



FLIGHT

of the

MAGPIES



**an Eberron
adventure**

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Credits:

Writing, design, playtesting and layout by **Marco Michelutto**

Editing by **Matthew Booth**

Cover by **Marco Michelutto**, made from a photo by **Patrick Hendry** on Unsplash 

Graphic elements obtained through **Canva.com**

Art for the Dire Ape and the Giant Glow Beetle by **Publisher's Choice Quality Stock Art**

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Art for the children hugging the stuffed tiger by **Nausicaä Enriquez**

All other art from **Wizard of the Coast**, obtained through **Dmsguild.com**

Special thanks to **Laura Hirsbrunner** for the advice and support

By the way, you can also find me here:

 **Mail: markasmiki@gmail.com**

 **Twitter: [@amarcomiki](https://twitter.com/amarcomiki)**

Feel free to reach out for questions, feedback or just to say hi!

I write modules for Table Top RPGs mostly out of passion and the desire of seeing more people getting into this fantastic hobby. Please consider leaving a review somewhere or following me on twitter. It always makes my day.

WHO SHOULD PLAY THIS?

Flight of the Magpies is an adventure for a group of players at level 3 that can be played early in an Eberron campaign to start things off with a bang. It was originally devised as a one-shot and can still be played as one, while also being a fun introduction to this game for new players.

This adventure is a fun, swashbuckling, out-of-the-frying-pan-and-into-the-fire rush through a colorful city and onto a flying airship, ending (hopefully) with an adventurous escape into the skies above. Sounds good? Great! Can't wait to hear how it went at your table!

There aren't any heavy themes at play and the whole experience it's meant to be light-hearted and exciting. Make sure your players know what they are in for! Also, let them know that this is a special kind of fantasy world.





A QUICK INTRODUCTION TO EBERRON

This module is set in Eberron, and more specifically in the island-city of Stormhome and the skies above.

Choosing this official Wizard of the Coast setting was an easy decision, as it fits the theme and feel of the adventure splendidly, but at the same time you do not have to know everything about Eberron before you can use this module. Sidebars with the essential information will be provided, and you can of course change things up to make this module fit in your own world.

Eberron is a world of widely spread but low-level magic, partially controlled by powerful organisations that act a bit like medieval trade guilds: the dragonmarked houses. Each of these houses has access to innate magic, as some of its members are born with a glowing mark on their bodies, granting them their lineage's unique powers. Most of these individuals are born within a dragonmarked house or join it at a later point, but some choose to remain independent.

The continent of Khorvaire, where this story takes place, was also recently shaken by a long war that ended in a fragile peace between the different parts of what was once the unified Kingdom of Galifar. Parts of this world are still wild, but much of it was tamed by advanced magic powering trains and airships, as well as everyday magic used by magewrights to make life easier for the population.

It's a world for pulp action and noir adventures, where the usual black and white morality of classic fantasy is replaced by the many nuances of different factions competing to gain more power and influence.

Information on the parts of Eberron you will encounter in this module will be provided as they become relevant, but if you want to know more, I highly recommend *Eberronicon*, a pocket guide to this world you can find on the Dungeon Master's Guild. I would also be remiss not to mention Wizard of the Coast's own recently released hardcover: *Eberron, Rising from the Last War*.

WHO - WHAT - WHERE - WHY

All modules should start by explaining the main actors on the scene and what *should* happen. I don't know what *will* happen, this is up to you and your players, but here's a basic flow of this module. There are actual rails in this one, so to an extent it should go something like this:



1

The adventure starts aboard the *Nightjar*, a fast airship owned by the infamous mercenary group called the Magpies. It's a good moment to warm up the players' improv muscles and to have the goal of the adventure explained.

2

The party arrives at the island city of Stormhome and has to find an important piece of information the Magpies need. They will have to find two people that have it and come up with a way to get it.



3

After reporting back, the party is asked to board an airship in flight, make their way through it and rescue a mysterious prisoner. All because aarakocra can't hold their alcohol!



THE FACTIONS

The following is information for the DM mostly, and the specifics of what should be revealed to the players will be provided as the adventure progresses.

That said, The DM can decide to give more than what is suggested, depending on how they want the story to unfold or how well the players do convincing the people they speak to.



There are many mercenary companies in this continent, doing jobs not out of loyalty to a king or a queen but for good coin. Some are celebrated, some are considered scum, and none is as much of both as the Magpies. Depending on who you ask they are either the worst criminals or the most daring heroes there are.

Some members of the Magpies are known. Cormack, a tall and lean middle-aged man with a prosthetic lower left arm, is the public face of the company, and the one that finds new jobs and recruits. He is the one that recruited the party for this mission.

Who is really in charge, and where their main base is, remains a closely-guarded secret to the public and other mercenary agencies..

If the party finishes this adventure and decides to side with the Magpies, the campaign can follow their adventures across Eberon.

THE MAGPIES



HOUSE CANNITH



Before the Last War, Khorvaire was a mostly unified continent under the rule of King Jarot, who resided in Thronehold.

Nowadays things are much different, as the War ended when Cyre, one of its regions, was transformed into the Mournland, a misty wasteland. Nobody knows how and why that happened, but it was enough to start the peace process. House Cannith's most advanced laboratories were in Cyre, so were abandoned when the country was destroyed, and its members are now living in exile.

Many of House Cannith's most powerful and cutting-edge innovations are still inside the Mournland. Three barons now compete with each other to become the leader of House Cannith. All wish to recover the might that was lost to the Mourning.

While Baron Merrix has an interest in the party's success, Baron Jorlanna d'Cannith is the local leader of House Cannith, and so players should not expect assistance or advice from members of House Cannith in Stormhome; most of them would be serving Baron Jorlanna, and would not help agents of Merrix to one-up their Baron.

Another of the dragonmarked houses of Eberron, House Lyrandar controls the ships that sail the seas and those that soar in the skies. Many Lyrandar half-elves possess the dragonmark of storm, which gives them power over the winds, an invaluable boon for their trade.

House Lyrandar has docking areas for their airships in all the major cities of the continent, and ships in every port. They are always expanding their reach and looking for ways to improve the strength of their vessels.

This story starts with House Lyrandar transporting a mysterious person to their primary enclave, the island-city of Stormhome. According to trustworthy sources, this person was somehow found inside the Mournland and has information on how to access a particularly valuable laboratory abandoned at the end of the Last War... Of course House Cannith cannot let them have this information, and Baron Merrix of Sharn has employed the Magpies to have this person extracted and delivered.

Which house will control this important source of information at the end of this adventure? Will the party finish the contract for the Magpies, or be tempted by House Lyrandar? This module will create the opportunity for your players to side with either.

HOUSE LYRANDAR



A FEW WORDS OF ADVICE...

This adventure starts *in media res*. The party, and they may or may not be a party already, has already accepted a job with the Magpies.

Because you are taking away some of their agency, it's important to give some back to them right away.

