

TATTERS OF THE TITAN SCROLL

TIER 1 EBERRON ADVENTURE SCENARIO
WRITTEN BY “WEIRD DAVE” COULSON



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Sharn, City of Towers, hides secrets aplenty amidst its wonders and splendor, and sometimes those secrets crawl back to the surface. A strange summons sends a party of heroes on the search for remnants of a stone-like scroll broken up long ago, but others also seek the prize. Finding the Titan Scroll puts the characters in the path of danger, action, excitement, and towards a greater mystery waiting to unfold.

*A 6-8 hour adventure for Tier 1 (Levels 1-4) characters
Optimized for APL 1*

WRITTEN & DESIGNED BY “WEIRD DAVE” COULSON

CARTOGRAPHY BY DYSON LOGOS

COVER BY WILLIAM O’CONNOR

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TATTERS OF THE TITAN SCROLL

Sharn, City of Towers, hides secrets aplenty amidst its wonders and splendor, and sometimes those secrets crawl back to the surface. A strange summons sends a party of heroes on the search for remnants of a stone-like scroll broken up long ago, but others also seek the prize. Finding the Titan Scroll puts the characters in the path of danger, action, excitement, and towards a greater mystery waiting to unfold.

Welcome to *Tatters of the Titan Scroll*, an action-packed adventure set in the Eberron campaign setting for *Dungeons & Dragons*! In this 6- to 8-hour scenario, characters are summoned by name to the chamber of a gynosphinx in the city of Sharn, where they are given a mysterious prophecy about the Titan Scroll and sent in search of its scattered pieces. Other parties also seek the tatters, however, posing danger and complications for the party in the streets of the City of Towers. The adventure is designed for a group of APL 1 characters, but can be adjusted to provide challenge for any Tier 1 party (levels 1 to 4).

This adventure serves as the first part in *The New Night Falls* trilogy. The second adventure, *Shards of the Withering Key*, sends the characters further along the path of the New Night Gate, culminating in *Splinters of the New Night*.

A copy of *Wayfinder's Guide to Eberron* is suggested to help add background to the setting of Eberron and Sharn. You will need access to the *Monster Manual* and *Volo's Guide to Monsters* for the monster statistics, which are listed in **bold**.

Adventure Background

Over one hundred years ago, an expedition into the jungle continent of Xen'drik south of Khorvaire returned to the port of Stormreach under mysterious circumstances. The expedition's leader, a half-elf explorer named Hallivar d'Lyrandar, stumbled into the city alone, exhausted, and dragging a single item. It was a long tube crafted from the hollowed out bone of some jungle monster, and inside was a single large sheet of paper.

But it wasn't paper, but an unusual form of flexible stone. Previous ventures into the ruins of the giant-controlled civilization that ruled Xen'drik had found pieces of the same stone paper, which the giants had evidently used to hold important information. But what Hallivar had found was larger and more elaborate than anything seen previously, and it held some magical inscription of a type not identified. The explorer rested but never let the scroll out of his sight. Scholars at Stormreach called it the Titan Scroll, naming it after what few runes they could read.

The mystery of the Titan Scroll died down quickly as more strange relics were found in Xen'drik, and Hallivar

d'Lyrandar sailed back to Sharn with his item after a dozen years in the outpost city of Stormreach. He retired from the sailing and exploring life, taking up residence in the top tier of Sharn's Central Plateau in the respectable and wealthy Mithral Towers district.

Though he retired with wealth, Hallivar was a half-elf addicted to gambling, and over the years he broke up the Titan Scroll to pay for his debts. The item's rarity and strange symbols brought him great fortune and paid off his debtors nicely, and after he sold off three quarters of the item Hallivar scaled back his habit. He couldn't bring himself to part with the last piece of the strange relic, and so he kept it and shut himself off in his home. He became more of a shut-in save for a handful of faithful servants that used to serve as his sailing crew.

One of the more recent expeditions to Xen'drik returned with a strange passenger. Flamewind the gynosphinx was found locked in a giant vault in the jungle ruins, and sought knowledge and peace while she waited for "the right time." She was given access to the libraries at Morgrave University, and over the years her prophetic visions have called numerous adventurers to heed unusual quests and journeys. Her words are usually cryptic, but few say no to the eccentric gynosphinx's summons – while there's always a hint of danger in the call of Flamewind, there's also the promise of great treasure and a place in the pages of history.

Three days ago, Flamewind was struck with another of her prophecies. She saw the Titan Scroll clearly, and knew that it would portend the dawning of the "New Night." The gynosphinx saw names in her vision, and with haste she put out word for those individuals to answer her call to destiny.

Unfortunately, other parties also caught wind of the gynosphinx's prophecy. The Prismatic Circle, a cabal of wizards and sages seeking greater knowledge regardless of the cost, have always watched Flamewind with great interest, and the prophecy of the Titan Scroll and New Night has caught the attention of Mage-Lord Viktor von Viktaar of the Violet Order. Ruthless, sadistic, and devoted to himself only, Mage-Lord Viktor sees untold power hidden in the scroll's secrets.

Sharn's largest criminal enterprise, the Boromar Clan, has their fingers in every activity, and the greedy halfling Fat Cat Fingerbones is looking to get back in his boss' good graces by delivering a big win to the thieving clan. Magical aid brings him word of a prophecy around a valuable object and its too good an opportunity to pass up.

And in the sewers of Sharn, the spirit of a powerful rat demon named Rashtail stirs with an eye towards a gate back to his home plane. He commands a legion of diseased rats and oozy monsters in his filthy lair and has moved the quickest to seize the opportunity presented by Flamewind's prophecy.

The Titan Scroll calls to them all, and it's up to a band of heroes to stop them.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Fat Cat Fingerbones. Male halfling gangster. Member of the Boromar Clan of gangsters, the largest criminal organization in Sharn, Fat Cat is cruel, lazy, and cowardly. Recently he's run into a rash of bad luck with his schemes, and that's put him on poor footing with his fellows in the Boromar Clan. Always one to bounce back, though, he's paid a diviner good coin to watch for any signs of a magical score to get in with his boss' good graces again.

Flamewind. Female gynosphinx. Discovered in a hidden vault in the ruins of Xen'drik some years ago, Flamewind requested to be brought to Sharn for strange and cryptic reasons. Since arriving, her unusual portents and even stranger countenance has garnered her access to many libraries across the city. Currently she dwells in the Lion and Falcon, tended to by a cadre of historians called the Waiting Watchers.

Hallivar d'Lyrandar. Aged half-elf explorer and sea captain. Hallivar found the Titan Scroll originally over one hundred years ago, and the item has brought him nothing but ill fortune since. He's broken up the relic and sold it to pay for his gambling debts over the years, but one piece he has not been able to let go. He has squandered most of his retirement funds and lives a shut-in life in an estate in the Mithral Towers district of Sharn.

Kassandra Morntide. Female human historian. A student of history, Kassandra devotes her time to studying prophecies of all kind, a pursuit that put her in the path of Flamewind the gynosphinx. Kassandra now leads the Waiting Watchers and her family owns the Lion and Falcon shop that serves as their base and the gynosphinx's home.

Rashtail. Exiled spirit of a rat demon. Forced to dwell in a ghostly form in the sewers of Sharn, Rashtail can possess rats and has learned to drudge up sludge monsters and ooze from its sewer lair.

Adventure Overview

The adventure is broken down into six parts. The first part serves as the introduction with the prophecy recitation by the gynosphinx Flamewind. It also contains several interludes the DM can use between the other parts as the antagonists move against the party. The bulk of the adventure contains four adventure locations, each holding a fragment of the Titan Scroll – Morgrave University, Hallivar Estate, the Drunken Weasel Gambling Hall, and the lair of Rashtail. The adventure culminates when the pieces are reassembled and a dark specter of the past reaches out for the characters.

