

SHARN

THE MISSING SCHEMA

By Elven Tower



INTRODUCTORY ADVENTURE



**EBERRON ADVENTURE FOR 1ST TO
5TH LEVEL CHARACTERS**

ELVEN TOWER PRESENTS:

SHARN

THE MISSING SCHEMA

Levels 1-5 adventure

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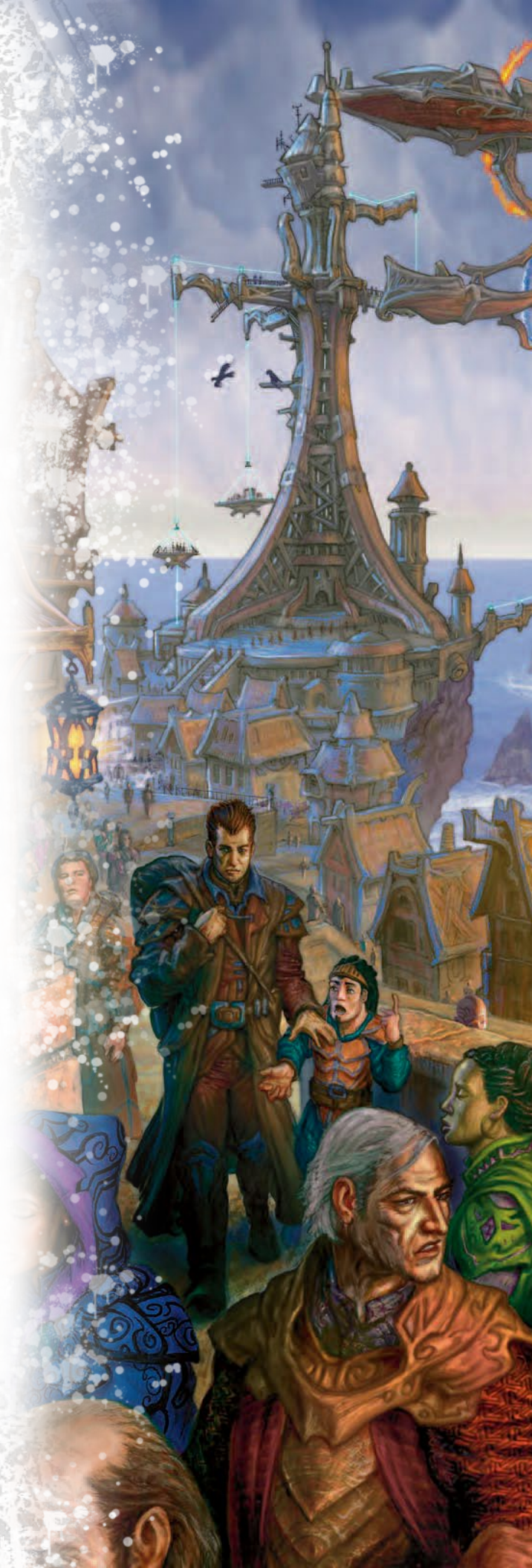
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INTRODUCTION

Welcome to *Sharn – The Missing Schematic*, a Dungeons and Dragons 5e adventure for the Eberron Campaign Setting. This adventure is the first of three installments of low-level modules that showcase Sharn, the City of Towers. This adventure is designed as an introductory storyline to Eberron and Sharn. 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 **three to six 1st-5th level characters** and is optimized for **five 1st level characters**.

ADJUSTING THIS ADVENTURE

This module 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 first-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 accommo-

date 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.

WARFORGED AND GENDER

Warforged are one of the many races available in Eberron. They are sentient constructs which were created to be used as tools of war. Since the Treaty of Thronehold in 996 YK, the warforged are not considered slaves anymore. They are now free to do as they wish with their lives. Some of them are still finding their place in the world.

Warforged have no gender. Since they were created for war, their creators never bothered giving them any physical or mental features that would differentiate them as "men" or "women". To make them even more ambiguous, they often have names related to weapons, blades, machinery, or numbers.

They are sentient creatures and some of them have adopted the mannerisms and behaviors of one gender or the other. This is common in warforged who have lived in a large city for years. Regardless of their physical appearance, behavior, or name, warforged use the "*they*" pronoun in this module (even for singular NPCs). The pronoun is always written in italics to avoid misunderstandings. This method of addressing the warforged sets them apart from the other races in the setting. Warforged are common all around Khorvaire but their place in the world still evades them. They are discriminated against and mistreated in some places. It would not be uncommon to see a person calling them "*they*", using the pronoun in a derogatory way.

As the DM, you are free to use this form of speech or disregard it completely. If you choose to disre-

gard this recommendation, just replace all the “they” pronouns with “he”. Warforged have no gender and thus take the masculine pronoun traditionally in the available reference texts.

Additionally, all warforged have a sigil on their foreheads called a “ghulra”. They are unique, like fingerprints. They are described in this module.

BEFORE PLAYING AT THE TABLE

Before you begin, consider the following guidelines:

- Read the module 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 module’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 worship an Eberron deity.

It is recommended to create 1st level characters to play this adventure as written. The combat encounters offer suggestions on how to increase the difficulty for higher level parties.

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.

One more thing ... before starting the game, 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.

- 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.

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 a different product 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.

Only monsters from the **Monster Manual (MM)** are referenced in this adventure. Any other creatures or NPCs are located in **Appendix I**. Maps also appear in the section they are used and in **Appendix II**.

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.



ADVENTURE PRIMER

...of all places in Breland, you had to come looking for trouble in Sharn...

Dark Lanterns Agent

ADVENTURE BACKGROUND

Garthen Daela is a respected professor at Morgrave University, the most important institution of higher learning in Sharn. His work for the last twenty years is based on interpreting ancient knowledge from the giant era. He often buys relics and artifacts from Xen'drik prospectors. One of his scouts recently unearthed an old map of Sharn's foundations. Professor Daela cross-referenced it with other documents and, with the use of some scrying spells, determined that there was an ancient schema hidden there.

Schemas (WGtE, p47) are arcane magical blueprints which hold the information necessary to recreate a magic effect or artifact. Professor Daela is one of the few scholars with the knowledge to translate the scripts and symbols etched on the schema.

Schemas from ancient civilizations have the potential to unleash great power. They are valuable to not only scholars for that reason. It is suspected that the arcane energy that turned Cyre into the Mournland came from schemas from the ancient past.

Professor Garthen Daela cannot retrieve the schema without help, which is why he placed a bounty for it at House Deneith, which specializes in mercenary work. With the help of a few brave adventurers willing to go down to the city's foundations, he will get what he wants.

Unfortunately, he is not the only one interested in the schema. The agents of the *Order of the Emerald Claw* (WGtE, p18 & 168) are aware of the bounty. They will try to get the schema at all costs.

DRAMATIS PERSONAE

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

Professor Garthen Daela. A famous scholar from **Morgrave University** (WGtE, p152) whose research is based on ancient schemas and artifacts.

Haras Kant. Wealthy Brelish aristocrat and a member of the **Aurum** (WGtE, p18). He is Professor Daela's patron. Kant has a special interest in fabulous and magic gems and relics.

Thi-Chaik. A wolf-like shifter who may lead the party in the sewers part of the adventure.

Inquisitor Hulgan. A representative of the Dark Lanterns who may help the party investigate the presence of the Order of the Emerald Claw in Sharn.

Bloody Spear. Warforged sellsword who tries to forge the Schema to collect the reward.

Arthemis d'Cannith. The leader of the Order of the Emerald Claw strike team in Sharn. He is a good swordsman and an important person in **House Cannith** (WGtE, p101 & 167).

ADVENTURE OVERVIEW

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

Part 1. The Bounty. A professor from Morgrave University is looking for sellswords to go down to the city's foundations and retrieve an artifact for him. The adventurers will meet Professor Daela and his patron, Haras Kant, at his office in Crystal Bridge. They direct them to the Lower Wards where they will find access to the sewers system.

Part 2. Sharn's Foundations. The adventurers will explore the sewers and come in contact with the Red Jackals; one of them might act as their guide, for a price. Through the sewers, they will find an entrance to **The Depths** (UnderSharn) (WGtE, p140). They will find an ancient House Cannith laboratory where the Schema is located.

Part 3. The Flying Chase. After delivering the Schema to Professor Daela, the adventurers witness a group of thieves who just broke and entered into the professor's office. The professor implores the party to recover the artifact. The thieves are agents of the Order of the Emerald Claw. They work for Artemis d'Cannith, who is waiting for them at a warehouse in **Skyway** (WGtE, p140). The thieves escape on a flying coach and the adventurers have no choice but to pursue them on soar-sleds; flying disks that flit rapidly through the air.

Part 4. The Warehouse. After pursuing the agents of the Order of the Emerald Claw to Skyway, the adventurers follow the flying coach to a private warehouse. Artemis d'Cannith is waiting for his men to bring the relic. Artemis will attempt to bargain with the adventurers and bring them to his side. The adventurers will have to choose whether to fight outnumbered or strike a deal with the crime lord.

ADVENTURE HOOKS

Sharn, the Missing Schema begins with one of the following Adventure Hooks.

Looking for Work

The adventurers begin hanging out in House Deneith's fortified enclave in the Copper Arch ward, in **Upper Tavick's Landing** (WGtE, p138). They are not registered members of the mercenary house, only mercenaries for hire. For this, they can lodge at House Deneith's enclave, as long as they keep taking bounties. They follow Professor Daela's bounty and meet him at his office.

I Have Contacts

One human adventurer takes the Daela last name. The adventure begins with the adventurers in Sharn. They are looking for work. The characters took rooms at the Golden Hilt, in a tavern district in

the Downstairs ward. The character with the Daela last-name is Professor Daela's nephew (or another relative). He tells the party that his uncle is currently looking for work. He knows the work is well paid because it is paid by Morgrave University.

I Sell my Sword

The adventure begins with the adventurers in Sharn. They are looking for work. The characters took rooms at the Golden Hilt, in a tavern district in the Downstairs ward. They ask around in the tavern district and everyone directs them to a representative of **House Deneith** (WGtE, p104). The person gives the party Professor Daela's Bounty.



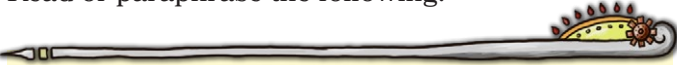
PART 1. THE BOUNTY

It is mesmerizing how the tavern districts of Sharn come to life at night.

~ Luca Syara, playwright

The adventurers meet a local university professor who is looking for a group of adventurers to retrieve a relic from the city's closed up foundations.

The following read-aloud text is meant to introduce the adventure and Sharn, the City of Towers. Read or paraphrase the following:



Last night, you were relaxing, going from tavern to tavern in Downstairs, which is a tavern district in the lower wards of Sharn. By day, the place is abandoned. The most interesting things are the cleaning crews and a few people just passing by, trying to find a shortcut through the impassable labyrinth that is Sharn. By night, however, Downstairs comes to life. People in different states of mind scurry about from place to place. Visitors come from Cliffside and the higher wards to forget the woes of their lives. You see inebriated folks stumbling about from tavern to tavern. Some of the towers in Downstairs have drinking establishments all around, some of them for three or four stories in a row.

Deep in the district, there is the Diamond Theater. People say it is so good that it competes with the high-end theaters in the upper wards. There's also mention of a talented playwright whose plays are all the theater features.

Downstairs is an incredible place to find fun. It is on the lower side of the city, and thus more affordable than the higher wards, but it is still a lot more expensive than living in the countryside. You've heard that people who live in First Tower or even the capital, Wroat, live their lives at a slower and more affordable pace.

You are out in the streets that hug the circumference of the many towers, dotted by countless

bridges. The city radiates a warmth that you can feel nowhere else. Sharn is the largest city in the continent of Khorvaire. Everything you would ever want to find, buy or do is possible in the City of Towers. Every race, dragonmarked house, ethnicity, and language are represented in Sharn. The presence of all those different cultures and features makes Sharn a multifaceted quilt of ideas that permeates everything.

When you look up from the lower ward's bridges in the right spots, you are able to see the towering nature of the city. Some of the oldest towers are almost a mile tall. Sharn reaches so high in the sky that if you're looking from the lower wards, the tower tops are almost lost in the distance. If you get a clear spot to look up, you can see a permanent cloud that sits on top of the city. That is the Skyway, a place where buildings and more towers are built on clouds. Only the impossibly wealthy and privileged, aristocrats, and noble politicians live there. They hope never to dirty their feet by setting them on a streets in the city below.

Life in the City of Towers is never easy and everyone must work to earn their share. You may be from Sharn or from somewhere else in Khorvaire, but money is running out and the city is expensive. Fortunately, Sharn is also the best place for adventurers like you to find work.



Depending on the adventure hook you chose for your game, the adventurers are in the Golden Hilt Tavern, in the Downstairs ward, which is in **Lower Mentis Plateau** (WGtE, p136). They may also be in House Deneith's fortified enclave in Copper Arch ward, which is in Upper Tavick's Landing. Before presenting the adventure hook to the players, this is

a good moment to let them roleplay among them. If they chose some of the **Introduction**'s suggestions to bind the party together, this is a good moment to play out those interactions.

A character who wishes to know or remember additional information about Sharn 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. The character rolls with advantage if he is from Sharn:

- **Everybody Knows** – Sharn is the largest settlement in Khorvaire. The city is divided into nineteen different wards from the very bottom to the Skyway.
- **DC 14** – The Lord Major of Sharn is Cathar ir'Demell. He has held the position for twenty years. However, the most powerful political entity is the Council of Sharn, which elects the Lord Major.
- **DC 16** – House Cannith, responsible for the creation of the warforged and many other magical inventions and engines of war, has a strong presence in Sharn. Merrix d'Cannith is the leader of this faction in Sharn. The **dragonmarked** house

(WGtE, p6 & 89) helped rebuild the city after the war.

- **DC 18** – More than 900 years ago, Sharn was destroyed as The War of the Mark came to an end. This war was an inquisition to hunt down people with aberrant dragonmarks. The person who blamed by historians for the destruction of Sharn is Lord Halas Tarkanan.
- **DC 20** – In the ancient past, the city was an important settlement of the goblinoid Dhakaani Era, its name was Ja'shaarat. Their architecture is the foundation of modern Sharn as it was built on top of it. The settlers closed off access to the goblinoid ruins. Many ruins and catacombs lay unexplored in the Depths of the city.

If you are using the **Looking for Work** adventure hook, a representative of House Deneith calls them and gives them Professor Garthen Daela's bounty contract.

If you are using the **I Have Contacts** adventure hook, the player who is Professor Garthen Daela's nephew (or other) knows that his uncle is currently looking to hire a few mercenaries to retrieve something. He knows that Morgrave University, which sponsors his uncle, pays well.

SIDEBAR 1

Sharn, the City of Towers

Sharn is a great location to start an Eberron adventure. The city is located in Breland, an important country in Khorvaire. The country is one of the original five kingdoms and played a crucial role during the Last War. Sharn is not the most important city in the continent, at least economically or politically, but it is the largest settlement.

Sharn is located atop an inhospitable outcropping of rock near the mouth of the Dagger River. The City of Towers owes its name to the vertical nature of its construction. The quasi-circular extension of the city is a magical manifest zone linked to Syrania, the plane of endless skies. Because of this, architecture in Sharn is not limited to how tall buildings can be. Sharn is roughly divided into five quarters. They are separated by deep chasms formed by volcanic action.

Sharn's neighborhoods are vertically stratified. A single neighborhood will feature different kinds of lifestyles depending on its height in

the city. The upper wards are the place of the rich, the aristocrats and the powerful. The middle wards ease up and offer entertainment and luxuries for the middle class. The lower wards are the home of the poor.

Moving around the city is a daunting task for a visitor. Going from one place to another becomes an ordeal when there is no clear path between the wards. There are bridges everywhere connecting towers but there is no way to know if the next tower will continue in the way you want it too. The city also offers several types of transportation systems, some of them move around by flying. It is a common joke that, unless you're paying extra for a skycoach, it will take you one hour to get anywhere in town. It does not matter if it is in the same tower three levels down, or on the other side of the city, three wards away.

If you are using the **I Sell My Sword** adventure hook, the adventurers will ask around in the tavern district looking for work. They will be directed to House Deneith's fortified enclave to take a bounty contract. When they arrive, many mercenaries are present and they are all interested in a bounty contract that involves an expedition to Xen'drik. A House Deneith representative offers Professor Garthen Daela's bounty contract to the party.