Ask each player, *at the beginning of the session*:

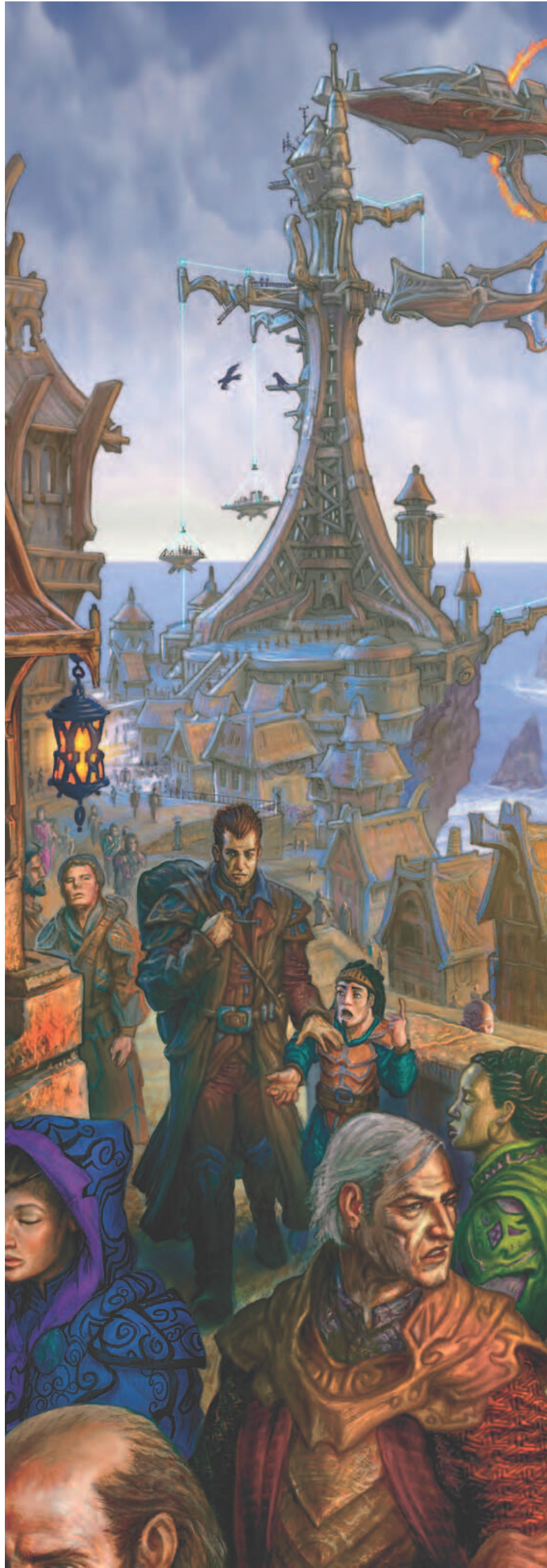
"So your character decided to accept this mission with an infamous band of sky mercenaries... why? Was it for money? A thirst for adventure? Or are they maybe running away from something?"

Remember to say **YES** to your players when they come up with this bit of backstory. Let them contribute to this story you are creating together.

If you are running this adventure as the start of a campaign, you may need to think of what kind of recompense you want the Magpies to have offered the party. Remember that the recompense will be increased at the beginning of chapter 2. I will leave this part up to you, as this is something that will likely affect your campaign and it has to work for your group.

If you run this as a one-shot, you can simply tell the party they are offered "an appropriate amount of money" (or go wild, say 1000 gold pieces!).

If you have time, and especially if you are thinking about running this adventure as the start of a campaign, consider running a one-on-one improv session with each of the players. In these sessions you can have Cormack show up out of the blue and offer them a job, and play out how they accept it. It could be a nice way for the player to develop their backstory and to show how the Magpies have a very wide reach, and can turn up pretty much anywhere in the continent.



CHAPTER I

THE NIGHTJAR

Stormy skies are all around you as you stand on the deck of the Nightjar, a sleek airship shaped like a bird of prey. The ride has been comfortable despite the strong winds, and the deck barely sways under your feet as you pierce through the dark clouds.

Suddenly, the ship exits the clouds and enters an area of impossibly blue skies over a turquoise sea, a crescent-shaped island in the middle that seems to abide by its own rules when it comes to the weather.

Around you on the deck of the ship many of the crew members start preparations for landing as the Nightjar lowers slowly towards the island. Three aarakocra, extremely rare bird people from a distant plane, are chatting merrily at one end of the ship. Cormack, the person that hired you all, is leaning on the railings on the other side, looking into the distance.

As you fly towards what you can now see is a large and colorful city nestled in a natural bay, you can still see the storm raging at the edge of this zone of impossibly good weather that surrounds the island. Only now you remember suddenly that you don't know exactly what you're supposed to do in Stormhome...

Cormack will approach the party and explain the mission in more details. He is a human in his forties. Tall and lean, he wears an aviator jacket that stops at the elbow on his left arm where his prosthetic forearm is revealed.

The party already met Cormack when he recruited them, and he is the only familiar face on this ship.

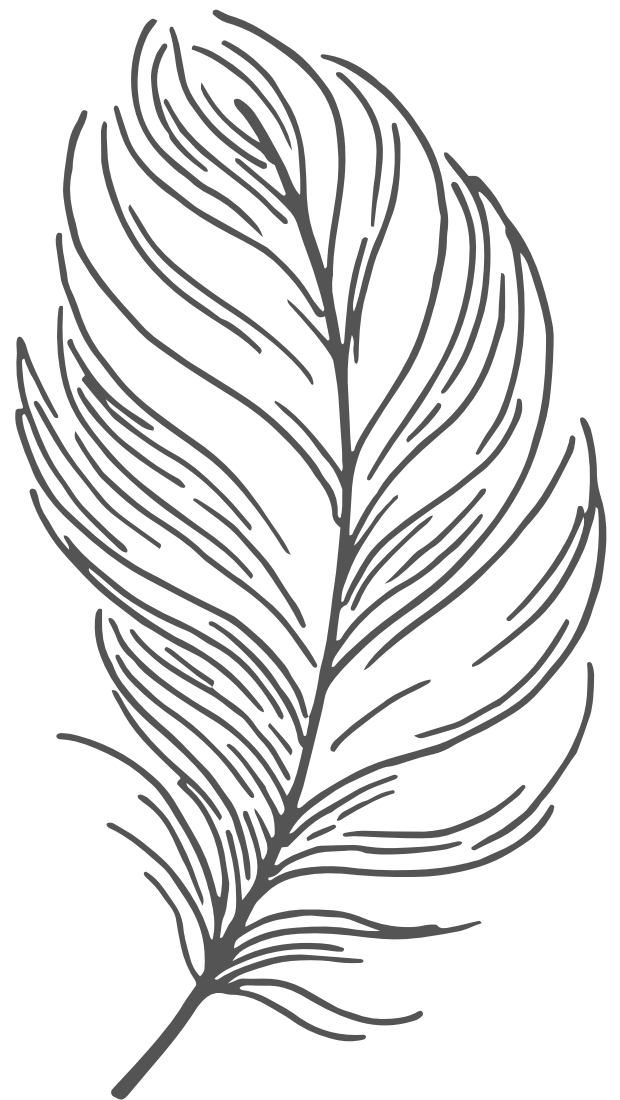
In short: what is the party told?

The Magpies have been hired to extract a person of interest from one of House Lyrandar's airships. They need fresh faces to find out what ship this person will be in, and that's why the party was hired. The lead the party can work with is that Lenny and Karl, two guards that will be on that airship, are in town for the night.

What is the goal of this section?

This short part of the adventure serves to stretch the group's roleplaying muscles and to explain the goal of the adventure.

If the party does not immediately go to Cormack, he will approach them, but let the players interact with each other or members of the crew first if they want.



Here's an example of what Cormack may say:

"You folks have a vital part in this job. You see, we often recover artifacts and objects of value for our customers, but this time we were asked to recover a person. All we know is that they will be on an airship tomorrow morning, but not which one."

"We are not quite sure where this person is being sent next and that's your job to find out, so that our infiltrators can do their part (gestures towards the aarakocra). We don't want to compromise our name with House Lyrandar, but money is money, so we need fresh faces like you to snoop around and find out what we need."

