

SAVAGE CITIES - EBERRON CONVERSION NOTES

Provided by Anthony Turco

THE GRAVEYARD SHIFT: This encounter can take place in any city. Consider placing it in Karrnath, where the themes of death and undeath take center stage.

BAD PARENTING: Arnold is a member of the monstrous criminal gang Daask, operating out of Sharn. He's concocted this scheme to rob travelers and explorers coming into the city through Terminus in Lower Tavick's Landing. The sewers are in the upper levels of The Depths of Sharn.

THE LEANING DOOR: This encounter is perfect for the city of Stormreach, sometimes referred to as "The City of Dungeons". The Leaning Door purports to have an access hatch to a section of giant ruins beneath Stormreach that are still rife with treasure. Rather than mimicking the shtick of the Yawning Portal (which doesn't exist in Eberron), Dulren has instead had an original idea to capitalize on Stormreach's reputation for being built over ruined civilizations. Dulren is an outcast of the Boromor crime family from Sharn.

TROUBLE AT THE DOCKS: This encounter can take place in Port Krez of the Lhazaar Principalities, the home port of the Cloudreaver pirate fleet. The PCs may have been forced to dock there due to weather. Seraphina claims to work for High Prince Rygar's, and is surveying how best to cooperate with Prince Mika Rockface on the modernization of the Cloudreaver's capital port. The Dirty Barnacle is a ship in the Cloudreaver fleet, and Shar Wolfheart is a trusted captain among the Cloudreavers.

THE PUPPETEER'S ASSISTANT: This encounter can take place in any major city, such as Sharn, Wroat, or Fairhaven. The modrons in the encounter come from the plane of Daanvi, instead of Mechanus (which doesn't exist in Eberron), but otherwise their designations and backstories remain the same. The timing of the retrieval squad's portal opening up was a precisely calculated event concerning the orbit of one of Eberron's twelve moons—Eyre—and its relation to the Daanvi's waxing planar influence. The cylindrical modron's staff in the last read-aloud portion of the encounter should be described as having a miniature orrery at its tip, some indication of the orbiting planar structure of Eberron's cosmology. Should the PCs enter the portal, they arrive in Daanvi, to much the same results as described in the adventure.

SHOPPING WITH ELEMENTALS: Xorns and mud mephits are typically natives of the plane of Lamannia, but these particular elementals have found their way to the material plane, possibly through a botched elemental binding attempt to summon raw earth elementals. Consider setting the encounter in Zilargo, where the Zil gnomes are constantly experimenting to perfect their elemental binding techniques. When the xorn bursts up from the market square, the commoners should shout "Some monster just burst up from Khyber!"

FOOL ME ONCE, SHAME ON YOU: This encounter is likely to happen in a small to medium sized city, where the city watch is likely to not be able to handle the threat. Consider a city in Karrnath, such as Irontown or Lakeside, due to that nation's stricter code of laws.

THERE'S SOMETHING IN MY BASEMENT... AND IT AIN'T RATS!: The merchant in the adventure is depicted as coming from a culture influenced by the middle east. However, there are no clear parallels to such a culture in Eberron. Consider the alternative NPC to replace Asad with:

Sumak d'Ghallanda (halfling commoner, MM, p 345, but Small sized and with the Lucky halfling trait) is a scion of House Ghallanda and works for the family business by trading in spices and exotic ingredients from Sarlona and the Seren Isles. He was inspecting a shipment that came into a warehouse where the House stores goods before distributing them to the various inns, taverns, and hotels in the city run and licensed by the House (you can use the map of a warehouse on page 32 instead of Asad's small house). The pixies may have found their way into his shipment due to a wandering manifest zone tied to Thelanis in Sarlona, and the pseudodragon eggs may have been laid in a shipment coming from the Seren Isles.

Sumak is just as concerned with his "little performance" as Asad would be, and just as willing to pay the adventurers to forget all about it. As an alternative to paying in gold, he might offer them free accommodations for a week in House Ghallanda's fanciest hotel in the city has.

JACKAL RUN: An organized attempt by monsters to waylay people inside a city sounds close to the modus operandi of Daask, a criminal organization of monsters operating out of Sharn's lower districts and The Cogs. Though jackleweres and lamias aren't typically mentioned as being part of Daask, the gang is welcoming of any creature that would normally be considered a "monster" by citizens of the Five Nations.

