

ENTA SPINWHISTLE'S GUIDE TO SHARN

VOLUME 1, 2ND EDITION

by Pietro Calogero

DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, PLAYER'S HANDBOOK, MONSTER MANUAL, DUNGEON MASTER'S GUIDE, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

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Foreword

On March 11, 2020, I began hosting a D&D campaign at Victory Point Cafe in Berkeley, California. Within a week, we went into pandemic lockdown and shifted the game online. I named it "the Fiesole Campaign" after the town where Boccaccio and his friends took refuge from the Black Plague of 1348-51. This turned out to be appropriate not only because of the pandemic and our shared project of telling stories; but also because the ethical sensibilities of the group fit better with the Decameron, and with the pulp/noir/Weimar Berlin setting of Sharn.

I began developing these maps of Sharn in February 2020, in anticipation of starting the campaign. I wanted to give the group maximum latitude to improvise, and I wanted more specific, tangible detail to work with. So I built a geographic information system (GIS) model of Sharn, figured out its scale, and sought out urban fabric patterns that would match.

The closest is Venice, Italy. I feel the influence of Italo Calvino in this: his fictional Marco Polo kept describing cities to Kublai Khan, but the Great Khan eventually realized they were all versions of Polo's native Venice. By chance, the footprint of Venice is almost exactly the size of Sharn, and it is shockingly small: about 1400 meters by 1700 meters. Yet, in a way, it is infinite. The fabric of Venice is so compact, so irregular, that visitors remark on how they get lost in this tiny city.

I cut-and-spliced Venetian neighborhoods to fit the Districts and Wards of Sharn. In the process, I realized that Venice had been originally settled as a refugee camp. Since 2003 I have gained a lot of experience with these types of 'informal' settlements while working for the government of Afghanistan. No matter how fancy Venice became by the Late Middle Ages, the raw panic of that haphazard retreat from the Lombards in the 6th century had been etched forever into the pattern of its streets and blocks.

Venice, therefore, is a very appropriate model for the lower wards of Sharn. The Cyran and Brelish refugees; the extreme crowding; the superimposition of newer development over an ancient city; it works well. For the more orderly and spacious Central Plateau, I used parts of Vienna (Wien), Austria.

My players are much more savvy about 21st century social media than I. They pointed me to the Eberron Discord Server where I shared

some images of this GIS model of Sharn. The response was enthusiastically supportive.

Once I proposed this book to Eberron Discord participants, I also solicited their input for places in Sharn that they had created. The response has been wonderful. I have credited the Discord contributors in italics below each contribution. Locations attributed to the Fiesole Campaign are ones I developed.

I realize that this portrayal of Sharn is not entirely canon, nor kanon. This is partly due to ambiguities in the original source material, especially about the scale of the Sharn and how the city meets the terrain. But I also wanted the setting to be tangible, imaginable, and playable. I made the Core Towers truly massive, but not 1000 feet across. The city is more than 40 stories (500 feet) high, but not a mile. If you ever stand at the edge of a sheer cliff in Yosemite or Zion Canyon, it is that dizzying height.

Thank you:

My players: Kitty Stryker, Christopher Rodriguez, Leslee Petersen, Meghan Krause, Rena Lourie, Josh Price, and Allison Elliot.

My Spouse: Lizzie Calogero.

Eberron Discordians: Imogen Gingell, Sunevial, Jarrod Taylor, Nathan Doyle, Matthew Booth, kpenguin, The Windu, and bandti. Kpongle for pointing out sites in SCoT that were not included in ERLW.

Open-source developers of QGIS, LibreOffice, & Open Streetmap.

The people of Venezia, Italia.

In-real-life (IRL) text is set in **Noto Sans**.



Enta Spinwhistle's text is set in **Libre Baskerville** and **Andada**.

Enta would like to thank the Korranberg University Press and her editor, Melliflua, for her patience in the assembly of this report.

PREFACE

Dear TrustLeader Vollin,

Please accept my apologies for the tardiness of this document. I submit to you the most complete report on Sharn that I could compile, under the unstable conditions of this remarkable city. I had only begun to compile the report when the Mourning happened. Over the next four years, the Lower levels have been transformed by the influx of both Cyran and Brelish refugees, and a recent influx of humanoids from Droaam. Repeated attempts to map out The Depths proved futile and very nearly lethal. I have included here the schematic maps of the upper portion of The Depths, which I compiled by tracing drains in the Lower Wards overlying them.

Please thank Inquisitive Trebbulio for his suggestion that I work for the local newspaper, the *Breland Voice*. The editors there have given me license to investigate stories all across the city, so long as I produce a steady stream of sensationalist, salacious gossip for their readers. In the guise of a journalist I have been able to compile and verify the maps of the Middle and Lower Wards included here.

My overall assessment of Sharn remains unchanged from the impressions I relayed to you several months ago. The leaders of this city feel that they have always governed over barely-controlled chaos. Either through ignorance or indifference, they have not sensed the fundamental change in tone in the lower levels of the city. Our Gnomish policy of intelligence-gathering might be considered intrusive by the other races here, but we would have taken action long ago to address the troubles which plague the races in this City of Towers.

That said, I would greatly appreciate an extension of my assignment here. There remain many sites to explore and map, and the volatile politics of this city need to be closely and continuously monitored by Gnomes familiar with the context. My position as a staff reporter at *The Voice* remains uniquely advantageous for this. Also: I remain ever-grateful to the House of Sivilis for providing discrete communication to you, but Sivilis rumors that I am having an affair with a Shifter in the depths of this city are wholly unfounded.

Through Vigilance We Remain Strong and Safe,

Enta Spinwhistle

LAYOUT OF THIS REPORT

This report is in wide format, to accommodate the peculiar layout of this city. The Cogs and Skyway are presented only in one map each; but all the remaining Levels are shown in nine maps: one overview and eight detailed maps. The detailed maps overlap considerably, so that relationships between Wards can be shown. In the corner of each detail map is a key-map of the whole city, showing the location of that detail within the overall level.

Along the edges of each Ward, the two white features that appear in many places are the lifts (eight-pointed star) and the landings for the public sky-coach system. The landings each have two platforms, one for offloading and the second for loading new passengers.

Descriptions of newly-documented locations follow the sequence of maps, from the north edge of Dura southward, sweeping north through Menthis, Central, and Northedge, and south through Tavick's Landing.

THE FORM OF SHARN

Towers, yes; but look below as well

In this Report I focus mostly on the Lower and Middle Wards of Sharn. The slender towers, soaring bridges, and floating structures of the Upper Wards and Skyway draw the attention of both visitors and the ruling elite of the city itself. However, nine-tenths of both the population and the productive power of this city lie in the Middle Wards and below. The main value of this report is as a detailed description of the Middle and Lower city.

The massive Core Towers emerge from the bedrock of The Depths and support the street-level platforms of both the Lower and Middle Wards (see the cross-section, p.6). In the Lower City, ten-story tenements are built with the shoddiest timber-and-mud construction, and they (usually) remain erect under the levitating influence of the Manifest Zone of Syrania. These tenements rest on the street-level platforms, and lean against each other and the Core Towers for mutual support.

Waves of refugees built these tenements in haste, in erratic patterns of blocks and streets. Malleon's Gate has a reputation as a deadly maze, but to some degree this applies to all the districts of the Lower and Middle Wards. The main value of this report is not to map out the Upper Towers and Skyway districts, which can be easily seen. Rather, it is to give some sense of the vast majority of the city below these airy heights.

DEMOGRAPHY OF SHARN

At the urging of scholars at Morgrave University, the estimated population of Sharn was recently revised upwards from 200,000 to 500,000. This is still a gross underestimate, reflecting the willful – dare I say imperial? – perspective of the humans who dominate Brelish politics. The population is 500,000 *people* if you only count ‘proper, recognized citizens of Breland’ as people. If you count all the orcs, goblinoids, tieflings, gnolls, ogres, and Cyran refugees, the population is close to ten times that. Virtually all of the Cogs, Depths, Lower Wards, and even a surprising portion of the Middle Wards are “informal neighborhoods” that are ignored by the city government. This un-recognition conveniently allows the city rulers to exclude the majority from political participation and from protection by the Sharn Watch. Curiously, this is at odds with the express wishes of King Boranel. He has repeatedly argued for full recognition of all persons, even if they are refugees – even if they are warforged.

Relationship of The Cogs to the rest of the city

Sharn is located on the Trans-Khorvaire Rift Zone (see ‘Geology,’ p.6), which remains volcanically active. Basaltic magma rises to within only one hundred feet below sea level under the city itself, enabling heat-tolerant peoples to access pools of magma in several locations below the city.

Most of the known residents of the Cogs are Warforged and heavily-indebted humanoids of all races. There are also criminal fugitives, but perhaps the most interesting are a community of Tieflings who dominate the production of fine ceramics and glass-works.

COGS LOCATIONS

Gan’Raata (Ashblack, the Cogs)

credit: Jarrod Taylor

There is a newer restaurant in Ashblack, converted from an abandoned Cannith warehouse into a fine establishment for eating. The Gan’Raata (or hungry story) serves up unique and flavorful dishes by it’s owner, a goblin Wayfinder called Vonan’khes. In addition to having more space (and less nefarious ties) than Shamukaar in Khyber’s Gate, the Gan’Raata overlooks a pool of lava where a shark of elemental fire resides.

CogSteam

Dwarves rediscovered an ancient Goblinoid strategy of tunneling out to the Dagger River to tap fresh water that can be poured onto the magma in controlled amounts. The water explodes into steam. Steam-expansion drives turbines which power the massive machinery that gives this district its name.

Steam is ducted upward to heat the baths of Lower and Middle Sharn. This also means that steam rises from maintenance hatches in the streets of Lower and Middle, and contributes to the humid, hazy atmosphere of the city.

Cannith Forges (Cogs; locations uncertain)

House Cannith produced the warforged, myriad weapons, armor, and key components of the skyships at the end of the Last War.

GEOLOGY AND THE STRUCTURE OF SHARN

I agree with Gill-Bullywug (YK937, pp. 2296 *et seq.*) that the Dagger River is part of the Trans-Khorvaire Rift Zone, created some time late in the Age of Demons. As the continent began to tear apart, massive basalt-lava flows covered the adjacent ground. Continued rifting resulted in the exposed cliffs of basalt along the Dagger River and the Hilt, with similar formations from Thronehold north to the Scions Sound. There is strong indication that Black Pit and the Thrane River are part of this same rift zone. Devotees of the Church of the Silver Flame might take great offense at this, though, so we should remain tactful when dealing with those zealots.

Here in Sharn, the Great Rift remains volcanically active. In the Cogs, directly below the city, lava pits can still be accessed (though I advise against it) and the magma appears to be the same basaltic composition.