Part 1: Prophecy of the Titan Scroll. In the city of Sharn, the characters are summoned by name to the chamber of Flamewind the gynosphinx, who recites a prophecy concerning a broken relic called the Titan Scroll. The gynosphinx is attended by a cadre of historians led by Kassandra Morntide, who can help guide the characters on their search across Sharn for the Titan Scroll. They are free to take on whichever fragment they wish in whichever order.

Part 2: Museum Mayhem. One of the fragments of the Titan Scroll can be found in the Dezina Museum of Antiquities at Morgrave University. The characters arrive at the document collections level only to find it already occupied by a strange hooded visitor. The visitor turns out to be a swarm of rats and the characters face Rashtail and his minions in the Morgrave museum.

Part 3: High in Hallivar Estate. Another fragment of the Titan Scroll is in the possession of Hallivar d'Lyrandar, the half-elf explorer who found the relic one hundred years ago. His estate in the Mithral Towers district of Sharn has numerous wards and traps, many of which are being tested by mercenaries and wizards of the Prismatic Circle. Once inside, the aged half-elf becomes impressed with their ingenuity and offers the scroll piece willingly.

Part 4: Spin the Gilded Weasel. Hallivar sold one of the Titan Scroll fragments to the proprietor of the Winged Weasel Gambling Hall in Sharn's waterfront district of Grayflood in the low tier. It's one of the few such establishments not owned by the Boromar Clan of gangsters, and the characters are going to have to try their luck and skill to obtain the fragment before the minions of Fat Cat Fingerbones get it first.

Part 5: Sewer Sepulcher of Rashtail. The final fragment of the Titan Scroll is in the possession of Rashtail, the rat demon spirit who dwells in the sewers of Sharn in the depths of the Cogs, the city's lowest and least patrolled district. Rashtail's lair is hidden in muck and grime and filled with all manner of foul denizens.

Part 6: The New Night. When the characters have all four pieces of the Titan Scroll, they can attempt to reassemble them. When the Titan Scroll reforms, the sky grows dark over Sharn for a minute and a hole opens up in the strange relic, letting loose a fiendish creature that seeks the life of the characters!

Adventure Hooks

The adventure begins with the characters receiving the summons by Flamewind and the Waiting Watchers, leading directly into Part 1.

Environmental Elements

Each encounter section in this adventure includes a short list of bold tags under the heading Environmental Elements. These are aspects of the encounter that the players can utilize during the scene, and they should be shared openly with the players so they understand what's available. Clever use of an Environmental Element during an action can be awarded with advantage or disadvantage as the case may be, or other minor bonus effect. The DM is encouraged to let the players be creative and have fun with these, but it is by no means a requirement to use them. They work particularly effectively with theater of the mind play.

Part 1: Prophecy of the Titan Scroll

Flamewind the gynosphinx keeps a private apartment in the Everbright district of Sharn, in the middle tier of the Menthis Plateau. She wants for nothing and is attended to by a small group of historians who call themselves the Waiting Watchers. These attendants operate a small magic shop called the Lion and Falcon, and it is above their shop Flamewind keeps one of her abodes. In the early morning hours, the gynosphinx calls from Cassandra Morntide, the leader of the Waiting Watchers, and bids her to find a group of heroes in Sharn and bring them to her.

The Lion and Falcon

With the summons from the gynosphinx delivered, the characters arrive at the Lion and Falcon and are quickly ushered inside by the Waiting Watchers who run the store. Read or paraphrase the following to begin.

Evening light spills out across Sharn, magnificent City of Towers, its bulk sprawling out beneath, above, and below you between hundreds of tall towers. The message was clear and straightforward, delivered directly to you by a young courier, requesting your presence by name at the Lion and Falcon in the Everbright district. The home of many spellcasters and magic shops, Everbright bustles with activity as early twilight descends, though the light is hidden behind the walls of a particularly large tower that holds your destination. Inside, dozens of stores and shops line the interior wall and you find the Lion and Falcon without issue. The image of a roaring lion's face with outstretched falcon wings hangs above the simple door leading inside.

If the characters have not yet met before, now is a good opportunity for them to introduce each other. They have each received a summons signed with the name Waiting Watchers, addressed to them by name, with the address of the Lion and Falcon. Arcane spellcasters are familiar with the district as it is the favored location of wizards, sorcerers, warlocks, magewrights, and other types. Sharn-based characters succeeding at a DC 15 Intelligence check recall that the Lion and Falcon is the home of a gynosphinx that gives out prophecies to heroes and adventurers.

The Lion and Falcon is currently open, and inside a simple shop spreads out. A counter runs along the back of the wall, behind which stands a simple yellow-robed young male human. Shelves filled with minor baubles and trinkets line the walls, and behind the counter a spiral staircase leads up.

Seeing them enter, the yellow-robed man gulps nervously and motions for the characters to head up the stairs. He keeps his eyes lowered and chews his lower lip out of habit. He is a newcomer to the Waiting Watchers and the characters are the first ones he has seen be summoned by Flamewind.

Flamewind Speaks

Upstairs, the characters enter a small antechamber with three individuals with the same simple yellow robes as the man downstairs. A female human woman pulls back her hood and steps forward in friendship. She introduces herself as Cassandra Morntide, a historian and member in good standing of the Waiting Watchers. She asks the characters to introduce themselves, motioning for the man behind her who begins to note down everything the characters say.

Kassandra and the Waiting Watchers are scholars, not warriors, and they are genuinely excited for the party to arrive. Kassandra reveals that they have been summoned by Flamewind, a gynosphinx with the vision of an oracle, and that they have some part to play in a prophecy. The acolyte asks that the characters hold off any questions until after and bids them enter the nearby door to hear the words of Flamewind.

Once the characters enter, read or paraphrase the following.

The door behind the yellow-robed scholars opens up to a large square chamber. The smell and vapor of delicate incense rises from copper braziers set in the corners of the room. The room's center holds a thick multihued rug of brilliant design and complicated patterns, on top of which rests Flamewind. She has the body of a great lion in a relaxed resting position, with orange strips marking her otherwise black fur. A pair of black falcon wings extend from her back, the feathers folded in though swaying gently, swirling the incense vapor. Her face is that of an elf woman, strikingly beautiful, framed by luxurious hair marked with the same color patterns as her fur. A jeweled chain of platinum and gold hangs around her neck, and a silver diadem rests on her brow. Flamewind the gynosphinx looks serenely at each of you in turn.

After a moment of peaceful silence, Flamewind speaks the following. The characters can hear one of the Waiting Watchers behind them scribble her words down on a parchment as the gynosphinx speaks.

The toll of years has been too bright
With hand of change in long flight
The Titan Scroll must now be whole
To affect arrival of New Night
In respected hall of learning's past
Seek the tatter that stands in sight
Another rests in broken dreams
In original home of mithral height
Dancing weasels prance with glee
While gamblers play for piece in light
Below dark towers fell forces keep
Last tatter in tomb of wight
Reform the Scroll to keep in sight
Ancient hand of long New Night

With the last words, Flamewind nods her head, smiles peacefully, and rests her head on her massive paws, closing her eyes in the process. The Waiting Watchers behind the characters usher them out of the chamber and

they close the door.

Prophecy Research

Kassandra is excited as she reviews the prophecy of the Titan Scroll with the characters. Give the players **Handout 1**. Note that the third from the last line is intentionally listed as “white” instead of “wight.” Until the characters or the watchers figure this difference out the lair of Rashtail is difficult to locate.

She takes them downstairs and into a back room of the Lion and Falcon, where she and the Waiting Watchers have setup their own small library. Kassandra grimly recalls something else about the New Night, specifically that a group of wizards called the Prismatic Circle came around asking about a week ago. They seemed to have evil intent, and she encourages the party to avoid running into them if possible.

