



MURDER IN SKYWAY

An Eberron *Embers of the Last War* Adventure

On a dark and stormy night, the characters discover a dead body in Sharn's wealthiest district... just as the Sharn Watch arrives! To clear their names, the characters must hunt the real killer through the mean streets of the City of Towers.



A Two to Four-Hour Adventure for Tier 1 Characters.
Optimized for APL 1.

CREDITS

Designer: Greg Marks

Editing: James Introcaso

Layout and Graphic Design: Rich Lescouflair

Cartography: Dyson Logos

Interior Art: Artwork provided by Wizards of the Coast and used with permission.

D&D Adventurers League Guildmaster: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Bill Benham, Alan Patrick, Travis Woodall, Lysa Chen, Claire Hoffman, Greg Marks

Playtesters: Greg Marks, Todd Ammerman, Phil Tobin, Ben Siekert, Richard Brown, David N Krolnik, Sean Mittelstaedt, Rob Silva

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ADVENTURE PRIMER

The most important wartime preparations occur during the cessation of hostilities. War—the ultimate pursuit of a people—never entirely ends.

—Analects of War by Karrn the Conqueror

Murder in Skyway is an adventure for three to seven 1st- to 4th-level characters, optimized for five 1st-level characters.

BACKGROUND

The ashes of the Last War simmer and threaten to ignite once again. **MERRIX D'CANNITH** of **HOUSE CANNITH** believes that a return to war is not an if, but a when, and he is prepared to profit from it. Working with **LOBANA PETRIEVNA**, agent of the **SWORDS OF LIBERTY**, the pair have begun a complicated plot.

YEQ THE GRIN is a shifter operative of the **BOROMAR CLAN**, a criminal syndicate, watched the Petrievna's compound in Skyway. When he spotted a **HOUSE ORIEN** courier enter at this late hour, he knew something worth knowing was about to go down. When the courier exited the walled compound carrying a scroll tube a few minutes later, Yeq followed him. The courier spotted Yeq and tried to flee across one of the many bridges that make up the quarter. Yeq murdered the courier and claim the scroll tube. This is where the characters come in.

EPISODES

The adventure is spread over **three to five episodes** that takes approximately two to four hours to play. The adventure begins with a Call to Action scene.

The story begins with the characters having just left a rare treat, a party in Skyway, when they encounter the murder scene.



- **Episode One – Death is Only the Beginning:** As the storm picks up, the characters witness Yeq escaping, only moments later to be spotted by the Sharn Watch and accused of the murder themselves. The characters have no choice but to work together to clear their names.
- **Episode Two – On the Trail:** The characters search the city to determine the identity of the courier and the assassin.
- **Episode Three – Terminus Station at Dawn:** The characters have only minutes to catch Yeq before the shifter boards a lightning rail out of Sharn and takes their chance for freedom with him.

BONUS OBJECTIVES

This adventure includes bonus objectives that the characters can pursue if they have additional time to do so—earning additional advancement checkpoints in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A – A Friendly Request:** While buying time to get their operative out of the city on the next lightning rail, Clan Boromar sends some of its members to ask the characters to take the fall.
- **Bonus Objective B – An Exchange of Information:** In exchange for information gathered on Lobana Petrievna, House Orien agrees to share information with the characters about who contracted the courier where it was being sent.

EPISODE SEQUENCE

Depending on your time constraints, and play style and environment, this adventure takes approximately two to four hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in episodes 1 through 3 in order, however, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives. Both Bonus Objective A and B can be used to extend the investigation in in episode 2. If you are doing both Bonus Objective A works well after the party has completed one or two scenes and Bonus Objective B extends episode 2, scene A when the characters visit House Orien.

WARDS AND DISTRICTS

The city of Sharn is divided into large Wards that have unique flavors often based on their height and further divided horizontally by neighborhoods referred to as Districts.

EPISODE ONE: DEATH IS ONLY THE BEGINNING

Great advantage flows to the commander who first recognizes the commencement of hostilities then acts decisively and with overwhelming vigor.

—Analects of War by Karrn the Conqueror

Estimated Duration: 30 minutes

Location (District, Ward): Azure, Skyway

The characters have just left a rare treat, a party in Skyway where they were guests or employees as befits their backgrounds. Hurrying out of the quarter before being hassled by the Watch for being out after dark in a ward where they probably shouldn't be, the group has agreed to share a skycoach. Hurrying across an out of the way pedestrian bridge, the characters find themselves thrown into a conspiracy that changes their lives.

SOMETHINGS NOT RIGHT

The characters are just coming to the narrow hundred-foot-long bridge when they come across something nefarious. Though the darkness and rain make visibility difficult, a cloaked figure appears to be hunched over something. Upon seeing the characters, the figure stands and leaps over the side of the bridge.

Lighting. It is night in a rain storm. Other than storm jostled lanterns at either side of the narrow the only provided illumination comes for the occasional lightning flash.

The Fleeing Figure. Characters who succeed on a DC 12 Wisdom (Perception) check note the following:

- The cloaked figure is a brawny Medium-sized humanoid and has a short blade in one hand and a bag in the other. It doesn't reflect any light. A successful DC 10 Intelligence (Investigation) check knows the weapon is coated with bladeblack, a coating of mud, coal dust, or paint to aid in hiding weapons. Rogues and characters with the Criminal background receive advantage on this check.
- While the character can't see the figure's face, a flash of lightning illuminated his especially wide and toothy grin.
- Looking over the bridge, the assassin has fallen away into darkness and the storm. There is no way to catch the assassin at this time.

The Corpse. Lying at the center of the bridge is a human man dressed as a House Orien courier. Checking the body, the characters can find:

- The man is clearly dead. A satchel strap is over his shoulder, but the bag was cut away with a blade.
- A successful DC 10 Wisdom (Medicine) check notes it appears he was killed with a single off-center stab to the heart. This is the work of a professional.
- With a successful DC 10 Intelligence (Investigation) check, a character notes that the wound is in the shape of a "+," which is unique.
- Searching the courier with a successful DC 10 Wisdom (Perception) check finds wooden chit good for one free drink at the Rat's Paw, a tavern in the Callestan District of Lower Dura.



THE SHARN WATCH

Once the party has had a chance to encounter the body and make brief observations, they encounter the Watch. Eight **guards** led by Watch Sergeant Imos (LN male mountain dwarf **veteran**) approach from the direction the characters were headed while Watchman Kavill (LG male human **guard**) comes up behind the characters. All of the patrolmen come from the Sword Point Garrison in Central Plateau under the command of Belew Yorgan.

PASSING THE BUCK

Seeing the characters and the body, Sergeant Imos immediately orders the characters to surrender for arrest. He listens to protestations, but it should be clear that Kavill is uncomfortable. Eventually Kavill speaks up and says that he was coming this way because he thought he saw someone jump from the bridge, which corroborates the character's story.

Imos is in no hurry to fill out paperwork on a murder that involves a dragonmarked house operative and he also knows that Commander Yorgan is likely to force him to do extra work, so he hits upon another idea. The patrols of the Sharn Watch are given pretty wide latitude in employing outside aid, so he offers to give the characters 24 hours to prove their innocence, or run with all haste because they will not be safe anywhere in Breland. And before leaving with a smile at avoiding more effort, he orders Kavill to return the body to House Orien and then accompany the characters on their investigation and see to it that succeed or turn themselves in. A successful DC 15 Wisdom (Insight) check realizes that Imos is punishing Kavill for defending the characters by setting him up to be a scapegoat if the characters fail.



EPISODE TWO: ON THE TRAIL

A stalwart ally is dear as mithral, but should not occasion a lack of vigilance.

—Analects of War by Karrn the Conqueror

Estimated Duration: 1 hour

This episode represents Main Objective A: locating the murderer. It is freeform and represents the different avenues of investigation the characters might follow with the goal of catching the murderer in episode 3. The characters have 24 hours to prove their innocence. Each scene has an approximate time it takes in game to complete, denoted as **Scene Time**. This is meant to aid the DM in tracking how much time the characters have left, but you should feel free to adjust this time based on the characters' choices and methods. For example, traveling from one ward to another might add an hour to the clock.

