to "Ending the Adventure,"** and ask the players to tick this event on their **Adventure Records**.

If Tybalt spots them escaping, he screams for the knights to block the gangplank. Unless the group intervenes to help them escape, Orsino has a change of heart and desperately turns on Mercutia (see "Violent Ends").

Treasure. As thanks for helping him complete his mission, Orsino gives the group his *ring of evasion*.

Dealing with the Mark

If Orsino convinces the adventurers his mission will prevent war, they could offer their assistance with killing Mercutia. Characters who succeed on a DC 16 Charisma (Persuasion) check convince Orsino to reveal his plan: if not, he waits to see how the adventurers deal with her.

Attacking Mercutia in the middle of the party is bound to get attention from the nearby guests, but she could be lured to a secluded location away from any onlookers, such as the captain's cabin or the hold.

If Orsino reveals his plan, he asks the group to lure her in front of the band while he watches from afar and triggers the poisoned dart by pressing the stone set into his ring. Luring Mercutia into position without arousing her suspicion requires a successful DC 12 Charisma (Persuasion) check.

If the adventurers kill Mercutia, they each earn the legacy event "Dark Lanterns Flicker." **Proceed to "Ending the Adventure,"** and ask the players to tick this event on their **Adventure Records**.

Treasure. As thanks for helping him complete his mission, Orsino gives the group his *ring of evasion*.

Violent Ends

If the adventurers try to stop Orsino, he desperately attacks Mercutia to fulfill his mission.

Exposing Orsino

If his cover is blown, Orsino panics and attempts to attack Mercutia as soon as he's able to. If he makes it to her, read the following aloud:

> The half-elf's gaze goes manic as he rushes toward Mercutia. With a movement almost too fast to see, he pulls out a hidden blade and plunges the weapon into her side.

Mercutia is injured, but not fatally. Hearing the screams, the **knights** standing guard try to rush aboard with their weapons drawn but are caught in the tide of people fleeing and delayed for 1d4 + 2 rounds. During this time, Orsino the **assassin** tries to finish off Mercutia.

- If the adventurers intervene, Orsino turns on them. He's joined by the gnome **master thief**, Idiga Mol Doras, and her four **mechanical musicians**. Idiga wields a *wand of fear*.
- When the knights arrive, they join the fight on the adventurers' side.

Wracked by loss, Orsino fights to the death. If he dies here, Cesaria screams and slumps weeping over his body. If Orsino is captured or killed, the players each earn the legacy event "Silver Torch Extinguished." **Proceed to "Ending the Adventure,"** and ask the players to tick this event on their **Adventure Records.**

Treasure. If the characters defeat Idiga they can recover the *wand of fear* from her body.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **mechanical musicians** have no damage immunities, and remove their Thunder Chord attack.
- **Weak:** The **mechanical musicians** have no damage immunities.
- **Strong:** The **mechanical musicians** have 32 hit points.
- **Very Strong:** The **mechanical musicians** have 32 hit points and deal maximum damage with their melee weapon attacks.

Ending the Adventure

If there's bloodshed aboard the *Montulet*, the authorities rush to secure the ship for the protection of all on board. Guests are questioned and statements are taken. If the adventurers wish to avoid interrogation, there's time to slip away into the night before the authorities arrive.

Once back in Sharn, the adventurers can return to Flamewind to report their findings and claim their reward. Read the following boxed text aloud:

> "This confirms it," says the sphinx. "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."
>
> "I hope your efforts in Wroat have averted war between the two nations. Only time will tell. Until then, there's much to be done. I trust you'll allow me to help you further in these matters."
>
> The sphinx turns away, and you see the reflection of her eyes twinkling in the glass of the window.



About the Author

Anne Gregersen is a digital design student and freelance game and layout designer from Aarhus, Denmark. She has been a part of many best-selling projects on the Dungeon Masters Guild, including *Ghesh's Guide to Making Things*, the *Monster Loot* series, and *Monsters of the Old World*.