Kassandra also sends one of her historian companions to fetch any information about the Titan Scroll and the New Night, though she offers that they didn’t find any details about the New Night after the Prismatic Circle wizards stopped by. She asks for help from the characters in looking through the small library for any references as well, handing them stacks of the *Korranberg Chronicle* and *Sharn Inquisitive* to look through.

Uninvited Guests

After about 10 minutes have passed, shouting can be heard from the front of the store. Kassandra looks concerned, and then from the front comes a scream, a gurgle, and a thud. None of the Waiting Watchers are combatants, so it’s up to the characters to investigate.

The main room of the Lion and Falcon is now occupied by an **animated armor** and four **flying swords**. One of the flying swords just stabbed the Waiting Watcher who mans the storefront and the man is now bleeding on the stone floor. The armor and swords fight until destroyed. They were sent by Mage-Lord Viktor von Viktaar of the Prismatic Circle to kill the Waiting Watchers so that the words of the prophecy (magically intercepted by the wizard and his colleagues) would not go any further.

Environmental Elements. Decanter of Liquid, Floor Rug, Large Ceramic Vase, Empty Wooden Shelf.

Roleplaying Kassandra Morntide

Kassandra Morntide is a human female in her mid-30’s, born and raised in Sharn to a successful magewright family in the Everbright district. She grew up around magic, in a city filled with towers and spells, but found that she had little aptitude for the arcane arts herself. Her family was supportive, though, and she enrolled in Morgrave University and found she had a flair for research and a love of history. She is studious and reserved, but grows excited whenever Flamewind offers a prophecy, which allows Kassandra to dive into books in pursuit of meaning and truth.

Quote. “That is absolutely fascinating. It reminds of what was said when Galifar I was born in Karrnath in the year -1043”

Next Steps

With the animated items defeated, Kassandra is now more worried than ever that there are more interested parties in Flamewind’s most recent prophetic reciting. She requests that the characters stay at the Lion and Falcon until morning to protect the rest of the Waiting Watchers while they continue researching.

All through the night, Kassandra and the historians research, and after about 8 hours she rouses the characters and presents what they found.

- The Titan Scroll was brought to Sharn over one hundred years ago by a half-elf explorer named Hallivar d’Lyrandar, who was the sole survivor of an expedition into Xen’drik. He returned only with the Titan Scroll.
- The Titan Scroll was not regular parchment but flexible stone that resisted breaking and tearing, but also making it stiff. It was also large, roughly six feet tall and three feet wide, and covered with undecipherable glyphs and symbols. Based on Flamewind’s words, the Titan Scroll sounds like it was broken up into four pieces.
- Hallivar d’Lyrandar retired to his estate in the Mithral Towers district of Sharn. Kassandra believes the reference to “original home of mithral height” in the prophecy refers to Hallivar’s current home, though he hasn’t been seen or heard of in many years.
- The line “respected hall of learning’s past” they believe refers to Morgrave University, specifically the Dezina Museum of Antiquities. Searching the museum, which is open to the public, is a good starting place for that one.
- The line “Dancing weasels prance with glee | While gamblers play for piece in light” points to the Winged Weasel Gambling Hall in the Grayflood district down by the waterfront. Kassandra doesn’t know it personally but they apparently have a game of luck involving a spinning wheel and a golden weasel statue.
- The line “Below dark towers fell forces keep | Last tatter in tomb of white” has been a problem for the Waiting Watchers. It points to the Cogs, the lowest region of Sharn below the towers, but the “tomb of white” has not been found or referenced. Kassandra says they’ll keep looking.

If any of the players suggest the different spelling of “white” as the word, Kassandra and her fellow historians look around in surprise. They rush to the paper stacks and quickly scan a parchment, announcing that they found a reference to the Wight’s Sepulcher deep in the Cogs. A quick comparison of an old map links up the site to the sewers.

If the characters find all the other tatters of the Titan Scroll without correcting the mistaken transcription, Kassandra figures it out on her own and offers the information to the party.

Kassandra and the Waiting Watchers offer beds and rest for the characters anytime they need, and also offer to hold on to any found pieces of the Titan Scroll. The

last lines in the prophecy refer to reconnecting the pieces, something the watchers would be happy to assist with.

Unfriendly Encounters

As the characters run around Sharn searching for pieces of the Titan Scroll, the adversaries set against them move as well. They each have their own ways of finding out the same information as the characters – Fat Cat Fingerbones has a Waiting Watcher spy that feeds him information, Mage-Lord Viktor uses magic and divination spells, and Rashtail senses the presence of the other objects and the characters through a supernatural connection to the prophecy and the Titan Scroll.

Below are three encounters you can use as the characters run around Sharn, each featuring one of the foes seeking the Titan Scroll for themselves. You can use these plus any others you devise to help drive the menace and excitement of the adventure.

Skycoach Skirmish

This encounter works best if the characters are traveling around Sharn in a skycoach, one of the modes of quick transportation around the City of Towers. As they travel through the districts, the forces of the Prismatic Circle strike to take them out before they reach their next destination.

In the skycoach, the characters see several swarms of unusually large wasps buzzing around. It is unusual to see such creatures in Sharn, and characters that succeed on a DC 14 Wisdom (Perception) check notice a number of robed figures on magical floating disks rapidly coming in from the opposite direction.

The two **swarms of wasps** move in to attack, and the group of four **apprentice wizards** (NE female and male humans) support them with *fire bolts* cast from their magically floating disks. They surprise any character that failed the Wisdom (Perception) check. The disks they ride on are purple circles 5 feet across and give anyone on them a flying speed of 40 feet. They were created by the wizards of the Prismatic Order and expire in 10 minutes.

The wizards try and keep their distance and let the wasp swarms do their work, but a few of them are arrogant and move in closer to use their *burning hands* spells. If any are captured they swear loyalty to the Prismatic Circle and Mage-Lord Viktor von Viktaar, though in truth they know very little about his plans other than they involve claiming all the pieces of the Titan Scroll.

Environmental Elements. Flying Purple Disk, Detached Bench, Mooring Rope, Low Bridge, Passing Skycoach with Noble Passengers.

Cry for Help

Fat Cat Fingerbones tries to play on the heroes' heroic nature while they move through Sharn and setup a future opportunity to strike them from within. This encounter works best if the characters are walking on foot, perhaps after they leave one of the other scenes. From a nearby shadowy alley, the characters hear a womanly scream that is suddenly cut off. There are no signs of the Sharn Watch around nor anyone else that seems interested.

Investigating, the characters reach the entrance to the alley and see a woman in a torn red dress lying on the stone floor. The woman, a **spy** (LE female human) in the service of Fat Cat Fingerbones, appears from a distance to be injured from a crossbow bolt. Her breathing is shallow, and a quick investigation reveals the bolt is poisoned (it is, but she is not poisoned). If roused, she wakes up wearily and introduces herself as Solena Wynn.

Solena explains that she thought she saw her brother in the alley, but then she was struck by the crossbow bolt from out of the darkness. Solena is quick-witted and tells whatever lie she thinks gets her in with the group, playing on any character from the lower tiers of Sharn (an area she knows well as part of her spying duties for Fat Cat). She claims to be weakened from the poison and asks for any assistance the characters can offer – if necessary, she claims to have no home, and that she is looking for her brother who was kidnapped by “evil robed men.”

Solena plays up her innocence for as long as possible, and reports back to Fat Cat via message drops across Sharn. She waits for the right moment to betray the party, but if it works out better she can instead be swayed by the party if they treat her well and show signs of true heroism.

