

SHARN III



CITY OF MONSTERS

INTRODUCTORY ADVENTURE

By Elven Tower

**EBERRON ADVENTURE FOR 5TH TO
9TH LEVEL CHARACTERS**



SHARN III

CITY OF MONSTERS

Levels 5th to 9th adventure

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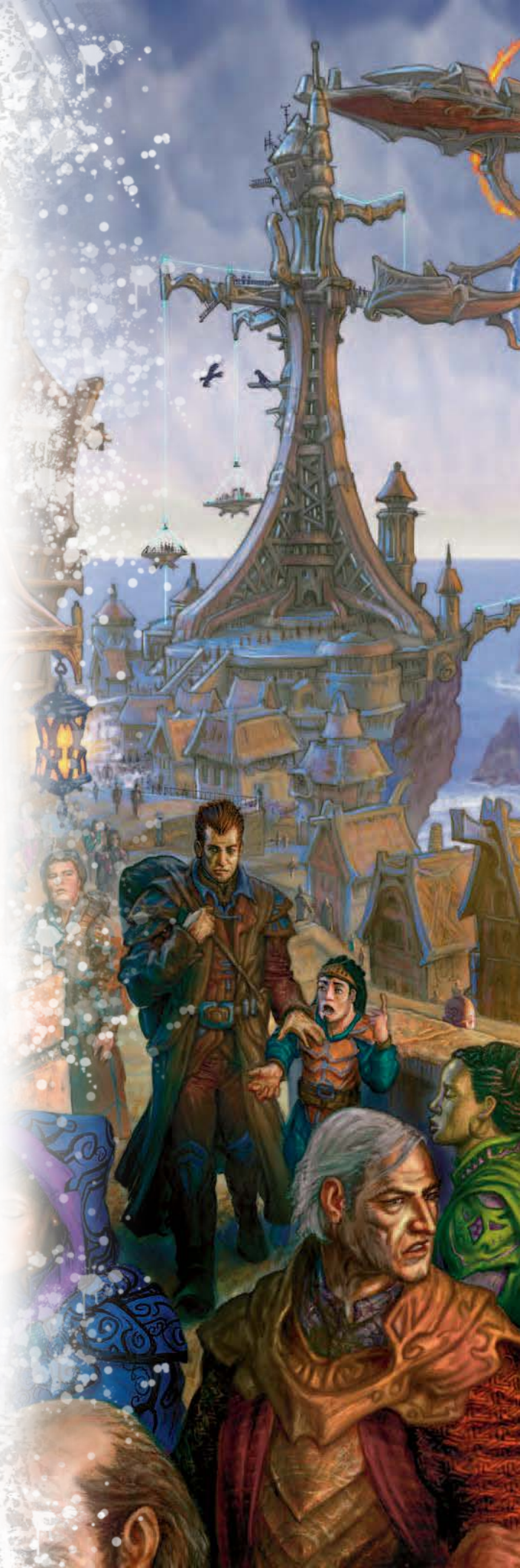
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INTRODUCTION

Welcome to *Sharn III, City of Monsters*, a Dungeons and Dragons 5e adventure for the Eberron Campaign Setting. This adventure is the third and final installment of introductory adventures that showcase Sharn, the City of Towers. The first adventure in the series is *Sharn, The Missing Schema*, and the second one is *Sharn II, Council of Roaches*. Each adventure is loosely linked and it is recommended to play them all in order. However, they can also be played as standalone adventures.

The fantasy elements that make Eberron stand out from other settings are present in this adventure: swashbuckling action, arcane ancient mysteries, and the perfect mix of steampunk, science, and magic.

This adventure is designed for **four to six 5th - 9th level characters** and is optimized for **five 7th level characters**.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for characters of lower or higher levels, and characters that you deem are a bit more powerful than the adventure is optimized for. You are not bound to this adjustments; they are just suggestions on how to modify the adventure.

There is a default number of creatures for each combat encounter. The creatures and numbers noted in the paragraph are appropriate for five fourth-level characters. Most encounters include a sidebar that offers suggestions tailored to certain party levels. If there is no sidebar or recommendation, you do not have to make any adjustment.

Depending on party optimization or your players' experience with the game, the party may be stronger or weaker than it would appear. You are the only judge of this situation. Take this into account when deciding how to adjust encounters to your party.

NEW TO EBERRON?

The Eberron Campaign Setting is a fantastic place ready to be explored. The slogan for the setting is **"If it exists in D&D, it has a place in Eberron"** (WGtE, p5 & p19). There is nothing further from the truth. Eberron is diverse enough to accommodate any kind of settlement, plot, people, or religion.

If you are interested in learning more about Eberron before starting this adventure, the best place to start is to read the **Wayfinder's Guide to Eberron**. This document is available for sale at the **Dungeon Master's Guild** website.

If you are interested in more in-depth information about what Eberron has to offer, it is recommended that you read any of the campaign books from **3.5 ed.** or 4th edition. The 4th edition **Eberron Campaign Guide** is excellent for DMs. It is also available at the Dungeon Masters Guild website. That book features rules and mechanics that do not work in the current version of D&D but the lore and background information are still relevant for the current Eberron release.

Additionally, the first adventure in this series (*Sharn, The Missing Schema*) is a great place to start and introduce a party of players to the fantasy world of Eberron.

COMING BACK FROM THE SECOND ADVENTURE?

If you played *Sharn II, Council of Roaches*, this adventure takes places two weeks after the events that unfolded there. That adventure had many loose ends after its conclusion. The DM is free to elaborate on them to create a few encounters or short adventures before starting this adventure. Two NPCs from the second adventure (Elric Boromar and Ilyra Boromar) make appearances in this adventure but it is not required for the characters to know them beforehand.

BEFORE PLAYING AT THE TABLE

Before you begin, consider the following guidelines:

- Read the adventure once or twice. Take notes of anything you would like to highlight or remind yourself of while running the game. Such notes could include, but are not limited to, ways to

roleplay an NPC, combat tactics for a creature, or the locations of important things. Familiarize yourself with the adventure's appendices, maps, and handouts.

- Have all the material and accessories you would like to use to aid you in running this adventure. Such as flash cards, a DM screen, minis, dice, and battle maps.
- Have the players provide you with all the relevant character information, such as name, race, class, and level, passive Perception, Armor Class scores and Hit Points. It may also be important to note other things like backgrounds and personality traits.

PLAYING THE DUNGEON MASTER

You have the most important task. It is your job to bring the enjoyment of the game to the players. You must take care of the narrative and adjudicate the party's actions. You transform the words on these pages into a living thing; the theater of the mind.

Here are a few guidelines to help you make this happen:

You have the Power. You make the decisions about the adventure progress and how the group interacts with NPCs, creatures and the setting's elements. You are encouraged to improvise and change things. Each group is different and they will all have different needs and things they enjoy and things they don't like.

Give Them a Good Challenge. You are the judge of your group's experience. Give them a well-balanced challenge to keep them engaged. A good challenge does not necessarily mean a combat situation. Try to feel out what your group is more interested in and try to give them what they crave. A role-playing situation like a tough negotiation, an interrogation, or calling a favor may be as intense as a full-blown battle.

Do not Stall. If the game starts to slow down because the players are unable or unsure of what to do, feel free to provide hints, clues, or a helping NPC to nudge your group in the right direction. Players can get frustrated if they are unable to react to the adventure due to the lack of necessary information. Hints and clues may present themselves as "ideas" or "thoughts" the characters have. Another method is to introduce an NPC who will provide a suggestion to the characters directly.



CREATING AN ADVENTURING PARTY

Eberron has a place for all races and classes available. This adventure does not rule out any combination of races, classes, and other features. Bear in mind that religious characters like clerics and paladins will have to choose an Eberron deity.

Refer to the **Wayfarer's Guide to Eberron** for backgrounds for characters who grew up in Sharn.

There are no alignment requirements for this adventure but it is recommended that at least half the party has good alignment. Otherwise, the only incentive for finishing the adventure would be curiosity and/or the promise of gold. Most D&D adventures run better when there are moral grounds supporting the party's actions. This is also recommended for new players.

If you are playing with a new batch of PCs, ask the players why the group is together and acting as a team. Each player may choose one or two options from the following list to justify why they are together. This will help the game go smoother from the beginning and it will give them a few cues on how to interact with each other.

RESTING AND HEALING

Eberron and Sharn are places of action. Adventures here tend to be of a faster-pace than in other settings. If you want to further convey this feeling of urgency and fast-paced action, consider using the rules for **Epic Heroism (DMG, p267)**. Short rests are reduced to 5 minutes, and long rests to 1 hour, with some limitations for spellcasters. This rule is optional.

ABOUT THE ADVENTURE FORMAT

When monsters from the Monster Manual are referenced, abbreviated book name and page numbers are noted in parenthesis. Example, **(MM, p345)**. Be aware that page numbers may vary depending on the book print. If you can't find a monster where noted, it means it is a different book print. Page differences tend to be small so whatever is missing will be reasonably close to the pages noted in the adventure.

Any text that refers to **Areas** within the adventure, as well as any text where rules and mechanics are mentioned will be **bold**. Such content includes area numbers, monster names, book names and pages, saving throws, Difficulty Class (DC) and skill names. The exception is spells which are always in *italic* lowercase.

Any text found in a box like this one is meant to be read verbatim to the players. These boxes can have detailed descriptions of NPCs, locations, and rooms. This is included as a DM aid. Experienced DMs may choose to paraphrase or change the read-aloud descriptions to their own narrative style.

- Two characters are childhood friends. They come from the same city/town.
- One character saved another's life a year ago.
- One character owes money to another.
- Two characters of the same race share a dragon-mark.
- Two or more characters are currently employed by House Deneith as mercenaries.
- Two characters of the same race are relatives. (siblings, cousins, etc.)
- Two characters escaped from an enemy faction together.

This list is not exhaustive. The players are free to come up with reasons why they already know each other and work together. Additionally, there are three *Adventure Hooks* in the next section.

You are free to disregard this if your players are experienced role players. These instructions are designed to kickstart the game from the start and help new players get a hold of the group faster. A group of experienced players can meet each other and come up with reasons to work together on the fly.

ADVENTURE PRIMER

*I have seen Sharn's demise in my crystal ball.
The Daask will rule in the end.*

Sora Katra, Daughter of Sora Kell

ADVENTURE BACKGROUND

It has only been two years since Droaam became a recognized independent country by the Treaty of Thronehold, but the power of the Daughters of Sora Kell (hags) had been brewing there for decades. By far, the most influential of them is Sora Katra. She is a brilliant deceiver and orator; many consider her to be the voice of Droaam. Sora Katra is a weaver of schemes and plots. Her machinations of the last decade consist of strengthening the power of Droaam across Khorvaire. To do this, she has sent strike cells of her subjects to many important cities to begin the creation of a vast network of crime meant to destabilize foreign governments and faiths.

Her work is most visible in the neighboring kingdom of Breland, particularly in Sharn. Droaamite immigrants in Sharn all follow the guidance of the Daughters of Sora Kell. While they appear to be nothing more than a loose group of good-for-nothing monsters, they are in fact a powerful faction whose criminal activities directly oppose the Boromar Clan in Sharn. In Sharn, they are known as the Daask with a strong presence in Khyber's Gate Ward and Malleon's Gate Ward.

Sharn's government is in a state of complete disaster after half the city council and the Lord Mayor of Sharn were revealed to be a group of monstrous insects, many of which escaped the city. The whole government apparatus is in a stand-still as Councilor Ilyra Boromar tries to keep matters civil in the council, or what remains of it.

Sora Katra planned this, and it could not have worked better. It was her agents who planted a roach thrall larva inside the Lord Mayor's office twenty years ago. She knew that once the con-

spiracy was revealed, it would bring down Sharn's government. And the longer it took to happen, the worse it would be. It was a failsafe plan. Either the giant insects were discovered and the council would implode, or the whole council would end up controlled by roach thralls which obeyed her commands. Now that the city has no way to manage itself, Sora Katra has sent instructions to the leader of the Daask in Sharn, an ogre mage named Cavallah. Their objective is to further destabilize the city and hopefully get rid of the Boromar Clan.

Dramatis Personae – NPC Summary

The following NPCs feature prominently in this adventure. Each NPC has an entry with phonetic pronunciation and one-three sentences describing them.

Cavallah (Kuh-Va-Lah). Ogre mage in charge of the Sharn's Daask cell.

Harannia (Ha-Ran-Ya). Female medusa and Cavallah's second in command. She is a specialist in diplomacy and intimidation.

Lord Commander Lyan ir'Talan (Lee-Ann Ir-Tah-Lan). The person in charge of The Sharn Watch. He personally oversees the security of councilmen and other nobles.

Ilyra Boromar (I-Lee-Rah Boh-Ro-Mar). Female halfling councilor of Lower Dura and temporary Lord Mayor of Sharn. She represents the Boromar Clan on the council.