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

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
Balthasar ir'Dranots	Lawful neutral male dragonborn noble	The minister of war is kind-hearted and well-liked among the nobility. Cesaria ir'Starn in particular enjoys his company.
Cesaria ir'Starn	Chaotic good female half-elf noble	Daughter of the governor of Wroat, currently engaged in a secret relationship with the Thranish spy Orsino.
Decius and Daykar	Neutral evil male half-elf assassins	Murderous duo hired by Irullan Karnach to kill the adventurers and steal the *Oracle of War*.
Flamewind	Lawful neutral gynosphinx	Expert on the Draconic Prophecy, currently resident at Morgrave University.
Idiga Mol Doras	Chaotic neutral female gnome master thief	Rogue for hire, currently working with the Thranish spy Orsino to assassinate Lady Mercutia.
Jovi ir'Graccen	Lawful neutral male human noble	Second cousin to the governor of Wroat and an impeccable dinner guest.
Leera ir'Kinly	Lawful neutral female halfling noble	Grouchy matriarch of a large family of halfling wine merchants.
Mercutia ir'Gontarli	Neutral female human spy for the King's Dark Lanterns	Social butterfly and secret agent for the king, tasked with unearthing corruption in the Brelish upper classes.
Narcy of Xandra	Neutral female human mage	Expert mage working for the Brelish court.
Oliviér/Orsino	Neutral half-elf male assassin from the Silver Torch	Thranish spy seeking to assassinate Lady Mercutia, currently engaged in a secret relationship with Lady Cesaria.
Tybalt ir'Starn	Lawful evil half-elf male noble	Brother and self-appointed warden of Cesaria ir'Starn.

Creature Statistics

Archmage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

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

Saving Throws Int +9, Wis +6
Skills Arcana +13, History +13
Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks (with *stoneskin*)
Senses passive Perception 12
Languages any six languages
Challenge 12 (8,400 XP)

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

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

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

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

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

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

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

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

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

7th level (1 slot): *teleport*

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

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

*The archmage casts these spells on itself before combat.

Actions

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

Assassin

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

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Dex +6, Int +4
Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9
Damage Resistances poison
Senses passive Perception 13
Languages any two languages plus thieves' cant
Challenge 8 (3,900 XP)

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

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

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

Actions

Multiattack. The assassin makes two shortsword attacks.

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

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

Commoner

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

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

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

Actions

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

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.

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

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

Saving Throws Dex +7, Int +3
Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7
Senses passive Perception 13
Languages any one language (usually Common) plus thieves' cant
Challenge 5 (1,800 XP)

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

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

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

Actions

Multiattack. The thief makes three attacks with its shortsword.

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

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

Reactions

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

Mechanical Musician

Medium construct, unaligned

Armor Class 13
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	3 (–4)	14 (+2)	1 (–5)

Skills Perception +6, Stealth +7
Damage Immunities poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages understands one language of its creator but can't speak
Challenge 1 (200 XP)

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

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage plus 3 (1d6) lightning damage.

Thunder Chord (Recharges after a Short or Long Rest). Each creature within 15 feet of the musician must make a DC 13 Dexterity saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one.

Noble

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5
Senses passive Perception 12
Languages any two languages
Challenge 1/8 (25 XP)

Actions

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

Reactions

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

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.

Spy

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Senses passive Perception 16
Languages any two languages
Challenge 1 (200 XP)

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

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

Actions

Multiattack. The spy makes two melee attacks.

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

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

Thug

Medium humanoid (any), any non-good alignment

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) 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 Mournland, you recovered a strange device, the *Oracle of War*. This artifact had the power to provide tactical advice, but soon malfunctioned and revealed a verse from the Draconic Prophecy:

"*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 Morgrave 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*