Gurgling Sewage

Rashtail is much less subtle with this machinations. He wants the Titan Scroll to escape his tortured existence as a bound demon spirit, and he throws his putrid followers at the characters whenever possible. This encounter can be used anytime the characters are traveling around or between a tower in any of the districts.

A DC 14 Wisdom (Perception) check alerts the characters to a gurgling sound from above them, and any character that succeeds is not surprised when a drain pipe from above spews out greenish-black liquid onto the ground in front of them. The liquid quickly gives form to six **filth goblins** and a **gray ooze**, loyal servants of Rashtail. Filth goblins are the same as regular goblins except they cannot be disarmed, have an AC 15, do not possess shields or shortbows, and can only speak Common. Their weapons are formed from hardened crust attached to their squishy, oozing bodies.

Environmental Elements. Puddle of Filth, Drain Pipe, Tower Ledge, Loose Wall Stone.

Part 2: Museum Mayhem

One of the fragments of the Titan Scroll was purchased years ago by the scholars at Morgrave University. They studied it for a short time before giving up and passing it over to the museum to be displayed. It has hung in a small gallery called Documents of Antiquity in the back of the Dezina Museum of Antiquities for many years, rarely attracting anything more than a passerby or a curious scholar.

Unfortunately for the characters, Rashtail deciphered this location as well and already sent a force of sludge rats in disguise to retrieve it. The result is a likely chase through the museum as the characters try to stop the sludge rats from getting away with the scroll fragment.

Museum Search

The Dezina Museum of Antiquities is part of Morgrave University, located in the University District of the upper Menthis Plateau. The University is the largest center of learning in Sharn, and it has become successful on the backs of many expeditions to far-off lands. The results of those expeditions are often sold at private auction, but some pieces go to the Museum of Antiquities and are available for perusal by the general public.

Unfortunately for the characters, there are seven tower levels that hold the museum's showrooms, so finding the fragment of the Titan Scroll that they seek can seem daunting. It doesn't help that the fragment was mislabeled by a past curator and now sits in the back of the Documents of Antiquity exhibit as "unknown parchment from the continent of Xen'drik."

The Front Desk

The quickest place to start searching is with the front desk of the museum. There, the characters meet the spectacled, white-bearded dwarf Horgolf Ironword who works at the front desk every day, and has been with the museum for more than 100 years. Horgolf is old, and slightly befuddled, but he knows a great deal about the museum's contents – if he can remember it.

Dealing with Horgolf and his failing memory can be an exercise in frustration with the old dwarf's forgetfulness and tendency to wander in and out of conversation threads. Roleplay out the encounter as much as necessary, but Horgolf does eventually point the characters to the fourth level of the museum, in a collection called the Documents of Antiquity. He may not remember the exact item the characters are looking for, especially since it's mislabeled, but if they have it it's going to be there Horgolf assures them.

Have the characters make a group DC 12 Charisma check (dwarves gain advantage on this check). If they succeed, Horgolf takes a liking to them and offers that another strange fellow came by just about an hour ago. Heavily cloaked, Horgolf couldn't see his face, but he was

weirdly hunched and seemed very jumpy. He was looking for directions to the Documents of Antiquity level. (This was the swarm of rats under the control of Rashtail.)

Documents of Antiquity

The trip down to the fourth level of the Dezina Museum is uneventful. The wide-spiral staircases are well-marked, and the characters pass by the levels containing cultural artifacts, replica dioramas of historic events from across Khorvaire, and ancient tools of warfare. The fourth level contains maps, charts, journals, and other written historic artifacts.

Read or paraphrase the following as the characters enter the Documents of Antiquity level.

The spiral staircase leads to another landing, similar in size to the other ones above, this one with a bronze sign marking it as the Documents of Antiquity exhibit. The wide stone doors are open revealing a large open hall with a dozen or more smaller rooms spanning out from it like spokes on a wheel. Short pedestals fill the floor of the main hall, each holding a book or parchment encased under glass. A massive glass globe depicting the world hangs suspended from the ceiling, shedding light, and as you watch the markings on the globe change to reflect the passing of the eons. A scraping sound comes from an open archway in one of the halls.

There are currently no visitors to this level, which is not uncommon. The scraping is coming from a hall labeled "The Written History of Xen'drik." The sound is that of the rats of Rashtail trying to break the glass holding the tatter of the Titan Scroll, though they only grow frustrated when the party arrives. Characters succeeding at a DC 12 Wisdom (Perception) check identify the scraping sound as that of claws on glass.

Rats in the Museum

Investigating the side hall from the main Documents of Antiquity level reveals a broad rectangular chamber beyond the 10-foot wide open archway. Maps in glass cases decorate the walls, and several pedestals stand around the smooth floor, each bearing a diary or other document underneath glass domes.

At the far end of the hall, 40 feet from the entrance, the characters see a hunched, hooded figure pawing at one of the glass encasements on the wall close to the floor. Coldfire lanterns illuminate the room, allowing the party to see the strange torn parchment beneath the glass. The hooded figure is **Rashtail**, and it senses the characters entering. (Rashtail is a swarm of rats with maximum hp).

Turning to face them, the characters see the hooded figure is actually comprised of dozens of red-eyed rats formed into a humanoid shape. With a snarl, the swarm monster whispers with all of its collected rat bodies "Fools have come to die today?" Four **swarms of rats** emerge from the walls on either side of the archway in the hall, and Rashtail advances to attack.

Environmental Elements. Glass Case, Velvet Rope, Stone Pedestal, Thick Wall Curtains.

Roleplaying Rashtail

Rashtail is a sniveling demonic rat with self-serving designs common for its kind. The creatures are not true demons, but originate from the Abyss where they gather in great swarms across the infinite layers. Unfortunately for it, Rashtail was tricked by a Sharn sorcerer years ago into servitude, and while trying to free itself its body was destroyed. The demon rat's spirit lay bound to Eberron, however, and it receded into the sewers of Sharn to stew and contemplate its freedom. It is vile, wicked, and won't attack unless it has greater numbers, which is frequent considering its mastery over common rats. Rashtail feels the growing importance of the Titan Scroll and feels like the opening of the New Night can be its path to escaping Eberron forever.

Quotes. "Flesh is tasty, yes? Flesh is sweaty and sweet and tastes so good to us. Lay down and be eaten, yes?"

Chasing the Tatter

When the fight against Rashtail goes against it, the demonic rat spirit decides to cut and run. A trio of **giant rats** crawl down from the ceiling along the back wall and push the glass case holding the Titan Scroll fragment, shattering it on the ground. They then grab the fragment and flee through one of the side exits leading to other halls.

The characters can give chase through the museum, chasing the rats and avoiding the other vermin under Rashtail's control. For cinematic purposes, you can run this outside of regular combat rounds and instead use the following abbreviated chase rounds.

In this chase, the characters must achieve a total number of **three** group ability check successes using the regular rules for group checks (they succeed at the group ability check if more than half of the party succeeds). The DC for this chase is 13, and the players are allowed to use any skill proficiency they feel would best serve them each round. Below is a list of suggestions, but let the players use whatever skill they can justify.

- Acrobatics (dodging and weaving around the exhibits of the museum)
- Arcana (use magic spells to cut off or predict the path of the rats)
- Athletics (climbing and pushing through obstacles)
- History (remembering the layout of the Museum of Antiquities)
- Insight/Nature (trying to guess where the rats are going to go based on their nature)
- Perception (watching the surrounding area for obstacles)
- Stealth (sliding into the shadows and trying to cut off the rats)

At the beginning of each round, each character chooses their skill and attribute. Before they make their check, roll on the Museum Chase Obstacle table below. The results of

the table determine which ability checks are hindered this round by either the rats or other effects. Any character that fails the check by 5 or more suffers 2 (1d4) bludgeoning damage as they run into objects or knock over things.