This basaltic magma was used to build and rebuild the towers of Sharn, including the Dhakaani city of Ja'shaarat, Malleon's Shaarat, Breggor's Sharn, and the current city rebuilt after the War of the Mark. Basalt forms massive columnar crystals with a hexagonal cross-section. The great towers which support Lower, Middle, and Upper Sharn are in fact made of basalt, though their gargantuan scale could only be achieved through magical means and the association of this Manifest Zone with the plane of Syrania. Somehow they were extruded hundreds of feet up, and rendered hollow. Furthermore, lava was allowed to spread out twice: first to cover The Depths and provide a foundation for the Lower Wards; then as a series of platforms which support the Middle Wards. A few small platforms were created at the Upper Level. These smaller platforms create the University District in Menthis, Skysedge Park in Central, and a few smaller areas in Upper Dura and Northedge.

THE DEPTHS AND CLIFFSIDE

The previous cities built on this site were carved out of a basalt platform, or bench, that rises 120 feet above the Dagger River (see 'Geology' section for details). The Depths are a honeycomb of shafts and caverns within this stone bench. I have shown The Depths in the same set of maps as the Cliffside neighborhoods along the river. This is partially correct, because the deeper levels of The Depths are at the same level as Cliffside, on the Dagger River and Hilt. However I have only been able to sketch out the topmost level of The Depths, where it closely matches the pattern of the streets above in the Lower Wards. The deeper regions of The Depths seem to have completely different layouts.

This begs the question: are there hidden portals and doors from Cliffside or the Mud Caves which provide access to The Depths? Through repeated inquiries I have made no progress answering this question.

CLIFFSIDE LOCATIONS

Coranesti Brothers Adventuring Company (Ship's Towers, Cliffside)

Credit: The Windu

Business Type: Adventuring Guild

Owner: Lueten, Cora, & Gaelmus Coranesti

If you are looking for an up and coming guild within Sharn, but are on a budget, look no further than the Coranesti Brothers Adventuring Company (C.B.A.C). The small guild office is run by the Coranesti Brothers and their sister Cora. It was once voted the third best guild for new adventurers. In all of Cliffside. Six years ago. But with dues kept reasonably low and a very relaxed admittance policy, becoming a C-Back might be exactly what you need.

DEPTHS LOCATIONS

Goblin Gasworks Composting Chambers (Upper Depths; multiple locations)

GoblinGas uses chambers within the core towers to collect the effluent, flotsam, and jetsam of Sharn to compost in to cooking-gas and gardening soil. These are within the upper 30 feet of The Depths.

Crypt of Calderus (Lower Depths; location unknown)

Thus far the Servants of Calderus have managed to keep the location of her crypt unknown.

Daask Headquarters (Depths; location unknown)

Typically the Daask seek out ancient Dhakanni fortresses as strongholds; and the rumors are that they have done so in the ancient goblinoid ruins within the Depths of Sharn. However, the location remains unknown to most citizens of Sharn.

Baker Beach & Boardwalk (The Hilt; below Dragoneyes)

This beach and boardwalk are accessed via a stairway down from the Dragon Gate at the Lower Wards level. Named after an elf who ran a bakery on the boardwalk for more than a century; he was famed for his wide-brimmed hat. Clothing is optional on this beach, and it is a place where people from all levels of Sharn get fresh air and show off their figures. dwarves, goblinkind, and orcs generally visit at night, though.

THE LOWER WARDS

The buildings of the Lower Wards of Sharn are typically ten stories high. Centuries ago they were probably spacious. As wealthy families moved to higher levels and towers, they subdivided these Lower buildings and turned them into dense tenements. Buildings in Lower Sharn are still owned by the 'leading families' of the city, such as the ir'Tains; but half of the Lower districts are appalling slums. High Walls, a district in Lower Tavick's Landing is perhaps the worst. Packed with Cyran refugees, you could buy any 'service' you could imagine from them. Yet the Cyrans are a proud and cultured people. Their condition of humiliation in Lower Sharn should be a concern for both the city government and the regime of Breland as a whole.

Today the Lower Wards are dimly-lit, damp, and reeking from the refuse tossed down from upper levels of the city. A species of glow-moss grows on the walls of many of the crumbling buildings. Glow-moss is the only reason why darkvision is not required even at midday; but it casts an eerie blue-green pall over the whole level.

HOW THE LOWER WARDS ARE MAPPED

In the maps I have compiled, I only show the street level of the Lower and Middle Wards. The buildings above this level follow the same footprint, but most of the businesses are located at the base of each building, where it rests upon the great basalt platforms that support each Level. In many Lower Wards a webwork of rickety bridges and catwalks are strung between buildings at various heights above the streets. At first I tried to map those, too. But each time I returned to a district some had collapsed or been re-strung in a different arrangement. The ground-level plan forms the only stable reference for these districts.

LOWER WARDS LOCATIONS

Lord Halas' Promenade

High, volcanic bluffs bound the city of Sharn to the north and east. The city maintains an official gap between the northern bluffs and the adjacent quarters of Dura and Northedge. Goblindkind of Malleon's Gate call the gap between their district and the cliffs a 'promenade' named after Halas Tarkanan, the last great leader of aberrant dragonmarked.

Bath-Houses (multiple locations, Lower & Middle)

All baths include a *caldarium*, *tepidarium*, *frigidarium*, dry sauna, and massage tables. Each is run independently, under city license. Heat is supplied by CogSteam; cold is maintained by magewrights.

Households in Upper Wards and Skyway have personal bathrooms. The only public baths in the upper city are Yomama's in Upper Dura and Skylight (see 'Upper and Skyway Locations').

Veterans of the Last War halls (VLW; multiple locations)

Support services and the general mood vary widely between halls in different districts. Veteran mercenaries of all races can be found in at least one of the VLW halls. HQ: Sword Point, Middle Central Plateau.

PixieMart (Lower Wards, multiple locations)

Run by the Boromar Clan, these convenience stores are staffed by surly young Halflings. They wear cheap costumes that are poor imitations of actual pixies. Thelanis emissaries have lodged a complaint of 'misrepresentative slander' in the Sharn courts, but haven't paid sufficient bribes to court clerks to make any progress.

A surprisingly diverse selection of poor quality items are offset by a few exceptionally good products, such as Fair Game Jerky. Rumors and bard songs intimate that the meat is from humanoids, but PixieMart vigorously defends its quality. Supply runs short during certain Goblin holidays.

The Archaic (Malleon's Gate, Lower Dura)

Credit: bandti

In the depths of Malleon's Gate, there is a small shop named "The Archaic", which sells spell components of all sorts. However, these components are a bit... strange. Instead of bat guano for fireball, the shop sells penguin guano. Instead of fur or feathers for enhance ability, the store sells tentacles from a sea creature. The shopkeeper, a hobgoblin from Darguun, is a scholar on the Dhakaani empire and insists there was a region of the empire that used arcane magic, albeit in a completely different way from the modern Siberyan we know. When a spellcaster uses these components, the spell seems to work a bit differently. For example, Fireball becomes more fluidic and deals damage over time. (maybe 4d6 initially, then 1d6 after that for 4 rounds).

Miracle Max's (Malleon's Gate, Lower Dura)

Need a cheap magical fix from a grumpy Goblin? Right here!

OUTER INDUSTRIALIZATION (PRECARIOUS & THE STORES DISTRICTS)

Merchants leapt at the opportunities created by the tenuous peacetime under the Treaty of Thronehold. Sharn had been attacked many times from the water during the Last War, so few valuable investments were made in Cliffside, down at the water level. Instead, both shipyards and warehouses had been built up in Lower Dura, in The Stores and Precarious districts, directly above Cliffside.

With the advent of Skyships eight years ago, and peace two years ago, these two districts have become a hive of activity. Trade has resumed with the nervous vigor of merchants who believe it might not last. Meanwhile, Lyrandar Skyships are predominantly wooden vessels, structurally similar to waterborne ships. Workshops that have long served the wooden ship industry are now beginning to serve the Skyships as well. These include **Hermetic Garage**, **Gantressor's Garage**, **Half-Tusk Fabrications**, **Wind-catcher's Sails**, and **Rex's Garage**.

Helix Ropeworks has located in the Old Keep district, indicating that port-side activity is expanding northward into this adjacent district. **Blackwind Security** provides armed protection.

Spanner's Quaffs (Precarious, Lower Dura)

Spanner's has become a new favorite pub for the local workers. Spanner is a Warforged explosives specialist, who now runs a bar. In his back room he maintains a fully equipped shop for Warforged who want to modify themselves.

Another 'modder' is **Bannu the Gnome**, whose shop is just across the plaza in Callestan district.

Precarious Trees (Precarious, Lower Dura)

The two Precarious Trees are the Pernicious Pine and the Belligerent Balsam Fir. Each winter, Goblins on broomsticks attempt to decorate these trees for the winter festivals, while avoiding being beaten senseless by thrashing branches or pincushioned by evergreen needles.

The Orphanages (Precarious, Lower Dura)

The orphanages are **Mother Strayne's Nest for Foundlings** and **Gragna's Orphanage for Orderly Boys**. Mother Strayne's has been abandoned for 50 years, because of the horrific murder of Strayne and all the children at the orphanage. There are many rumors and ghost stories about this place, but it is avoided by the locals. Gragna's was started 50 years ago to fill the unmet need after the death of Strayne. Gragna's miserable students are often seen lined up along streets, singing pitifully to gather alms to cover the cost of their food.

Forum of Fists (Gate of Gold, Lower Dura)

credit: Fiesole Party

Sometimes political disagreements are not about the policies exactly – they are about partisans wanting to beat each other to let off steam. The Forum is devoted to venting this impulse. A surprising number of chronic family feuds have been settled here. Mild healing-potions are provided to combatants, partly to prolong fights. Side-betting has been dominated by the Boromar clan for decades, but smaller gangs like the Callestan Clash and the Bonegrub Boys also engage in betting here. High nobles and even city councilmembers have occasionally been seen here.

Punchiez' Gym (Malleon's Gate, Lower Dura)

Here you can train with simple, martial, and exotic weapons, and hand-to-hand(or claw) combat with a variety of humanoids. Good preparation for a session at Forum of Fists.

Well-Pounded Bread (Malleon's Gate, Lower Dura)

Gur the ogre, baker & proprietor. Gur also sells tiny collectibles, including glass bobble-head cats and Thoog's figurines.