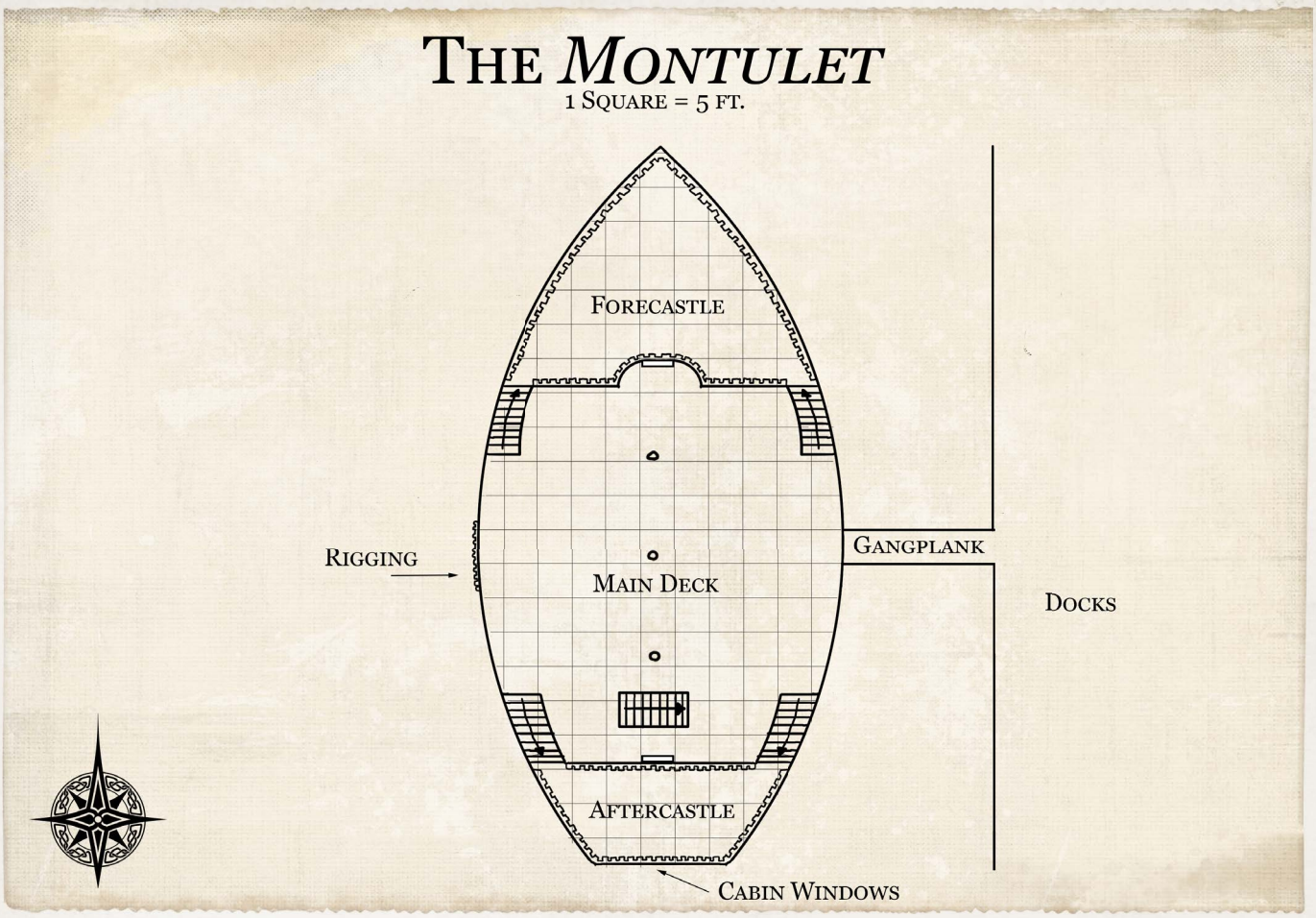
The *Oracle of War* is a large, beautifully stained wood chest, set with cogs and gears. It's three feet wide, two feet deep, three and a half feet tall, and weighs 200 lb. Once per day, you can spend 1 minute feeding battlefield information into the device to make a DC 10 group Wisdom (Insight or Perception) 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 all Dexterity (Stealth) checks that you make.
- 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.



OLGA DREBAS

Handout 2:
Map of the *Montulet*



Handout 3: Cesaria's Letter

Lord Olivíer,

The shipment routes you suggest are laughable. Surely, you must mistake me for my vain sibling and expect me to fly into a fit of rage upon seeing this insult of an offer. Rest assured, I am of far calmer mind than my brother, hence why my father refers you to me for business instead of him.

The routes you offer are assuredly ghastly and out of the question, but that doesn't mean we can't negotiate. I trust your offer was merely a diversion, so I would become more amiable to any future haggling or knowing deception you may attempt. Consider me charmed, attentive, and offended, if not far less agreeable going forward with these dealings. Be warned, though I am patient, I shall not negotiate forever.

