

EBERRON RANDOM EVENTS



SHARN AND THE FIVE NATIONS

Michael J Winegar

Introduction

“Opportunities are abundant, if you’re willing to dig into the wounds of the Last War.”

- Rix-with-pale-lips, changeling spy, when asked why she travels across Khorvaire.

“The enemies outside of Eberron are always looking for a way in. The Dimensional Seals in every land must be found and maintained.”

- Grishnash, half-orc Gatekeeper, when asked why he explores other nations.

“Everywhere, everywhere, everywhere. Stuff to kill.”

-Kaska, halfling barbarian, unprompted.

What is a Random Event?

Random events are short scenarios that can be introduced to your game of Dungeons & Dragons. They often involve one or more skill checks and always involve a choice on the part of the characters.

Dungeons & Dragons is fraught with perilous adventures that often ask the exciting question: “Will our heroes survive?” The random events presented in this supplement seek to ask other interesting questions such as:

“Where does your character draw the line between right and wrong?”

“How often are you willing to break the law?”

“Do people deserve second chances?”

The following tables represent a way to generate random events during or between adventures on the continent of Khorvaire in the world of the Eberron campaign setting.

This supplement references the 5th edition *Wayfinder’s Guide to Eberron* (WGE), the *Player’s Handbook* (PHB), *The Monster Manual* (MM), and *The Dungeon Master’s Guide* (DMG). Page numbers may differ as other documents are updated, but references given here should be within a few pages.

XP

Consider granting about 500 xp per event, no matter the outcome. This shows that characters can grow from more than just combat and that even failures can be learning experiences that expand the campaign world and their place in it.

Areas, Regions, and Nations

Some Events have an effect on an area, region, or nation. For purposes of these tables, an **Area** is a town and all villages within about three days travel (~75 miles). A **Region** is considered a major city and all cities, towns, and villages within about seven days travel (~200 miles). For the sake of convenience, this assumes that most towns are within about a week’s journey of a city and most villages are within two or three days travel (about 40-60 miles) of a town or other village. Some towns or villages may be more remote.

A **Nation** is considered one of the Five Nations of Khorvaire: Aundair, Breland, Cyre (the Mournland), Karrnath, and Thrane.

Sharn, the City of Towers, is so large and complex that you might consider breaking each Quarter or Ward into an area of its own. (Page 131 of the *Wayfinder’s Guide to Eberron* has the decency to put quotation marks around “quarters” even though there are five major divisions in Sharn. If you are upset by this, quotation marks notwithstanding, please do not leave negative reviews or critical comments on the DMsGuild page for this supplement. Instead, consider writing a strongly worded letter to the publisher demanding that Sharn be officially divided into Quintans.)

If you see an event that you particularly like, you might consider marking a place on the campaign map and having a chosen event trigger when the party explores that location.

When to Use

Natural times to use a Random Events table are between adventures, while narrating travel, or as a hook into a new adventure.

EXAMPLE 1: The party has just finished an adventure in the Starpeaks north of Thrane, a quest given to them by the NPC Sir Arno. Arno told them to meet him in Flamekeep if they succeeded. Having completed the adventure, the party meets with Arno for their reward and are soon on the lookout for what’s next. Since they are in the nation of Thrane, roll 1d20 and

consult the Thrane table to see what happens as the player characters travel in search of adventure.

EXAMPLE 2: Having started the campaign in Sharn, the campaign calls for the party to travel to the distant Mror Holds, a long journey across the nations of both Breland and Karrnath. If the party is not traveling urgently along a straight line (as they would if they had discovered the rare ingredient that could stop the Purpling Plague) then it is assumed that they take their time as they travel, stopping here and there to explore, resupply, and visit new places. You can roll on the tables for Breland, Karrnath, or both to see what happens along the way.

EXAMPLE 3: Having defeated a dark sorceress in the nation of Aundair, the party decides to make her former tower their base of operations. That means they'll want to explore the lands surrounding their new home. You can roll on the Aundair table to see how the characters will begin to make a life and reputation for themselves in their new home.

As a general rule, you might limit random events to once a week, or at least make sure one is dealt with as much as possible before moving on to another. You can increase or decrease the frequency as your group sees fit.

Who participates in a random event?

These are party events, which means that you should engage every player during the resolution of every event to see how their character reacts and how they feel. Keep in mind that player characters should not be bound by suggested checks or resolutions in a particular entry. Player characters should have plenty of freedom to narrate their own activities or actions.

Unless something happens to the entire party at once, some events don't require the active participation of every character.

EXAMPLE: Hargar the dwarf cleric and Resma the human fighter try to convince a town to prepare for an imminent threat. Oloru the half-

elf sorcerer has been treated poorly by the townsfolk and doesn't care if they believe in the threat or not. Characters who decide not to make a check miss out on the rewards but also avoid any penalties.

Sometimes more than one character wants to take part in a certain action. Whenever possible, do not let the failure of one character nullify the success of another. Here are some examples on how to handle certain situations:

Sometimes more help is always better.

EXAMPLE 1: Three characters want to work together to push an overturned carriage upright. In this instance, their rolls could work like advantage with the DM checking the highest of their three rolls against the DC.

Some characters succeed while others fail.

EXAMPLE 2: A bard and a warlock decide to poke around a military installation for clues; the bard succeeds but the warlock fails. This means that the bard has avoided notice and found a clue while the warlock has been caught acting suspicious and is escorted to the gates.

EXAMPLE 3: A barbarian and wizard both reach out to catch a falling gnome. The barbarian fails to catch the gnome, but the ranger succeeds. This simply means that the ranger is the one who catches the gnome, even though the text states that the gnome falls on a failed check.

Find the Median. **EXAMPLE 4:** The entire party has disrupted the plans of a gangster lord and now they are hiding in an abandoned church. Each party member makes a Dexterity (Stealth) check and the results are 3, 12, 14, and 18 against a DC of 12. Rather than have the entire party get found out from one bad roll, the median of the checks is 13 and so exceeds the DC of 12. Or perhaps, only the character who failed is caught.

Successes vs Failures. In Example 4 above (hiding from gangsters) the DM could rule that three successes to one failure means success for the group. In a tie, or when things are questionable, always err on the side of favoring the players.

Opposed checks within the party. It is entirely possible that two characters will decide they would act on different sides of an event. In these cases, the higher result succeeds and the lower result fails, regardless of the DC.

EXAMPLE 5: A town has locked its gates to search for a werewolf in their midst. The druid wants to help the werewolf escape to the Eldeen Reaches. The paladin decides it is their duty to help the townsfolk. Both players make a check, Investigation for the paladin, Stealth for the druid. The paladin rolls a 7 and the druid rolls a 9. Even though both of these results are below their respective DCs (10 to find, 12 to sneak her out) the druid's roll succeeds and the werewolf escapes as though the druid had succeeded. Whether the paladin knows what the druid did or not is up to the DM.

How to Use

The Dungeon Master should:

- **ASK** what each character is doing at the time of the event. Are they riding a horse, composing a song, shopping, looking for something, or running from enemies? Have a good idea of which characters are walking, riding on horseback, driving a cart, or otherwise moving during an event. Do they have any other business they should be attending to that might be disrupted by an event (ex. service at a temple or paying off a loan shark)?
- **ROLL** 1d20 and consult the relevant table.
- **READ** the entire entry to yourself.
- **THINK** about the party and how such an event would fit into your campaign. If it just doesn't make sense, consider rerolling or altering the event to fit the needs of your game. Think about how such an event would affect every member of the group.
- **SPEAK the bolded, first part of the entry out loud.** The double slash (//) indicates that you should wait for a response from the characters before reading further or narrating how the rest of the event plays out.
- **CALL for checks or saves.** Checks which don't result in immediate success or failure

(such as using Survival to track someone or Investigate to gather clues) are usually allowed once per day unless stated otherwise. Consider granting players advantage for asking if they can incorporate spells or special abilities into the event (for instance, using the *Invisibility* spell to help with a Stealth check). If an ability is not listed before a skill ["Nature" instead of "Wisdom (Nature)"], then the character must be proficient in that skill to make the check.

- **RESOLVE** the results of checks or saves, reading out loud any applicable Success or Failure text.



This supplement makes use of a variant rule. See **Appendix 2: Wanted Scores** for more.

How did we get here?

Some events do not mention exactly how the party came to be in a certain area, learning certain information, or having a relationship with certain individuals. In cases like this, it should be assumed that the event came up in the natural course of adventuring and exploring across Khorvaire. How did the party end up in eastern Breland when they only meant to travel from Sharn to Droaam? Perhaps they were visiting family, chasing down a rumor, or wanted to buy a certain item before their adventure in Droaam. Try not to get too bogged down in the details, but if it doesn't seem to be working, see the next section.

Altering and Rerolling

Risk is a fun and essential element to any random table. That being said, the judgment of the Dungeon Master and the roleplaying desires of the group should always override what is written. There is a chance that a player character will assert something like, "My character would never do that."

These events are meant as shortcuts to choices that reveal who the characters are, what they believe in, and how they are building a reputation. If the party ever rolls an event that

does not seem to make sense, for them or for the campaign, consider altering the event into something believable for the characters. If this does not seem easily possible (or is simply taking too much time) consider re-rolling until you find a better fit.

EXAMPLE 1: If House Lyrandar is trying to get the party to spy on House Orien, they would probably not ask a character with the Mark of Passage to spy on their own house. They might, however, approach another member of the party with the offer.

EXAMPLE 2: The party consists of a shifter barbarian, a half-orc druid, a warforged fighter, and a halfling ranger. An event in which they attend the opera might seem a little out of character. Then again, perhaps that's just the kind of incongruous setting that leads to the most memorable game sessions.

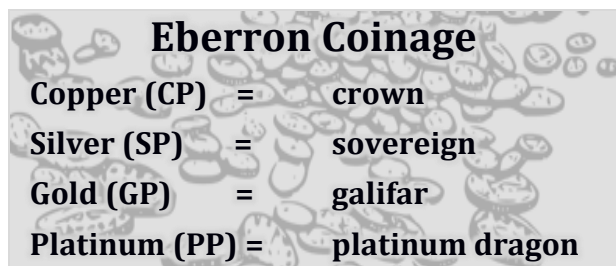
If the party rolls an event that they have experienced before, consider altering it to fit the circumstances:

The same thing could happen to different people. Lots of people could dangle from a bridge in Sharn, not just the gnome banker presented here. It might be a different person with a debt to a different criminal organization.

Deepen a relationship. A young noble whom the party rescued in the previous event has come into her inheritance and she's ready to finance a daring adventure in a faraway land.

Continuation of the previous event. A member of the Trust, impressed with the party's actions last time they met, has another job for them.

Something threatens to undo their success. An innkeeper who was once mixed up with the illegal drug trade has taken it up again to earn enough money to get his brother's family out of the slums.



Eberon Coinage		
Copper (CP)	=	crown
Silver (SP)	=	sovereign
Gold (GP)	=	galifar
Platinum (PP)	=	platinum dragon

Play It Out or Narrate

The most important rule for a random table is to run with it when you're having fun and wrap it up when it's time to move on.

You should be especially mindful of how all members of the group are engaged. It can be a lot of fun for the rogue to play out a daring heist, but not at the expense of the rest of the players being bored. The random events presented here should be used as an interesting way to flesh out characters and to give players roleplaying opportunities. It is certainly possible for characters to gain experience, advance the main story, find treasure, and have intense combat encounters as part of these events, but keep an eye out for how engaged your players are. If their attention starts to waver, narrate the end of the event and move on.

If you play out an Event in which all players are actively invested, with a little creativity you can turn it into a full blown adventure.

Players will often come up solutions and options different than those presented here. Whenever possible, use a player's suggestion over what you find in the event text.

Explore the World and Write Your Story

You can use every opportunity presented here as a way to flesh out your campaign world and your characters. After an event, think about what new Bonds a character might form, how the event can shape their reputation, and how the event could affect rolls in the future in a positive or negative way.

Encourage characters to make note of their experiences and social connections. Remind them that these can be used later to their advantage.

Sharn: The City of Towers

D20

Event

A member of the party wakes up with a thorny, twisting tattoo that appears to be an Aberrant Dragonmark. It goes from their lower jaw to their left wrist and glows faintly red in dim light. // Have all members of the party roll 1d20. The character with the lowest result has the mark. *Detect Magic* or a similar effect reveals an aura of faint transmutation magic. Any attempt to activate the mark fails.

If the party seeks out an expert in Dragonmarks, or they do the research themselves (DC 18 Arcana or History, one check allowed per week), they discover that the mark is fake and that House Lyrandar once dealt with a rash of fake Dragonmarks.

Sharn
1

The mark will not come off using any spell less than 7th level. If anyone sees the false mark, there is a 50% chance they will tell authorities about it, raising that character's Wanted Score by 1 in whichever nation their Mark was revealed. Commoners probably won't confront them, but law enforcement and Dragonmarked Houses take an immediate and negative interest.

If the party seeks out House Tarkanar, the rumored "aberrant" House, they face mocking laughter at best and violent hostility at worst.

If they travel to Stormhome to speak with members of House Lyrandar there, the House agrees to remove the mark if the character will consent to a week of being studied first. If refused, the House might very well insist.

Remnant Home, a low income apartment building for families of soldiers who died in the Last War, is in danger of closing down. Without funds or patronage, they will end up in the slums or on the road as refugees. They have enough to stretch for a couple of months, but then they have to start asking people to find somewhere else to live.

// It costs 15 galifars a day to maintain Remnant Home, which means it needs 5,500 galifars to run for a year. Anyone who funds the house will be respected throughout Khorvaire by those who lost someone during the war.

Sharn
2

Convince a wealthy person or organization in any nation to patronize Remnant House: DC 17 Charisma (Persuasion) or Religion. One check allowed per organization, family, or person. Each success grants Remnant House 1d6x500 galifars of funding per year. If a character has a good personal relationship or history with a certain person of appropriate means, you may grant can have advantage on the check.

If the party succeeds, it's likely that someday someone will repay them tenfold by giving them a fortune, an artifact, or support during a critical time. Party members with a Breland Wanted Score of <5 may reduce their score by 1.

The party members hear a telepathic cry for help from an unknown direction. You look into the crowded streets and a dozen faces look back at you in confusion or surliness; humans, half-elves, dwarves, halflings, gnomes, half-orcs, the entire population of Khorvaire seems to suddenly crowd the street in front of you. The cry for help comes again, fainter, as if it's moving away. // If a party member seeks out the source, there is a 15% chance that they move in the right direction. If a character has psychic or telepathic abilities, the chance of heading in the right direction raises to 75%.

If a character heads in the wrong direction, they soon realize their mistake and can choose a different direction. If a character fails to move in the right direction three times in a row, they lose the voice.

If a character successfully moves in the right direction, the chance of moving in the right direction again increased by 25%. If a character moves in the correct direction twice in a row they find the source a few blocks away. Read the following out loud:

A human and a dwarf, both cloaked in deep gray, struggle to get a large, padlocked chest onto a cart. A hammering thump and a muffled scream causes several people look in their direction. The human and dwarf curse at one another, drop the chest, and flee in opposite directions.

Sharn
3

- **Chase down one of the kidnappers:** DC 13 Strength, Dexterity (Acrobatics) or Intimidation. Only one check allowed.
Success: *You tackle and subdue the kidnapper. He spits at you and refuses to speak.*
Failure: *You lose your quarry in the crowded streets. As you turn back to your companions, your back itches like you are being watched.*
- **Open the chest:** DC 13 Thieves' Tools or DC 18 Strength. One check allowed every 10 minutes. If the chest is not opened in 30 minutes, the next check fails automatically.
Success: *Curled inside the chest is a female kalashtar, bound, gagged and bleeding from a head wound. Once freed, she tells you her name is Shantari. The men abducting her work for an evil organization called the Dreaming Dark and they should be turned over to the King's Citadel immediately.*
Failure: *You finally wrench open the chest to find the body of a young kalashtar woman. She appears to have died from an untreated head wound.*

Shantari is a powerful telepath and as thanks she offers to help each party member relive one of their happiest memories or erase one of their most painful.

An ogre pulls a handcart slowly through the street, taking up most of the narrow lane and causing a traffic jam behind him. Some people (out of ogre arm reach) are starting to curse and shout and shove, trying to get past the ogre before he reaches a bridge and backs things up even more. A particularly angry human pulls back his arm to throw a chunk of plaster at the back of the ogre's head. // Have all party members roll 1d20. The character with the highest result stands next to the would-be thrower. The ogre stat block can be found in Appendix 3 or MM p237.