INTERIOR INDUSTRIALIZATION OF LOWER DURA

On the 'inside face' of Lower Dura—mostly in Gate of Gold and Malleon's Gate—are a series of factories. Just inside Callestan district are **Callestan Carpetweavers** and **Callestan Colorworks**. In Gate of Gold there are three toy-producers: **Thoog's Miniatures**, **Hiram's Toys**, and **Maurice's Mechanisms**. Each of these is run by an eponymous gnome, but Thoog uses indentured ogres to sculpt and paint the tiny figures he sells.

Gate-o-Gold Weavers is a major producer of cloth for the whole city. **Goblin Glamerweave** gets first pick of many of these fabrics; it would dominate the custom-tailoring business of the city if upper-city residents were not so nervous about coming to Malleon's Gate.

Goblin Gasworks (Malleon's Gate, Lower Dura)

At the east end of Malleon's Gate are the offices and one of the major refineries of Goblin Gasworks. This firm does most of the solid waste management for the entire city of Sharn. It collects the trash, sewage, and corpses that flow or fall into The Depths and ferments them. The goblins extract methane gas from this process, and pipe it back up into the city where it is used as cooking fuel. The decomposed organic solids from this process are used as fertilizer in the mushroom-farms of Lower Dura and The Depths, and also sold as mulch to local gardeners and farmers.

The Ball Pit (Callestan, Lower Dura)

Credit: The Windu

Type: Brawling Tavern

Owner: "Crown Breaker"

Many taverns in Sharn can offer a chance at a wonderful bar brawl, but only The Ball Pit can guarantee one. The goliath owner of this tavern is a former Brightblade Arena Champion. Due to an unfortunate accident, he is no longer allowed to fight in the arena, so he created a place he could fight without risking injury to another person. To that end the entire building has been outfitted for safety. Cushions, padding, rubber, and soarwood are used on every surface.

The Thundering Flea (Downstairs, Lower Menthis Plateau)

Credit: The Windu

A cheap tavern owned by the centaur Peronia Brushpass.

Hypatia's Heaven (Firelight, Lower Menthis Plateau)

Credit: Leslee Petersen

A worker-owned brothel with a focus on diversity among workers and clients. Founded and run by the halfling Fenchurch Bagend, Hypatia's frequently has clients from all levels of Sharn. Primary competitor to Salvia's. Fenchurch is also a founder of the Church of Ecstatic Secularism. Remember: consent is the key (to this bedroom)!

The Vortex: Experimental Theater (Firelight, Lower Menthis)

Extreme absurdism, abstract expressionism, and other dramatic happenings that confuse, offend, and occasionally polymorph the audience-participants. Release-of-liability policy is comparable with high-risk adventure companies. Purchase of a ticket constitutes acceptance of sweeping terms of impunity.

Patty & Gina's (Olladra's Kitchen, Lower Central Plateau)

Credit: The Windu

Type: Tavern

Owner: Patricia and Regina Doras

This unique tavern in Olladra's Kitchen has guests take a small survey before seating them. This survey will dictate if the customers will sit on one side of the bar, or the other. Patricia and Regina are the gnomish owners of this tavern, which was willed to them by their parents. The will stated all of their parent's belongings would be split evenly between the girls, so the tavern was split through the middle. Patty and Gina both attest that THEY had come up with the Sharn Famous Meat-On-A-Stick that so many have come to know and love. Each side of the tavern produces such a unique experience it is beneficial to visit multiple times. However, to tell a devotee of Gina that Patty's Meat-On-A-Stick is better would surely cause a fight to break out.

Sarha's Gear (High Walls, Lower Tavick's Landing)

Credit: Nathan Doyle (@deficitdragons)

Nestled in a hard to find alley of High Walls is Elgan ir'Sarha, a once-wealthy noble turned Cyran refugee who buys Cyran military equipment from down-on-their-luck soldiers. He offers a higher rate than other pawnshops, but only to Cyrans or friends thereof. Usually, instead of reselling this equipment, he painstakingly works on repairing it and ships it off to New Cyre, in the hope that Cyre can rise again.

Terminus Station (Lower Tavick's)

This is both a station and the main surviving production facility for the Lightning Rail. Maintenance and fabrication shops are located directly above the station.

Rookery Plaza (Terminus, Lower Tavick's Landing)

Adjacent to the Lightning Rail station is a large plaza, which feels somewhat like a cavern because it is roofed over by the underside of the Middle Walls, 120 feet above. It is filled with hawkers, stalls, and pickpockets, giving many visitors their first genuine experience of the culture of the city.

Wroann's Gate (East Wall, Lower Tavick's Landing)

This is the main roadway entry to the city. Marked by a statue of Queen Wroann ir'Wynarn. Cyran refugees consider it bad luck to pass through this gate. Wroann's refusal to recognize the succession of the Cyran Princess Mishann was instrumental in starting the Last War. Cyrans use the Dragon Gate instead.

PRESTO Products (Black Arch, Lower Tavick's)

Sharn's economy is based on the mass production of practical magical items. PRESTO Products is the quintessential example of this. Magewrights who have mastered one or several aspects of the Prestidigitation spell infuse diverse home-convenience products, from never-fail lighters to autobrooms.

The Proving Grounds (east of Lower Tavick's)

The gap between Sharn and the high bluffs to the east is much larger than on the north side. This space is accessible by land, which means Sharn has an actual defensive wall and gates on its eastern side. Between EastWall and Halden's Bluffs is an area large enough for military exercises, parades, and contests, known as The Proving Grounds.

Since The Proving Grounds are not within any of the Districts of Sharn, they lie outside the jurisdiction of Sharn Watch. It is therefore often the site of duels and forms of lethal combat which are banned within the city itself.

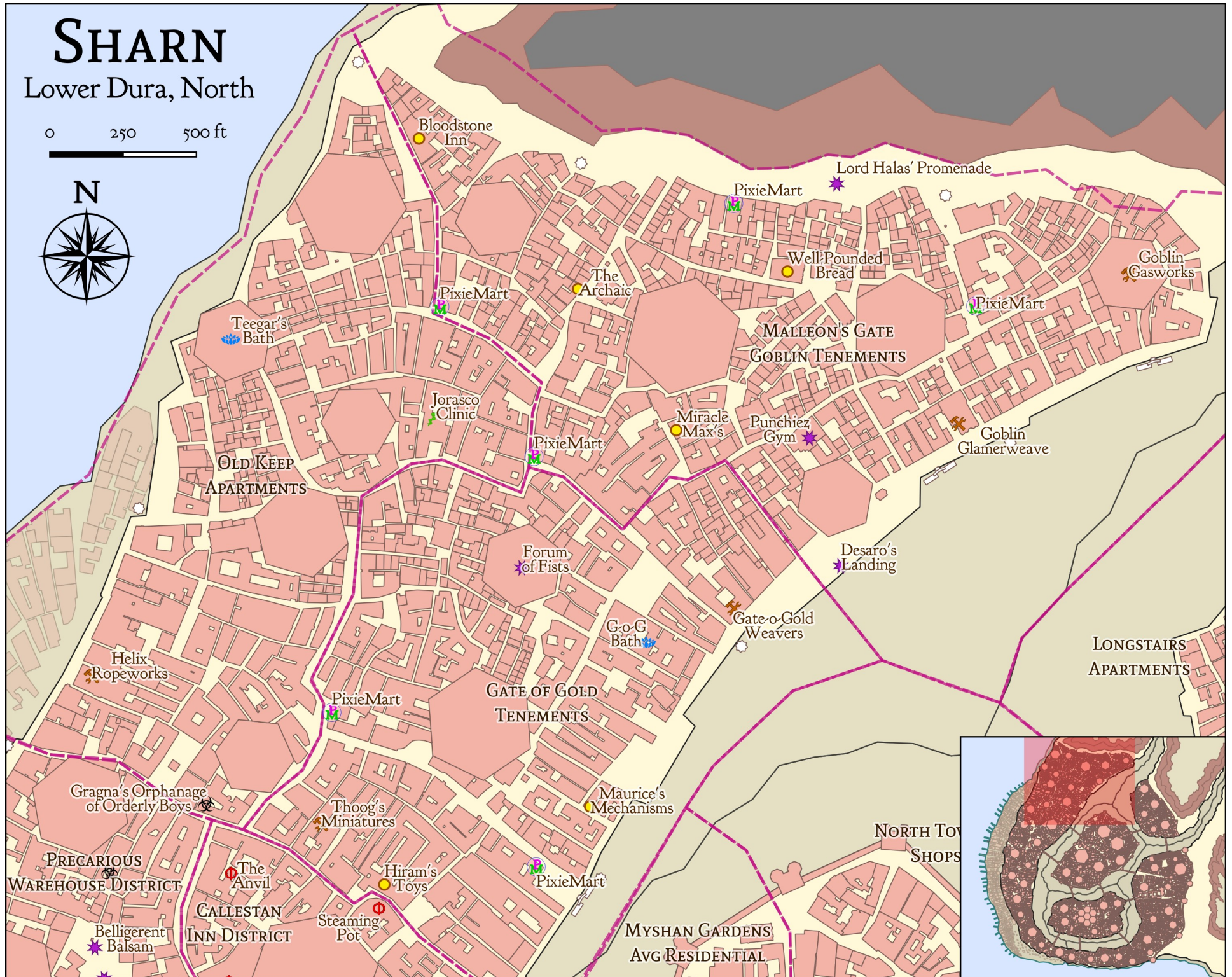
Dragon Gate (Dragoneyes, Lower Tavick's)