Cormack does not give more details on how the Magpies intend to extract this person from the airship or who hired them. If asked, he simply smiles and answers, *"Oh, you don't have to worry about that part"*.

If asked about the Magpies, he might say:

"The Magpies? Well half the stories about us are exaggerations, and the rest is probably outright false. Then again, we do get ourselves into some pretty silly antics from time to time. Some call us criminals, some call us adventurers, you choose what you want to be as long as the job is done."

Cormack also gives the party a **small metal disk** that when activated produces a minor illusion a few inches tall. This illusion shows two men dressed in the uniforms of House Lyrandar guards: their names are **Karl** and **Lenny**.

The Magpies know from a reliable source that they will be assigned to the same airship where the target will. Learning either the name of the airship or where they are headed will be enough information for the Magpies to know which one they need to hit. Feel free to describe Karl's and Lenny's appearances as you please.

In short: what can the party find out?

If the party ask other crew members and are very convincing, they may find out that the Magpies' plan is to send the three aarakocra to board the ship and extract the target.

They could also find out that House Cannith hired the Magpies, and that this person may be the key to accessing a lost laboratory full of advanced magical artifacts.



other stuff the party may want to know

The island city of Stormhome is part of Aundair but is controlled directly by House Lyrandar. They use powerful magic to change the weather in the area so that it is always pleasant, as this island serves both as a hub for their airships and a resort for wealthy people from all over the continent.

The party can expect to find all sorts of establishments on the island, including bars and casinos. Some crew members will be excited at the prospect of doing some gambling, some will warn the party that the place is overly tacky and a bit of a tourist trap.

OTHER NPCs ON THE SHIP:

Sidney and Took

Sidney is a young female half-elf. Blond, stubborn and strong willed, she is the pilot of the airship. She talks straight and has a short temper, but is also frank and honest. Notably, she sports a glowing birthmark on her neck, the Mark of Storm. Her dragonmark manifested at a young age, but she decided not to become part of the House. She joined the Magpies when she was very young and is fiercely loyal to their way of life.

She is helped by **Took**, a small and young halfling who talks very little, if at all, and dreams of becoming a pilot. He is shy, and will avoid eye contact with others.

If asked about the Magpies, Sydney will say this is the best job she ever had, because she gets to fly the best ship she's ever seen.

Her dream is to one day fly to another plane of existence. She is sure she can build the right ship for the job if she could just convince the generals of the Magpies to fund her project. If any member of the group is of a weird or exotic race, she may ask them where they come from, and if they've ever been to another plane.



The Plane of Syrania:

The place where these three aarakocra were exiled from is a whole different plane of existence, an endless expanse of blue skies punctuated by large floating cities.

In some places, the boundaries between Eberon and Syrania are weaker and it's possible to move between the two. Syrania is home to creatures of Law and Good, so three rascals like these ones were politely shown the "door".

Pollyander, Yala and Kyria

Three brash and arrogant aarakocra. They are not meant to talk about the mission, but will easily be convinced to talk if they can brag about how daring they are. The three aarakocra were exiled from the plane of Syrania and have been members of the Magpies for some time now.

The Magpies are planning to drop them on the airship transporting the target from above, so that they can extract them. Aarakocra are rare enough on the Material Plane that House Lyrandar is unlikely to expect that.

After the party has had the goal of the adventure explained, and the players had some fun roleplaying, progress to the next chapter.

CHAPTER 2

STORMHOME

In short: Think of a small Las Vegas on the beach. Tacky, fun, relaxed.

Inhabitants: 14 200, all races

Who is in charge: House Lyrandar

The Nightjar finally docks at a small tower at the edge of the city of Stormhome, just as the sun starts to lower on the horizon. You can see the city sprawling in front of you: the old port where you are now, and the newer and bigger one on the other side of town, the entertainment district between with its many lights and a few large casinos, the many resorts and villas on the hills just above where a quiet-looking park hosts a splendid temple.

Dominating everything else looms a large building shaped like a copper and steel tree with many branches. It is the biggest airship docking station on the continent, affectionately called The Pole by the citizens of Stormhome. Buzzing around it you see airships coming and leaving, and smaller flying gondolas containing House Lyrandar workers controlling the traffic in and out with glowing wands of different colors.

House Lyrandar controls this city, Cormack reminds you.

"So try not to be too conspicuous once you are in town. Karl and Lenny will probably be somewhere easy to find, like a casino or one of the bars, but remember you only have a few hours to find them."

You descend to the old town, and ready yourself to enter the city proper. In front of you a few choices: will you visit the beachfront? The entertainment district with its casinos? Or maybe the temple you could see from above?

What is the goal of this section?

Wherever the party decides to explore, let them have some fun with the environment at first. Karl and Lenny will then show up, and I will provide some examples of interactions the party may have with them at each location.

The key thing to keep in mind here is that the party **will** get this information, how is a matter of what they find fun and interesting.

Simply present a situation and go with whatever harebrained scheme your players decide to try. Keep the DC for the rolls easy, and allow them to fail forward if they don't make them. This chapter is all about having fun and setting a tone for the rest of the adventure. Things will get much more structured in chapter 2.

The correct airship is the **Golden Goose** and the destination is **Arcanix**.

The city proper has plenty of establishments of all sorts and they all welcome travellers. For the purpose of this adventure, I will list some areas and some examples of establishments that can be found there, but feel free to improvise and create locations on the fly to suit your group's wishes. This part of the adventure can be very freeform, if that is what the group wants.

The party can now go wherever they please within Stormhome, with the exception of the private residences, of course. Security is overall very loose, as this is a place where rich people come to unwind and gamble.

The residents are also enjoying their freedom from many of the laws and regulations of other cities in the continent. The party is allowed to bring weapons with them, but violence is not tolerated and there are guards patrolling the streets and trying to stop any trouble (use the **guards** statblock if a fight breaks out).

Main areas the party can explore

THE RAINBOW PROMENADE

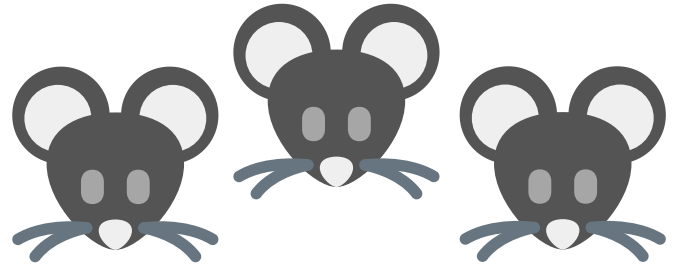
A series of stalls placed one next to the other on the beachfront and painted in many different colors. All sorts of establishments are here: bars, shops, food vendors and pretty much anything the party wants to visit. A few of the stalls host carnival games. Here's a couple you can have the party play:

WHACK-A-RAT

A short dwarf dressed in a tacky fake ranger uniform beckons the party over to a large table with 9 holes on the top.

"Yer' look like the kind that can fight off them nasty rats!" he says, handing over a wooden mallet painted to look like a warhammer. *"They be coming out of the frikkin' floor! Only one silver piece to try your skills!"*.
Tip: try to make the accent sound as fake as possible, as it is in fact an act this dwarf is putting on.

Once someone pays the silver piece and takes the mallet, the game starts as the dwarf activates a magic switch and the table starts glowing faintly blue. Each turn a wooden statuette depicting a rat will come out of one of the holes, and the player has to try and hit it.



Rules:

The game lasts 5 rounds

For each round, whoever is playing has to pass a Dexterity (Sleight of Hand) check as one rat comes out of one of the holes. The DC is 13. On a success, they hit the rat.