PARTY IN A BOTTLE: In the world of Eberron, Ellya would be an acolyte of Olladra, the Sovereign of Feast and Good Fortune, rather than Lliira (who does not exist in Eberron). Although the octogram holy symbol of the Sovereign Host is recognizable on sight anywhere in Khorvaire, Ellya wears the less common personal symbol of Olladra, a black domino, as his divine focus. Therefore, the DC of the Intelligence (Religion) check to identify his symbol remains the same.

Flavio is an incubus just as he is described in the encounter, though he is of a rare type native to Xoriat. He is the madness of an unrestrained bacchanal incarnate. His sole desire (and reason for being) is for everyone to "party till they drop"—literally.

As a final note, when asked where Ellya managed to get the bottle, rather than mention he bought it from an old peddler, have him say "it was a gift from an old traveler". In the world of Eberron, one should *always* beware the gifts of The Traveler.

THE DEADLY FOUNTAIN: Rupert Brightwood and the wizard in the backstory of the adventure may very likely be gnomes. The ability to bind the water weird—an elemental creature—to the fountain suggest the secret Zil binding techniques known only to the gnomes of Zilargo. One must wonder, though, why Rupert did not trust House Kundarak to ward his vaults and hiding spaces, as Kundarak are the pre-eminent experts on home and vault security.

As a wealthy independent businessman, perhaps a member of the Aurum, Rupert may have been paranoid of the Dragonmarked Houses. It could be his paranoia was legitimate, and the gnome wizard who sabotaged the safe word did so not because of some falsified claim of

greed, but rather because he was bribed to do so by parties with competing business interests...

THE DIRTY DOVES: This brilliant little band of con artists fits perfectly in the noir-influenced world of Eberron. Although they can be used completely as written, consider altering Faciel so she is a changeling instead of a Half-Elf. If you do, swap her *disguise self* spell for *shield* and her Fey Ancestry trait for the following:

Shapechanger. Faciel can use her action to polymorph into any Medium humanoid or back into her true form. She can only take the form of a specific humanoid if she has seen them. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Additionally, if Faciel is a changeling, give her a suit of *shiftweave* clothing, a common magic item that will help her with her disguises. This magic item is common in Eberron, and detailed in the *Wayfinder's Guide to Eberron*, pg. 115.

HARPIES IN THE CITY LIMITS: The three harpy sisters may work independently, or may be members of Daask, the monstrous gang working in Sharn. The boggle may merely be another member of the gang that works with them, or it could have its original story, of some fey creature somehow beholden to the sisters due to their past in Droaam.

HUNGER OF THE ANCIENT ORB: Graff Drayin is a world renown archeologist—specifically one in the employ of Morgrave University—and is considered the foremost expert on the ancient goblinoid empire of Dhakaan. He often travels to ancient Dhakaani ruins across Khorvaire to glean. It was on one of these trips, to the heart of ancient Dhakaani ruins in the Shadow Marches, that he found the mysterious orb—**The Orb of Dark Hunger**. This perfect spherical void is in fact some bizarre disembodied organ of Hadar, an entity beyond ken from Xoriat, the Realm of Madness. The orb was trapped on the material plane ever since the Gatekeeper druids of ancient Khorvaire sealed off Xoriat millennia ago.

The *orb of dark hunger* has the same statistics as the *ancient orb of aeons*, except replace its *witch bolt* spell for *arms of Hadar*, its *slow* spell for *hunger of Hadar*, and its *wall of fire* spell for *Evard's black tentacles*.

ANIMATED ACCIDENT: The basic premise for this encounter is perfectly fine for the world of Eberron, but the incidental NPCs and shops of the marketplace need some adjustments to reflect the society of the Five Nations:

- A) Most of the Good-aligned merchants should be adjusted to Neutral alignments.
- B) Replace Apothecary's Wares and Selesine Starflower with a stall called Jorasco's Joy, run by Selesine d'Jorasco (N female halfling commoner). She only sells antitoxins, healer's kits, perfume, and *potions of healing* at the prices indicated for Apothecary's Wares.
- C) Replace Tullie Sprocketcog with Tullie Lealen Phiarlan (CN female elf bard, VGtM, p 211)

- D) Dwarin Thunderstone is replaced with Dwarin Nolan (NE male human bandit), who is a secret low-level member of the Emerald Claw. He uses his counterfeit art scheme to help fund the Emerald Claw's wider operations, and engages in low-key espionage and information gathering while in the market. The painting of Castle Waterdeep is replaced by a painting of the castle of Thronehold (as Waterdeep does not exist in Eberron).
- E) Add a new vendor, Ziggy's Wonders, run by Zigepo, an aspiring entrepreneur and alchemist (LN goblin apprentice wizard, VGtM, p 209). The "wonders" he sells include acid (25 gp), alchemist's fire (50 gp), ink (10 gp), oil (1 sp), and perfume (5 gp).

