# Eberron: Oracle of War

## Adventure Record: DDAL-EB-04 The Third Protocol

| Character Name | | Class/Level | |
|---|---|---|---|
| Player Name | | Dungeon Master | |
| Event | | Date | |

## 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.