

DDAL-ELW04



JACK OF DAGGERS

An Eberron *Embers of the Last War* Adventure

Caught between House Phiarlan and a criminal syndicate, the characters delve into the city's underworld to discover who's hiring killers for their dirty work. Things get out of control fast – and what could be faster than the high-speed lightning rail to Thrane?



A Two-to-Four-Hour Adventure for Tier 1 Characters.
Optimized for APL 4.

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ADVENTURE PRIMER

"In the end, you have to choose whether or not to trust someone."

- Sophie Kinsella

Jack of Daggers is an adventure for three to seven 1st to 4th level characters, optimized for five 4th-level characters.

BACKGROUND

MERRIX D'CANNITH of **CANNITH SOUTH** knows the Last War left the monarchy of Breland reeling, and he is prepared to see the king put down and revel in the change. Working with **LOBANA PETRIEVNA**, an agent of the **SWORDS OF LIBERTY**, the pair have begun a complicated plot.

YEQ THE GRIN was an operative of the **BOROMAR CLAN**, a criminal syndicate run by the Boromar family of halfings, who was working with **CANNITH WEST** and murdered a **HOUSE ORIEN** courier, stealing a letter addressed to Merrix d'Cannith from the Swords of Liberty. A group of adventurers has recovered and deciphered the letter. These adventurers know the Swords of Liberty and Cannith South are working together, but the details of the organizations' plans are still a mystery.

The characters receive a missive from **HOUSE PHIARLAN** stating that further information on this unfolding sequence of events has been located and requesting the adventurers' presence at a nearby theater for further discussion.

EPISODES

The adventure is spread over **three to four episodes** that take approximately two to four hours in total to play.

The story begins with the characters arriving to the Starfire Dragon Theater in Middle Menthis.

- **Episode One: Entertaining to the End.** The characters meet up with a contact from House Phiarlan to ascertain what information they have gathered and how they can be of further assistance. This is the Call to Action.
- **Episode Two: Breaking into Boromar.** The characters attempt to infiltrate a Boromar Clan outpost.
- **Episode Three: Chasing the Changeling.** The characters uncover a startling secret about the Boromar agent, only to have the changeling slip out and make a dash for the lightning rail station to Thrane!

BONUS OBJECTIVES

This adventure includes bonus objectives that the characters can pursue if they have the time to do so—earning additional advancement checkpoints in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A – A Bit of a Turnabout.** A House Orien agent requests a small favor from the characters.
- **Bonus Objective B – Get Me Outta Here!** One of the prisoners from the Boromar cellar needs help getting out of Sharn.

EPISODE SEQUENCE

Depending on your time constraints, play style and environment, this adventure takes approximately two to four hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately two hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in episodes 1 through 3 in order, however, you may include the opportunity to pursue the bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives. These optional objectives take place during episodes 1 and 2; but can no longer be completed once episode 3 begins.

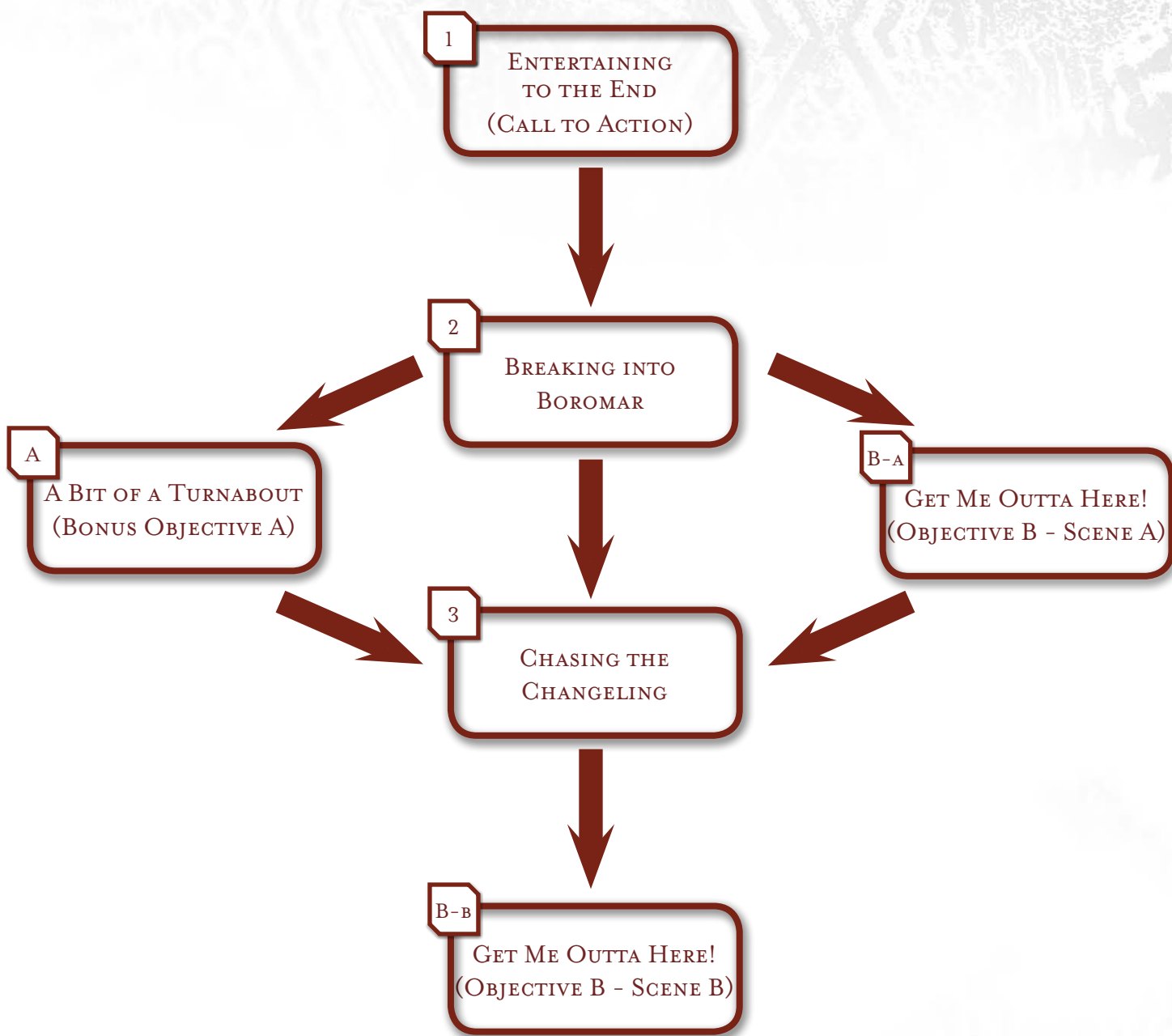
WARDS AND DISTRICTS

The city of Sharn is divided into large Wards that have unique flavors often based on their height and further divided horizontally by neighborhoods referred to as Districts.

