



# EBERRON: ORACLE OF WAR



## ADVENTURE RECORD: DDAL-EB-03 WHERE THE DEAD WAIT

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

### ADVENTURE NOTES

You were traveling back through the Mournland with the Gray Dogs, a rescued salvage crew, when you were ambushed by a large force of undead and forced to seek refuge in an abandoned cottage. During the siege, the strange artifact known the *Oracle of War* malfunctioned and revealed a verse from the Draconic Prophecy. Realizing the value of the device, the Gray Dogs tried to steal it from under your noses.

### 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)

**Stolen Artifact.** A group of scavengers stole the *Oracle of War* from you. If you play DDAL-EB-04 *The Third Protocol*, you start that adventure without the Oracle. You recover the artifact for Tiers 2-4.

**Turned Traitor.** Your ally Kalli Alran (or the friend you created in DDAL-EB-01 *The Night Land*) betrayed you to steal the *Oracle of War*. If they escaped alive, they may show up again in future adventures.

If you appeal to your ally by writing an in-character letter of 300 words or more, and hand it in to your DM for approval before playing DDAL-EB-04 *The Third Protocol*, your ally may have second thoughts . . .

### REWARDS

You gain the following rewards:

25 gp as a bonus from Salvation's brokers for returning home alive.

Choose ONE bonus reward:

- 25 gp from the purse in the office (area 4).
- A bag of ball bearings, two bags of caltrops, two hunting traps, two vials of acid, and a flask of alchemist's fire from the storage closet (area 5).
- A hand crossbow and thirty silvered crossbow bolts from the hidden compartment in the outhouse (area 7).
- 50 gp from the purse in the cellar (area 8).
- An *armblade* for defeating Jagged the warforged wight (see *Eberron: Rising from the Last War*).

### CHARACTER WEALTH

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