– Show the players Prop #1 (**Appendix III**) – **Bounty Contract**.

A character who wishes to remember information about Professor Daela 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. The character rolls with advantage if he is from Sharn:

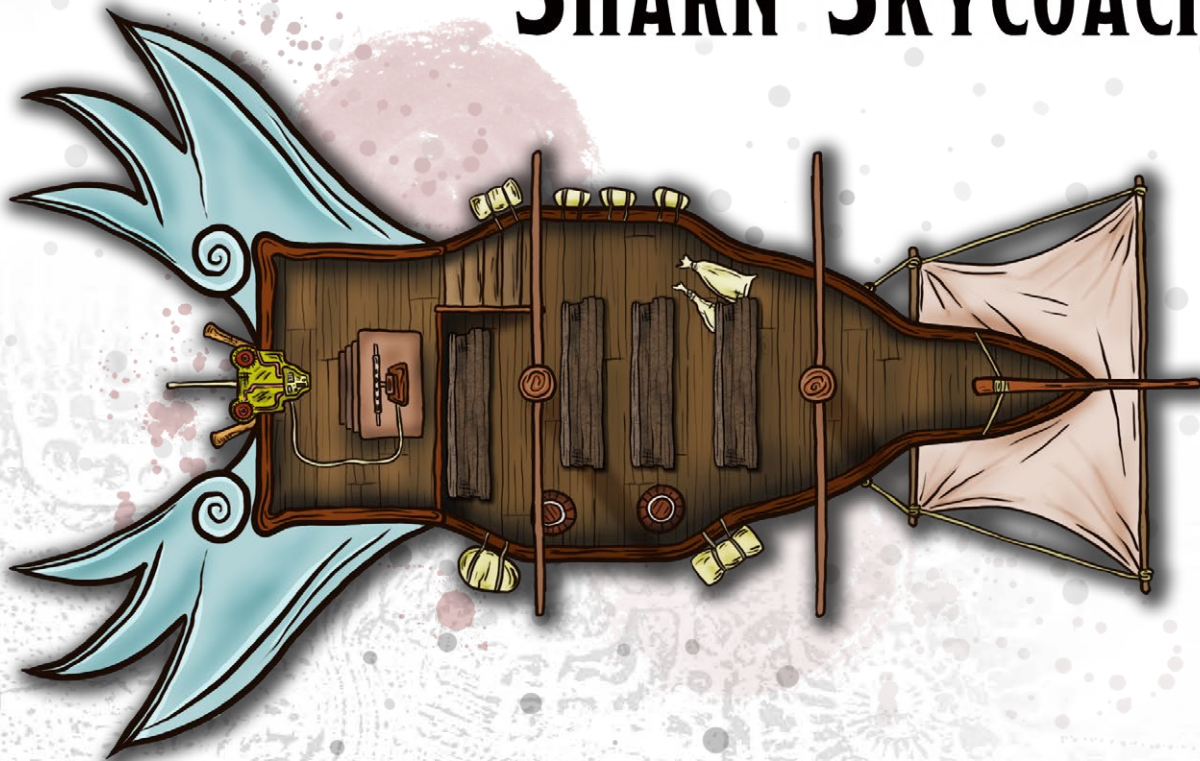
- **DC 12** – Professor Daela is a respected docent from Morgrave University.
- **DC 15** – Professor Daela's research specializes in ancient relics and the reconstruction of old cultures. He has sponsored many expeditions to Xen'drik and traveled there twice.
- **DC 18** – Professor Daela is an authority in warforged psychology and creation. Before **The Last War** ended (WGtE, p12 & p169), Professor Daela's designs for Warforged Creation Forges




were the most efficient in the continent.

- **DC 20** – In the past, a secretive organization known as The Order of the Emerald Claw has thwarted some of Professor Daela's operations. The most important one was a ship coming back from Xen'drik which was hijacked and stolen.

SHARN SKYCOACH



Once the adventurers accept the contract and are ready to meet Professor Garthen Daela, read or paraphrase the following:



The bounty contract directs you to meet Professor Garthen Daela, docent of Morgrave University, at his office in Crystal Bridge. It is one of the most exclusive neighborhoods in Sharn, located in the northeastern quarter of the city called Northedge.

Northedge is the most residential of Sharn's quarters. The upper wards contain penthouses and mansions near the tower tops and tightly packed apartments in the middle and bottom regions. The quarter is quiet in comparison to the Downstairs ward and other lower wards you have seen; there is little commerce and crime.

To get there, you travel by foot to a skycoach switching station. Typical skycoaches resemble rowboats or small fishing boats but they fly thanks to an eldritch device located where the rudder would be. The device is mostly made of copper; there are cogs and small mechanical pieces moving all the time. Two copper exhaust tubes at the back expel pink-tinted smoke that dissipates in the air fast.


A gnarly gnome with unruly hair receives you with a smile and an upright extended hand. You have to pay upfront. It costs you a few silver coins to get the upper wards of Northedge. It is impossible for the skycoach to follow a direct route. The castle-like towers of Sharn block any direct path to any other area of the city. You see other skycoaches going up and down but they are not the only things flying around the towers. Some people move around riding flying disks, called soarsleds, that flit rapidly through the air. You get to also see a halfling gliding from one tower to another while holding a device that appears to be the wings of a creature. You have also heard that the rich people in the Skyway have access to flying creatures like hippogriffs and giant eagles.

You reach the skycoach switching station in Oak Towers ward. You walk south for a few minutes, circling more towers and crossing a few bridges to reach Crystal Bridge. After a few minutes, you are in front of Professor Daela's office. When you knock on the door, a warforged butler with a circular-shaped ghulra sigil on his forehead lets you in.

They are wearing fine clothes and a golden bracelet, something you had not ever seen a warforged do. They let you in and direct you to the office.

"Welcome and please, have a seat. My name is Garthen Daela," says the man behind an impressive oak desk. The office is like a miniature library, with bookcases hugging most walls. There is one other person in the room. A middle-aged man in fine clothes sits in an armchair near a corner.


Professor Garthen Daela (human) is an old man. He is slim with heavy receding his gray hair. He looks small behind the giant desk but he has a sharpness to his eyes that radiates authority.



If you are using the **I Have Contacts** adventure hook, Professor Daela stands up and hugs the character who is his nephew (or other). They have not seen each other for about a year.

The other man in the room is Professor Daela's sponsor, Haras Kant. He is a Brelish aristocrat from the Skyway who is interested in relics from the past, magical gems, and similar things. Due to helping Professor Daela for a number of years, he has accumulated a private collection of gems and artifacts to be proud of. Haras tries to be present every time the professor commissions people to retrieve material for his research. He inwardly marvels at people's ignorance for taking rewards for objects that are valued sometimes twenty times more than what they are paid.

Once the proper introductions are said, and small talk is out of the way, Professor Garthen Daela explains the nature of the contract. Read or paraphrase the following:



"Well, let's cut to the chase. You're here for the bounty, isn't that right? As you probably already know, I represent a reputable learning institution in Sharn; the Morgrave University. My area of expertise is the study of ancient relics and cultures". Professor Daela pulls out a map of Sharn's lower wards and extends it on the table, "Sharn is much older than you'd think. Before modern brelanders lived here, there were goblins, and then sarlonans. Modern settlers closed all those areas off and continued building on top of them. The foundations of the city are old ruins and dungeons, with most of

those inaccessible.”

Haras Kant stands up graciously and approaches the map, “And this is where you come in! You need to bring something from The Depths. You look strong and willing enough. And... there’s gold for you at the end of this chase.”

Professor Daela smiles and continues, “Yes. I have cross-referenced some old maps of the city and used a few scrying spells to determine the location of a relic I want to study. We are looking for an ancient schema. It looks like a stone cog with inscriptions on both sides. It is valuable for my research of old cultures.” He looks to Haras Kant for approval and then says, “Thanks to the generosity of our friend here, Haras Kant, we will pay you fifty gold coins each to retrieve the schema. But there’s more, if you find any other artifacts or ancient trinkets, I will buy them from you too. Any other thing you find down there you can keep.”

“You will have to skycoach down to Lower Tavick’s Landing, to Cogsgate Ward”. Haras Kant visibly reacts disgusted with the notion of going so far down to the base of the city. Professor Daela continues, “From there, you can take a lift down to Blackbones ward, in the Upper Cogs, and find access to the sewers. It is the only way to reach this location on the map. You are looking for an old abandoned House Cannith laboratory that was buried after the War of the Mark. Here, you will find a sealed door that opens to the sewers.”



– Show the players Prop #2 (**Appendix III**) – **Sewers Map**.

A successful **DC 15 Charisma (Diplomacy) check** allows a character to haggle up the payment to 70 gp. Award a +2 bonus to the check if the player roleplays a good argument for the pay increase.

If the characters ask for more information, Professor Garthen Daela and Haras Kant know the following:

- A skycoach down to Cogsgate should cost you around 10 silver coins.
- A schema is a type of magical blueprint. Most of them contain instructions to craft magical trinkets and spells. The problem is to find a good translator for the inscriptions on them.

SIDEBAR 2

Roleplaying Professor Daela and Haras Kant

Professor Daela is an old scholar who should have retired a few years ago. He is unable to do so because of his passion for his field of study. He is excited and at his best when he is studying ancient manuscripts, translating forgotten languages, and analyzing recently unearthed treasures. Politics and war are dull subjects to him. He is, however, sympathetic to warforged’s new free status and employs two of them in his office and household. Professor Daela is in some ways tied to Haras Kant’s opinions because Haras pays for his research. They have a good friendly relationship, but Haras always has the final word.

Haras Kant was born in the Skyway and only ever comes down to the upper wards to visit some acquaintances like professor Daela. He is not a bad person but his limited view of life from the top gets in the way of understanding adventurers and people from the lower wards. His interest in funding Professor Daela’s research is not scientific. He does it because it is a great way to increase his own collection of trinkets and relics, something he shows off to other members of the high society in the Skyway from time to time. The very act of funding research for Morgrave University is something he can show off too. Many wealthy citizens in the Skyway indulge in such activities.

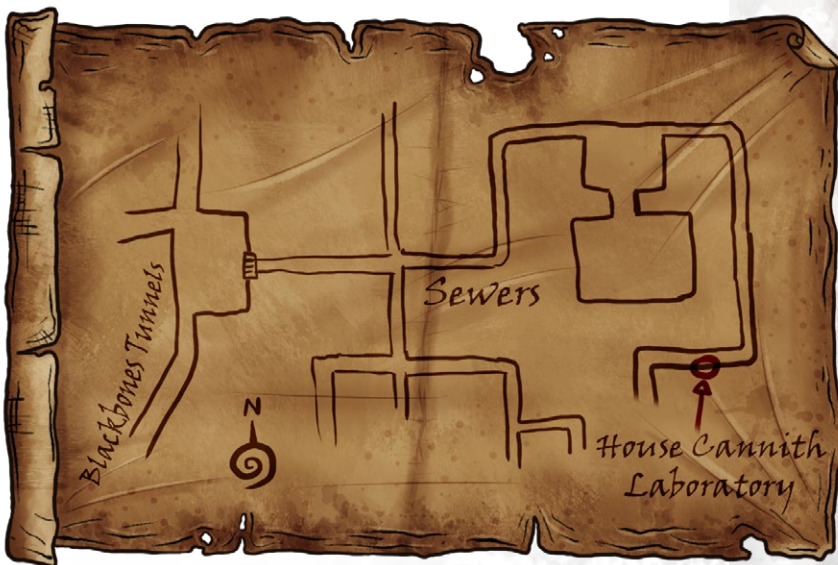
- Most valuable schemas can be dated back to the giant era. Although some rare ones are written in elven.
- Professor Daela won’t be able to do anything with the schema for a long time. The process of translation and arcane trial and error may take months.
- The sewers are dangerous. It is a labyrinth of tunnels as old as the city itself. Be careful with the sewer clans. Most of them should be out of your way if you follow this map but you might still encounter them. The most dangerous are a group of shifters known as the Red Jackals.
- Sharn was almost destroyed in the War of the Mark. The city was abandoned for years before people felt safe enough to return. Most old wards were sealed off and new towers were built on top. This is why there are old dragonmarked enclaves down there. House Cannith retrieved the

schema I'm looking for from Xen'drik. According to the information available to me, they never removed it from the enclave so it should still be there.

Once both parties have a deal, Professor Daela and Haras Kant thank the party for their efforts and wish them good luck. Read or paraphrase the following:

You leave the office and return to the skycoach switching station on foot. This time, the pilot is a warforged with a cross-like ghulra sigil on his forehead. When the warforged hears you are going down to Cogsgate, *they* instruct you to buckle up. You have barely enough time to fasten the belt around your waists when *they* pull a lever and the skycoach takes a nosedive and plummets thousands of feet to the base of the city. People from Sharn find this kind of trip exciting. If you are not from Sharn, you are dizzy when you hop out of the skycoach.

Proceed to **Part 2. Sharn's Foundations.**



PART 2. SHARN'S FOUNDATIONS

A great number of relics were buried under the city after the war of the mark. Many are still there...

~ Professor Garthen Daela, Morgrave University

The adventurers will explore the sewers and locate House Cannith's old laboratory. Read or paraphrase the following:



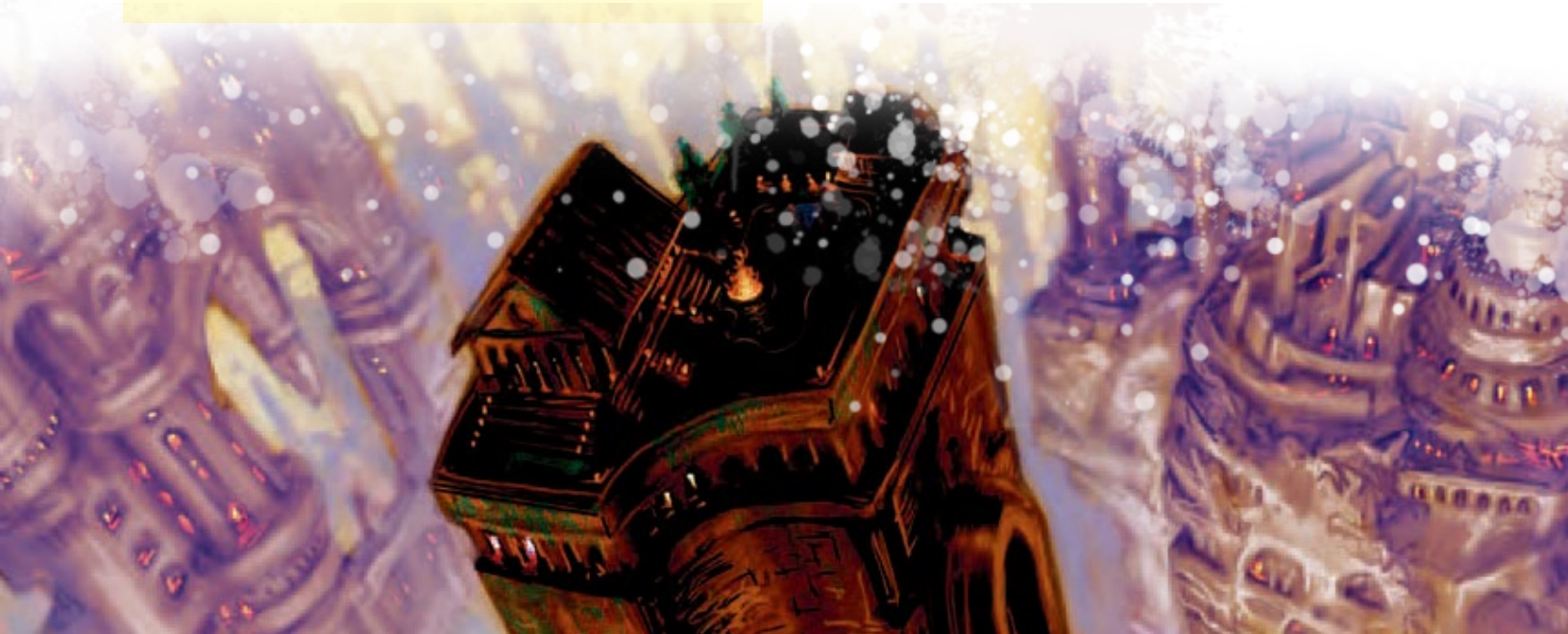
You leave the skycoach in Cogsgate ward switching station, in Lower Tavick's Landing. For once in the city, there is floor connecting the towers and no bridges. The towers are wider down here than they are in the upper wards, some even merge into each other, as more towers were built over time to support everything that is above them. If you were to visit Sharn by land, this is the part of the city you would see first. The towers are so tall that there is almost no sunlight here, even at noon. Most streets are illuminated with ever-burning lamps, magical lights that require no fuel, on posts in every corner.