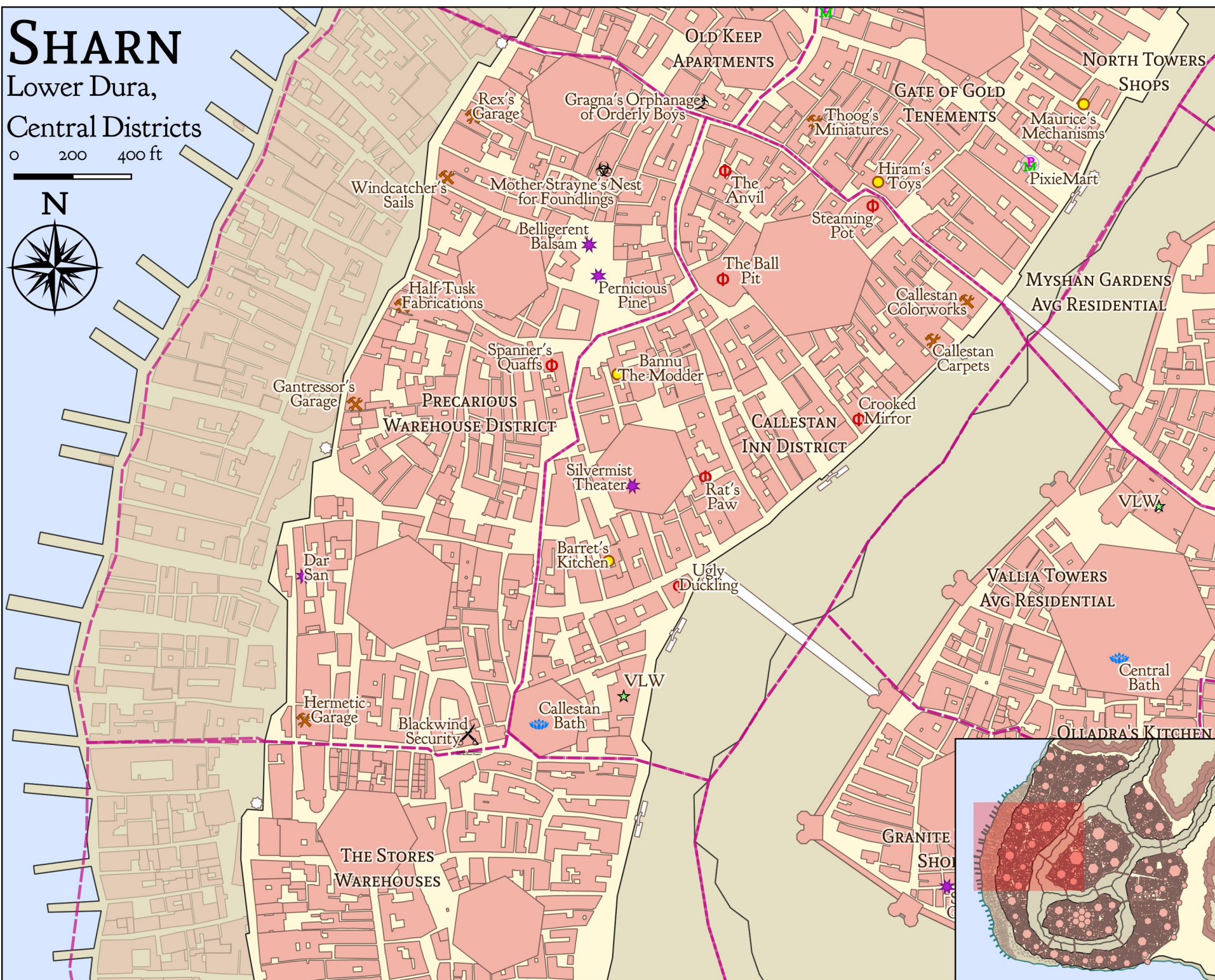
This is a lesser gate into the city from the land side. Generally it is used by city residents to access Baker Beach and Boardwalk, located along The Hilt below.

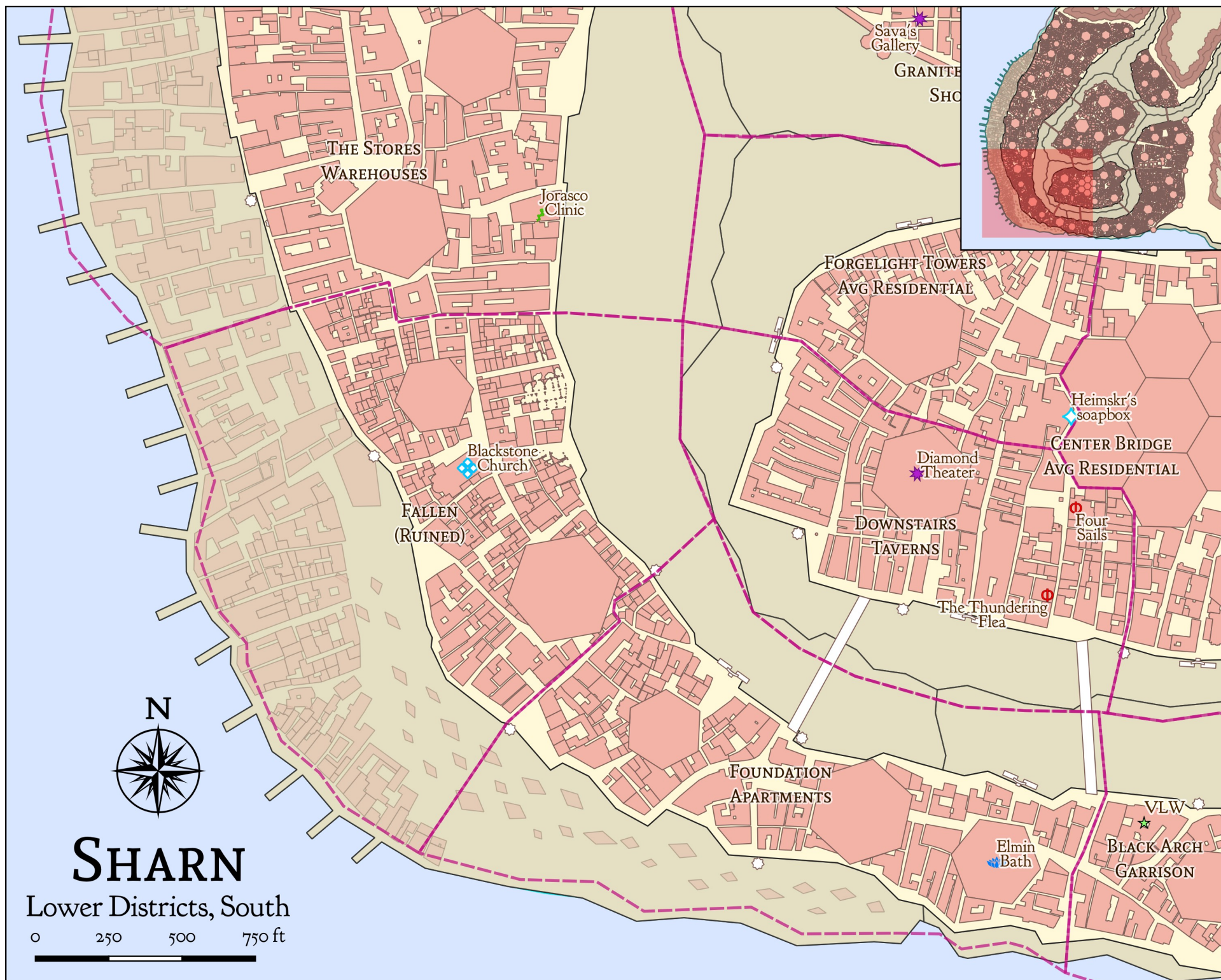
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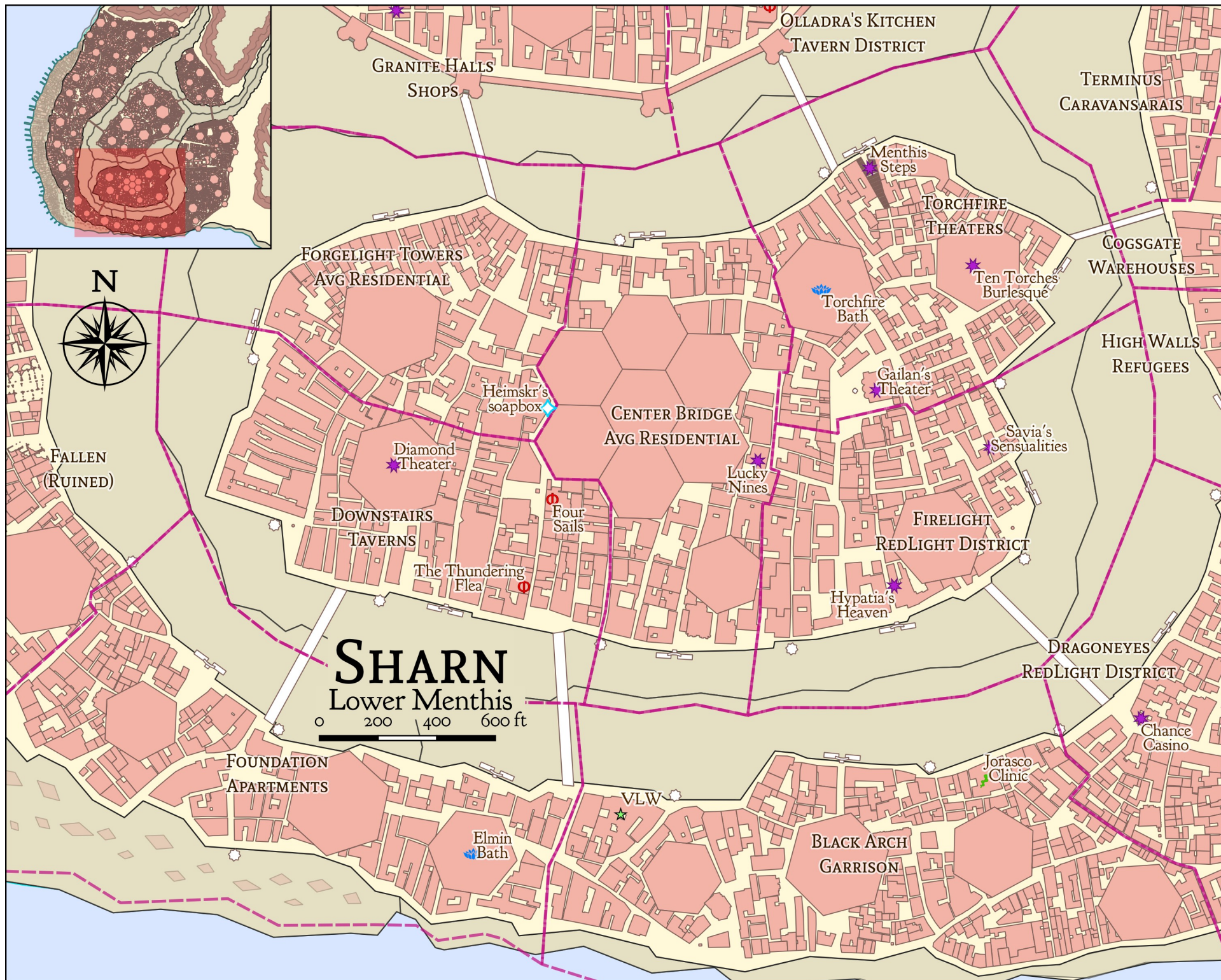
Lower Dura, North

