Eberron: Oracle of War

Adventure Record: EB-08 Parliament of Gears

Character Name		Class/Level	
Player Name		Dungeon Master	
Event		Date	

Adventure Notes

On the orders of Captain Alain ir'Ranek of the Brelish flying fortress Argonth, you mounted a rescue mission into the Mournland to retrieve captives taken by warforged raiding parties. What you discovered was a highly organized military force carrying out the Lord of Blades' orders. Whoever this mysterious leader is, he's given orders to harvest resources and personnel to assist a dwarven artificer under his "care."

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:

- ❑ 20 gp from Captain Alain ir'Ranek for attempting to rescue the captives (regardless of success or failure).
- ❑ A Lamannian flint shard.

Choose ONE bonus reward:

- ❑ A *+2 halberd* for searching the captain's room (area U3).
- ❑ An *orb of shielding (Lamannian flint)* for searching the workshop (area M3).
- ❑ An *elemental gem (blue sapphire)* if Wooaaii survives.
- ❑ A *potion of healing* and 100 gp for searching the stores (area M6).
- ❑ A *potion of healing*, a *potion of comprehension*, a *potion of resistance (acid)*, or a *potion of resistance (lightning)* from Kalli Alran.

Character Wealth

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

Legacy Events

- ❑ ***Beard Braid.*** Tellarak Natharon, nephew of the *Oracle of War*'s creator Sulring Mroranon, gave you a beard braid to identify yourselves to his uncle.
- ❑ ***Bested Captain Reeve.*** You fought Captain Reeve of the 1st Mobile Division and lived to tell the tale. Once per adventure in the *Oracle of War* campaign, you can use this legacy event to gain advantage on an Intimidation or Persuasion check made to interact with a warforged.
- ❑ ***Eternal Gratitude.*** You rescued one or more captives from the Blades' *Conclave*. They won't forget your bravery and go out of their way to repay you. If you rescued any of the captives listed below, you gain their benefit:
  - ❑ Breyten Bokk d'Orien grants you a single spell component of up to 500 gp value.
  - ❑ Bunty Griswold leaves your group a legacy in her will. At the start of each Core Storyline adventure in the *Oracle of War* campaign, roll a d20. On a 1, Bunty dies and each character with this legacy event gains 250 gp. All players in your group must remove this legacy event from their Adventure Records.
  - ❑ Dabren Ty can silver one of your weapons or up to 20 pieces of ammunition.
  - ❑ Jurian Saal gifts you a *potion of healing*.
  - ❑ Kronce offers to help you out on a mission. You may call on the **veteran** to accompany you on any adventure in the *Oracle of War* campaign. When you use this legacy event, all players in your group must remove it from their Adventure Records.
  - ❑ Larten gives you a map of Cyre which grants you advantage to all Wisdom (Survival) checks made to navigate the Mournland.