Elric Boromar (Elle-Rick Boh-Ro-Mar). Halfling enforcer of the Boromar Clan. His older cousin is Saidan Boromar, the clan's leader. Ilyra calls on him when she needs something important done.

Saidan Boromar (Say-Dan Boh-Ro-Mar). Halfling boss of the Boromar Clan.

ADVENTURE OVERVIEW

This section provides the DM an overview of how the adventure is most likely to play out:

Part 1. Sharn's Bridge. The characters visit the base of the city where a group of Droaamite monsters has taken the entrance bridge in Tavick's Landing. Harannia faces the characters but escapes if she is overwhelmed.

Part 2. Meeting the Boromars. The characters have a meeting with the Boromars. Saidan explains the precarious situation they are in and how the Daask have appropriated many of their holdings over the past five days. The characters are ambushed after leaving.

Part 3. Preparations. The characters help the Boromars strengthen their forces for the upcoming attack.

Part 4. Into Khyber's Gate. The characters attack the most dangerous ward in The Cogs trying to find the heart of the Daask. They are confronted by hundreds of monsters, including Harannia, who offers them a place in the Daask organization.

Part 5. Cavallah's Lair. The characters explore an underground lair where Cavallah awaits for them. Cavallah is confident in her own abilities and does not fear the adventurers.

ADVENTURE HOOKS

Sharn III, City of Monsters begins with one of the following Adventure Hooks:

Old Acquaintances

If the party played through *Sharn II, Council of Roaches*, they are well aware of the current political situation in Sharn. They met Ilyra and Elric Boromar and will have accepted to help them contain the brewing revolution under their feet. Elric lets them know that the Daask have taken over the entrance bridge and need to be stopped.

Duty Calls

The characters are prominent figures in Sharn. They have caught the Sharn Watch Lord Commander's attention. Lord Commander Lyan ir'Talan offers the characters a bounty in exchange for their services (to be negotiated at the DMs discretion). The characters must go and stop the Droaamites who took over the entrance bridge.

You Shall Not Pass

The characters are seeking entry into Sharn but they have come at the worse of times. The only entrance bridge on Tavick's Landing side has been taken over by a medusa and a group of goblins and gnolls. Worse of all is the fact that they have killed many innocent bystanders and merchants who tried to cross the bridge despite their threats.

PART 1. SHARN'S BRIDGE

The wise Sora Katra guides our footsteps. All who stand in my way shall become statues in my hall.

~Harannia, Daask Second in Command

THE SETUP

A few weeks after the events that transpired in *Sharn II, Council of Roaches*, the murderous agents of the Daask have turned overtly aggressive over the past week. They have conducted many raids and public attacks in several parts of the city. A very scandalous one in the Skyway ended up with the death of several aristocrats. More than half of these attacks targeted holdings and businesses which belonged to the Boromar Clan. The situation is dire.

If you are using the adventure hook **Old Acquaintances**, then the party is well aware of the events that lead to Sharn's current state. If you are playing this adventure as a stand-alone adventure and have a new batch of PCs, the adventurers may attempt to find out some information about the recent events.

A character who wishes to know or remember additional information about Sharn's recent political sphere must make an **Intelligence (History) check**. The character remembers facts according to the next table. He remembers all the facts for which DC he meets and exceeds. Alternatively, a character may gather information by talking to people, buying a few drinks, offer a bribe, etc. He must make a **Charisma (Persuasion) check** to get them to reveal what they know. The character rolls with advantage if he is originally from Sharn:

- **Everybody Knows** – Sharn's political scene is in turmoil. The city has been paralyzed for a few weeks as new councilors are elected. There are rumors of militant factions conducting attacks on citizens.
- **DC 14** – There is word on the streets that the Boromar Clan enacted a coup and murdered half the city council. Councilor Ilyra Boromar

took over the council. Many city wards which were represented by the dead councilors think of revolution. There are also very strange rumors of people transforming into giant cockroaches.

- **DC 16** – The Daask, a faction of monster immigrants from Droaam, has opposed the Boromars for years. They have taken advantage of the recent situation to increase the strength and frequency of their attacks. They recently destroyed some businesses in the higher wards and the Skyway.
- **DC 18** – All the dead council members were actually giant roaches in disguise. They had control over the council for years. The Boromar Clan and a group of adventurers killed a few and forced the rest to flee and hide. The Boromars are not the enemies. They have contained the revolution, the Daask, and the animosities in the city council for some weeks.
- **DC 20** – The Daask have their main lair in Khyber's Gate Ward, in The Cogs. Their leader is a mysterious figure known as Cavallah. Cavallah's reputation extends from the Cogs to the lower wards of Sharn. She is both feared and respected.

Harannia and a group of monsters have taken over the entrance bridge that leads to Wroann's Gate Ward, thus stopping trade and travel. They took the bridge two days ago. The adventurers are sent to disperse the Daask by either the Boromars or the Lord Commander of the Sharn Watch. Alternatively, the adventurers may be travelers just arriving at Sharn. These are the alternatives proposed by the adventure hooks. This is not an exhaustive list. The DM is free to modify these options and/or determine a different way for the PCs to approach the situation in the bridge.



THE BRIDGE

The entrance bridge is the only way inside Sharn from land. The road goes north and eventually reaches Breland's capital, Wroat. The bridge crosses over the chasm that surrounds Sharn. The place is just two hundred feet after the bridge, outside the manifest zone, that allows flying vehicles to function. The bridge leads to Wroann's Gate Ward (Lower Tavick's Landing).

If the adventurers approach the bridge from inside Sharn, they may get as close as two hundred feet on any flying vehicle. (skycoach or soarsled). If they approach the bridge from the east, they are part of a caravan which cannot move any further because of the Daask in the bridge.

The bridge is 125 ft. long (**Map A, Appendix II: Maps**). It features two watchtowers on each end. The southwest watchtower is larger than the others as it doubles as a barracks. There is a barred portcullis-style gate on the west side of the bridge

which is currently lowered. Each watchtower has two arrow slits on each side of the second story.

When the adventurers approach, a group of monsters patrols the bridge as if it were their own. They issue threats to any who dare approach the bridge steps. There are bodies of dead civilians placed at both ends of the bridge as a warning. A **passive Perception score of 15 or higher** or a successful **DC 15 Wisdom (Perception) check** allows a character to notice that there are two goblins on each tower's second story behind the arrow slits and that all creatures appear to be following the commands of a hooded man near the west gate.

The hooded figure is **Harannia**. There are 8 **goblins** (MM, p166), two in each tower behind the arrow slits, 6 **gnolls** and 1 **gnoll pack lord** (MM, p163).

A merchant near the gate is trying to negotiate with the hooded man through the gate bars with no success. The adventurers may choose to attack or join the conversation. If the PCs approach, the mer-

General Features

These are the general features of the fortified bridge. It is made of stone and it is 125 ft. long. It features three watchtowers and one larger barracks building. Six brick pillars support the bridge.

Terrain. Smooth cut stone blocks form the surface of the bridge. The interior of the towers and barracks floor is made of wooden planks. No surface is considered difficult terrain. The distance from the highest part of the bridge to the bottom of the chasm is 200 feet.

Doors. External doors are made of reinforced metal. Soldiers can also place a steel bar from the inside that blocks the door from being opened. Otherwise, a person can bypass the lock with a successful **DC 16 Dexterity (Thieves Tools) check**.

Light. The outside areas are subject to the lighting changes of the day and night. Inside the towers, there are torch sconces placed every 10 feet on the walls. No torches are lit.

chant backs away after Harannia threatens him. Due to her hood, the adventurers may not initially notice Harannia's true nature. A **passive Perception score of 16 or higher** or a successful **DC 16 Wisdom (Perception) check** reveals the slithering snakes on Harannia's head.

Harannia is intelligent and charismatic. She recognizes the adventurers as potential threats and will try to defuse the situation. She may say the following:

- Please do not rush to action. We are holding ten merchants hostage to guarantee our safety and the safety of all those who currently surround the bridge.
- We are only claiming what's ours. The Boromars killed several of our councilors and now we're taking control of Tavick's Landing while the new ones are elected.
- The Cogs have been oppressed for far too long. It is only fair that the lower wards of Tavick's Landing be assimilated into a grand Lower Ward. The future councilors will support our motives.
- These merchants do no good to Sharn. We've identified many of them as foreign agents from Aundair and Karrnath. They are here to bring chaos to our city.

- You should not attempt to stop us. Instead, you should follow the city's directives. You must first request an audience with the city council and then let them decide what to do.

A successful **DC 14 Wisdom (Insight) check** reveals that Harannia is lying. She appears to be only trying to buy time or send them away. However, the comment about the hostages appears to be true.

If the adventurers refuse to leave the area, Harannia pulls back her hood and reveals her identity. Harannia does not immediately use her *petrifying gaze* ability, hoping to be scary enough to make them leave. Harannia knows that her small force at the bridge can be defeated but she is counting on the monstrous nature of her group to deter all aggression. Harannia reminds them that ten people are held hostage and that her goblins can kill them as soon as she commands it.

Harannia will continue trying to prevent open conflict for as long as she can. Harannia loves this even more than actual fighting. She may also command a goblin in the barracks to bring a hostage by an arrow slit for the adventurers to see. This may well become a hostage negotiation scene. Roleplay this negotiation but take into account that Harannia will

SIDEBAR 1 Roleplaying Harannia

Harannia is a female medusa. She is Cavallah's Second-in-Command (2iC). Harannia grew up in the harsh lands of what is now known as Droaam. She grew up under the rule and guidance of the Daughters of Sora Kell. Among the three, Harannia always followed the voice of Sora Katra. When she sent monsters to Sharn almost a decade ago, Harannia was one of the first to travel. Her utmost priority is to achieve Sora Katra's vision of Khorvair, dominated by monsters. Harannia obeys Cavallah's orders without hesitation. Both of them are extremely intelligent beings but Harannia accepts that Cavallah has more information and follows direct orders from Sora Katra.

Harannia is an accomplished swordsman and a dangerous opponent in battle, but she despises open confrontations. She shines in verbal arguments, intimidation, espionage, and blackmail. Her voice is soft and sweet and her face is handsome by human standards. Harannia has a strong sense of self-preservation and will flee to fight another day if able. She carries a *Necklace of Shalla* which she can use to teleport away from danger.

not leave the bridge willingly, nor will she release all prisoners. But she may agree to release a few of them if the characters offer something in return.

The ten hostages are held in the south room in **Area A6**. A character may attempt to slip inside **Area A6** from the trapdoor on the roof. It is locked. A successful **DC 16 Dexterity (Thieves Tools) check** allows a character to open the lock and slip inside. There are two goblins in the room but the place is otherwise unguarded.

If the characters initiate a fight, Harannia immediately starts using her *petrifying gaze* ability against the party. Harannia can choose not to target her allies. Notice that this encounter may play out differently depending on where the PCs are. If they approached from the city (west), they can't access the bridge or perform melee attacks on Harannia and the gnolls because of the lowered gate. But they can enter any of the west watchtowers if they bypass the locked doors (See General Features sidebar). On the other hand, if the characters approach from the road (east), they can engage Harannia and the gnolls in melee combat but will not be able to enter the tower with the hostages easily because of the gate.

When the battle begins, Harannia issues orders to kill the hostages. One of the goblins in **Area A6** uses his first turn to go to the room with the prisoners. He kills a hostage in cold blood in his second round and one more every round thereafter. The goblin kills all ten hostages by round 11 unless he is stopped. The Daask are merciless killers, but as the DM, you can choose to reduce the speed at which the goblin kills the hostages to allow the PCs to rescue more of them. If the goblin kills a hostage every other round, the kill count is halved.

This is a dynamic encounter which may start and end in very different ways, depending on the player's decisions. It could be an all-out open fight on the bridge or the PCs may decide to hide in one of the towers to find a more defensible position. In any case, if Harannia suspects that they will lose the encounter, she will activate her *Necklace*

of *Shalla* and teleport back to the Daask lair in Khyber's Gate. Any goblins remaining will flee or surrender if Harannia teleports away. The gnolls are overcome by their blood thirst and fight to the death.

LOCATION DESCRIPTIONS

A1. Bridge Gate

The wall is 30-feet tall. It features a barred gate that the soldiers can open or close instantly by pulling a lever inside **Area A3**, it is currently lowered. A character may disrupt the gate's machinery to hold the gate stuck open or closed with a **successful DC 14 Dexterity (Thieves Tools) check**. Alternatively, a character may lift the barred gate with sheer strength with a **successful DC 20 Strength (Athletics) check**.

