Eberron: Oracle of War

Adventure Record: DDAL-EB-05 A Century of Ashes

Character Name		Class/Level	
Player Name		Dungeon Master	
Event		Date	

Adventure Notes

You traveled to Sharn to seek information about the *Oracle of War* from the sages at Morgrave University. You helped the sage Kell Mor overcome his nerves during a date, and made contact with the sphinx Flamewind to learn more about the Draconic Prophecy. In doing so, you learned that you are not the only ones searching for answers about the device . . .

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:

☐ 150 gp for defeating Andhedra the rakshasa.

Choose ONE bonus reward:

☐ A *potion of poison* for defeating Andhedra the rakshasa.
☐ A *dust of disappearance* for defeating Andhedra the rakshasa.
☐ A pair of *sending stones* for helping Zell during his date.

Character Wealth

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

Legacy Events

☐ **Stakeout.** The inquisitive you hired to locate Irullan Karnach after DDAL-EBEP-01 *The Iron Titan* has tailed her to an apartment in Sharn and is monitoring her movements. He'll keep you appraised of any developments.

☐ **Love Cats.** With your assistance, Zell Mar won Jia over on their date and they are now very much in love. At the end of this adventure, you go carousing with Zell and Jia in the bars of Sharn. Roll a d6 and consult the chart below.
1-2: You got into a fight and made an enemy who may cause trouble for you in future.
3: You found love yourself! You are now dating.
4: You gambled and earned 50 gp.
5-6: You saved a couple from muggers. Start the next adventure with one extra hero point.

☐ **Maker's Mark.** Zel Mar identifed the missing dwarf Sulring Mroranon as the creator of the *Oracle of War*.

○ At the end of this adventure, your group can choose to spend 50 gp per adventurer to trace Sulring's family and learn of his whereabouts on the Day of Mourning. This information becomes important in DDAL-EB-08 *Parliament of Gears*.

☐ **Crystal Skull.** You learned from the surviving members of Graystrife that Irullan Karnach stole a crystal skull from them with powers to bring the dead back to life.

☐ **Flamewind's Favored.** You impressed the sphinx Flamewind with your performance during a duel.