1D10 MUSEUM CHASE OBSTACLES

1-2	The rats knock over some taller exhibits to block the characters. Strength-based skill checks suffer disadvantage this round.
3-4	A group of scholars stumble into the path, creating confusion. Dexterity-based skill checks suffer disadvantage this round.
5-6	The rats split up their route. Wisdom-based skill checks suffer disadvantage this round.
7-8	The rats stray into a wing of the museum still under construction. Intelligence-based skill checks suffer disadvantage this round.
9	No unusual activity this round.
10	Roll twice, re-rolling 9 and 10 results.

The characters have five rounds before the rats get away with the tatter. If they make the three successes, they catch up to the rats, who drop the tatter of the Titan Scroll and then scurry off (or they can be defeated by the characters, they are simply giant rats!). The characters can claim the tatter, which appears to be a large gray piece of paper, stiff and thick but surprisingly light, carved with arcane symbols in the Giant language. It is 3 feet wide and 5 feet tall and weighs 3 pounds, with torn edges along the bottom and right-hand side indicating where other pieces would fit.

If the rats get away with the tatter, they disappear into small tunnels down into the sewer where they become untraceable. In this case, the characters simply find two pieces of the Titan Scroll in the Sewer Sepulcher of Rashtail rather than just the one.

Part 3: High in Hallivar Estate

While Hallivar d'Lyrandar cut up and sold or lost pieces of the Titan Scroll over the years to pay for his debts, he refused to part with one fragment out of a lingering sense of self-worth. The aged half-elf captain has squandered his name and coin over the years, retreating into his once well-appointed manor home in the upper district of Mithral Towers and avoiding all outside contact. Now, he's being paid a visit by not just the characters, but agents of the Prismatic Circle who stop at nothing to procure the tatter hiding in his manor estate.

Glittering Heights of Mithral Towers

Mithral Towers is an opulent district in upper Sharn, where the wealthy of the City of Towers live, work, and play. The characters can reach the district via skycoach or on foot, utilizing bridges and the many magical lifts that transport people and goods up and down between the spires.

Finding the home of Hallivar d'Lyrandar requires a DC 14 Charisma (Persuasion) or Intelligence (Investigation) check and a half hour of asking around. Characters with a passive Perception of 13 or higher notice a few shadowy individuals watching them with keen interest, but they duck away before confrontation. These are agents of Fat Cat Fingerbones keeping an eye on Mithral Towers.

Characters that succeed on their ability check by 5 or more learn that no one has seen the reclusive half-elf explorer for many years, and it is widely assumed that his home is abandoned.

Hallivar Estate Tower

With directions, the characters can approach the estate of Hallivar d'Lyrandar. Read or paraphrase the following. The text assumes the party approaches during the day.

Hallivar Estate sits at the edge of the Mithral Towers district, with a single bridge spanning the lofty gap. It occupies the top of a gleaming blue spire glittering in the dappled sunlight, but as you get closer you see its magnificent is faded. Spiderweb cracks split the azure stones in places, and a nest of creeping green vines have crawled up from the lower tiers to encompass the north-facing side. The bridge leads to a black gated landing that encircles the tower with a 10-foot high iron fence, and a stout wooden door appears to be the only entrance. Windows along the tower's walls are shuttered with thick ornate boards.

Hallivar Estate has seen better days, but Hallivar d'Lyrandar was still a highly respected and wealthy member of House Lyrandar. Even in its somewhat rundown state the magnificence of the place still shows

clearly, if in desperate need of a few touchups.

Crossing the bridge to the door is uneventful, but the iron gate that blocks passage is magically locked to open only at the command of a House Lyrandar member. The house sigil is carved on a large stone disk in the gate's front, and the iron fence is 10 feet tall. It extends the last 20 feet of the arched bridge leading to the circular landing and creates a fenced perimeter along the tower's walkway.

Characters receive no answer to their calls from the tower estate. Nobles and other characters of wealthy backgrounds know that protocol would normally put a guard or sentry at the front, but nothing stands there now.

The fence can be climbed, and the region of the district that holds Hallivar Estate is relatively empty. A DC 12 Strength (Athletics) check gets over the gate. The door is closed and locked, but can be picked with three successful DC 15 Dexterity checks using thieves' tools. Alternately, the door can be hacked down (AC 10, resistance to bludgeoning and piercing damage, 50 hp).

Wall Crawlers

As the characters contemplate their next move, they notice movement along the opposite end of Hallivar Estate. Four **metal apes** crawl along the walls, testing the windows and stone with their long fists. These are constructs sent by the Prismatic Circle to break into the half-elf's abode. The metal apes use the same statistics as apes except they are constructs, immune to poison damage, and are immune to being charmed and poisoned.

If the characters are already near the front door, the metal apes leap down to attack the characters. The walkway that extends around the tower is 15 feet wide between the wall and the fence, beyond which is a precipitous drop to the lower tiers of Sharn. The metal apes fight until defeated by the party.

The metal apes are being watched by thieves in the employ of the Prismatic Circle. Each round, on initiative count 20 losing ties, a scout from a nearby tower looses an arrow at a random character. The ranged weapon attack is +4 to hit against a single target, inflicting 6 (1d8+2) piercing damage on a hit. The attacks continue until the characters leave the walkway or get inside.

Environmental Elements. Loose Fence Bar, Thick Vines, Broken Masonry, Wooden Window Board.

Breaking and Entering

Once the metal apes and the door is bypassed, the characters can enter Hallivar Estate. They must pass through his trapped hallway to reach the central room where the half-elf keeps the Titan Scroll fragment. No map is provided for the area but you can assume that there is enough space in the hallway for the characters.

Hall of the Stormy Sea

Immediately inside the outer door to Hallivar Estate is a long corridor with a single rug running along the floor. The rug is woven with intricate patterns of blue and white, creating a surprisingly realistic image of waves at sea – the light dancing from coldfire lanterns along the walls creates a shimmering quality to the piece. A single door sits at the far end of the hall.

Strangely, a small brass key looks to be embedded within the center of the rug. A cursory examination reveals that the key is actually inside the rug, as if it were the surface of a pool, but prodding by pole or other tool reveals the rug to be simply a rug.

The rug is magical, but it can be bypassed by walking along the stone floor on either side of it within a narrow 2-foot path. Anyone stepping on the rug must succeed on a DC 13 Strength saving throw or be hurled to the ground in front of them as a woven wave leaps up. Retrieving the key requires two DC 13 Strength (Athletics) or Dexterity (Acrobatics) checks to avoid the rising and falling of the rug waves.

Every round a character stands on the rug, tubes along the walls shoot jets of water at everyone in the hall, soaking them with salty water.

The door is locked and bears a large brass plaque with the intricate image of a sailing vessel. An empty nameplate on the ship can clearly be seen. A DC 14 Intelligence (History) check identifies the ship as Hallivar d'Lyrandar's main sailing vessel, *Song of the Siren* (House Lyrandar characters make the check with advantage). The door can be opened with the key in the rug or two successful DC 15 Dexterity checks using thieves' tools, though on a failure the tubes in the wall soak everyone with salt water.

The final trick of the door requires the opener to say the name of Hallivar's ship, *Song of the Siren*, within 6 seconds of turning the lock. If this is not done, an electric arc shoots out and inflicts 3 (1d6) lightning damage. If there are any wet characters in the room, the arc leaps to them, inflicting the same damage to them.

Meeting the Old Captain

After the Hall of the Stormy Sea, the characters enter into the main central room of Hallivar Estate. An intricate (nonmagical) if frayed rug from the Talenta Plains covers most of the floor, with a large darkwood table piled high with papers and books sitting in the center. The entire room has a disheveled look to it and dust has settled over many of the items, including a globe of Eberron, small statues from the Dhaakani empire, and numerous animal heads mounted along the walls.