A2. Northwest Watchtower

The northwest watchtower is mainly used for food and weapons storage. Its only outside door is locked. Stairs lead up to the second floor (**Area A5**)

A3. Main Tower - Barracks

This tower is larger than the rest. The first floor features the commander's desk and a side room with supplies and a bookcase with the commander's records and other varied books. The main area also doubles as a kitchen every night after the day-shift comes back from patrol. Stairs lead up to the second floor (**Area A6**)

A4. East Watchtowers

The two eastern watchtowers are open to the road. There is no gate preventing an intruder from accessing the bridge. Nor is there much protection for the actual tower doors, but they are locked. Stairs lead up to the second floor (**Area A5**)

A5. Watchtower 2nd Level

The second level of the three smaller towers features some storage space for supplies and weapons. Sometimes, the soldiers use this place for visitors when there is a need for more sleeping cots. There are two arrow slits on each wall, except the one where the stairs are. Additionally, there is a trap door on the ceiling to access the tower's roof. The

Adjusting the Encounter

Level 5 – Remove 2 gnolls and Elric Boromar helps

Level 6 – Remove 2 gnolls

Level 7 – As written

Level 8 – Add 2 gnolls

Level 9 – Add 4 gnolls

roof is open to the elements and is seldom used for anything. The trapdoor is locked; a successful **DC 16 Dexterity (Thieves Tools) check** allows a character to open the lock and access the trapdoor. There are two goblins in each of the towers armed with shortbows. They can shoot through the arrow slits and benefit from three-quarters-cover (+5 to AC and Dexterity saving throws).

A6. Main Tower 2nd Level

The second level of the larger barracks watchtower features a small armory and two sleeping quarters for the garrison. Each sleeping quarter features four double bunk beds.

There are two goblins armed with shortbows. They can shoot through the arrow slits and benefit from three-quarters-cover (+5 AC and Dexterity saving throws). There are ten hostages in the south chamber. Their hands and feet are bound but the goblins did not gag them. When the battle begins, one the goblins will kill one hostage per round, roll 1d10 to determine which hostage dies each round.

Here's a list of the hostages:

1. Hallar Steadfast (Hah-Lar Sted-Fast). Dwarf Merchant
2. Icepick (Ice-peek). Warforged traveler.
3. Haldin d'Jorasco (Hall-Deen D-Joh-Rahs-Ko). Halfling innkeeper
4. Yalla (Yah-Lah). Human traveler
5. Timotto (Tee-Moh-To). Half-elf sailor
6. Tim Garlic (Tim Gar-Lic). Human farmer
7. Josephine Aender (Joh-Seh-Feen En-Der). Elf perfume dealer
8. Logan Jin (Lo-Gan Jeen). Human contractor
9. Farwick (Far-Weak). Dwarf merchant
10. Veff. Gnome artificer

Treasure

The monsters have a few objects of value among them. Collectively they have 50 gp, 2 *potions of healing*, a spyglass, and an assortment of mundane weapons. There are a few additional rewards if the party manages to save certain hostages.

- If the characters save Icepick, *they* gift the party a golden necklace worth 300 gp.
- If the characters save Haldin d'Jorasco, he offers the healing services of House Jorasco and may help turn a petrified party member back to normal at no cost.
- If the characters manage to save Veff, the artificer gifts the party a *wand of enemy detection*.

- If the characters manage to save Timotto, he offers the party a free ride with his crew on the Lyrandar flying ship, *Thunderstorm*.
- If the characters manage to save Josephine Aender, she gifts the party a box of expensive perfumes worth 200 gp.

DEVELOPMENTS

After the Daask monsters are dispersed or killed, the bridge can start working again as usual. The city watch takes over the bridge and tries to speed up the backlog of travelers and customs of the last three days. If you used the adventure hook, '**Duty Calls**', Lyan ir'Talan, the Lord Commander shows up and pays the characters the amount they agreed upon before the adventure began.

Elric Boromar appears and asks the party to follow him. He represents the Boromar Clan, which is the main faction who oppose the Daask in Sharn. He has important information about the Daask and a good deal to offer.

If the party played through [Sharn II, Council of Roaches](#), they already met Elric and might already be working with the Boromars.

Elric explains that the Daask have suddenly become a terrible threat to the City of Towers. A meeting with his older cousin, Saidan, and the politician, Ilyra Boromar, is necessary. Proceed to **Part 2. Meeting the Boromars**.

SIDEBAR 2 Stone to Flesh

If a character is turned to stone by Harannia, the party may alleviate the condition by casting a *flesh to stone* or *greater restoration* spell, if they have them available. Otherwise, if the characters manage to save Haldin d'Jorasco in the bridge encounter, he may offer House Jorasco's services up to two times to alleviate the condition. Barring that, the party will be forced to pay for this services at House Jorasco.

A House Jorasco heir can use the Jorasco dragon-mark to cast a *greater restoration* spell for 450 gp. If the party cannot pay this (or don't want to), the Jorasco heir might be willing to waive the cost if the party commits to help House Jorasco. Two Jorasco heirs will leave next week towards New Cyre to provide humanitarian help to refugees and help protect the place from the abominations that emerge from the Mournland from time to time. This future quest is beyond the scope of this adventure and left to the DM's discretion.

PART 2. MEETING THE BOROMARS

We've been in some crazy gigs but this is by far the biggest threat we've ever faced.

Elric Boromar

The characters have a meeting with the Boromars. Saidan explains the precarious situation they are in and how the Daask have appropriated many of their holdings over the past five days.

Elric Boromar leads the characters to a skycoach and together they fly upwards from the lower wards to the other side of the city. Their destination is in Tumbledown Ward (Middle Dura). Describe as they make this trip which should take around half an hour. Elric Boromar is happy to converse but only small talk. He will not talk about the current situation openly; he is being more cautious than normal. The skycoach leaves them at a switching station in Tumbledown Ward. Elric leads them north two streets to a tavern named The Weeders.

Read or paraphrase the following:

As you enter the unremarkable tavern, you notice that fifteen or so halflings get up and pull their swords or daggers, as if they expected trouble coming through the door at any time. Even the bald halfling behind the bar is pointing a heavy crossbow at you. They relax when they see Elric Boromar and hunch back to their chairs once more. The tavern has a cozy feeling to it but the building and furniture have seen better days. Elric leads you through a door behind the bar, to a kitchen of sorts. There is a trapdoor in the southeast corner. Elric opens the door and descends the narrow shaft. The steel ladder brings you to an underground area which can only be the foundations of the building

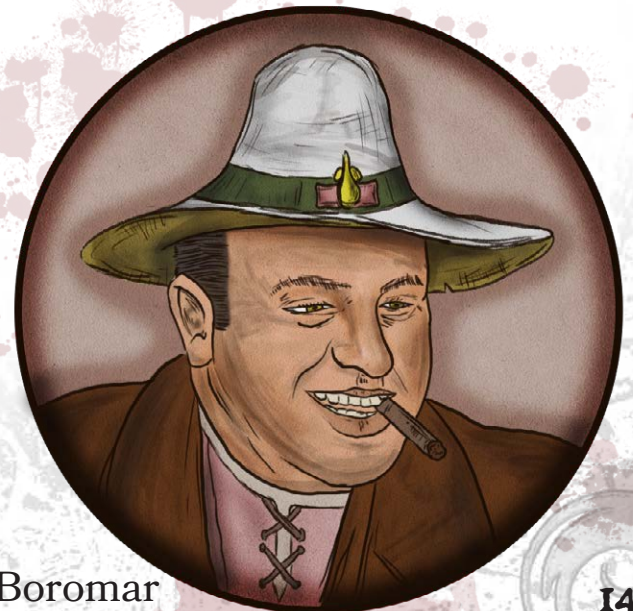
The dark chamber under the tavern appears to be a hiding place. There are sleeping cots, backpacks, and crates with supplies thereabout. There are two halflings here; they appear to be waiting for you. The female halfling is wearing fine clothes and a golden tiara with a shiny emerald. The male halfling looks middle-aged. He is wearing dark leather clothes.

The two halflings are Councilor Ilyra Boromar and the clan boss Saidan Boromar. If the party played through [Sharn II, Council of Roaches](#), they probably met them and have worked for them in the past. Otherwise, Elric Boromar introduces Ilyra and his older cousin Saidan.

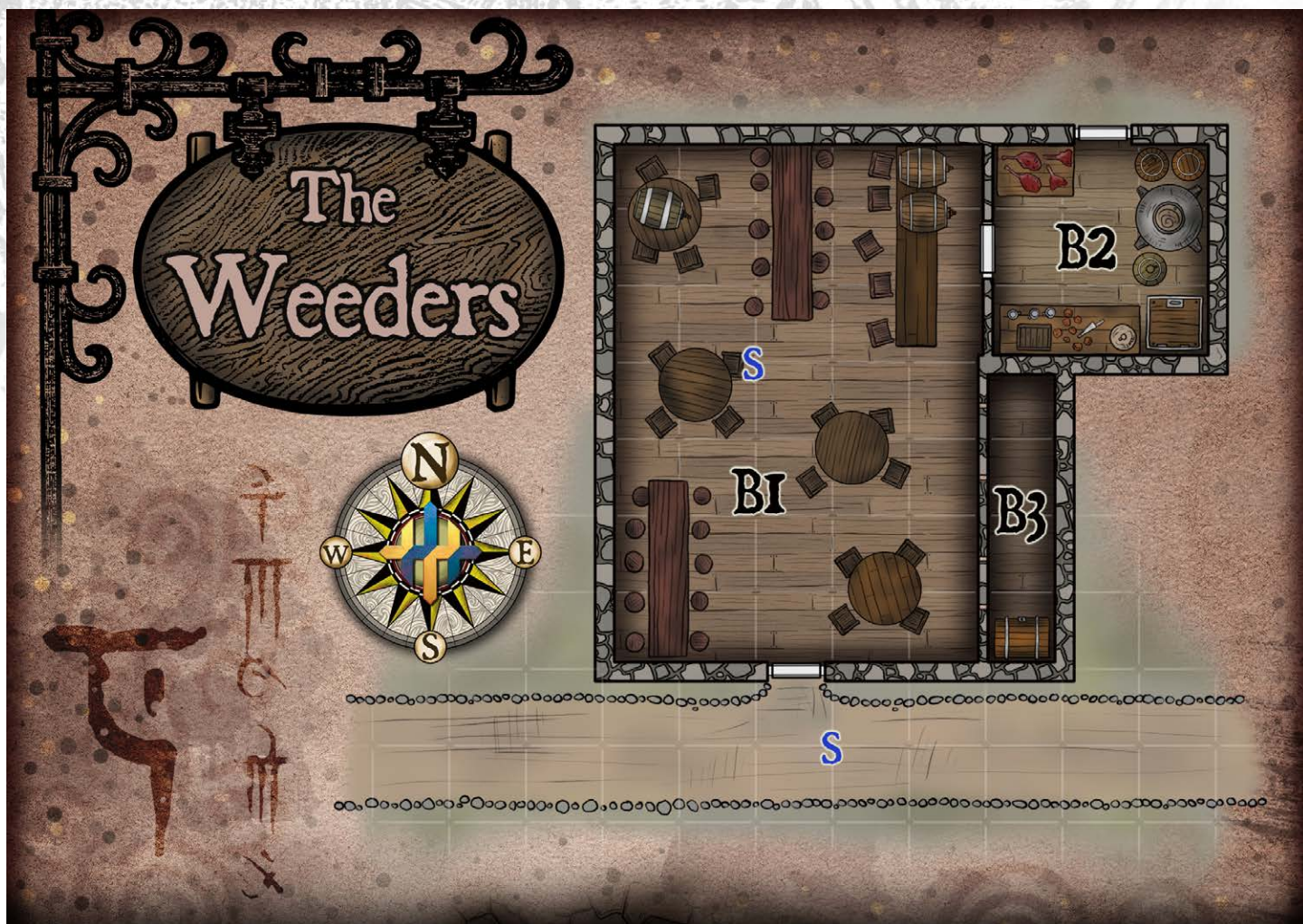
A **passive Perception score of 17 or higher** or **DC 17 Wisdom (Perception) check** reveals a change in the texture of bricks in the southern wall in **Area B2**; this will suggest the presence of a secret door. The Boromars will not allow a character to have access to this area at this current time.

What follows is a roleplaying section. This section of the adventure may take as little as 10-15 minutes or as long as the characters want, as long as they remain engaged.

Feel free to roleplay, as well as expand and elaborate on this chapter as the characters interact with the three Boromars. Once the main ideas are laid on the table and the Boromars answer any questions the characters may have, you may proceed



Elric Boromar



to the next section. Do not stall the game with too much conversation if the players want to continue with the more exciting/active parts of the adventure.

The main objective is that the characters understand the gravity of the situation and how powerful the Daask currently are. Saidan Boromar has decided that the best course of action is to send the bulk of their forces down to Khyber's Gate Ward and attack the Daask where they are the strongest, hopefully taking on Cavallah. He wants the party to understand how high the stakes are and he needs all the help he can get.