- **Stop the thrower:** DC 14 Strength or Dexterity (Sleight of Hand).

Success: *You pull the chunk of plaster out of the would-be throwers hand and stare him down. He grumbles and forces his way into an alley. It takes half an hour for the ogre to reach a wider street so that traffic can flow around him.*

Failure: *You react too late and the chunk of plaster flies true, striking the ogre in the back of the head. The ogre roars and spins around, lashing out indiscriminately with a fist the size of a Boldrei's Feast ham.*

Have the party roll Initiative. The ogre (whose name is Brunk, if anyone cares) acts on Initiative count 10. He does not intend to kill anyone but rages and strikes out blindly for 1d4+1 rounds. If he is attacked by magic that deals damage or a weapon that deals piercing or slashing damage, he will turn murderous on his attacker.

- **Restrain the ogre:** opposed Strength check against the ogre (+4 str). If someone fails to restrain the ogre twice in a row, someone is killed; see below.

Success: *You grab the ogre by the wrists and hold them tight, preventing him from breaking anything for a few moments.*

Failure: *The ogre shrugs you off and flails about, injuring 1d4 people and breaking 1d4 pieces of property.*

- **Throw yourself between the ogre and other people:** No check required. *You throw yourself in front of the ogre, grabbing his attention and taking a fist in the chest for your trouble.*

The character takes 4 bludgeoning damage. A character who takes this damage has disadvantage on checks to restrain the ogre next turn.

- **Throw the thrower between the ogre and other people:** DC 12 Strength.

Success: *It's only fair, since this guy started it. The man's chest makes a sickening crunch when the ogre's fist makes contact. The ogre deals 4 damage to the thrower (commoner stat block Appendix 3) and then calms down. The commoner must immediately start making Death Saving Throws.*

- **Calm the ogre:** DC 14 Charisma (Persuasion or Performance). The ogre can be calmed with voice or song.

Success: *You soothe the ogre with a gentle tune.*

If the ogre is successfully calmed, he turns back to his cart and moves on. He does not offer thanks and will refuse to pay for any damages, which total 1d6x5 galifars.

If someone is killed, the ogre is arrested and set for execution in three days. Other ogres might also be expelled from the city. It takes a DC 15 Intelligence (Investigation) to keep this from happening. If the party has any particular influence in Sharn they may have advantage on this check.

Sharn
4

Professor Imber Falkin leads a group of Morgrave University professors who are working on an encyclopedia called *Perilous Khorvair* in which they catalogue all the dangers of the continent, natural or supernatural, monstrous or mundane. They are always looking for firsthand accounts, sketches, maps, and samples for their research. In return, they offer small payment and tokens that can be turned in for expert help in the areas of History, Arcana, Religion, Nature, Medicine, or any other subject of study useful to adventurers and explorers. // Characters are paid relative to the information they bring in:

**Sharn
5**

- **Rumor or folklore:** 1 sovereign.
- **Firsthand account:** 5 sovereigns and 1 research token.
- **Sketch or map:** 1 galifar and 1 research token.
- **Small sample (Troll tooth, ooze slime, bark from a living tree, or similar):** 5-20 galifars and 2 research tokens. If the sample is stuck inside a character's body, the professors will remove it for free.
- **Large sample (must be well preserved. Naga corpse, horrid animal skeleton, or similar):** 50-100 galifars and 5 research tokens.

For each research token, the professors at Morgrave University will help a character make an appropriate check with a +10 bonus. Such research takes 1d8 days.

If the party helps the professors with research on three separate occasions, and their Breland Wanted Score is <4, they may reduce their score by 1.

Outside Parliament, a dozen warforged peacefully protest the Treaty of Thronehold clause that forbids the creation of more warforged. They have no weapons or weapon attachments and they are splashed with mud, garbage, and broken glass from angry onlookers. They claim that because the warforged can die like other species, they should be allowed to procreate instead of watching their kind dwindle, usually fighting for others. They did not ask to be created but now they demand justice and dignity from their creators. //

**Sharn
6**

- **Chase off hecklers:** DC 10 Charisma (Intimidation) or Religion.
- **Convince the warforged their efforts would be better spent elsewhere:** DC 13 Charisma (Persuasion or Deception) or Intelligence (History).
- **Convince someone in parliament to meet with the warforged:** DC 15 Charisma (Persuasion or Intimidation), History, or Religion. One check per legislator. A character may have advantage or try more than once if they have a personal relationship or particular influence.

If a character helps the warforged in any way, and their Breland Wanted Score increases by 1 (max 2). Change might be a long way off, but it only takes enough individuals to stand up today so that more will stand up tomorrow.

The neighborhood of Ivory Shrine in Lower Northedge is being stalked by a warforged serial killer that calls itself Ripper. Is it really a warforged or someone looking to stir up fear against them with a few grisly murders? // Inquisitive Abberline leads the investigation and will allow party members to help, though he has no tolerance for incompetence.

- **Find physical evidence:** DC 12 Intelligence (Investigation) or Wisdom (Perception or Medicine). One check allowed per character per day.
Success: *You find a clue and show it to Inquisitive Abberline. He nods his gruff approval. The character gains 1 clue.*
Failure: *Inquisitive Abberline shouts that you are trampling over what little evidence there is. He dismisses you from helping with the case.*
- **Perform interviews:** DC 12 Charisma (Persuasion) or Wisdom (Insight). One check allowed per character per day.
Success: *You learn that someone saw something that deserves a closer look. Inquisitive Abberline says you have a knack for the work. The character gains 1 clue.*
Failure: *Inquisitive Abberline growls that you are destroying the credibility of his team with your clumsy questions and wild accusations. He dismisses you from helping with the case.*
- **Catch the murderer at night:** One check allowed per character per night. 25% chance that a character is in the right place to attempt the capture. This chance rises by 25% for every clue obtained by the party. Roll once for each character or group of characters in a certain location (they can increase their chances by spreading out, but then they face Ripper alone). If the character is not in the right place, the night is wasted and they cannot count it as a long rest.
A character in the right place makes a DC 15 Strength (Athletics) or Dexterity (Acrobatics or Stealth) check against a DC of 14.
Failure: *You turn the corner into a terrifying whirl of armor and blades. Take 4d8 slashing damage. In the morning you learn that Ripper has killed again.*
Success: *You hurled Ripper to the ground and restrain it. Roll 1d4 to determine Ripper's real identity:*

1. "Death to flesh!" Ripper is a warforged devotee to the Lord of Blades. 100% chance of conviction and execution.
2. Bandolo Canto, a Cyran refugee wearing the husk of a dead warforged. He lost everything on the Day of Mourning. He blames the Last War on all of Khorvaire and so set out to kill as many as he could in the most cosmopolitan city. 80% chance of conviction and execution.
3. It was Inquisitive Abberline all along! But who will believe you? 50% chance of conviction and execution.
4. Lord Illar ir'Gendolin, bored and wealthy patriarch of a noble half-elf family; a respected and influential member of society. 20% chance of conviction and execution.

After the capture, a character can choose to kill Ripper instantly, though there is a 25% chance of someone witnessing the murder and the character's Breland Wanted Score increasing by 1 (min 5, max 6). Otherwise, they surrender Ripper to the authorities and if their Wanted Score is <5 it is reduced by 1.

You witness a pair of goblins being dragged away from a House Cannith forge. The goblins scream in Goblinoid and mangled Common; it appears they think something has been stolen from them. The House guards dump the goblins in the gutter and kick them several times before leaving. The goblins chatter angrily to one another while they try to wipe filth off of their unusually nice clothing. //

- **Understand the goblins:** DC 14 Intelligence. One check allowed every 5 minutes. A character who speaks Goblin succeeds automatically. A character who speaks Giant or has the Linguist feat has advantage. If the party fails to understand them three times, they leave in disgust.

Success: *Once you can make sense of the goblin's chattering, you learn that their names are Ickly and Snrk. They tell you that they have designed a schema for controlling the weather in Droaam. They spent most of their money getting the schema professionally drafted and then the rest on fine clothing so they could make their pitch to House Cannith. Instead of an interview, the master of the forge, Primina d'Cannith, took the designs and told Ickly and Snrk to get out. If they can't steal their schema back, they plan to go back to Droaam and complain to the Sisters of Sora Kell, to whom they showed their first designs. Could this spark an international incident?*

3 Failures: *The goblins leave in disgust. A few days later, you hear about two goblin "thieves" being killed when they tried to break into a Cannith forge.*

- **Convince Primina d'Cannith to give the schema back:** DC 15 Charisma (Persuasion or Intimidation).

Success: *Primina gives you the schema and haughtily tells you that the goblins misunderstood and the designs are no good anyway.*

2 Failures: *Primina denies knowing anything about goblins designing schema. What an absurd idea. She has her guards remove you from the forge.*

- **Sneak into the forge and steal the schema:** DC 17 Dexterity (Stealth, Acrobatics, or Sleight of Hand) or Charisma (Persuasion or Deception).

Success: *You find the goblins' schema in a desk drawer along with another schema that might be worth something on the black market if you take that as well.*

Failure: *You are caught in the act. You manage to escape out the window but you leave the schema behind. Your Breland Wanted Score rises by 1.*

- **Find enough evidence to involve the authorities:** DC 15 Intelligence (Investigation). After three failures, the goblins leave, believing the case hopeless.

Success: *Ickly and Snrk win a legal case against House Cannith and get back their schema, as well as substantial financial damages. House Cannith has noted your party's interference in its affairs.*

3 Failures: *The authorities shrug off your report. Either they don't believe it or they think themselves too smart to get caught up in business between a Dragonmarked House and monsters from Droaam. House Cannith takes note of your efforts.*

If the characters help Ickly and Snrk, even if they are ultimately unsuccessful, the goblins will thank them and return to Droaam where they promise to give a favorable report to the Sisters of Sora Kell.

Sharn
8

The party spots wanted posters for Drexler Arken, a member of the famous adventuring company, the Jade Ravens. This comes as a surprise because King Boranel himself singled out the Jade Ravens for special awards of valor after the Last War. One or more members of your party have a personal connection to the Jade Ravens and something doesn't feel right about Drexler being wanted for a list of heinous crimes. Perhaps you can search places in Breland that the authorities haven't thought of yet. // One or more of the party members have a past relationship with the Jade Ravens or Drexler himself. Determine randomly or take a volunteer; Drexler could be a member of their own class whom they looked up to, or perhaps someone known to their mentor.

- **Look for Drexler:** DC 20 Intelligence (Investigation or History) or Wisdom (Perception). One check allowed per week; for every new city, town, or area searched, the DC to find Drexler is reduced by 2.

***Success:** Instead of finding Drexler, you are found by a changeling named Drex. Drex explains that Drexler is actually a family persona that his mother passed down to him after her time with the Jade Ravens.*

Now, another changeling named Boz has done the unthinkable. Using some sort of arcane device, Boz captured Drex and ripped the Drexler persona from his mind; body structure, mannerisms, voice, even skills. Thankfully, Boz could not get Drexler's memories before Drex escaped. Then Boz took on the Drexler persona and committed the crimes. Making sure there were witnesses to utterly destroy Drexler's reputation.

Drex explains that what Boz has done is essentially murder of a family member in the changeling community, in addition to the other crimes. Without any qualms, Drex asks if you will help him hunt down and kill Boz. No court or government of outsiders could hope to untangle and understand the situation.

Sharn
9

A changeling player character should be especially outraged and sickened by this crime.

- **Find Boz with Drex's help:** DC 14 Intelligence (Investigation) or Wisdom (Perception). One check allowed per week; the DC is reduced by 2 for every new city, town, or area searched.
- **Find Boz on your own:** DC 20 Intelligence (Investigation) or Wisdom (Perception). One check allowed per week; the DC is reduced by 2 for every new city, town, or area searched.
***Success:** Once cornered Boz angrily reveals that Drex is her half-brother. She says that their mother stole the Drexler persona from Boz's father, getting to know him so intimately over the years that what she did was no different than what Boz did herself. Now she has destroyed the Drexler persona so that no one can have it. Her task accomplished, she welcomes death.*

A hard bitten half-elf from House Medani has taken to following the party around, not trying particularly hard to disguise himself. Pipe smoke curls up around the edges of his wide brim hat and there's a fierce, almost amused, intelligence in his eyes. // Inquisitive Garlo is a level 5 half-elf Rogue.

If all members of the party have a Wanted Score of <3, Inquisitive Garlo soon leaves them alone, perhaps even telling them that he is certain they are not the ones he is looking for.

If at least one member of the party has a Wanted Score of >3 in any nation, determine randomly which crime (or ... ahem ... misunderstanding) they are being investigated for.

- **Confront the Inquisitive:** *The half-elf introduces himself as Inquisitive Garlo. He tells you that you are under investigation. He's not at liberty to discuss the details, but he'll be around in case you want to confess something to make it easier on yourself.*
- **Give Inquisitive Garlo the slip:** DC 17 Dexterity (Stealth) or Charisma (Deception). Only the player character being investigated needs to disappear. Characters proficient in Disguise Kits or have access to a similar spell may have advantage.
Success: *You manage to evade Inquisitive Garlo and a number of his deputies. You've escaped for now but it might be a bad idea to show your face openly in Sharn for a while.*
Failure: *Confident that you've shaken off your tail, you're surprised to see him pop back up in a couple of days.*
2 Failures: *Inquisitive Garlo shows up again, this time with enough backup from House Medani enforcers, local law enforcement, and wizards proficient in counterspells to take you in unless you want things to get real ugly.*
- **Turn yourself in:** If a character decides to turn themselves in, treat them as if they have a Wanted Score that is 1 lower than their actual score.

**Sharn
10**

Sergeant Harden, an idealistic and well-meaning new officer of the Sharn Watch, has arrested a dozen members of the Densknuckle Gang from Rowan Street in Old Keep. The problem is that without the gang to patrol the neighborhood, violent crimes against residents have increased and Sergeant Harden does not have enough Watchmen to protect them. The Densknuckle gang begs to be set free so that they can protect their family and friends. //

- **Patrol the neighborhood:** Attack roll against AC 13.
Success: *You crack some heads together and keep Rowan Street a little safer for the week. But unless you intend to move in, you can't keep this up forever.*
Failure: *You take 3d6 bludgeoning damage and 1d4 residents of Rowan Street are robbed or killed.*
- **Convince Sergeant Harden to let the Densknuckles go:** DC 13 Charisma (Persuasion or Intimidation).
Success: *Sergeant Harden reluctantly lets the gang members go and then she resigns her post, taking a voluntary demotion to airship docking officer.*
Failure: *Sergeant Harden stubbornly stands her ground. The Densknuckles were raiding other streets just like others are now raiding theirs. Someone has to try and stop the cycle.*

**Sharn
11**

House Tharashk has posted a notice that they are hiring bounty hunters. Those interested may sign on at the nearest enclave. // A character who signs on gets access to jobs but House Tharashk takes 40% of the reward. A member of House Tharashk automatically gets the job and only has to give the House 20%.

Those wanted alive can be given into the custody of the closest House Tharashk enclave. See Appendix 3 for stat blocks.

Narna Oregrinder: Female dwarf Noble. Wanted alive for fraud and embezzlement.

Reward: 500 galifars. Last seen near Bluevine, Aundair.

Narna will surrender immediately on being found.

Bragger No-Nose: Human bandit captain. Wanted dead or alive for banditry and obscene graffiti depicting law enforcement. Last seen near Baran's Keep, Breland.

Reward: Dead/1,000 galifars. Alive/2,000 galifars.

Bragger has 1d6+4 Bandits with him at all times. He will fight but if Bragger is knocked out or killed the other bandits flee.

Vindus ir'Ghandra: Male half-elf mage. Wanted alive for unlawful enchantments and coercion in the signing of legal documents. Last seen in Aruldusk, Thrane.

Reward: 2,000 galifars and 2 rolls on Magic Item Table C (DMG 145).

Vindus will only cast the spells *Charm Person*, *Sleep*, *Crown of Madness*, *Hold Person*, *Suggestion*, *Confusion*, and *Dominate Person*. He tries everything to talk his way out and will give up if reduced to half hit points.

Sashavakri: Female kalashtar cult fanatic. Wanted dead or alive for dreamlily trafficking, ritual killings, and disturbing noise after midnight. Last seen near Dragon's Crown, Breland.