As the characters take in the scene, an old man with a patchy white beard and thin gray hair wearing a threadbare robe shambles into the room from a side passage. He is holding a cup of hot wine and nods a welcome to the characters. This is the half-elf Hallivar d'Lyrandar, and soon a pair of older men join the room, their wrinkled skin still bearing tattoos marking them as the half-elf's sailing crew.

Hallivar congratulates the characters on getting past his hallways and invites them to sit down. He poses no

physical or magical threat, and is in truth curious why they came and if they know anything about the metal apes that were crawling along his estate's outer walls. If they confess to looking for the Titan Scroll, the half-elf nods and says he felt it was time to pass the relic along.

Getting up, Hallivar clears off the main table with a sweep of his arm, sending papers and books tumbling to the floor. The table holds a thin piece of glass on its top, under which the tatter of the Titan Scroll is laid out. He pulls it out and hands it to the party.

Roleplaying Hallivar d'Lyrandar

Hallivar d'Lyrandar is a man of powerful guilt. He has seen and done terrible things across the world as an explorer, and now in his twilight years he finds that he is full of memories and regrets. His standing in House Lyrandar keeps him in his estate, and though he has no children he full expects it to pass to an heir of the house after he dies. His fingernails and hair are long and unkempt, but when he recalls the good times of the past a twinkle returns to his watery blue eyes.

Quote. "Reminds me of the time I was sailing through Shargon's Teeth. A storm came up and the sea devils came surging out of the ocean! We fought them back, but I got this scar as a result. Now, where was that scar?"

Part 4: Spin the Gilded Weasel

The lowest tier of Sharn holds the seediest and most dangerous establishments, and it's in the dock district of Grayflood that Hallivar d'Lyrandar sold one of the Titan Scroll fragments to pay off his gambling debts. The half-elf's years of sailing experience put him in good graces with the proprietor of the Winged Weasel Gambling Hall, and Hallivar loved to push his luck at the house game of spinning weasel. The habit caught up to him and he's since learned to curb his gambling streak.

The Titan Scroll fragment sits on the wall of the Winged Weasel now, a curiosity proudly owned by the elf twins Janna (CN male **elf assassin**) and Jenna (CN female **elf assassin**) who run the gambling hall. Over the years the halfling gangsters of the Boromar Clan have tried to buy the Winged Weasel, but the elves have too much fun and so far haven't budged. Fat Cat Fingerbones, with his eyes on either the Winged Weasel or the Titan Scroll fragment, pays the hall a visit on the same evening the party stops by.

Down in Grayflood

With Kassandra's research as a guide, the characters can make their way to the Grayflood district in search of the Winged Weasel Gambling Hall. Grayflood is a waterfront district, and the distinct smell of rotting fish, oil, and sweat permeates the crowded streets. Sailors and dockworkers unload cargo from the ships using crude mechanical cranes that use magic to ensnare large crates. Finding the Winged Weasel is as simple as asking questions of the surly laborers, who point the party further into the district along its dingy slick streets.

Caught Green-Handed

While the party makes their way through Grayflood, choose a character at random to be the target of a pickpocket attempt. The thief is a CN **goblin scout** named Meager, and he's just desperate enough to try his luck picking the pocket of a character. You can have the party roll Wisdom (Perception) checks against Meager's Dexterity (Stealth) roll (+5 on the check).

When caught, Meager gives a weak shout and begs for his life. He promises he was only taking the coins to pay for food as he hasn't eaten in many days (while technically true, goblin stomachs are notoriously strong and Meager is simply hungry for REAL food at this point). When pressed, he admits to eavesdropping and offers to lead the characters to the Winged Weasel. He can even show them the secret paths around the district if they are nice to him.

You can use Meager to help the characters in a later encounter, where he can show up if they end up fleeing from Fat Cat Fingerbones' gangsters in the gambling hall. While a goblin, Meager is eager to please and has been around Sharn for all of his life (about a dozen years) – he knows the sewers and lower districts very well, and he's even snuck up to the middle and upper wards on occasion.

The Winged Weasel

The Winged Weasel is a ramshackle gambling hall that serves the seediest clientele in Grayflood. It's owned and operated by a pair of wild elf twins, Janna and Jenna, each with a mohawk of green hair and flaring emerald eyes.

The Weasel does not open up until sundown and remains closed all night, and the elf twins take their coins and goods (including the Titan Scroll fragment) to their abode through the basement. Breaking in during the day yields very little information, though magical wards alert Janna and Jenna of the break in (the goblin Meager can help provide some of this information to the characters if they are not familiar with the dock ward).

Read or paraphrase the following as the characters approach the establishment.

A trio of ogre laborers pass slowly through the slick streets of Grayflood carrying a massive box, but when they pass you see the Winged Weasel Gambling Hall at the end of the chaotic road. The building is a two-story mess and seems to lean heavily to one side, keeping its walls and ceiling propped up with the aid of the adjacent building. The doors to the Winged Weasel are held open, spilling warm light, raucous laughter, and the smell of pipe smoke and cooked fish into the street. Sailors of all kind stagger in and out of the doors.

The characters draw no attention to themselves in this seedy part of Sharn, as races of all kind walk shoulder-to-shoulder in Grayflood. The interior of the Winged Weasel is a large common room with a few dozen tables scattered about. A friendly barmaid next to the door takes drink orders for incoming patrons, asking for payment in advance.

Drinks are poured by one of the wild elf twins at the bar at the opposite end of the hall from the entrance – at a distance, Janna and Jenna are difficult to tell apart. The main room is dominated by a pedestal holding the statues of a golden weasel in a crouching position, its back arched high and its fangs bared. The statue is set on a wheel with a black marker set below the weasel's nose and tail. Along the pedestal's side are carved a number of symbols so that when the golden weasel is spun, the markers click along the slots and eventually come to rest on two symbols. Four surly dealers dressed in vibrant green leather take bets with a narrow circular table separating them from the patrons.

In the golden weasel's frozen mouth is a large rolled up gray scroll. If the characters have already seen or retrieved a tatter of the Titan Scroll, they recognize it immediately as one of the fragments.

The Gilded Weasel

The Winged Weasel offers a number of smaller gambling tables, with hustlers and dealers in the employ of the house playing games of dice and cards. The main attraction is the gilded weasel in the center of the room. A spin of the gilded weasel is done every 30 minutes. Players can purchase two cards by a dealer for the price of 3 sp, and each card bears a single symbol that matches one on the pedestal. The gamblers are betting on which symbol is going to be high (the one pointed to by the nose of the weasel, with the card laid face up) and which will be low (pointed to by the tail, with the card face down). Players are allowed to trade cards among each other, and the competition gets fierce for what is perceived to be “lucky” cards.

Once each player has placed their coins and cards down, one of the elf twins points a wand and the golden weasel begins to spin. At the same time, illusionary magic makes it look like the weasel is snarling and clawing at the air, and the gamblers taunt the illusion hoping to get it to stop on a desired location. The spinning slows and eventually it stops, with its nose and tail indicating two symbols. Cries, shouts, boos, hisses, and more echo throughout the Winged Weasel as coins are collected or paid out by the dealers – winning the high card doubles the gambler’s bets, and winning the low card triples the gambler’s bets.

The game is rigged in favor of the house. Characters that succeed on a DC 20 Wisdom (Perception) check while the gilded weasel spins sees through the illusion and notices that the weasel statue is actually moving, though only slightly – the nose subtly shifts or the tail twitches. It’s controlled mentally by Janna and Jenna, though rarely do they intercede.

Any dealer or player in the hall can tell the characters that the scroll in the weasel’s mouth is just there for decoration, but the wild elf twins refuse to part with it. If confronted, they simply say they’re waiting for the right wager (cue the entrance of Fat Cat Fingerbones below!).

