Eberron: Oracle of War

Adventure Record: DDAL-EB-06 The Last Word

Character Name		Class/Level	
Player Name		Dungeon Master	
Event		Date	

Adventure Notes

The sphinx Flamewind deciphered the prophecy spoken by the Oracle of War and sent you to Wroat to foil a Thranish spy from striking against the King's Dark Lanterns. You infiltrated a royal armistice ball to identify the spy and uncover their mission.

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:

☐ 250 gp from Flamewind for identifying the spy (regardless of the success or failure of the spy's mission).

Choose ONE bonus reward:

☐ 100 gp and a *potion of greater healing* for defeating Decius and Daykar.

☐ A *+1 melee or ranged weapon* from Flamewind for identifying the spy (regardless of the success or failure of the spy's mission).

☐ A *ring of evasion* from Orsino for helping him.

☐ A *wand of fear* for defeating Idiga Mol Doras.

Character Wealth

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

Legacy Events

☐ **Dark Lanterns Flicker.** Mercutia ir'Gontarli was assassinated during the ball. The city of Wroat is put on high alert as rumors swirl about who could be responsible. This event has repercussions later in the campaign.

☐ **Silver Torch Extinguished.** Oliviér ir'Volett was exposed during the ball as a spy and assassin and paid the ultimate price. As the authorities trace his steps, word spreads that the nation of Thrane could be responsible for the killing. This event has repercussions later in the campaign.

☐ **Runaway Lovers.** You helped Orsino and Cesaria escape to build new lives for themselves. They are forever grateful for your assistance.

◯ Once only, during any adventure in the *Oracle of War* campaign, you can call on Orsino for assistance. You must have at least 8 hours free to contact him. Orsino's spy network can answer three questions for you, as per the *commune* spell. When you use this legacy event, all players in your group must remove it from their Adventure Records.