Eberron: Oracle of War

Adventure Record: DDAL-EB-01 The Night Land

Character Name		Class/Level	
Player Name		Dungeon Master	
Event		Date	

Adventure Notes

Arriving at the Mournland salvage outpost of Salvation, your party undertook three separate quests into the "Gray." In doing so, you discovered the existence of an Emerald Claw spy inside the settlement.

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:

- ☐ 10 gp from Belaluur for rescuing Garundah (5 gp if she died).
- ☐ 10 gp from Whist's crew for saving their lives.
- ☐ 10 gp from Evanazer for scouting the tunnel.

Choose ONE bonus reward:

- ☐ A vial of antitoxin for recovering the Arrow of Truth.
- ☐ A flask of alchemist's fire for recovering the Arrow of Truth.
- ☐ 20 silver arrows for recovering the Arrow of Truth.
- ☐ 25 gp for bringing Whist to judgment.
- ☐ A *potion of healing* from the scorched corpse.

Character Wealth

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

Legacy Events

☐ **Grateful Goblin.** You saved the goblin Garundah, and she is eternally grateful. Once only, the end of any adventure in the *Oracle of War* campaign, choose **one** of the following benefits.

- ◯ Copy a 1st-level wizard spell from legal sources into your spellbook, ritual book, or Book of Shadows at no cost. You must have the Book of Ancient Secrets invocation to add to your Book of Shadows.
- ◯ Gain fluency in Goblin.
- ◯ Take an extra 10 gp in treasure.

☐ **Stay of Execution.** You freed the changeling thief Whist, allowing her to escape justice for her crimes.

- ◯ You can call on Whist once in a future adventure to disguise you with her disguise kit. If so, she scores a 22 on her disguise kit check. You must have at least 8 hours free to call on Whist's aid.

☐ **Powerful Enemy.** You have made an enemy of the powerful and wealthy salvage broker Irullan Karnach. You find that life has gotten harder and items more expensive. At the end of this adventure, roll a d20 and consult the chart below. You may add your Charisma modifier to the result:

Less than 5: Remove 10 gp from your gold total, as Irullan tells her network of vendors to charge more for your necessities.

6-13: Remove 5 gp from your gold total, as Irullan tells her network of vendors to charge more for your necessities.

14-18: No change to your gold total.

19+: You find vendors in town who don't like Irullan, and they sympathize with you and give you discounts. Add 10 gp to your gold total.