I suggest another avenue of moving the wares instead of the path you suggest. Though Aundair may be the shorter route, I prefer Thranish convoys in place of bringing caravans through the sodden marshes of your wretched country. You know as well as I that valuable goods leaving from the towers of Fairhaven are more likely to be damaged, demolished, or stolen than they are to arrive safely in the correct location. A way through the rugged, lesser known roads southeast of Arcanix is going to cost us no small sum—more than offered!—something I'm truthfully not at all interested in. Of course, my lord, that's why the longer way through Thrane would be very much more preferable. If you cannot see this yourself then you must be more craven than a skyraker thrush.

Contemplate this with all your wisdom, Olivíer. It would not be wise to shun my offer.

Patiently,
Cesaria

Handout 4: Oliviér's Letter

Cesaria,

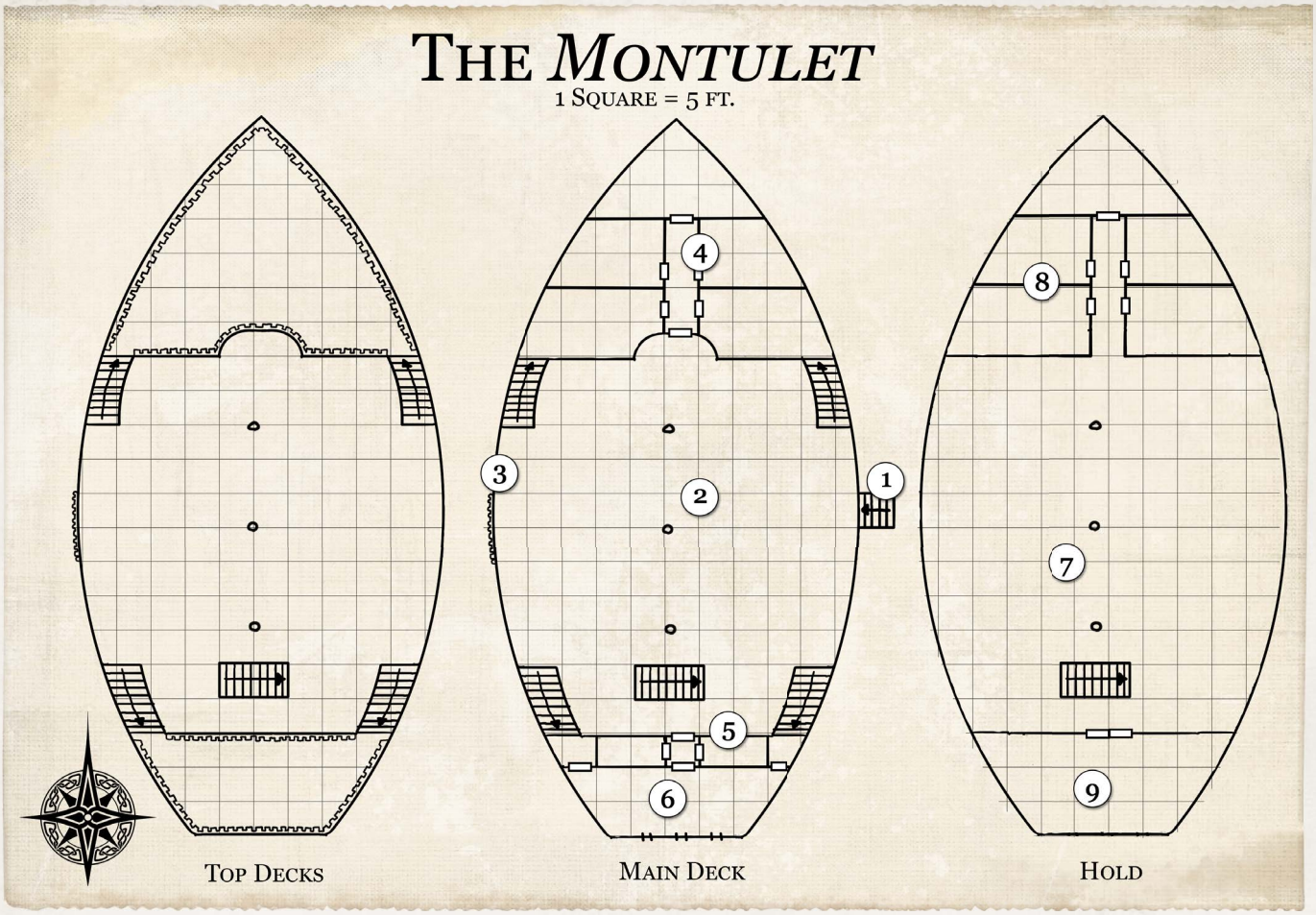
I must admit, I know very little of your local avian wildlife. Indeed, I'm not sure why you'd think that I would know such things! Do I give off the dour aura of a bird watcher? Am I a master of the ragged ways of wild animals? I assure you, this isn't the case, for birds are lovely things—even if I am not!