High Stakes Game

After the characters get a feel for the Winged Weasel and ideally as they interact with Janna or Jenna, Fat Cat Fingerbones and his entourage arrive. Their arrival is marked by a hush throughout the hall as the crowd parts, revealing a well-dressed halfling with thick black muttonchops and moustache flanked by a half dozen halfling bruisers in ill-fitting suits. The halfling gangster walks up to the characters purposefully. He’s had eyes on the party since they entered Grayflood, and through his magical resources he’s pieced together that they are involved with the prophecy of the Titan Scroll.

Fat Cat wants the scroll, and he lets the characters know that he knows that they want it too. The halfling looks at Janna and offers the following on a round of gilded weasel – the Boromar Clan will leave the Winged Weasel alone, regardless of the consequences, if they play for the fragment of the Titan Scroll right now. The elven twins look at each other and then nod, and they excuse all of the dealers and deal the cards themselves.

The characters are invited to play as well, and the smooth Fat Cat does not take no for an answer.

Pop Goes the Weasel

Jenna deals cards to the characters and the halflings. There are a total of eight **halfling bandits**, each watching the characters closely while Fat Cat Fingerbones examines their dealt cards. Ultimately it doesn’t matter what cards the characters have. Once everyone has placed their bets, Janna pulls out the wand while a hush falls over the crowd. With a wave of the item, the gilded weasel begins spinning and the illusion takes hold.

During the spinning, the character with the highest passive Perception notice Janna give a sly wink and give the wand a slight wave. The scroll fragment in the weasel’s mouth flies out! The halflings give a shriek, Fat Cat yells for them to grab the scroll, and everything devolves into pandemonium.

The characters need to defeat the halflings to claim the scroll. Fat Cat slips out of the scene, avoiding the conflict for now. Jenna and Janna stay out of the fray as well and the rest of the patrons take the opportunity to break into a brawl of their own. The Winged Weasel Gambling Hall is quickly engulfed in chaos.

If the characters are having trouble with the scene, allow them to escape into the streets of Grayflood. If they had good relations with Meager earlier, the goblin shows up to lead them through secret alleys the halfling bandits do not follow.

Environmental Elements. Deck of Cards, Half-Full Tankard of Ale, Pile of Wooden Chits, Stained Wooden Table, Spinning Gilded Weasel.

Part 5: Sepulcher of Rashtail

The sewers of Sharn hold many dangers and threats. The one most pressing to the characters is Rashtail, the spirit of a rat fiend exiled to Eberron and now seeking a way out through the Titan Scroll. Rashtail already possesses one of the fragments of the scroll in its sewer lair, which is tucked within a hidden tomb called the Wight's Sepulcher. The spelling of the name gives the prophecy some confusion, but given time (or the suggestion of the characters) Cassandra and her fellows figure out the true meaning.

With the research provided by the Waiting Watchers, the location of the Wight's Sepulcher is found, but getting there is going to be a different manner.

Sewer Search

The sewers can be accessed through any of the districts in the lowest tier. If the characters made friends with Meager in Grayflood in **Part 4**, the goblin is more than happy to lead the party down – for a small price of course (5 gp is sufficient to buy the goblin's services). Without a guide, the characters have only the rough map provided by Cassandra to guide them.

The sewers are dark, crusted with filth, and powerfully ripe with the stench of rot and decay. Most of the tunnels have a 2-foot deep river of sludge running through the center, with numerous insects and other vermin dwelling in the shadows.

Finding the Wight's Sepulcher requires an hour of travel in the sewers. If you are not pressed for time, you can consider an encounter with a swarm of insects or another run in with Gurgling Sewage (from **Part 1** under Unfriendly Encounters).

Wight's Sepulcher

After some searching and with the aid of Cassandra's map (or the goblin guide Meager), the characters arrive at the Wight's Sepulcher in the sewers of Sharn. The followed keyed locations correspond to the Sewer Sepulcher map found in the appendix of this adventure.

General Features

The following general features apply to the Sewer Sepulcher.

Air. The air is thick and fetid throughout the tunnels.

Doors. Unless otherwise noted, all doors are solid unlocked stone portals set in crumbling arches.

Odor. The foul odor of the sewers permeates the passages and tunnels.

Burial Niches. The Sewer Sepulcher holds numerous burial niches along its walls that once held followers of the Dark Six. Each niche is 5 feet wide and 5 feet deep. Two types of niches can be found, closed and open. Closed niches are identified on the map with a door. Open niches

have nothing but moldering remains in them, long ago looted, but the closed niches are still sealed.

Opening a closed niche requires a DC 14 Strength check. Roll on the below table to determine the contents.

1D6 CLOSED BURIAL NICHE CONTENTS

1-2	Rotten remains.
3	Rotten remains with a 5 gp piece of jewelry.
4	Rotten remains with a 15 gp gemstone.
5-6	Rotten remains that spring to life as a zombie . Roll again to determine if it has any treasure.

Walls. Much of the walls of the sepulcher are carved from stone, slick and green though cracked in places with age. Deeper in, the smoother passages give way to roughly carved tunnels as if the original engineers had run out of space and needed to hastily construct additional burial chambers.

1. Sepulcher Entrance

The front entrance to the Wight's Sepulcher is not used by Rashtail and its minions, preferring instead to slither and ooze through the cracks of the sewers around the tunnels. The door is a heavy stone portal worn down with age and the passing of sludge along the sewer line.

Opening this door requires a DC 14 Strength check. Failing the result by 5 or more causes a slight disturbance in the archway overhead, alerting the filth goblins in **area 2** to the presence of intruders.

Through the hallway 10 feet past the door is a small lookout hole that leads to the secret room in **area 2**; finding the lookout hole requires a passive Perception of 15 or higher. It is slime filled but can be emptied out without any trouble, and with darkvision or light the slime-filled chamber beyond can be seen holding a few moldering chests on the floor.

2. Ancient Armory

The original inhabitants of the Wight's Sepulcher worshipped the Dark Six or some variation of them, and they used this area as a guard station and armory. Now, it is grime-encrusted and inhabited by four **filth goblins** playing with skulls. Filth goblins are the same as regular goblins except they cannot be disarmed, have an AC 15, do not possess shields or shortbows, and can only speak Common. Their weapons are formed from hardened crust attached to their squishy, oozing bodies.

The secret door on the north wall is hidden mainly by the ever-present slime and requires a DC 12 Intelligence (Investigation) check to uncover. The door panel pushes in and slides away to reveal a small chamber that once held the meager treasures of the cult that built the Wight's Sepulcher. Now it holds 250 cp, 75 sp, 55 gp, and a *potion of healing* in an unmarked grime-covered bottle.

Environmental Elements. Slick Slime, Broken Masonry, Shattered Spear Remnants, Rusted Metal Armor Pieces.

3. Deserted Storeroom

This chamber once held dry goods for the cult of the Wight's Sepulcher, but in the intervening years it has been pilfered by the rats. Numerous ratholes dot the walls and ceiling but otherwise nothing remains except for moldering sacks and broken barrel fragments.

4. Prayer Room

The door to this room is decorated with symbols of the Dark Six, recognized with a DC 10 Intelligence (Religion) check. The symbols are faded but it is clear the door has not been opened for a very long time. If it is opened, a rush of air bursts out of the room followed by a dark scowl, like stone grating on stone.

The room contains a simple stone altar in the center with rotting heaps of tapestries in the corners that once held symbols of the Dark Six. Trapped inside is a **poltergeist**, sworn to protect the sepulcher but confined to this prayer room for untold years. If released it takes out its anger on the characters with a vengeance.