This is supposed to be an open conversation between the three Boromars and the party. Everyone can talk and propose ideas. These are some of the arguments that any of the Boromars can explain:

- Well, as you saw when you got here, everyone's nervous these days. The halflings upstairs are risking their lives so that we can have this meeting. This is a safe place, at least for now.
- What you saw at the bridge is not an isolated

incident. After the city council dissolved with the discovery of the giant roaches, the Daask started attacking all of our holding and businesses. We have barely held our strength over the past two weeks.

- We have not been able to fight the Daask effectively. They use guerrilla tactics, attack several places at the same time and disappear before our reinforcements arrive. They are acting with clockwork precision.
- That medusa you saw at the bridge is Harannia. She is cunning but she is not the one in charge; that is Cavallah. We know few things about her other than her name. Our agents have identified the location of their main lair in Khyber's Gate Ward.
- We believe that a frontal attack on their lair is the best course of action. It is risky, yes. The Boromar Clan will be destroyed if we fail, but we will lose the war against them in just a few weeks anyway if things don't change. We're down to the most desperate options, everything else has failed.
- There should be no need to remind you that despite our reputation, we're the only ones who

SIDEBAR 3

Roleplaying Elric Boromar

Elric Boromar is one of the most successful members of the clan. He is Saidan's cousin and enjoys a nepotism position of prestige within the clan. Elric also has the complete trust of Ilyra Boromar.

Elric Boromar is a bold halfling. Whenever there's an operation no one wants to do, it is always Elric who ends up doing it. He enjoys the thrill of danger. Despite this, he is a good negotiator who seldom uses torture or force. He does not fear the Sharn Watch but he does fear the monsters of Daask.

stand between the Daask and the common folk. The City Watch has proven it cannot face the Droaamites. Most of the time they don't even show up when the Daask attack. If we fall, the Daask will take over the city, which means that Droaam and the Daughters of Sora Kell will rule the City of Towers.

- We will gather all of our men and paid muscle, arm them, prepare for combat, then march down to Khyber's Gate Ward to face the enemy. The tunnels down there will not help us. They have the advantage but we have the numbers. It will be costly but we don't have any more options. If you help us with the preparations for the attack we may have more chances of success.
- Money? Of course there's money on the table. After all, we will raid the Daask main lair. They have a sizable hoard down there, plus some stuff and valuables they've stolen from us. We will pay you five thousand gold pieces each after all this is done. Perhaps Ilyra can persuade the new council to grant you a title too. "Saviors of Sharn"; how does that sound?

The three Boromars are expert liars and cunning manipulators but a successful **DC 16 Wisdom (Insight) check** reveals that the three of them are extremely worried and all of them appear to be honest about their intentions and objectives.

The plan is to raid Khyber's Gate the next morning as some of the monsters sleep during the day. The party has one day to help with the battle's preparations (See **Preparations** below).

SIDEBAR 4

Roleplaying Saidan Boromar

Saidan is a 48 years old halfling. He is the leader of the Boromar Clan and one of the most powerful entities in Sharn. His power has been diminished over the past few weeks after the Daask monsters have not only taken some of his holdings, but they have also destroyed the Boromar's reputation in Sharn. Everybody feared the Boromars because they were "untouchable" but that does not ring true anymore. Saidan is an effective assassin but does not do field work anymore. He is intelligent and cunning. He does not speak much but when he does, his sentences are very thought out. He seldom says anything which is not worth saying and gets irritated by people stating obvious things. Saidan trusts his own life and safety to Ilyra and his younger cousin Elric.

SIDEBAR 5

Roleplaying Councilor Ilyra Boromar

Ilyra Boromar is a member of Sharn's city council. She has enacted the functions of the Lord Mayor of Sharn for the past few weeks, after the Lord Mayor and half the council were revealed to be giant roaches. The Lord Mayor's position is decided by the council but no election can happen until the missing councilors are replaced, which may still take a few weeks. Her taking over the Lord Mayor's position is seen by most people as proof that she killed half the council for personal gains. Ilyra is an extremely intelligent person, perhaps even more than Saidan. She has an eye for plots and treasons in the politic sphere. She is charismatic and always speaks her mind, sometimes without thinking too much about her words. She is direct and harsh but does not mean ill, most of the time. Her loyalties are first with her clan and second with the city.

DAASK AMBUSH

While the party and the Boromars have this conversation, a Daask strike team attacks The Weeders and kills all the halfling guards in the tavern first floor. Two goblin mages used *silence* spells to prevent anyone outside of the tavern's main chamber to hear the massacre. When the meeting ends and the characters decide to leave the underground chamber, read or paraphrase the following:

The conversation comes to an end. You and the Boromars climb back up to get ready for tomorrow's attack. There's plenty of things to do and only so much time. When you reach the backroom kitchen, you notice that something has gone wrong. The door that leads to the tavern is ajar, the body of a dead halfling guard lies by the door on a red pond of his own blood. The halfling's injuries appear to be severe. Some parts of the small body appear to have been smashed beyond recognition.

Before you can react to this, a gnoll in the tavern walks into view and sees you. It appears to growl back something to unseen companions in the tavern. Strangely enough, you cannot hear his growl, nor its footsteps as it walks out of view.

The strike team consists of 2 **trolls** (MM, p291), 4 **gnolls** (MM, p163), and 2 **goblin mages**. When the battle starts, both goblin mages continue concentrating their *silence* spells to prevent anyone outside the tavern hearing what is happening. Notice that spellcasters will not be able to cast spells with verbal components if they step inside the tavern's main chamber and part of the street outside. The point of origin of both *silence* spells is marked on the map with an **S**. If either goblin loses concentration, they attempt to use their *hold person* spell first on the strongest melee opponents. Both goblin mages will attempt to stay out of melee reach.

The trolls and gnolls do not follow any specific strategy. They were sent here to kill everyone and they will do that or die trying. Elric Boromar will step in and fight alongside the party but Ilyra and Saidan will stay back and climb down to the cave until it is safe to come out.

Treasure

After defeating the Daask, the defeated monsters have a few things among them. Cumulatively they have 75 gp and one *potion of healing*. One of the goblins has a folded parchment letter in his tunic. Show the players **Handout 1 – Cavallah's Bounty**.

They think they can hide but
we can see their every move.
The time has come for us to cut
the heads of the Boromar Clan.
You'll find your quarries at
The Weeders tavern in
Tumbledown ward.

Cavallah

If a character spotted the secret door in **Area B2**, they may attempt to access it after the Boromars leave. A successful **DC 14 Intelligence (Investigation) check** allows a character to find a fake brick that hides a switch. Pressing this switch causes the fake section of the wall to slide to the left. On the other hand, a successful **DC 16 Strength (Athletics) check** allows a character to simply force the door to slide and open.

The passage opens to **Area B3**. A wooden chest is at the end of the narrow passage. It contains 10 pp, 340 gp, and 1650 sp. There is also a wooden potions container with 2 *potions of healing*, 1 *potion of clairvoyance*, and 1 *potion of giant strength* (fire giant).

Adjusting the Encounter

Level 5 – Remove 1 **gnolls** and 1 **troll**

Level 6 – Remove 1 **gnolls**

Level 7 – As written

Level 8 – Add 2 **gnolls**

Level 9 – Add 2 **gnolls** and 1 **goblin mage**

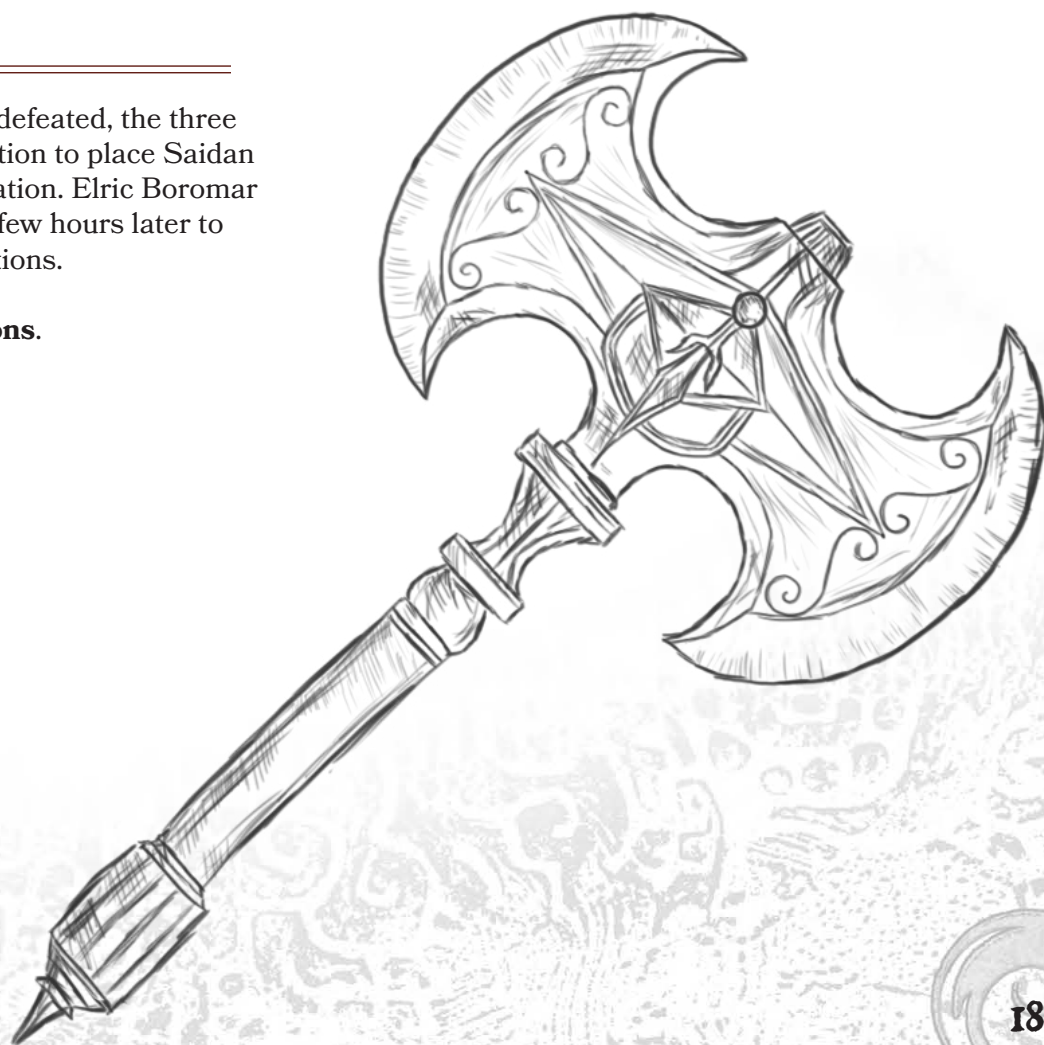
DEVELOPMENTS

After the Daask monsters are defeated, the three Boromars leave with the intention to place Saidan and Ilyra in a more secure location. Elric Boromar tells the PCs to meet him in a few hours later to start with the attack's preparations.

Proceed to **Part 3. Preparations**.

SIDEBAR 6 Magical Sensors

If a character has the mind to use a magical sensor spell such as *clairvoyance* or *arcane eye*, they may help prevent the massacre at The Weeders. The character may be able to see the Daask agents as they force their way inside the tavern, even though no sound would be produced from that. Adjust the description in the **Developments** section accordingly.