Sharn is a vertical city. It is divided up into five distinct plateaus, as well as a district built into the sides of the cliff near the Dagger River. The five plateaus are known as Central Plateau, Menthis Plateau, Northedge, Dura, and Tavick's Landing. Cliffside is a neighborhood perched on the side of the cliff. While each plateau divides the city into districts, the city is also stratified vertically into several sections. The lowest wards of the city are called the Cogs, and if you were to walk to the heights of Sharn you would pass through the Depths, the Lower City, Middle City, Upper City, and then finally you would need to find some method of travel to the highest section of Sharn, which is Skyway. Generally, the higher you are in Sharn, the wealthier the citizens are.

ADVENTURE FLOWCHART

This section provides a basic understanding of not only the flow of the episodes, but also the outline of the different paths that your players may take in reaching their stated objective.



EPISODE ONE: ENTERTAINING TO THE END

Estimated Duration: 15 minutes

Location (District, Ward): Smoky Towers, Middle Menthis

THE STARFIRE DRAGON

The characters receive a missive from House Phiarlan, directing them to a meeting with one of their agents, Ty'nald d'Phiarlan, at the Starfire Dragon Theater in order to negotiate a trade of skills for information.

House Phiarlan heard rumors the Boromar Clan is connected somehow to Cannith West. Ty'nald is suspicious of this partnership and the shady happenings occurring around it. He wants to find out more, as information and secrets are valuable to his house.

AREA INFORMATION

This area has the following features:

Impressions. Middle Menthis is quite possibly Sharn's most diverse ward, representing a true melting pot of different races, ethnic and national origins, economic classes, and social statuses.

The Starfire Dragon is brightly painted on the exterior, only slightly chipping. The sound of loud music and the smell of delicious food come from inside.

Lighting. Inside the theater, each table has a small everbright lantern on it, but they are mostly covered, with intricate designs etched on them allowing a small amount of dim light to filter out over each table.

CREATURES/NPCs

Ty'nald d'Phiarlan (CN male Mark of Shadow elf **scout**), the agent for House Phiarlan, is seated inside eating dinner and intently watching the performance.

HOUSE PHIARLAN

The world at large knows the elves of House Phiarlan as entertainers of the highest order. This stems from a tradition that dates tens of thousands of years, and for many members of the house, it is the only trade they follow. Though stories abound that attest the elves of Phiarlan are spies or worse, the people of Khorvaire treat these as children's tales. Phiarlan's virtuous performers are known across the continent for their talents. In truth, House Phiarlan controls one of the finest intelligence networks in Khorvaire, but these services are available only to guildmasters, nobles, and others the house recognizes as players in the great game of politics and power.



Objectives/Goals. Ty'nald needs to convince the characters to seek out the Boromar Clan outpost in the Highhold Ward to infiltrate it in order to retrieve information that he believes could be valuable to House Phiarlan.

What Does He Know? Ty'nald comments at length on the entertainment for the evening, a young and beautiful elf woman reciting lyrical poetry to the rhythm of a set of ethereal pipes. Such beautiful artistry is truly worthy of an elf of House Phiarlan he believes.

After he has had a suitable amount of food and entertainment, Ty'nald speaks with the characters on the reason they have been summoned here, the information that he suspects the Boromar Clan of withholding. If the characters have played previous adventures in the *Embers of the Last War* storyline, they should have an idea of what Ty'nald is referring to. If not, have Ty'nald layout the basics: he knows the Boromars are working with Cannith West against Cannith South, but he isn't sure of the details and wants to be in the know.

Fridden Boromar is a distant relative of the current patriarch of the Boromar Clan and is believed to be seeking to increase his power by blackmailing members of dragonmarked houses. Fridden is entangled in this mysterious plot that seems to touch House Cannith. It is likely that Fridden can shed some light on this plot (though not without some charming or beguiling) or has information somewhere in his chambers.

Ty'nald can provide directions to the Boromar Clan outpost in Highhold. He cautions the characters that they may need to use either guile or force in order to gain entrance, as Highhold is an upscale dwarf neighborhood, and a motley crew of adventurers may appear rather conspicuous.


OBJECTIVES

The characters need to infiltrate the outpost and take any measures necessary to uncover why the Boromar Clan murdered the House Orien courier carrying a letter meant for Merrix d'Cannith. House Phiarlan is certain that vital information is being withheld and that Fridden Boromar or his second-in-command, Arduk, has answers.

BONUS OBJECTIVE

If this is being run as a longer adventure, the characters encounter an agent of House Orien as they leave the Starfire Dragon to head towards Upper Dura. Refer to Appendix 4 for additional information on **Bonus Objective A: A Bit of a Turnabout.**





EPISODE TWO: BREAKING INTO BOROMAR

Estimated Duration: 75 minutes

Location (District, Ward): Highhold, Upper Dura

In this episode, the characters make their way to the Highhold Ward in Upper Dura, following the directions given by Ty'nald d'Phiarlan. The characters must gain entrance to the Boromar outpost to find Fridden or Arduk.

SCENE A. OUTSIDERS LOOKING IN

"Gold is the gift of the mountains, but iron comes from blood and bone."

—Mror Proverb

PREREQUISITES

The characters previously met with Ty'nald d'Phiarlan at the Starfire Dragon Theater to get directions to the Boromar Outpost.

