# Eberron: Oracle of War

## Adventure Record: Cold Spell in Frostfell

| Character Name | | Class/Level | |
|---|---|---|---|
| Player Name | | DM | |
| Event | | Date | |

## Adventure Notes

**You traveled via magical portal to the arctic region of Eberron called the Frostfell. You assisted the Axyaz clan of goliaths in dealing with attacks and magical assault from an ancient temple atop one of the glacial mountains of the Iceworm Peaks. At the top of the mountain within the temple, you traveled to an interdimensional space connecting Eberron to the cold plane of Risia. There, you defeated a creature called Doomever and returned it to Risia, severing its connection to your world.**

## Advancement

❑ **You gain one level for completing this adventure.**
If you decline this level, you still record the legacy events and claim any rewards or legacy event benefits for this adventure.

## Rewards

**You gain the following rewards:**

❑ 50 gp from Belaluur for escorting Garundah to investigate the happenings in the Mournland.

❑ An *everbright lantern* as a gift from the Axyaz clan.

**Choose one bonus reward:**

❑ A *+2 longbow* after defeating the Risian spirits.

❑ A *pearl of power* (Lamannian flint) for defeating Doomever.

❑ A *potion of invulnerability* and 200 gp.

## Character Wealth

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

## Legacy Events

**Tick any that apply:**

❑ **Supporting Leerut.** You've brought back to Salvation with you a young goliath warrior named Leerut of Clan Axyaz. While she is strong and capable, her inexperience with the world outside of the Frostfell leaves her vulnerable. You must decide how you are going to help her. Each character must choose for themselves:

❑ **No Help.** You have brought her back from the Frostfell, but you leave her to her own devices.

❑ **Provide Gold.** You give her 25 gp at the end of this adventure, and that helps her get a place to live and the opportunity to make her own way in Salvation.

❑ **Extended Help.** At the end of the next 5 adventures, you give Leerut 10 gp, which gives her the best possible chance of making her way successfully into the tough world of Salvation and the Gray.