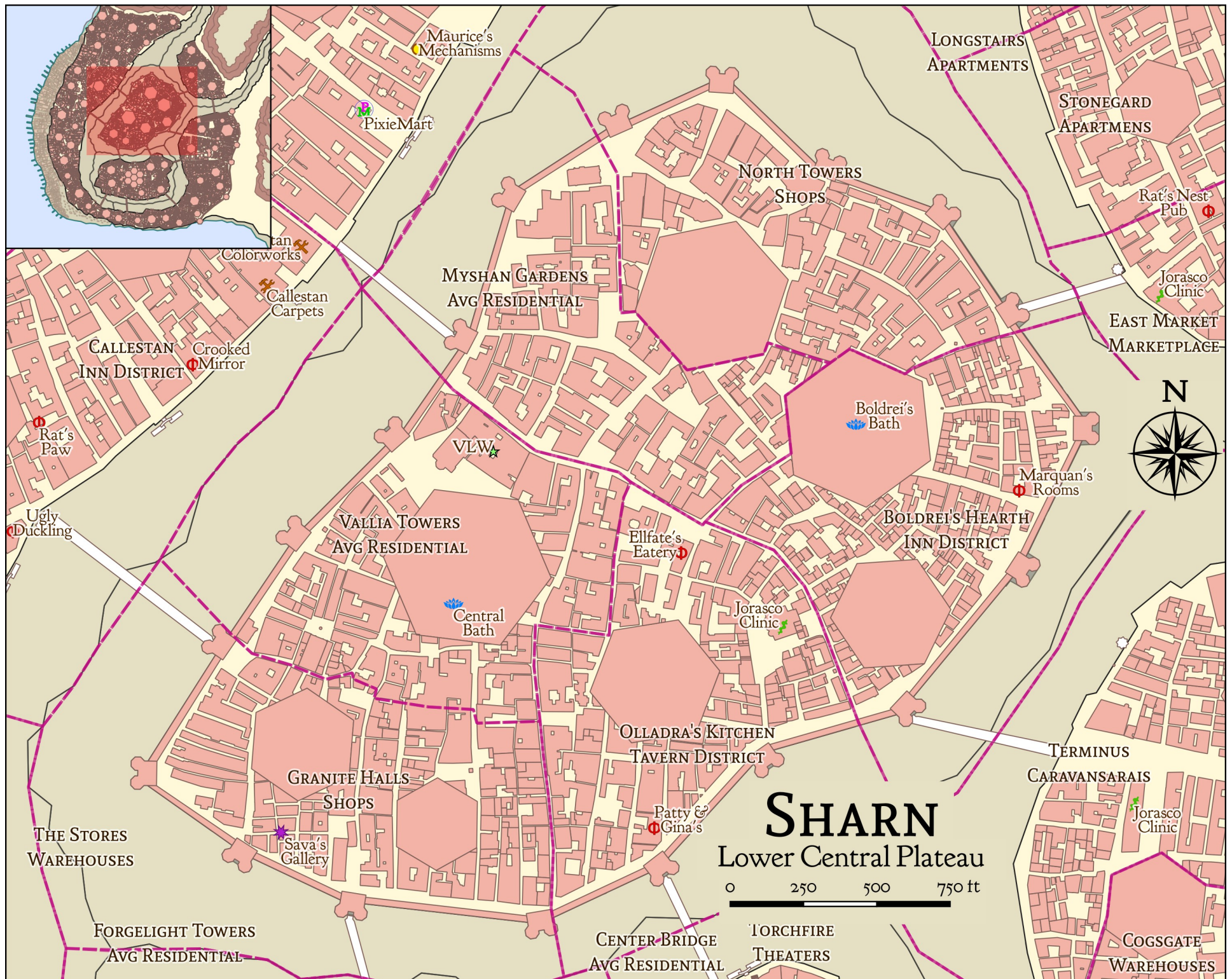
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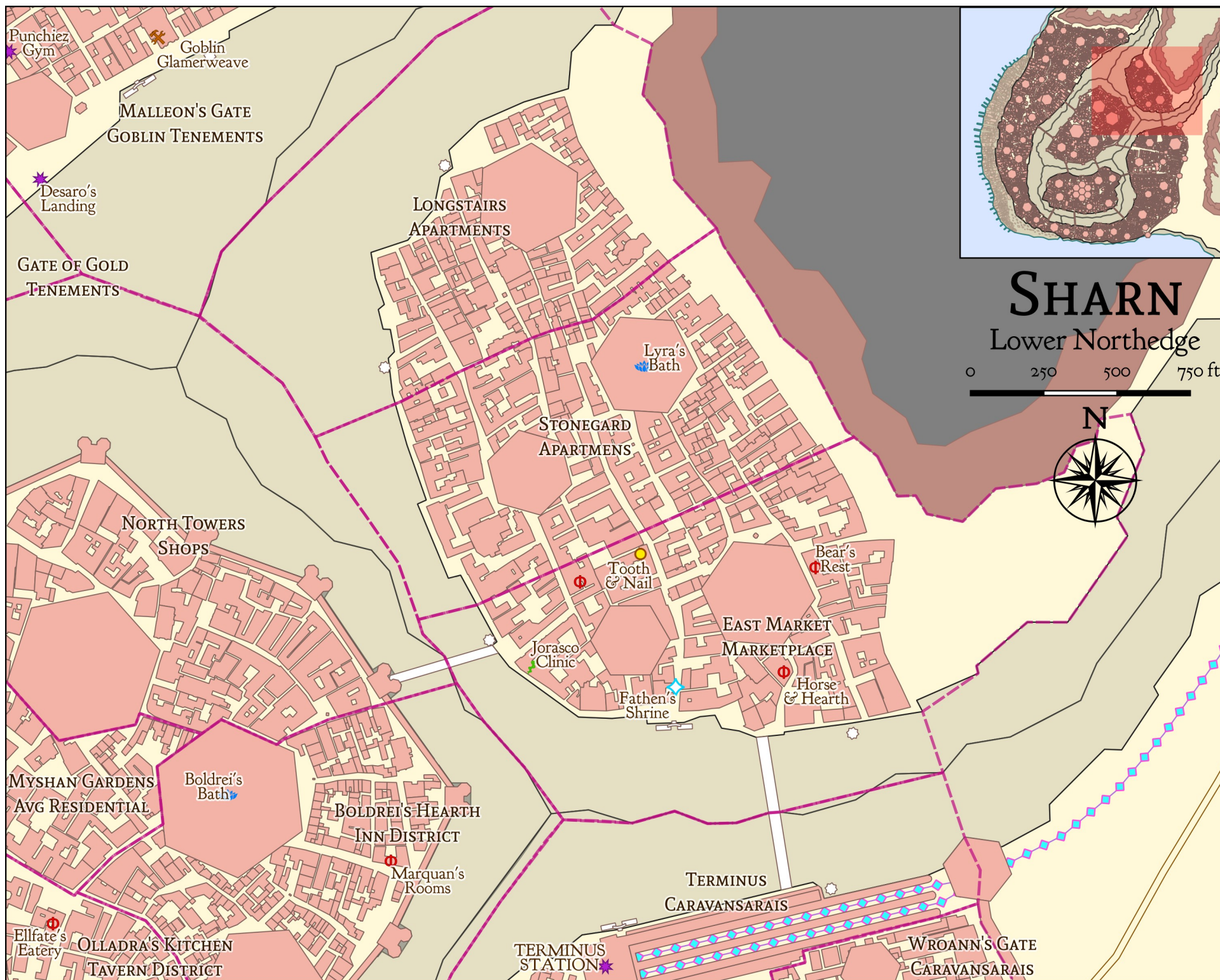