AREA INFORMATION

This area has the following features:

Impressions. The architecture in Highhold is sturdy, functional stone, though the scale is slightly too small for most humans. While there is luxury to be found here, the citizens put work before play. The inns and taverns serve strong Mror ale and stonebreaker mead, and most of the buildings and furnishings are built to dwarven proportions. Beyond the dwarves, there are a considerable number of gnomes in the district, reflecting the strong economic ties between House Sivis and House Kundarak.

Businesses in Holdfast include a branch of the Kundarak Bank and a Sivis message station. There are also restaurants serving Mror food, and a variety of other crafters, including master masons, architects, and armorers.

Lighting. If the characters approach during the day, bright light pours down from the sky at this level of Sharn. At night, the street in front of the outpost and neighboring restaurant is brightly lit by several streetlights, though the adjoining alleyway is only dimly lit by the light from those same posts. The buildings up and down the street cast long shadows across the street at intervals.



Outpost. The Boromar outpost is an imposing three-story structure tucked into the reaches made of fine dwarven stonework. Four Boromar agents (LE male mountain dwarf **veterans**) guard the entrance from the street and the alley stretching down the length of one side of the building. To the left of the outpost, a restaurant is doing a brisk trade in dwarven food, with patrons of all ethnicities spilling out into the streets, though most are dwarves or gnomes. Any character with a climb speed or a successful DC 15 Strength (Athletics) check can scale the wall of the restaurant, and then attempt to gain entry via the second-floor windows of the outpost (see room 4). A character escapes notice of the patrolling agents with a successful DC 17 Dexterity (Stealth) check. During the daytime, the DC increases to 19 as the number of patrons increases at the restaurant.

CREATURES/NPCs

Outside of the Boromar complex, there are four Boromar agents (LE male mountain dwarf **veterans**) guarding the entrance from the street and the alley stretching down the length of one side of the building. If they spot the characters approaching the building, they call out for them to halt. They can be talked into allowing the characters entrance with a successful DC 19 Charisma (Persuasion) check. Otherwise, they are on guard and ready to defend the entryway from intrusion.

They sound an alarm immediately if a Charisma (Persuasion) check is tried and failed or after 1 round of combat, and a Boromar **archer** appears on a small balcony across the street at the start of the next round.

The Boromar agents at the door attempt to take prisoners in order to ascertain why the characters were seeking to gain entry. They do not seek to kill characters, except for the archer whose goal is to stop intruders at any cost.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **veterans**.
- **Weak:** Remove one **veteran**.
- **Strong:** Add one **archer**.
- **Very Strong:** Add one **archer** and one **veteran**.

SCENE B. FIRST FLOOR

When the characters gain access to the outpost, they can search for more information about why the Boromar Clan murdered the House Orien courier.

AREA INFORMATION

This area has the following features:

Impressions. The sturdy stone architecture on the outside of the outpost continues inside. The ceilings are only 6 feet tall in most of the complex. See Appendix 6 for a map of the outpost.

Lighting. Inside the outpost, a small number of magical lanterns are hung from the walls, illuminating each room with dim lighting. Additional lanterns exist but are not lit at present. They could be lit with either magic or fire to provide bright light.



PLAYING THE PILLARS (SCENE A: OUTSIDERS LOOKING IN)

Combat

If the characters start a brawl in the streets during the daylight, they have a 50 percent chance of attracting the attention of the Sharn Watch. At night, that reduces to 25 percent. The watch immediately sends two **guards** to the scene to arrest the characters.

Exploration

Sharn is a city where magic is everywhere, every day. Travel from one ward to the next can be greatly sped up by hiring a skycoach. For 3 sp per person the party can fly to their next destination in a matter of minutes.

Social

The characters can attempt to distract the guards with any number of ruses; the Boromar Clan is naturally suspicious of everyone in the city. Give advantage on ability checks to any dwarves or gnomes attempting subterfuge.



FIRST-FLOOR HALL

The front door opens to a 5-foot-wide hallway stretching the length of the 60-foot building. At the end of the hallway, a stairway is visible leading to the second floor. Four doorways open off the left side of the hallway into various rooms, but all the doors are tightly shut. The second door is locked but can be picked with a successful DC 15 Dexterity check made with thieves' tools. Behind it is a steep stairwell carved from stone descending down into pitch blackness leading to room 9.

ROOM 1

Behind the first door is a large sitting room that has been converted into a meeting area for the various spies, couriers, assassins of the clan. Shelving lines the room, filled with all manner of clothing suitable for disguises and materials for forging various documents can be found scattered on the handful of tables and desks peppered around the 20-foot-square room.

ROOMS 2 AND 3

The third and fourth doors both open into 20-foot by 15-foot rooms that have been outfitted as dormitories for the various agents to sleep in when they are stationed at this outpost, currently no one is present in these rooms.

CREATURES/NPCs

If the characters managed to enter via diplomacy or without raising an alarm, they find only two Boromar agents (NE female dwarf and NE male forest gnome **spies**) on the first floor in the meeting room going over plans for an upcoming heist on a stagecoach rumored to be transporting a sizeable amount of gold. Characters with a passive Wisdom (Perception) score of 14 or higher notice these agents in time to exercise stealth to bypass them if desired.

If the alarm was raised, there has been enough time for additional agents to make their way to the main level, so the characters find the two spies, and an additional four **scouts** and four **bandits**, plus Zil (N changeling **bard**) currently disguised as Arduk, the female dwarf second-in-command at this outpost. Fridden Boromar (NE male stout halfling **knight**) is currently in command of this outpost and shows up 3 rounds later if the characters enter through the front.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **scouts**.
- **Weak:** Remove one **scout** and one **bandit**.
- **Strong:** Add two **spies**.
- **Very Strong:** Add one **spy** and two **bandits**.

SCENE C. UPPER FLOORS

This area has the following features:

ROOM 4

If a character sneaks in through the second-story window, they enter into the main 25-foot by 10-foot chamber at the front of the building. This room is furnished with a large bed piled high with opulent pillows and blankets. A large wardrobe is positioned along the eastern wall across from two elegant chests sitting along the western wall, both locked, and containing fine clothing in halfling sizes. A character picks a chest's lock with a successful DC 15 Dexterity check made with thieves' tools. One of the chests contains Fridden's journal and the other contains a *potion of healing* (see the next section for details). Tapestries adorn the walls presenting scenes of halflings arriving to Sharn in resplendent garb and working in all manner of prestigious stations.