Prizes:

1-2 successes: a small flower pot (worth 1 copper piece)

3-4 successes: a stuffed tiger (worth 1 silver piece)

5 successes: a large medal, plated with gold (worth 1 gold piece). Inscribed on it are the words: *"I hit a lot of rats with a hammer and all I got was this lousy medal"*.

If the party wins the medal, they can decide to get the stuffed tiger instead.



King Boranel and the stuffed tiger

Stuffed tigers are very popular across Khorvaire and can often be won as prizes for carnival games. The tradition was inspired by King Boranel, the beloved monarch of Breland and a major proponent of the recent peace, as he is famously known for keeping two mage-bred ghost tigers as pets.

Kids in Khorvaire love to play with these stuffed tigers all over the continent, so much so that they have a common nickname: Borrie Tigers.

HIT THE CANS



Rules:

The player tries three ranged attacks with an improvised weapon as they are handed three wooden balls. They can add either their Strength or Dexterity modifier to their roll, but not their proficiency bonus. Instead of an AC for the pyramid, the player knocks over one can for each point over 10 they roll. For example: on a roll of 12 total (after adding the modifier) two cans are knocked over. On a roll of 20, all cans are knocked over.

Prizes:

5-10 cans: a small flower pot (worth 1 copper piece)

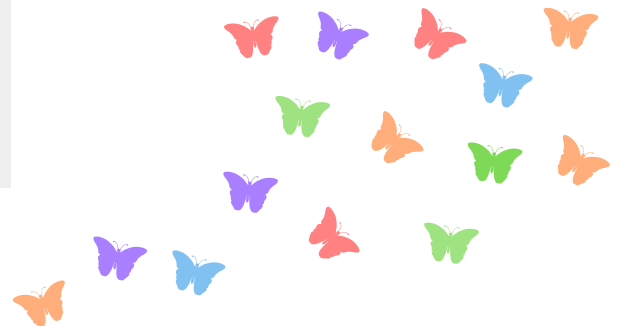
11-14 cans: a large stuffed tiger (worth 1 silver piece)

15 cans: a charm on a string that causes an illusory butterfly to fly around the wearer. This comes in varying colours: roll 1d6 to see what color the winner gets (1-red, 2-green, 3-blue, 4-purple, 5-orange, 6-white).

If the party wins the charm, they can decide to get the stuffed tiger instead.

A tall and flamboyant woman sporting a fake handlebar moustache invites you over to try your skill. Behind her and the counter, a pyramid of 15 cans is stacked on top of a colorful table. A player can have a go for one silver piece and try to knock them over.

Optional challenge: a small golden ring hangs next to the pyramid. If asked, the carnie explains that it is an expert challenge, for the skilled players only! Sending one ball through the golden ring wins the player a *broom of flying*. In the great tradition of carnival games though, this challenge is near impossible: players roll at a disadvantage and have to roll 18 or above.



Meeting Karl and Lenny at the promenade

If the party decides to stop at the promenade, allow for one scene to play out and then have Karl and Lenny arrive at one of the carnival games. It could be the one the party is playing, or if they decided to stop at another establishment it would be the stall right next to it.

Karl will try to win a stuffed owlbear with no luck. He will loudly complain about his bad luck and tell Lenny that they can't leave until he wins, as he promised his son a stuffed tiger from the games. He will fly home on his next assignment the day after. (hint: learning where he is from will then be one way to learn which airship the Magpies have to hit!)

The party could now try to win a teddy bear for Karl and befriend him, pickpocket him and find a clue that his hometown is Arcanix, or anything that your players think will work. They will come up with some crazy ideas. The key is to let the party play them out with some added rolls for suspense.



FUNLAND

Between the beachfront and the nice villas and resorts on the hills stands the entertainment district of Stormhome. Plenty of restaurants, clubs and arcades are available. Low-level magic has been made abundantly available, especially in a city like this one, so make use of *minor illusion* and other such spells to create a vibrant, colorful district where signs are illuminated in many colors. The people on the streets wear *glamerweave*, clothes imbued with harmless illusory magic so that patterns and colors shift and change.

The three most prominent buildings in the area are three giant casinos, each in a peculiar shape:

The Golden Mountain

is a small mountain colored in gold, with the letters GM painted on the front. All staff have to dress like stereotypical dwarves when on duty (with fake beards and jewelry), regardless of their race. They serve very cheap, watered-down ale and strong whisky.

Demon Funland

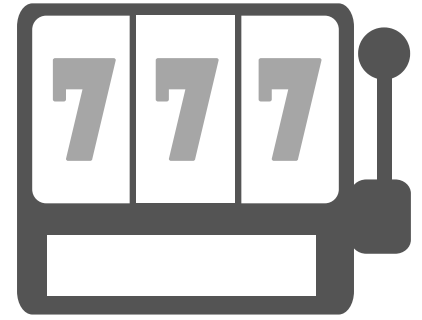
is built underground. A large entrance with a massive sign and illusionary flames that people go through constantly leads to stairs going down into a series of labyrinthine large tunnels, illuminated by purple crystals and patches of glowing fake magma. The staff is dressed in very bad fiend costumes and all drinks are made to look like blood.

Fairy Land

is a giant fake crystal colored pink and light blue. The staff is dressed like druids, dryads and fairies (with fake wings on their back). They serve overly sweet cocktails of many colors.

Meeting Karl and Lenny in Funland

Lenny is an avid gambler, so the party may find him at a card table or at the slot machines losing a substantial amount of money, while Karl tries to convince him to leave. The party may entice him to bet or gamble on something, information to money, or maybe they can get him drunk enough to talk. As before, any other plan the party comes up may work.



Anyone at the table who may want to have a few rounds of any card game you may find in a casino can now take use this opportunity.

Alternatively, they can try their luck at the slot machines, with the following rules:

1 copper piece to play, roll 3d10 with the following winning combinations:

10 cp on any roll with 2 equal

1 000 cp (10gp) on any roll with 3 equal

100 000 cp (10pp) on 7-7-7

Important: gambling is not a safe place for everyone, so make sure that everyone is comfortable with it. If in doubt, do not give a vulnerable player the opportunity to gamble.