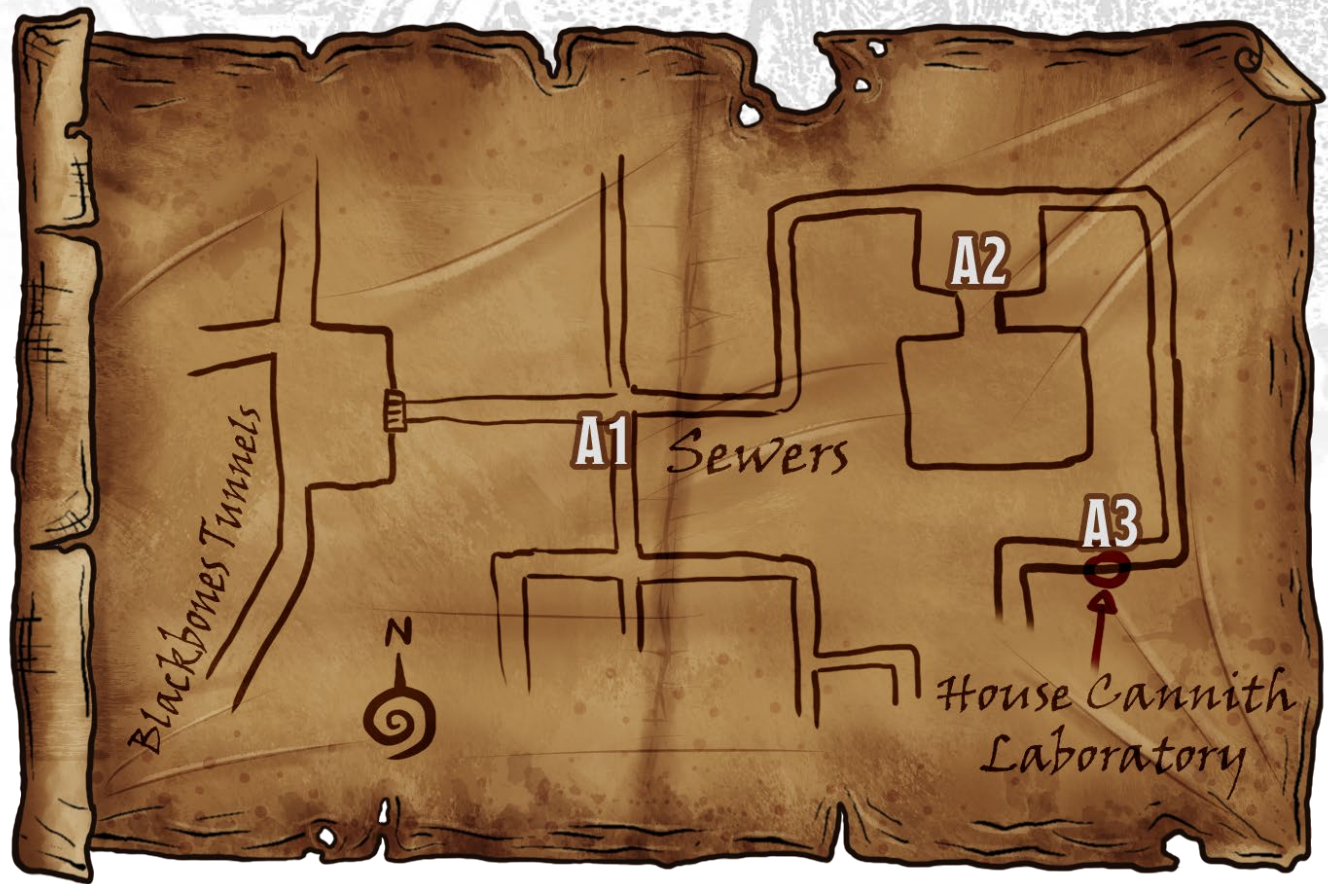
There is a noticeable difference between the neighborhood you just visited to meet Professor Daela and this place. The streets are packed with people selling stuff, working, and going from one place to the next. No one is wearing fine clothes, everyone

looks either sad or tired. By their looks, everyone appears poor.

You reach an opening in the ground. Stairs lead down to a lift that brings you down to the foundations of Sharn, to the Upper Cogs, the underground infrastructure of the city. You descend about three-hundred feet. The industrial ward of Blackbones is before you. Despite being underground, it is better lit than the neighborhood above. One thing you notice is that there is a significantly higher number of warforged laborers in this ward. About half of the people you see are warforged. The roads are slanted downwards, the more you walk, the deeper you go. Temperature increases too as you move ahead.

Blackbones is an industrial ward, they do mining, smelting, and construction. Laborers scurry about with black faces and black hands. This is one of the roughest places to earn your living in Sharn.





The sewers share vertical space with this ward, there are many sewers tunnels about. You notice them because of the smelly sewage water flowing from them on shallow canals that go somewhere else. The entrances are circular tunnels with iron-barred doors. You reach the sewers entrance marked in Professor Daela's map. It is located on the east wall of a great underground market.

A character who wishes to remember information about the Upper Cogs 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. The character rolls with advantage if he is from Sharn:

- **DC 10** – The Upper Cogs are the place for the lowliest workers and the dispossessed. Every person trying to make an honest life here is poor.
- **DC 12** – After the Last War, warforged became free, but few of them know what to do with their freedom. Heartless employers exploit them in places like this because they only know how to follow orders. Most warforged in the cogs are under a system of indentured servitude to their masters. They are slaves who own nothing and earn nothing.

- **DC14** – The sewers are the home of several warring clans. Most clans are majority goblins and shifters.
-

A 1. Looking for a guide

The party enters the sewers. In **Area A1**, they will meet Thi-Chaik, a wolf-like shifter member of the Red Jackals, a dangerous clan in the sewers. Read or paraphrase the following:

After a few minutes of walking inside the sewage tunnel, it is still hard to adjust to the poignant smell of the combined waste of the city above. The dark tunnel continues straight forward like the map describes, until you reach the first intersection. Two streams of waste connect with the one you have been following, adding to it more dirty water. The smell is even stronger this far in. According to the map, the way forward is straight east.

Before you cross the intersection, however, a figure emerges from the darkness ahead. The man is just a little above five feet tall but muscled. He is wearing rags and an old torn leather hat. His body is all covered in hair, but not enough so to cover his tanned skin. His eyes are yellow. He smiles and you

can see that his teeth are long and pointy. All in all, he gives out a canine wolf-like air to himself. The shifter does not appear to be holding any weapon.

The shifter says, “Hmm, I see you’re not wearing a token of passage. This is Red Jackals territory, and you are not welcome unless you pay for a guide. Fortunately, I am such a guide. And the cost is thirty gold pieces,” the shifter licks his teeth and lips like a dog would and continues, “Do not try anything funny. I am not alone, and we don’t have much patience for pesky visitors.”



Thi-Chaik (**Longtooth Shifter**) is not bluffing. Two friends with pet rats are waiting for him in **Area A2**. They do this often: Thi-Chaik tries to charge a large amount for guiding services only to sort out who has money or not. After paying, he leads the client to **Area A2** where he and his friends mug or even kill the client and take their belongings.

A character can determine that Thi-Chaik is lying and must have ulterior motives with a successful **DC 14 Wisdom (Insight) check**.

- If the party agrees to pay 30 gp, Thi-Chaik will lead them to **Area A2**. He will even pretend to be friendly and answer questions (refer to the next section for Thi-Chaik’s known information). Thi-Chaik’s allies attempt to ambush the party in **Area A2** and Thi-Chaik turns on the party.
- If the party refuses to pay and force their way through, Thi-Chaik flees down the tunnel to

SIDEBAR 3 Roleplaying Thi-Chaik

Thi-Chaik is a longtooth shifter and a member of the Red Jackals. Since he was a little kid, he has known nothing but the harshness of Sharn’s underworld. He and his two friends do not enjoy any position of power within their clan. They meet the party in a zone right outside real Red Jackal territory. It is a place they can claim theirs without anyone from any other faction messing with them.

Thi-Chaik is ruthless and does not have a qualm about lying to get what he wants. He pretends to be a guide only to mug people. Usually, his victims end up dead in the waterways of the sewers. If things go bad for him, he will attempt to flee.

THI-CHAIK (LONGTOOTH SHIFTER)

Medium humanoid, neutral

Armor Class 13 (leather armor)

HP 21 (4d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+0)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 1/2

Immutable Form. The longtooth shifter has advantage on saving throws against any spell or effect that would alter its form.

Keen Hearing and Sight. The longtooth shifter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The longtooth shifter makes one claw attack and one bite attack.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Area A2. Thi-Chaik and his allies will attempt to ambush the party in **Area A2**.

- If the party attacks Thi-Chaik, he will attempt to flee to **Area A2**. Thi-Chaik’s allies will attempt to ambush the party in **Area A2** regardless of whether the party kills Thi-Chaik or not.

If the party paid the 30 gp and they wish to ask questions to Thi-Chaik, he knows the following:

- My name is Thi-Chaik. I was born in Sharn. This is my territory.
- Yes, this is Red Jackals territory. Our main opposition is a group of goblin brigands that call themselves the Quiet Folk. But we are the real chiefs down here, it’s our land.
- Other people? Ah, yes. A warforged friend came this way yesterday. *They* paid for a guide, for sure. *They* are our friend, but they’re not part of the clan.
- Yes, this is the only way to reach the place you want. Even your map says so. I think there is a path from the north but you’ll run into the Quiet Folk. Before you know, you’ll be someone’s breakfast.
- Most of the clan and I live in Ashblack ward. It

is directly below Dura Quarter. It is rough, most of it is controlled by the Boromars. Those damn halflings have no right to claim a part of Sharn as theirs. They should return to their dinosaur-ridden lands in Talenta Plains.

- I think that I'll become an actor! I met a woman in the Downstairs ward. Her name is Luca and she writes plays for the Diamond Theater. I was selected to be "Substitute #2" in the audition. Before long, I'll be out of this place.

A2. Shifter Ambush

When the party reaches **Area A2**, Thi-Chaik's allies will attempt to ambush the party. The group consists of **2 longtooth shifters** and **1 horrid rat**. Read or paraphrase the following:

After a few minutes, you seem to be getting used to the smell down here. You turn left and then right before reaching the big open area marked in your map. The place appears to be an abandoned water treatment facility or something like that. There are broken machines near the walls, enormous water vats, and pieces of rusted equipment on the floor. There is another chamber to the south that appears to be identical to the one you are in. Your path to the laboratory continues east through another narrow tunnel.

The shifters make a **Dexterity (Stealth) check** contested by the character's **passive Perception scores**. Any character who wins this contest is not surprised and can act normally in the first round of battle. Read or paraphrase the following for any character who saw the ambush coming:

As you make your way through the abandoned chamber towards the tunnel on the other side, the faint sound of breathing becomes obvious to you. You look up in time to see a pair of scruffy hairy shifters hanging from the ceiling like bats. As soon as they are noticed, they drop on you. They have no visible weapons. One of them whistles. The loud noise gets amplified inside the enclosed chamber. Something responds from the chamber to the south. A creature approaches.

A **horrid rat** arrives on the second round of battle. The Red Jackals train them as pets and guard

animals. If Thi-Chaik is with the party, he pretends to be surprised for a moment and then turns on the party, attacking whomever he believes is the biggest threat. If two shifters are defeated, the remaining one will attempt to flee. The horrid rat fights to the death.

A character who wishes to know the true nature of the machinery here must succeed on a **DC 12 Intelligence check**. A successful check reveals that the machinery is designed to filter the water used in the forges and smelters in the Cogs for use in the city above. The rust and level of disrepair make it appear as if the machines have been abandoned for at least sixty years. A **success by 5 or more** also reveals there are many operational facilities like this one throughout the Cogs. Most of them are guarded by Sharn's Watch because of their importance in the city's wellbeing.

Treasure

Each Longtooth Shifter carries 10 gp and a cheap necklace with an opal stone. The worthless stone has the Red Jackals rune inscribed on it. Thi-Chaik also carries a *potion of healing* and the 30 gp if the party paid him in **Area A1**.

Adjusting the Encounter

Level 1 – As written

Level 2 – Add 1 **horrid rat**

Level 3 – Add 2 **horrid rat**

Level 4 – Add 1 **horrid rat** and 1 **longtooth shifter**

Level 5 – Add 2 **horrid rat** and 1 **longtooth shifter** and max HP)

A3. The Warforged Scammer

A warforged sellsword named Bloody Spear was also sent by Professor Garthen Daela a day before the party showed up. The Professor knows the job is dangerous so he plans to send three different parties. Bloody Spear is no stranger to Sharn's underworld and struck a deal with Thi-Chaik and his allies to let him through the sewers. He found the laboratory door but he is unable to open it on his own. He then decided to scavenge a cog from **Area A2** and inscribe some runes on it to make it look like the schema Professor Daela is looking for. His forged schema looks authentic to the untrained eye but anyone with a little training can see it for what it is. Read or paraphrase the following:

The winding tunnels of the sewers would make you lose your sense of direction if it weren't for the map you carry. Following the tunnel, you round a corner to find a large iron door on the south wall.

You are not alone. There is a hooded person in front of the door. The person is wearing travel gear and you can see a longsword in its scabbard by his belt and a lit oil lamp on the floor. He looks up to you and you see metal and wood on *their* face. Bright yellow eyes and a knife-like ghulra sigil on their forehead. *They* are holding a mallet and a chisel in *their* right hand and a heavy iron cog in *their* left hand. The cog has etched runes on it and fits the description Professor Daela gave you of the Schema.

"Hello, I'm Bloody Spear," says the warforged with a quasi-feminine voice, "I'm here following House Deneith's bounty. I'm assuming you're here for the same reason. I couldn't get in," *they* say, pointing at the huge iron door, "it's bolted shut."

After a moment *they* continue, "but I made this, maybe that rich professor will pay me my 100 gold coins for this. Does it look convincing?"

From where you stand, the door appears not to be designed to be opened. It has no apparent hinges and the sides appear to be bolted to the wall. It appears more wall than door. There appears to be an illegible eroded inscription on it.

A successful **DC 13 Intelligence (Arcana) check** allows a PC who inspects the forged schema to determine that the runes are in the wrong language, in the wrong places, and not made of stone. If told, Bloody Spear will seem disappointed and begin to leave. *They* state that *they* will still go to Professor Daela's office and attempt to pass it off as the real thing.

A successful **DC 10 Charisma (Persuasion) check**

SIDEBAR 4

Roleplaying Bloody Spear

Bloody Spear is one of the few warforged who easily embraced the mantle of freedom after the Last War. *They* are now a mercenary who is willing to do anything to earn gold. Bloody Spear is twelve years old, having served eight of those years as a part of Cyr's army.

Gold and riches are *their* goals in life. After eight years of being considered property, the notion of owning wealth exhilarates *them*. As *they* were built for war, *they* now sell their sword to those that will pay. Bloody Spear is honest and hard working. *They* like to make friends with the citizens of Sharn, even if they feel more inclined to reject *them*. If confronted with a life-threatening danger alone, Bloody Spear will flee to fight another day.

will convince Bloody Spear to gladly join the party if the party manages to open the laboratory door; failure results in Bloody Spear leaving and returning to Professor Daela.

If the players wish to ask questions to Bloody Spear, *they* may reveal the following:

- I was forged twelve years ago and became a Cyran soldier. I served for eight years before my country was destroyed. I came here with the Cyran diaspora after the Treaty of Thronehold was signed.
- I am friends with the Red Jackals. They let me move freely through their territory because I help them forge documents from time to time.
- I learned forgery from a gnome who defected House Sivis right after the war. He was an interesting gnome.
- I took the bounty and Professor Daela and an associate of his promised me one-hundred coins to retrieve the Schema. I think this is a fair arrangement.