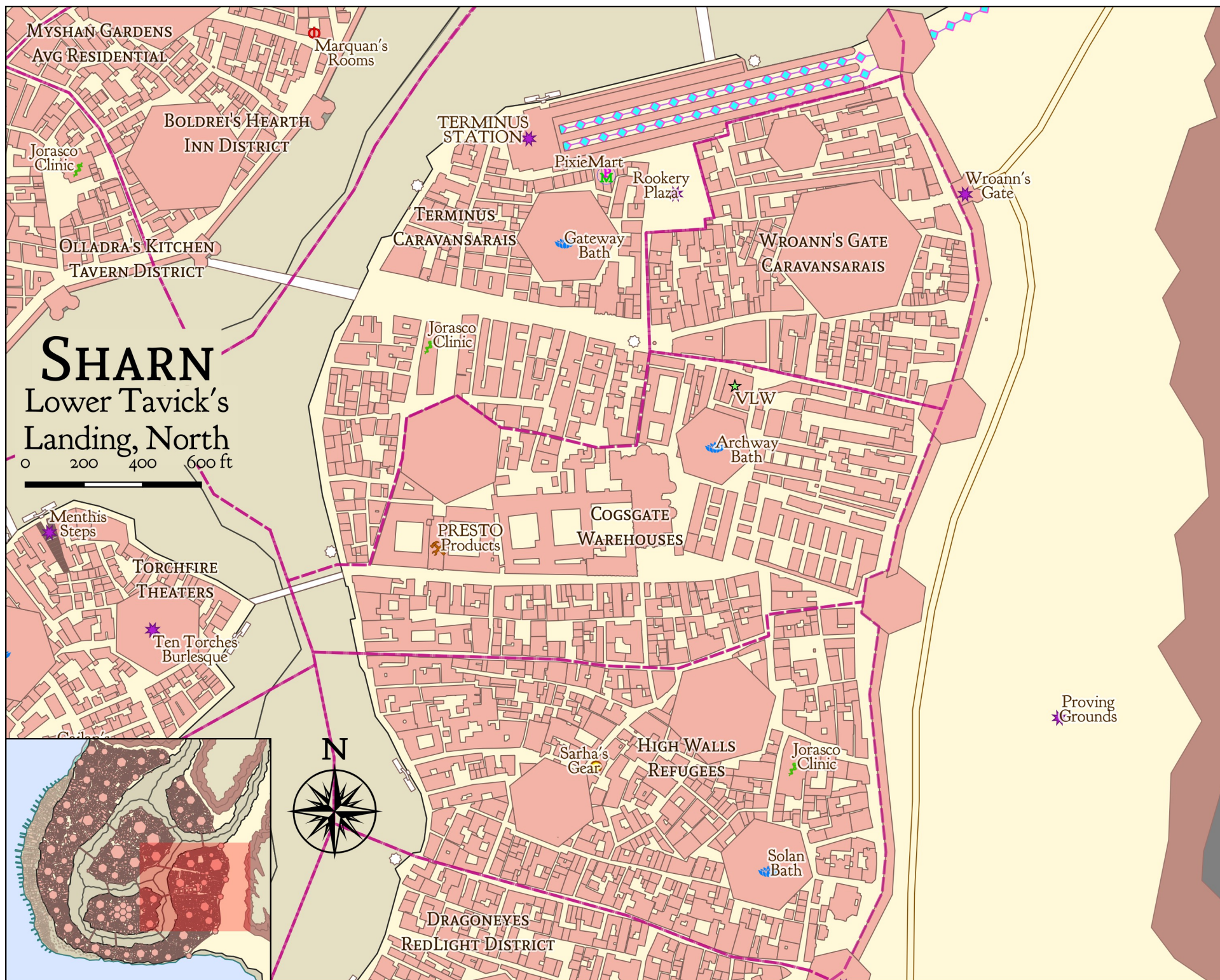


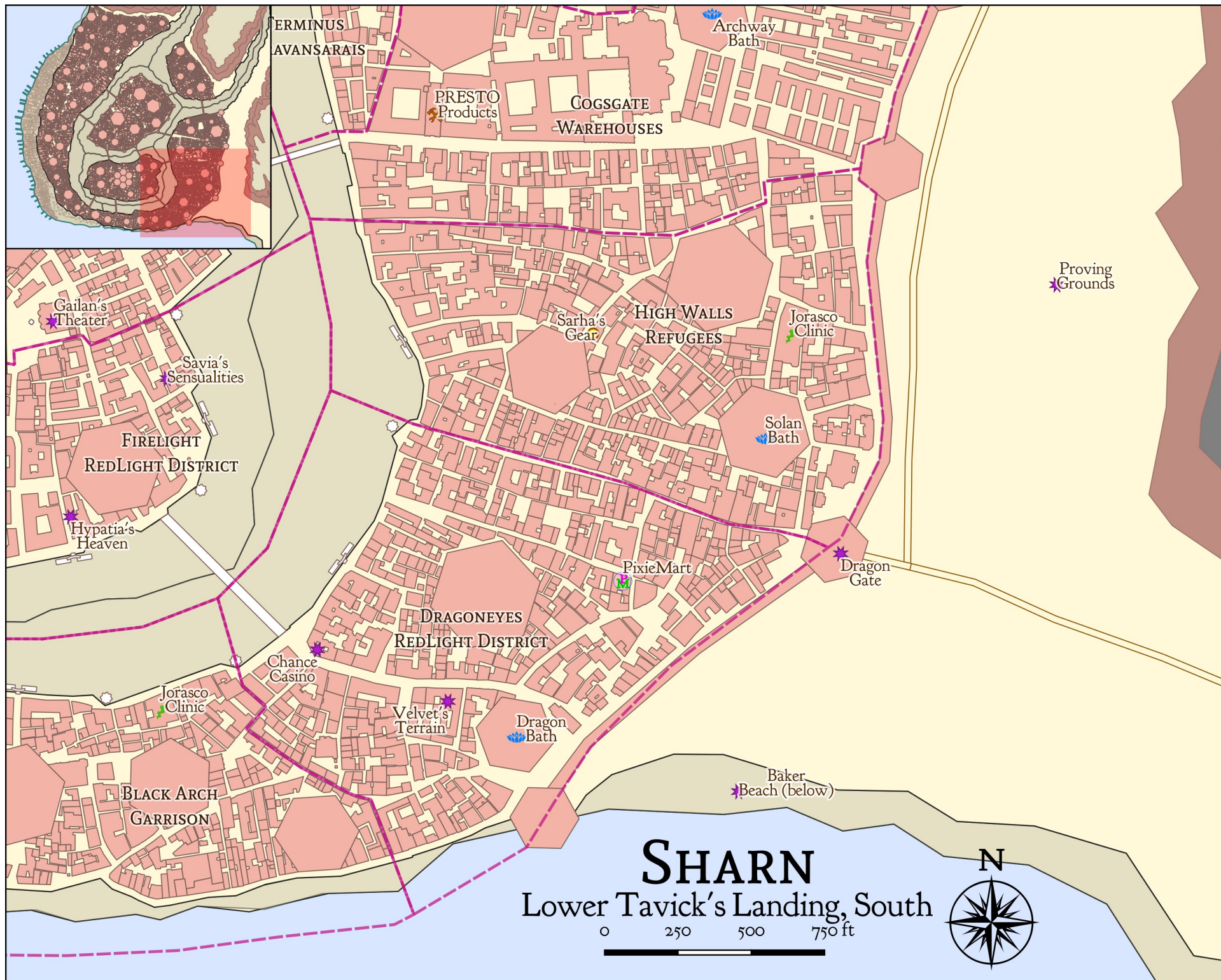












MIDDLE WARDS

In general, the Middle Wards are like a happier sibling to the Lower Wards. Middle Wards buildings are also typically ten stories high, and tightly-packed with narrow streets between them. However, most of the streets are open to sky because there are only a few Upper Level platforms covering small portions of this Level.

In the Middle Wards, the ‘street level’ map is still the most useful, because most businesses are at this level. Unlike the Lower Wards, suspended streets and catwalks are discouraged here, because there is actually sunlight and sky that could be blocked. Furthermore, residents of the Middle Wards can afford skycoaches as a means of daily travel. Dense bridges and catwalks at this level would be seen as more of an obstacle, and less as an affordable means of travel.

Floor-to-floor heights in Middle Sharn are higher, so the tops of buildings are often more than 150 feet above the Middle-level streets, and 400 feet above the Dagger River. The slender towers that constitute the Upper Wards rise out of the tops of these buildings. The hexagonal towers are magically-extruded basalt, and reputedly extremely strong and stable. Other buildings and towers are braced against these ‘core’ towers. Though many things can fly in Sharn, lateral stability is still useful.

A revision of several districts

Many locations in the Middle Wards have been described in previous guide-books. However, a few locations seem to have been mis-reported. Most importantly, the location of several districts in Middle Central is different from what was reported in Sharn: City of Towers. Furthermore, "Little Barrington" seems to be called "Baragon" today.

MIDDLE WARDS LOCATIONS

Bath-Houses and VLW Halls (multiple locations)

See descriptions of Baths & VLW in ‘Lower Wards Locations.’

Harla’s Delivery (Underlook, Middle Dura)

Aspiring young Orien Sorceress who flies parcels across Sharn.

Montoya’s Metals (Hareth’s Folly, Middle Dura)

Run by Atazar Montoya, one of the few elf blacksmiths in Sharn. She specializes in damascened blades made of hybrid steel and byeshk.

Weevil’s Wares (Bazaar, Middle Dura)

The most eclectic assemblage of items outside of the Brelish Museum of Antiquities.

The Stalls (Bazaar, Middle Dura)

Rotating groups of vendors set up daily stalls in this plaza.

Sharn Petting Zoo (Bazaar, Middle Dura)

Credit: the Windu

Owner: Beck Grayhawk

House Vadalis has been submitting various creations to the Sharn Petting Zoo over the years. Many well known breeds have gotten their start here, as it is the perfect place to try out things not as flashy as Magebred Bears. Stop in to see their glowing kittens.

Chibbles Boutique (Bazaar, Middle Dura)

Credit: the Windu

Business Type: Clothier

Owner: Chibbles

This small boutique offers some of the finest designs in the city, if you have an unusual eye. The owner, an elan from Sarlona, has been making outfits based on designs from her homeland. The style is slightly unnerving to some, but is guaranteed to make an impression. Chibbles boutique is one of 3 shops that has Wing Weave, a fabric made with angel feathers magically woven within.

Menander’s Wands & Staves (Bazaar, Middle Dura)

Dimly-lit shop stacked high with carefully-organized boxes of wands and bins full of staves. It is rumored that the ancient Elven proprietor met Galifar the Great when Breland was incorporated into the Kingdom.

Fezzini’s Potions (Bazaar, Middle Dura)

Sometimes known as ‘Fezzini’s Poisons.’ Run by Ranolo Fezzini, a proud and stout halfling who boasts that he carries the finest ingredients, purest reagents, and organic aromatic oils. Hagglng over prices is encouraged, but avoid offending Ranolo at all costs.

The Nameless Tavern (Rattlebone, Middle Dura)

Credit: The Windu

Type: Brawling Tavern

Owner: N/A

The Nameless Tavern is often hard to locate as the sign outside has been painted and plastered over countless times. When Thamas Vance died over ten years ago, he left a will and note for his son. He called on his son to “As owner of the tavern you must fight anyone who wants to take this legacy from you.” Due to a clerical error it was written as “Any owner of the tavern must fight anyone who wants to take it.” leading to a frequent changing of ownership. Because it takes a few months to get the name changed no one has had it legally changed in years. The current owner has filled the paperwork and made it four weeks.

Due to the quick turn over, drink specials are hard to come by, so if you find yourself in the tavern, just order the House Ale until you get the courage to challenge the owner.

Aundair's Bite (Rattlebone, Middle Dura)

During the Last War the floating Glass Tower was somehow sabotaged: it fell hundreds of feet and shattered across the old temple district of Lower Dura. As it fell, it broke through a portion of the Middle Wards basalt platform, taking several buildings with it. Pilots of skycoaches and soarsleds avoid this area out of both respect and a fear of magic that might undo the levitating properties of Sharn's Manifest Zone.

The Beauty of the Divine (Cassan Bridge, Middle Menthis)

credit: Sunevial

Tucked away in a corner of Cassan Bridge is a small clothing store and salon named 'The Beauty of the Divine'. It's run by two planetouched tieflings, a brother and sister, and the store specializes in catering to individuals who have unique fashion needs. They cater for tails, horns, hooves, and are experts in matching colorful skin to the latest fashion trends. The two siblings are also devoted members of a Three Faces of Love cult, and they're known to matchmake among their customers.

The Helpful Halfling (Cassan Bridge, Middle Menthis)

Credit: the Windu

Business Type: Refurbished Equipment

Owner: Stoben d'Ghallandha

This simple goods store is one of the only reclaimed items stores in Sharn. When an adventuring group has a bunch of bulk equipment they have “reclaimed”, The Helpful Halfling is the perfect place to sell. The owner is an heir of House Ghallandha who wanted to try something a little different. He purchases all goods at 50% of the general purchase price and sells them for 75%.

Mirror's Emporium (Everbright, Middle Menthis)

Credit: Matthew "Regitnui" Booth

A cosmetic magic expert located in Middle Menthis, Mirror is a changeling who makes a point of appearing as their client's mirror image. While this can be disconcerting, it's very helpful in their line of work. A client can simply describe their desires and Mirror will alter their own appearance until the client is happy, thereafter casting the required spells.

Iarris Adventuring (Everbright, Middle Menthis)

Credit: Khell

A small, independent adventuring company, led by Iarris.

Magewright College (Everbright, Middle Menthis)

Directly below Morgrave University is the equally-large, but less-acclaimed college that trains magewrights to refine their magical skills. This is the womb of Sharn's economy, providing those who will deliver the goods and services that support the city.