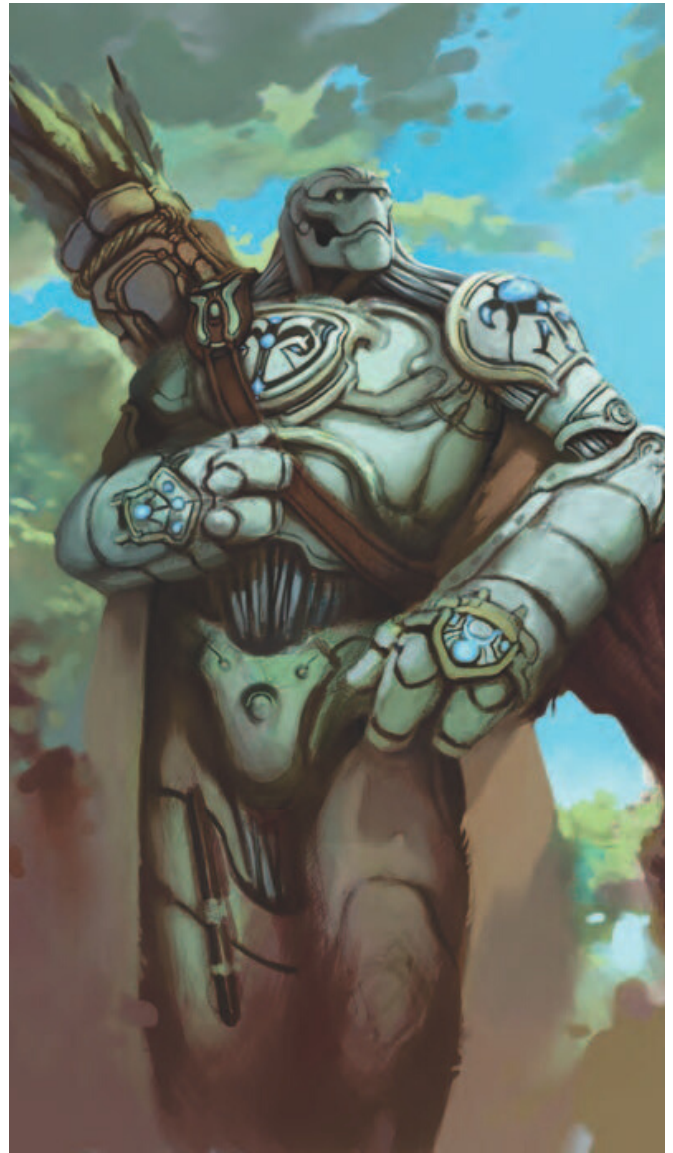
THE GARDEN OF PEACE

Located in the middle of the villas and resorts on the hills, a short distance from the city, this garden is an oasis of peace and quiet. A permanent and specially modified silence spell takes effect the moment the party crosses its boundaries, blocking all sounds from the noisy city below but allowing for sounds to be heard within.

Access to the garden is free, though warforged guards at the entrance will warn the party that this is meant to be a quiet place and disturbance will not be tolerated. The party will be approached and potentially kicked out if they go overboard.

The garden is very neatly curated, and the party can see a few gardeners manually removing single leaves of grass with their hands. At the center of it there is a small lake with a bridge going over its narrowest point, and a temple with a ceiling made of glass of many colors, shining a rainbow light inside.

The temple is dedicated to the Sovereign Host, one of the main faiths in Eberron. In summary it is a diverse pantheon of gods that have been worshipped for thousands of years and that everyone is at least familiar with. If you are running this as a one-shot and not as part of an Eberron campaign, allow your players to pretty much pray to any good or neutrally aligned god in this temple.



Meeting Karl and Lenny at the Temple

Karl is a very religious man, and will be found praying inside the temple. As the party enters he is finishing a rite and will make to leave shortly thereafter. He will be happy to stop and chat with the party, especially if there is a religious member in the group. That player may convince Karl to tell him which airship he is boarding the day after, so that they can pray for his safe travel. As before, any other plan the party comes up may work.

Finishing the mission

Once the party acquires the information and go back to the ship, they meet Sydney on the main deck of the Nightjar. She explains that she is the only one that did not leave to have fun in town (as she promised her girlfriend she would behave). She will be happy to hear the mission was successful, and tell the party they will be paid in the morning once everyone is back. The party may go back to the town to have more fun, but should eventually come back to the ship and go to sleep in their quarters, only to be woken up in the middle of the night...

Alternative: what if the party wants to infiltrate the ship now?

It happened only once during the playtest, but the party may decide to infiltrate the ship on their own rather than relay the information to the Magpies. If that is the case I would recommend allowing them to.

The Pole, the main airship port, is a tall tower with many branches, each serving as a docking station. By the time the party has the information of what airship to board it would be late enough at night that very few people should be in it, and security is reduced to one or two guards at the main gate.

If the party comes up with an interesting enough plan to get inside the Pole, let them infiltrate and take an elevator up to the Golden Goose. The way the Golden Goose is docked makes it so the party can only access the small platform at the back of the hull, leading into the cargo hold, that they would be boarding at the beginning of the next chapter. This way you have a very similar module. Read ahead the rest of the adventure and then come back to this section or they won't make much sense, but the changes are:

- The guard in the first room is not Karl, but someone else that the party has not encountered.
- The restaurant is not open and the deck is instead empty.
- The party can explore the rest of the ship and gain access, above deck, to the sleeping quarters: Rufo is in his room, sleeping, and the keycharm level 2 can be found on his bedstand. Sneaking in without being heard has a DC of 15.



CHAPTER 3

BOARDING THE GOLDEN GOOSE

You wake up in your cabin after only a few hours to a small halfling, Took, jumping around and tugging on everyone's hammock whilst signaling to go above deck. Once you get there you see the three aarakocra in pretty bad shape and clearly hungover, and a furious Cormack telling Pollyander off. The moment he sees you, though, he wears his old smile.

"Looks like you guys just received a promotion! My warmest congratulations to you!"

And as he says that he walks over, just as you notice that the ship is already in flight and the city of Stormhome is only a distant speck in the night sky.

As Pollyander and his team are indisposed, Cormack offers you to take on the role of infiltrators. Luckily the ship is armed with a special device. With it, the Magpies can fire a magical anchor able to attach itself to the hull of another ship and create an energy zipline. Cormack reassures you that this is perfectly safe, and that he's done it himself quite a few times.

The Nightjar can also turn invisible for short periods of time, so the party will be able to safely infiltrate the Golden Goose without being seen.

Cormack provides the party with the following **equipment**:

A **universal key** in the form of a short metal rod with some mechanical wheels on it. Cormack explains that the back entrance to the cargo area that the party is going to use is locked with a combination padlock, and this key is able to open any such lock. Unfortunately it has only one charge that cannot be recovered, so it will only be useful once.

A **glamerbadge**, a small enameled pin in the shape of a black diamond that will make the party's clothes and armor look as if they were wearing House Lyrandar uniforms. The disguise is not perfect, and if at any point the party behaves in a suspicious way a guard on board of the Golden Goose can see through it with a successful Intelligence (Investigation) check of 15 or above.

A **small glass bead** with blue smoke swirling inside. It contains a charge of levitation activated by crushing the bead. The party gets one bead for each player, plus one extra for the person they are extracting.

The Magpies' plan:

- 1) The party will zipline down to the Golden Goose, landing on a small platform on the lower part of the hull. From there they will open the back door with the key and enter the cargo area
- 2) Making their way up the ship, they will need to avoid being discovered and reach the top level, where the prisoner is being held in a separate building on the deck.
- 3) Once the prisoner is freed the party is to give them the bead so that they can all escape to the skies above, where the Nightjar will collect them again

The Golden Goose is a large ship containing a mix of cargo and rich passengers travelling to Arcanix on the shores of Lake Galifar. Cormack is not sure what the party will find on the ship, but they should be prepared for anything, as the prisoner was extracted from the Mournland, so other things in the cargo area may come from that region too.

THE BOARDING



The Nightjar flies fast and sure under the command of Sydney, and soon the Golden Goose can be seen in the distance, flying much slower in the sky below. Just when it seems that you are getting too close for nobody to notice, you see the Nightjar's structure flicker for a moment. You realize that the cloaking spell must have been activated.

Cormack gives you each a special hook crackling with magical energy, and smiles reassuringly. Before you can ask any more questions, a cannon on the side of the ship fires what looks like a small device onto the hull of the Golden Goose, immediately creating a shimmering line of blue light between the two ships.

"Go! We don't have a lot of time before we turn visible again. See you up above in a couple hours!" says Cormack, nudging you towards the zipline.

How does this work?

Each party member simply has to touch the line with their hook and they will be enveloped in the same light and propelled down.

You land on a small platform underneath the airship, clearly the back entrance to the cargo area. In front of you you notice a sliding door without a handle, a small panel made of black glass to the side of it. As you get near, the black panel flickers and 9 digits appear on it in green light. Once you are all there, the magical anchor detaches itself and disappears from view in a few seconds.