If attacked, Bloody Spear uses *their* **Ring of Displacement** (See **Appendix IV**) to become invisible and attempt to flee from the party. Should an escape occur, Bloody Spear will never again be seen by the party.



The inscription on the door reads, “**Restricted Area. Permanently out of bounds as ordered by King Galifar I, Year 32 YK**”. It is clear that the intention was to close it off permanently.

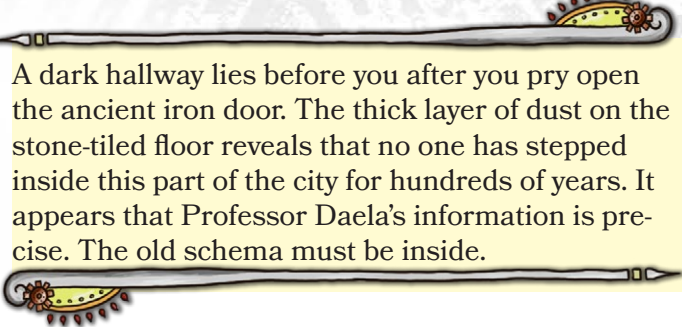
The party may open the door by the following means:

- The party may use mundane tools to force it open. This requires two hours of work and a successful **DC 15 Strength check**. The roll is made with advantage if more than two people are working on it.
- A character can also force it open with sheer strength with a successful **DC 25 Strength (Athletics) check**.
- A *knock* spell may also release the bolts and open the door.
- Player’s creativity is also encouraged to come up with another possible way to open this door.

HOUSE CANNITH'S LABORATORY

B1. Laboratory Entrance

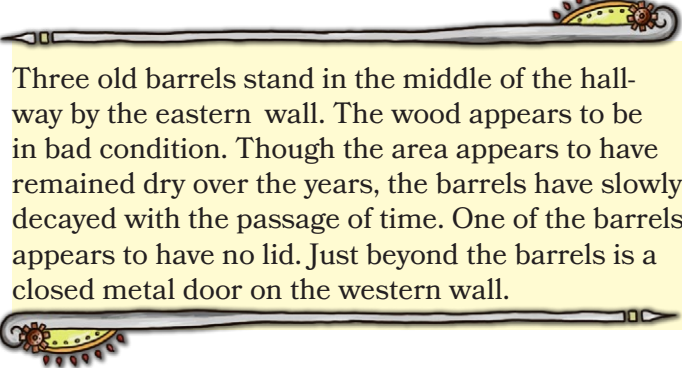
Read or paraphrase the following:



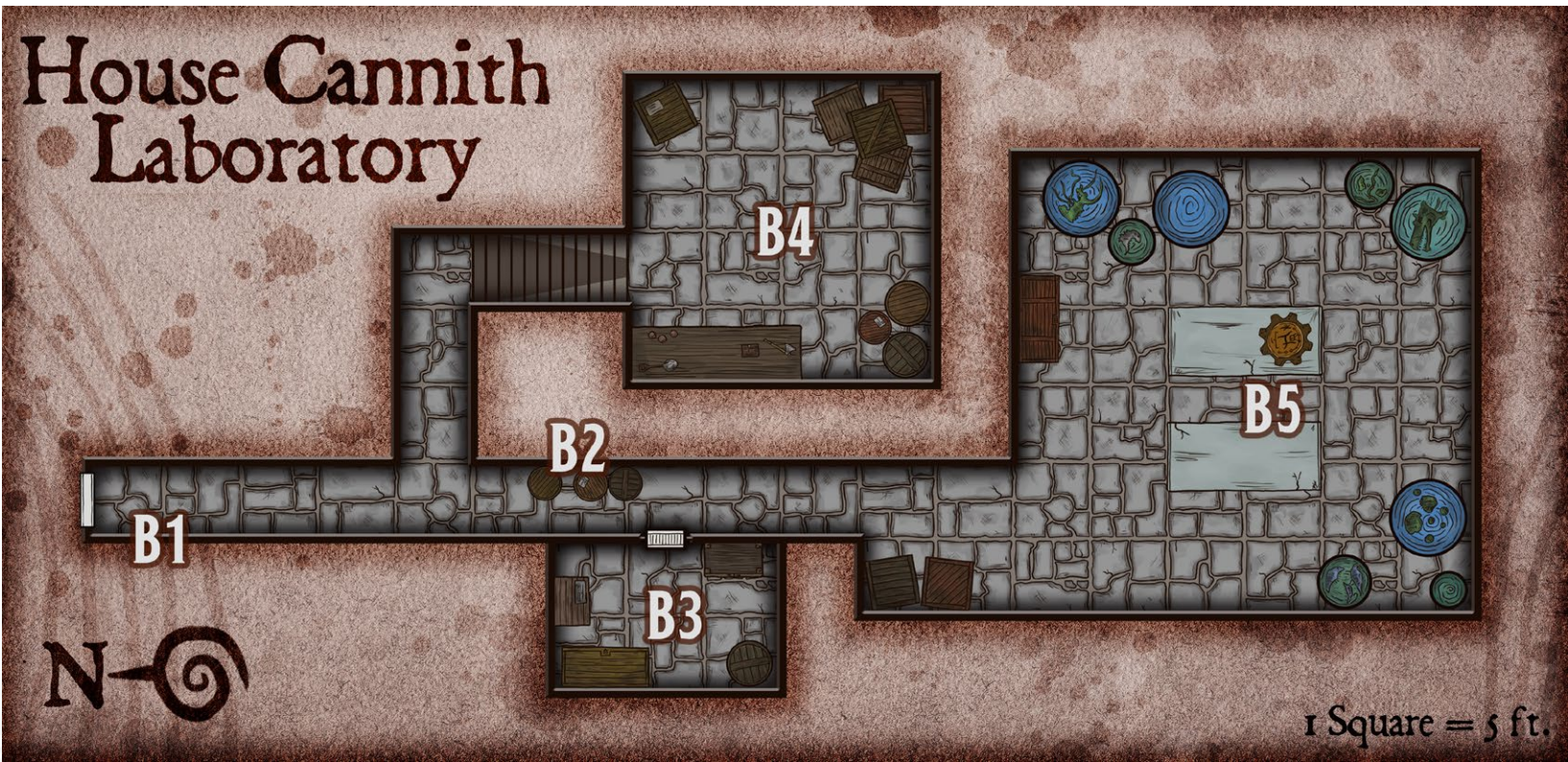
A dark hallway lies before you after you pry open the ancient iron door. The thick layer of dust on the stone-tiled floor reveals that no one has stepped inside this part of the city for hundreds of years. It appears that Professor Daela’s information is precise. The old schema must be inside.

B2. Hallway

Read or paraphrase the following:



Three old barrels stand in the middle of the hallway by the eastern wall. The wood appears to be in bad condition. Though the area appears to have remained dry over the years, the barrels have slowly decayed with the passage of time. One of the barrels appears to have no lid. Just beyond the barrels is a closed metal door on the western wall.



Treasure

One barrel is empty, the other two are full of small metallic parts like screws, nails, copper instruments, and other similar trinkets. Professor Daela will pay 10 gold pieces for both barrels.

B3. Storage Room

The door is locked but the lock mechanism has eroded after such a long time. The lock can be bypassed by a character who succeeds on a **DC 11 Dexterity check using thieves tools**. The door can also be forced open with a successful **DC 14 Strength (Athletics) check**.

There are several pieces of furniture inside the storage room. Most is in poor condition but still standing. A successful **DC 10 Wisdom (Perception) check** allows a PC to notice that the dust layer in this room is not intact; there are small vermin-like footprints throughout the dust. A **success by 5 or more** also reveals, obscured by the various furniture in the room, a few fist-sized holes on the walls at ground level. As characters explore the room, **2 swarms of rats (MM, page 339)** emerge from the holes and attack the party.

General Features

These are the general features of House Can-nith's ancient laboratory. It was abandoned almost 1500 years ago and was closed off 966 years ago.

Terrain. Stone tiles pave the floor. Despite the passage of time, the floor tiles are still in good condition. There is a thick layer of undisturbed dust on the floor.

Doors. There is only one metal door to access **Area B3**. It is locked but the lock is eroded beyond usefulness.

Light. Most areas in the laboratory are in complete darkness. **Area B5** has dim-light because some vats and the scheme radiates a green-tinted light.

Smells and Sounds. There is a coppery smell in the air, similar to rust. After a few minutes, it becomes dry and dusty with all the lifted dust from the floor. The only sound is a low pitched vibration that comes from **Area B5**.



Treasure

There are 10 gold coins with the ancient Galifar I seal from when the kingdom was first united. Kundarak Bank may buy them for triple their value. A coin collector may even pay more. There is a statuette set of the Sovereign Host deities. Two of them are broken. Professor Daela will pay 20 gp for them. Inside the cupboard by the north wall, there is a golden compass worth 10 gp.

Adjusting the Encounter

Level 1 – As written

Level 2 – As written

Level 3 – Add 1 **swarm of rats**

Level 4 – Add 1 **swarm of rats**

Level 5 – Add 2 **swarm of rats**

B4. Basement Storage

Read or paraphrase the following:

A flight of stairs descends 10 ft. to what appears to be a storage room. In each of the opposing corners stands crates and barrels in a seemingly poor condition. A large table by the western wall features a few items on top and two crates underneath. On each of the 3 opposing walls can be seen 3 identical swords, 9 in total.

As you enter the chamber, a noise disturbs the peace in the room; a screeching sound of metal on metal. Some of the swords on the walls start to vibrate and detach from their mounts. Most of the swords only fly for a few seconds before falling to the floor inert. The others float in the air as if an invisible warrior were wielding them.

Two **animated swords** (MM, page 20) are the remaining magical defenses of the room. They attack until they are disabled or destroyed.

Treasure

There are 12 gold coins with the ancient Galifar I seal from when the kingdom was first united. Kundarak Bank may buy them for triple their value. A coin collector may even pay more. One crate contains an assortment of broken potion vials. One *potion of healing* is still in good condition, despite its age. Another crate holds nine closed wine bottle inside. If opened, the wine's taste is foul. All of its components decayed a long time ago. The bottles are valuable to collectors. If the party finds the right buyer, they may pay up to 5 gp per bottle.

Adjusting the Encounter

Level 1 – As written

Level 2 – As written

Level 3 – Add 1 flying sword

Level 4 – Add 2 flying sword

Level 5 – Add 3 flying sword

B5. Laboratory

Read or paraphrase the following:

You enter what appears to be the last and largest chamber, the laboratory itself. The room, excluding entry, is roughly 30 by 30 feet. There are a total of eight vats of various sizes by the walls. All of them are six-feet tall but of varying volume. They are filled to the top with liquid substances that radiate a faint green light. It could not be water, not after this long. The liquid inside the vats is blue or green but it appears to be thicker than water. The way it bubbles, it appears similar to oil. From where you stand at the entry, the vats do not appear to be empty.

The floor is littered with metal implements, rusty instruments, and all kinds of laboratory paraphernalia. It looks as if someone had trashed the place before abandoning it. It was not a recent event; the dust layer is thick in this chamber too.

There are two metal tables in the middle of the room. One is empty, but the other one has something on it. The object on the table radiates faint green light. It is two and a half feet long and appears to be a brown colored stone cog. There appear to be circles of inscriptions on its face. This may be the schema you have been looking for!

Most of the vats have things inside them. On closer inspection, the party finds what appears to be several specimens and/or body parts floating in the thick fluid. Despite the long abandonment, the specimens are still recognizable as organic creatures or body parts.

A character who uses a *detect magic* spell reveals a faint transmutation aura coming from the vats. The schema shows an aura of transmutation magic.

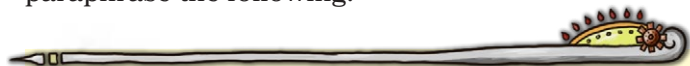
Any PC proficient with the **Arcana skill** knows that the runes on the schema are so old that there may only be a couple of people in Khorvaire able to decipher them.

A character who wishes to know or remember information about House Cannith may 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.

- **Everybody Knows** – House Cannith is responsible for the creation of most magical artifacts and mundane magic that cities across Khorvaire use.
- **DC 14** – Baron Merrix d’Cannith is the current leader of House Cannith in Sharn.
- **DC 16** – The creator of the warforged is Baron Merrix d’Cannith’s grandfather, who bears the exact same name. He created the first production run of warforged thirty three years ago. All creation forges were outlawed in the Treaty of Thronehold.
- **DC 20** – There are rumors that imply that House Cannith did not really invent the warforged, but rather reverse engineered the technology from other cultures from the ancient past. There are no hard proofs to this claim.

A character who inspects the chest by the northwest wall finds an old scroll case with some blueprints inside. The scroll case radiates an abjuration aura and is enchanted to keep whatever is held within to remain well preserved (See **Appendix IV**). The blueprints are well preserved. They have strange diagrams and runes on them. They appear to be instructions to build something. A successful **DC 20 Intelligence (Arcana) check** reveals the blueprints show how to tune and build a creation forge to build warforged (See **Sidebar 5** for the potential meaning of this discovery)

When a character approaches the schema, read or paraphrase the following:



As you approach with the intention of grabbing the ancient artifact, it begins to vibrate; a thumping low-pitched vibration you can feel in your bones. The vibration is stronger and weaker in a pattern similar to that of a heartbeat. The schema rises from the table, floating a few inches from the table’s surface.

Something catches your attention. The little trinkets and pieces of laboratory hardware littering the floor vibrate and start moving. Smaller objects collide into bigger ones to create an exponentially larger thing. Before you stand, within several heartbeats, 6-foot tall bodies made mostly of metal. They don’t have hands but instead their arms end up in sharp blades. In the middle of their faces, eyes of green light glare at you from beneath foreheads bearing identical cog-shaped ghulra sigils.

There are clear differences but no one would blame you if you said they were some kind of warforged.

Your eyes are involuntarily drawn away from the scene as the schemas vibrating pitch changes. Suddenly, the strange warforged-like creatures violently lurch towards you.



The creatures are 2 **Xen’drik homunculi**. When both are defeated, the schema stops vibrating and returns to the table. It may then be manipulated safely. Upon investigation, a successful **DC 17 Intelligence (Arcana) check** reveals to a PC that the schema was programmed to defend itself from being examined by anyone not from House Cannith who enters the area.

If Bloody Spear is in the room and survives the combat, *they* are disturbed in the extreme by these creatures. If asked, *they* explain that the oldest warforged are only thirty-three years old. Before that, House Cannith had not yet mastered the construction of creation forges. A PC will also know the same information with a successful **DC 15 Intelligence (History) check**.

SIDEBAR 5

The Mystery of the Blueprints

The blueprints appear to be an anachronistic document. The blueprints are almost 1500 years old. The laboratory must have been abandoned in -493 YK before the War of the Mark ended and Sharn was destroyed. The Laboratory was closed off later by Galifar I in 32 YK when the city was rebuilt. The blueprints explain the process to build a creation forge and how to use it to make warforged. However, House Cannith “invented” this technology only in the current century.

The first working creation forge was turned on in 965 YK, which explains why the oldest warforged are only thirty-three years old. The existence of this document from -493 YK implies that House Cannith may have been aware of the possibility of sentient constructs for a long time. Still, the question remains ... why couldn’t House Cannith achieve the creation of the warforged until almost 1500 years later?

Treasure

A successful **DC 13 Wisdom (Investigation) check** reveals 20 gold coins with the ancient Galifar I seal from when the kingdom was first united. Kunderak Bank may buy them for triple their value. A coin collector may even pay more. There are also two **eldritch sphere dolls** (See **Appendix IV**) under a table. Professor Daela will pay 5 gp for each one of them.

Adjusting the Encounter

Level 1 – As written

Level 2 – Add 1 **Xen'drik homunculus**

Level 3 – Add 1 **Xen'drik homunculus** and max out its HP.

Level 4 – Add 2 **Xen'drik homunculi** and add **multiattack**.

Level 5 – Add 2 **Xen'drik homunculi** and max out their HP and add **multiattack**.

Multiattack. The Xen'drik homunculus makes two attacks. The second one is rolled with disadvantage.

