



# EBERRON: ORACLE OF WAR



## ADVENTURE RECORD: DDAL-EB-04 THE THIRD PROTOCOL

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DUNGEON MASTER	
EVENT		DATE	

### ADVENTURE NOTES

Shortly after you returned to the salvage outpost of Salvation, a group of assassins arrived to claim the *Oracle of War* from your party. You defeated them but learned that powerful forces are hunting for the *Oracle*.

### 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:

- ☐ 100 gp from Saal Dreadstroke's satchel.
- ☐ The *Oracle Detector*. This device emits a low beep when pointed in the direction of the *Oracle of War*. It has an additional minor magical property: it amplifies its bearer's voice, making it sound up to ten times louder than normal. This item doesn't count toward a character's magic item limit.

Choose ONE bonus reward:

- ☐ Chain mail for looting the blacksmith (area 6).
- ☐ 50 gp for helping the guest in the Salvation Hotel (area 7).
- ☐ Any three items from the following list for looting the blacksmith (area 6): longsword, shield, light hammer, mace, greatsword, warhammer, chain (50 feet), caltrops (box of 100), flask of alchemist's fire.
- ☐ A *potion of healing* and an *oil of slipperiness* for visiting the apothecary (area 14).
- ☐ A vial of acid and a vial of basic poison for visiting the apothecary (area 14).
- ☐ A *circlet of blasting* for visiting Erix Thorn the provisioner (area 10).

### CHARACTER WEALTH

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

### LEGACY EVENTS

- ☐ **Captured Assassin.** You captured Saal Dreadstroke or some of his cronies alive. Now you must decide what to do with them.
  - ☐ Turn them over to the Brelish authorities and gain 20 gp per captive.
  - ☐ Hold on to them in the hope that they could be useful. After each adventure that they remain in captivity, you must pay 3 gp per captive on supplies.
- ☐ **Still Alive.** Despite all the horrors you've seen, your friend Kalli (or the replacement you made for this character during DDAL-EB-01 *The Night Land*) remains alive and on your side. What does she do next?
  - ☐ Kalli heads to Morgrave University in Sharn to investigate the *Oracle of War*.
  - ☐ Kalli remains in Salvation and tries to set herself up as a salvage broker.