ROOMS 5 AND 6

A door leads from the center of the back wall in room 4 into a 20-foot-long hallway with a room opening off either side are furnished also with beds and dressers of a slightly lesser quality than the main room at the front.

ROOM 7

The back room on the second floor has a kitchen set up along the eastern wall, with low tables set up on the opposite side and the doorways to stairs leading up and down on opposite corners of the back wall.

ROOM 8

The third floor is one large open room with sloped ceilings, set up as an armory with many bows and daggers of various types along with dummy targets that appear to have been stabbed many times already. A bundle of *+1 crossbow bolts* can be found with a DC 15 Investigation (Intelligence) check. Windows open to small slits underneath the low ceiling along the walls allowing someone inside to peer down into the alleyway or the main street. The four scouts will be here if the alarm was not raised.

CREATURES/NPCs

The main room on the second floor is Fridden's bedchamber, so characters entering that way encounter him if it is past nightfall and have a 50 percent chance of encountering him in his room during the day. He is generally located in the kitchen area or main meeting room on the first floor if not in his bedchamber. Fridden has the statistics of a **knight** with the traits of a stout halfling.

One of the other two bedchambers on the second floor belongs to Arduk, but she does not have many personal belongings to mark it as her own. If the alarm was not raised, she is in her bedchamber. A careful search of her room turns up a scrap of parchment pinned to the underside of her mattress that reads, "*Bring me what Fridden has. Take the train to Thrane at midnight tonight.*"

Arduk attempts to flee at the first sign of combat involving her, casting *invisibility* or *feather fall* if necessary to sneak past to the doorway or dive out the second-story window.

Objectives/Goals. Fridden wants to gain honor for himself within the Boromar Clan. Arduk has been tasked by a Boromar Clan leader with keeping an eye on Fridden and bringing anything of value to her.

What Do They Know? Fridden has a journal hidden in his room in one of the chests detailing what he has learned so far of the plot between Cannith South and the Swords of Liberty. Arduk has secretly been spying on Fridden and has a scroll with everything from Fridden's journal that she is to deliver to her handler when the time is right.

GETTING WHAT WE CAME FOR

If the characters confront Fridden, he gives up the following information on a successful DC 13 Charisma (Intimidation or Persuasion) check:

- Clan Boromar ordered the House Orien courier letter from the Swords of Liberty to Merrix d'Cannith of South be intercepted.
- The letter was written in a code only breakable by an heir of House Sivis.
- Jorlanna d'Cannith, Merrix's rival in Cannith West, hired the Boromars to steal the letter, but he doesn't know why.

If the characters kill Fridden prior to questioning him, allow them to acquire this information from any other agent in the house aside from Arduk, or from the journal hidden in Fridden's bedchamber.

HOUSE CANNITH

While all members of House Cannith are humans, not all members carry the dragonmarked Mark of Making. House Cannith contains both the Fabricators Guild and the Tinkers Guild, though anyone working for those guilds are not immediately considered a member of House Cannith.

The ruling leader of House Cannith is called a Patriarch or Matriarch. The last Patriarch was Starrin d'Cannith. After the Day of Mourning, and the destruction of their home enclave in Metrol, a new patriarch was to be assigned. However, with Starrin's only heir dead the decision became incredibly complicated. Three heirs stepped up to claim the title and now each of them have divided House Cannith. Cannith South is run by Merrix d'Cannith from Sharn; Cannith West is run by Jorlanna d'Cannith from Fairhaven; Cannith East is run by Zorlan d'Cannith from Korth.

SCENE D. THE CELLAR

This area has the following features:

ROOM 9

The stairway to the cellar is steep and goes down ten feet before turning sharply back on itself to descend another five feet where it opens into a 15-foot-tall cellar carved into the stone plateau. The cellar contains a 10-foot-square open space encircled on three sides by cells with close-set iron bars.



BONUS OBJECTIVE

If this is being run as a longer adventure, the characters receive a quest from the gnoll locked in one of the cells. Refer to Appendix 5 for additional information on **Bonus Objective B: Get Me Outta Here!**

CREATURES/NPCs

Four of the cells contain prisoners. The prisoners are guarded by at least four **bandits** (more NPCs can be found here at DM's discretion, as described in Scene B). A female and male human, a male gnome, and a male gnoll are currently locked in the four occupied cells, all in a sorry state of filthy clothing and nearing starvation. One of the humans, a dark-skinned female, appears to be covered in bruises inflicted from sharp jabs from a stick that one of the guards is carrying.

If the prisoners are freed, they are unable to fight in their current state. Each of them admits to having committed some slight against the Boromars. Donish Malc (NG male Brelish human **scout**) was caught eavesdropping on a meeting between two Boromar agents and was summarily thrown into his current cell about three weeks past. Yira Nothard (LG female Brelish human **commoner**) and Izzle Witts (N male rock forest **scout**) were both mistakenly caught up in the middle of a heist and saw more than Fridden liked, so he tossed them in the cellar approximately two weeks past. Rring Dampnose (CN male gnoll **spy**) is from a rival gang of thieves and has had a bounty placed on his head by the Boromars for months now, and, not realizing, was picked up when he came in on the lightning rail.

SCENE E. CHANGING THE NARRATIVE

Before running this scene, the characters should have explored all levels of the outpost and confronted Fridden or found his journal. They also should have uncovered the note in Arduk's bedchambers.

ARDUK/ZIL

Arduk attempts to flee at the first sign of combat involving her. As the characters begin to leave the building, they spot Arduk trying to make her way out the front door of the outpost.

A character with a passive Wisdom (Perception) score of 12 or higher notices the scroll that she clutches in her hand.

Arduk pauses just before the door, and transforms into her natural shape before shifting into a small male gnome body and looking directly at the characters.



EPISODE THREE: CHASING THE CHANGELING

Estimated Duration: 30 minutes

Location (District, Ward): Terminus, Tavick's Landing
In this episode, Zil leads the characters on a chase through the streets of Sharn to the lightning rail terminal, and then aboard a train headed for Thrane!