PART 3. PREPARATIONS

*We're going to Khyber's Gate Ward?
May the Sovereign Host bless our weapons...*

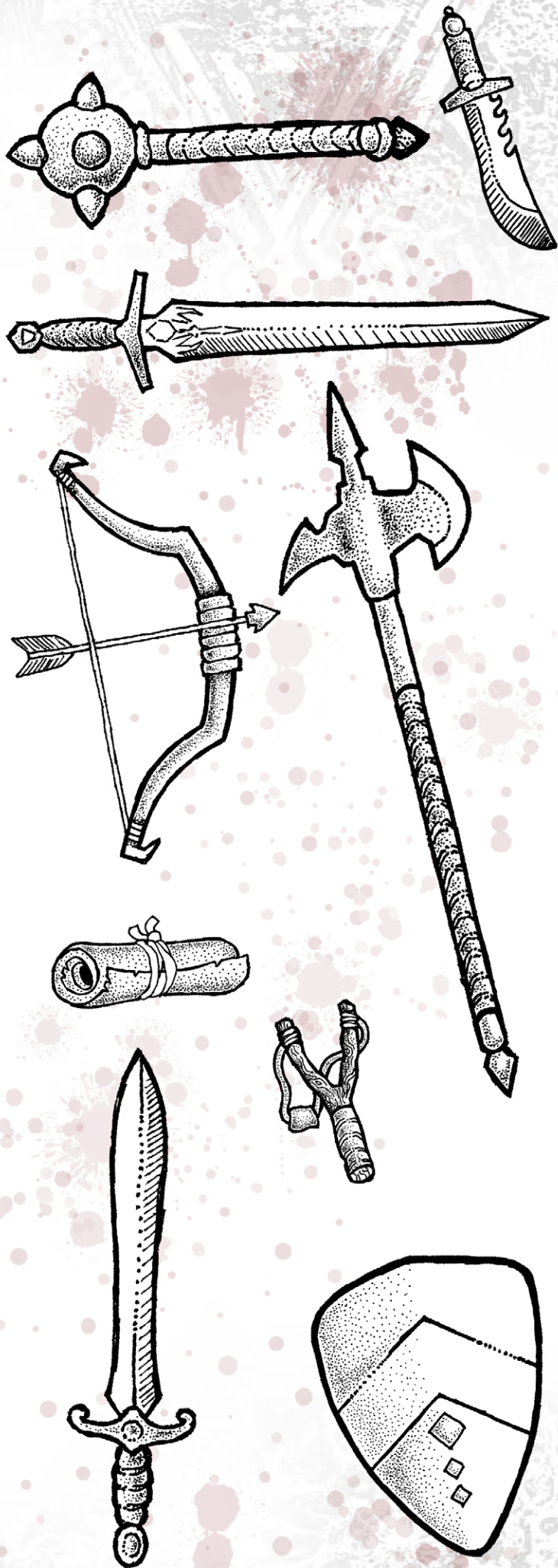
~Boromar Enforcer

The characters help the Boromars strengthen their forces for the upcoming attack. They have around 12 hours to conduct some actions intended to help their attack the next day. The Boromar Clan can currently command two-hundred men for the attack. This make-shift army is 70% halfling, 10% human, 10% shifters, and 10% divided among other races.

At this point, every adventurer makes a **DC 14 attribute check**, using an attribute of their choice. Elric Boromar may give advantage to one character only. Adventurers with a military background (city watch, soldier, mercenary, knight, etc.) have advantage on this check. For every success, the adventurers can implement one preparation action from the list below (Show players **Handout 2 - Prepara-**

PREPARATIONS FOR KHYBER'S GATE BATTLE

#	Preparation Action	Effect
1	Arm and train other non-combative Boromar people. Most of them are halflings. Arm them with make-shift spears and other improvised weapons and train them for a few hours.	Reduces attackers in the tunnels. For each fight in Khyber's Gate.
2	Reinforce carts to make them ram-like devices by attaching a sturdy piece of wood to it.	Bypasses iron bar gates which may complicate battles in the tunnels.
3	Infiltrate Khyber's Gate to warn non-monstrous civilians of tomorrow's battle. Evacuate children and elderly to a temple of the Sovereign Host in Lower Dura.	Reduce the number of civilian casualties during the encounter.
4	Prepare healers and a construct a field hospital.	Gives a healing ability during the battle.
5	Prepare acid-drenched arrows for halfling archers.	Trolls will not be able to regenerate during the battle.
6	Bring clerics of the Sovereign Host to fight on your side.	Blessing bonuses for your attacks.
7	Boost morale in the Boromar Ranks with a great show of skill or an inspiring speech.	Reduces attackers.
8	Prepare smoke bombs for smoke screens.	Reduces the efficacy of enemy ranged attackers and spellcasters.
9	Acquire current maps of Khyber's Gate and strategize the best route to Cavallah's Lair.	Choose a more efficient route through the tunnels, speeding up the attack.
10	Negotiate with the knights of the Church of the Silver Flame. A group of ten well-trained knights joins the Boromars against the Daask.	Reduces attackers.



tions). Notice that once they choose an action, each player must describe how the character accomplishes this preparation in-game.

This segment simulates the preparation of the Boromar forces, and it is streamlined. If a debate starts, give reminders that time is limited, both in and out of game. The specific effects of these preparations are laid out for the DM in the next part of the adventure.

As DM, you're empowered to allow preparation actions outside this list. The only guidelines are:

- Actions give small, cumulative advantages
- Don't remove actions from the base list
- One adventurer can only choose one action
- Options cannot be duplicated

The Action List. There are more preparation actions than adventurers. This is intentional.

Role-Play Opportunity. This is a role-playing opportunity, take the moment to have Boromar agents and other NPCs interact with the adventurers. Have the soldiers respond with "Yes, milord/ milady"

Once each adventurer has taken a preparation action and you have explained and/or roleplayed how each character had a chance to get ready for the battle, proceed to **Part 4. Into Khyber's Gate.**

PART 4. INTO KHYBER'S GATE

Today, Sharn will free itself from the grasp of foreign monsters. Tonight we dine in celebration...

Cleric of the Sovereign Host

The characters help the Boromars strengthen their forces for the upcoming attack. They have hopefully performed some actions which will directly affect the outcome of the attack. The Boromar forces and the adventurers march down to Khyber's Gate Ward early morning. They command more than two hundred men. Most of them able fighters, others just improvised militia. Councilor Ilyra Boromar informs everyone that she has taken care of the Sharn Watch, they will not show their faces in The Cogs today.

This section of the adventure portrays the clash of two armies. The battle is a multi-pronged attack through several tunnels and other underground areas. Combat is limited due to the narrow tunnels. Advance is difficult because many tunnels are dead-ends while others double back upon themselves and change direction. This is only important for the narrative description of how the battle progresses. Mechanically, this section is streamlined into 3 or 4 encounters before reaching Cavallah's hiding place.

General Features

These are the general features of the underground tunnels complex in Khyber's Gate Ward.

Terrain. The floor is rough soil but smoothed out by the constant passage of people and carts. The walls are uneven and natural. Most tunnels appear to be mine tunnels. Terrain is not considered difficult terrain.

Light. There are torch sconces with magical lights in most tunnels in The Cogs. The Daask agents have purposely turned off these lights in the sections for **Encounter 1** and **Encounter 2**. Adventurers will have to bring their own light sources for those two encounters.

RESULTS OF PREPARATION

Use the following guide to determine the effects of preparing for the battle. Allied NPCs do not play any other role in combat. This allows you to simplify while adjudicating the preparations.

However, it is important to describe events in a cinematic and dramatic fashion.

For example, explain how the archers armed with acid-drenched arrows shoot volleys at any troll and how they squirm in pain when they cannot regenerate their wounds. Each tactical choice should have an appropriate description for when it occurs. Short examples are provided below, but describe each event in however way you feel it should be depicted.

Remember that it is not only the characters who are fighting, but hundreds of other combatants are also fighting around them in different tunnels. They may encounter allies or foes at every intersection. It should feel like a revolution contained within a network of tunnels. All encounters occur within a tunnel, but describe how the PCs turn and then descend a few levels before encountering the next threat. It should not feel like an endless straight tunnel. Additionally, these encounters are meant to drain some of the party's resources before they reach Cavallah's Lair.

#	Siege Effect	#	Siege Effect
1	Remove two goblins from Encounter 1 , and remove four goblins from Encounter 2 . <i>Well-timed volleys of spears break goblin formations. In another tunnel, a group of militants run up and corner more goblins against the walls. A cheer goes up!</i>	6	Ten clerics of the sovereign host join the Boromar force. Their blessings give all attacks a +1 bonus during the four encounters. <i>Seasoned priests have come to represent the values of the Sovereign Host. They have brought with them the power of the gods. An unknown force guides your weapons to strike true.</i>
2	Bypass iron-barred gates from Encounter 1 and Encounter 2 . <i>The Daask knew you were coming and lowered some barred gates to stop you from advancing any further. You stand aside as a group of six halflings flashes past you on a ram-cart at top speed. They crash against the gate and bring it down in one go. The enemies behind the gate falter and hesitate before rushing to attack you.</i>	7	Remove 1 troll from Encounter 1 , remove 1 goblin mage from Encounter 3 . <i>Through words and actions, your heroism has rallied the Boromars and other militants to fight for the wellbeing of Sharn. They fight with more bravery because they know you are fighting alongside them. They attack with such fierceness that the Droaamite monsters of the Daask are taken off-guard.</i>
3	Vulnerable citizens are moved to the temple of the Sovereign Host. Earns extra reward in the adventure's conclusion. <i>Boromar agents and other militia fight with increased morale knowing that most civilians were evacuated and their loved ones will not be caught in the middle of the melee.</i>	8	Halfling artillery throws smoke bombs over the enemy frontline to deter any ranged attacks. Adventurers have cover against ranged attacks. (+2 AC) <i>Smoke bombs fly behind the enemy lines and cover entire sections of tunnels with black smoke. Ranged attackers can't see you as easily and their arrows and spells miss you more often.</i>
4	An NPC rushes up and tends to the wounds of a hero. An adventurer can spend a bonus action to call for medical aid to immediately recover 2d8+4 hit points. Usable once per character. <i>As the battle stretches through the slithering tunnels of Khyber's Gate in pockets of violence, young men and women with white a piece of cloth tied around their arms dodge through the tunnels to bring succor to the wounded.</i>	9	Good choice of tunnels and good awareness allows the party to skip Encounter 3 . <i>The map you acquired turned out to be a crucial asset. Through careful planning, you have managed to reach Cavallah's lair faster than expected.</i>
5	Halfling archers are equipped with special acid-drenched arrows. Any troll encountered takes 5 acid damage at the beginning of each of its turns to reflect the volleys of acid arrows. Interrupting its regeneration ability, <i>A fearsome troll standing before you roars in rage as it is about to attack. Then it is hit by several arrows drenched in bright green liquid. The acid burns through layers of tissue as the troll screams in pain.</i>	10	Remove 1 troll from Encounter 1 , and 2 gnolls from Encounter 3 . <i>The Boromars, the militia, and some brave citizens are fighting fiercely. You are gaining ground. But they cannot compare with the Knights of the Silver Flame. The move forward and cut to pieces anything that stands in their way. Their very presence boosts morale!</i>

ENCOUNTER 1

The adventurers follow a 20 ft. wide tunnel and find a group of Daask monsters behind a lowered barred gate. All creatures except the trolls use their ranged attacks while the barred gate stands. A successful **DC 20 Strength (Athletics) check** allows a character to lift the gate enough to let his companions pass. The characters may also destroy the barred gate. It has **AC 18** and **16 hit points**.

If the characters did the ram-cart preparation (**Preparation # 2 above**), the battle starts with that preparations' description and the barred gate is bypassed before the battle begins.

3 trolls, 2 gnolls, 10 goblins, 1 goblin mage.

Adjusting Encounter 1

Level 5 – Remove 2 **goblins** and 1 **gnoll**

Level 6 – Remove 2 **goblins**

Level 7 – As written

Level 8 – Add 2 **goblins**

Level 9 – Add 4 **goblins** and 2 **gnolls**

ENCOUNTER 2

The adventurers and their companions double back a few times and descend a few levels before encountering the next obstacle in a 35 ft. wide tunnel. A group of Daask monsters awaits them again behind a lowered barred gate. All creatures except the trolls use their ranged attacks while the barred gate stands. The basilisk uses its *petrifying gaze* ability from behind the iron bars.

A successful **DC 20 Strength (Athletics) check** allows a character to lift the gate enough to let his companions pass. The characters may also destroy the barred gate. It has **AC 18** and **16 hit points**.

If the characters did the ram-cart preparation (**Preparation # 2 above**), the battle starts with that preparations' description and the barred gate is bypassed before the battle begins.

2 trolls, 2 gnolls, 1 basilisk, 10 goblins

Adjusting Encounter 2

Level 5 – Remove 4 **goblins**

Level 6 – Remove 2 **goblins**

Level 7 – As written

Level 8 – Add 2 **goblins**

Level 9 – Add 4 **goblins** and 2 **gnolls**

ENCOUNTER 3

The route Khyber's Gate heart has proven more complicated than the adventurers anticipated. They are now marching through a 15 ft. wide tunnel when the next threat appears. A group of monsters approach. The troll is out in-front. All enemies try to attack with ranged attacks despite the difficulty of doing it from behind the troll in such a narrow passage.

1 troll, 16 goblins, 2 goblin mages, 4 gnolls

Adjusting Encounter 3

Level 5 – Remove 4 **goblins** and 2 **gnoll**

Level 6 – Remove 2 **goblins** and 1 **gnoll**

Level 7 – As written

Level 8 – Add 4 **goblins**

Level 9 – Add 4 **goblins** and 1 **goblin mage**

ENCOUNTER 4

The characters will soon reach Cavallah's lair. But they are confronted by Harannia once again in a 25 ft. wide tunnel which is slightly slanted downwards. Before the battle begins, Harannia will try to speak with the adventurers. Her intention is to sway them to join the Daask ranks and help her turn the tide of the battle. Harannia does not have an empty offer. She promises one thousand gold pieces of gold each. She also promises that the Sora Katra and the other Daughters of Sora Kell will accept them within their ranks and they will enjoy their good favor. She explains that the three of them together are the most powerful magical entity in Khorvaire and that it is in their interest to reconsider their allegiances.