Reward: Dead or alive/1,500 galifars and 1 roll on Magic Item Table F (DMG 146).

Sashavakri can only be found after midnight in a remote location, usually by following the noise of drums and screeching violin music. She will have 2d4+2 cultists with her, all hopped up on dreamlily (WGE 146). They will all fight to the death.

- **Pick up the trail:** DC 13 Intelligence (Investigation), Charisma (Persuasion or Intimidation). One check allowed per week. On success, the character picks up the wanted criminal's trail. If they pick up the trail three times, they find the criminal.

Sharn
12

The party is served with papers declaring that they are being sued for 2,000 galifars each. The charges are: Wanton Destruction of Property, Neglectful Use of Magic and/or Magic Items, Indirect Infliction of Injury, Causing a Crisis of Faith, Creating Nightmares By Presenting a Frightening Aspect, and Stunting the Growth of Children with the Singing of Vulgar Songs. The hearing is to be held in three days at the Middle Central Magistrates Office. // Looking back on the party's actions during the campaign, could there be any truth to the accusations? Have they torn apart a tavern in a brawl, escaped from a burning building, or leapt from a sinking ship? Does someone have it out for the party or has there been a mistake?

- **Prepare and present your case:** the DC of this check is 10 x the number of party members (ex. the DC for a party of 4 is 40). Each party member makes one of the following checks: Intelligence (Investigation or History), Wisdom (Insight), or Charisma (Persuasion, Performance, or Deception).

A character has advantage if they are:

A Dragonmarked Heir

Class: Cleric, Monk, or Paladin

Background: Acolyte, City Watch, Courtier, Folk Hero, House Agent, Knight, or Noble

A character has disadvantage if they are:

Any race other than Human, Dwarf, Half-Elf, Elf, or Gnome

Class: Barbarian, Bard, Rogue, Sorcerer, or Warlock

Background: Charlatan, Criminal, Hermit, Outlander, Pirates, Spy, or Urchin

Add the results together and if it totals more than the DC, the party wins the case and all charges are dismissed.

If the result is more than half of the DC (ex. if 20 if the DC is 40), the accuser is granted a partial judgement and the damages are 500 galifars for each party member.

If the result is less than half of the DC (ex. 20 if the DC is 40), they must pay the full damages of 2,000 galifars each within 60 days or their Breland Wanted Score increases by 1 (min 3, max 4) and the damages remain outstanding.

- **Slip out of the city:** DC 14 Dexterity (Stealth) or Charisma (Deception).
Success: *Your Breland Wanted Score increases by 1 (max 4) and you are presumed guilty of all charges. It is ordered that you turn yourself in and pay the damages plus a 100 galifar fine within 60 days or your Breland Wanted Score increases further by 1 (max 5) and the damages and fine remain outstanding.*
Failure: *The authorities catch you and hold you in a cell until court. You have disadvantage on presenting your case and you must pay a 50 galifar fine. Your Wanted Score increases by 1 in Breland (max 4).*
- **Silence the accuser:** DC 13 Dexterity (Stealth) or Charisma (Intimidation).
Success: *You either kill the accuser or frighten them into dropping the case.*
Failure: *You are caught by law enforcement and "attempted murder" is added to your charges. You are presumed guilty of the other crimes and your Breland Wanted Score increases by 1 (min 5, max 6) before the trial, which is now criminal instead of civil.*

**Sharn
13**

The party has been invited to a high stakes gambling event that is underway at the Dagger River Swan. The host, Flinty d’Ghallanda, holds the special event annually by invitation only. Gamblers are not allowed to bet with money but must instead put something of special interest or value into a bag of holding from which winners draw their prizes. It could be land deeds, family heirlooms, rare magic items, greater dragonshards, contracts for services, or other unusual things. The event lasts for three days. // A character can play one game per day but must put something into the bag for each game. They must put up something strange, rare, personal, or unusual for the winner. A value of 1,000 galifars or greater is a good benchmark, but ultimately it is up to your discretion. Whatever it is, the item should not be mundane (ex. no common gemstones unless they come with an interesting history).

Games consist of opposed ability checks with a +4 bonus for the opponent. Players using a gaming set for which they are proficient add their proficiency bonus to the ability check.

**Sharn
14**

- Worms and Hydras (Dice): Wisdom
- Wyvern’s Wild (Cards): Intelligence
- Dragonchess: Intelligence
- Three-Dragon Ante: Charisma

When a player wins roll, 1d8 to see what they have won. The bag is enchanted so that gamers cannot draw their own prizes:

1. Roll on Magic Item Table F (DMG 146)
2. Roll on Magic Item Table F (DMG 146)
3. Roll on Magic Item Table G (DMG 147)
4. Roll on Magic Item Table G (DMG 147)
5. The non-combat services of an imp (MM 76) for a year and a day.
6. Khyber dragonshard worth 4,000 galifars
7. A four bedroom cabin along the Wynarn River in Aundair worth 5,000 galifars
8. Free Lyrandar airship travel for six months

The party is approached by Lateri Lendin, a gnome who claims to work the Trust, secret police from Zilargo. Due to tricky relations between Breland and Zilargo, she's looking for a third party to investigate the recent murder of the gnome Eago Melech, a Sharn-based journalist for the Korranberg Chronicle. The problem is that Eago was a popular conspiracy theorist with a shocking and abrasive personality which left him with a long list of enemies.

His outrageous claims ranged from vampiric royal families and lycanthropic Cardinals to secret organizations among the wealthy and plots to restart the Last War. His most recent article purported to reveal that a popular troupe of Phiarlan actors, The Soarwood Players, are actually assassins.

Lateri will pay the party 50 galifars per member per day, plus reasonable expenses, to look into Eago's murder. She tells you not to expect much help from local law enforcement. Eago is on record saying that the thick foreheads of Sharn's City Watch are from ogre heritage, that the King's Citadel is made up of spoiled children who were expelled from Karrnathi military academies, and that House Medani Inquisitives spend more time at pastry shops than catching criminals. No one seems particularly eager to investigate the murder. // Lateri will continue to employ the party as long as they keep finding clues and eventually solve the murder. If they go three days without a clue, she terminates their contract (and might even decide they know too much at that point and need elimination).

Sharn
15

- **Gather clues about Eago's murder:** DC 15 Intelligence (Investigation), Wisdom (Perception or Insight), or Charisma (Persuasion, Deception, or Intimidation). One roll allowed per character per day. On **success**, that character gains a clue. On **failure**, they might stir up trouble for themselves for asking too many questions.
- **Solve Eago's murder:** DC 24 Intelligence (Investigation). The DC for this check is reduced by 2 for every clue gathered. On success, roll 1d6 to see the identity of Eago's murderer:
 - 1: Vendri Melech, Eago's cousin and a rogue member of the Trust.
 - 2: Lieutenant Brago, a human member of the King's Citadel.
 - 3: Ashlava ir'Deuntoth, a Karrnathi vampire.
 - 4: Malarion d'Thuranni, an elf assassin attempting to expose and then frame the Soarwood Players.
 - 5-6: Devedra ir'Phiarlan, an understudy in the Soarwood Players.
- **Find and arrest Eago's murderer:** DC 26 Intelligence (Investigation), Wisdom (Perception), or Charisma (Persuasion, Intimidation, or Deception). One check allowed per day. The DC is reduced by 2 for every clue found.

The party is not obligated to share their findings with Lateri or anyone else. Depending on whom they want to ally themselves with, they could find the murderer and offer to destroy or alter the evidence. The guilty party will justify themselves by saying that Eago was in reality a dangerous member of the Trust himself and had to be eliminated before he brought about catastrophe.

If they take the evidence to Lateri, she will give them a bonus of 1,000 galifars, as well as 4 tokens for free *Sending* spells usable at any House Sivis enclave. She does not require them to actually find the murderer themselves, though that is certainly a possibility. If she is pleased with their work, she might have more jobs from the Trust in the near future.

The group is approached by a shady-looking half-elf who introduces herself as Nik Nimblefriend. She specializes in fixing people up with what they need in Sharn. She's willing to offer her services to the party for a small annual fee of 100 galifars each. She specializes in black market trading (poisons, forgery kits, etc.), scalped airship or lightning rail tickets, disguises and identities, lowering Wanted Scores, and especially information. // Nik is secretly a member of the Tyrants, a criminal organization ruled by changelings and doppelgangers. For the fee, Nik gives them a special one-way Sending Stone that only works in Sharn. Once activated, she will come to them in 3d20 hours. It takes a DC 24 Arcana check to identify that the sending stone is also a powerful explosive with an unknown triggering mechanism.

Services

- **Access to black market buying and selling.**
- **Scalped airship and lightning rail tickets.** Tickets through Nik are half price, though using them requires a Charisma (Deception) check of 9. On failure, the ticket is confiscated and the character's Wanted Score in all nations increases by 1 (max 4).
- **New identity.** A new identity costs 3,000 galifars and comes complete with paperwork and a disguise. Charisma (Deception) checks made in connection with this new identity have advantage for six months. The identity becomes out-of-date in one year and after that Charisma (Deception) checks made to use it are at disadvantage. The identity is a new creation and this does not allow a character to impersonate an existing person or a race other than their own unless they are a changeling. A character caught with a false identity has their Wanted Score in that nation increased by 1 (max 4) and the new identity is compromised.
- **Use Nik's information network.** For 100 galifars, a character can use Nik's information network for a +4 bonus and advantage on a single check for Investigation, History, Religion, or Arcana, as well as any other appropriate, information-based check that allows for at least 24 hours of work.
- **Reduce Wanted Score.** Reducing a character's Wanted Score through Nik works exactly the same as reducing a Wanted Score through the Black Market as described in Appendix 2. It only costs your Wanted Score x 700 galifars to work through Nik.

Nik uses her time before a meeting to thoroughly investigate whether or not she's being led into a trap and she never meets a party member anywhere with fewer than three exits. Her Passive Perception is considered a 20. Nik is a changeling rogue (10) with a Ring of Free Action (DMG 191), Wand of *Invisibility* (5 charges), and three Feather Tokens (WGE 115). She will never fight and will use all of her actions to flee and use Change Shape, leaping from a tower and using her Feather Tokens if necessary. If the party does manage to catch her and turn her in to the authorities, the bounty is worth 25,000 galifars. Due to her incredible connections, through the Tyrants and other channels, she is not likely to be in custody long. The next midnight after the attempted capture, whether or not it was successful, she detonates the Sending Stone she gave the party, causing 10d6 force damage in a 40 foot radius. She will also detonate the Sending Stone if she is reduced to below 10 hit points but not yet unconscious.

Sharn
16

The shifters of Sharn have developed a unique holiday to encourage good relations with other races called the Night of All Moons. The celebration is held in Middle Tavick's Landing and includes a rare open game of *hrazhak*. This culturally important sport takes place on an obstacle course. Two teams of six vie for control of wooden idols and rough physical contact is inevitable. // Non-shifters who want to play *hrazhak* must choose to be on one of the two non-shifter teams: the Blunttooths or the Softclaws. A shifter player character, or someone whom they hold in high regard, may join one of the shifter teams which includes the Quillspears, the Firemanes, and the Bloodfangs. Player characters choose three different checks from the following list:

- Strength (Athletics)
- Dexterity (Acrobatics)
- Constitution Saving Throw
- Wisdom (Survival)

**Sharn
17**

The player makes their three checks and then removes the highest and the lowest result. This middle result is compared against 1d20+3 to represent the opposing shifter team.

If the non-shifters win, the player character with the highest result on that team is crowned the Hairless King and given an uncomfortably heavy, lopsided hat made of antlers and feathers called the Wildcrown. The Hairless King must wear the crown for the rest of the night while the gathering sings, dances, drinks, and eats roasted meat.

The losing team must wear vests of itchy, smelly, uncured hide during the celebration where they must also recite a promise to spend the next year getting more in touch with their wild side.

Characters who remain respectful and good-natured throughout the celebration will have earned the respect of the shifter community by morning. Characters who react poorly are held in contempt and told they should not return for the next celebration.

While traversing Lower Dura, you hear a shout from above and then a crash as a jewelry box smashes on the pavement and bursts open. The crowd in the street frenzies like sharks as they snatch up the jewelry and then fight over it. A young gnome hangs from the edge of a bridge forty feet up and cries for help. // The gnome, Nozira Grackle, has 10 hp and will fall in three rounds unless saved, taking 4d6 bludgeoning damage. A character with a speed of 30 can race up some nearby stairs and across the bridge, reaching Nozira at the end of the third round, just in time for one attempt to catch her.

- **Grab Nozira before she falls:** DC 12 Strength (Athletics) or Dexterity.
Success: *You catch the gnome by the wrist and pull her safely onto the bridge.*
Failure: *The gnome's grip fails just as you reach her. You lunge and grab her wrist but her momentum overbalances you. You both fall, taking 4d6 bludgeoning damage.*
- **Catch Nozira as she falls:** DC 14 Strength (Athletics).
Success: *You open your arms and step underneath the falling gnome. The impact takes your breath away and you both suffer 2d6 bludgeoning damage.*
Failure: *The falling gnome crashes into you, knocking you hard to the ground. You both take 3d6 bludgeoning damage.*
- **Prevent the crowd from stealing the jewelry:** DC 13 Charisma (Intimidation), Dexterity (Sleight of Hand), or Strength.
Success: *For every number of the result above 12, you manage to get your hands on 1 piece of jewelry and keep the crowd at bay.*
(ex. A result of 14 means 2 pieces of jewelry have been saved.)
Failure: *The crowd starts to break up with people running in all directions. 1d6 pieces of jewelry are missing when the street clears.*
- **Chase down someone who took a piece of jewelry:** DC 12 Wisdom (Perception), Strength (Athletics), or Dexterity (Acrobatics). One check per character.
Success: *You snatch a piece of jewelry from a would-be thief.*
Failure: *The thief disappears around a crowded corner and is gone.*

**Sharn
18**

If Nozira is rescued but not all of the jewelry is recovered she will tearfully tell the party that she is an apprentice banker and that the jewelry belonged to the infamous gangsters of the Boromar Clan. She fears a violent reprisal for herself, her family, and her co-workers if the jewelry isn't recovered soon. Each piece of jewelry is worth 1d4x500 galifars.

Track down a piece of missing jewelry: DC 15 Intelligence (Investigation). One check allowed per day.

Success: You manage to track down a piece of the jewelry but if you don't pay 100 galifars you'll have to hurt a desperately poor person to get it back.

Failure: You don't find any leads.

If three days pass and not all of the jewelry is recovered (or the loss covered), Nozira disappears, never to be heard from again.

Grudger Brackenbeard is a good-natured, hardworking dwarf who struggled his way up from Lower Dura to Upper Dura over many years. He just finished paying off his bank loan and now the Golden Mirror Inn is all his. Your party joins him and his family for a night of stories, songs, and drinks on the house. While helping with the festivities, a member of your party opens a barrel in the storage room to discover a significant stash of dreamlily, an illegal drug. // Have all party members make a Wisdom (Perception) check. The character with the highest result finds the stash. There is enough dreamlily to fetch 2,000 galifars on the black market. Being caught with this much raises a character's Breland Wanted Score by 2 (max 6).

- **Get the Dreamlily out of the Golden Mirror without anyone noticing:** DC 11
Dexterity (Stealth) or Charisma (Deception).

Success: *You manage to get the small barrel out the back door through the kitchen and now you stand in the open air with 2,000 galifars worth of illegal drugs at your feet. What now?*

Failure: *When Grudger spots you struggling with the barrel, he crashes across the room, knocking down several people, as he nervously shouts that this barrel isn't ready yet. He wrenches it from your hands and carries it back downstairs where he locks it in a storage room.*

- **Confront Grudger about the dreamlily:** DC 10 Wisdom (Insight) or Charisma (Intimidation). Automatically fails if Grudger is confronted in front of others.