The party can use the universal key to open the door by simply placing the two in contact. If they do so, the wheels on the rod start spinning slowly in different directions until they stop, just as the numbers on the panel start disappearing one by one. After it goes black, the panel shuts down and the door opens.

Alternatively, the party can enter the correct combination: **12345**. The same key can be used on the safe later in the adventure.

The door leads to a small room where **Karl** can be seen sleeping on a chair (possibly with a stuffed tiger nearby, if he won or was given one). On the other side of this small room, another sliding door leads further inside the airship, but is currently closed. A similar panel from the one the party encountered earlier is near the door, but this one has a big number 1 on it instead of a combination lock. Karl will be woken up by any very loud noise.

Sneaking around without waking Karl is relatively simple. If anyone tries to search him, a DC 10 Dexterity (Stealth or Sleight of Hand) check is enough to grab his keycharm, a small glass square with the number 1 on it that can open the door if held near the panel.

THE CARGO HOLD

As you move past the door, you enter a large square room full of cages of all sizes, made of what looks like a magical force field in the shape of a cube emanating from the floor.

Your view is immediately captured by a very large cage in the middle of the room containing a large hairy beast, similar to a grotesque ape, that immediately wakes up and starts looking at you through the force field.

Other smaller cages are scattered about this room, all containing strange animals of all sizes. There are no windows in this room, but bright light emanating from two long strips along the sides of the ceiling illuminates it.



When the players enter the coach, the **Dire Ape** takes notice and starts thrashing around inside the cage. The force fields starts flickering at the ape's attacks and deactivates quickly. The dire ape then engages in combat with the party.

Once the dire ape goes down to half HP or 3 turns pass, it runs away and crashes into the cage that contains the **Giant Glow Beetle** that will then join the combat by moving in a straight line towards the bulk of the party. The beetle intends to flee the room, so if left alone it will simply cower in a corner on the opposite side of the dire ape.

The dire ape can be calmed down, and will stop attacking once low on health. This does not have to be a fight to the death. It is meant to be a combat encounter, so it's good not to simply allow a Wisdom (Animal Handling) check, but appropriate spells or trying that same check after some combat and maybe healing the ape of its wounds could be an appropriate way to stop it.

Other cages may be opened and contain all sorts of common animals. The party may use spells or abilities to get them to join the fight, in which case either use the Monster Manual for stats, or use a generic stat of **AC 12 HP 7 ATK +5 / 1d6+3** (piercing damage for bite attacks or slashing for claw attacks).

room layout

This rectangular room is dominated by a large 10x10 cage right in the middle with a **Dire Ape** inside.

There are other smaller cages all around containing different animals and monsters. All cages have an individual switch that can deactivate their force field on the floor next to them.

The room is 60 feet long and 30 feet wide.

Two more cages are of particular interest: a large one containing a **Giant Glow Beetle** and a smaller one containing a **Shocker Lizard**. The lizard is however invisible, so the cage looks empty despite the fact that the force field is up.

These two cages are near the opposite side of the room from where the party enters.

The **Shocker Lizard** is intelligent and will call out to the players once the battle is over. It will offer help to the party as long as they open the doors for it and promise to free it. The lizard does not have a name, but will gladly accept a name bestowed on it.

The lizard will shy away from combat for the rest of the session, however is happy to use its **Electroshock** ability on the next room to put all the guards to sleep. If it does that, the guards automatically fail their save. The lizard plans to seek its freedom after the end of the session, but you may decide that it decides to stick around for the rest of the campaign.



THE GUARD ROOM

The door on the other side opens to a small room with a spiral staircase in the middle, leading up. You hear voices coming from the room above, and you can just barely see a few guards playing cards around a table. They have not noticed you yet.

These guards will fight and try and knock out the players if alerted. They all have level 1 keycharms and are wearing uniforms with the House Lyrandar emblem on it.

Inside a cabinet near the table, the party can find a few syringes containing a red liquid (1 per player). They all work as 2d4+2 health potions. A little sign with instructions on the inside of the cabinet door explains what they do and how to use them. The cabinet also contains food rations and some generic medicines and bandages.

Another cabinet contains 2 glass marbles that can be used to cast the spell **Fog Cloud**. The bead can be activated and thrown up to 60 feet. The duration of the spell, if cast with this item, is 1 minute.

Lastly, this room contains a large safe that can be opened through another combination panel. The combination is with Rufo (see the next section) but the party can use the universal key if it still has a charge.

A sliding door can be opened with a level 1 keycharm and leads to the deck of the ship.

How many guards?

Adjust the number of guards to be equal to the party. The guards are not looking at the staircase the party is entering from but would be alerted if anyone were to approach the table, which is between the staircase and the exit to the deck of the ship.



What's in the Safe?

3 minor magical items. I suggest you download (for free!) my list of 100 magic items and have your party roll on it. Alternatively, you can use another list, pick from the Dungeon Master Guide or allow the party to find +1 weapons.

Various gems, coins and valuable items for a **total value of 1500 gold pieces.**

1 bag of holding.

THE OPEN AIR RESTAURANT

Round tables are nicely set on this part of the deck, and you see waiters constantly coming in and out of a small building to one side of the ship that has a large open counter to order food from. Plenty of well-dressed passengers are sitting at the table, all but one completely full. A few guards are also apparently on break, and you notice at one table next to the kitchen sits an older officer wearing a particularly elaborate uniform.

Further down on the deck you see a narrow building with a glass roof and a sign that says '*containment facility*' over another sliding door.



If the party tries to order they are told that there is an hour's wait for food as the restaurant is severely understaffed. Interactions with the passengers can be improvised, and since some guards are sitting at the table having a break, they wouldn't rouse suspicions if they mingle with civilians.

The door to the containment facility can be opened with a keycharm, but as the panel shows it requires a level 2 one. If the party tries to wander off to other parts of the ship, guards stop them and tell them that they are not assigned to these areas, and should either go back below deck or get something from the restaurant.

There are **3 elite guards** sitting at the table with **Rufo**, the officer that is in charge of this operation. Rufo has a level 2 keycharm as well as a note with the combination to the safe (it's 34521).

If a fight breaks here a lot of guards join, so many that the party may be overwhelmed and taken prisoner. They are then taken into the containment facility and imprisoned in a force cage (see next section).

Getting a level 2 keycharm

The party can either lure Rufo over to the guards room, pickpocket him, or convince the waiters to give them food to deliver to the containment facility.

The head chef also has a level 2 keycharm, and could be convinced to part with it, as the staff is too busy to deliver food to the containment facility.



THE CONTAINMENT FACILITY

This narrow room is lit from above, as the ceiling appears to be made of glass. A force field is activated at the end of the room, emanating from the floor. Inside the cage a warforged, a humanoid made of wood and steel, sits in silence as a man outside of the it talks to them in harsh tones.

Two large scaly drakes, one blue and one green, are looking at the prisoner while standing at the side of the man, who is holding a board of polished wood.

You notice a metal grid on the floor, small dragonshards emitting a faint blue light at its nodes.

What's a dragonshard?

The little translucent stones forming a grid on the floor are called dragonshards. In Eberron, dragonshards come in three types and one of them can be used to create magic items,



The interior of this narrow room is 15 feet wide and 60 feet long. The man is Vincent, a young member of House Lyrandar who is rising through the ranks and is second in command for this operation.

Once the players enter the room they are spotted by the guard drakes and combat begins. Vincent immediately touches an amulet he is wearing and a suit of full magical glowing plate is summoned to cover him. He also uses the board he is holding to lock the door behind the party by tracing some shapes on it. The two drakes dart immediately into the middle of the grid and engage in combat.

