# Eberron: Oracle of War

## Adventure Record: DDAL-EB-07 Song of the Sky

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

## Adventure Notes

You visited Sharn's cloud district, Skyway, to locate Sky Blue, a thief mentioned in the verse of the Draconic Prophecy spoken by the *Oracle of War*. You weren't the only ones hunting for her—rival salvage broker Irullan Karnach had hired a criminal gang to kidnap her. You rescued Sky Blue from the gang and faced off against Karnach.

## 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 ONE of the following rewards:**

☐ 200 gp from Flamewind for bringing Sky Blue to Lareth Hall.
☐ 100 gp from Sky Blue for helping her escape the city.

**Choose ONE bonus reward:**

☐ A *feather token* for winning the steeplechase.
☐ A suit of plate armor for defeating Bugrilda.
☐ 5 flasks of alchemist's fire for defeating Snarla and Snagrat.
☐ 50 gp for stealing one of Sky Blue's stashes.
☐ A *soarsled* (see Handout 4)
☐ A *necklace of adaptation* for defeating Irullan Karnach.

## Character Wealth

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

## Legacy Events

☐ **Emerald Claw captive.** You captured Emerald Claw agent Irullan Karnach alive. At the end of this adventure, you must decide what to do with her:
- ◯ Hand her over to the Brelish authorities and claim a reward of 100 gp.
- ◯ Keep her as a captive. While she remains alive, you must pay 10 gp at the end of each adventure to cover the expenses of her incarceration. If you have access to your own prison cell, you can keep her imprisoned for free.
- ◯ Execute her.

☐ **Wing and a Prayer.** You left the city with Sky Blue to go in search of her father, who supposedly died during the Last War. Flamewind is unhappy that you defied her and sends spies to locate you.
- ◯ At the end of each adventure in this campaign (including this one), your party must succeed on a group DC 10 Wisdom (Insight) check to stay ahead of the sphinx's agents. If your group fails, tick this box and stop making checks. You are now being watched!

☐ **Mark of the Sphinx.** You took Sky Blue to the sphinx Flamewind, who gave her a protective amulet to wear. Flamewind has asked you to look after the girl, and promised she'll be in touch.

☐ **Show Must Go On.** The bard Stormflower helped you save Sky Blue and is now committed to forging your legend in song.
- ◯ If you write Stormflower a decent song of at least three verses and hand it to your DM, Stormflower makes you an honorary member of the Circle of Song: a secret alliance of bards and entertainers.

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