At the start of this episode the characters might have found the following clues they could choose to follow:

- Scene A. The victim is a House Orien courier.
- Scene B. The victim had an unusual blade wound.
- Scene C. If the characters saw the perpetrator, they have a rough description of the assassin including a toothy grin.
- Scene D. A drink token for the Rat's Paw tavern was found on the victim's body.

During their investigation, the characters may also uncover:

- Scene E. The killer sometimes works for Clan Boromar, and Mondo a local captain in Callestán knows him.
- Scene F. The killer's name is Yeq the Grin and he has a bolt hole in Fallen.

There is also one potential red herring you can use to give your players more opportunities for exploration:

- Scene G. The courier's home in Broken Arch.

WATCHMAN KAVILL

Kavill is young, idealistic, and just starting to notice the corruption and laziness in some of his superiors. That doesn't mean he isn't aware that he may have stepped in it this time. His superiors are happy to lock the characters up and use his failure to find the true murderer as an excuse to fire him, or worse. It is made all the more difficult that while Kavill is a member of the Sharn Watch, he's not an investigator.

Because of his tenuous situation, Kavill is willing to allow the characters some latitude in their investigation. He'll let them carry weapons and threaten or lie to thugs in order to get information, but he draws the line at breaking any major laws such as murder or arson.

He is friendly, helpful, loyal, and motivated.

A. HOUSE ORIEN AZURE STATION

Scene Time: 1 hour

Location (District, Ward): Azure, Skyway

Given their possession of the body of the victim, House Orien is likely the party's first stop. This scene can also lead to **Bonus Objective B: An Exchange of Information** if you are playing the 3-or-4-hour version of this adventure.

Kavill shares that House Orien has courier stations in the districts of Azure (Skyway), Dragon Towers (Middle Central Plateau), and Korranath (Upper Central Plateau). Give that they are in Skyway, it is most likely the courier was dispatched from the Azure station.

Arriving at the House Orien Azure courier station, the party is quickly ushered into a meeting room with comfortable chairs and large table. Characters with a passive Wisdom (Insight) score of 12 or more realize the staffs' goal is more to hide disreputable individuals and business from their otherwise high-class clients than it is an effort to be helpful.

HOUSE ORIEN

The House of Passage manages land transportation via the Lightning Rail, caravans and coaches that cross Sharn and all of Khorvair. Through the Courier's Guild, the House also delivers mail and packages. Using their dragonmark, their heirs are also capable of teleportation. House Orien's biggest rival is House Lyrandar who control travel over air and sea.

OBJECTIVES

The goal of this scene is for the characters to gather basic information about information about the courier and be pointed toward the Rat's Paw (scene D). In addition, they may be given the opportunity to investigate Lobana Petrievna (Bonus Objective B) or be distracted by investigating the courier's home (scene G).

CREATURES/NPCs

The characters are given several minutes to help themselves to a sideboard with fresh fruit, sweet cremfel pastries, and blackroot tal sweetened with honey. The room emphasizes wealth and comfort.

Eventually the party is met with Shalla d'Orien (NG female dragonmarked Brelish human **noble**) who takes a seat at the head of the table.

Shalla's Objectives/Goals. Shalla is here to make sure the House follows all laws while doing everything she can to avoid drawing it into any scandal or betraying any trusts of its clients. She is cagey while still trying to offer the minimum of aid.

What does Shalla know? Shalla offers the following information without applying any pressure:

- The courier has been identified as Tars Graccen, a Sharn native that has worked for the House as a courier for seven years. He maintains an apartment in Broken Arch district in Middle Dura, to which she offers the address (scene G).
- Tars was tasked with picking up a message from a client in Azure. Due to privacy policies she cannot share the client's name. She does not know the destination other than it was in the city.

If the characters push for more, Shalla can be persuaded to add a little more information:

- While Tars has an exemplary record, he has been known to associate with some less savory folk at the Rat's Paw, a tavern in the Callestian District of Lower Dura (scene D). His only reprimand is for drinking to excess on his off hours. House Orien takes a dim view of public intoxication since criminal elements often try to use such weaknesses to gather information about courier routes and upcoming assignments.
- If you are utilizing Bonus Objective B, Shalla offers an exchange of information. House Orien is not willing to let an attack against one of their own go, and so she shares the name and address of the person who hired Tars, if the characters return to her and share any information they discover. Given Shalla's position as a Dragonmarked heir, Kavill does not balk at this bending of the rules. If the characters agree, she informs the characters that Tars contract was filed by Lobana Petrievna and he was to pick up the message from her estate here in Azure.

B. UNUSUAL BLADE WOUND

Scene Time: 1+ hours

Location (District, Ward): The Bazaar, Middle Dura

PREREQUISITES

To follow this line of investigation, the characters must have noticed strange shape of the murder weapon (see "Something's Not Right" in episode 1).

Characters asking around about specialized weaponmiths or dealers of unusual weapons are directed Sharpest's Steel in the Bazaar (Middle Dura) with a successful DC 15 Charisma (Investigation) check. Characters with appropriate backgrounds such as Urchin or Guild Artisan receive advantage on this check. This ability check can be retried, but each failure represents an hour of chasing down false leads of the 24 hours that the characters have to clear their name.

OBJECTIVES

The goal is for the characters convince Lonth Sharpest to reveal who purchased the blade, or acquire his records to learn it for themselves (scene F). Lonth can also offer some details about Yeq's most frequent employers: Clan Boromar (scene E).

If you are using **Bonus Objective A: A Friendly Request**, it can follow this scene.

AREA INFORMATION

The store is particular secure for the Bazar, with bars on the windows and locks on the doors. A successful DC 15 Dexterity check made with thieves' tools picks the lock. The inside is dimly lit and is filled with racks of metal weapons from the commonplace to the exotic. The store is open from sunrise to two hours after sunset.

In the back of the shop Lonth has an office with a small locked safe. A successful DC 15 Dexterity check made with thieves' tools picks the lock. The safe contains coins worth 5 gp, a silver dagger, and a ledger which notes an unusual antique cross-bladed stiletto was sold to a shifter named Yeq the Grin from Fallen for 12 gp.

CREATURES/NPCs

Lonth Sharpest (N male half-orc **bandit captain**) is a retired pirate who has converted his wealth into a store. He is suspicious of others, especially Kavill in his Watch uniform.

Lonth's Objectives/Goals. Lonth knows that his business can be dangerous and he is unwilling to share information, unless the price is right. A bribe of at least 10 gp or a successful DC 15 Charisma (Intimidate) check is required to motivate him.

What Does Lonth Know? If motivated, Lonth can share the same information as found in his ledger (see "Area Information"). He remembers the man's unsettling toothy grin. Lonth also notes that Yeq said he needed the blade because he had a job to do for Clan Boromar (scene E).

TREASURE & REWARDS

Characters that break into Lonth's safe can rob him of the few coins he has.

Monetary Treasure. 5 gp, mostly in copper and silver coins.

C. FOLLOW THE GRIN

Scene Time: 1+ hours

Location (District, Ward): Any

PREREQUISITES

To follow this line of investigation, one of the characters must have succeeded on the Wisdom (Perception) check to get a brief look at the perpetrator (see "Something's Not Right" in episode 1).

Characters asking around about a Medium-sized murderer who uses a short blade covered in bladeblack must succeed in a DC 15 Charisma (Investigation) check. Characters with appropriate backgrounds such as Criminal receive advantage on this check. Asking in any Upper Ward forces the check to be made with disadvantage, as these more respectable residents of Sharn are less likely to have heard of Yeq. This ability check can be retried, but each failure represents an hour of chasing down false leads. Success points them to Blue Aust, an information broker who meets with them in a secluded alley.

OBJECTIVES

The characters should learn that the description they have matches with a killer for hire known as Yeq the Grin (scene F) and that he shops at Sharpest's Steel (scene B).

CREATURES/NPCs

An information broker named Blue Aust (CN half-elf **spy**) offers to help the characters. Blue Aust is an oily whisperer with an overly friendly demeanor who is not on good terms with Yeq the Grin.

Aust's Objectives/Goals. Aust was once close with a lady of the evening who would share information about her clients with him. Yeq killed her to prevent her from sharing what she knew about one of his jobs. Ever since then Aust has been looking for a chance to get revenge



so he is more than willing to help the characters or the Watch if Yeq is their target.