Hrrregaros' Finest Porcelain (Tradefair, Middle Central)

Hrrregaros the Minotaur sells some of the most exquisite porcelain and glasswork in Breland, possibly all of Khorvaire. Most of his products are made by a collective of Tieflings based in the Cogs. It is rumored that one can commission items with disturbing enchantments from this shop, but most visitors swear that they cannot imagine anything harmful being sold by this charming Minotaur.

Cyran Embassy (Ambassador Towers, Middle Central Plateau)

Out of respect for the plight of the Cyrans, this Embassy continues to be recognized even after the Mourning. Prince Oargev still holds receptions here, though fewer Brelish notables attend as the plight of Cyran refugees in Sharn has deteriorated.

S.W.A.E. Headquarters (Ambassador Towers, Middle Central)

credit: Fiesole Party

Sharn Workers Against Exploitation (S.W.A.E.) are a labor-union organization led by goblins and orcs of the Lower Wards. They have recently received support from the warforged and tieflings, and surprise endorsement from the King's Citadel. Royal support is a move in the long game of political tensions between the noble houses of Sharn and the Brelish monarchy.

Plaza of Truths (Sovereign Towers, Middle Central Plateau)

In this lovely district, the Pavilion of the Sovereign Host and the Cathedral of the Cleansing Flame face onto the same plaza. This major public space crackles with the tension between these two faiths. In the middle of the plaza is a permanent Zone of Truth, ten feet square. Leaders of both faiths are accustomed to avoiding this Zone.

The Liar's Bite (Sovereign Towers, Middle Central Plateau)

Credit: Flannelcat

Hole-in-wall restaurant serving fried spider parts. Adjacent to the Plaza of Truths.

Ragga SkyCoach Works (Holdfast, Middle Northedge)

Largest producer of skycoaches in Sharn. Joint Cannith-Lyrandar shop.

Knuckles Bones (Cornerstone, Middle Tavick's Landing)

Credit: the Windu

Type: Gaming Tavern

Owner: Milton ir'Bradley

Gaming Halls have a long history in Sharn but Knuckles Bones offers a different type of gaming. No gambling takes place and instead everything is casual and fun. It is a very different feeling and it can build up relationships in your life.

Each game they have amongst their collection, has a recommended cocktail to accompany it. One of the most popular is a game called Gloomy Family, in which players weave morbid tales about their fictional family and kill them in hilarious ways. The night is made all the better when paired with a pitcher of the Long and Bitter, a bitter black concoction that gets more and more bitter as each pitcher is refilled.

SHARN

Middle Wards



Dagger River

PRECARIOUS
WAREHOUSE DISTRICT

OLD KEEP
APARTMENTS

MALLEON'S GATE
GOBLIN TENEMENTS

LONGSTAIRS
APARTMENTS

STONEGARD
APARTMENTS

EAST MARKET
MARKETPLACE

CALLESTAN
INN DISTRICT

GATE OF GOLD
TENEMENTS

NORTH TOWERS
SHOPS

MYSHAN GARDENS
AVG RESIDENTIAL

BOLDREI'S HEARTH
INN DISTRICT

VALLIA TOWERS
AVG RESIDENTIAL

TERMINUS
CARAVANSARAI

WROANN'S GATE
CARAVANSARAI

GRANITE HALLS
SHOPS

OLLADRA'S KITCHEN
TAVERN DISTRICT

THE STORES
WAREHOUSES

COGSGATE
WAREHOUSES

TORCHFIRE
THEATERS

FORGELIGHT TOWERS
AVG RESIDENTIAL

HIGH WALLS
REFUGEES

FALLEN
(RUINED)

DOWNSTAIRS
TAVERNS

FIRELIGHT

REDLIGHT DISTRICT

DRAGONEYES

REDLIGHT DISTRICT

FOUNDATION
APARTMENTS

BLACK ARCH
GARRISON

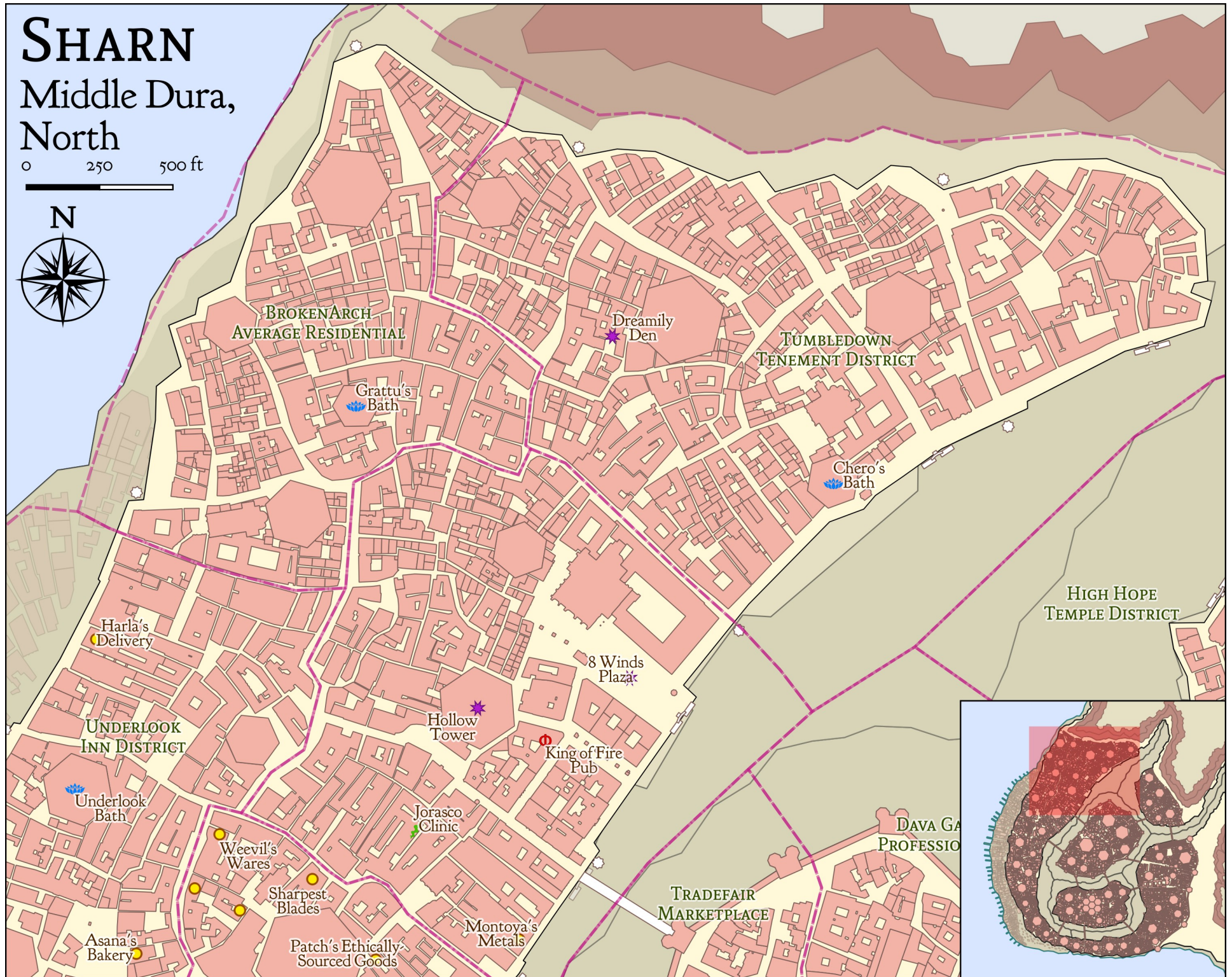
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The Hilt