Because of the addition of Ziggy's Wonders, when rolling for Elsie's Mania, roll a d8, with a result of 7 indicating Ziggy's Wonders, and reroll any result of 8. (Replace any result of 4—Apothecary's Wares—with Jorasco's Joy as indicated above).

CIRCUS CHAOS: In the nations of Khorvaire, House Phiarlan is the preeminent sponsor of most beloved forms of entertainment—including the circus. In Eberron, Barnabus is **Barnabus Baylum d'Phiarlan** (elf commoner; MM, p345) with a Greater Mark of Shadow, and other than the change of its ringmaster, the rest of the circus can be used largely as is, with the following suggestions:

- A) Bjeorn the Lion Tamer is a human scion of House Vadalis in the circus's employ and uses his Mark of Handling for his routine, but the mark—usually visible on his wrist and forearm—is completely masked by makeup as costuming during his performance. Additionally, he wears prosthetic ears to appear to be a half-elf. Taming animals would be easy for a Vadalis human or spellcaster, but for a half-elf to do the same feats with nary a somatic component to be seen is quite the sight!
- B) Elastriam is another Phiarlan elf like her cousin Barnabus, but her stage name is Elastriam the Throne-less Valenar Queen. In a bit of cultural appropriation true Valenar elves would find offensive, she wears traditional Tairnadal garb, including their sacred veils. Elastriam has no knowledge of traditional Tairnadal beliefs, and neither does Barnabus, they merely use her garb and stage persona to add the flair of the exotic to her performance.

THE HAUNTING OF NIGHT CLOAK: This dark tale of betrayal is a good fit for Eberron's darker, noir side. The Night Cloak is an independent operation, but it does display the crest of House Ghallanda in silver in its window—a sign of its quality as meeting the strict standards of House Ghallanda. However, ever since the haunting, Albert is in danger of House Ghallanda hearing about the issue and revoking their seal of approval—a death knell for his business to be sure. His greed has led him to hire the PCs to find out how to get rid of the ghost, too concerned with maintaining his income to see that their presence might uncover the truth.

Alternatively, if you are playing a game where the party of PCs includes one or more aspiring master inquisitives (the private detectives of Eberron), Griggs may have come to them to ask them to look into Deloris's disappearance and Albert's erratic behavior.

FOR WHOM THE BELL TOLLS: This adventure can be used as is, though there has been no official word on where kenku as a people belong in the campaign setting. Consider the possible origin for kenku when playing an Eberron campaign:

In the world of Eberron, the kenku are mortals native to Thelanis, the Faerie Court. Although they have mortal lifespans, the fey nature of the plane is intrinsic to these people—the curse that prevents them from speaking in their own voice is ancient fey magic, a product of some tale that the nature of Thelanis itself has enforced upon them.

When the Feyspires were mired in the material plane on the Day of Mourning, so were all the peoples within the fey cities—the gnomes and eladrin. But so to were the kenku, fulfilling their role in the Feyspire’s collective story as the criminal underbelly that exists beneath the bright fey society.

With four years between the Day of Mourning and the default start date of Eberron campaigns, there is plenty of time for the kenku of the Feyspires to realize their sudden freedom from the story enforced on them by the plane of Thelanis. Though the curse that robs them of their voices remains, they are now free to stop being the necessary darkness—thieves, spies, and criminals—that allows the noble eladrin to shine in comparison to. Many kenku have fled the Feyspires, and a good portion of these rebels seek to lead another life.

However, Deathknell and her crew have left their Feyspire of origin merely to exploit new targets unfamiliar with their wiles. They could have set up shop in any city of the Five Nations, where this fast-paced dungeon delve can take place.

