Eberron: Oracle of War

Adventure Record: DDAL-EB-02 Voice in the Machine

Character Name		Class/Level	
Player Name		Dungeon Master	
Event		Date	

Adventure Notes

You entered the Mournland to track down the Gray Dogs, a missing salvage crew. When you found them, you uncovered a strange relic from a basement in Kalazart—the *Oracle of War*. This artifact provided tactical assistance that helped your group escape when you were surrounded by warforged outlaws.

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:

☐ 50 gp from Belaluur for rescuing the Gray Dogs or returning to Salvation with their gear. You **must** return to Salvation to claim this reward.

Choose ONE bonus reward:

☐ A *potion of healing* from the corpse in Carpet Realm (area 2).
☐ 25 gp for ransacking Dragon's Hoard (area 4).
☐ A *rope of climbing* for defeating the raiders in Musk (area 9).
☐ A suit of *mithral chain mail* for defeating the iron juggernaut.
☐ A *potion of clairvoyance* from Garundah if she is still alive.

Character Wealth

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

Legacy Events

☐ **A Friend Indeed.** You listened to Kalli Alran (or the NPC friend you created during DDAL-EB-01 *The Night Land*) and went back to save her trapped comrade. At the end of this adventure, choose one of the following benefits:

- ◯ Your friend applies a temporary enhancement to your armor, granting you +1 AC for the duration of your next adventure.
- ◯ Your friend gives you a *potion of healing*.

☐ **Hard Call.** You angered Kalli Alran (or the NPC friend you created during DDAL-EB-01 *The Night Land*) by not risking your lives to save her trapped comrade. At the end of this adventure, each surviving member of the Gray Dogs—apart from your friend—slips you 5 gp as thanks.

☐ **White Rose.** You found a preserved white rose in the same marketplace that you found the *Oracle of War*.

- ◯ Tick this if you identified the rose. At the end of the adventure, you can spend 5 gp to identify it as a rare Orioth rose from the distant jungle of Dajar Orioth in the elven nation of Aerenal.