SCENE A. CATCHING THE MIDNIGHT TRAIN

"My house built the modern world. Orien may drive the lightning rail, but it's Cannith who builds the cars and lays the stones it travels on. Cannith makes the everbright lanterns that hold the night at bay. Smith, carpenter, alchemist—the best all carry my seal."

— Baron Merrix d'Cannith

PREREQUISITES

The characters infiltrated the Boromar outpost and saw Zil shift from her form as Arduk into her natural form, fleeing from the outpost with a scroll.

AREA INFORMATION

This area has the following features:

Impressions. Visitors arrive at Wroann's Gate or Terminus, but they leave through Black Arch, the gateway to the rest of Sharn. This is a heavily fortified garrison district, designed to withstand a full siege. The ward includes other services catering to travelers; the Dragoneyes district is a maze of taverns, inns, brothels, and gambling halls. Dragoneyes is also noteworthy for having one of the few changeling communities in Breland. The lightning rail station at Terminus brings in hundreds of travelers each day and is constantly bustling with activity at all hours of the day.

Lighting. This area is brightly lit at all hours of the day to facilitate the easy loading and unloading of the many passengers and cargo coming in on the lightning rail.

CREATURES/NPCs

Zil (N female changeling **bard**) uses the crowd at the lightning rail terminal to try and lose the characters. A successful DC 16 (Wisdom) Perception check is needed in order to maintain sight on her as she weaves through the crowd, changing appearances every now and again.

Some options available to make the chase through the city and the crowded terminal are listed below. Feel free to improvise or add more. Be descriptive and make this scene as interactive and engaging as possible!

- Five Boromar agents (LE male lightfoot halfling **scouts**) barricade the end of an alleyway, refusing the back down from a fight.
- If a character uses magic, have them roll a percentile dice. On a result above 40, a **guard** of the Sharn Watch sees this and immediately orders a halt to the characters in order to exact a fine for unauthorized spellcasting! A successful DC 14 Charisma (Deception or Persuasion) check can be made to allow the party to pass.
- A cart loaded down with barrels of ale pulls out from an alleyway in front of the characters. A successful DC 15 Dexterity (Acrobatics) check is required to not be knocked prone. Creatures take 10 bludgeoning damage if they fail this check as the cart rolls over them.
- A pile of flour bags falls from a cart, a successful DC 15 Strength (Athletics) check can be used to jump over the obstacle.
- A small family of gnomes stops in your path to enthusiastically greet their returning father. A successful DC 14 Dexterity (Acrobatics) check dodges them, or a successful DC 17 Strength (Athletics) check shoves them to the side.

If the party fails at three or more of these encounters, Zil gains advantage on her Dexterity (Stealth) check to board the train without being noticed.

Objectives/Goals. Zil intends to board the train about to depart for Thrane, hoping to lose the characters before doing so. Characters who succeed on Wisdom (Perception) checks contested by Zil's Dexterity (Stealth) check notice her board the train.

Allow the characters to board the train, even if they did not specifically notice Zil board, since they could logically conclude the train was her destination based on the note found in her chamber.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **scout**.
- **Weak:** No change.
- **Strong:** Add an **archer**.
- **Very Strong:** Add two **spies** and a **thug**.

SCENE B. TO THRANE, LIKE LIGHTNING

"Thunder is good, thunder is impressive; but it is lightning that does the work."

-Mark Twain

AREA INFORMATION

This area has the following features:

Impressions. House Orien's lightning rail is an international, magical train line connecting many of the major cities throughout Khorvaire. The lightning rail follows a path of conductor stones. The conductor stones, magical creations of House Cannith, are placed along the ground forming a conduit of magical energy, allowing the lightning rail to travel at high speeds across Khorvaire. The train itself is pushed along by an elemental bound to the lightning rail's coaches. The lightning rail is given its name because of the crackling energy created when an elemental-bound coach passes over a conductor stone.

Lighting. Inside the train, magical lanterns up and down the corridor provide bright lighting in all of the passenger cars. The cargo cars are only dimly lit by glowing stones.

CONFRONTING ZIL

Zil attempts to hide from the characters, but a thorough search of the train and a successful DC 14 Intelligence (Investigation) check allows the characters to spot a person holding the same scroll that they saw back at the Boromar Clan outpost. Characters who saw Zil board the train have advantage on this check.

Zil quickly surrenders once she realizes that she is cornered, outnumbered, and outmatched. She gives up

the scroll she is carrying which contains the following information in a letter to Ilsa Boromar, a high-ranking matriarch in the Boromar family:

- The Boromar Clan was hired by Jorlanna d'Cannith of Cannith West to intercept a letter being couriered by a House Orien agent from the party.
- The intercepted letter's intended recipient was Merrix d'Cannith of Cannith South.
- Unfortunately, the Boromar Clan lost the original letter to a band of adventurers before they could have it decoded.
- Fridden thinks that the letter indicates that Cannith South is planning something with the Swords of Liberty that could disrupt the power structures of Khorvaire.
- The Swords of Liberty are an organization of political radicals that use violence. Their ultimate goal is to end the monarchy in Breland.

If questioned on her motives, Zil volunteers that she ran from the outpost because her task was to report back on Fridden, and that she is working for Ilsa Boromar to help piece together what Merrix d'Cannith is plotting. If the characters let Zil leave, she gifts them her *wand of magic detection* as a thanks in kind for their mercy and promises to relay them any future information she might find useful for them.

Eventually, the lightning rail reaches a stop, and the characters can board a train back in the opposite direction in order to report back to Ty'nald what they have uncovered from this mission.

TREASURE AND REWARDS

Wand of Magic Detection. This wand is made of ivory and carved with arcane runes representing each school of magic. This item can be found in Appendix 3.



ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE

CHECKPOINTS

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each story objective completed, as follows:

- **Story Objective A:** Infiltrate the Boromar Clan Outpost.
- **Story Objective B:** Catch the Changeling.

The characters also receive 1 advancement checkpoint and 1 treasure checkpoint for each **bonus objective** that they complete, as follows:

- **Bonus Objective A: A Bit of a Turnabout.** A House Orien agent requests a small favor from the characters in exchange for a bit of extra information.
- **Bonus Objective B: Get Me Outta Here!** One of the prisoners from the Boromar cellar needs help getting out of Sharn.