DEVELOPMENTS

The party has the schema and has finished exploring the laboratory. They can now exit the Depths of Sharn and return to the Upper Wards of Northedge to collect their bounty from Professor Garthen Daela. Proceed to **Part 3. The Flying Chase**.

THE SCHEMA

The arcane artifact is a mystery. On close inspection, the runes on its faces shift and constantly move around. Some seem to sink in the stone while others emerge from it. A character who speaks Giant or uses the *comprehend languages* spell can confirm that the language on the stone is an old and almost unintelligible dialect of Giant. Even with this information, no one is able to read the schema. The words on it appear to be jumbled by some kind of cipher.

A successful **DC 20 Intelligence (History) check** reveals the schema's origins date back forty thousand years ago to an ancient civilization of giants which had an incredible level of magic proficiency.

A successful **DC 15 Wisdom (Perception) check** (at advantage for those skilled with **Arcana**) reveals runes on the schema from a more recent origin. These cleverly hidden runes appear to be written in the modern common runic tongue. It appears House Cannith artificers may have found a way to etch their own instructions on the schema with magic. The modern runes follow the same behavior as the other ancient runes.


PART 3. FLYING CHASE

People fall so often that the Watch gives a 10 gp reward to mages who use the Feather Fall spell to prevent deaths.

-Sharn's Inquisitor Hulgan

After delivering the schema to Professor Daela. The adventurers witness a group of thieves steal the schema from the professor's office.

Read or paraphrase the following:



After what you experienced in the Depths of Sharn, returning to Cogsgate ward in Lower Tavick's Landing is a breath of fresh air. You now see that even the poorest in the lower wards have it way better than the people who live in the Cogs. You find a skycoach and start your way up to North-edge's switching station in Oak Towers ward. It is getting dark. It is cloudy but it does not appear like it will rain tonight. Clouds cover most of the moons except two.


Almost an hour later, you stand in Professor Garthen Daela's Office again. Although it is not so late, the Professor is not wearing his scholarly clothes. Instead, he's wearing a white nightgown. He still looks tiny behind his great desk.

Professor Daela enquires to the party's success. Allow the PCs a chance to relate what transpired and offer over the schema. The Professor conducts a quick inspection of the schema on his desk and confirms, smiling and excited, that it appears to be exactly the relic he was looking for.

The party can now interact with Professor Daela regarding any questions they may have. Professor Daela does not know a lot about the schema as he needs to translate it first. He will pay the party the arranged amount of gold coins. If Bloody Spear is present, *they* get paid one-hundred coins as arranged with *them*. Professor Daela explains that the quest was difficult and Bloody Spear was

working alone, that is why he agreed to pay more to *them*. Professor Daela may also now buy the other trinkets and relics from the Depths as detailed in **Part 2**.

After that, Professor Daela thanks them and bids them farewell. When the party exits the building but before they are too far away not to notice, a group of five agents of the Order of the Emerald Claw break into his office and steal the schema. Read or paraphrase the following:



You leave the office with your pockets bursting with gold coins. This has been the best bounty you have collected since being in Sharn. As you walk down the street that circles around the tower, thinking about what sophisticated tavern to visit, you hear coming from the direction of the Professor's office the sound of glass breaking and a man screaming. As you make a swift return to the office you just left, you see, a hundred feet away, a group of five hooded men jumping out of Professor Daela's office window. One of them is carrying what appears to be a heavy object covered in cloth.

Professor Daela jumps out behind them in his nightgown and throws himself at the man carrying the covered object. Both men fall to the ground and the object is revealed to be the schema. The thief covers it again while one of his allies pulls a rapier and stabs Professor Daela in the stomach. The five hooded men approach the street rail and jump into the abyss of Sharn's towers. You run to the scene just as Professor Daela's warforged butler emerges from the office with a first aid kit in *their* metal hands. As you look down the street rail, you see the five men falling in slow-motion to a street two levels below. They continue running north, towards Oak Towers ward.

Though Professor Daela's nightgown is scarlet red, the man appears conscious and calm. While the warforged starts first aid procedures, he says, "Sons of Khyber! Those bastards... Listen, my friends, there's no time. I know who they are ... it's the Order of the Emerald Claw. They've been fudging my research for years. But we can't let that schema remain in their hands ... it is incredibly dangerous. They must be escaping to Oak Towers ward, to the switching station, you must catch them there!"

One of the thieves is a mage apprentice. He used the *feather fall* spell to make their escape more difficult to follow. They have a skycoach waiting for them in Oak Towers ward switching station.

The characters are not bound by contract anymore. For whatever reason, the PCs may choose not to comply with Professor Daela's request. If the characters decide not to help, then this is the end of the adventure. See **Sidebar 6**.

If the party choose to enquire about payment or extensions to the contract, have the Professor 'conveniently' fall unconscious at that particular moment. (Either way, the Professor does not have more gold to offer them). Drop the hint the longer they wait, the further the Order of the Emerald Claw is getting away. If Bloody Spear is with the

SIDEBAR 6 Schema in the Wrong Hands

If the characters decide to let the thieves escape, Artemis d'Cannith gets the schema. A week later he turns it over to Queen Aurala. Having the schema gives her strong leverage against House Cannith. Most nations keep an amicable relationship with House Cannith because they are the only ones who can build creation forges and re-start warforged production. If The Last War were to reignite, the ability to create more warforged is a crucial advantage.

The schema unravels part of the mystery. If unchecked, Aundarian artificers will eventually figure out how to build a creation forge themselves. If House Cannith were to find out that Aundair has the schema, it would escalate the hostilities between both factions.

party and no one objects, *they* will follow the party.

If the characters decide to help, read or paraphrase the following:

The path from the switching station to the professor's office is not a direct one, as it is normal in Sharn. You have to go up and down levels a few times and circle a few towers to get there. If you could jump down street rails like those thieves, you would save a lot of time. But you cannot do that, so you have to make up for it by running.

Out of breath, you reach the street where the switching station is. There is a large skycoach parked nearby. The thieves you are trying to catch are currently boarding the skycoach. Unfortunately, you are too far to reach them in time. When you get to the switching station, the skycoach is sixty feet away from the dock, flying away and slowly increasing in speed.

Seeing your disturbed faces, the clerk at the station informs you that the next skycoach arrives in twenty minutes, but if you're willing to pay extra, he has two rentable soarsleds and one small skyraft. They cost 1 gold coin per hour each.

If the PCs decide to take up the offer, read or paraphrase the following:

Assuming this will not take long, or that maybe Professor Daela or his patron, Haras Kant, would be willing to pay that back, you accept.

The skycoach is still barely within sight as you board the soarsleds and the skyraft. Airborne now and slowly gaining speed, your eyes are focused on the skycoach. This appears to be a conscious choice as glancing down, you see the abyss of towers and bridges below you. Should you fall, you may well reach the very bottom of the city, thousands of feet below, quicker than you think.

If you have more or less than five players, the switching station has 1 skyraft and enough soarsleds for the rest of the party. One more if Bloody Spear is with the party. See **Sidebar 7** for information about these flying devices.



FLYING CHASE

There is no map provided for this encounter. Using the *theater of the mind* is encouraged for this section of the adventure. 2 characters are flying together on a skyraft while the rest of them are flying on soarsleds (1 each). These devices are fast but not as fast as the skycoach. It is never intended for the PCs to catch or board the skycoach, merely to close enough to keep tabs on it. The DM is encouraged to give the impression that the party can catch the skycoach but never actually getting there.

When the chase starts, 2 **agents of the emerald claw** and 1 **Emerald Claw captain** jump on their own soarsleds and fly towards the party. 1 **agent of the emerald claw** remains on the skycoach and shoot his crossbow. Any person can move their soarsled close enough to those Emerald Claws on soarsleds for melee attacks.

Every time a person flying on a soarsled takes damage, he must make a successful **Dexterity (Acrobatics) check** to avoid falling. Characters flying on the skyraft roll with advantage, unless they are sitting down, in which case, they do not roll. (See **Sidebar 8** for more information about falling)

Describe the Chase

Here are some description suggestions for this encounter:

- **Everyone is flying.** Describe how the skycoach makes a sharp turn and the party must do that too while they fight their enemies on soarsleds. They are all flying at high speeds also. If in combat, they miss the turn, having to divert at the next possible intersection to get back on track.
- **The city is alive.** They are not the only ones in the air. There are many other skycoaches, soarsleds, skyrafts, and flying creatures going from one place to the next. The party might need to move around them or evade them.
- **Gruesome death.** If a character causes an **agent of the emerald claw** to fall, describe how the man falls and dies several levels below as he smashes into a bridge.
- **Three dimensions.** A fight in the air is not limited by two dimensions. Both the characters and their enemies can move up and down. Incorporate this fact when describing the action. A character can fly under his enemy and attack him from below (or above).

SIDEBAR 7 Flying Devices

Soarsleds

Soarsleds are flying disks that people use to move around the city. They can achieve great speeds and are the favorite mode of transportation of couriers. The disk is two and a half feet in diameter and three inches thick. It is made of a light metallic material. The disk floats by itself and it is easy to drive. It features a kind of mental link with the user so that it behaves in the manner that the user wants. They never run out of energy but they only work in Sharn. Only one person can use it at a time.

Skyraft

Skyrafts are miniature versions of skycoaches. They are big enough to carry two people on them. The eldritch engine in the back is similar to the ones seen on normal skycoaches, but smaller in size. It is easy to drive, there are two levers. One for speed, and the other controls the direction of the exhaust tubes and the skyraft.

- **Lyrandar Ship.** One of House Lyrandar's flying elemental airships is currently entering the city on its way to the airship docking tower in Highest Towers ward. The escaping skycoach maneuvers around it at close distance, trying to lose the party. The party loses sight of the skycoach for a few seconds. They feel the scorching heat of the fire elemental ring.

Adjusting the Encounter

Level 1 – As written

Level 2 – Add 1 **agent of the emerald claw**

Level 3 – Add 2 **agent of the emerald claw**

Level 4 – Add 1 **agents of the emerald claw** and 1 **Emerald Claw captain**

Level 5 – Add 1 **agents of the emerald claw**, 1 **Emerald Claw captain**, and 1 **mage (MM, p347)**.

SIDEBAR 8

Falling in Sharn

The flying chase encounter in **Part 3** may cause one or more characters to fall from their flying devices. Fortunately, falling is a common enough occurrence in Sharn that it does not necessarily mean certain death. If a character falls during the encounter, roll a d20 on the next table to determine their fate.

- **1-2** Nothing stops the fall. The character may die instantly (20d6 bludgeoning damage) upon reaching the base of the city a little under 20 seconds later, unless the other characters can do something to save him.
- **3-6** The character falls into a bridge not so far below (50 ft.), taking 17 (5d6) bludgeoning damage.
- **7-10** Twelve seconds into the fall (1500 ft. below), a **giant owl** catches the character. The sudden sense of relief fades when the giant owl speaks and wants to charge the character 30gp for the “service”. It threatens to drop the character if he does not pay.
- **11-14** A magical bridge activates and casts *feather fall* on the character. He lands 100 ft. below.
- **14-17** A mage apprentice sees you falling and casts *feather fall* on you. The character lands beside him.
- **18-20** The character falls on a different sky-

coach 30ft. below, taking 10 (3d6) bludgeoning damage. The skycoach is moving south, towards Menthis Plateau.

If a character falls and is separated from the party, finish the encounter as scripted without the missing party members. When the party chases the skycoach to the private warehouse in the skyway, they will have a chance to regroup. House Sivis has a messaging service that costs 5 gp and lets you send a short written message to any other message station. The characters in the Skyway can message their friend who fell to catch up with them while they take a rest.

If all characters fell during the encounter, Bloody Spear offers to call a friend. *They* use a House Sivis switching station to get in contact with Inquisitor Hulgan. He is an inquisitor of the Sharn watch. Inquisitor Hulgan can use his divination spells to determine the current location of the warehouse. He does not accompany the party to the location. If Bloody Spear is not with the party and they are unable to come up with a way to locate the scheme, then they have lost the trail and will not be able to continue the adventure.



The enemy skycoach follows an erratic path around the city as it moves higher and higher towards the Azure ward in the Skyway. When the party defeat those on the soarsleds, read or paraphrase the following:

You have followed the Order of the Emerald Claw to the highest parts of the city. The Skyway lies before you, approaching in great speed. The castle-like towers in the Skyway are of a very different quality than the ones below, even the ones in the higher wards. Everything around you has the intention to portray how costly it is. It is as if every tower competed with the others to see which was more valuable. White and golden shiny bricks, gold plated oil lamps, docking stations for skycoaches in almost every tower, wide streets with trees and large parks with ponds.

The enemy skycoach is almost a hundred and fifty feet away from you. It flies faster than you but not

fast enough to lose you. You see the large boat-like vessel decelerate and approach a warehouse on the very edge of the eldritch floating disk that supports the Skyway. The warehouse is at ground level. It is in the base of a short squat white-bricked tower. The tower has an opening large enough for the skycoach to enter.

As you approach the warehouse, two 6-foot long bolts fly past you! There are four siege ballistae mounted on the warehouse's docking bay. The way you'd need to approach this, you are sitting ducks against the ballistae. One good hit would be enough to destroy any of your flying devices.



The shots from the ballistae should be enough to deter the PCs from going directly in the front door. Should they wish to continue, roll to hit on the next shots and let the dice fall as they may. See **Sidebar 9 - Airstrike!**

The party should (must) approach the warehouse by land. They can take a few minutes to regroup and rest before proceeding. If one or more party members fell during the flying chase, this is an opportunity to use House Sivis messaging services to let their lost party members know where to regroup (See **Sidebar 8**).

When the party is ready to continue, proceed to **Part 4. The warehouse.**

SIDEBAR 9

Airstrike!

If no character fell during the encounter, they are not badly hurt, and the party feels strongly inclined to enter the warehouse from the air, let them attempt to do so. It is dangerous but it makes for a great entrance. This is not recommended for characters of level 1 or 2. Choose a number of rounds for the entrance encounter and play it out. The ballistae take three turns to shoot so The Order of the Emerald Claw has one further chance after their initial text box failure. A hit immediately destroys a soarsled or skyraft, causing the user to fall.

If the characters make it, they make a hard landing on top of the skycoach in **Area C7** or the docking bay area in **Area C6**, triggering the final encounter.

Ballista (large object)

Armor Class: 15

Hit Points: 50

Damage Immunities: poison, psychic

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

PART 4. THE WAREHOUSE


*I wonder how people can live beneath the clouds.
The very thought makes me agitated...*

Haras Kant, Skyway Citizen

After pursuing the agents of the Order of the Emerald Claw to Skyway, the adventurers follow the flying coach to a private warehouse.


C1. Azure Ward Streets

Read or paraphrase the following:



It's dark now but the streets in the Azure ward are always well lit. There are gold-plated oil lamp posts every thirty feet. The street outside the warehouse is wide, a line of apple trees in the middle sets it apart from other streets in the wards below. There are patches of grass and small gardens between the different towers. Four tall towers surround the warehouse. You can see lights and silhouetted persons within the windows.

The warehouse features only one entrance. The wooden double doors are wide enough for a horse-drawn cart to pass through. Beside the ballistae on the south side, two armored guards can be seen protecting the place.



2 **Emerald Claw captains** guard the entrance. They know a group of people followed the skycoach and are alert.

Adjusting the Encounter

- Level 1 – As written
- Level 2 – As written
- Level 3 – Add 1 **agent of the emerald claw**
- Level 4 – Add 2 **agents of the emerald claw** and 1 **Emerald Claw captain**
- Level 5 – Add 1 **agents of the emerald claw** and 2 **Emerald Claw captains**

Treasure

One of the captains carry a *potion of healing* in a belt pouch. It has House Ghallanda's seal on the vial.

C2 – Warehouse Foyer

This chamber is used as temporary storage space. There are crates around the room and a table with some weapons on it.