A secret compartment on the backside of the altar can be found with a DC 12 Intelligence (Investigation) check. Inside is a cloth bag holding five gemstones, each worth 25 gp.

Environmental Elements. Stone Altar, Rotting Pile of Tapestry, Wall Slime, Stone Ceiling Fragments.

5. Tombs of the Dark Ones

The ever-present slime and slickness of the sepulcher is lessened in this large chamber. Five stout stone doors stand along the north wall, each bearing a symbol that's been scratched or defaced. Dust and cobwebs fill the shadowed corners of the large room.

This room served as the burial chamber for the Dark Ones, the elite priests of the Dark Six that operated the cult that built the Wight's Sepulcher. Rashtail and its minions do not go here and there are no signs of rats or other normal sewer creatures.

If the characters enter, the stone doors holding the burial niches fall open to reveal five **shadows**, the spirits of the Dark Ones that still linger to stop thieves from looting their remains. The shadows attack any who come into or attack the chamber, but they do not pursue fleeing foes.

If defeated the burial chambers can be searched. Each one of the five niches holds the physical remains of a high priest of the cult, though their fine robes have rotted away. Searching each yields the total following treasure for the party: five pieces of jewelry worth 50 gp each and five pieces of jewelry worth 25 gp each.

Environmental Elements. Thick Cobwebs, Stone Door, Loose Rocks, Moldering Priest Remains.

6. Nest of Tails and Teeth

The sound of chittering and gnawing can be heard as the characters approach this room. Whatever purpose the chamber originally served has been lost and now it plays host to hundreds of rats. They swarm over one another in a great heap, and the characters can see gnawed bones

sticking out from among the pile.

These rats function as the servitors of Rashtail when it needs them, but otherwise they simply fight each other and swarm over what little food they find and scavenge. The rats only pose a threat if a character falls in, and in that case the devouring horde strips flesh from bone in a matter of rounds.

7. Garbage Piles

A rank odor fills this room where filth goblins and rats have amassed great heaps of garbage for later perusal. The garbage is a random assortment of trash collected from around the sewers, small enough to be pushed or pulled through the hundreds of small tunnels that lead into and out of this chamber.

Crossing the garbage piles without disturbing them requires a DC 13 Dexterity (Stealth) check. Anyone that fails the check by 5 or more slips into a pile, creating a loud crash and covering the character with rotting refuse. Rashtail and its servants in **area 8** are on alert in this case.

8. Filth Pools of Rashtail

The overwhelming odor of rot and decay fills this long dark hall. Numerous burial niches are set into the east and west walls, each holding cobwebs, shadows, and thick sewer slime, and along the floor are positioned three 5-foot pits. The pits are overflowing with oozing gray, green, or brown sludge, which collects from pipes in the ceiling over each pit. On the floor in front of the middle pit is an oversized scroll tied with a leather strap.

This is the main lair of Rashtail and its minions. The fragment of the Titan Scroll possessed by Rashtail sits next to the central pit, and if the rat fiend spirit and its minions got away with the tatter from **Part 2** that piece is also here.

Rashtail has not found a way to physically affect the Material Plane outside of possessing rats, but its spirit lingers in this chamber within one of the filth pools. If the characters made too much noise earlier in the sepulcher (such as falling into the garbage piles in **area 7**) Rashtail sensed their presence and is ready to attack. The central pit spits out five **filth goblins**, and a **swarm of rats** possessed by the fiend surge from cracks in the floor. An **ochre jelly** slithers up from the brown filth pit.

If the characters approached without making too much noise, Rashtail does not sense their presence until they approach within 5 feet of the Titan Scroll fragment. At that moment it summons up its minions and attacks as above.

Rashtail taunts the characters mercilessly and attacks without mercy. Anytime his swarm of rats are defeated, another one rises up on the next round – there are always more rats in this region. The characters are going to need to get the Titan Scroll and get out of the sepulcher with the rat swarm chasing them the entire time, though once they leave the sepulcher Rashtail's influence becomes too thin and the rats scatter.

Environmental Elements. Patch of Sludge, Filth Pool, Cobwebbed Burial Niche, Broken Stone Statue.

9. Passage to Darkness

What lurks beyond the Wight's Sepulcher? Darkness and danger as it links up with other older burial chambers in the sewers and then further down into the Cogs. This can serve as an emergency exit for the characters if things go badly for them against Rashtail, but the main entrance should prove more reliable.

Part 6: The New Night

Once the characters have all the tatters of the Titan Scroll, they can take them back to the Waiting Watchers for assembly. Flamewind has retreated to some distant lair away from the Lion and Falcon, leaving Kassandra and the scholars to puzzle over what to do.

Assembling the Titan Scroll briefly opens a portal to a distant outer planar realm called the New Night, however, and a sentinel of that dark place leaps out to kill the characters!

The Titan Scroll Assembled

With all the pieces, Kassandra Morntide is eager to assemble the Titan Scroll, but she encourages the characters to be fully rested – they have no idea what is going to happen, and with the forces arrayed against them thus far it's best not to take any chances. Unless the characters have any specific objections, Kassandra offers to help assemble the Titan Scroll at the Lion and Falcon.

When they are all ready, Kassandra uses a special mixture of reagents to bind each tatter together. As she does so, they seal together magically, leaving no trace of the tear in its wake. When the last piece is assembled, the arcane sigils and runes on the Titan Scroll flare to life, bathing the room in a brilliant purple light. The light fades to darkness that swallows all light as the words on the scroll drop away into a vortex of pure black.

The vortex remains open for a moment and that's when a humanoid shape leaps out. It is a **mezzoloth**, a fiend from the Outer Planes, and it has no desire but to kill as many creatures as possible. As it leaps out the vortex closes, though the fiend has no special bond to it. It fights until destroyed.

Environmental Elements. History Books, Vials of Chemicals, The Titan Scroll, Ivory Statue. (This list assumes the characters assemble the Titan Scroll at the Lion and Falcon with Kassandra. Adjust accordingly if they chose a different location.)

Epilogue

With the defeat of the mezzoloth, the Titan Scroll reverts back to its non-portal state – but it now glows brightly under magical scrutiny. What is the New Night? What part do the characters play in its unfolding saga? Is it a realm of horror and terror, or is there more to it?

This adventure forms the first part in **The New Night Falls** series, which explores those questions and seeks to answer them as the characters puzzle through their place in a larger realm.

Recurring Villains

One of the staples of pulp adventures is the recurring villain. This adventure introduces the characters to three in Sharn – the halfling gangster Fat Cat Fingerbones, the rat fiend spirit Rashtail, and the wizards of the Prismatic Order. In the course of finding the Titan Scroll, the characters ran afoul of each of these groups.

The Prismatic Order remains the most distant. Mage-Lord Viktor von Viktaar orchestrated the attack on Hallivar Estate and sent his magical minions against the party, but he remains a shadowy player in the unfolding series.

Fat Cat Fingerbones is a small player in the Boromar Clan, the largest thieving organization in Sharn, but the characters have crossed him and the halfling gangster doesn't like loose ends.

Rashtail continues to rage in the sewers, and with the opening of the portal it senses a way out. It continues to harass the characters as much as it can, though it already expended much of its resources during the course of this adventure. How many times the characters have to put an end to rat swarms is entirely up to you!

PLAYER'S HANDOUT

The toll of years has been too bright
With hand of change in long flight
The Titan Scroll must now be whole
To affect arrival of New Night
In respected hall of learning's past
Seek the tatter that stands in sight
Another rests in broken dreams
In original home of mithral height
Dancing weasels prance with glee
While gamblers play for piece in light
Below dark towers fell forces keep
Last tatter in tomb of white
Reform the Scroll to keep in sight
Ancient hand of long New Night

Sewer Sepulcher

One Square = 5 ft

APPENDIX: MAP