If the warforged prisoner joins the fight at any point, they will use unarmed strikes and attempt to grapple Vincent. They roll any strength checks and attacks at +6, and roll at +0 for anything else. They have 30 HP.

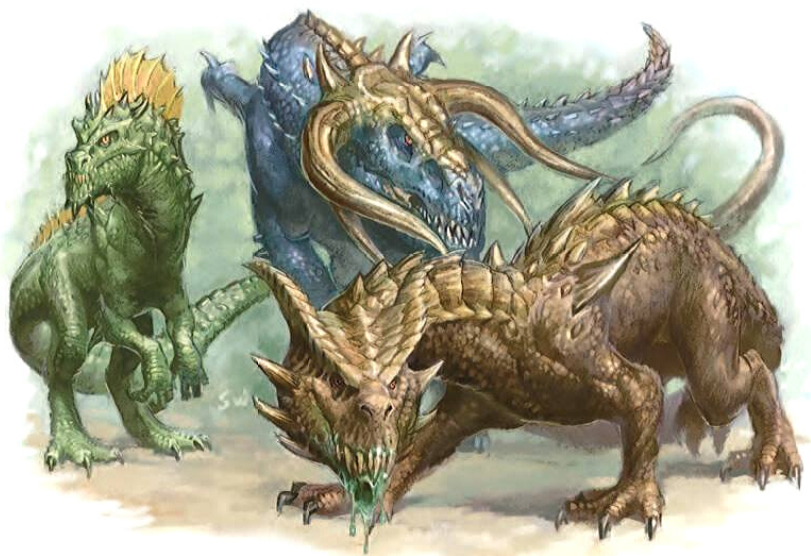
The force cage the warforged is in (and potentially the one the party is in too) can be disrupted with a successful attack versus AC 25, with no need to roll damage.

The glass ceiling can be opened via a switch on the other end of the room. It could also be broken if attacked (AC 20, HP 10 for each 10 feet square). Once the ceiling is open, the party can flee to the skies above, to be later safely collected by the Magpies.

Siding with House Lyrandar

If Vincent starts losing the fight, he will offer the party a chance to work for House Lyrandar, promising they will be pardoned and handsomely rewarded. Provided they have not killed any guards so far, they can get this opportunity.

The session could end here in this case, and this can be the start of a campaign that will see the the party working for House Lyrandar. Think about how the Magpies and House Cannith would react to this choice, and consider incorporating them in the campaign as rival factions later on.



The prisoner

The prisoner is a warforged named **Echo** that spent the last few years since the Mourning trapped in the Mournland. They are relieved to have been extracted and are happy to be returned to their creator: Baron Merrix of House Cannith.

If they are told that the Maggies are behind their rescue they will still react positively and assume that Baron Merrix hired them (which is incidentally true). They will be eager to leave the Golden Goose but act friendly towards the party.

Why does Baron Merrix need his warforged back? as mentioned below you can decide this, otherwise they are the key to accessing a lost laboratory of House Cannith, full of powerful artifacts.

EPILOGUE: TURNING THIS ADVENTURE INTO A CAMPAIGN

If this is the first adventure of a campaign and the party has not accepted Vincent's offer, they can be asked by Cormack to either join the Maggies outright or do some more work for them.

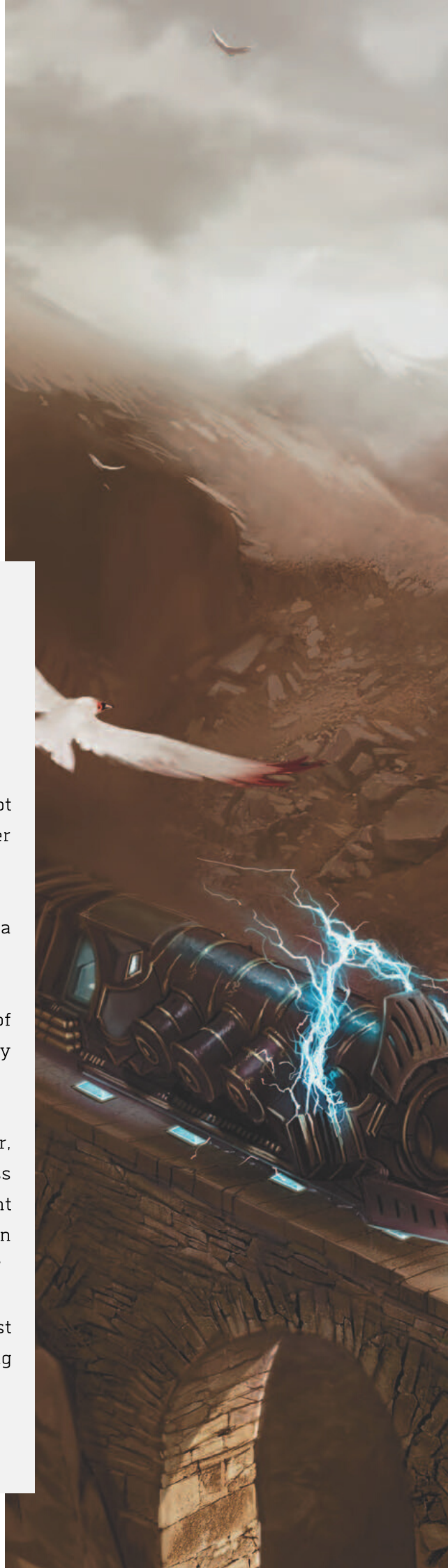
A future mission for the Maggies may then bring the group to a place where something interesting will happen!

Echo will also be happy to introduce the party to Baron Merrix of Sharn, their creator, who will be more than happy to employ them.

Warforged were artificial soldiers created during the Last War, but rather than being simple constructs they possess awareness and consciousness. Many of them were sold to the different factions of the war, but Echo was always meant to stay within House Cannith to serve a very important purpose... what was it?

I suggest something in this module (they are the key to a lost laboratory of House Cannith) but you can change it to something else that better suits your plans for your Eberron campaign.

I only ask that you tell me about it, I would love to know!



APPENDIX: ENEMY STATBLOCKS

Guards

Str | **Dex** | **Con** | **Int** | **Wis** | **Cha**
+2 | **+2** | **+0** | **+0** | **+0** | **+0**

 13 AC

 11 HP

Medium humanoid
Speed 30 feet
Passive Perception: 10
Languages: Common

actions:

Electrified baton: melee attack
+4 to hit
1d4+2 bludgeoning damage
+1d4 lightning damage

Wand: ranged attack
range 120/240
+4 to hit
1d6+2 piercing damage

Elite Guards

Str | **Dex** | **Con** | **Int** | **Wis** | **Cha**
+2 | **+2** | **+0** | **+0** | **+2** | **+0**

 15 AC

 22 HP

Medium humanoid
Speed 30 feet
Passive Perception: 12
Languages: Common

actions:

Electrified baton: melee attack
+4 to hit
1d4+2 bludgeoning damage
+1d4 lightning damage

Wand: ranged attack
range 120/240
+4 to hit
1d6+2 piercing damage

Rufo

Str | **Dex** | **Con** | **Int** | **Wis** | **Cha**
+1 | **+3** | **+0** | **+2** | **+3** | **+4**

 16 AC

 35 HP

Medium humanoid
Speed 30 feet
Passive Perception: 15
Languages: Common,
Elvish, Goblin, Dwarvish

actions:

Electrified baton: melee attack
+4 to hit
1d4+2 bludgeoning damage
+1d4 lightning damage

Wand: ranged attack
range 120/240
+4 to hit
1d6+2 piercing damage

Ring of Shield (2 charges) - reaction to cast *shield* (+5 AC until end of next turn)

Ring of Shadow Blade bonus action to cast a magic blade / light, finesse, thrown 20/60 / +7 to attack / 2d8+3 slashing damage

Note: Rufo's rings shatter if he is defeated and can't be equipped by anyone else.