Success: *Grudger sorrowfully admits that he has been involved in the Dreamlily trade. He never touches the stuff himself and mostly he stores it for agents of Daask, though, to his everlasting shame he has also sold some on the side. But that's over now. He only needed the money to payback his bank loan and now he's done with it. No one else in his family knows. But will Daask let him be done?*

Failure: *Grudger angrily denies knowing anything about it and goes red in the face. Several of his stout cousins put their hands on axes and cudgels as Grudger demands the party leave and never come back after insulting him on a night of celebration.*

**Sharn
19**

The famous dragonmarked bard, Taelivor d'Phiarlan, is preparing to give one of her heirloom performances in the Thelanis Tower Opera House tomorrow night. Her performances are rare because she has a reputation as an impossible diva who makes the entire crew miserable. A shady looking elf sees the party reading the announcement and drops a few hints that some people would pay good money to see the snobs of Phiarlan taken down a peg. The elf gives a florid bow and introduces himself as Minivrel d'Thuranni. He says that if Taelivor's performance were to suffer a few "technical difficulties," Minivrel would find it not only amusing, but an audition of talent. Perhaps House Thuranni would consider them an asset in the future. He doesn't think anyone should hurt Taelivor because it's "all in good fun." // If any attempt fails, Minivrel (rogue 4) will disavow ever having met the characters before. And how could he have met them? He was in Zilargo at the time of the performance.

- **Mechanically sabotage Taelivor's performance with bad lighting, dropping sandbags, collapsing scenery, or misplaced instruments:** DC 13 Dexterity (Stealth or Sleight of Hand) or an appropriate tool proficiency.

Success: *The performance is ruined and Taelivor storms away. Within a week, the Thelanis Tower Opera House closes down and all staff are fired. Minivrel gives the party 1d6x50 galifars along with a promise to be in touch in the near future.*

Failure: *You are caught and kicked out of the opera house. Your Breland Wanted Score increases by 1 (max 3) and you've made an enemy of House Phiarlan.*

If the sabotage check is an unmodified 1, Taelivor is accidentally killed and the character(s) responsible are marked for death by House Phiarlan. They escape the opera house but their Wanted Score in the Five Nations increases by 2 (min 5).

- **Heckle Taelivor:** DC 10 Charisma (Intimidation or Performance).
- Success:** *Taelivor leaves the stage in a huff while the audience laughs uproariously. Somehow you also manage to stay anonymous. Minivrel gives the party 1d6x50 galifars and a promise to be in touch in the near future.*

Failure: *You are thrown out of the opera house and are blacklisted from opera houses in all of Sharn. You have incurred the displeasure of House Phiarlan.*

If the heckling check result is less than 5, a large warforged (an obsessive fan of Taelivor's), literally throws them from the opera house. Through the nearest window.

- **Warn Taelivor's crew that House Thuranni is trying to spoil the performance:** DC 12 Charisma (Persuasion or Intimidation).

Success: *The crew catches someone else Minivrel hired as well. The opera house owner brings a note from Taelivor herself thanking them for the warning and a promise of a private performance in the future. Taelivor's diva persona actually masks a cunning spymaster (Elf bard 7) who may have work for the party.*

Failure: *The crew brushes you off. Later that evening, you find a threatening note from Minivrel stuck to one of your pillows by a poison-tipped dart.*

Sharn
20

Aundair

D20

Event

Just north of Marketplace, a young noble leans from his carriage window to mock the party's fashion choices. The carriage driver laughs as he whips the horses to race past the party. A mile down the road, the party finds the vehicle overturned in a ditch. The driver lays unconscious and bleeding while the two horses neigh in panic as they struggle to get free of the harness. Cries for help come from within the carriage which has landed on the door side, trapping the noble inside. // The young noble is Dendin ir'Bartell and he has 8 hit points remaining. The carriage contains 1d6x50 galifars worth of fine clothing, jewelry, and wine.

- **Stabilize the driver:** DC 10 Wisdom (Medicine).
2 Failures: *The driver's body seizes violently and then goes still.*
- **Free the horses:** DC 10 Wisdom (Handle Animal).
Failure: *The horses are freed but one of them breaks a leg in the process.*
- **Push the carriage upright:** DC 17 Strength.
Failure: *The carriage rocks back down with a crash causing 1d4 bludgeoning damage to the noblemen inside and to everyone attempting to push the carriage upright.*
- **Recognize the noble device and livery:** DC 15 Int (History).
Success: *The swallow with a grapevine in its mouth is the device of the Bartells, a minor noble family with vineyards east of Ghalt.*

Aundair
1

If the party rescues Dendin but fails to save the driver, Berk, the young noble will angrily blame the party and report them to the Marketplace Town Guard as highway robbers. The party's Aundair Wanted Score increases by 1 (max 3). If the party saves the driver and rescues Dendin, he will apologize profusely and invite the party to dine at his country manor just a few miles away. He is easily impressed with tales of their adventures and soon spreads stories of their exploits at all the fashionable parties. If any party member's Aundair Wanted Score is <3, it is reduced by 1.

A bumper crop in the vineyards outside Bluevine has led to steeply discounted fine wine. The party could enjoy it themselves, or it could net them a tidy profit in a distant nation. // Each bottle of wine costs 5 galifars and will fetch a price of 10 galifars in southern Breland, Zilargo, eastern Karrnath, or the Mror Holds. Each bottle sells for 20 galifars in Droaam, The Lhazaar Principalities, Q'Barra, or the Shadow Marches. The party may buy as much wine as they can realistically transport but keep in mind that there are particular hazards to traveling with expensive, fragile goods. The discounts in Bluevine lasts for one month.

Aundair
2

Iblin, a gnome street merchant in Fairhaven, claims to be selling pieces of the infamous Whisper Rock. If you put your ear close to his tray of blue-gray stone shards, you can indeed hear a slight whisper that for some reason brings a smile to your face. He charges 5 galifars per stone shard and they have become moderately popular. The effect of the stone shard lasts for one day, after which he will take them back and “reinvigorate” them with a secret ritual for 5 sovereigns. // The *detect magic* spell senses an aura of faint enchantment but no illusion. If a character buys a stone and holds it to their ear, they hear unintelligible whispers that make them smile.

Aundair
3 A DC 12 Wisdom (Perception or Insight) check reveals that Iblin is holding a black stone shard beneath the tray. If confronted, he will admit that this black stone, which reflects as though it were oily tar, temporarily enchants the other stones and he calls it the Whisper Shard.

He will sell it to them for 100 galifars or will give it up after a DC 12 Charisma (Intimidation) check. He warns them to keep it in a lead box after sundown and then he vanishes. If the Whisper Shard is not kept in a lead box, the moment after sundown it casts *Tasha's Hideous Laughter* (PHB 280) in a 10-foot radius until sunrise. Any stone kept within 5 feet of the Whisper Shard absorbs the whispers and gives the effect mentioned previously.

Madam Vendii Vin Voom, the famous changeling cosmologist, only takes clients of her own choosing. She has selected your party for a collective fashion makeover and invites you to her salon in Passage for a one-week “treatment” before an annual fashion show. // Any party member who refuses will insult Madam Voom, and to insult Madam Voom is to insult Aundairian nobility and, secretly, House Phiarlan. A makeover session with Madam Voom not only involves washing, trimming, cutting, waxing, plucking, painting, and pinching (with the occasional slap across the face), but it is also a course in manners, elocution, and posture. The days are long and brutal and it requires a DC 13

Aundair
4 Constitution, Wisdom, or Charisma saving throw to finish the course. Finishers are presented during the fashion show and for the next six months gain advantage on their first Charisma check during encounters with members of high society in Aundair, Thrane, and Breland. If their Wanted Scores in these three nations are <5, they are reduced to 0.

Secretly, Madam Voom works for the Serpentine Table, the espionage arm of House Phiarlan. Finishers who exhibit exceptional charm, cleverness, or dexterity may be invited to perform certain services for the House.

Your group is invited to the fashionable soiree of the season at the mansion of the Kenthi family in Fairhaven. // Refusing the invitation will insult the Kenthi family. Every group member who chooses to attend the party must make a Charisma check (Deception, Persuasion, or Performance):

Unmodified 1: *Whether you strike someone who insults you, cause extensive property damage, or get caught in a compromising position with a member of the Kenthi family, you barely escape before the City Guard arrives. Your Wanted Score goes up by 1 (max 5) and the Kenthi family will never forgive you. The rest of the characters are ejected from the party in disgrace.*

2-8: *An embarrassing disaster. You repeatedly make a fool of yourself by spilling food on guests, saying obtuse things, and insulting the hosts. It is unlikely you will be welcomed in fashionable circles any time soon unless they intend to make fun of you.*

9-16: *You comport yourself well and will be remembered as a pleasant and interesting guest.*

Aundair
5

16+: *You are the life of the party for a portion of the evening and you make many positive connections among the nobility. As long as you are in Fairhaven you are invited to fashionable gatherings every 1d4 days. If your Aundair Wanted Score is <3, it is reduced by 1.*

Unmodified 20: *You are the absolute belle of the ball. Guests are enthralled by your stories, laugh riotously at your jokes, and will soon emulate your style of dress in a fashion craze that will sweep the nation. Lord Kenth ir'Kenthi wishes to become your patron in any (legal and tasteful) endeavor and the considerable resources of his house are at your disposal. If your Aundair Wanted Score is <5, it is reduced to 0.*

Which characters blend in well with high society? Who sticks out like a warforged at a wine-tasting? Did anyone think to buy new and fashionable clothing for 15 galifars before the get-together? Grant Advantage or Disadvantage as you see fit. A clever pickpocket could come away with 1d6x100 galifars in stolen goods (DC 16 Sleight of Hand) but on failure gets thrown out and their Aundair Wanted Score increases by 1 (max 4).

Many Aundairian magewrights and merchants are on strike over a report that the Arcane Congress has been falsifying entrance exam scores to favor nobility and keep rural students out. // If the party wants to hire a magewright or purchase any magic item (potions, arcane foci, etc.) roll 1d2 (or flip a coin, if you must).

1: *You cannot hire the magewright or find the item.*

2: *You can hire a magewright or find the item but it costs double.*

Aundair
6

The strike lasts for the two months.

Find out if the claims are true: DC 16 Arcana or Investigation. One check per week.

Success: *You discovers evidence that the claims are true.*

If the knowledge is made public, the Arcane Congress expels some of their administrative staff, whom they blame for the false scores, and agree to hold the exams again. They will not, however, be particularly endeared to the party anytime soon.

If someone takes the evidence to the Arcane Congress first, they are offered 1,000 galifars to hand over the evidence and speak no more about it.

As you camp for the night, a few days south of Ghalt, mists begin to gather beyond the firelight. It starts as a distant, rhythmic thumping that soon becomes the tramp of many booted feet. Out of the misty darkness steps a ghostly Aundairian captain with a battalion of men at his back. He tells you that his troops became disoriented after being ensorcelled by foul magic. He hopes they are in time to help fight the army of Thrane on the Torian Fields. Does anyone in the party know the way? // Any party member from Aundair, Thrane, or Breland understands that the ghost captain is looking for what are now called the Crying Fields, just east of Ghalt. Another party member can recognize this with a DC 9 Intelligence (History) check. If the party members are cordial to the captain, whether or not they know the way, the captain bids them good night and the battalion marches on, soon fading into the mist. Something glimmers in the trampled grass. Roll once on Magic Item Table C (DMG 145).

Aundair
7

The captain gets a distant look in his eyes if asked his name and does not answer the question. He brushes off any attempt to tell him that he and his men are dead or that the Last War is over and will get angry if the point is pressed. If the captain gets angry or is treated disrespectfully (this includes attempting to Turn them or harm them by magic) he and his men melt into a screaming mist that haunts the party for 1d4+1 days. During the haunting, traveling speed is quartered and every party member must succeed in a DC 12 Constitution or Wisdom save when they attempt a long rest. On Failure, they suffer a level of exhaustion. They cannot enter any city, town, or village while being haunted.

Kirdan Garl, a senior member of the Passage Magewrights Guild, offers 100 galifars and free services in his shop for a year if you will discretely take a sealed document folder directly to the Daughters of Sora Kell in Droaam. // The folder is made of bronzedwood with an aura of abjuration magic. A DC 14 Arcana check reveals that forcing the folder open requires *dispel magic* against a DC of 18 and that on failure the contents will turn to ash. Most Dragonmarked House enclaves or wizards above 5th level would be able to open the folder after 1d3 days. If successfully opened, the folder contains stolen schema from both House Orien and House Cannith. If confronted about the contents, the Daughters of Sora Kell claim no knowledge of it. If House Orien, House Cannith, or law enforcement are notified, Kirdan Garl disappears.

Aundair
8

In the village of Arcanix, the party meets a stern woman named Mirel Bandor. It appears her seventeen-year-old nephew, Baden, has been expelled from studying magic for drunk and disorderly conduct. She arrived to take him back home to Hatheril in Breland, but he has run away into the nearby woods. Baden was not well-liked and search parties for him have been half-hearted. // She can only offer the party 5 galifars to help since it will take all of the rest of her money to travel home with Baden. It takes a DC 16 Wisdom (Survival or Perception) check to find Baden in the woods and there is an 80% chance he is still alive. The check can be made once per day and the character making the check may add +1 for every other party member who assists in the search. For every failed check, the chance of finding Baden alive drops by 20%.

Aundair
9

Florenda Cree, a celebrated professor at Arcanix, tells the party she is looking for a copy of *Shadows Under Syrania*, a rare magical book. She knows it can't be found in Aundair and asks the characters to keep it quiet so that her rivals don't catch wind of what she is researching. She only wants a sealed copy and will pay the party 5,000 galifars as well as claim on her services in the future. She will reimburse them for the cost of the book. // *Shadows Under Syrania* acts as a *Tome of Clear Thought* (DMG 209), though it takes a DC 18 Intelligence (Arcana, History, or Religion) check to identify it as such. There is a 15% chance that the party can find a sealed copy of the book at one of the following locations:

**Aundair
10**

- The Library at Korranberg, Korranberg, Zilargo
- Morgrave University, Sharn, Breland
- Atur Academy, Karrnath
- Private Aurum collection, Krona Peak, Mror Holds
- With the Daughters of Sora Kell, The Great Crag, Droaam
- The Great Library, Flamekeep, Thrane

If the party fails to find the book in a given location, they may try again after one week, but the chances of finding it fall by 5% until it reaches 0%. Once found, the book costs 20,000 galifars. It will take Florenda 3-6 days to send a bank note for that amount.

The party can steal the book with a successful DC 25 Dexterity (Stealth) or Charisma (Deception) check, but failure increases their Wanted Score by 1 (min 3) in that nation. If a character breaks the seal and reads the book, Florenda (Half-elf Wizard 7), will not buy it, reward them, or reimburse them. One of Florenda's rivals at Arcanix, or any of these institutions (other than where it was found), will pay the party 8,000 galifars for the book but she will eventually find out and seek vengeance.

In the past, your party has used the thorp of Windshire as a place to rest and resupply. Now the folk of that area consider declaring themselves part of the Eldeen Reaches. The people will have more protection if they remain in Aundair but they will have more freedom if they join the Eldeen Reaches. // If party members want to get involved, roll 1d6. Each character with a good standing in either nation, or who possesses any particular talent for mediation, adds +1 to the result.

**Aundair
11**

Unmodified 1: *The situation devolves into a border clash. Dozens die and both nations blame the party for meddling. Your Aundair Wanted Score increases by 1 (max 4).*

2-3: *Windshire declares itself part of the Eldeen Reaches, though it is probably only a matter of time until the Aundairian army shows up to say otherwise. Your Aundair Wanted Score increases by 1 (max 2).*

4-5: *Windshire remains in Aundair. Your Aundair Wanted Score is reduced by 1.*

6: *A peaceful resolution of the characters' choosing.*

A prison wagon is stopped outside the Aundair Pear, a roadside inn between Flamekeep and Lathleer. When one of the guards goes to relieve himself, a half-elf hisses through the bars that if you'll spring her, she'll split a nearby stash of wands and jewelry that she intended to smuggle across the border to Thrane. // Have all party members make Wisdom (Perception) checks. The highest two scoring characters hear her offer. The half-elf's name is Heza Silfar (Half-elf rogue thief 3). If the two party members want to do different things, have them roll Initiative to see who acts first.

**Aundair
12**

- **Help Heza escape:** DC 11 Thieves' Tools or Dexterity (Stealth).
Success: *She honors her word and takes you to her stash. There are twelve fire bolt wands and two Wands of the War Mage +1 (DMG 212). She sheepishly admits there is no jewelry, she only said that to sweeten the deal.*
Failure: *The guards recapture Heza and see your faces as you escape. Your Aundair Wanted Score increases by 1 (max 4).*
- **Convince the guards to let Heza escape so that you can follow her to her stash of illegal wands:** DC 11 Charisma (Persuasion or Deception).
Failure: *The guards tell you to mind your own business. They are especially vigilant until they leave.*
Success: *Heza reveals a stash of twelve fire bolt wands and two Wands of the War Mage +1 (DMG 212).*
After Heza reveals the stash, characters involved can choose to let her go before the guards arrive. It takes a DC 12 Charisma (Deception) check to convince the guards she gave you the slip. If this deception fails, the party's Aundair Wanted Score increases by 1 (max 3).