Treasure

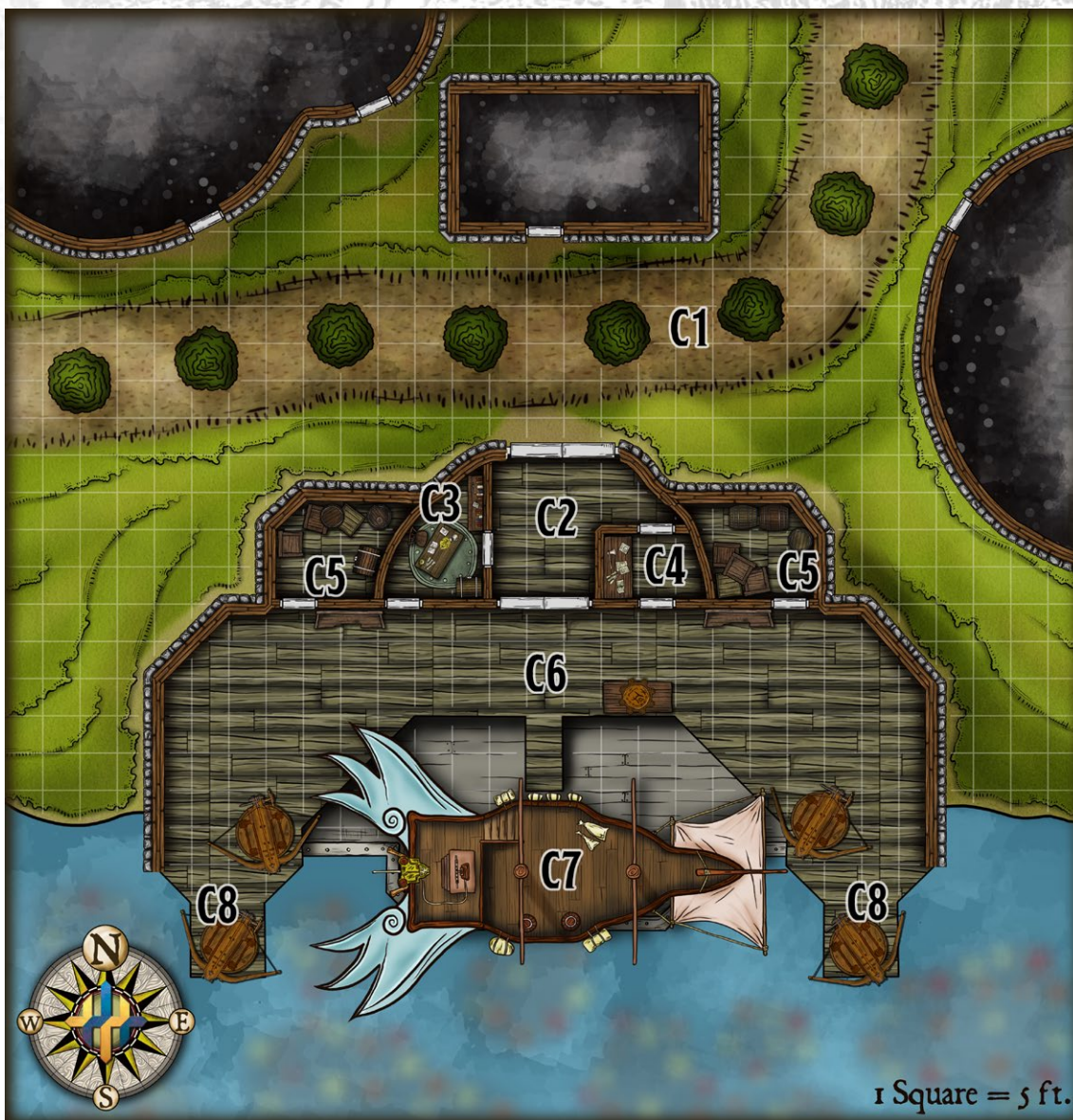
There is a small wooden box on the table with 5 (2d4) **Khyber Dragonshards** inside. A leather pouch inside one of the crates contains 13 (3d8) gp.

C3 – Office

There is one bookcase by the north wall, a chest near the door to **Area C2**. There is a wooden desk in the middle of the room; many papers and maps of the city can be seen on its surface. There is a black leather-bound book on the desk. It is a journal/logbook of all the activities in the warehouse and docking bay.

There are pages after pages of logs of objects moved in an out of flying vessels, sales, exchanges, and visitors of the last year. The characters cannot extract any valuable information from this journal yet. Understanding the content of this journal requires 1-2 weeks of reading /studying it.

Information learned from this journal may spawn further adventures not detailed in this module.



C4 – Workshop

This room has a desk by the west wall littered with mechanical parts and tools. There are other non-descript mechanical pieces and broken engines throughout the room. The only valuable things here are spare parts for flying vessels.

C5 – Storage Room


This room is full of crates, chests, and barrels. Everything appears to be tightly sealed for transportation at some later date. A character who wishes to inspect a crate or barrel must spend 5 minutes and make a successful **DC 14 Wisdom (Investigation) check** to find something of value. If successful, select or roll 2d6 (3 separate times) and consult the following table:

1. 1d2 *potion of healing*.
2. 1d6 Eberon Dragonshards.
3. 13 (3d8) gp
4. Statuette of Balinor (worth 45 gp)
5. 1d4 redeemable tickets for the Orient Lightning Rail (within Breland only)
6. A set of high-end bone dice (worth 15 gp)
7. Silver Necklace with 3 embedded rubies (worth 200 gp)
8. 1 soarsled
9. *+1 shortsword* with the emblem of the Silver Flame in the pommel.
10. Crate of Holding; functions just like a Bag of Holding but it is a 2ft x 2ft wooden crate
11. 3 *potion of healing* and 1 *potion of dragon breath* (green)
12. Leather pouch with 2 diamonds (worth 300 gp)

After rolling three times, there is nothing else of value in either of the storage rooms.

C6 – Docking Bay


Read or paraphrase the following:



The main docking area of the warehouse is just a little over 100 feet wide. The southern side of the chamber does not have a wall and is open to the elements. The ceiling reaches far enough to barely cover the currently docked skycoach in the landing area. The skycoach is in the center of the chamber, its main deck at ground level to the main area, accessed by a gangplank walkway. There is an opening on the floor where the skycoach is docked that gives way to a lower level where the lower body of the skycoach floats. The four ballistae the Order of the Emerald Claw used against you are located on rotating platforms at various locations around docking bay and warehouse. There is a metal table twenty feet away from you, next to the skycoach. The stolen schema is on the table.

You are not alone. There is a small group of people surrounding the table on which the schema is located. One of them stands out from the rest. He is a slim white-skinned man, six feet tall, and bald. He is wearing fine clothes, fine enough for him to be a resident of the Skyway. He wears an armband over his dark-blue leather coat. The armband is embroidered with a symbol of a green hand that appears to be made of green flames. But the thing that most describes him is a tattoo-like inscription that runs from the top of his head, down the right side of his neck, to his right shoulder. You cannot see where the mark ends due to his clothing. The intricate patterns of the mark are milky white, like pearls, but they shift with the light.

The dragonmarked man turns and faces you with a calm but defiant posture. He says with a high-pitched melodic voice, “Well, but it is the stubborn pursuers. I was waiting for you. My name is Artemis, and I run this operation. Your deeds today! They are impressive. I am impressed but you look like you live a harsh life in the lower wards. That’s not good. I can help you. Just work for me and you will not want again. Join the Order of the Emerald Claw.”



SIDEBAR 10

Roleplaying Artemis d’Cannith

Artemis d’Cannith has a **Great Mark of Making**. He represents a splinter part of House Cannith. His father was the man in charge of House Cannith’s faction in Cyre. After the destruction of Cyre and the death of his father, Artemis became an agent of the Order of the Emerald Claw based in Aundair.

Artemis works directly for Queen Aurala of Aundair. Since becoming a rogue agent, he has succeeded in everything he attempts; he is proud and feels unbeatable. Despite his dragonmark, Artemis does not care much for House Cannith. Personal gain is more important to him.

Due to his father’s importance, Artemis knows Baron Merrix d’Cannith well. Baron Merrix leads House Cannith in Sharn. Artemis fears him and does not want to compete with him.



The party is free to engage Arthemis d’Cannith in conversation. He is a talkative man and would like to avoid a conflict with people he does not know yet. If the characters start a conversation, these are some things that Arthemis d’Cannith may convey:

- You need not worry about this artifact anymore. It’s in good hands, and you will never see it again after tonight.
- I protect the people who work for me. You’ll find yourself in a privileged position.
- Oh, this mark? People make a great fuss about them but they’re just for show. Mine barely does anything.
- The man who hired you, Professor Garthen Daela. He and his sponsor are running a disloyal monopoly on ancient artifact research. I don’t blame you for thinking they’re the good guys.
- The Order of the Emerald Claw dates its origins back to the Last War, in Karrnath. We are now independent and not bound to any nation. We have no borders and no limits.

Depending on the party’s general alignment, they may fight Arthemis and his men or decide to work for him. The following paragraphs assume the party leans towards good and decides to defeat Arthemis and recover the schema. Should the party decide to join the Order of the Emerald Claw, the adventure as written ends here with the DM free to continue where the players wish to take it.

The party must face **Arthemis d’Cannith**, 1 **Emerald Claw captain**, and 1 **Agent of the Emerald Claw**. Arthemis uses his **Great Mark of Making** to spawn a **clockwork shadow** every turn if able. There are more people in the room, mechanics and the men who operate the ballistae. These NPCs do not engage the characters in combat. If a battle starts, they quietly slip away and flee the scene.

If the characters lose this encounter, they are killed by Arthemis and his men. They take their things and then drop their bodies from the Skyway to the city below. Should the party choose to surrender, their equipment is confiscated and they are taken captive. It is left to the DMs discretion as to where to go from here but allowing the PCs some heroic escape to save the day is always good. This scenario falls outside the



scope of the adventure as is left to the DMs discretion on how to run should this event occur.

Adjusting the Encounter

Level 1 – As written

Level 2 – Add 1 **agent of the emerald claw**

Level 3 – Add 2 **agents of the emerald claw**

Level 4 – Add 1 **agent of the emerald claw** and 1 **Emerald Claw captain**

Level 5 – Max out Arthemis’ HP and add 1 **agent of the emerald claw** and 1 **Emerald Claw captain**

If the characters defeat Arthemis by dropping him to 15% of his hit points, he is badly hurt and surrenders. Read or paraphrase the following:

You wound Arthemis and he falls to the ground. He might die from that wound if untreated. For once he looks scared. Arthemis manages to say between heavy difficult breaths, “You win... I yield. I cannot keep this up any longer. But I don’t want to die.” Arthemis coughs up blood and continues, “I won’t stand in your way any longer ... take the artifact and call The Sharn Watch. I’ll surrender to the authorities. I’ll pay the price for my actions.”

If the party agrees to let Arthemis live, he drinks a *potion of healing* he takes from his coat’s pocket and lets the party bind his hands. What happens after is addressed in the **Conclusion** under **Arthemis’ Fate**.

If the characters decide that Arthemis must die, one of them will have to execute him. This is an action any character can do automatically upon announcing it. It is encouraged that the characters debate the moral dilemma of executing a helpless person who wishes to be turned to the city’s authorities.

Treasure

Arthemis d’Cannith carries a +1 *rapier* and a leather pouch with 45 gp. He also carries a *potion of healing*, unless the party let him drink it after the end of the fight.

C7 – Skycoach

The skycoach is similar to the smaller ones used for transportation in Sharn. It is more than twice as big as standard issue ones. This one does not have any marking or signs that it belongs to House Orien or any of the transportation guilds. It appears to be privately owned. There is nothing of value within the vessel. The eldritch engine can be used upon saying the keywords: “*Khyber from Below*”.

C8 – Ballistae

There are four siege ballistae mounted on rotating platforms on a balcony-like part of the warehouse. The platforms have a 180 degrees range of rotation. Thus, they can target anything flying south of the warehouse but they cannot be moved to target something inside the building. Due to these restrictions, the ballistae cannot be used in the encounter in **Area C6**. See **Sidebar 9** for more information on the ballistae.

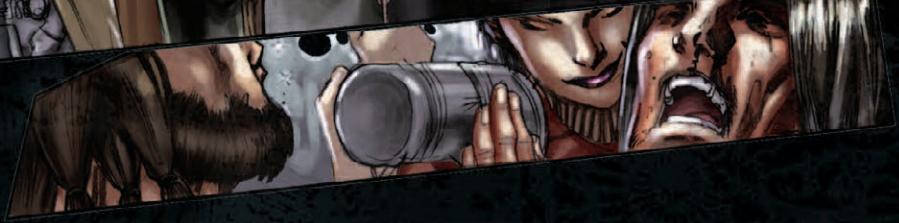
Proceed to **Conclusion**.

SIDEBAR 11

Schema to the Rescue

If the party appears they might lose the encounter, you may use this option to tilt the encounter their way.

During the fight, the schema starts vibrating and floating like it did in **Area B5**, it spawns two **Xen'drik homunculi** within twenty feet. Adjust the number of homunculi as suggested for the party level. They attack the closest creature upon arrival. You can use this seemingly random event to help the party by placing the homunculi next to Artemis men. They will ignore the party to attack the homunculi while the party regroups, gets some healing, or flees.



LASHLEY
MARIANO

ADVENTURE CONCLUSION

The Draconic Prophecy speaks of a grand ending. After thousands of years of research, we still have no clue...

~Arstyvrax, dragon necromancer.

The adventure has come to an end. A group of adventurers follows a thread that brought them to the lowest and higher places of Sharn, the City of Towers.

Arthemis' Fate

If the characters decided to accept Artemis d'Cannith surrender to The Sharn Watch, they eventually find themselves in the Sword Point Garrison, in middle Central Plateau. The guards arrest Artemis d'Cannith for the crimes of theft, organized crime, and smuggling. They throw Artemis in a cell. Two hours later, a Lyrandar flying vessel approaches the garrison and docks by it. Two Aundair ambassadors and a platoon of fifty Aundair soldiers descend from the vessel.

The ambassadors have identity documents for Artemis d'Cannith that identify him as a diplomat from that nation. The ambassadors argue that holding Artemis prisoner breaks national agreements due to his diplomatic immunity.

The Sharn Watch has no option but to release him. Artemis leaves with the Aundair ambassadors. They take him to Aundair's Embassy in Ambassador Towers ward, in middle Central Plateau.

The characters return the schema to **Professor Garthen Daela**. He is happy to recover the artifact. He also pays the expense for the soarsleds and skyraft if they let him. If the characters show the professor the blueprints from **Area B5**, he is dumbfounded by the potential meaning of this discovery. He cannot say much now because he needs to study the blueprints first. Professor Daela's conclu-

sions and the real meaning of the blueprints are not covered in this module.

Professor Daela appears to trust the characters and mentions that there will be a future opportunity for a paid expedition to Xen'drik. This future adventure is not covered in this module.

Haras Kant does not appear again to thank the characters.

If **Bloody Spear** followed the party this far, *They* thank the characters for such an exciting evening. Bloody Spear is delighted to make friends, especially adventurers. *They* say good-bye but let the characters know that *they* will call on the characters if *they* come across a mission or bounty that requires more than one person. These future adventure opportunities are not covered in this module.

House Cannith plays a passive role in this adventure but things change when Professor Daela acquires the schema. Professor Daela is a known authority in the study of ancient relics. It will not be long before House Cannith discovers that their ancient schema was unearthed. The situation is even more serious if the characters gave Professor Daela the old blueprints from **Area B5**. House Cannith is a powerful faction who will do whatever is necessary to recover the schema and the blueprints. If they learn the exact nature of both objects they will not hesitate to launch a direct attack. Future adventures regarding House Cannith's involvement are outside the scope of this module and left to the DM's discretion.

The skycoach from **Area C7** is available to the party after defeating Artemis d’Cannith and his allies. If they decide to use it, they need to figure out the command phrase with an *identify* spell. Taking this skycoach will not be taken lightly by the Order of the Emerald Claw. If the characters use this vessel for transportation there is a high chance they will be targeted by Emerald Claw strike teams. If Artemis d’Cannith survived the adventure, he may track the party down faster than expected if they use the skycoach (The skycoach only works in Sharn). Future adventures regarding The Order of the Emerald Claw’s involvement are outside the scope of this module and left to the DM’s discretion.

APPENDIX I

NPC'S AND CREATURES

AGENT OF THE EMERALD CLAW

Medium humanoid (human), lawful evil

Armor Class 15 (chain shirt, shield)

HP 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	11 (+0)	9 (-1)	12 (+1)

Saving Throws Wis +1

Senses passive Perception 9

Languages Common

Challenge 1

Deranged Fanatic. The agent of the Emerald Claw has advantage on saving throws against being charmed or frightened. Additionally, while the agent can see a member of the Emerald Claw that is of higher CR, and is friendly to it, the agent ignores the effects of being charmed or frightened.