HIDDEN SWIMMERS: This ambush can be set in amongst the warehouses of the Harbor district in Stormreach. The sahuagin of the Thunder Sea are usually on good terms with the people of Stormreach and the sailors who ply the surface of their tempestuous territory, but there is a splinter faction of the sahuagin who follow a dark messiah known as K’shegla, the Maw of the Devourer. Rather than being lured into an ambush by a goblin, the player characters could be the target of K’shegla’s minions, as they seek a specific “landwalker” for their cult leader to personally devour—the trigger for his prophesied mutation into a sahuagin baron of epic might and power.

THE FESTIVAL: This fun break from death-defying derring-do surely has a place between adventures in Eberron. Consider linking the festival and events to the Sovereign Host, the most widespread faith in Khorvaire. Each event may have a specific Sovereign as its patron. The Run may be an event in honor of Dol Dorn, Sovereign of Strength and Steel, or Balinor, Sovereign of Beast and the Hunt. The pie contest could be tied to Arawai, Sovereign of Agriculture (or perhaps even dedicated to Onatar, Sovereign of Forge and Fire, with the extra spicy pies representing his divine flames!). The Battle of the Bands and the dancing would be held in honor of Olladra, Sovereign of Feast and Song. Gift Finding may be dedicated to Boldrei, Sovereign of Community and Hearth, as she is the matron of the pantheon and all children are her children, and she is also the matron of budding romances and true love. Storytelling would be the domain of Aureon, the Sovereign of Law and Lore, usually a stern figure, but also the steward of all fantastic tales that delight and entrance.

OGRE RANSACK: Ogres and orcs in Eberron are not automatically the rampaging evil monsters as they are in other settings. So then, to effectively use this encounter in Eberron, one must consider

why the ogres and orcs are attacking. The simplest explanation is that these are troops from Droaam, ranging over the Greywall Mountains to strike into western Breland. But still, why would the Daughters of Sora Kell, the hag coven that leads the monstrous nation of Droaam, condone such a brazen attack when they're currently seeking to solidify the legitimacy of Droaam as a sovereign nation? Perhaps it wasn't they who struck first, but rather Brelish troops from the city they are attacking? Regardless, in Eberron, there is much more to this encounter than a mere monstrous raid.

HUMANS OF E'ARTH: This wonderful bit of meta goofiness is perfect as-is.

MUSEUM MAYHEM: In Eberron, Periwinkle Smallnose is a member of Morgrave University's faculty, and curates the institution's exhibitions. The Casket of Tumota was recovered in Morgrave University's last expedition to Xen'drik, and it contains the mummified remains of Tumota, a Qabalrin elf mummy lord of immense power, sealed away in ages past.

Incidentally, the Museum Curator background is perfectly appropriate for Eberron player characters.

THE GUNNER IN THE STREET: More silliness from the F.O.D.R crew from the Humans of E'arth encounter can add a bit of bizarre whimsy to any Eberron game.

WANTED... MOSTLY DEAD: Gavin is a dapper thief perfectly at home in the cities of the Five Nations. The Code of Galifar—the rule of law for most of the Five Nations—is a very progressive and tolerant. The apparent disregard of whether a wanted thief is murdered for bounty should come as a surprise to adventurers of the Five Nations. The player characters should suspect the local magistrate of corruption for allowing such a clearly illegal bounty to be legally posted.

Alternatively, this encounter can be set in the nation of Karrnath, a country currently under the Code of Kaius, a more draconian set of laws than the ancient and revered Code of Galifar. In Karrnath, those who steal from King Kaius's or his appointed barons—called “warlords” in Karrnath—should expect little in the way of mercy.

TAKE HIM TO JAIL!: This encounter can only occur in the event that someone—possibly the PCs—fulfilled the bounty on Gavin's capture without killing him. If the bounty was posted by a corrupt magistrate as suggested in the previous encounter, consider this additional reason for the ambush on the way to the East Block Holding Facility:

- † The bandits work for the same magistrate that posted the illegal bounty. Gavin knows details about his corruption that may come out if his case goes to trial and he is placed on the *Eye of Aureon*, a magical artifact used throughout the Five Nations during trials. Anyone who steps upon an *Eye of Aureon* is subject to the effects of a *zone of truth* spell. The DC to resist the effect is 20, and if the person subject to it succeeds on their saving throw, the *Eye* glows a bright red. Therefore, if Gavin steps upon the *Eye* during his trial, and it does not turn red, then any word he speaks—including incriminating details about the local magistrate—would be considered the absolute truth.

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