MAGIC ITEM UNLOCK

Characters that complete Story Objective B unlock:

Wand of Magic Detection. This wand is made of ivory and carved with arcane runes representing each school of magic. This item can be found in **Appendix 3**.

DM REWARDS

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

LEVEL PROGRESSION IN EMBERS OF THE LAST WAR

Between *Encounters in Sharn* and the *Embers of the Last War* story arc, the Adventurers League Eberron campaign has many play opportunities. If you plan to play regularly and take in the entire *Embers of the Last War* story, strongly encourage the players to use the Slow Progress option where they voluntarily halve the rewards received for playing. If you plan to play only some of the adventures, or not take part in the bonus objectives, the Normal Progression of rewards may be more appropriate. Because the *Embers of the Last War* adventures are produced as a serial, managing character level according to playstyle is important.



APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure.

- **Ty'nald d'Phiarlan (TIE nawld).** (CN male Mark of Shadow elf **scout**) House Phiarlan agent tasked with gathering information on the Boromar Clan. He prides himself on his clans theatrical accomplishments and loves teaching the art of entertaining.
Personality: *Jovial, yet serious on matters of business.*
Ideal: *There is joy in a job completed to satisfaction.*
Bond: *I crave the respect of my House.*
Flaw: *Focuses too much on the perception of others.*
- **Arduk aka Zil (AR duck ZILL).** (N female **changeling**) Currently disguised as a female dwarven bard (Arduk), Zil is posing as the second-in-command at the Boromar Clan outpost in Highhold at the request of Ilsa Boromar.
Personality: *Dedicated to completing any task set to her.*
Ideal: *Protect the family you have.*
Bond: *The Boromar Clan adopted her from the streets as a child.*
Flaw: *Feels like an outsider in her own home.*
- **Fridden Boromar (FRIDD ehn).** (NE male stout halfling **knight**) Fridden is a distant relative of the Boromar patriarch, currently the head of the outpost in the Highhold Ward.
Personality: *Willing to do anything to gain more power.*
Ideal: *There is glory to be had in one-upping others.*
Bond: *I was born to a noble clan.*
Flaw: *Too concerned with increasing his status to notice that his underlings despise him.*

- **Cyril d'Orien (SEE rill).** (N male Mark of Passage human **scout**) An agent of House Orien, Cyril was a close friend of the courier that was murdered and plans to ensure that his death is avenged.
Personality: *Curious and talkative.*
Ideal: *The only proper justice is a proportionate response.*
Bond: *I would do anything for House Orien, even when its leadership fails.*
Flaw: *I must repay all wrongs done to my house.*
- **Starfire Dragon Theater.** The Starfire Dragon offers a steady diet of entertainment accompanied by exquisite meals. In this case, however, the entertainment clearly takes a back seat to the food. Trying to compete in a crowded market, the Starfire Dragon's owner has hired excellent cooks to prepare an exotic menu.
- **Highhold Outpost.** The Boromar outpost is an imposing three-story structure tucked into the reaches made of fine dwarven stonework.



APPENDIX 2: CREATURE STATISTICS

This appendix details new monsters that do not appear in the *Monster Manual*.

ARCHER

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Archer's Eye (3/day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

ACTIONS

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage.

ARDUK AKA ZIL (BARD)

Medium humanoid (changeling), neutral

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Acrobatics +6, Deception +4, Intimidation +4, Perception +5

Senses passive Perception 15

Languages Common, Dwarvish, Halfling

Challenge 3 (700 XP)

Spellcasting. Zil is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *feather fall*, *healing word*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

Song of Rest. Zil can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if she spends any Hit Dice to regain hit points at the end of that rest. Zil can confer this benefit on herself as well.

Taunt (2/day). Zil can use a bonus action on its turn to target one creature within 30 feet of her. If the target can hear Zil, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Zil's next turn.

Change Appearance. As an action, Zil can transform her appearance or revert to her natural form. Zil can't duplicate the appearance of a creature she's never seen, and she reverts to her natural form if she dies. Even to the most astute observers, Zil's ruse is usually indiscernible. If Zil rouses suspicion, or if a wary creature suspects something is amiss, she has advantage on any Charisma (Deception) check she makes to avoid detection.

Unsettling Visage. When a creature Zil can see makes an attack roll against her, she can use her reaction to impose disadvantage on the roll. Zil must use this feature before knowing whether the attack hits or misses. Using this trait reveals Zil's shapeshifting nature to any creature within 30 feet that can see her. Once Zil uses this trait, she can't use it again until she finishes a short or long rest.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



APPENDIX 3: MAGIC ITEM

Characters completing the adventure unlock this magic item.

WAND OF MAGIC DETECTION

Wand, uncommon

Tier 1, 8 treasure checkpoints, magic item table B

This wand is made of ivory and carved with arcane runes representing each school of magic. This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the detect magic spell from it. The wand regains 1d3 expended charges daily at dawn.

This item is found in the *Dungeon Master's Guide*.

APPENDIX 4: A BIT OF A TURNABOUT (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes

SCENE A. A SMALL FAVOR TO ASK

In this scene the characters encounter an agent of House Orien as they leave the Starfire Dragon and head towards Upper Dura. House Orien is upset over the murder of their courier, and wishes to get a little revenge by returning the favor to the Boromar Clan.

AREA INFORMATION

This area features:

Impressions. Middle Menthis is quite possibly Sharn's most diverse ward, representing a true melting pot of different races, ethnic and national origins, economic classes, and social statuses.

The Starfire Dragon is brightly painted on the exterior, only slightly chipping. Loud music can be heard from inside, where the smell of delicious food wafts from.

Lighting. Inside the theater, each table has a small *everbright lantern* on it, but they are mostly covered, with intricate designs etched on them allowing a small amount of dim light to filter out over each table.

CREATURES/NPCs

Cyril d'Orien (N male Mark of Passage human **scout**) got word from a contact in House Phiarlan that the characters were being tasked with infiltrating one of the Boromar Clan outposts and has arrived at the Starfire Dragon to request the characters' aid in ensuring that a debt is paid to House Orien, like for like. Cyril wants to see that Fridden Boromar is killed.