Dirty Fighting. If the agent of the Emerald Claw makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 3 (1d6) damage.

Actions

Flail. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Light Crossbow. Melee Weapon Attack: +2 to hit, range 80/320 ft., one target. Hit: 4 (1d8) piercing damage.



ARTHEMIS D'CANNITH

Medium humanoid (human), neutral evil

Armor Class 16 (chain shirt)

HP 34 (5d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	12 (+1)	9 (-1)	13 (+1)

Saving Throws Dex +5, Wis +2

Senses passive Perception 9

Languages Common, Elven

Challenge 2

Great Mark of Making. As a bonus action, Artemis d'Cannith uses the power of his dragonmark to bring forth a clockwork shadow made of available metallic materials in the area. The clockwork shadow appears in a square adjacent to Artemis. Artemis can control one clockwork shadow automatically. If he summons a second one, he must maintain concentration. If he loses concentration, any existing clockwork shadows disassemble instantly.

Actions

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Reactions

Construct Sacrifice. If Artemis d'Cannith is hit, he can use his reaction to redirect the attack to a clockwork shadow he created adjacent to him.

BLOODY SPEAR (WARFORGED ENVOY)

Medium humanoid (construct), chaotic neutral

Armor Class 18 (integrated protection; heavy plate)

HP 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	11 (+0)	8 (-1)	6 (-2)

Damage Resistances poison

Condition Resistances poisoned, disease

Skills Athletics +4, Forgery Kit +6

Senses passive Perception 9

Languages Common, Dwarven

Challenge 1

Warforged Resilience. The warforged envoy has advantage on saving throws against being poisoned, and resistance to poison damage. It is immune to disease. It does not need to eat, drink, or breathe. It does not need to sleep and does not suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Integrated Tool. Bloody Spear has a forgery kit integrated into his body. He must have his hands free to use this tool.

Actions

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Magic Item

Ring of Displacement. Twice per day, the wearer can rub the obsidian stone on the ring to cast *misty step*.



CLOCKWORK SHADOW

Medium construct, neutral

Armor Class 12 (natural armor)

HP 7 (1d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	17 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances poison, lightning, piercing damage from non magical weapons.

Condition Immunities poisoned, frightened, charmed, stunned

Senses passive Perception 10

Languages understands Common but cannot speak

Challenge 1

Construct Resilience. The clockwork shadow has advantage on saving throws against being poisoned, and resistance to poison and lightning damage.

Immutable Form. The clockwork shadow has advantage on saving throws against any spell or effect that would alter its form.

Heroic Protection. If the clockwork shadow is adjacent to its creator when the creator is hit by an attack, the clockwork shadow can use its reaction to get in the way and become the target of the attack.

Combat Assistant. The clockwork shadow does not have any attack actions. It spends its turns doing the help action to assist its creator.

EMERALD CLAW CAPTAIN

Medium humanoid (human), lawful evil

Armor Class 15 (chain shirt, shield)

HP 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	11 (+0)	11 (+0)	13 (+1)

Saving Throws Wis +2

Senses passive Perception 10

Languages Common

Challenge 2

Deranged Fanatic. The agent of the Emerald Claw has advantage on saving throws against being charmed or frightened. Additionally, while the agent can see a member of the Emerald Claw that is of higher CR, and is friendly to it, the agent ignores the effects of being charmed or frightened.

Dirty Fighting. If the agent of the Emerald Claw makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 3 (1d6) damage.

Actions

Multiattack. The Emerald Claw captain makes two flail attacks.

Flail. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Light Crossbow. Melee Weapon Attack: +2 to hit, range 80/320 ft., one target. Hit: 4 (1d8) piercing damage.

Reactions

For the Claw! When reduced to 0 hit points, the Emerald Claw captain immediately moves up to twice its speed and makes a single attack with its flail with advantage, then dies.

HORRID RATS

Small beast, neutral evil

Armor Class 14 (natural armor)

HP 8 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	13 (+1)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities acid

Condition Immunities charmed

Senses darkvision 30 ft., passive Perception 11

Languages -

Challenge 1/2

Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid rat are always made with disadvantage.

Keen Hearing and Smell. The horrid rat has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The horrid rat has advantage on attack rolls against a creature if at least one of the horrid rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage and 3 (1d6) acid damage.

LONGTOOTH SHIFTER

Medium humanoid, neutral

Armor Class 11 (leather armor)

HP 15 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +4, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 1/2

Immutable Form. The longtooth shifter has advantage on saving throws against any spell or effect that would alter its form.

Keen Hearing and Sight. The longtooth shifter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

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

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

THI-CHAIK (LONGTOOTH SHIFTER)

Medium humanoid, neutral

Armor Class 13 (leather armor)

HP 21 (4d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+0)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 1/2

Immutable Form. The longtooth shifter has advantage on saving throws against any spell or effect that would alter its form.

Keen Hearing and Sight. The longtooth shifter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The longtooth shifter makes one claw attack and one bite attack.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

XEN'DRIK HOMUNCULUS

Medium construct, chaotic evil

Armor Class 14 (integrated protection; composite plating)

HP 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+3)	13 (+1)	17 (+3)	6 (-2)	10 (+0)	3 (-4)

Damage Resistances poison, lightning, piercing damage from non magical weapons.

Condition Resistances poisoned, frightened

Senses passive Perception 10

Languages understands Giant but cannot speak

Challenge 1

Warforged Resilience. The warforged envoy has advantage on saving throws against being poisoned, and resistance to poison and lightning damage. It is immune to disease. It does not need to eat, drink, or breathe. It does not need to sleep and does not suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Immutable Form. The Xen'drik homunculus has advantage on saving throws against any spell or effect that would alter its form.

Uncanny Resilience. If damage reduces the Xen'drik homunculus to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is bludgeoning or from a critical hit. On a success, the Xen'drik homunculus drops to 1 hit point instead.

Metallic Recovery. As a bonus action, the Xen'drik homunculus reinforces its body with more material from its surroundings. It recovers 2d8 hit points and has a +1 bonus to AC until the start of its next turn. It cannot use this ability until it finishes a long rest.

Actions

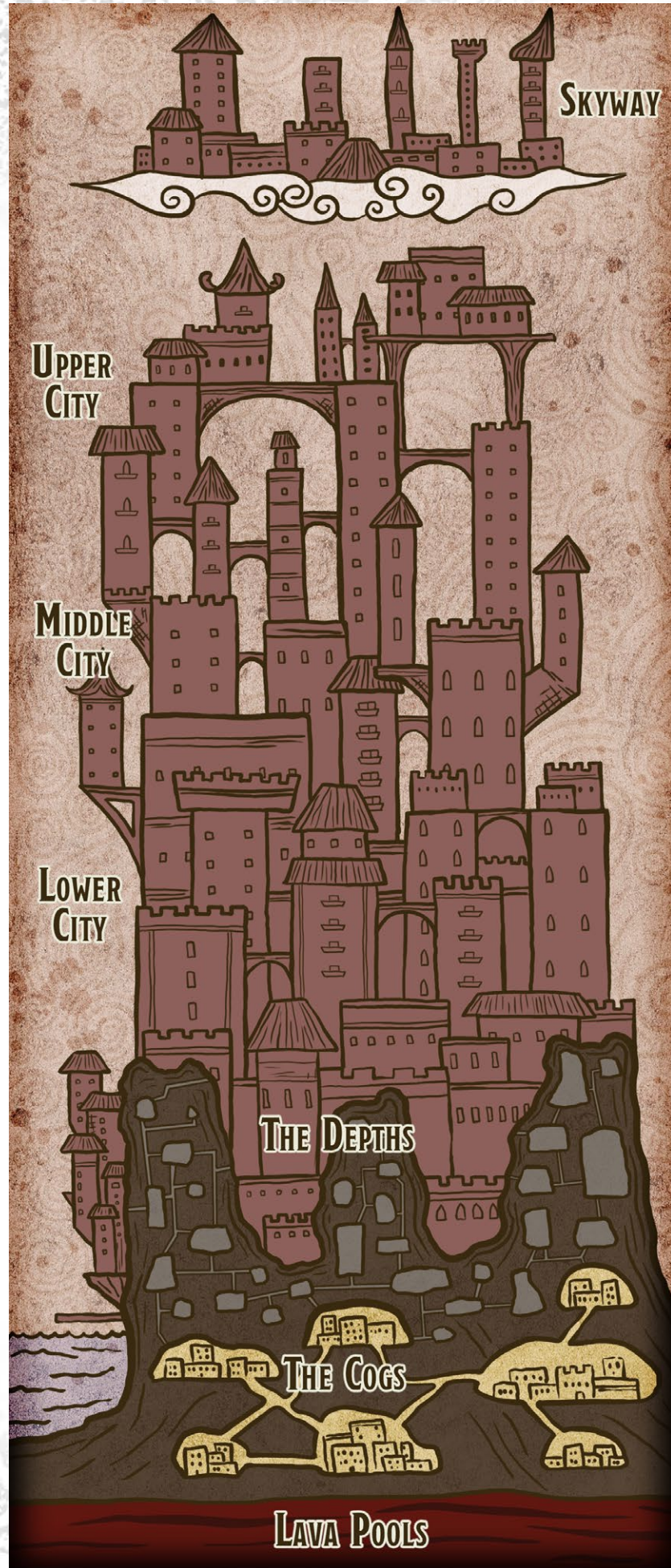
Blade arm. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