Dire Ape

Str	Dex	Con	Int	Wis	Cha
+4	+1	+3	-3	+1	-2

13 AC

51 HP

Large beast
Speed 40 feet (climb, walk)
Darkvision 60ft
Passive Perception: 13

actions:

Double Claw Attack: 2x melee attacks

+6 to hit

2d6+4 slashing damage

bonus actions:

Paralyzing gaze:

Target: one creature it can see within 30 feet of it

DC 13 Constitution saving throw or the target is paralyzed for 1

minute (they can attempt the save again at the end of each turn).

passive:

Fear of Fire: If the Dire Ape takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Giant Glow Beetle

Str	Dex	Con	Int	Wis	Cha
+3	-3	+5	-4	+0	-3

16 AC

52 HP

Large beast
Speed 10 feet
Darkvision 60 ft
Passive Perception: 10

actions

Headbutt: melee attack

+6 to hit

2d8+3 blunt damage

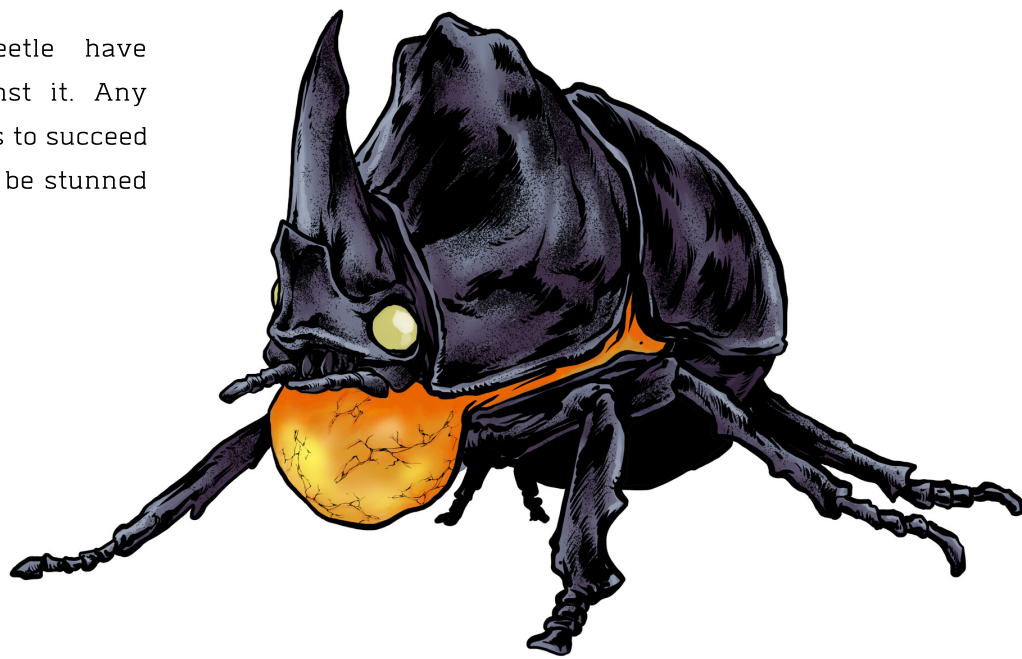
Bright body: The beetle reveals its glowing wings and emits bright scintillating light until the end of its next turn.

Creatures that can see the beetle have disadvantage on attack rolls against it. Any creature within the bright light needs to succeed on a DC 15 Wisdom saving throw or be stunned until the light ends.

passive:

Anti-magic shell: The beetle has advantage on saving throws against spells, and a creature making a spell attack against the beetle has disadvantage.

Additionally, if a spell targets the beetle, roll a d6. On a 5 or 6, the beetle converts some of the spell's energy into a burst of destructive energy. DC 15 CON save throw for all creatures within 30 feet, 1d6 force damage per level of the spell on a fail, ½ on save.



Vincent

Str | **Dex** | **Con** | **Int** | **Wis** | **Cha**
+4 | **+5** | **+1** | **+2** | **+1** | **+3**

18 AC

50 HP

Medium humanoid
Speed 30 feet
Passive Perception: 13
Languages: Common

actions:

Force Spear: melee attack (reach 15 ft)
+7 to hit
1d10+4 force damage

Force Punch: melee attack
+7 to hit
3d6+4 force damage
target has to succeed on a DC 13 Strength saving throw or be pushed away 10ft

Force Blast: ranged attack
range 80/160
+7 to hit
1d8+3 piercing damage

Vincent's bonuses to physical abilities (STR, DEX and CON) are +0 when he is not wearing his magical armor, and his AC is 13. All his actions are also only available when armored with the exception of the control panel that anyone can use.

Equipping the magical armor consumes the only charge in the amulet. The armor disappears if Vincent is unconscious.

bonus actions:

Control Panel: As a bonus action, Vincent can use the wooden board he is holding to create force walls within the containment area by tracing lines on it. During the first round a wall is active it has an AC of 10, growing to 15 and 20 on subsequent rounds. Any successful hit dissolves the force wall with no need to roll damage. A wall can be up to 40 feet long and can take any shape but only use right angles.

Guard Drakes

Str | **Dex** | **Con** | **Int** | **Wis** | **Cha**
+3 | **+0** | **+3** | **-3** | **+0** | **-2**

14 AC

30 HP

medium dragon
Speed 40 feet
Darkvision 60ft
Passive Perception: 12

actions:

Double Attack: 2x melee attacks
+5 to hit
Bite: 1d8+3 piercing damage
Tail swipe: 1d6+3 slashing damage

Breath Attack:

Recharge (5-6)
DC 13 saving throw or all creatures in a 5x30 ft line take 1d12 damage

Constitution saving throw for Ziki (the green drake), damage type is poison

Dexterity saving throw for Zorko (the blue drake), damage type is lightning

Tip: you can change the drakes' color and damage type to suit your party's strengths or weaknesses.



Shocker Lizard

Str | Dex | Con | Int | Wis | Cha
-4 | +5 | +1 | +2 | +1 | +3

15 AC

14 HP

Small beast
Speed 25 feet (climb, walk)
Darkvision 60ft
Passive Perception: 13
Languages: Common, Draconic

actions:

Bite: melee attack

+7 to hit

1 piercing damage

Shocking Touch: melee attack

+7 to hit

1d6 lightning damage and the target can't take reactions until the end of their next turn

special:

Electroshock: all creatures in a 30 feet radius must make a DC 13 WIS save or fall unconscious for 1 hour or until the sleeper takes damage, or someone uses an action to shake or slap them awake. The lizard can use this ability once per day.

bonus actions:

Superior Invisibility:

As a bonus action, the lizard can turn invisible until its concentration ends.



Final note from the author:

Hello dungeon master! did you have a good time running this at your table? or maybe you are planning to do it now that you had a read through? either way, please do let me know either on twitter (@marcomiki) or by leaving a review on the Dungeon Masters Guild.

Special thanks to Matthew Booth, my incredibly knowledgeable editor that told me all about Borrie Tigers and much else, and the entire creative community at the Dungeon Masters Guild discord server for being there.



Wait, what is this picture? a teaser for a second adventure? is this a series?

....maybe?