In order to ensure that the deed is done, Cyril plans to send several agents to spy on the outpost and wait for the characters to bring proof of Fridden's demise to him. Unfortunately for the characters, Cyril also plans to double cross them so that no one knows of his involvement in this murder. House Orien leadership has no idea Cyril plans to kill Fridden, and the young scout does not want word to spread.

The eight House Orien agents (**spies**) all attack from the alleyway when the characters leave the outpost.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **spies**
- **Weak:** Remove one **spy**
- **Strong:** Add two **scouts**
- **Very Strong:** Add a **spy** and two **scouts**



PLAYING THE PILLARS

Combat

During the daytime, the streets are quite crowded, characters could use the crowd to their advantage, attempting to keep them between the spies and themselves. Allow advantage or disadvantage for creative use of obstacles!

Exploration

If the characters peered out from the third-story windows, it was possible to notice a few of the agents with a successful DC 16 Wisdom (Perception) check. The characters might try to sneak down if they noticed this, potentially allowing for surprise!

Social

If the characters advise Cyril that they intend to pursue a changeling in the service of House Boromar, it might be possible to persuade him to allow them to leave without finishing the attack with a successful DC 16 Charisma (Persuasion) check.

APPENDIX 5: GET ME OUTTA HERE! (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

PREREQUISITES

The characters should have already cleared the outpost, and can use this to fill time until the appointed meeting at the lightning rail at midnight.

SCENE A. THANKS EVER SO MUCH

In this scene the characters meet a gnoll being kept captive in the cellar who asks for them to help him sneak out of Sharn. See scene D, “The Cellar,” in episode 2, “Breaking into Boromar,” for area and creature information.

RRIRG DAMPNOSE

The imprisoned gnoll introduces himself as Rrirk Dampnose and entreats the party to do him a favor.

Objective/Goals. Rrirk wants to flee from Sharn, but is concerned now that he won’t make it far since the Boromars have a bounty on his head and gnolls don’t tend to blend in well, even in Sharn.



What Does He Know? Rrirk has a friend, Slink, who lives in Lower Dura that can get him fake documents and a disguise to escape from the city. He can hide out in the alleyways near the outpost until the characters are ready to help him. If the characters free Rrirk, he asks them to visit Lower Dura and find Slink.

SCENE B. FINDING SLINK

The characters make their way to Lower Dura to locate Rrirk’s friend for him.

AREA INFORMATION

This area features:

Impressions. Lower Dura is a wretched place, and the city council does little to change that. The ward shows its age, with cracked and worn streets, walls covered with mildew and graffiti, and other signs of neglect and wear and tear. The Sharn Watch rarely risks patrolling Lower Dura, and the ward has become a center for criminal activities.

Lighting. Torches brightly light some of the district, but in the worst neighborhoods many of the torches have been shattered or stolen.

CREATURES/NPCs

As the characters enter Lower Dura, a rag-tag band of criminals takes notice of their fine weaponry and closes in. Four goblin **bandits** and two goblin **spies** approach while muttering violent threats in Goblin.

Objectives. The goblins are interested in a simple shakedown to take all of the weapons, armor, and gold that the characters might have. They aren’t afraid to start a fight right out in the streets knowing that the Watch is unlikely to send a patrol to this part of town.

SLINK

If the characters survive the street fight, they notice an inquisitive head appear from an upper window a few buildings down and call out to them.

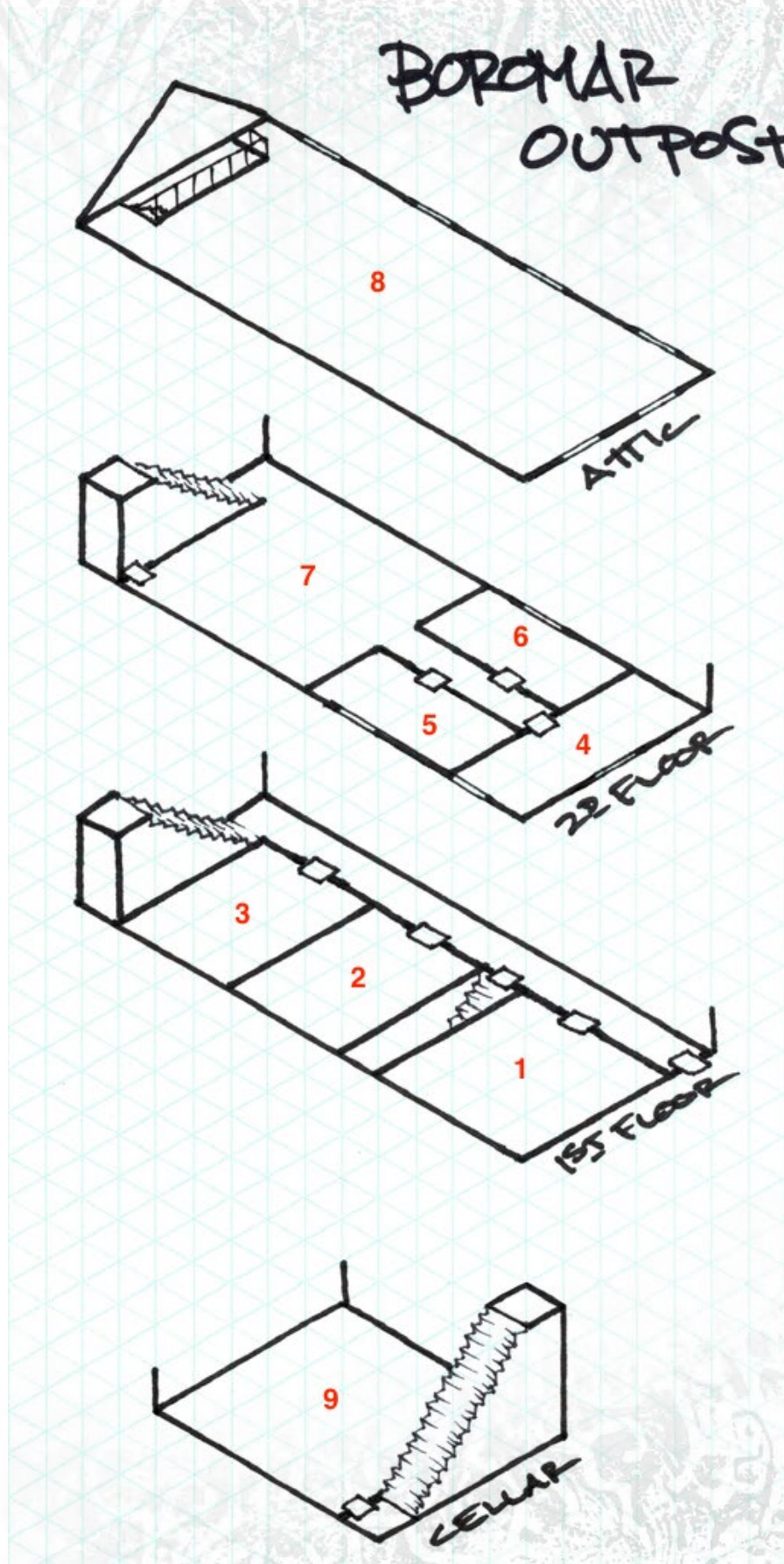
Objectives: Slink (LE male goblin **spy**) is motivated by selfish greed for the most part, once he introduces himself and the characters tell him they’re trying to help Rrirk, he perks up, recalling that Rrirk has been a faithful customer of his for many years now. He is more than happy at that point to grab a few items and accompany the characters back to the outpost to retrieve Rrirk.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **spies**
- **Weak:** Remove one **spy**
- **Strong:** Add two **scouts**
- **Very Strong:** Add a **spy** and two **scouts**