The Twin Roc Inn was once a thriving hub for adventurers passing through Aundair. The food and drink are still exceptional, the prices reasonable, and the rooms clean. But the inn is struggling since the owners, Halfan and Jori Brawn, joined the Church of the Silver Flame. Too many people are still bitter about Thrane's part in the Last War. But the Brewns know their faith and cannot deny it, even to keep the Twin Roc open. // Halfan and Jori love to talk but are also excellent listeners. They're willing to hear any advice about their situation. If the party does nothing, there is a 60% chance that the Twin Roc will close in the next two months. With some help, the chance drops to 25%.

**Aundair
13**

- **Convince the Brewns to move to Thrane and open an inn there:** DC 11 Charisma (Persuasion) or Intelligence (History).
Success: *It's not hard to persuade Halfan and Jori that they'll be happier among folks of their own faith. They make plans to open a new inn, the Silver Roc, in Sigilstar.*
- **Drum up some business for the Twin Roc Inn:** DC 11 Charisma (Persuasion or Performance).
Success: *You tell everyone that if the wounds of the Last War are ever going to heal, it has to start with people like them. A few of the locals recall the good times they've had at the Twin Roc and begin to patronize it once more.*
- **Arm wrestle or footrace locals, loser has to buy a pint at the Twin Roc:** DC 12 Strength (Athletics) check.

A troubadour you've never heard of, who calls himself "Maestro Hennedy of Ghalt," has decided to witness your heroic deeds with his own eyes. He plans to win fame and fortune for both of you by putting your adventures down in song. // Hennedy first approaches the party and flatters them, perhaps reciting to them a version of their own adventures which casts them in an even more heroic light. (use Noble stat block, +5 Performance and Instrument Proficiency: Lute)

Aundair
14

Hennedy is competent enough with song and lute, but he hardly ever stops talking. He constantly asks characters to repeat themselves so that he can write their words down verbatim down and he is an incurable coward. He can initially be chased off with a DC13 Charisma (Intimidation) check but he will follow the party at a distance until he has managed to place himself in real danger. If he survives, he'll decide he wants to be more of a musician in residence at some castle or somewhere very safe. If treated with a modicum of respect, he'll still write songs about the party if they bring or send word of their adventures to Tower Valiant.

A crowd of people stand a little way off the road, shading their eyes against the setting sun. Mostly commoners, with a few nobles and merchants mixed in, they are apparently waiting for two wizards to begin a duel on a hilltop some hundred yards distant. They say that the two wizards, Winifred Algonidin and Jorad Kinderfoot, co-authored a new book on magical theory but they cannot agree on whose name should go first on the cover. Not to worry though, it's the third time they've duelled in as many days and they're probably not going to kill each other. Probably. // If the party does not interfere, soon there are flashes of blue, red, and green fire on the hilltop accompanied by screams of pain and rage. After a time, the wizards stumble down the hill, both scorched and declaring themselves the winner. Winifred retires to the Wayfarer's Wand and Jorad to the Baroness's Rest, each to drink away the evening surrounded by their supporters.

Aundair
15

Each wizard has a copy of their book, *Modern Experiential Thaumaturgy*, and will gladly show it to any character proficient in the Arcana skill. The book is absolute genius and may very well change some of the fundamental understandings about magical theory across all of Khorvaire. It is easy to see why they are arguing about whose name goes first. Jorad started the manuscript but was stuck for years until he partnered with Winifred. Winifred contends that Jorad's manuscript was basically a mess of notes and diagrams and that it would be sitting in a trunk if not for her breakthroughs.

- **Convince one of the wizards to let the other be named first:** DC 15 Charisma (Persuasion), Wisdom (Insight), or Intelligence (History or Arcana). On success, the wizards make up and promise the party a first edition copy of the book, which is due to be printed the following month. On failure, the wizards duel again the following day and there is a 25% chance that one of them is killed, the other ends up in prison, and the manuscript disappears.

A character who has a copy of *Modern Experiential Thaumaturgy* readily at hand may double their proficiency bonus on Arcana checks, provided the check allows for at least 10 minutes to study the book.

Renowned for its pleasant climate, created magically by House Lyrandar, the island of Stormhome has long been a retreat for the wealthy and famous. Lady Idra ir'Loderna is a middle-aged half-elf looking for bodyguards and interesting companions to take on her vacation there. She loves to hear stories of adventure and promises to pay for absolutely everything. She hints that with so many nobles from every nation, there are sure to be some very *interesting* things to learn for those brave enough to engage in a little intrigue. // If the party accepts, Lady Idra asks them to sign “standard” staff contracts that say they will guard her to the best of their ability and that they will not leave her service during the weeklong trip.

The fine print, says that if they break the contract, or if she fires them, then by law they must reimburse her for any expenses on their behalf. It takes a DC 16 Intelligence or Wisdom (Insight) check to sort out the confusing wording. If anyone signs on, read the following:

**Aundair
16**

*You fly to Stormhome in a first class cabin aboard the airship **Flying Festival**. Drinks, food, and company are all wonderful. Once checked into the palatial guest home with Lady Idra, however, she draws up an itinerary for the week including guard duty, dinner duty, shopping duty, food tasting for poison, and many other duties that will occupy nearly 16 hours a day ending with being made to read awful Thranite poetry out loud until she laughs herself to sleep in a drunken stupor. Her idea of intrigue amounts to saying catty things when someone leaves the room and all of the dinner guests have thinly veiled hatred for one another. Her “staff” is expected to either be with her or in the guest home at all times in case she calls for them.*

Lady Idra will not hesitate to contact local law enforcement if a character displays any aggression. If a character leaves her service, she will bring a lawsuit against them for breach of contract and demand reimbursement for the airship ride (400 galifars) as well as 5 galifars per day left of their contract and 400 for the airship ticket back to the mainland, which she purchased in advance. If a character refuses to pay, their Aundair Wanted Score rises by 2 (max 4) and the debt remains outstanding. It takes a DC 15 Intelligence (Investigation) check to either find a loophole in the contract or dig up a secret that Lady Idra can be blackmailed with.

After the Last War, the University of Wynarn opened its doors to students from all over Khorvaire. Initially surprised when a considerable number of hobgoblins applied, the University decided to cautiously embrace the education of goblinoids. Your party is sitting in the common room of The Split Sovereign, a tavern in Fairhome, when a pack of six hobgoblin students arrive to celebrate successful exams. Before long, the hobgoblins get rowdy and one of them tries to pick a fight with someone in the party. One of the smaller hobgoblins, less drunk than the others, begs his companion not to get into trouble because it could lead to expulsion for all of them. Such a thing could set goblinoid education back for years to come. // Have everyone in the party make a Charisma saving throw. The character with the lowest result is the target of jibes, insults, and laughter from the largest hobgoblin, a male named Ghanduk. Ghanduk will look for any excuse to throw a punch, including being insulted in return. The sensible hobgoblin, Rhuagh, continues to apologize and plead for patience.

**Aundair
17**

If ignored for fifteen minutes, Ghanduk will give up. If a character wants to defuse the situation, it takes a DC 13 Charisma (Persuasion, Performance, or Intimidation) check. On success, Ghanduk either laughs at a joke or apologizes and leaves.

On failure, Ghanduk takes a swing at the speaker (+4 to attack, 2 damage). If anyone hits Ghanduk in return, all of the hobgoblins except for Rhuagh join in and it turns into a full-blown brawl. All party members make a Strength or Dexterity saving throw against a DC of 14 or take 2d6 bludgeoning damage.

The next day, Rhuagh the hobgoblin comes to the party and begs them to tell the University that they started the fight. Or, at the very least, tell them that Rhuagh was not involved.

If the party takes the blame, their Aundair Wanted Score increases by 1 (max 2).

If the party helps Rhuagh or any of the others avoid expulsion, or if they initially defused the situation, Rhuagh gives them a necklace made of lizardman teeth and teaches them a few phrases in goblin. Rhuagh's clan is highly respected in Darguun and this should ensure they receive hospitality from any tribe that follows the Lhesh Haruuc.

**Aundair
18**

The Bladewand Company, an Aundairian adventuring group of three knights and four wandslingers, love to spar with anyone they meet. To make things interesting, they offer to match any bets on the outcome of each duel. // The Bladewands travel mostly in the Five Nations and seem a little more concerned with image and reputation than any serious adventuring. Still, they are good-natured company and not afraid to laugh at themselves after a loss or give praise where it is due. They will match any bet on the outcome of a duel from 1 galifar up to 25 galifars. To duel a knight, have the character make a melee attack roll with the weapon of their choice and oppose it with 1d20+4. For dueling a wandslinger, the character rolls a ranged spell attack vs 1d20+4. The Bladewands gladly lend weapons and wands on request and after the duels they invite the characters to dine with them around the campfire and tell stories late into the night. If the characters show themselves friendly, they have comrades to call upon in the future for aid or information.

By default, assume the Bladewands are all level 3 Fighters and Wizards but you can flesh out the company as you see fit. After three or four duels, they'll call an end to dueling for the day.

A rancher named Starling d'Vadalis raises griffons outside Passage. She only raises three or four griffings at a time and she has not had a problem in years. Now one of her griffons has eaten Antaeranor, a prize Valenar warhorse from the stables of Lord and Lady Gindarrin. The griffon, named Sunfeather, has distinctive gold coloring and there are too many witnesses to deny that it was him. Starling knows she cannot keep Sunfeather in Aundair; she wants to set him free on the far side of the Eldeen Reaches. But the Gindarrin's are calling for Sunfeather to be put down as part of restitution for Antaeranor's death. A rogue griffon is no light matter and the local Aundairian garrison are on the scene; archers on the ground and the airship *Dragar's Breath* in the sky. The army is prepared to shoot down any griffon trying to escape before the conflict is resolved. // A magistrate will come to decide the case in three days with a 50% chance to rule in favor of either party.

- **Help Starling smuggle Sunfeather out of Aundair in a wagon:** DC 13 Dexterity (Stealth) or Charisma (Deception). Once check only.
Success: *Once across the border into the Eldeen Reaches, one of Starling's ranch hands rides Sunfeather far west over the trackless forests.*
Failure: *The wagon is stopped by law enforcement and Sunfeather begins to panic. If you do nothing, Sunfeather will be killed, but if you force your way through, someone else could get hurt.*

If the party opts to fight their way through, several members of the Aundairian army are injured and the party's Aundair Wanted Score increases by 2 (max 5).

Aundair
19

- **Convince the Gindarrin's to let Sunfeather be set free far away, after all, didn't they once love an animal? Isn't that what this is all about?:** DC 16 Charisma (Persuasion). Once check allowed per day.
Success: *The Gindarrin's tearily agree and let Sunfeather leave Aundair.*
2 Failures: *The Gindarrin's have you removed from their estate.*
There is a 50% chance the Gindarrin's send someone to kill Sunfeather in the night.
- **Make a legal case that death cannot be required as part of restitution:** DC 12 Intelligence (History or Investigation). One check only.
Success: *The magistrate rules partially in favor of Starling. She is still required to pay for Antaeranor, but Sunfeather is allowed to leave Aundair.*
Failure: *The Gindarrin's solicitor points out a law allowing for the destruction of dangerous monsters. Griffons are on the official list and the magistrate rules that Sunfeather is to be humanely put to death the following day.*
- **Gather popular support for Sunfeather and get locals to picket the Gindarrin's estate with signs that read "Justice for Sunfeather!" and "Griffons are Great!" and "Death for death makes everyone dead.":** DC 14 Charisma (Persuasion or Performance). One check per day. Can be retried the next day as long as Sunfeather lives.
Success: *The chances of the magistrate ruling that Sunfeather lives rises to 75%.*
Failure: *Local sentiment turns against Sunfeather instead. Concerned horse owners picketing Starling's ranch with signs that read "Justice for Anternor!" and "Get Your Talons Off My Horses!" and "Who's next on the menu?" The chance of the magistrate ruling for Sunfeather's death increase to 75%.*

West of Fairhaven, Countess Glamadra ir'Falda owns the land just outside of the village of Henvale. She has figured out how to grow a large crop of zaberflowers, a plant that normally only grows in the coldest north of the Mror Holds. The tuber-like roots of the zaberflower are highly sought after as a zest for the most famous cooks in Khorvaire and they fetch a premium price at market. Unfortunately, it turns out that most people are allergic to the pollen of Countess Falda's hybrid zaberflowers. The villagers and farmers in the area are plagued with chronic coughs, sniffles, and red eyes but most cannot afford to move elsewhere. // All party members must make a DC 17 Constitution saving throw. Failure means they too are allergic to the zaberflower and they suffer 1 level of exhaustion that will not go away until they have spent 24 hours outside the area. Dwarves and anyone who grew up in the Mror Holds are immune to the effects of the zaberflower.

The Countess, who is herself not allergic to the flower, has so far ignored the pleas of the people to stop growing her crop. She argues that the whole area will benefit from the extra money and that they should be grateful. If characters want to do something about it, possibilities include:

- **Convince the Countess that people are dying:** DC 12 Charisma (Deception, Performance, or Disguise kit). One attempt only. If the character gets a bunch of villagers to play along, they get advantage on the check.
Success: *Guilt-ridden, Countess Falda destroys her crop and gives 5 galifars to each of the "bereaved" families.*
Failure: *Countess Falda looks closely at a "dying" villager and then laughs uproariously. She tells you to move along, she is busy.*
 If the crop is destroyed after attempting to trick her, she accuses the party of destroying her property and their Aundair Wanted Score increases by 1 (max 5).
- **Help find a remedy for the allergies:** DC 16 Nature, Medicine, or Herbalism kit. The check can be made once per week.
Success: *You discover that a fairly common herb counteracts the allergens of the zaberflower if brewed into a bitter tea. The common folk of Henvale give their thanks and Countess Falda rewards you with 100 galifars each. A Wanted Score <3 reduce by 1.*
- **Destroy the crop:** DC 13 Dexterity (Stealth) or Charisma (Deception).
Success: *You thoroughly destroy the crop of zaberflowers and burn down the greenhouse where the seeds and samples are kept.*
Failure: *You successfully set fire to the crop, but a member of Countess Falda's staff witnesses the arson. Your Aundair Wanted Score increases by 2 (max 6).*
 If the crop is burned, the party gains the Rustic Hospitality Feature (PHB 131) in the Henvale area.
- **Stir the people up in rebellion:** DC 14 Charisma (Persuasion, Deception, or Performance). One check allowed every three days.
Success: *Spurred on by your rhetoric, the people form a mob that burns the crop of zaberflowers. However, things quickly get out of hand and they burn the Countess's manor as well, though no one is killed. If your Aundair Wanted Score is <5, increases to 5. Unless you give yourself up to the authorities and explain the situation, someone in the village will hang for inciting rebellion. If you give yourself up, Countess Falda takes mercy on you. You can avoid prison time, and damages of 25,000 galifars, if you spend the next six months rebuilding her manor and working in her zaberflower fields.*
Failure: *The villagers chase you out and your Aundair Wanted Score increases by 1.*

Aundair
20

Breland

D20

Event

In a hovel outside New Cyre, the party meets a bitter young woman named Almandra ir'Morez. On the Day of Mourning, she was traveling home from when there was a bright flash. She woke some days later in a hobgoblin slave wagon bound for Darguun.

Almandra learned from the other prisoners that her family had been killed; her family estate destroyed and looted. Her surge of emotions let loose a concussive blast of magic that killed her captors as well as the other prisoners as well. When Prince Oargev heard her story, he reluctantly exiled her from New Cyre.

Breland
1

Almandra darkly believes it is only a matter of time until someone decides to kill her. Or worse, that some arcane college or Dragonmarked house will want to “study” her. If only she knew of somewhere to go before her food runs out. // If the party knows someone who would respect Almandra and risk teaching her to control her powers, she agrees to accompany the party there. Examples of individuals who would take her in include a Talenta halfling sorcerer, The Keeper of the Flame in Flamekeep, the Daughters of Sora Kell in Droaam, and Gatekeeper druids.