SHARN

Middle Dura,
North

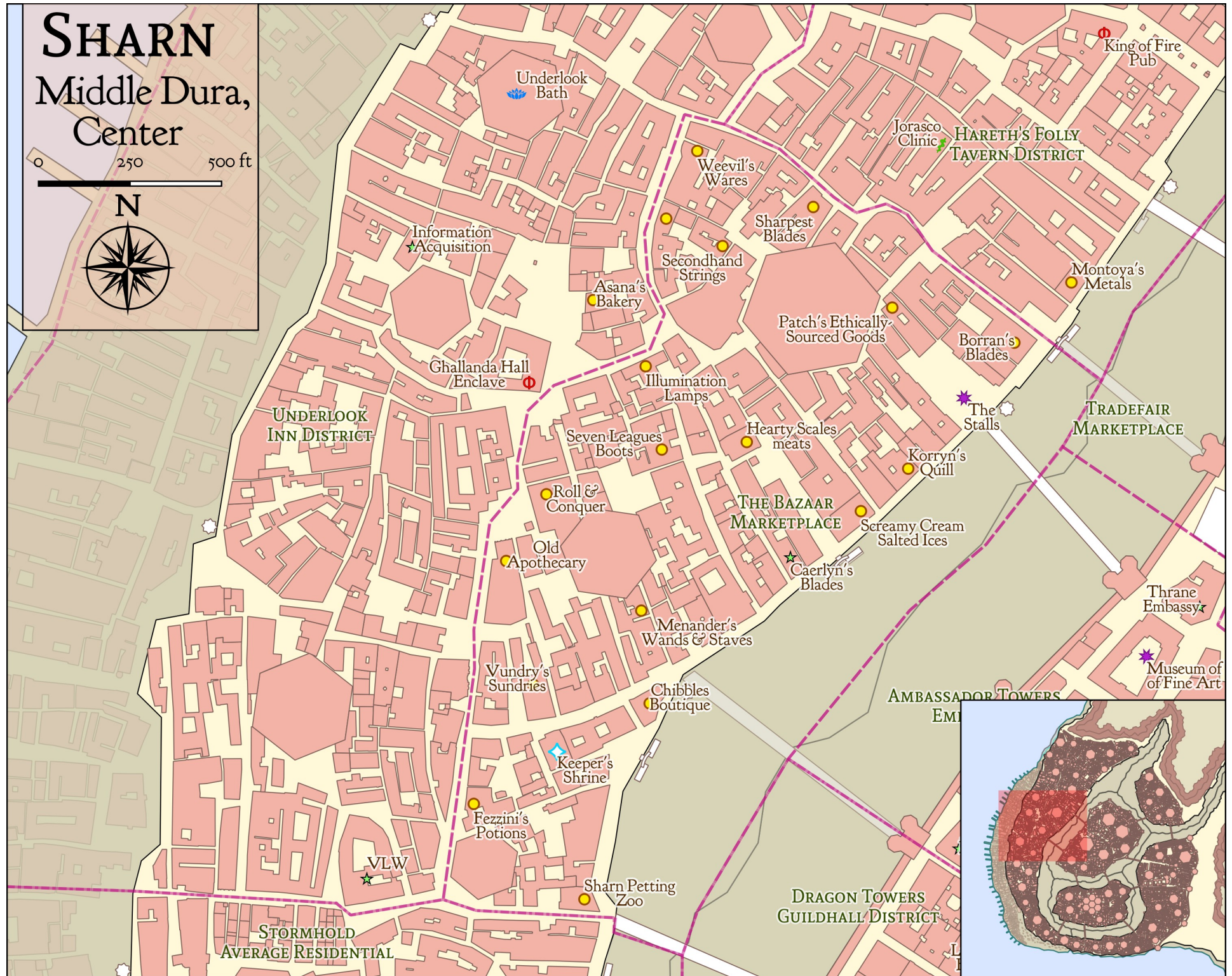
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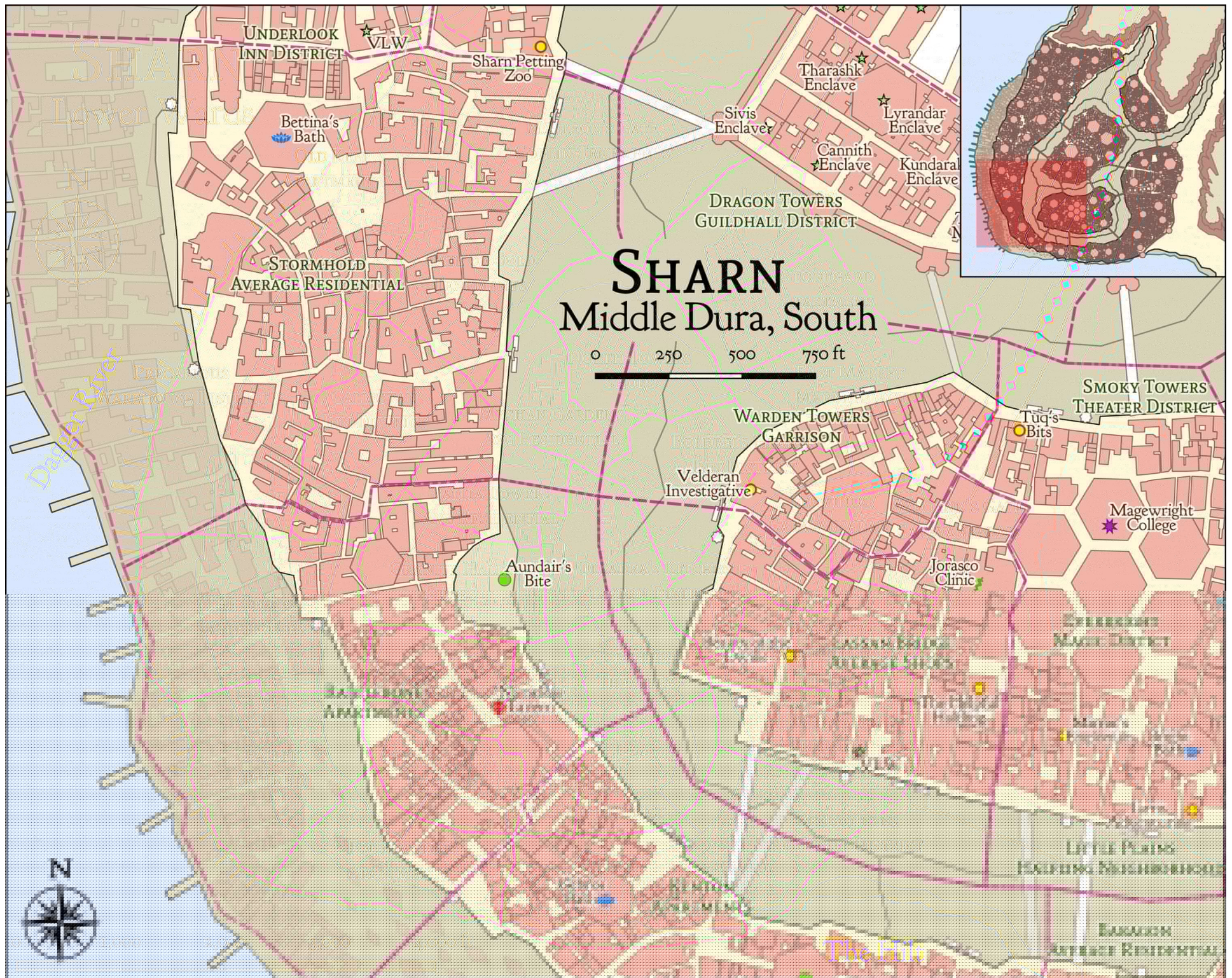


SHARN

Middle Dura, Center

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UPPER WARDS & SKYWAY

I have little to add to prior existing works, regarding locations in the Upper Wards and Skyway. I refer you to the works of Baker, Slavicsek, Wyatt, Crawford, Bassingthwaite, Wulf, Crilley, et. al. These wards are beautiful and remarkable, justifying Sharn's epithet: City of Towers. Aundair has a few floating 'motes of Eberron,' but in the case of Sharn it seems as if the city is either slowly coalescing from the sky, or slowly dissolving up into it. The floating towers are beautifully wrought, but there is still a clear design relationship to buildings in the Upper, Middle, and Lower Wards. Scholars at Morgrave University argue that subtle proportions of walls, windows, and decorative details trace back even to the Dhakaani City of ten thousand years ago.

A city for bird-watchers

One notable feature of the upper reaches of Sharn is that floating structures are excellent bird habitats. Nesting bird still have to defend against avian predators, but the threat of terrestrial animals is almost nonexistent. Occasionally some rats manage to stow aboard a sky-coach and infest a floating tower, but magewrights are well-paid to exterminate these vermin from palatial estates. Storks, terns, and swallows all migrate across the Straits of Shargon to roost here.

Within the city, residents of the Lower and Middle Wards raise pigeons to race and as food. Upper-Wards families raise falcons and hawks which prey on the 'lower' birds. There is a tacit agreement that this reflects the class animosities in the city as a whole, and many festivals in the Middle and Lower Wards involve killing Upper-Ward birds and displaying them as parodies of important officials of the city.

UPPER WARDS LOCATIONS

Yomama's Bathhouse (Highwater, Upper Dura)

Yomama is an elder sorceress who runs one of the largest bath-houses in Sharn, in an isolated tower in the Highwater District of Upper Dura. Service is excellent, though patrons might get the uncanny sense that the staff are under some form of compulsion.

Elba's Airships (Highwater, Upper Dura)

Our Skyships may be a great leap in magecraft, but older balloon-based Airships still serve cities across Breland. Airships have seen a recent revival as merchants have become nervous about the insecurity of roadways, and even the Lightning Rail. Within Sharn, Airships are redundant, but the Sharnese have acquired a preference for flight even beyond the limits of this Manifest Zone.

Rats In The Cellar (Clifftop, Upper Dura)

Credit: The Windu

Type: Trapped Tap Tavern

Owner: Aurizura Karch

Rats In The Cellar is a new type of tavern experience appearing in Sharn, known as Trapped Taps. These unique establishments got their start in Xen'drik as a way to keep adventuring skills sharp.

When entering the tavern your group of "Adventurers" must proceed through a series of random puzzles and traps in order to make its way to the main bar. The tunnels and halls leading to the bar have over 100 unique puzzles to solve, and your team will encounter 4-5 before succeeding. The next team behind you will have a completely different experience. Rats In The Cellar is currently running a scenario inspired by The Inspired., with "Escape From Riedra". Once you do make it through, definitely try the Pomow Punch, made with actual Pomow from Riedra.

Ganix's Zeppelins (Redstone, Upper Dura)

Only one firm continues to maintain these massive vehicles in Breland. Whereas Elba's airships range from day-trip balloons to small dirigibles, Ganix maintains a fleet of rigid, buoyant ships in direct competition with the skyships we build with houses Lyrandar and Cannith. Ganix grumbles about the dangers of relying on bound elementals to keep a heavy ship aloft.

However, Ganix's clientele are generally nobles and members of the Aurum who have their own objections about being dependent upon Dragonmarked houses for their travel and trade. His most regular route is between Sharn and the Brelish capital, Wroat. I believe he is able to maintain a headquarters and mooring tower atop the largest tower in Dura only because of his close relationship with the propertied class in Sharn.

Mic's Miscellany (Redstone, Upper Dura)

Credit: The Colonel

A tiny shop that offers low prices, but is avoided by locals. Irritating tourists and over-eager new adventurers are directed there, to sample the wares in the large chest at the back of the shop.

Izzy's Slightly Used Airships (Redstone, Upper Dura)

Credit: Zed Bundershot

Opposite the Lyrandar Airship Tower of Central Plateau. Izzy guarantees that the elemental binding-rings and dragonshards of her refurbished airships are sound. Battle-damage and bloodstains almost completely removed from the decks.

Hanging Gardens (Den'iyas, Upper Menthis)

credit: Paul Crilley, Night of the Long Shadows

An area of Sharn where the manifest zone knots in on itself, and gravity is reversed for just that area.

Sharn Exchange, a.k.a. The Mosh Pit (Korran-Thiven)

Sharn is a commerce-oriented city. The trading floor of the "Sharn Exchange" is a monument to business; a continuous violent performance of primitive accumulation.

Some suggest that traders in the Exchange train for combat in Lower Dura.

The Flowing Chalice (Korran Thiven, Upper Central)

Credit: The Windu

Type: Adventuring Tavern

Owner: Fizalki Hammersmith

The Flowing Chalice is a short walk from the offices of The Wayfinder Foundation. Every adventurer wants a chance to have their stories live on forever and no tavern offers a better chance for that. Once an adventure has been featured in a broad sheet for their exploits, they are welcome to come and share their exploits within. The ability to mingle with other well known adventurers has led many to see The Flowing Chalice as a rung on the ladder to membership within the Wayfinder Foundation.

When an adventurer is featured in a paper for a fifth time, The Flowing Chalice has a special ceremony. A ceremonial dagger with the adventurer's name is added to the Wall of Heroes. It is woven and intertwined with the other blades on the wall.

SKYWAY LOCATIONS

Skylight Bathhouse

This bathhouse has glass floors and glass ceilings. Technically it is a public bath, but one must be able to enter Skyway in order to use it. Skylight is one of the few places where the elite of the city reveal themselves, and in fact many prepare for several hours before sashaying into this venue. Although it is shielded from scrying, the glass floors of the pools can be seen from below. This alone has played a major role in the improvement of optical-glass lenses for telescopes and field-glasses sold to residents of the Upper Wards.

IN CLOSING

Thank you for your kind attention to this report! In Volume 2, I will show detailed maps of selected areas of the city, with an overlaid, hexagonal, five-foot grid.

Kind Regards,

Enta Spinwhistle

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