Should the characters consider Harannia's offer and accept, this would be the end of this adventure as written. It is not within the scope of this adventure to follow the course of a group of PCs that

join the Daask and betray the Boromars. It is up to the DM's discretion to determine how to conclude this battle if the PCs choose to do that. However, it is not recommended to prevent the players from choosing this option, if they so desire. Harannia cannot escape this battle because the power of the *Necklace of Shalla* has not recharged yet.

Harannia, 2 ogres, 1 goblin mage, 4 goblins

Treasure

1 *potion of healing*, 1 *Necklace of Shalla*, 50 gp.

Adjusting Encounter 4

Level 5 – Remove 1 **ogre** and 2 **goblins**

Level 6 – Remove 1 **ogre**

Level 7 – As written

Level 8 – Add 4 **goblins**

Level 9 – Add 4 **goblins** and 1 **goblin mage**

DEVELOPMENTS

The adventurers reach Cavallah's lair at the heart of Khyber's Gate Ward while Boromar forces continues to fight behind them. It turns out that the lair is an old repurposed Temple of the Six. A set of reinforced metal doors large enough for a troll to pass marks the entrance. There are five bones arranged on the door over a blood stain (see illustration). A successful **DC 12 Intelligence (Religion) check** allows a character to identify it as a symbol of The Dark Six, the opposite force to the Sovereign Host.

Proceed to **Part 5. Cavallah's Lair**.



PART 5. CAVALLAH'S LAIR

You cannot defy Sora Katra's vision. It is written in the stars and you will not change what's already decided.

Cavallah, Ogre Mage

The characters explore an underground lair where Cavallah awaits for them. Cavallah is confident in her own abilities and does not fear the adventurers. Elric Boromar detaches from the battle in the tunnels and joins the characters when they enter the Temple of the Six.

opened or permanently locked. A flight of stairs descends 15 ft.

C2. Temple's Nave

Cavallah and a group of Daask monsters await the characters in this room. An openly confident Cavallah stands behind the tabernacle in **Area C3**. The monsters by her side are fearful despite trusting Cavallah's resolve. This is a great moment for roleplay. Cavallah thinks she can win but would rather avoid a confrontation and bring the invading adventurers to her side. Refer to **Sidebar 7** for pointers on how to roleplay Cavallah.

Cavallah has a *mind blank* spell active on herself. She is immune to psychic damage, the charmed condition, and any magical effect that would read her thoughts, emotions, or intentions.

Cavallah shows them the *hag* eye and explains how it works. She explains that the Daughters of Sora Kell are watching and that they are very impressed with their performance thus far. They offer a promise of immense power and wealth if the characters reconsider their allegiances and betray the Boromars. Elric Boromar laughs at this remark, but nervously eyes the party all the same.

Should the characters consider Cavallah's offer and accept, Elric Boromar will attempt to flee with his life before confronting the adventurers which he knows are more than capable of killing him in combat. This would be the end of this adventure as written. It is not within the scope of this adventure to follow the course of a group of PCs that join the Cavallah and betray the Boromars. It is up to the DM's discretion to determine how to conclude the story if the PCs choose to do that.

If a battle starts, Cavallah flies out of reach and ac-

General Features

These are the general features of Cavallah's lair. Her complex is underground at the deepest part of Khyber's Gate Ward which was originally a Temple of the Six.

Terrain. The floor of Cavallah's lair is made of carved stone tiles. The tiles are broken in some places where the underground natural soil shows. These areas are considered difficult terrain. The ceiling in **Area C2** is 40 ft. high.

Doors. All doors are made of reinforced metal which is currently unlocked. The doors to the three chambers inside the lair are locked. A successful **DC 16 Dexterity (Thieves Tools) check** allows a character to open the lock and door. Alternatively, a successful **DC 18 Strength (Athletics) check** allows a character to force the door open with sheer strength.

Light. The lair's main chamber is brightly lit by eight braziers at the end of the temple's nave. The rest of the chambers are in complete darkness.

C1. Entrance

The large reinforced metal doors are unlocked. A character can lock the doors from the inside by turning a switch on the door's lock. A successful **DC 14 Strength (Athletics) check** allows a character to jam something (a spike, etc.) in the lock to break the lock and leave the door permanently



C5



C6



C1



C2



C3



C4

The Temple's Lair
Cavallah's Six

1 Square = 5 ft.

tivates her *wand of fear* using the *cone of fear* ability. She then rains down fire and magic from the air. She does not care if her allies are caught within the raging power of her spells. If Cavallah is reduced to below a quarter of her total hit points, she uses a *dimension door* spell to teleport to **Area C4**. From there she flies downwards at top speed and flees the city through a hidden passage. If Cavallah dies or teleports away, all remaining forces surrender instantly. The gnolls, which cannot overcome their bloodthirst, will fight to the death.

The creatures in this area are **Cavallah**, 6 **goblins**, 1 **goblin mage**, 4 **gnolls**.

Treasure

If Cavallah is defeated, she carries a *wand of fear*, 2 *potions of healing*, 3 diamonds worth 500 gp each, 200 gp, and Sora Katra's *hag eye*.

Adjusting this Encounter

Level 5 – Remove 2 **gnolls** and 3 **goblins**

Level 6 – Remove 1 **gnoll** and 2 **goblins**

Level 7 – As written

Level 8 – Add 4 **goblins**

Level 9 – Add 4 **goblins** and 1 **gnoll**

C3. Altar

There are eight lit braziers and a stone tabernacle here. A successful **DC 15 Intelligence (Investigation) check** allows a character to find a faux bottom under the tabernacle. There are three ceremonial symbols of the Dark Six. They are worth 300 gp each in the black market or 100 gp each if sold to a curator in Morgrave University.

C4. Secret Exit

This room contains nothing of value. A 10-foot-wide hole in the floor leads down to unknown depths. The shaft is in complete darkness and goes straight down for two-hundred feet before turning north. It eventually leads to a secret exit on the side of the chasm cliffs that surround Sharn's base.

SIDEBAR 7

Roleplaying Cavallah

Cavallah is one of the strongest creatures currently in Sharn and she knows this well. She grew up in Sora Katra's household and learned her magic directly from the famed hag. Cavallah grew up to become a valuable asset to the Daughters of Sora Kell and represents their interests directly in Sharn. Cunning and exceptionally charismatic, Cavallah has gained considerable influence among the goblinoids of Malleon's Gate Ward and the Cogs. She understands that her forces have lost the battle but it does not worry her because there is an endless supply of monstrous soldiers in Droaam. Cavallah wears a golden necklace with a large crystal locket. The locket contains a disembodied eye. This is Sora Katra's *hag eye*.

C5. Study

Cavallah's personal study contains two bookcases and a stone pond in the middle. A successful **DC 14 Intelligence (Arcana) check** allows a character to identify the pond as an implement for divination spells known as a *pond of unrealized truth*. The pond amplifies the power of any divination spell used upon it. It is fixed to the ground and cannot be removed from this chamber easily. If a character wishes to relocate the pond, the use of some masonry tools and a successful **DC 18 Intelligence (Arcana) check** allows a character to remove the base of the pond safely from the chamber's floor. Employing a Master Stonemason (for a considerable fee) reduces the check to a successful **DC 13 Intelligence (Arcana) check** (with advantage if the Master Stonemason is a dwarf). Failure causes the structure of the pond to crack and crumble, forever destroyed.

Most books and scrolls in the bookcases are written in giant. If a character speaks giant or a character uses magic to decipher them, they are revealed to be poetry works. About half of them are authored by Cavallah. A *detect magic* spell reveals that a few of the scrolls are magical. There are 2 *scrolls of fireball* (lv3), 1 *scroll of arcane eye*, 1 *scroll of banishment*, and 1 *scroll of mind blank*.

C6. Ruined Room

This room does not appear to have anything of value. There are broken wood planks, ruined scrolls, a broken crate and a crumbling bookcase. A **passive Perception score of 18 or higher** or a successful **DC 18 Wisdom (Perception) check** reveals that one stone tile looks slightly brighter and cleaner than the rest in the room. A successful **DC 16 Intelligence (Investigation) check** reveals a hidden button on the north wall which causes the stone tile to slide aside to reveal a narrow shaft with a hand ladder.

The ladder descends 30 feet into a chamber of the same size. The chamber contains scores of wooden crates full of gold coins. There are three marble statues of elven knights, leather pouches with hundreds of precious stones such as diamonds, emeralds, and sapphires. Pieces of jewelry scattered across the floor as if they were nothing important. The combined value of the holdings in this room is 160,000 gold coins.

DEVELOPMENTS

Elric Boromar explains that most of the treasure belongs to the Boromars and was recently stolen by the Daask. He explains that no one should touch anything as Saidan will come himself to oversee its transportation to a Boromar vault. After it is secured, Saidan will pay them the 5000 gold coins they were promised. If the characters accept, Saidan arrives half an hour later escorted by eight halfling enforcers. Saidan unfolds a *portable hole* and instructs his men to put every item and coin inside.

There is a possibility that the characters might choose to betray the Boromars to keep the whole treasure hoard. Should this happen, Elric will attempt to flee to warn other Boromar agents of the betrayal. Saidan, Elric, and Ilyra Boromar will no longer trust them and place a 20,000 gold coin bounty on each of their heads. There would be no place for them to hide in Sharn, maybe not even in Khorvaire. This situation is not within the scope of this adventure and it is left to the DM's discretion.

Proceed to **Adventure Conclusion**.



ADVENTURE CONCLUSION

The sun shines bright for Sharn. I can really see things turning out well for the family now...

Elric Boromar



he grand melee in the tunnels of Khyber's Gate Ward eventually dies down as word of Cavallah's escape or death spreads. Judged by body count, it was a massacre for both sides. The Boromars and any allied forces have lost about forty-fifty percent of their men. The Daask sustained larger losses.

With Cavallah and Harannia gone, the remaining Droaamites lack cohesion. There isn't anyone left with the charisma and brains to unify the monsters, at least temporarily. With the Daask dissolved, all that remains is a patchwork group of monsters with no goals. Whatever Daask agents remain scatter and blend back into Sharn's populace or are taken into custody.

Councilor Ilyra, Saidan, and his cousin Elric Boromar throw a grandiose party in Little Plains Ward to celebrate the end of the Daask and the start of a new era for the Boromar family. The Boromars are weaker now than they have been in decades, but they have just demonstrated the incredible strength of the clan. As promised, Saidan Boromar pays 5000 gold coins to each adventurer on the day of the party for their help in defeating the Daask.

The political situation remains the same. Many groups still insist it all happened because the Boromars enacted a power grab to take over the city council. The situation is not ideal but Councilor Ilyra Boromar still thinks she can manage it well enough until the rest of the councilors are elected and a new Lord Mayor of Sharn is appointed.

Civilian Casualties

No war goes without the death of many innocents. The tunnels in Khyber's Gate Ward are the streets and home of thousands of poor citizens of Sharn. They are caught between the crossfire of the Boromar forces and the Daask. Bloodthirsty creatures, like the gnolls, broke into homes and killed the occupants during the battle. The body count could be in the hundreds of city folk dead. The high number of deaths becomes a reason for unrest in the Cogs and the lower wards of Sharn. Weeks later it evolves into a movement which opposes violence altogether and preaches peace and meditation. The figure leading the movement is an Inspired from Sarlona named Addaran Sarien. He motions the masses to request permission from the council to build a meditation monolith like the ones in Riedra. This future plot is not within the scope of this adventure and is left to the DM's discretion.

Heroes of the People

If an adventurer used **Preparation # 3** during the battle in Khyber's Gate Ward, he and some Boromar agents infiltrated the ward to warn civilians of the upcoming battle. This event results in a mass exodus from Khyber's Gate Ward that night to Lower Dura. All refugees seek shelter at the Temple of the Sovereign Host. This reduces the number of civilian casualties to under ten people; only the few that refused to leave their homes died. Days later, Councilor Ilyra Boromar pulls her strings in the council and manages to convince the still incomplete city council to grant the adventurers the title of Knight, Hero of the People. Elric Boromar is knighted too, despite the surprise and complaints this causes due to his reputation as a known trouble-maker.

The Ire of the Hags

Sora Katra saw the final battle through the *hag* eye Cavallah carried. It was not in her plans or her sister's divinations that the Daask would be defeated in Sharn this way. Sora Katra is restless and angry because the supposed inscriptions in the stars and the draconic prophecy have betrayed them just when they were about to conquer Sharn. The Daughters of Sora Kell vow revenge but will not act impulsively. She will sit on this and think of a way to weave her revenge and recover what she lost in Sharn.