Almandra (human Noble stat block) cannot intentionally cast spells but every day there is a 25% chance that she will suffer a Wild Magic Surge (PHB 104). Entering combat, being targeted by an attack, or seeing a hobgoblin also triggers a Wild Magic Surge. She is immune to damage from her own surges. As a traveling companion, Almandra is polite but cold, always grateful but never losing her dignity.

A few days out from Wroat, the party passes a camp of several dozen Cyran refugees. Two years after the Last War, even generous Brelish citizens are finding it hard to keep giving. The refugees have tried their luck in Wroat and Sharn but never found a place for themselves. Their slow baggage train will take nearly two months to reach New Cyre and they are already low on food and supplies. // The refugees need at least 1,200 galifars worth of supplies to make it to New Cyre.

Breland
2

- **Ask commoners to help out:** DC 10 Charisma (Persuasion) or Religion. One check allowed per 100sq miles. The amount of galifars collected equals the successful result times 10 (a result of 9 or lower does not collect any galifars). A Folk Hero or someone with similar roots or respect from the common folk has advantage on this check.
- **Persuade wealthier citizens to give:** DC 14 Charisma (Persuasion) or Religion. The amount of galifars collected equals the result times 100 (a result of 13 or lower does not collect any galifars). A Noble or character or Bard with ties to high society may have advantage on this check.

The party is approached by Minerva Feldspar, an elite agent of the King's Citadel. She believes that a group of warforged are being used as slave labor in the mines of the Howling Peaks in Zilargo. It is likely that they are unaware of the Treaty of Thronehold, which gives them their freedom. She wants them freed or evidence of their plight brought back to her in Wroat. She can't look into it directly for fear of causing an international incident. Because she is acting independently, and out of a desire to "keep royal hands clean," she cannot offer payment in coin. If the party helps her in this, she offers to instead put her considerable network to use finding information for the party in the future. // Minerva's sources point to a mine north of the gnome town Reven.

- **Find the mine where twenty warforged are being forced to work:** DC 15 Intelligence (Investigation) or Wisdom (Survival). One check per week.
Success: *You find evidence of twenty warforged being forced to work in the mines. You can take this information back to Minerva or you can try to free them yourselves.* Minerva thanks them and then makes plans to free the warforged within week. There is a 30% chance that she finds the mines abandoned.
Failure: *It appears that your map is out of date and the locals seem to be misleading you on purpose.*

Every time the party fails this check, there is a 25% chance that a smiling gnome traveler (Rogue assassin 4) finds the party and politely suggests they leave Zilargo because he thinks the local cuisine might not agree with them. If the party persists for another week, have each of them make Wisdom (Perception) checks. The party member with the lowest score gets mysteriously ill and suffers three levels of exhaustion. If this happens a third time, the poisoned party member falls to 0 hit points and must immediately start making Death Saving Throws. Even if they are stabilized, they are in a coma for 1d4 weeks.

- **Free the warforged and bring them back to Wroat:** DC 14 Strength, Dexterity (Stealth) or Intimidation.
Success: *During a daring raid on the mine, you chase off the human and gnome slavers and then lead the warforged back to Wroat.* Minerva rewards them with access to her information network and each of them also receives an item from Magic Item Table B (DMG 144).
Failure: *After making your plan, you return to the mine to find it abandoned. Only a smiling gnome traveler lounges against the entrance.*
The party meets the gnome traveler described above.

Minerva's information network grants advantage on Investigation, History, Arcana, Religion, and Nature checks while in Wroat.

Whatever the outcome, it is likely that the Trust, Zilargo's secret police, will learn what the party has done. But who knows whether their interest will be for good or ill?

Breland
3

**Breland
4**

All members of the party begin to have the same nightmare every night: falling through luminous clouds full of alien creatures with many limbs and many eyes. // Upon waking up, all members of the party who are not kalashtar must make a Charisma saving throw. The lowest scoring party member suffers a level of exhaustion as part of their psyche remains in Dal Quor, the Realm of Dreams. These dreams and Charisma saving throws continue until the party can find a kalashtar, a mystic, or someone who has extensively studied psionics or the Realm of Dreams. This person can teach the party a meditation technique that will break the dream cycle. If there is such a person in the party, they may make an Intelligence (Arcana) check against a DC of 16 to see if they already know the technique. They might even be approached by a mindflayer or an agent of the Dreaming Dark who promises to make the dreams stop ... in exchange for a favor.

Several months ago, the party performed some small act of service or heroism for Lady Hepzilah ir'Grenby. She was greatly impressed with you and promised to find a suitable reward. You learn that Lady Hepzilah has recently passed away and all members of the party have been invited to the reading of her will in Wroat next week. // At the reading of the will, Lady Hepzilah's executor reads out,

"... and to those who did me such great service in time of need [name of party members or adventuring company] I bequeath my island in the Lhazaar Principalities. I regret that I have never seen or even named the island. I know of no one else with such adventurous spirits who may put it to some use or at least explore it before deciding what to do with it."

**Breland
5**

The island is about two square miles and has enough arable farmland to support about 50 people. See rules and suggestions for owning property or running a business on pages 126-129 of the DMG. If the island is already inhabited, there's always a chance for a peaceful (or at least profitable) coexistence. Roll on the table below but do not reveal it to the players until they arrive to explore.

Current inhabitants of the island

- | | |
|---|--|
| 1. Cloudreaver pirates | 4. A secret House Thuranni enclave |
| 2. The southern waters are full of sahuagin (MM 263) | 5. 1d12 + 5 Gnome islanders who did not realize their island was owned. |
| 3. A young copper dragon (MM 111) | 6. Uninhabited |

While eating at a The Mallard Monarch tavern in Ardev, the party can't help but overhear a loud prayer to Olladra, the Sovereign of Feast and Fortune, followed by the rattle of dice, a cruel cheer, and a long moan of despair. Erdlin, a farmer from Flathill village, has just gambled away 60 sovereigns to three members of the Hackjaw Gang, a group of thugs pleased to call themselves mercenaries. // Erdlin was supposed to use the money to hire new farm hands and buy supplies but he was hustled into gambling with the oldest trick in the book, the thugs pretended to lose until they raised the stakes high enough to take him for everything.

- **Win back Erdlin's loss (6 galifars):** Wisdom (Gaming Set) opposed to 1d20+3. The winner gets 1 galifar for every difference in the result and the loser loses the same amount. (ex. Player: 11, Hackjaw Gang: 14 means that the player loses 3 galifars and the gang wins 3). The gang will play a maximum of 5 games.

**Breland
6**

- **Scare or trick the Hackjaw Gang into giving the money back:** DC 14 Charisma (Intimidation or Deception). Add +1 for each member of the party crossing their arms or cracking knuckles menacingly.

Success: *The Hackjaw Gang tosses a purse of 60 sovereigns on the floor at Erdlin's feet, grumbling that it was all in good fun.*

Failure: *The tavern owner doesn't want trouble and threatens to call the Watch unless everyone settles down.*

- **Give everyone a stern talking to about the evils of gambling:** DC 8 Wisdom, Religion, or Charisma (Persuasion or Performance).

Success: *You feel like your impromptu sermon goes well, but no one seems to be listening.*

Failure: *You feel like your impromptu sermon goes well, but no one seems to be listening.*

Kadra d'Lyrandar wants to hire the party to update trade route maps over the next six months. She'll pay party members 200 galifars each for their help and consider it a special favor to the House. She'll pay double if a party member is proficient with Cartographer's Tools (DMG 154). // If the party accepts the offer, they are paid 50 galifars up front and can claim another 50 galifars in one month from a House Lyrandar enclave. They receive a packet of confidential instructions, maps, and documents. After some study, it becomes fairly clear that House Lyrandar is using the heroes to gather information about House Orien, perhaps in a bid to horn in on the overland travel market. If the party follows the instructions, they'll be in House Lyrandar's good graces and can expect more job offers in the future.

**Breland
7**

A member of House Orien would be intensely interested in the documents and would pay the party 1,000 galifars to let them make a copy and slightly alter the instructions so that House Lyrandar learns only what House Orien wants them to know. There is a 40% chance that House Lyrandar finds out about the deception, cancels the contract, and then uses their influence to make the party's Wanted Score increase by 1 in Aundair, Breland, Karrnath, and Thrane.

Breland
8

House Orient is starting a program that pays adventurers to map and explore dangerous areas within 200 miles of its trade roads. If you join the program and report your findings back to a House Orient enclave, the party will receive 12 seven-day passes for traveling in modest coaches along the lightning rail and 400 galifars per detailed report. They'll pay double if a party member is proficient with **Cartographer's Tools or Painter's Supplies (DMG 154)**. // Locals, travelers, merchants, or patrolling law enforcement need to attest in writing that the party has explored a given area for at least seven days. All appropriate forms can be purchased at a House Orient enclave for 1crown each. Example locations could include The Mournland, the Eldeen Reaches, Droaam, Darguun, The Talenta Plains, and Valenar.

While visiting New Cyre, the party shares an evening with Kadar Wedig a blacksmith and former priest for Onatar. Depression and despair are rampant among the survivors of Cyre and he has found it difficult to live his faith after the Day of Mourning. Kadar is an important leader in the community and his personal crisis of faith has affected many. He asks the party if they have seen evidence in the wider world that the Sovereign Host cares what happens to the people of Eberron, or if indeed any deity does. // Each character with advice for Kadar can make one check. Kadar takes the advice of the player character with the highest result. Ideas for advice could include:

Breland
9

- **"Stop pitying yourself, these people need you to help build good lives here and now. Get tough or get out."** Charisma (Intimidation)
- **"It's all part of the plan. Show your people that faith is the way forward."** Wisdom or Religion
- **"Learn to stand on your own two feet. It doesn't matter if there are gods, you should still make the world a better place for those who follow. Focus on the economic needs of New Cyre."** Intelligence (History)
- **"If you want a spiritual experience, go and see the natural world for yourself."** Intelligence (Nature)
- **"Why not take up a new religion?"** Charisma (Persuasion)
- **"Nothin' matters, man. Time is a flat circle."** Charisma (Pessimism)

Lord and Lady Rethpool are nobles with a country estate outside Ardev in western Breland. They want to support Droaam's efforts to, in their own words, "civilize the monsters." They ask the party to go to Droaam and hire "some poor beast" to come and be a guard at their estate. The bigger, the better and the Rethpools will pay the party the creature's weight in galifars. They plan to pay the creature the full rate of 2 galifars per day as well as house them in a converted barn. They do not want more than one creature to start with. //

- **Talk the Rethpools out of their idea:** DC 15 Charisma (Persuasion, Intimidation, or Performance). One check per day, after two failures, they rescind their offer to the party and find someone more willing.
- **Talk a monster into taking the job:** DC 13 (Medium)/DC 15(Large)/DC 18 (Huge) Charisma (Persuasion, Deception, or Intimidation). One check allowed per day, per monster.

Success or Failure: *Word starts to get around Droaam that someone is trying to compete with House Tharashk when it comes to brokering monster mercenary contracts.*

After every attempt to hire a monster, there is a 20% chance that House Tharashk enforcers track the party down and threaten them. A typical enforcer party is a half-orc leader (Bandit Captain) with 2d4 enforcers (Bandits) and 1d3 ogres. They will threaten the party twice and attack the third time.

The chance of an encounter with the enforcers raises by 15% every time the party talks to a monster about the offer.

- **Convince the monster to take the job seriously instead of going on a rampage in the first six months:** DC 13 Charisma (Persuasion or Intimidation).

Success: *The monster seems to grasp that this is a good opportunity. After six months, it is likely that the Rethpools or some of their friends may ask for your help again.*

Failure: *The monster grunts a lot, but that could mean anything.*

There is a 30% chance that in the first month the monster will tire of being treated as an oddity or an exotic pet and go back to Droaam. It will likely burn or break something and then take whatever, and perhaps whomever, it can carry back home.

The Rethpools blame the party for a "faulty" monster and the party's Breland Wanted Score rises by 1 (max 2).

Feel free to adjust the DCs and weight according to the specific monster and the circumstances of their hiring.

Possible monsters

1. Ung the ogre – 600 lbs.
2. Raugnir the troll – 500 lbs.
3. Zarga Halfhand the orc – 220 lbs.
4. Chipwing the gargoyle – 250 lbs.
5. Kordak the minotaur – 350 lbs.
6. Brodr the hill giant – 3,000 lbs.

**Breland
10**

As you travel into Moonwatch, you are greeted with the impressive sight of Argonth a magically floating small town that doubles as a mobile fortress. A group of townsfolk approach the party and tell them that several young people from nearby villages went up to see the fortress with a recruiting officer and have not returned. The recruiting officers in town claim to know nothing about the young people. Argonth is scheduled to leave in two days. // Argonth is a fortress run by the Brelish army under Captain Alain ir'Ranek. It is a military fortress and they don't allow just anyone to go poking around without good reason. They will, however, allow the party up to Argonth if they present a legitimate reason, such as being interested in mercenary work or speaking with Eera ir'Jalon, the Argonth's master of magic. A Brelish character who worked with the army during the Last War will also be admitted to see old friends.

The townsfolk insist that the youth were only going up for a look.

- **Report the missing youth and convince an officer to look into it:** DC 11 Charisma (Persuasion or Intimidation).
Success: *The officer soon returns and tells you that the youth in question have signed on with the Brelish army and they are already in basic training and not to be disturbed.*
Failure: *The officer says he doesn't have time for this and he warns you not to poke around the Argonth or you'll will be thrown off, maybe literally.*
- **Find the missing young people:** DC 12 Dexterity (Stealth), Wisdom (Perception), or Intelligence (Investigation).
Success: *You find the missing youth and speak with one of them. They have been tricked into signing up for two years of service by a crooked recruiter looking to swell his numbers to seek a promotion. The paperwork is legally binding and if the youth leave now, they will be branded as deserters.*
Failure: *The guards have had enough of your poking around and escort you from the Argonth.*
 After failure, a character may attempt to makes this check one more time. If they fail, they barely escape being arrested and their Breland Wanted Score rises by 1.
- **Make a case before a military tribunal that the contract is unenforceable:** DC 16 Intelligence (Investigation or History). One check allowed without expert legal advice. Further checks can be made once per week at the cost of hiring a solicitor for 20 galifars, even if Argonth has moved on.
Success: *In a scene of breathtaking courtroom drama, you convince the military tribunal to let the youth out of their contracts and court martial the recruiter, who is dismissed from the Brelish Army.*
 If a character's Breland Wanted Score increased due to this event, reduce their score by that much. The party gains the Rustic Hospitality Feature (PHB 131) in the Moonwatch area. The disgraced recruiting officer, Jargad Hester, is likely to seek revenge.
Failure: *The tribunal rules that the contracts are in force and they remind everyone that the penalty for desertion is death by hanging.*
 The tribunal loses patience after three failures and any subsequent attempts raise the party's Breland Wanted Score by 1 (max 3).

**Breland
11**

Talk of abolishing the monarchy in favor of Parliament has been gaining momentum since the end of the Last War. Now, Elder Simdar, leader of the thorp Ringbriar, has taken it a step further by declaring that they no longer recognize the authority of King Boranel. They will continue obey the law as presented by the Brelish Parliament. The situation is a political *necklace of fireballs* that could blow up and change the future of Khorvaire forever or going down in history as just another crushed rebellion. A battalion of the Brelish army under General Hava ir'Starn has already set up camp nearby. They are closely questioning anyone on the road.

The standoff is tense and could last several days as the eyes of Breland are upon them. Journalists from the Korranberg Chronicle and the Sharn Inquisitive are flitting about the area, only increasing the tension with their constant questions, unwanted opinions, and obnoxious prognostications. // Many common folk, fearing the reprisals of the King, have already fled the area. The bulk of people left in and around Ringbriar (~250) are those willing to fight and perhaps die for what they believe in. They have set up several blockades on the road. The villagers have erected a wooden palisade around Ringbriar and they have with stockpiled food, weapons, and medicine.

General Hava may be conflicted herself, as she is related to Lord Konner ir'Starn, the governor of Wroat who only serves at the pleasure of the King. If character's want to get involved, they must talk to both parties every day.