Though your accusation amuses me—and rightly so—I can't help but feel dissatisfied, since I cannot abide by your request. You must know, I wish for nothing more than to continue the business between our great houses. To have dealt you upset is a wretched blot on my honor. A stain of shame that I would hope to wash off sometime in the near future. But my decision on this matter is final.

Your uncle was a fine master when I attended college here in the city, and I owe your family a debt of gratitude that I fear cannot be repaid. Alas, what you ask of for this deal is well beyond my reach. I suppose I must be as cowardly as a skyraker thrush, whatever that is. I hope this message won't be the last word on the matter. I fear it might be. If it is, do know that I have enjoyed our mutual endeavors. Birds or no birds.

Faithfully yours,
Lord Oliviér

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

Determining Party Strength

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

Eberron: Oracle of War

Adventure Record: DDAL-EB-06 The Last Word

Character Name		Class/Level	
Player Name		Dungeon Master	
Event		Date	

Adventure Notes

The sphinx Flamewind deciphered the prophecy spoken by the *Oracle of War* and sent you to Wroat to foil a Thranish spy's strike against the King's Dark Lanterns. You infiltrated a royal armistice ball to identify the spy and uncover their mission.

Advancement

☐ **You gain one level for completing this adventure.**

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

Rewards

You gain the following rewards:

☐ 250 gp from Flamewind for identifying the spy (regardless of the success or failure of the spy's mission).

Choose ONE bonus reward:

☐ 100 gp and a *potion of greater healing* for defeating Decius and Daykar.

☐ A *+1 weapon* from Flamewind for identifying the spy (regardless of the success or failure of the spy's mission).

☐ A *ring of evasion* from Orsino for helping him.

☐ A *wand of fear* for defeating Idiga Mol Doras.

Character Wealth

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

Legacy Events

☐ **Dark Lanterns Flicker.** Mercutia ir'Gontarli was assassinated during the ball. The city of Wroat is put on high alert as rumors swirl about who could be responsible. This event has repercussions later in the campaign.

☐ **Silver Torch Extinguished.** Oliviér ir'Volett was exposed during the ball as a spy and assassin and paid the ultimate price. As the authorities trace his steps, word spreads that the nation of Thrane could be responsible for the killing. This event has repercussions later in the campaign.

☐ **Runaway Lovers.** You helped Orsino and Cesaria escape to build new lives for themselves. They are forever grateful for your assistance.

◯ Once only, during any adventure in the *Oracle of War* campaign, you can call on Orsino for assistance. You must have at least 8 hours free to contact him. Orsino's spy network can answer three questions for you, as per the *commune* spell. When you use this legacy event, all players in your group must remove it from their Adventure Records.

Handout 3: Cesaria's Letter

Lord Oliviér,

The ship**m**ent routes **y**ou suggest are **l**aughable. Surely, y**o**u must mistake me for my **v**ain sibling and exp**e**ct me to fly into a f**i**t of rage upon seeing this insult of an o**ff**e**r**. Rest **a**ssu**r**ed, I am of **f**ar calmer mind than my br**o**the**r**, hence wh**y** my father refers y**ou** to me fo**r** bu**s**iness inste**a**d o**f** him.

Th**e** rou**t**es **y**ou offer are assuredly ghastl**y** and out **o**f the question, b**u**t that doesn't mean we **c**an't neg**o**tiate. I tr**u**st your offer was mere**l**y a **d**iversion, so I would **be**come more amiable to any future haggling or **k**nowing deception you may attempt. Consider me charmed, attent**i**ve, and offended, if not far **l**ess agreeable going forward with these dea**l**ings. B**e** warne**d**, though I am patient, I **sh**all not negotiate for**e**ver.