If Cavallah survives. She flees back to Droaam and meets Sora Katra there. Cavallah had never sustained such a great loss and has troubles coping with the sense of defeat and frustration. She is cunning and intelligent but not as patient as her mentors. Cavallah is a loose end, she may stay with Sora Katra and help her plot her revenge. Or she could also concoct a faster plan, gather some reinforcement and go back to Sharn to face the adventurers once more. These future plots are not within the scope of this adventure and they are left to the DM's discretion.



APPENDIX I NPCs AND CREATURES

CAVALLAH

Large giant (ogre mage), lawful evil

Armor Class 16 (chain mail)

HP 144 (17d10 + 51)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+1)	16 (+3)	17 (+3)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 9 (5,000 XP)

Innate Spellcasting. Cavallah's innate spellcasting ability is Charisma (spell save DC 16). Cavallah can innately cast the following spells, requiring no material components:

At will: *darkness*, *invisibility*

1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*

Spellcasting. Cavallah is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks).

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *wall of fire*

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *disintegrate*

7th level (1 slot): *finger of death*

8th level (1 slot): *mind blank*

Magic Weapons. Cavallah's weapon attacks are considered magical.

Regeneration. Cavallah regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. Cavallah makes two attacks, either with its claws or with its glaive.

Claw (giant form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. Cavallah magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the Cavallah dies, it reverts to its true form, and its glaive reverts to its normal size.

ELRIC BOROMAR

Medium humanoid (halfling), neutral

Armor Class 15 (studded leather)

HP 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +8, Int +5

Skills Acrobatics +8, Deception +4, Perception +4, Stealth +12

Damage Resistances poison

Senses passive Perception 15

Languages Thieves' Cant, Halfling, Common

Challenge 5 (1,800 XP)

Assassinate. During his first turn, Elric Boromar has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Elric Boromar scores against a surprised creature is a critical hit.

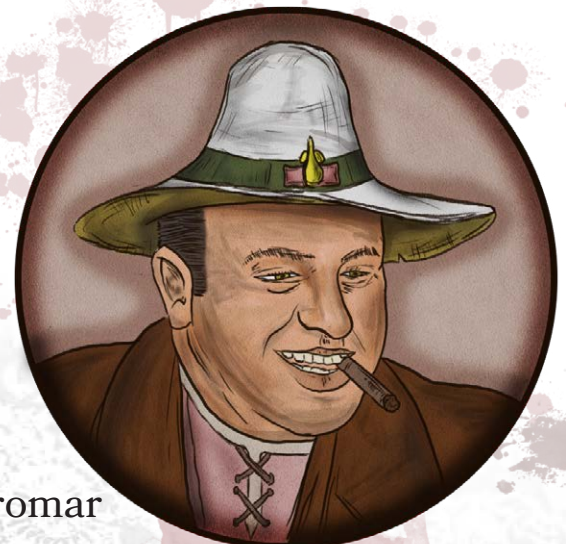
Evasion. If Elric Boromar is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Elric Boromar instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack. Elric Boromar deals an extra 17 (5d6) damage when he 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 Elric Boromar that isn't incapacitated and Elric Boromar doesn't have disadvantage on the attack roll.

Actions

Light Crossbow. *Melee Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.



Elric Boromar

GOBLIN MAGE

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)

HP 17 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-0)	14 (+2)	10 (+0)	14 (+2)	8 (-1)	8 (-1)

Skills Arcana +4, Stealth +2

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 2 (450 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting. The goblin mage is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The goblin mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *shocking grasp*

1st level (4 slots): *detect magic*, *shield*, *magic missile*

2nd level (3 slots): *mirror image*, *misty step*, *silence*

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



Harannia

HARANNIA

Medium humanoid (medusa), chaotic neutral

Armor Class 15 (natural armor)

HP 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Damage Resistances poison

Condition Resistances poisoned

Skills Deception +5, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Petrifying Gaze. When a creature that can see Harannia's eyes starts its turn within 30 feet of the Harannia, Harannia can force it to make a DC 14 Constitution saving throw if the Harannia isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Harannia until the start of its next turn, when it can avert its eyes again. If the creature looks at Harannia in the meantime, it must immediately make the save.

If Harannia sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, Harannia is, due to its curse, affected by its own gaze.

Actions

Multiattack. Harannia makes either three melee attacks — one with its snake hair and two with its shortsword — or two ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

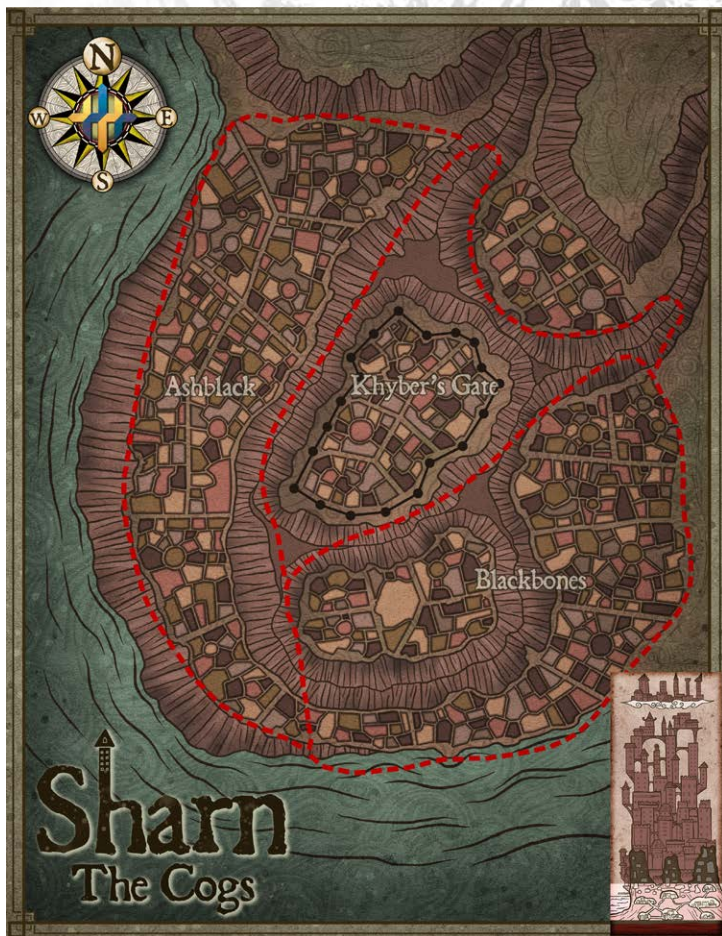
Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

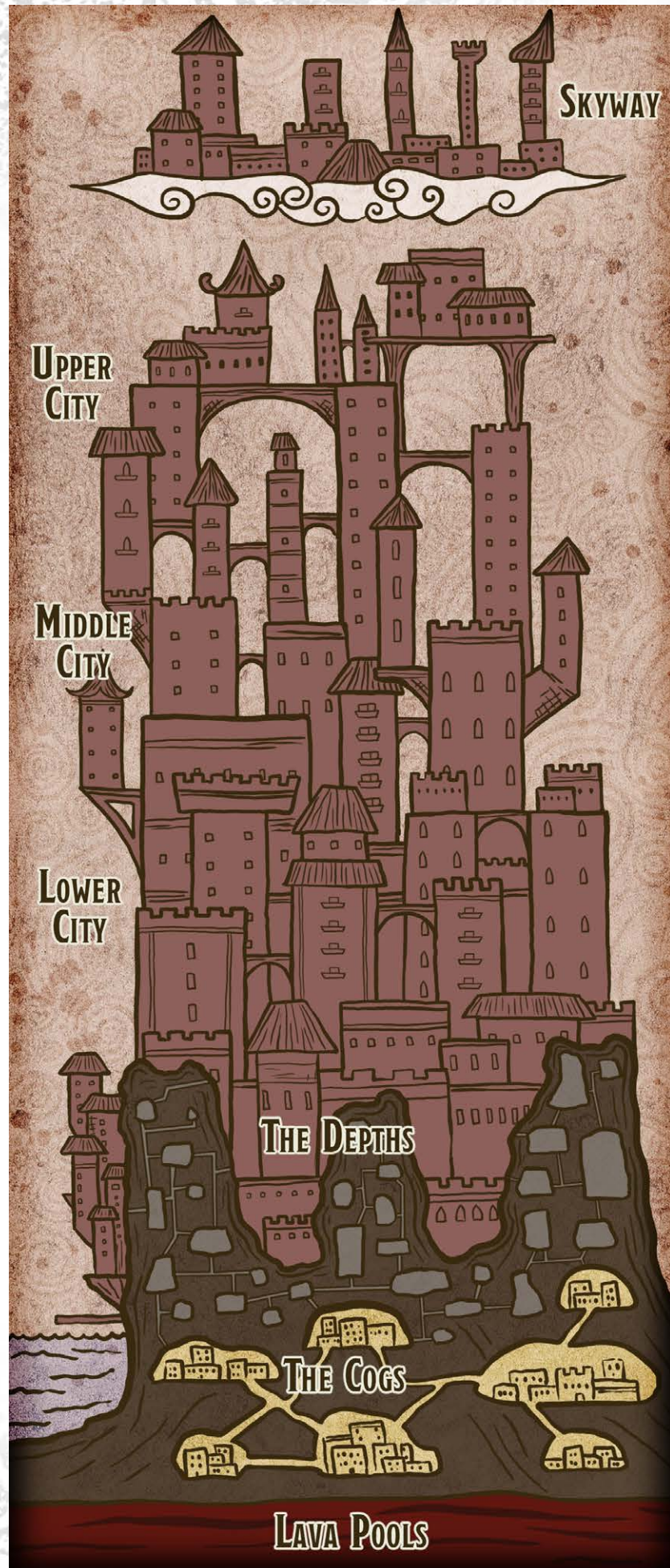
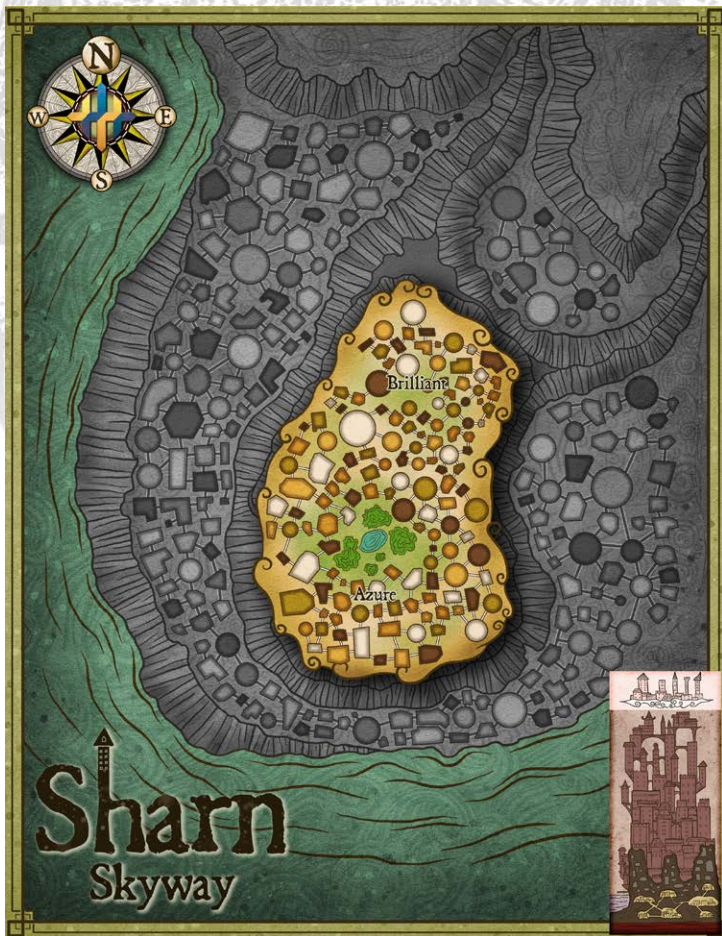
Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage plus 7 (2d6) poison damage.