Breland 12

- **Convince Simdar to stand down and find a less dangerous way to change Breland:** DC 16 Charisma (Persuasion) or Intelligence (History). One check per day.
Success: *Simdar agrees that perhaps there is a way to bring about change without bloodshed, though he seems tired and resigned. He gives himself up to be arrested and is taken to Wroat for trial.*
The party's Breland Wanted Score is reduced by 2.
Failure: *The villagers refuse and await the coming of the army with fatalistic courage.*
- **Convince General Hava that no lives need be lost here:** DC 12 Charisma (Persuasion) or History. One check per day.
Success: *General Hava agrees that a rash decision can only lead to sorrow and perhaps more rebellion. She will bide her time for another day.*
Failure: *General Hava has the party removed from her camp. They plan to attack tomorrow unless Simdar gives up.*

If the army attacks Ringbriar, they burn it to the ground and slaughter over a hundred of the rebels. The villagers who die there, including Simdar, become martyrs to the cause for abolishing the monarchy. Whatever the outcome, it is only a matter of time before another town or group tries the same thing. The spark of democracy is bound to find dry tinder at some point.

If a player character stands with the villagers of Ringbriar and fights against the army, they may choose to either be arrested or escape into the nearby woods. If they are arrested, they spend 1d4+1 months in prison in Wroat and their forearm is branded with a sigil that means "rebel". When they are released, their Breland Wanted Score is 3.

If a character escapes, they are branded an insurrectionist and their Breland Wanted Score increases to 7.

The noble Sontain family owns extensive farm and logging lands in eastern Breland. They used to have considerable means, but the head of the house, Rivik ir'Sontain, made a series of investments that blew up in his face on the Day of Mourning (along with all of Cyre)*. Now the family is struggling to remain solvent enough to protect their land and the people who work it. Rivik promised to lower taxes after the Last War but has not done so. There is discontent among the peasantry and even a rumor that there is an illegal stockpile of weapons and wands somewhere nearby. Rivik is not a particularly harsh landlord; he expects payment on time but is often willing to negotiate. He says if the peasantry will bear the taxes for just one more year, he will be able to salvage the family's finances. But someone needs to find that stockpile before things get out of hand. //

Breland
13

- **Convince Rivik to lower the taxes:** DC 13 Charisma (Persuasion or Intimidation). Two checks allowed over two days.
Success: *You remind Rivik that his family is not the only one that suffered during the Last War. He sorrowfully agrees to lower the taxes as promised.*
 There is a 75% chance that in the next six months the Sontain's will fall to ruin and be forced to sell their lands to the Threvar family. After hearing how near the peasants were to revolt the Threvar's rule the area harshly and use mercenaries to bully the peasants.
- **Convince the peasants to stand down for one year:** DC 13 Charisma (Persuasion or Intimidation). One check allowed per day.
Success: *You explain to the peasants that Rivik is doing everything in his power to keep them all safe without forcing any of them off the land.*
 There is still a 40% chance that the peasants revolt within the next year. If they bear the taxes for one more year, there is an 80% chance that it saves the Rivik fortune and he does indeed lower the taxes.
2 Failures: *The common folk refuse to listen. Why should they continue to pay for Rivik's misfortune? He still has a fancy house and fancy clothes and dinner every night.*
 There is a 75% chance that the peasantry revolt in the next two months. It quickly gets out of hand and turns bloody when the Aundairian army steps in. Lives are lost, the mansion is burned, and the Sontain family is ruined.
- **Find the stash of weapons and wands by putting together clues or pretending to be a member of the revolt:** DC 14 Intelligence (Investigation), Charisma (Deception), or Wisdom (Survival). The stash is buried in the woods north of the estate and it contains 18 mundane melee weapons, 6 crossbows, 2 wands of Fire Bolt, and 1 Ray of Frost wand. Removing the stash drops the chance of a revolt down to 10% in the next year.

*If a player with a Cyran character complains about the insensitive nature of this description, apologize and give them something from Magic Item Table C (DMG 145).

Near Starilaskur, a warforged who calls herself Prophetess preaches that the warforged are the divine offspring of Eberron and Siberys and that they are superior to the fleshy races. Two dozen warforged have joined her camp and, strangely enough, she has also attracted double that number in human and halfling followers. Just before the moon Eyre is full, she plans to lead her followers to the Dragon's Crown where they hope to commune with the Progenitor Dragons. The Brelish army is mustering under General Calvern to scatter the Prophetess's cult before it grows any larger. //

- **Help disperse the cult:** Attack roll against AC 15. **Success:** *The cult is scattered and the Prophetess arrested and taken to Starilaskur.* **Failure:** *The Prophetess's followers escape into the night, heading for the Dragon's Crown.*
- **Convince General Calvern to let the group be:** DC 12 Charisma (Persuasion or Deception), History, Religion, or Insight. **Success:** *The Prophetess soon leads her people to the Dragon's Crown. The army does not follow.* **Failure:** *General Calvern eyes you suspiciously. She thinks it's too much of a risk and decides to move on the group tomorrow.*
- **Help the Prophetess repulse the Brelish Army:** Attack roll against AC 12. **Success:** *The army is pushed back, though several are wounded and killed on both sides. The Prophetess gathers her people and flees toward Dragon's Crown.* **Failure:** *The cult is scattered and the Prophetess arrested and taken to Starilaskur. You escape but your Breland Wanted Score increases to 7.*

**Breland
14**

If the Prophetess's group makes it to the Dragon's Crown while Eyre rises full, she arranges her followers in a circle between the standing stones. Player characters may observe or participate. Roll 1d4 to see what happens:

1. *The Prophetess rants and stomps around for an hour before falling dead. Disturbed and confused, her followers disperse.*
2. *A portal opens in the center of the circle, revealing a land made of clockwork machinery, part of the plane of Daanvi, the Perfect Order. The Prophetess bids all to follow her to their new home. She does not intend to return to Eberron for hundreds of years, if at all. Any character who enters the portal is trapped on Daanvi when the portal closes.*
3. *The participants are enveloped in green fire. Warforged player characters permanently gain 1d4 hit points. Non-warforged take 5d6 radiant damage. If this damage reduces a player character to 0 hit points, they do not die but are covered in greenish burn scars and are now afraid of green fire. None of their gear is burned.*
4. *Participants behold a vision in the sky depicting the Progenitor Dragons and the creation of the world. Khyber kills Siberys and is in turn trapped within Eberron. However, this time the moon Eyre transforms into a mechanical dragon which burrows into Eberron and destroys Khyber. Could this be a vision of the fulfillment of the enigmatic Draconic Prophecy?*

After the night on Dragon's Crown, if the Prophetess still lives, she leads her followers into the Mournland.

**Breland
15**

While traveling near the King's Forest, a half-elf dressed in hunting greens stumbles from the undergrowth and collapses in the road, two arrows in his back. Before he dies, he uses the last of his strength to toss a coin purse at your feet and gasp, "Please! Give this to my sister in Black Pit so that she can escape!" A few moments later, a pair of Knight Rangers emerge from the trees and tell you this man was a wanted poacher. After checking to make sure he is dead, they ask if the party took anything from him. // If the party manages to revive the poacher, the Knight Rangers take him into custody but he says nothing about the purse, only pleading with the characters with his eyes. It takes a DC 11 Charisma (Deception or Intimidation) check to convince the Knight Rangers that the party has nothing. On failure, the Knight Rangers are suspicious and try to arrest the party as well. If the party resists and the Knight Rangers are outnumbered, they leave without a fight but the party's Breland Wanted Score rises by 1.

The purse contains a long green finger with a sharp, black nail (DC 14 Arcana or Nature to identify it as belonging to a Green Hag).

The village of Black Pit is a haven for outlaws, fugitives, and deserters. There they can find the poacher's sister, Ambra, with a DC 13 Intelligence (Investigation) check, or by asking who would be interested in a hag's finger. They are directed to Nil, a changeling wizard (Wizard 4) who holds Ambra as an indentured servant. After receiving the finger, Nil releases Ambra but with her brother dead she has nowhere to go.

**Breland
16**

While staying at a traveler's hostel in Xandrar, the party is approached by a young woman wearing a hood and cloak. She asks if they have travelled far across Khorvaire and what they know of the nations. After some talk, she reveals that she is Sandara d'Cannith and she possesses a Greater Mark of Making. She is young but her studies have already marked her as one of incredible potential. Now she must make a choice whether to study with the Twelve in Korth, the Library at Korranberg, The Arcane Congress in Aundair, or with her own House in Sharn. The House keeps a close watch on all heirs with Greater Marks and she does not have the time or means to visit all of those places before making her decision. She welcomes any advice they have. // If the party is especially welcoming to her, she reveals that she has even been approached by someone claiming to represent the Chamber. If the party makes a convincing argument for one of these institutions, she is grateful and they may have a powerful ally in the near future. The institution with which she studies will also consider themselves in the party's debt. If two party members disagree, have them roll opposed Charisma (Persuasion) checks.

**Breland
17**

Prince Oargev of New Cyre is looking for someone to voyage to Q'Barra and deliver a box to King Sebastes ir'Kesslan. For some reason, he seems reluctant to entrust the mission to a Cyran. He will pay for ship's passage to Q'Barra but can offer little else from New Cyre's mostly empty coffers. He promises honor and hospitality to anyone willing to help. // The box, about the size of a loaf of bread, is made of densewood lined with lead. The top is carved with a crystalline lighthouse (DC 11 History check to identify it as the Kesslan family crest). It takes a DC 20 check to open with Thieves' Tools. Inside the box is a Sivis sending stone, scrolls detailing the history of the Kesslan family and several deeds for land in Cyre. There is also a scorched golden ring with settings for three gemstones but only a single cracked gem remains. The ring may be identified as a *Ring of Three Wishes* with only one wish left. If used, the cracked gem might make the repercussions of a wish particularly unpredictable.

The town of Vathirond, just west of the Mournland, saw one of the largest influxes of Cyran refugees when the Last War ended. Now, nearly a hundred Cyrans have abandoned New Cyre and seek to integrate with the Brelish population there. Mayor Frola ir'Taskar is worried about so many refugees and has turned them away at the gates. The refugees are camped outside the walls and it is probably only a matter of time until they run out of food or something emerges from the Mournland and attacks them. // Inside the walls of Vathirond, the efforts of Mayor Frola have gone well and the town seems to be recovering. She insists that the balance is delicate. The refugees are exhausted from walking and they are low on food, medicine, and other supplies.

**Breland
18**

- **Convince the village to take in the refugees:** DC 15 Charisma (Persuasion), Wisdom (Insight), or Religion. One check only.
- **Convince the village to donate supplies to the refugees:** DC 10 Charisma (Persuasion) or Religion. One check per week with the DC increasing by 3 every time.
Success: *The town gathers enough to feed the refugees for one week.*
- **Convince the refugees to move on or return to New Cyre:** DC 14 Charisma (Persuasion) or Intelligence (History). One check only.

If all attempts at mediation fail, the refugees grow angry and rush the gates, intent on stealing food and supplies. Several refugees, citizens, and guards are wounded and killed. After the clash, the refugees break apart, each family for itself. Public sentiment in Vathirond turns against Cyrans and there is a 50% chance that any given Cyran family already inside Vathirond will be driven out. A Brelish character has advantage when speaking with the town and a Cyran character has advantage dealing with the refugees.

Wheymor is a village in western Breland, close to the border with Droaam. In the past, the village has elected a new Chief Councilman every three years. Edber Ghar, the current Chief Councilman, has decided there will be no election this year and he invites anyone with a difference of opinion to speak with his new assistant councilors, a pair of ogres named Vumber and Grag. He has also decided that the Chief Councilman is allowed to use taxes to build a new house. // Vumber and Grag are mercenaries from Droaam that Edber can only afford to pay because he found a cave of common quartz. He has convinced the ogres that he is paying them in “gemstones.”

- **Speak to the villagers:** *The villagers tell you that Edber left town and came back two weeks later with the ogres. Vumber and Grag are lazy and surly, but the villagers keep them well-fed and so far no one has been hurt. Oblique threats of violence from Edber remain constant. One or both of the ogres are always near Edber and no one can approach the Chief Councilman without getting past them.*

- **Speak with Vumber or Grag:** DC 13 Charisma (Persuasion or Deception) or Wisdom (Insight or Perception).

Success: *The ogres get tripped up as you ply them with questions. They reveal they are mercenaries from Droaam and that Edber is paying them in gemstones. They prove it by pulling a handful of common quartz from their waist pouch.*

Failure: *The ogres threaten you with a thumping if you don't buzz off. They take to calling you “lil' stirges.”*

**Breland
19**

If a character fails this check twice in a row, the ogres attack but not with the intent to kill anyone. After striking a target, they will back off unless further provoked.

- **Speak with Councilman Edber:** DC 12 Charisma (Persuasion or Intimidation) or Wisdom (Insight). Cannot be attempted until Vumber and Grag are dealt with.

Success: *Edber nervously reveals that he came up with the plan after discovering the quartz in a nearby cave. Now he's afraid if it gets revealed the ogres will take it out on the village. But let's be honest, he's especially nervous of what they will do to him personally.*

Failure: *Edber tells Vumber and Grag to escort the party away from the village.*

- **Convince Vumber and Grag that their contract is fulfilled:** DC 11 Charisma (Deception).

Success: *The ogres shrug and leave town without a fuss.*

Once they find out their “gemstones” are worthless, there's a 50% chance that they'll return to Wheymor, plunder it, and kill Edber.

Failure: *The ogres grow suspicious and come to the conclusion that someone is trying to trick them and they don't care who. They're going to solve it ogre style.*

Roll initiative. If reduced to half hit points, the ogres will flee back to Droaam.

If Edber's duplicity is revealed to the ogres, have the party roll initiative. The ogres can be convinced to leave peaceably in the first round of combat with a successful Charisma (Persuasion or Intimidation) check against a DC of 15. Otherwise they move to smash a few things and head back to Droaam with some plunder, including Edber's head.

The Last War may be over for the city folk, but shifters and lycanthropes from the Eldeen Reaches have never stopped raiding the ranches around the village of Shavalant. They often kill human and cattle alike. Two shifters from Sylbaran have been captured on private land nearby. Now the villagers are calling for them to be executed and their bodies placed on display near the border.

Lord Veirner ir'Tajar, commander of the Brelish forces at Fort Orcbone, agrees with the measure, having fought any number of such savages in his career. What's more, the village spokesperson is Helvin Vidalis and his involvement gives the appearance of House Vidalis's blessing. // Commander Veirner does not hide the fact that he thinks the only good shifter is a dead shifter. To him, being taken on Brelish soil is enough to condemn them. Helvin Vidalis will say that House Vidalis agrees with his protecting of House property, but he is bluffing. The shifters, Moonclaw and Catch, are being held in a reinforced barn between Orcbone and Shavalant.

Breland
20

- **Rescue the shifters:** DC 12 Dexterity (Stealth) or Strength (Athletics).
Success: *Under the cover of night, you break Moonclaw and Catch out of the barn and get them back across the border to Sylbaran. No one knows you were involved.*
2 Failures: *Soldiers from Orcbone catch you trying to pry boards loose at the back of the barn. You escape but your Breland Wanted Score increases by 1. Moonclaw and Catch are executed immediately.*
- **Convince Commander Veirner and Helvin to let the shifters go:** DC 16 Charisma (Persuasion or Intimidation). One check per day. Not talking to them for a day counts as a Failure.
Success: *Moonclaw and Catch go free and you have their thanks, but racial tension in the area remains high. You gain the Rustic Hospitality Feature among shifters in the Sylbaran area.*
3 Failures: *The local leaders refuse and plan to execute the shifters in the morning. Any attempt to rescue them is at disadvantage now the Orcbone soldiers know there are "fur sniffers" in the area.*

If a character contacts a different member of House Vidalis, they learn that House Vidalis is much more concerned with maintaining good relations with the Eldeen Reaches and the party may have advantage on the check to convince Helvin to let the shifters go. If the party enlists help from Sylbaran, they may have advantage on either check.

Cyre (The Mournland)

D20

Event

Cyre
1

A patrol of heavily armed and armored warforged spot the party and march toward them. It looks to be three juggernauts and one skirmisher. // If the party waits for the warforged and make no aggressive moves, the patrol will halt and demand to know their business in the domain of the Lord of Blades. Whatever the party claims to be doing (scavenging, passing through, looking for someone), the warforged demand 100 galifars as tribute. Despite their bluster, they will not actually attack unless attacked and they can be Intimidated or Deceived away (DC 12), though they leave with their heads held high. They exhort all to warn the fleshy races of the fear and majesty of the Lord of Blades. If it comes to combat, the skirmisher runs away at top speed while the juggernauts fight to the death (see Appendix 3 for stat blocks).