What does Aust know? Aust recognizes the description as belonging to Yeq the Grin, a shifter of low character and murderer for hire. He knows that Yeq has a bolt hole in ruined apartment in the Fallen district of Lower Dura. Yeq also likes unusual blades, and he has seen him shopping at Sharpest's Steel (scene B).

Aust also suggests that Yeq is not likely to come along without violence and encourages the characters to ambush him to ensure their success. A passive Wisdom (Insight) score of 12 or higher realizes that Aust is hoping the characters kill Yeq.

D. RAT'S PAW

Scene Time: 2 hours

Location (District, Ward): Callestan, Lower Dura

PREREQUISITES

To follow this line of investigation, one of the characters must either find the drink token on Tars' body (see "Something's Not Right" in episode 1) or get pointed to the Rat's Paw by Shalla d'Orien (see scene A).

OBJECTIVES

From visiting the Rat's Paw, the party should learn that Tars lives in Broken Arch (scene G) and his job has been the subject of a lot of questions by a rough crowd (scene E) of late.

AREA INFORMATION

The Rat's Paw is a ramshackle one-room public house in the Callestan District of Lower Dura. They serve warm beer in a dirty wooden mug for 1 cp and various flavors of rotgut for 2 to 5 cp. The drink token found on Tars' body can be exchanged for a beer.

Dimensions & Terrain. The small one-room tavern has a 6-foot-long bar, four tables, two booths and a hearth. All of the furniture is gouged and battered. The floor is sticky and smells stale beer and bodily fluids.

Lightning. The room is dimly lit by two lanterns during the day and the addition of the hearth on cold evenings.

CREATURES/NPCs

When the characters arrive, there are four human **commoners** and five halfling **bandits** drinking in two separate groups. Alfler Kember (N male human **commoner**) is behind the bar ready to serve.

Alfler's Objectives/Goals. Alfler just wants to have a peaceful bar that makes enough money to keep from starving. He pays protection to Clan Boromar and knows the three halflings are connected, so he is cagey about being too obvious about giving information as relates to them.

What Does Alfler Know? Alfler knows that a House Orien courier named Tars Graccen is a regular customer and can tell the adventurers that he has an apartment in a tower in Broken Arch (scene G).

It is obvious that Alfler is nervous about talking with the characters. Any character with a passive Wisdom (Insight) score of 12 or higher notices that he makes frequent glances towards the halflings who in turn are not so casually listening to the discussion. If the characters can get the Clan Boromar halflings to leave, Alfler also admits that the halflings have been asking around about Tars starting about a week ago and he knows of at least one

incident when they got him drunk and started pumping Tars for information. He thinks there is a connection between Clan Boromar and Tars' death. He recommends they speak to Mondo who reps for Clan Boromar in the neighborhood (scene E).

Bandits' Objectives/Goals. The halflings work for Clan Boromar and watch the bar for anyone following after Yeq. If the characters are clearly looking into the murder, the halflings try to intimidate the characters into letting the matter drop. They are not impressed by Kavill's uniform and willing to use violence to teach the characters a lesson if the party does not back down. They do not, however, murder anyone; instead leaving the unconscious bodies in the street.

What Do the halflings Know? The bandits are street toughs and only know that they were told by their captain, a man named Mondo to discourage anyone looking for Tars or Yeq the Grin. If beaten up, magically coerced, or otherwise intimidated, they can point the characters towards Mondo (scene E).

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove two **bandits**.
- **Weak:** Remove one **bandit**.
- **Strong:** Replace two **bandits** with a **thug**.
- **Very Strong:** Replace one **bandit** with a **thug**.

E. BIG MONDO

Scene Time: 2 hours

Location (District, Ward): Callestan, Lower Dura

PREREQUISITES

To follow this line of investigation, one of the characters must have been directed to Clan Boromar captain Mondo by someone at the Rat's Paw (see scene D).

THE BOROMAR CLAN

Once halfling immigrants from the Talenta Plains, the Boromars have grown into one of Sharn's most influential families with ties to the City Council, House Jorasco, and Skyway high society. Their real strength comes from their massive crime syndicate that is one of the most powerful organizations in the city. Through graft and bribery, they control much of the Sharn Watch.

OBJECTIVES

The characters can confirm that the Yeq the Grin does indeed sometimes work for the Boromar Clan and he has a bolt hole in Fallen (scene F).

If you are using **Bonus Objective A: A Friendly Request**, it can follow this scene.

CREATURES/NPCs

Big Mondo (CE male lightfoot halfling **bandit captain**) and two halfling **bandits** meet with the characters in a no

name restaurant in Callestan that specializes in cuisine from the Talenta Plains. The food is surprisingly good. No one else but the staff is present.

Despite his small stature, Mondo is every bit a large personality. He is loud, intimidating, and is fond of telling threatening stories about life on the Talenta Plains and the savage life of his ancestors, despite having never left Sharn. No conversation can be had without a massive meal, which he pays for out of his gracious nature. He is very insulted if the characters do not share the meal with him and his men.

Mondo's Objectives/Goals. Mondo seeks to delay the characters without drawing too much attention to Clan Boromar. As such he offers the veneer of being helpful, without admitting any culpability.

What Does Mondo Know? At first Mondo is not helpful and tries to force the characters to make some sort of offering of respect to him and Clan Boromar. If the characters impress or bribe him, he admits a shifter known as Yeq the Grin worked for the Boromars in the past but of course was not acting on their behalf when he killed an Orien courier. He is obvious lying about the last part, but acts dangerously offended if called on it and any insistence that he is a liar likely ends in a combat if the characters do not leave or apologize. If the characters end on good terms he tells them the address of Yeq's hole in Fallen (scene F).

Bonus Objective A: A Friendly Request. If you are using Bonus Objective A, Mondo asks the characters one more time to step away from this investigation; something Kavill loudly refuses. Exasperated Mondo wishes the characters well, but as soon as they leave the meeting, they are attacked.

TREASURE & REWARDS

If the characters attack and defeat Mondo and his guards they can take their belongings. Kavill takes a dim view of this aggravated robbery.

Monetary Treasure. There is 25 gp among the three halflings.

Magic Items. Mondo has a *potion of growth*.

Special Rewards. If the characters start a fight in the restaurant with Mondo and his guards, that goes beyond the bounds of organized crime propriety. They have made an enemy of the Boromar Clan.

SHORTCUT TO EPISODE 3

If you are running short on play time, Mondo may assume that Yeq has enough of a head start and volunteer that the Grin is on his way out of the city via Terminus Lightning Rail Station.

F. THE BOLT HOLE

Scene Time: 1+ hours

Location (District, Ward): Fallen, Lower Dura

PREREQUISITES

To follow this line of investigation, the characters must have located the address of Yeq's squat from scene B, C, or E.

FALLEN, LOWER DURA

Fallen is the worst district in a bad ward. Once a temple district over a century ago, it is now a ruined slum. Further destroyed by the collapse of the Glass Tower in 918 YK, the district is known for its poverty and for the “ravers,” madmen who claim to be able to communicate with the restless dead that still haunt the area of the collapse.

OBJECTIVES

The characters need to search Yeq’s flat and realize that he is on his way out of town via Terminus Lightning Rail Station (episode 3).

AREA INFORMATION

Yeq’s squat is in a ruin of a tower in what was once a storage area. His locked door is flimsy and can be battered down with a successful DC 10 Strength check or picked with a successful DC 15 Dexterity check made with thieves’ tools. The door is trapped (see “Swinging Blade Trap”).

Dimensions & Terrain. The apartment is a 10-foot-cubic square. It smells strongly of rats and old food. Dirty rags are piled in a corner forming a bed of sorts next to a broken dresser. The walls in the opposite corner is scorched from where a cookfire has been lit in the past.

Swinging Blade Trap. Yeq has rigged the door with a simple swinging blade trap. Anyone opening the door causes a rusty blade to swing down from above (+5 melee, 5 (1d10) slashing damage). Any character hit by the blade must make a successful DC 10 Constitution saving throw or be poisoned for 2 hours as their wound festers due to the filth that has been smeared on the blade. The trap can be found with a successful DC 15 Wisdom (Perception) check before fully opening the door and disabled with a successful DC 10 Dexterity check made with thieves’ tools.