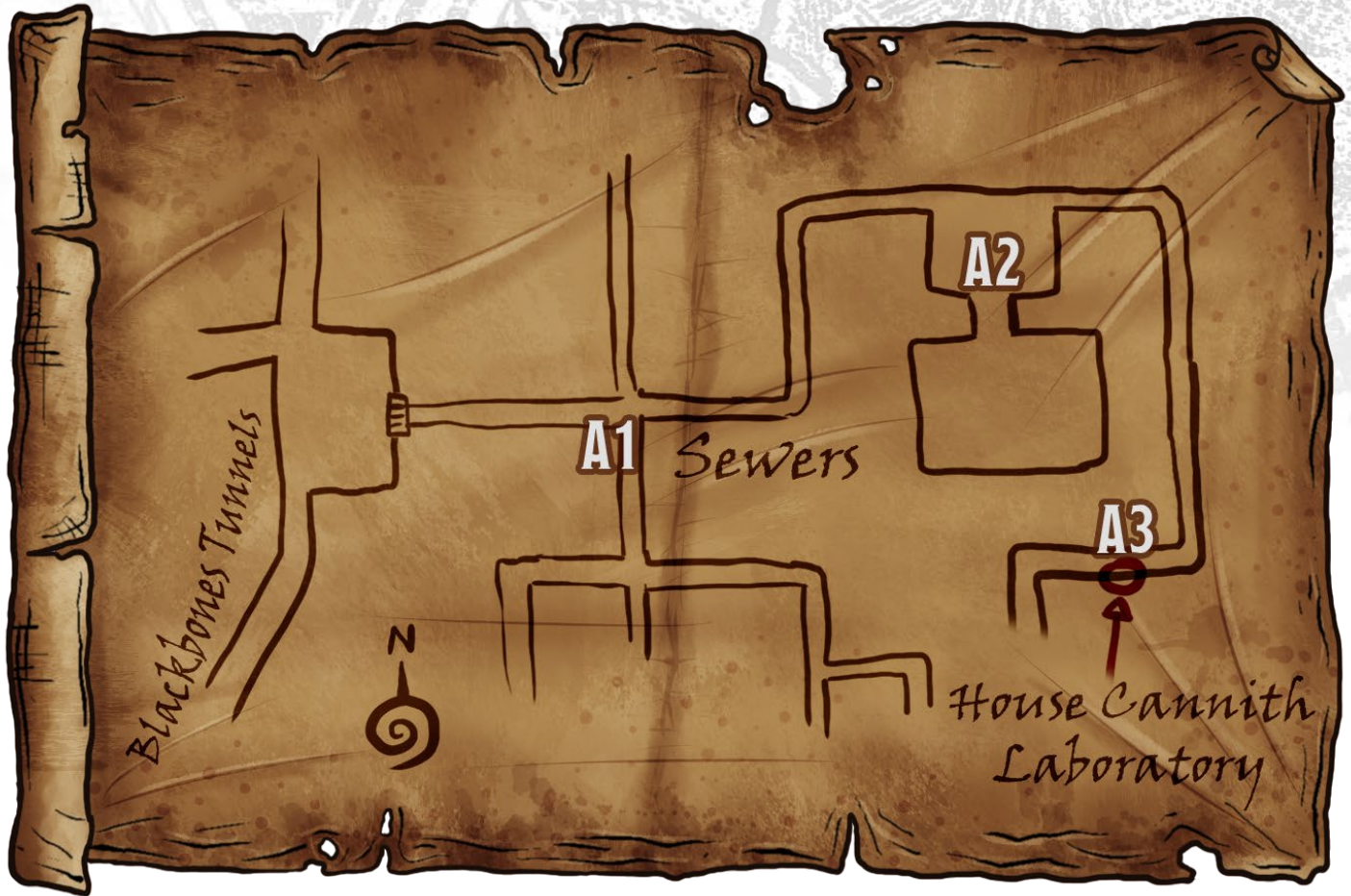
APPENDIX II MAPS

SHARN MAPS

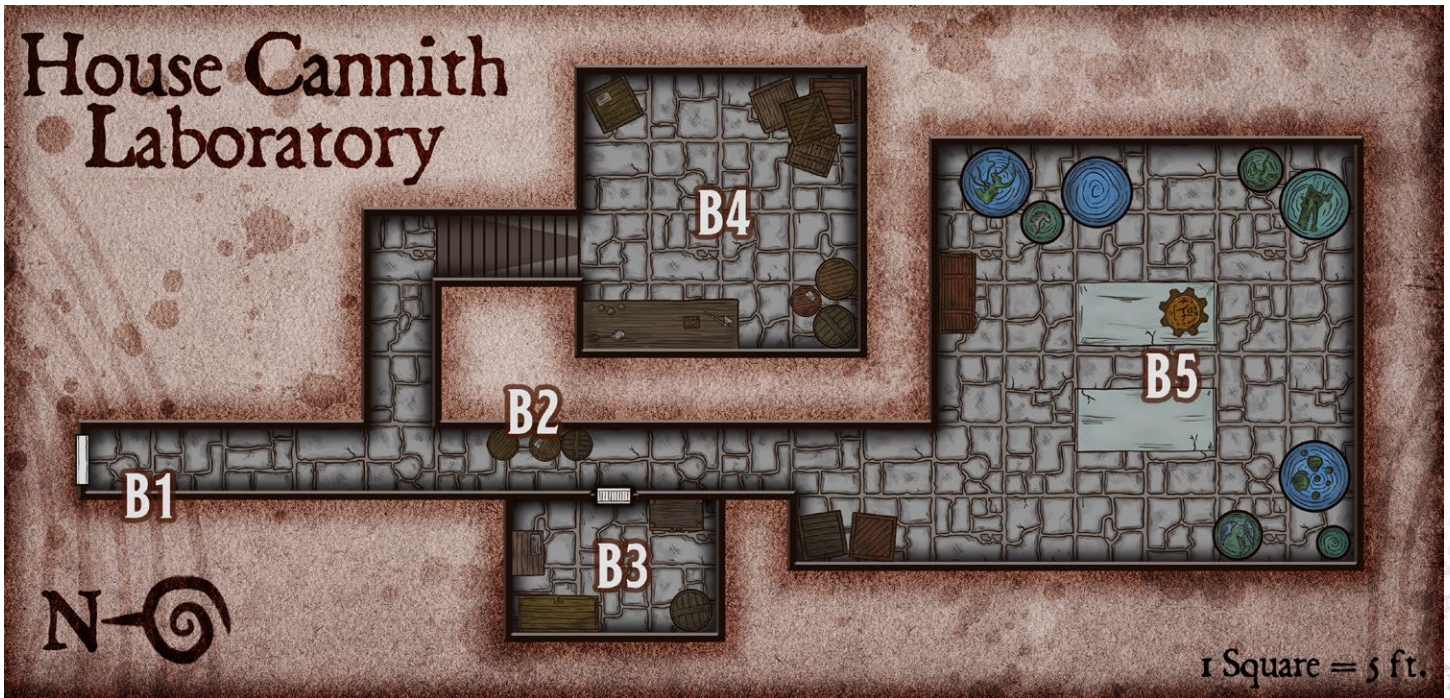




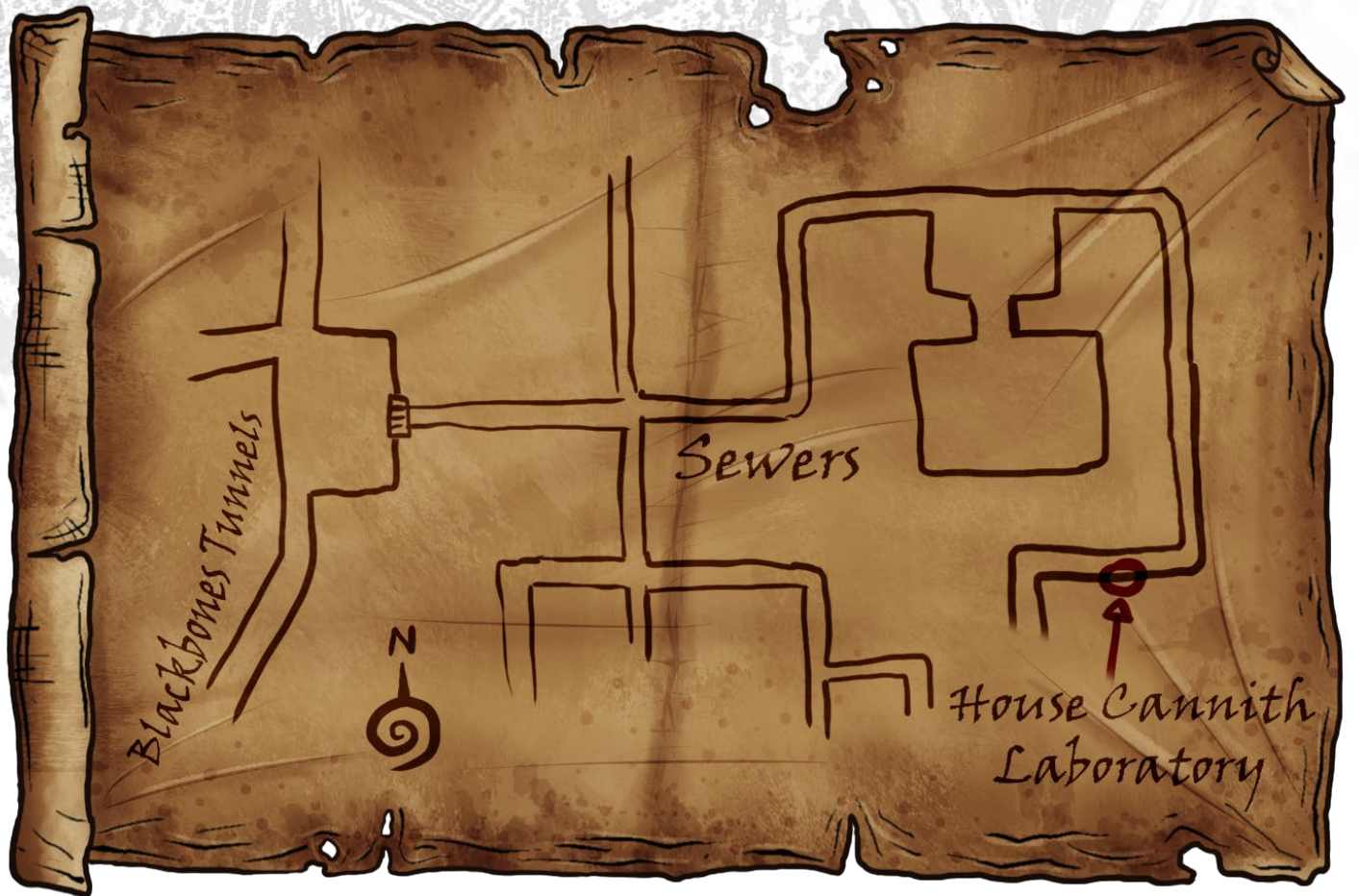




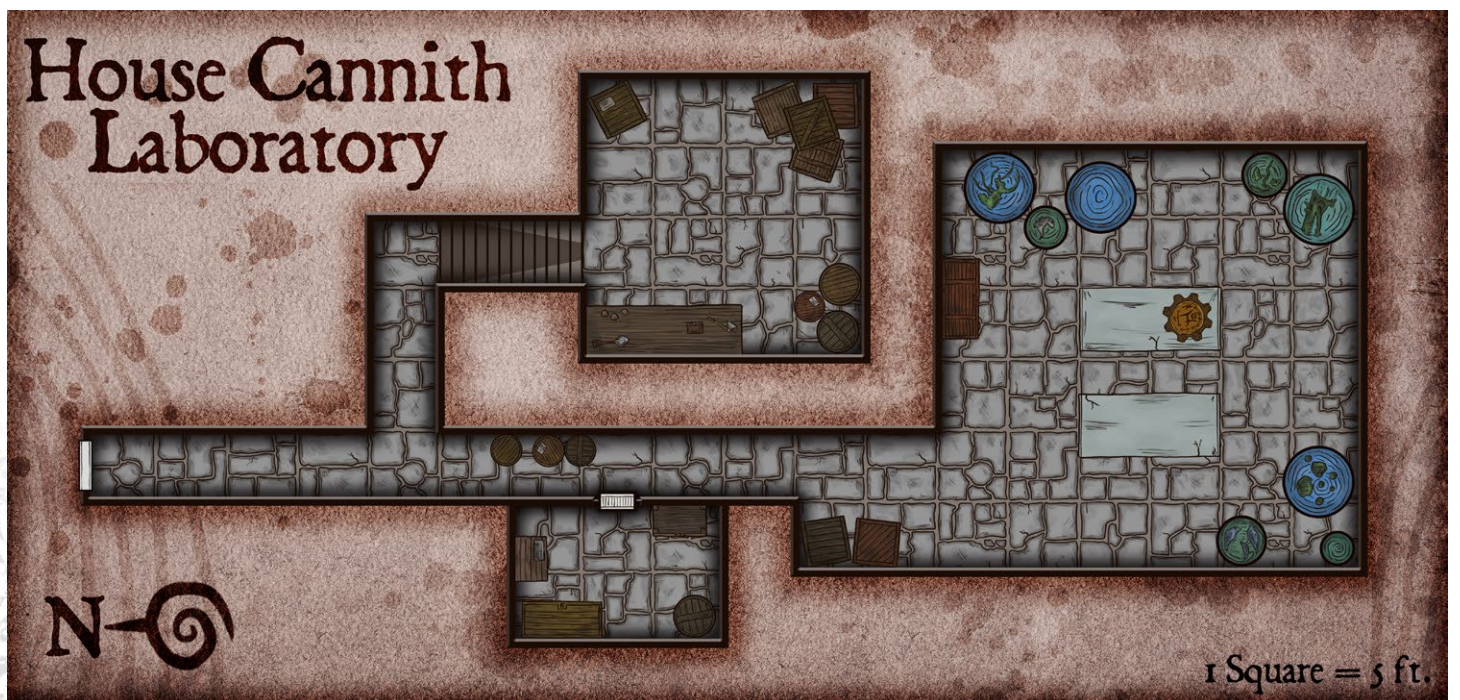
SEWERS DM MAP



LABORATORY DM MAP

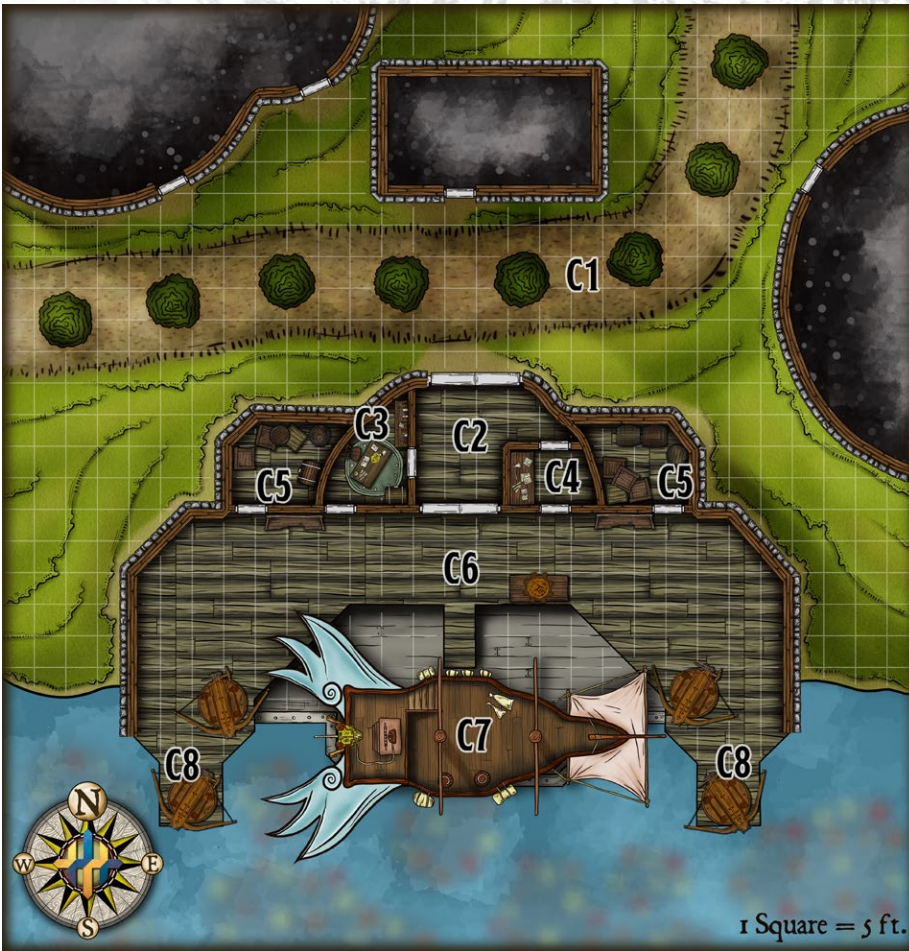


SEWERS PC MAP

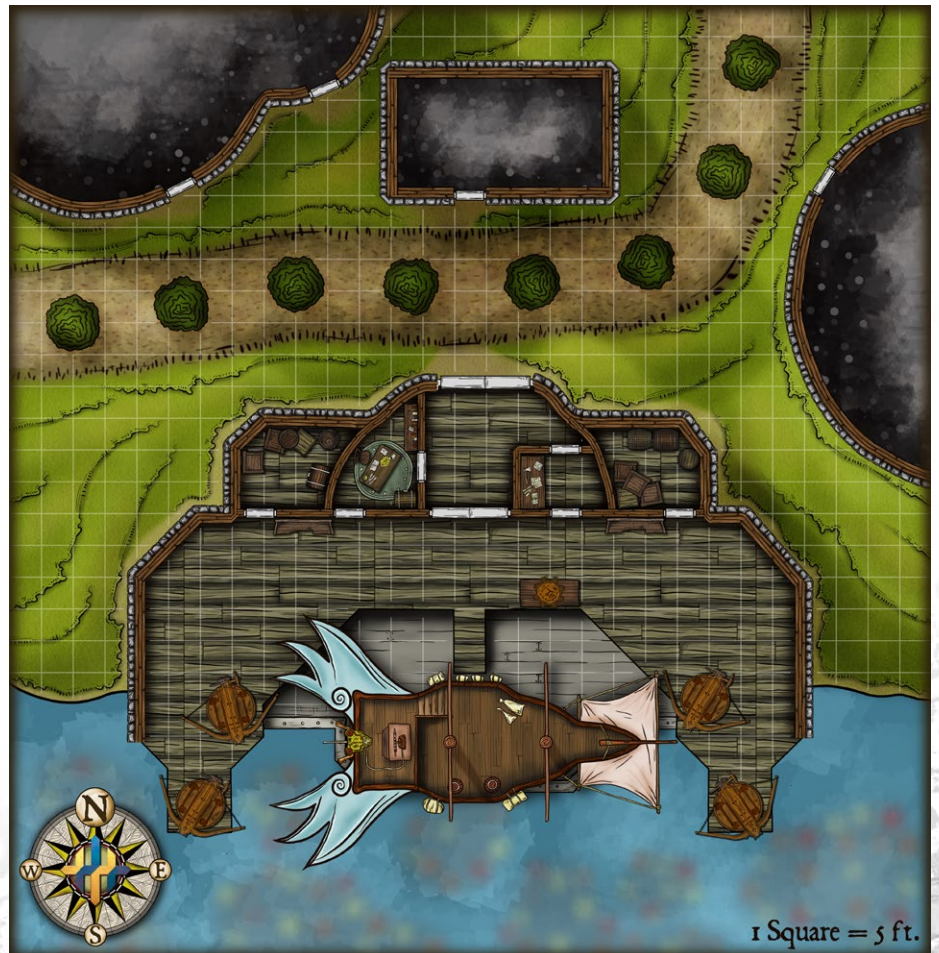


LABORATORY PC MAP

WAREHOUSE DM MAP



WAREHOUSE PC MAP



APPENDIX III

PROPS

Bounty Contract

A client has requested House Deneith's services in exchange of gold.



To represent House Deneith's interests and values, and to collect the bounty, present yourself to Professor Garthen Daela's office in Crystal Bridge ward, Upper Northedge.

PROP # 1



PROP # 2

APPENDIX IV

MAGIC ITEMS

Ring of Displacement

Ring, rare (requires attunement)

While wearing this ring, you can cast the *misty step* spell from it as an action twice per day.

Case of Preserving

Wondrous Item, uncommon

This scroll case is made of white bone. The exterior features bas-relief carvings of scenes of forests and mountain ranges. The craftsmanship of the bas-reliefs is superb. Any paper, scroll, parchment, or similar writing medium placed inside the case does not suffer any effects from the passage of time. Natural erosion, paper decay, ink fading, and other similar effects are negated for as long as the paper remains inside the case. If an object is removed from the case, the natural process of decay resumes.

The case of preserving only works on writing mediums as mentioned above. It has no effect on any other type of material or objects.

Eldritch Sphere Doll

Wondrous Item, uncommon

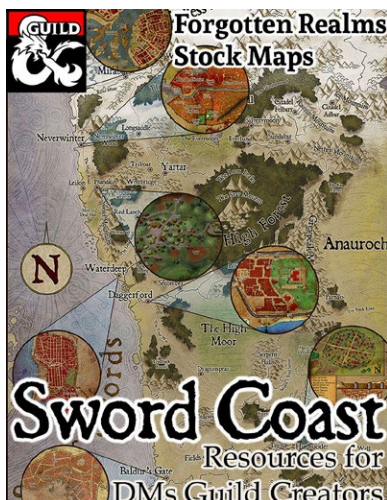
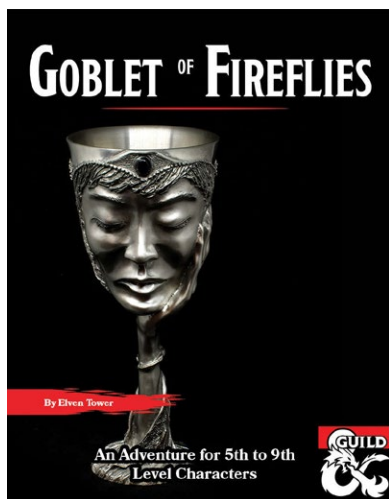
This object appears to be a 5-inches in diameter sphere of clockwork machinery. The small cogs and engines inside never seem to stop despite the lack of any apparent energy source. The clockwork device features such engineering prowess that the energy used to keep the small parts moving generates enough energy to keep the system functioning. It is a kind of perpetual engine. If the top of the clockwork sphere is touched, the small engines work faster as the parts of the sphere move around, relocating, and changing the shape of the object. The sphere becomes a 5-inch tall humanoid that walks back and forth brandishing a miniature axe. It appears to be a children's toy.

THANK YOU

Wow! You got this far. I want to thank you wholeheartedly for purchasing and using this module. 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. And there is more to come because this is the first 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. Most of my stuff there is cartography but I have another adventure too.



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