I suggest another avenue of moving the wares in**s**tead of the p**a**th you **s**uggest. Though Aundair may be the shorter route, I **p**refer Thranish convo**y**s in place of **b**ringing caravans thro**u**gh **t**he **so**dden m**a**rshes of your w**r**etch**e**d country. **You** know as well as **I** that va**l**uable goods l**ea**v**i**ng from th**e** to**w**ers of Fairhaven are more likely to be damaged, demolis**he**d, or stole**n th**an th**e**y are to arrive sa**f**ely **i**n the cor**re**ct location. A **w**ay thr**o**ugh the **r**ugged, lesser **k**nown road**s** southeast of Arcanix is **go**ing to cost us no small sum—more than **off**ered!—s**o**mething I'm t**r**uthfully not at all intere**s**ted **in**. **O**f course, **my** lord, that's why the **lo**nger way through Thrane would be **ve**ry much more preferable. If you cannot see this yourself then you must be more craven than a skyraker thrush.

Conte**m**plat**e** this with all your **w**isdom, Oliv**i**ér. It would no**t** be wise to s**h**un **m**y off**e**r.

Patiently,
Cesaria

Handout 4: Oliviér's Letter

Cesaria,

I must admit, I **kn**ow very little of your l**o**cal avian **w**ildlife. I**n**deed, I'm n**ot** sure **w**hy you'd t**h**ink th**at** I would know such **t**hings! D**o** I give off the **do**ur aura of a b**i**rd w**a**tcher? Am I a **m**as**t**er **o**f the **r**agged ways of wild a**ni**m**a**ls? I assure **y**ou, this isn't the case, for birds are **lov**ely things—even if I a**m** not!

Though **y**our accusati**o**n amuses me—and **r**ightly so—I can't help but feel **d**issatisfi**e**d, since I cannot abide by your **r**eque**s**t. You mu**s**t know, I wish for nothing more th**a**n to continue the business between our great houses. To have dealt **y**ou up**s**et is a wretc**h**ed blot on my honor. A stain of sham**e** that I would hope to wash off so**m**etime in the near f**u**ture. But my decision on this matter is final.

Your uncle was a fine ma**st**er when I atten**d**ed college here **i**n th**e** city, and I owe your family a de**b**t of gratit**u**de **t**hat **I** fear canno**t** be repaid. Alas, **w**hat y**ou** ask of for this deal is wel**l** beyond my reach. I suppose I must be as cowar**d**ly as a skyraker thrush, whatever that is. I hope this message won't **be t**he last word on t**h**e matt**e**r. I f**e**ar it might be. If it is, do know that I have e**n**joye**d o**ur mutual endeavors. Birds or no birds.

Faithf**u**lly your**s**,

Lord Oliviér

The Sharn Inquisitive

Evening Edition

Armistice Day Celebrated Across Nation

Tomorrow marks the two year anniversary of the signing of the Treaty of Thronehold; an event that formalized the cessation of hostilities between the Five Nations and brought an official end to the Last War. Towns and cities across Khorvaire are celebrating Armistice Day with their own feasts, balls, and recitals. In Sharn, the exact hour of the signing will be rung from the towertops, marking the start of a minute's silence across the city. Citizens are encouraged to invite neigbors of foreign heritage into their homes and break bread in honor of our new peace. In the capital, the main event on everyone's lips is the star-studded gala ball to be held on board the royal galleon *Montulet*; a veritable who's who of Breland's nobility. All of noble blood are invited to attend. Guards and City Watch are also out in force, due to rumors that terrorists from the Swords of Liberty are plotting to use the crowds as cover to carry out strikes against the royal family. The King's Dark Lanterns have sworn to uncover and uproot any acts treason that may threaten our royalty.

Sky Crime Soars in Skyway

A spate of audacious heists continues to wreak havoc in Skyway. The thief is believed to be a female youngster, who exploits a *soarsled* to steal jewels from the district's nobility in a series of hit-and-run strikes, many of which have taken place in broad daylight. The name and identity of the thief remains a mystery. No nobles have been injured, but the crimes are considered serious enough to warrant a special investigation by the Sharn Watch.

Coach Strike Grounds Transit

Skycoaches across Northedge have been grounded following a dispute between House Orien and the local branch of the city's skycoach company. According to independent officials who attended the meetings, the house has been exerting pressure on local coachers to give up a proportion of their fares as compensation to ground-based porters. Orien has threatened to pull out of the distict if any more coaches fly before a deal is agreed.