Clues. Nothing in the apartment is hidden, but it is messy. Each successful DC 10 Intelligence (Investigation) check reveals a clue. There is no limit to the number of times the characters may search but each additional attempt takes 30 minutes.

- The apartment seems to have been rifled. Less like an organized search and more like someone packed up in a hurry.
- A vial of mud and coal dust (bladeblack) can be found in the pile of rags.
- In the ashes of the fire of is the remains of receipt for a lightning rail ticket leaving for Wroat from Terminus station this today!

HOW MUCH TIME?

If the characters have figured out where Yeq is in seven hours or less, the train leaves in three hours giving the party time to for a short rest and still travel to the station and be able to set up an ambush.

If the characters have taken more than seven hours, Yeq leaves in an hour. The party barely has time to travel to the station before he escapes!

G. TARS’ APARTMENT (RED HERRING)

Scene Time: 1 hour

Location (District, Ward): Broken Arch, Middle Dura

PREREQUISITES

To follow this line of investigation, the characters must have been alerted to Tars’ apartment in either scene A or D.

BROKEN ARCH, MIDDLE DURA

Broken Arch was once a higher-class residential neighborhood, but now it is mostly made of rows of cracked stone houses circle the central towers of this district. The streets are largely quiet and empty, but since it houses few socially important residents, Watch patrols are lighter than in the other districts and criminals from Lower Dura often frequent the alleys of Broken Arch and to prey on the honest citizens.

OBJECTIVES

This encounter is a red herring and is meant solely to distract the characters, however if the players needs help, you should feel free to invent a clue that gets them back on track.

If you are using **Bonus Objective A: A Friendly Request**, it can follow this scene.

AREA INFORMATION

Tars’ third floor apartment is atop a plain row house in one of many identical towers that make up the neighborhood. His door can be battered down with a successful DC 15 Strength check or picked with a successful DC 15 Dexterity check made with thieves’ tools, but excessive noise causes his downstairs neighbor to go in search of the Sharn Watch (see Playing the Pillars).

Searching the Apartment. A search of the apartment locates several House Orien courier uniforms, several half full bottles of ale, whiskey, and other unlabeled spirits. The trash bin is filled with empty bottles and remnants of old food. On his nightstand is a portrait of a young woman in the fullness of life. A black ribbon is tied around it, suggesting she is deceased.

PLAYING THE PILLARS

The investigation is freeform and there are ample directions for your players to proceed. Here are a few twists you may consider adding in.

Combat

If the characters get into a fight in public, the crowd flees the scene forcing every character to succeed on a DC 10 Strength saving throw or be knocked prone.

In any fight Watchman Kavill helps the characters.

Exploration

Sharn is a city where magic is everywhere every day. Travel from one Ward to the next can be greatly sped up by hiring a skycoach. For 3 sp per person the party can fly to their next destination in a matter of minutes.

Social

The presence of Kavill should make some investigations easier, but residents of lower class neighborhoods are frequently nervous around the Watch who they are used to be a source of corruption. Consider giving disadvantage on Charisma checks made in these situations when Kavill is present.

EPISODE THREE: TERMINUS STATION AT DAWN

Once he is shown to be intractable, a wise ruler allows his enemies no means of retreat or surrender. Only utter destruction prevents a foe from rising again.

—Analects of War by Karrn the Conqueror

Estimated Duration: 30 minutes

Location (District, Ward): Terminus, Lower Tavick's Landing

PREREQUISITES

Having discovered Yeq's whereabouts from Mondo (episode 2, scene E) or the burned receipt in his squat (episode 2, scene F), the characters have caught up to Yeq as he waits for his train.

OBJECTIVES

In order to clear their name, the characters need to catch Yeq the Grin, preferably alive!

TERMINUS, LOWER TAVICK'S LANDING

Terminus is defined by Terminus Station, the massive House Orien enclave that serves as an endpoint for the lightning rail line with multiple termini that can take one across Khorvaire. It is a hotbed of activity, and despite the presence of the Sharn Watch and the Guardians of the Gate, pickpockets and other thieves operate freely.

Terminus itself offers a host of inns, restaurants, taverns, and other basic services for the traveler who doesn't want to enter greater Sharn, but none are notable for quality or value. In addition to House Orien, Sivis, Deneith, Lyrandar, and Vadalís all have enclaves in this district.

AREA INFORMATION

Terminal 2 with service to Wroat, the Brelish capital, is busy enough to merit its own building. This building is primarily for passenger traffic and most freight is offloaded elsewhere. All staff members are **commoners** unless otherwise noted.

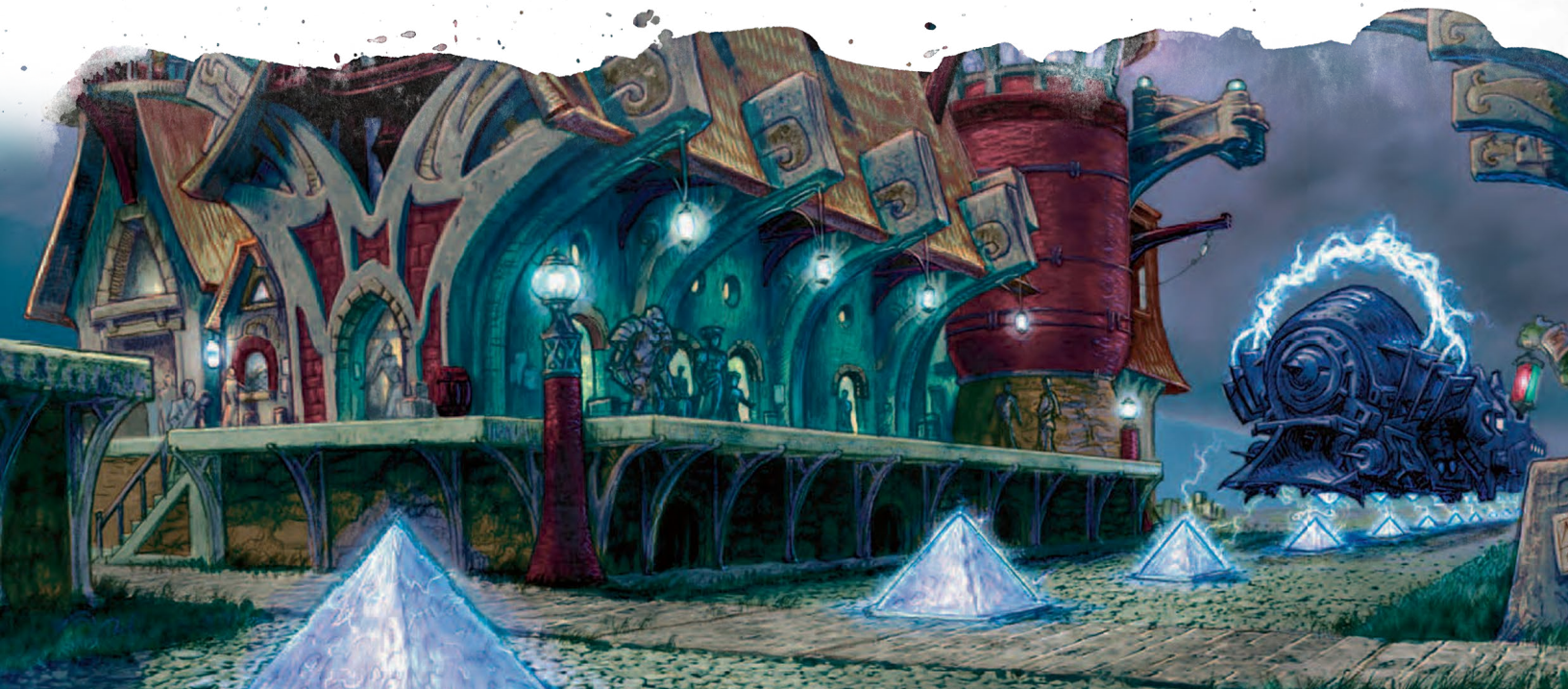
Dimensions & Terrain. The floors are made of rose marble, leading to a constant echo of conversation. Ceilings are 18 feet high, rising to a height of 25 feet on the platform.

Lighting. The station is constantly lit by everbright lanterns that provide bright light in all public areas.