APPENDIX II MAPS

SHARN MAPS





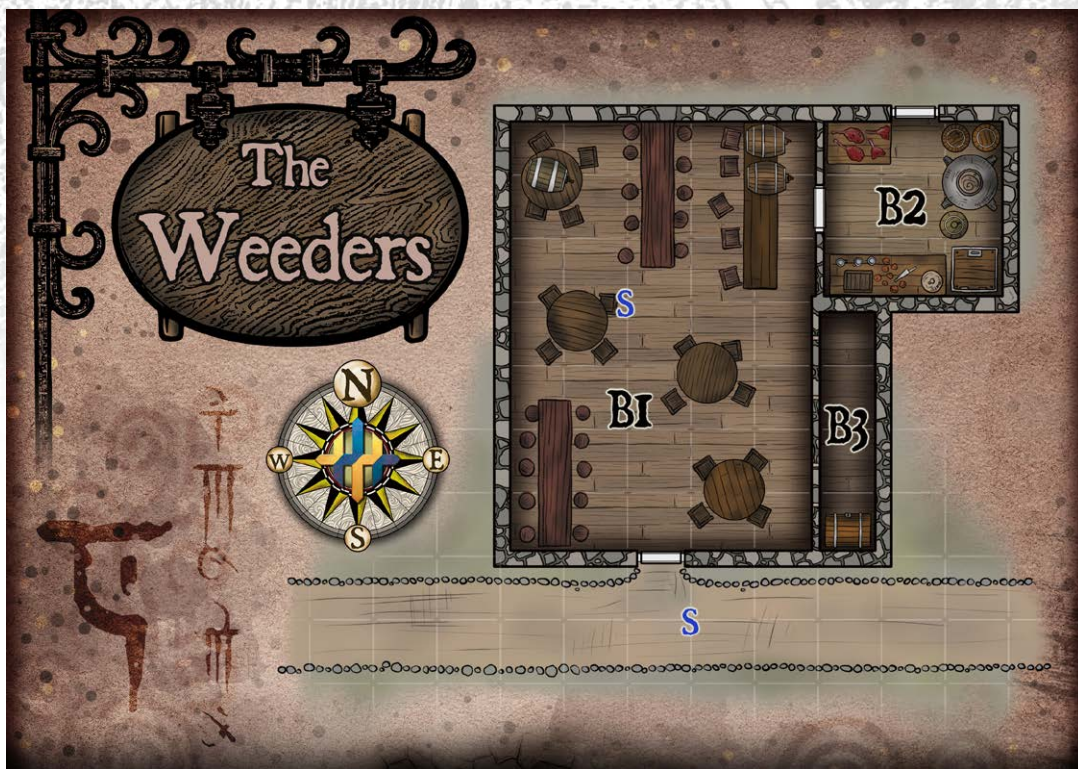




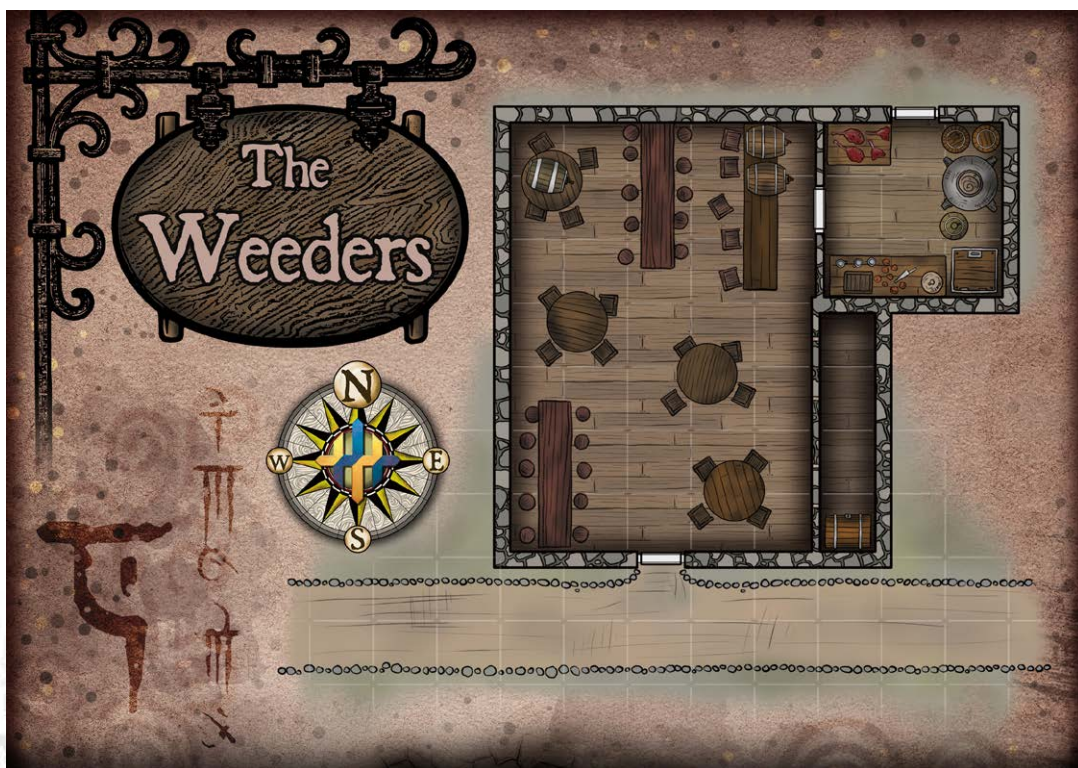
SHARN'S BRIDGE DM MAP



SHARN'S BRIDGE PC MAP



THE WEEDERS DM MAP



THE WEEDERS PC MAP





The Temple's Lair
Cavallah's Lair
Line Six

1 Square = 5 ft.

APPENDIX III

HANDOUTS

They think they can hide but
we can see their every move.
The time has come for us to cut
the heads of the Boromar Clan.
You'll find your quarries at
The Weeders tavern in
Tumbledown Ward.

Cavallah

HANDOUT 1 CAVALLAH'S BOUNTY

HANDOUT 2 PREPARATIONS

PREPARATIONS FOR KHYBER'S GATE BATTLE

#	Preparation Action	Effect
1	Arm and train other non-combatative Boromar people. Most of them are halflings. Arm them with make-shift spears and other improvised weapons and train them for a few hours.	Reduces attackers in the tunnels. For each fight in Khyber's Gate.
2	Reinforce carts to make them ram-like devices by attaching a sturdy piece of wood to it.	Bypasses iron bar gates which may complicate battles in the tunnels.
3	Infiltrate Khyber's Gate to warn non-monstrous civilians of tomorrow's battle. Evacuate children and elderly to a temple of the Sovereign Host in Lower Dura.	Reduce the number of civilian casualties during the encounter.
4	Prepare healers and a construct a field hospital.	Gives a healing ability during the battle.
5	Prepare acid-drenched arrows for halfling archers.	Trolls will not be able to regenerate during the battle.
6	Bring clerics of the Sovereign Host to fight on your side.	Blessing bonuses for your attacks.
7	Boost morale in the Boromar Ranks with a great show of skill or an inspiring speech.	Reduces attackers.
8	Prepare smoke bombs for smoke screens.	Reduces the efficacy of enemy ranged attackers and spellcasters.
9	Acquire current maps of Khyber's Gate and strategize the best route to Cavallah's Lair.	Choose a more efficient route through the tunnels, speeding up the attack.
10	Negotiate with the knights of the Church of the Silver Flame. A group of ten well-trained knights joins the Boromars against the Daask.	Reduces attackers.

APPENDIX IV

MAGIC ITEMS

Necklace of Shalla

Wondrous Item, rare (requires attunement)

This luxurious necklace appears to be a pearl necklace with a golden brooch. The rear of the brooch contains a clasp that can be used as a decorative cloak pin (if required). The pearls shine as if covered by a coat of thin oil. These pearls occasionally lose their luster, but mysteriously brighten after a couple of days.

The *Necklace of Shalla* allows the wearer to spend an action to teleport once (as per the *teleport* spell). The item has a limited use, in that, it can only transport the wearer and any companions to a specific location.

When the wearer attunes to the necklace, he must assign a location for the item to link to. This location must be familiar to the wearer. After a location has been chosen, it is locked and cannot be changed for fifteen days. The wearer becomes aware when this location becomes unlocked, allowing for a new (or same) location to be chosen. It requires 10 minutes of concentration to choose and lock a location before the item can be used.

Once the item has been used, the necklace's pearls turn gray for two days before regaining their shine. The item cannot be used during this period.

Pond of Unrealized Truth

Wondrous Item, rare (requires attunement)

The walls that surround the pond are made of irregularly sized natural stones and rocks of different colors. It is two-foot-tall and has a 5-foot diameter. The water in the pond appears to be as dark as ink. This is a lighting effect caused by the internal color of the pond walls. A person can see their own reflection when directly looking down on the pond. The reflection is not precise, however. When a creature sees itself reflected on the pond's surface, their face in the water always looks in a different direction. Thus, you can never meet your own eyes in the pond's reflection. The pond was created by Sora Katra during a brief visit to Sharn over ten years ago.

The *pond of unrealized truth* offers the following benefits:

- When a creature attunes to the *pond of unrealized truth*, it receives a +4 bonus to Intelligence. This bonus is only active while the creature remains attuned to the pond and remains within 20 feet of it. Otherwise, the bonus is lost until the creature returns to the vicinity of the pond or attunes back to it.
- When the creature casts a divination spell, it can choose to cast the spell at one spell slot higher at no cost.
- The *pond of unrealized truth* replaces any foci or material components for any divination spell.

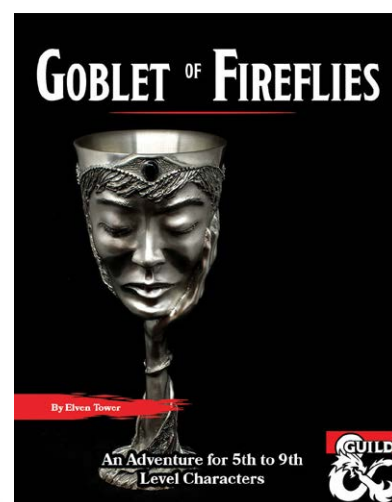
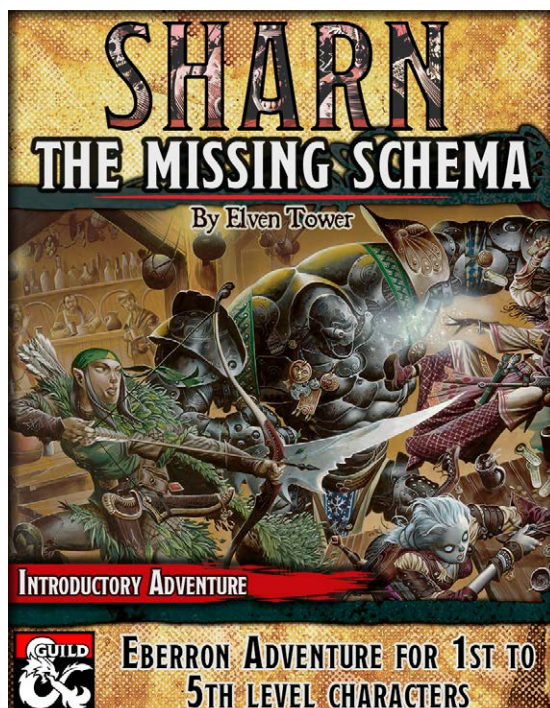
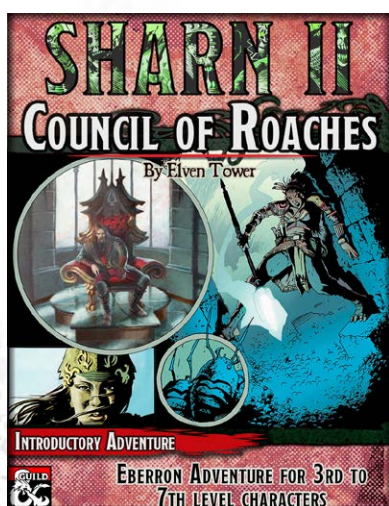
Sora Katra remains the true owner of the *pond of unrealized truth*. Any time a creature uses the pond to cast a spell that contacts an outer entity (such as *commune*, *contact other plane*, *divination*, etc.), or a spell that allows distant perception (such as *scrying*), there is a 50% chance that Sora Katra is aware. She automatically perceives the result of the spell as if she were the caster. Additionally, she may tamper with the results. She may show the caster a fake image or take the place of the entity the caster was trying to contact. When a creature uses the pond, a successful **DC 20 Wisdom (Perception) check** reveals that someone (identity unknown) has tampered with the spell and/or the results.

THANK YOU

Wow! You got this far. I want to thank you wholeheartedly for purchasing and using this adventure. When I learned to play Dungeons and Dragons so many years ago, I came across the Eberron Campaign Guide for 3.5 ed. The book enthralled me. We played Eberron campaigns for over twelve years. I played all those awesome games with my relatives and close friends. Some people left and some others joined but I treasure all those memories the same. Eberron means a lot to me. It has a place in my heart.

I am serious about all of my RPG creations but this was also a labor of love. I love the setting and rejoice with the ability to create content for others to use. I trust that you can see in these pages the love and care I have for Eberron. There is more to come because this is the second installment of a trilogy of loosely related Sharn adventures.

If you are interested in my work, here are some links to other awesome products at the DM's guild. Below is the first installment of my Sharn adventure series.



One more thing... Most people know me for my cartography work. I create a great number of RPG related illustrations every month and I also write adventure lore and campaign ideas for most of them. If you are interested in this sort of thing, please visit my [Patreon Page](#) to see what the fuss is all about.

Until the next one, Elven Tower