APPENDIX 6: MAP OF THE BOROMAR OUTPOST



APPENDIX 7: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 4**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE ANNUAL STORYLINE?

<http://dnd.wizards.com/articles/news/eberron-adventurers-league-embers-last-war-storyline>

NEW TO BEING THE DUNGEON MASTER?

<http://dnd.wizards.com/articles/features/public-dungeon-master>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play too but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the end of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

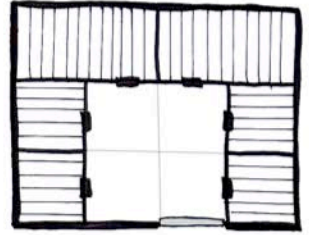
When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

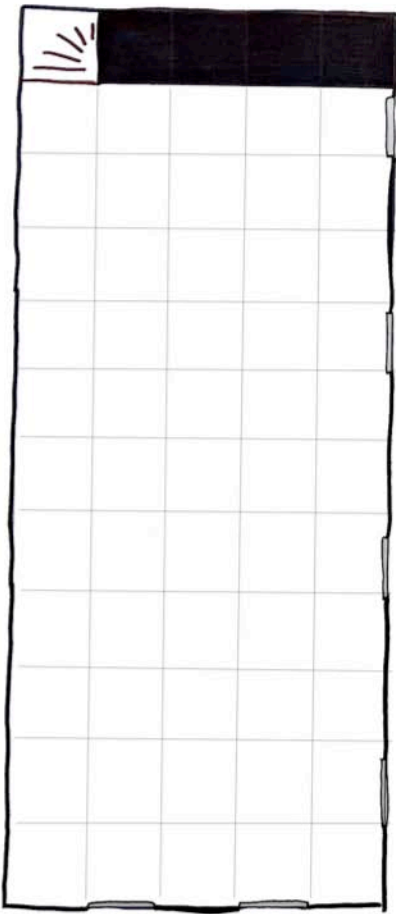
DETERMINING PARTY STRENGTH

Party Composition	Party	Party Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak
3-4 characters, APL greater than		Average
5 characters, APL less than		Weak
5 characters, APL equivalent		Average
5 characters, APL greater than		Strong
6-7 characters, APL less than		Average
6-7 characters, APL equivalent		Strong
6-7 characters, APL greater than		Very strong

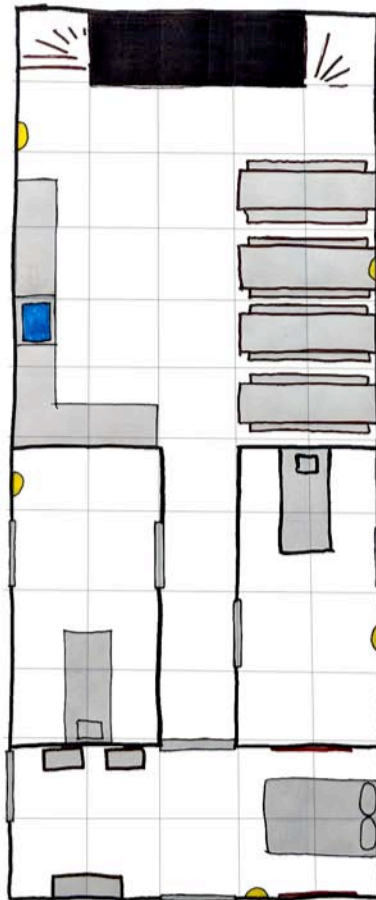
Boromar Outpost



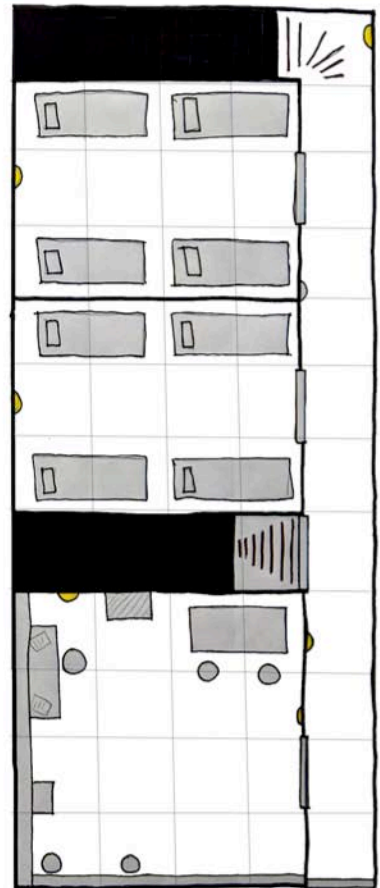
Cellar



Attic



2nd



1st