1. Main Concourse. The unicorn symbol of House Orien is embedded in the center of the floor. There are banks of rentable lockers in both northern corners (marked with a star). The walls are covered with maps of Sharn and Khorvaire showing the rail lines maintained by House Orien. The concourse is busy with a dozen or more travelers (**commoners**) sitting on benches, leaning against walls, or walking through. Families and solitary travelers are everywhere, but one group stands out: fifteen school children and their teacher are waiting the next coach as part of field trip to the nation's capital. There are three porters (**commoners**) and two **guards** here at all times. If Yeq has any allies with him, they are here watching for trouble.

2. Platform. The platform is wide enough to board two coaches at once. Luggage and crates are piled next to the southeastern wall under the watchful eye of station staff member. There are banks of rentable lockers in both northern wall between the stairwells (marked with a star). One of the large crates contains Yeq's **bronze scout**. It is connected to a magical whistle that Yeq carries and comes to defend him whenever it is blown.

3. Ticketing Concourse. A large ticket booth is in the northern wall. The southern corners have a convience





stand selling knickknacks, food items and copies of the *Sharn Inquisitive* and the *Korranberg Chronicle*. All told there are another five staff here (all **commoners**).

4. Main Office. Two staff members (**commoners**) are here organizing receipts, tickets, and schedules.

5. Gift Shop. A larger version of the stands in ticketing area that includes House Orien and Sharn-themed clothing and souvenirs. Two more staff members (**commoners**) and one **guard** are here.

6. Cafeteria. An area for purchasing food. Most of the options are portable meals that do not require cooking. Three more staff members (**commoners**) sell food and do some limited preparation.

7. Kitchen. A small kitchen area to prepare the few limited cooked meals. There is one cook (**commoner**) here.

8. ir'Tain Dining Hall. Table seating for those waiting for a train or enjoying a meal.

9. Lightning Bar. A bartender (**commoner**) works this smoke-filled lounge where there a selection overpriced drinks are offered.

10. Wayfinder Lounge. A private club for House Orien heirs and members of the Wayfinder Foundation, a guild for adventurers and explorers that funds dangerous expeditions to exotic locales. It offers higher quality food and drink than found elsewhere in the station. The doors are locked with an *arcane lock* spell that only members can open. It is currently empty.

WHERE'S YEQ THE GRIN?

If the characters are early, having arrived in seven or less hours have elapsed, Yeq is in the Lightning Bar nursing a drink in a dark corner. If the characters arrive in more than seven or more hours, he is on the platform next to his crate.

CREATURES/NPCs

The many travelers and staff go about their routine as expected. If any violence occurs, they flee via the shortest route. The only exception being guards who attempt to subdue any troublemakers.

Yeq's Objectives/Goals. Yeq the Grin wants nothing more than to escape and his paranoia is growing rapidly. He realizes that if caught he will either be given to the tender mercies of a dragonmarked house, or suffer an early demise when the Boromar Clan decides he's a liability. If he is attacked or someone tries to arrest him, he summons his **bronze scout** with a magical whistle and attacks foes looking for an escape route. If he has hired allies, he willingly sacrifices them. If the majority of the characters are 1st-level, then the bronze scout's *lightning flare* has already been used.

What do they know? If he is captured, Yeq tries to negotiate for protective custody. Promises of protection cause him admit he robbed the courier and took a

PLAYING THE PILLARS

The lightning rail station is dynamic setting that should provide an exciting combat moving from room to room.

Combat

The station guards are a wild card in the fight. If the party is having trouble, they could recognize Kavill's uniform come to their aid. If the party is having an easy time of it, they might they might mistake the characters for miscreants and try to subdue them. Either way, the guards know the layout and are able to move freely throughout the station. They try to cut any escape.

Exploration

If Yeq escapes the station he could run into the train yard, where he tries to hide from pursuit. In addition to hide and seek, running near the lightning stones is dangerous. Anyone running through the yard must succeed on a DC 13 Dexterity saving through or get to close, taking 7 (2d6) lightning damage and be thrown 10 feet and knocked prone.

Social

Characters who arrive early might try to enlist help. The staff and guards can be convinced to help set up an ambush with a successful DC 12 Charisma (Persuasion) check. In particular the guards are most willing to cordon off an area and the staff has little trouble making false announcements or opening/locking doors.

message addressed to Merrix d'Cannith of Cannith South. He didn't look at the message but instead handed it off to a member of Clan Boromar who was to deliver it to his bosses. He doesn't know any specific names, but thinks it was orchestrated at the highest level of the criminal organization.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove the **bronze scout**.
- **Weak:** Change the **bronze scout**'s statistics to be those of a **flying sword** but it still appears as a bronze scout.
- **Strong:** Add an **acolyte** of the Traveler that Yeq has hired to help him escape.
- **Very Strong:** Add an **acolyte** of the Traveler and a **bandit** that Yeq has hired to help him escape.

TREASURE & REWARDS

If the characters capture Yeq the Grin, Kavill impounds the **bronze scout** or whatever is left of it. He looks the other way if the characters take Yeq's other possessions.

Monetary Treasure. Yeq has a pouch with 17 gp and three rubies, each worth 50 gp.

Magic Items. Yeq wears an *insignia of claws*.

CONCLUSION

If the characters successfully capture Yeq, the Watch let the characters off with a warning. Days later they read in the *Inquisitive* that Yeq the Grin, know murderer mysteriously died in custody. Yeq was found in a locked interrogation room where he had been alone. The cause of dead is believed to be poison.

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement, treasure, and faction recognition; and may include new downtime activities and story rewards, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each story objective that they complete, as follows:

- **Story Objective A:** Connect Yeq to the Boromar
- **Story Objective B:** Capture Yeq the Grin

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each bonus objective that they complete, as follows:

- **Bonus Objective A:** Defeat or avoid Yelfis and his crew
- **Bonus Objective B:** Connect Lobana Petrievna to High Cardinal Krozen of Thrane.

PLAYER REWARDS

The characters earn the following player rewards for **completing the adventure**:

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Insignia of Claws. This insignia depicts a furry paw with extended claws. While wearing it the bearer suffers no harm from temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit. This item can be found in **Appendix 7**.

STORY AWARDS

During this adventure, the characters may earn the following story award:

Enmity of the Callestan Boromar. You are known as an enemy to the members of Clan Boromar in the Callestan District. More information can be found in **Appendix 8**.

LEVEL PROGRESSION IN EMBERS OF THE LAST WAR

Between *Encounters in Sharn* and the *Embers of the Last War* story arc, the Adventurers League Eberron campaign has many play opportunities. If you plan to play regularly and take in the entire *Embers of the Last War* story, strongly encourage the players to use the Slow Progress option where they voluntarily halve the rewards received for playing. If you plan to play only some of the adventures, or not take part in the bonus objectives, the Normal Progression of rewards may be more appropriate. Because the *Embers of the Last War* adventures are produced as a serial, managing character level accordingly to play style is important.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.



APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure.

NPCs

- **Alfler Kember (ALF-lur KEM-blur).** Alfler Kember is the bartender at the Rat's Paw. If the place is open, he is behind the bar ready to serve. He just wants to have a peaceful bar that makes enough money to keep from starving.

Personality: *The humble man with his head down doesn't get it cut off.*

Ideal: *It's better to pay protection that suffer the consequences.*

Bond: *I feel a connection to my regulars.*

Flaw: *I am a coward.*

- **Big Mondo (Big Mon-DO).** Big Mondo is the Clan Boromar captain in Callestán. Despite his small stature, he is every bit a large personality. He is loud, intimidating, and is fond of telling threatening stories about life on the Talenta Plains and the savage life of his ancestors, despite having never left Sharn. No conversation can be had without a massive meal, which he pays for out of his gracious nature. He is very insulted if people refuse his gifts.

Personality: *I am the generous life of the party and if you don't think so, you need to be taught a lesson.*

Ideal: *Rule through fear tempered by gifts.*

Bond: *A big meal solves all differences.*

Flaw: *I take offense easily.*

- **Blue Aust (Blue Ahst).** Blue Aust is a half-elf information broker with an oily whisper and overly friendly demeanor. He once close with a lady of the evening named Lise who would share information about her clients with him, but she was killed by Yeq the Grin and ever since Aust has been looking for a chance to get revenge.

