



# EBERRON: ORACLE OF WAR



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

<b>CHARACTER NAME</b>		<b>CLASS/LEVEL</b>	
<b>PLAYER NAME</b>		<b>DUNGEON MASTER</b>	
<b>EVENT</b>		<b>DATE</b>	

### 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.