Personality: *I'm your best friend, especially if you pay me.*

Ideal: *Secrets are the new coin.*

Bond: *Lise was my friend and her memory haunts me.*

Flaw: *I thirst for vengeance and pass up coin if it means Yeq suffers.*

- **Lobana Petrievna (LO-ban-ah PET-treev-nah).** Lobana Petrievna is a secret operative the Swords of Liberty in Wroat pretending to be newly arrived in Sharn from Thrane as an agent of Thrane and Cardinal Krozen. She dresses in white with accents of silver, always tasteful but never ostentatious. Lobana is stoic and short. Her welcomes are without any warmth and her answers perfunctory. Her goal with the meeting is to deflect any attention from her, Merrix d'Cannith, or the Swords of Liberty. If anyone suspects her of lying, she tries to deflect so suspicion is placed on High Cardinal Krozen and Thrane.

Personality: *Personality is for the weak.*

Ideal: *The monarchy should not rule. The people should.*

Bond: *I would give my life to protect the Swords of Liberty!*

Flaw: *I will do ANYTHING for the Swords of Liberty, and die before I give them up.*

- **Lonth Sharpest (Lonth Sharp-est).** Lonth Sharpest is a retired half-orc pirate who has converted his wealth into a store that deals in quality blades. He is suspicious of others, especially authorities who assumes are just pirates in a uniform.

Personality: *I am retired, but gold still matters to me.*

Ideal: *Now that I am retired, I would like to be thought of as respectable.*

Bond: *Gold first, crew second, everyone else third.*

Flaw: *Never trust the Watch.*

- **Shalla d'Orien (SHAL-ah D OR-E-en).** Shalla is a dragonmarked heir who manages the Orien courier station in Azure. Her job is as much public relations as anything else, making sure House Orien follows all laws while doing everything she can to avoid drawing it into any scandal or betraying any trusts of its clients. She is cagey while still trying to offer the minimum of aid.

Personality: *I try to look at the other guy's cards before looking at my own.*

Ideal: *My House before all.*

Bond: *I take pride in running a smooth business.*

Flaw: *I am willing to overlook the flaws in my wealthy clients.*

- **Watch Sergeant Imos (EYE-mos).** Imos is a gruff veteran of the watch from the Sword Point Garrison in Central Plateau under the command of Belew Yorgan, who likes things quiet and tied up quickly. While not evil, he is a bit lazy. He dislikes Commander Yorgan for forcing the watch to do special favors for the rich because it makes more work for Imos.

Personality: *I look for the easy way.*

Ideal: *I am looking forward to a comfortable retirement.*

Bond: *I care about my men, but I will always place myself above them.*

Flaw: *I am lazy and get flustered when something seems too difficult.*

- **Watchman Kavill.** Kavill is young, idealistic, and just starting to notice the corruption and laziness in some of his superiors. He has only been on the Watch for nine months.

Personality: *I put the best face forward and friendly, helpful, loyal, and motivated.*

Ideal: *I can make life better and safer for the people of Sharn.*

Bond: *People are basically good, some just get thrown into bad situations.*

Flaw: *Sometimes I caught by surprise when my superiors don't follow the rules that they set for others.*

- **Yelfis (YELL-fis).** Yelfis is a psionically gifted halfling enforcer for Big Mondo of Clan Boromar. He doesn't care for the troubles of others and delights in causing pain. He pretends to care about his Talentan heritage, but it is a lie.

Personality: *I will hurt you because I can.*

Ideal: *Might makes right.*

Bond: *Others are to be used to get what I want.*

Flaw: *I am a liar, bully, and love hurting others. My heritage is a lie.*

- **Yeq the Grin (Yek).** Yeq is a longtooth shifter sometimes hired as a spy or assassin by Clan Boromar. He is barely more than a feral monster.

Personality: *Animals have it right. Take what you want and feed your desires.*

Ideal: *Desires exist to be met.*

Bond: *I like animals and objects. People are not worth my time.*

Flaw: *I am afraid of those who travel in large packs, like Clan Boromar or dragonmarked houses. When on the run, my paranoia grows.*

- **Rat's Paw.** The Rat's Paw is a ramshackle one room public house in the Callestan District of Lower Dura. It is run by Alfler Kembler, who pays protection to Clan Boromar. Tars Graccen the House Orien courier used to drink there.

- **The Bazaar, Middle Dura.** The Bazaar is the largest commercial district in Sharn, a labyrinth sprawling across a dozen towers. Almost anything can be found in this district, though the quality of any particular item or service cannot be guaranteed. Of the four markets of Sharn, the Bazaar has the highest concentration of criminal activity, both for hire and actively practiced against shoppers.

LOCATIONS

- **Azure, Skyway.** Skyway is a district that floats above the city between Central Plateau and Menthis Plateau on an island of solidified clouds. It consists of two Districts: Azure to the south and Brilliant to the north. It is home to the estates of some of the wealthiest people on the continent. The people here decide the social, political, and religious fates of much of the world.
- **Broken Arch, Middle Dura.** Broken Arch was once a higher-class residential neighborhood, but now it is mostly made of rows of cracked stone houses circle the central towers of this district. The streets are largely quiet and empty but since it houses few socially important residents, Watch patrols are lighter than in the other districts and criminals from Lower Dura often frequent the alleys of Broken Arch and to prey on the honest citizens.
- **Callestan District, Lower Dura.** Lower Dura is a dark and dangerous place that has largely been left to fester and rot while the miserable poor struggle to get by. Street violence by amateurs and criminal gangs are a common site, much more than the Sharn Watch. Callestan is a district of inns and taverns for the poor serving as a center for illegal trade and activity. The people who come to stay in the inns of Callestan sacrifice comfort to avoid the watchful eyes of the law, and many crooked deals are arranged in its dark taverns.
- **Fallen, Lower Dura.** Fallen is the worst district in a bad ward. Once a temple district over a century ago, it is now a ruined slum. Further destroyed by the collapse of The Glass Tower in 918 YK, the district is known for its poverty and for the "ravers," madmen who claim to be able to communicate with the restless dead that still haunt the area of the collapse.

APPENDIX 2: CREATURE STATISTICS

This appendix details new monsters that do not appear in the *Monster Manual*.

BRONZE SCOUT

Medium construct, unaligned

Armor Class 13

Hit Points 18 (4d8)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	3 (-4)	14 (+2)	1 (-5)

Skills Perception +6, Stealth +7

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages understands one language of its creator but can't speak

Challenge 1 (200 XP)

Earth Armor. The bronze scout doesn't provoke opportunity attacks when it attacks.

Magic Resistance. The bronze scout has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage plus 3 (1d6) lightning damage.

Lightning Flare (Recharges after a Short or Long Rest). Each creature in contact with the ground within 15 feet of the bronze scout must make a DC 13 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much on a successful one.

YEQ THE GRIN (SHIFTER SPY)

Medium humanoid (longtooth, shifter), chaotic evil

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Intimidate +5, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 16

Languages Common, Halfling

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Shifting (Recharges after a Short or Long Rest). As a bonus action, Yeq can assume a more bestial appearance. This transformation lasts for 1 minute, until he dies, or until Yeq reverts to his normal appearance as a bonus action. When Yeq shifts, he gains 6 temporary hit points. In addition, he gains access to *Elongated Fangs* attack. Once you shift, you can't do so again until you finish a short or long rest

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Elongated Fangs. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage (include *insignia of claws*).

DUERGAR SOULBLADE

Medium humanoid (dwarf), lawful evil

Armor Class 14 (leather armor)

Hit Points 18 (4d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Create Soulblade. As a bonus action, the duergar can create a shortsword-sized, visible blade of psionic energy. The weapon appears in the duergar's hand and vanishes if it leaves the duergar's grip, or if the duergar dies or is incapacitated.

Innate Spellcasting (Psionics). The duergar's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

Cantrips (at will): *blade ward*, *true strike*

1st level (2 slots): *jump*, *hunter's mark*

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

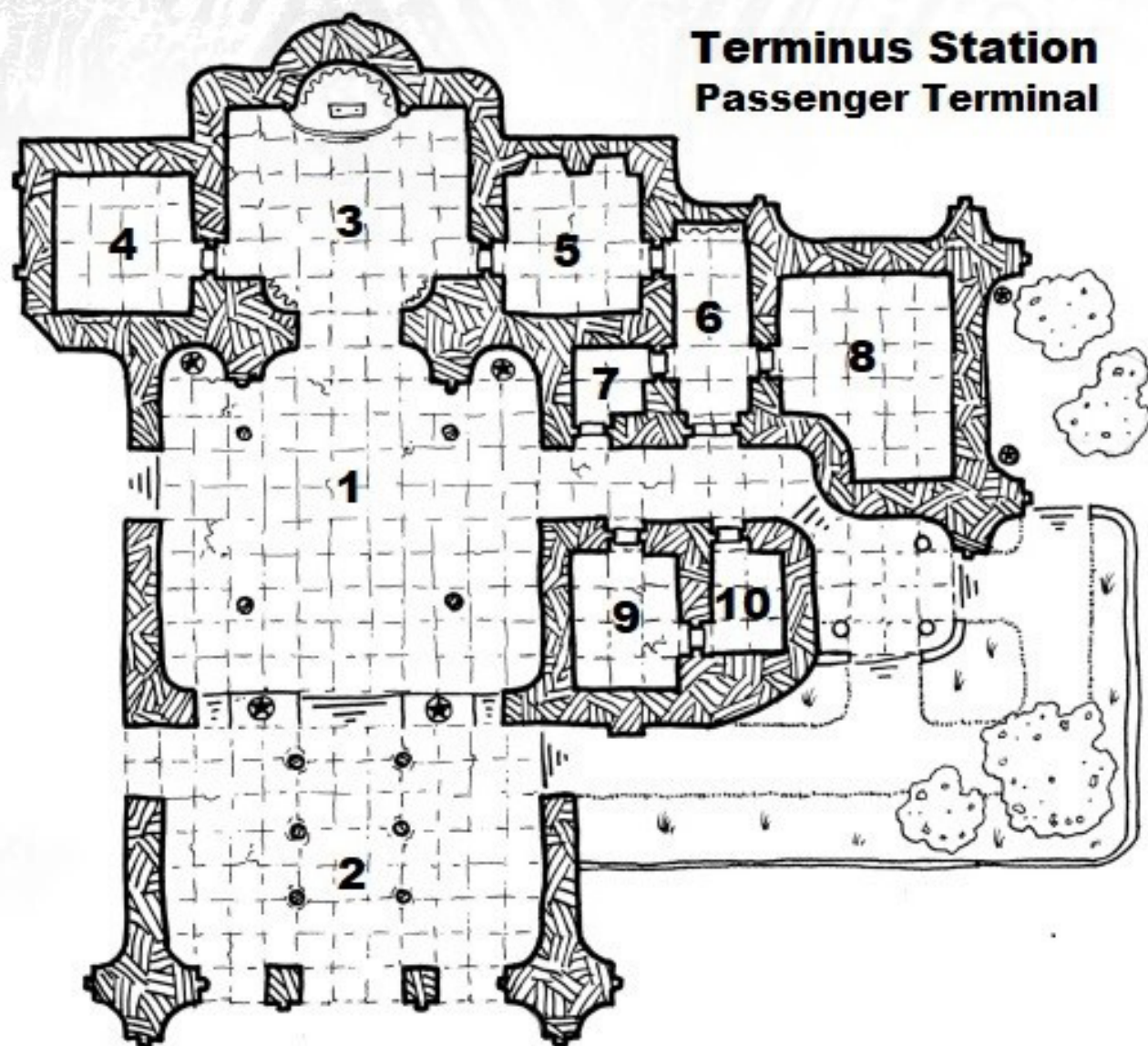
ACTIONS

Soulblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) force damage, or 10 (2d6 + 3) force damage while enlarged. If the soulblade has advantage on the attack roll, the attack deals an extra 3 (1d6) force damage.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible for up to 1 hour or until it attacks, it casts a spell, it uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

APPENDIX 3: TERMINUS STATION MAP



APPENDIX 4: BONUS OBJECT A – A FRIENDLY REQUEST

Estimated Duration: 1 hour
Scene Time: 30 minutes
Location (District, Ward): Any

PREREQUISITES

This bonus objective occurs once the characters have been asking questions about Yeq or the Boromars. The characters have attracted too much attention from the Boromar Clan and so the criminal organization sends a psionically enhanced enforcer named Yelfis to buy some time for Yeq the Grin to make his escape on the next lightning rail.

OBJECTIVES

In order to be successful, the party need only drive off the halflings or avoid the fight entirely.

AREA INFORMATION

This encounter could happen any place you deem appropriate. Its most likely that the halflings stop the party on the street, but they could just as easily come for them in a restaurant or inn where they are staying.

CREATURES/NPCs

One of the Boromars' most ruthless enforcers is a psionically gifted Yelfis (LE male halfling, statistics as **duergar soulblade**) who runs with a group of three toughs (CN male halfling **tribal warriors**) recently arrived from the Talenta Plains. Kavill takes an instant dislike to Yelfis.

Yelfis' Objectives/Goals. Yelfis approaches with a smile and his minions at his back. He asks the party if they would consent to a friendly request. He wants them to stop their investigation, for their own good of course since snooping around Sharn can be very dangerous. He offers them 100 gp each if they just wait a day before asking any more questions. Of course, he is sympathetic to their plight, but it can't be helped. If the characters don't agree, he starts to make veiled threats against their families and friends. If the characters won't take the rap, he'll have to silence them another way.

What Does Yelfis Know? Yelfis knows that a House Orien courier died and whoever killed the courier is protected. He's been asked by Big Mondo to dissuade the characters from any further investigation. He doesn't know why, nor does he care.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Yelfis is a scout and remove one tribal warrior.
- **Weak:** Remove two **tribal warriors**.
- **Strong:** Add one **tribal warrior**.
- **Very Strong:** Add two **tribal warriors**.

TREASURE & REWARDS

If the characters manage to subdue the halflings, Kavill will call in the Watch to take them away.

Magic Items. It turns out that Yelfis is wanted for assault, so as a reward, the Watch lets the characters keep the *potion of healing* that he has in his pouch.



PLAYING THE PILLARS

Combat

The halflings try to have their confrontation in places where their small stature can be used to their advantage. A battlefield with tables or wagons they can stand under and attack with half cover.

Exploration

Sharn is a three-dimensional city that is always filled with hustle and bustle. Characters looking to avoid a combat could easily turn this into a chase in which they try to turn the halfling's slow speed against them.

Social

The tribal warriors don't speak Common and have never been to a large city before. With a successful DC 15 Charisma (Persuasion) check character could convince them that their "friend" Yelfis is as much as of a friend as they think and are instead using them to cause trouble. A character that cannot speak Halfling makes this check with disadvantage.

APPENDIX 5: BONUS OBJECT B – AN EXCHANGE OF INFORMATION

Estimated Duration: 1 hour

Scene Time: 1 hour

Location (District, Ward): Azure, Skyway

PREREQUISITES

This bonus objective extends episode 2, scene A when Shalla d'Orien offers to tell the party who hired Tars to pick up the message if they look in who Lobana Petrievna really is. The characters can follow up on this line of investigation any time after meeting with Shalla.

OBJECTIVES

The goal of this encounter is to gather information about Lobana Petrievna. The characters succeed if they can connect her to High Cardinal Krozen of the Church of the Silver Flame in Thrane (which is a ruse set-up by Lobana since she actually works with the Swords of Liberty). This could be accomplished by meeting with her and getting her to let something slip or snooping around her Azure district mansion.

AREA INFORMATION

Dimensions & Terrain. Lobana Petrievna's walled mansion has manicured grounds and a **guard** at the front gate. There are ample decorative trees, bushes, and flower beds. The gate is locked and the stone walls are ten feet high. A successful DC 20 Dexterity check made with thieves' tools picks the lock and a successful DC 15 Strength (Athletics) check climbs the wall without equipment.

Lighting. At night the garden paths are lit by *everbright lanterns* though there are still many areas of darkness.

A. WE HAVE A FEW QUESTIONS

One option to gain access is to play on Kavill's position as a member of the Sharn Watch. Kavill is not especially comfortable pushing his way into to see someone of such high a station, but can be talked into going along with it. Even then it takes a successful DC 12 Charisma (Persuasion or Intimidation) check to get past the gate guard.

CREATURES/NPCs

Lobana Petrievna (LE female human **noble**) meets with the characters in an austere sitting room that reflects her own style. Everything is white with accents of silver, tasteful but not ostentatious. Threats against her result in a dozen **guards** being summoned to escort the party off the grounds. The same happens if she feels the party is learning too much.

Lobana's Objectives/Goals. Lobana is stoic and short. Her welcomes are without any warmth and her answers perfunctory. Her goal with the meeting is to deflect any attention from her, Merrix d'Cannith, or the Swords of Liberty. She instead tries to make the characters think the government of Thrane is involved in the murder.

What Does Lobana Know? Lobana is well aware that she was passing a coded message from the Swords of Liberty to Merrix d'Cannith, but she would NEVER let that slip. Indeed, she knows more than she is telling (noticed with a passive Wisdom (Insight) score of 15 or higher) but is generally not helpful. She offers the following pieces of information (all lies):

- She has recently moved to Sharn from Sigilstar in Thrane. Her husband Yuri, who is now deceased, expanded the family fortune through logging.
- She moved to Sharn to get away from memories of her husband and because she is interested in learning about art. The art scene in Sharn is said to be quite impressive.
- She hired the House Orien courier to deliver a letter to her sister Alexia in Flamekeep.

Characters who are skilled in conversation might notice flaws in her story and maneuver her in to mention things she did not intend. The DM is encouraged to work these details into a verbal duel where Lobana spares with the characters. If necessary, a successful DC 15 Charisma (Deception or Persuasion) check could also reveal the following:

- She is not a devout follower of the Silver Flame.
- She knows very little about Thrane.
- She knows nothing about art.

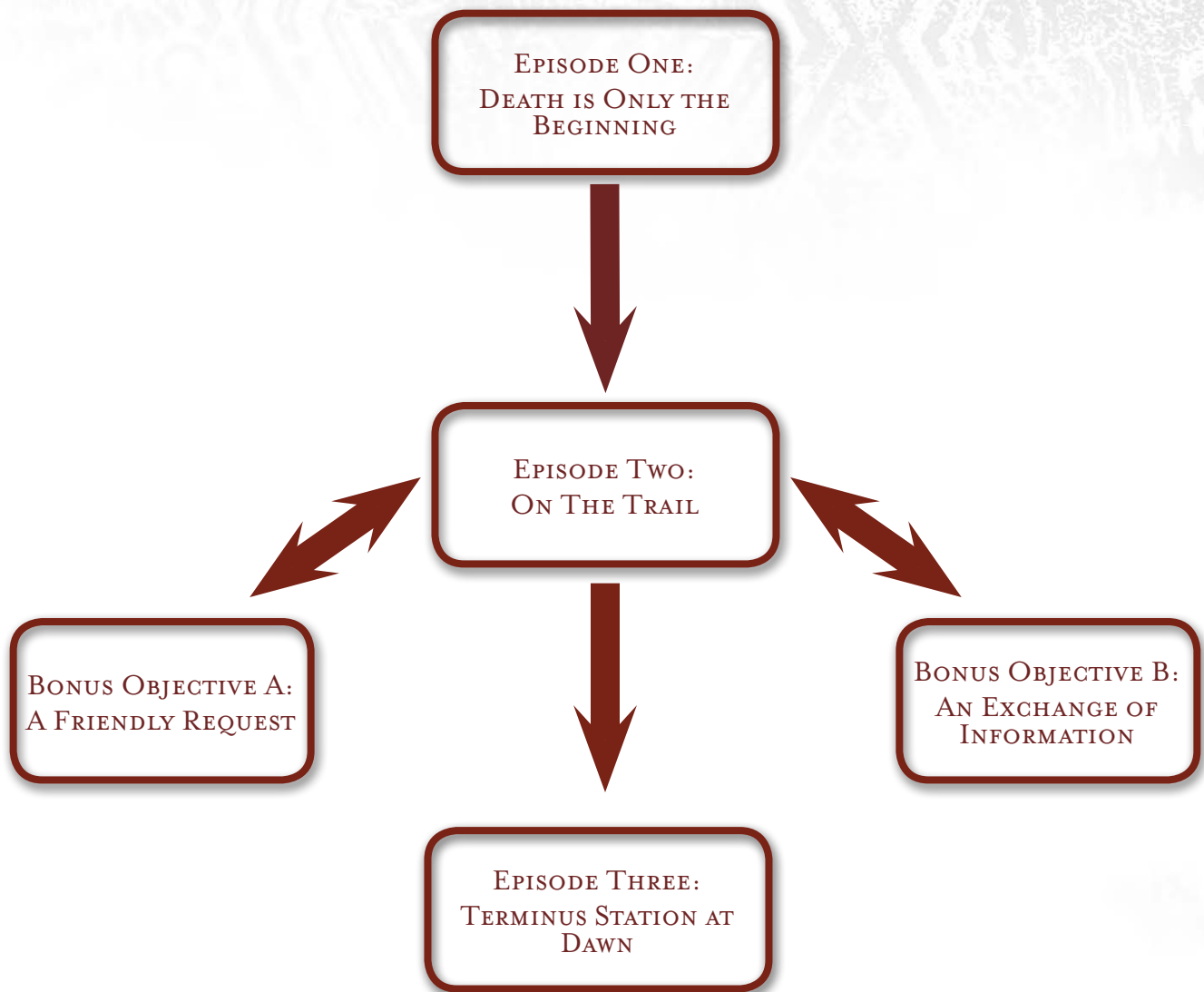
B. I'M JUST GOING TO LOOK AROUND

Anyone able to sneak around the mansion while dodging staff and guards can gather the following interesting pieces of information (planted by Lobana) with each successful DC 15 Intelligence (Investigation) check:

- In Lobana's study is a portrait of High Cardinal Krozen. Next to it is a copy of the *Analecets of War* by Karrn the Conqueror that is signed by High Cardinal Krozen "to my most capable Lobana."
- In Lobana's bedroom she has a locked trunk that can be opened with a successful DC 20 Dexterity check using thieves' tools. The trunk is also trapped with a poison needle trap (see chapter 5, "Adventure Environments," of the *Dungeon Master's Guide*). Inside the trunk is a suite of studded leather, two rapiers, a dozen needles, three vials of basic poison and holy symbol of the Silver Flame.
- There are multiple symbols of the Silver Flame throughout the mansion.

APPENDIX 6: ADVENTURE FLOWCHART

This section should provide you, the DM, with a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective



APPENDIX 7: MAGIC ITEM

Characters completing this adventure's second main objective unlock this magic item.

INSIGNIA OF CLAWS

Wondrous Item, Uncommon

Tier 1, 16 treasure checkpoints

While wearing this insignia, you gain a +1 bonus to the attack and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered magical. This item is found in *Hoard of the Dragon Queen*.

This insignia depicts a furry paw with extended claws. While wearing it the bearer suffers no harm from temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.

APPENDIX 8: STORY AWARD

Characters who fight Big Mondo receive this story award.

ENMITY OF THE CALLESTAN BOROMAR

You are known as an enemy to the members of Clan Boromar in the Callestan District.

APPENDIX 9: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 1**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE ANNUAL STORYLINE?

<http://dnd.wizards.com/articles/news/eberron-adventurers-league-embers-last-war-storyline>

NEW TO BEING THE DUNGEON MASTER?

<http://dnd.wizards.com/articles/features/public-dungeon-master>

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the party strength for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

Party Composition Party	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

A NOTE ON PREREQUISITES AND OBJECTIVES

D&D Players love to do things that their DM's can't possibly anticipate, and at the same time, Dungeon Masters are encouraged to customize the content of our adventures, mixing and matching bits here and there to make the final story as-played, their own.

To help facilitate this kind of flexible play, please utilize a rearrangeable approach for each adventure, part of which is providing clearly stated PREREQUISITES, (things that must take place prior to the beginning of an episode) and OBJECTIVES (things that should be accomplished before the end of an episode).

Objectives and prerequisites allow DMs to more easily swap the position of episodes throughout play. The DM might even add content to an episode or remove content from an episode without losing track of what needs to happen when by explicitly calling out the dependencies that exist between the different parts of the adventure or episode.

A WORD TO THE WISE

It is also possible, given a complex episode with multiple locations, to make use of prerequisites and objectives to make encounter order flexible inside the episode itself. Consult with the admins in charge of content before doing this however.