If there are warforged in the party, the patrol offers to take them home to their own kind. Warforged characters must succeed in a DC 10 Charisma saving throw or be persuaded long enough to leave the party and travel with the patrol for 1d4 days.

You meet a warforged named Hatchet wandering the Mournland. She confesses that she originally came to seek the Lord of Blades, but now she has doubts. She wants to be with other warforged but worries that she is just trading one violent-minded master for another. // Each character with advice for Hatchet can make one check. Hatchet takes the advice of the player character with the highest result. Ideas for advice could include:

Cyre
2

- **“It is your responsibility to your race to at least hear what the Lord of Blades has to say. Then you can give an informed decision to other warforged you meet.”** Charisma (Persuasion)
- **“You’ve been brought into this world with a purpose. If you increase your faith, you will find the answers you seek.”** Wisdom or Religion
- **“The Lord of Blades is just another warmonger destined to get you killed. Isn’t it time to think for yourself?”** Charisma (Intimidation)
- **“The fact that you are so hesitant means you don’t really want to seek him out, doesn’t it? Listen to your heart and find purpose elsewhere.”** Wisdom (Insight)
- **“Family is who you surround yourself with. It shouldn’t matter if they are warforged or not as long as they accept you.”** Charisma (Persuasion)
- **“Actually, I think you’re all abominations and that you should go throw yourself in the nearest glowing crag.”** Charisma (Intimidation)
- **“I’ve heard of a place where warforged are gathering outside the Mournland...”** Charisma (Persuasion or Deception)

Cyre
3

You are plagued by ghosts of the Last War on the Day of Mourning. People of every race on Khorvair fade in from thin air and go about their day, marching, cooking, shopping, selling, laughing, weeping. All of the visions end the same way: the ghosts look in the same direction and scream before they pop out of existence. // All members of the party must succeed in a DC 10 Wisdom save or suffer 3d6 psychic damage and 1d3 levels of exhaustion. A character who claims Cyre as their homeland has disadvantage on this saving throw. If this damage reduces the character to 0 hit points, they do not die but instead stumble about at half speed in a catatonic state until they are led back out of the dead gray mists.

The party member with the highest saving throw, who also succeeded, watches a ghost bury something. If they dig in that spot, roll on Magic Item Table B (DMG 144).

Ideas for combat encounters from the Monster Manual: 1d4+3 Skeletons or Zombies; a Banshee; 1d4 Animated Armors made from household junk

Cyre
4

Just before a bleary dawn, a damaged, sparking warforged titan crashes through the place where your party is resting. The huge, humanoid machine swings broken arms wildly at anything nearby and makes a squealing, grinding noise that almost sounds like it is in pain. The 12-foot, metal behemoth moves east, toward the Talenta Plains. // Party members must succeed in a DC 12 Dexterity or suffer 1d6 slashing and 1d6 bludgeoning damage. Characters may choose to follow the titan and put it out of its misery but there is a 50% chance that the act is witnessed by a warforged skirmisher who then disappears over the horizon.

If the party does not stop the titan, weeks later they hear news of a Talenta halfling village reduced to rubble by a damaged warforged titan.

Combat encounter: If you wish this to be a combat encounter for CR 4, you may use the stats provided in Appendix 3 for the Damaged Warforged Titan.

Cyre
5

A group of five warforged approach, two skirmishers and three juggernauts. They pull two handcarts piled with random objects and scraps. They ask if the party will sell them any items or equipment. They will pay in gemstones. // They will pay full market price for any objects of metal, stone, or wood the party is willing to part with. They pay double for items made of special materials (darkwood, adamantine, etc.) See PHB 144: Selling Treasure.

The warforged are private about their affairs, but if pressed or tricked they will reveal that they follow the Lord of Blades, though they have not met him yet. They have 1,000 galifars worth of gems. If attacked, the warforged with the gem pouch flees while the others try to cover the escape and then flee themselves. The scraps in the handcart are worth about 500 galifars.

There is something very, very wrong with this part of the Mournland, even worse than usual. The ground feels like a spongy, living thing and the air grows thick, humid, and uncomfortably warm. // If anyone in the party is a Druid, Wizard from the Divination School, Cleric with the Life or Nature Domain, or anyone else you deem appropriately aware of natural surroundings, they suffer 1d6 psychic damage and feel that the party must leave this area immediately or suffer dire consequences. Any divination spell or extra sensory ability (such as a Paladin's Divine Sense) makes that character suffer the same results. Animals are panicky and Handle Animal checks are at Disadvantage.

You travel as fast as you can but it seems that living air and earth follows you with a malevolent will.

The party must travel for 48 hours without taking a long rest or each character must roll on the mutation table below. If the party travels for 48 hours without a long rest, have them all make Constitution saving throws. The character with the lowest score still rolls on the table. The mutation lasts 1d4+1 weeks, until the character receives a high level healing spell (such as Greater Restoration), or as long as you think the party is having fun with it. Consider re-rolling to make sure no member of the party gets the same mutation.

- 1.** *Your non-dominant hand turns into a scorpion claw.* Disadvantage on Dexterity checks involving ten fingers. Advantage on Strength checks that require a good grip. The claw can be used for an unarmed attack that deals 1d8+Strength modifier damage. The claw can be used for the somatic component of spells after a day of practice.
- 2.** *You sprout a prehensile tail covered in patchy black fur.* Advantage on Dexterity checks involving climbing or balancing but clothing or armor must be made to accommodate. The tail cannot effectively hold a weapon or perform delicate tasks (such as Sleight of Hand). It can be used for a bonus action unarmed attack at the character's normal unarmed bonuses.
- 3.** *Gills open up behind your ears.* Breathe underwater. The character must spend 1 hour of a long rest with their head submerged in water or gain a level of exhaustion.
- 4.** *Your skin turns stiff and squamous.* +1 natural armor to AC, -5 speed. Disadvantage on Charisma checks that rely on an attractive appearance to non-scaley races.
- 5.** *Your eyes glow brightly in the dark.* Darkvision in color up to 100 feet. Disadvantage on Hide checks if eyes are open.
- 6.** *Without constant mental effort, your body softens into a liquid state.* Resistance to piercing damage. The character's body liquifies while unconscious. If the character does not long rest in a container no larger than 3 cubic feet and no smaller than 1 cubic foot, they suffer a level of exhaustion and cannot heal damage naturally. As an action, the character may enter a liquid state voluntarily to be poured through bars, under doors, or through other tight spaces, though they cannot carry anything with them that would not also fit in such a space. While in a liquid state, they retain their senses up to 20 feet and gain resistance to piercing, bludgeoning, and slashing damage; they cannot take actions other than moving 10 feet and returning to a normal state.

Cyre
6

You meet a traveler who claims to be a dragon trapped in the form of a middle-aged, human female. She introduces herself as Skarasha the Volcanic. She can break the spell if only she finds a way to channel some extra magic for a while. // Skarasha at least believes that she is telling the truth and to *detect magic* or other such senses she emits a strong aura of Transmutation magic She is haughty and completely fearless. Use the stats for a Mage in Appendix 3 but without access to any spells or equipment and with immunity to fire damage.

If they trust her and want to help, it's up to the players to come up with creative ways to boost her magic. Ideas could include casting spells like *magic circle* (PHB 256), arranging magic items in a pattern, lending dragonshards, or herding a living spell toward her. A Sorcerer or Monk might act as a living conduit. A Cleric or Warlock might implore the aid of a deity or patron.

If something is done to help Skarasha, she spends one hour performing a channeling ritual. For a combat encounter, the magic energies or bright lights might draw something unpleasant out of the Mournland and the party must defend Skarasha until she is finished. If she successfully completes the ritual, roll 1d4 to see what she turns into:

Cyre
7

1. *Skarasha's skin sprouts orange fur striped with black, her head becomes that of a tiger with a disconcerting smile. Her hands bend into the distinct backward hands of the fiendish Rakshasa. She gives a florid bow to acknowledge her debt and then disappears in a flash of acrid smoke. A disembodied voice sings that she can be found in the Demon Wastes if you wish to collect a favor.*

2. *Skarasha's body takes on a metallic sheen and she swells into the form of a young brass dragon. She roars her thanks and asks for your help once again to destroy the mummy sorcerer who cursed her into human form. Without waiting for an answer, she takes off into the sky as if she cannot bear to be earthbound any longer. She calls back that she will find you once the villain has been located.*

3. *A gout of bright red flame bursts from the ground and engulfs Skarasha with a blinding flash. When you blink away the afterimage of the flame, an adult red dragon stands before you. She goes now to battle the stone giant warlock who transformed her and usurped her lair in the Mror Holds. She invites you to find her on Mount Ghormnal where she will reward them. If Skarasha defeats the stone giant warlock on her own, party members each receive something from Magic Item Table F (DMG 146). If they help her defeat her enemy, they receive something from Magic Item Table G (DMG 147).*

4. *A brilliant glow suffuses the area, bringing with it the scent of old books and waterfalls. Skarasha stands before you, transformed into a resplendent gold dragon. She touches each of you in turn, permanently increasing your hit points by 1/3 your level rounded up. She wings away, promising to share your deeds with other dragons of the Chamber.*

Ideas for combat encounters from the Monster Manual: a giant scorpion, a basilisk, 1d4 giant vultures, 2 gibbering mouthers

The party treks through an area of the Mournland covered in dunes of black sand.

The shifting winds have uncovered the skeletal corpse of a dwarf in tattered finery.

// A DC 12 History check reveals the dwarf to be from the Doldarun clan in the Mror Holds (a dwarf or someone from the Mror Holds or Karnath has advantage on this check). Inside his shredded jacket is a wallet made of scaled leather. The wallet has an aura of Abjuration magic and is all but indestructible inside and out. Within the wallet are gems and rings worth 1d6x100 galifars and a packet of papers that turn out to be foreclosure notices and deeds for several farms in Aundair.

Cyre

8

If the characters return any of the goods to Clan Doldarun, they will gain influence in the Mror Holds.

If they instead take the deeds to the farmers in Aundair, they will be celebrated as kind strangers and if their Aundair Wanted Score is less than 5 it is reduced by 1.

Ideas for combat encounters from the Monster Manual: a bulette driven mad by the black sand, desiccated zombies or mummies, a mutated blue dragon wyrmling with two heads (two breath attacks).

Your party enters the dead-grey mist surrounding the Mournland. You travel for some time, feeling as though you are at the bottom of a gray ocean. Vast, unseen things lurk in the depths. Though you have traveled in a straight line, the mist does not end when expected. Either you've lost your way, or something more nefarious is at hand. // All party members must make a DC 14 Intelligence save. On failure, they are separated from the party and take 1d6 psychic damage from the horror of the lurking shadows. This is a fear effect.

If at least one party member's Intelligence saving throw result is an 18, the group can either choose to leave the mists or find a missing party member.

A character separated from the group takes 1d6 psychic damage per day and must have a result of 18 or higher on their own to leave the mists or find another party member.

Cyre

9

Long rest is impossible while lost in the mists. For every day a character is in the mist, the DC to leave the mists decreases by 2. (e.g. Day 1= 18, Day 2= 16, etc.)

When a character or party leaves the mist, there is a 50% chance they emerge on the outside of the Mournland. Otherwise they emerge on the inside.

Ideas for party combat encounters from the Monster Manual: 1d8+1 steam mephits, 1d4 gray oozes with a fly speed of 20ft, 2 reef sharks that somehow swim through the air.

Ideas for separated character combat encounters from the Monster Manual:

1d4 slaad tadpoles with a fly speed of 30ft, 2 zombies of drowned elves, a confused and crazed sahuagin.

A horrid odor wafts on the breeze. If you had to guess, you'd say it was the smell of burning hair extinguished by the vomit of a troll who just ate a family of skunks. You soon discover the source of the reek. A battlefield of still-fresh corpses is being slowly overtaken by a glowing fungus. The greenish-yellow glow stretches as far as the eye can see in the direction you were traveling. // It takes a DC 15 Constitution save to avoid getting sick and suffering a level of exhaustion. Then read the following:

**Cyre
10**

The battlefield is immense and it will take at least six hours of travel to get around it. If the characters instead opt to walk through the battlefield, or if any character examines the fungus by touching it, they stink like it for 1d4 weeks. Smelly characters and traveling companions may grow accustomed enough to conquer the urge to be sick, but no tavern, inn, house, or shop will allow them inside. Animals keep their distance and it takes a DC 20 Handle Animal check every day to get a creature to carry the smelly character. Most Charisma checks involving social interaction will automatically fail. Any myconoids encountered will worship the smelly character as a divine being until the smell wears off.

Ideas for combat encounters: 2d4+1 Fungus zombies with the Pacifying Spores ability of the Myconoid Adult (MM 232). If hit, a character suffers the lingering odor as described above.

A group of Cyrans, camped just outside the Mournland, tell you that eight of their young people left during the night. Their leader, a young half-elf named Kedron, has talked for weeks about relieving the extreme poverty of their community by treasure hunting in the ruins of their former home. // If the party actively looks for Kedron's group, a DC 16 Survival check shows signs that they have gone in the direction of the ruined town of Amton.

You reach what is left of Amton about an hour before sundown. The crumbling buildings are draped with torn, dusty scraps of colorful cloth and carpets. Once a community that thrived on its dye and fabric industry, it is jarring to see so many brightly clad skeletons scattered about the streets like broken toys.

**Cyre
11**

Find the missing youths: DC 13 Wisdom (Perception or Survival). One check per character per day.

Success: *You find 1d4 frightened, wounded members of Kedron's group.*

Failure: *Muffled noises of people talking, walking, or crying out seem to always come from the side or behind you. Yet every time you investigate a sound, there's nothing there and no sign of Kedron's group.*

At the end of each day, one unfound youth dies and the adventuring party finds their body the next day while searching.

The survivors have managed to scrape together 1d6x10 galifars worth of valuables as well as something from Magic Item Table B (DMG 144). The survivors will sell the magic item to a character for 500 galifars.

Ideas for combat encounters: hobgoblin scavengers, living spells, warforged laying claim to the territory, human marauders, or mutated versions of once domesticated animals.

Clutched in the arms of an iron skeleton, you spot a priceless piece of delicate art. It is a recreation of the Metrol Clocktower made of purple metal and set with flawless gemstones. The tiny hands still tick with the correct time. It is worth a fortune if you can get it out intact. The skeleton is fused into the stony ground and cannot be moved. // Freeing the fragile art from the iron skeleton takes three checks, each at DC 20: Dexterity (Sleight of Hand), Strength, and Intelligence. Each character in the party proficient with Alchemist's, Jeweler's, Smith's, or Tinker's tools reduces the DC of each check by 5. It takes 6 hours to carefully remove the clocktower. If any of the three checks is a failure, they may be attempted again, reducing the DC by 2. If the result of a check is ever below 7, the clocktower breaks.

**Cyre
12**

Convince a jeweler or other appropriate professional to journey with you into the Mournland: DC 20 Charisma (Persuasion or Deception). Advantage if the jeweler is Cyran. One check per professional.

Success: *The professional warily agrees to accompany you but demands 50% of the profit.* It takes 12 hours of work to remove the clocktower intact. The professional will not work during combat and if wounded there is a 50% chance that they demand to leave immediately. If anything damages the skeleton, the clocktower shatters.

Intact, the clocktower could fetch 20,000 galifars. Many would argue though, that such an important cultural item, and its attendant worth, belongs to the Cyran people who survived the Day of Mourning. The citizens of New Cyre could scrape together 5,000 galifars to buy it from the party.

Broken, the pieces of the clocktower are worth 2,000 galifars.

Looking for shelter, your group finds a sizable cave in a hill that has sprouted crystalline ridges that catch the sunlight and throw it back in dazzling colors. Upon inspection, you find that it is actually more of a tunnel wide enough to drive a wagon through. The floor is bumpy but not overly rough and the walls are shot through with bristling crystal. // Any light source in the Crystal Tunnel has its radius doubled. The crystal itself is clear gypsum and not worth very much. There is no water nor any living things in the cave and the air is hot and dry. If the party travels the cave for a full 12 hours, they find another opening. Upon exiting, and after a DC 10 Wisdom (Perception, Survival, or Nature) or Intelligence (Investigation) check, the group can discover that they have traveled 300 miles across the Mournland.

Cyre
13

It is up to you where to place the Crystal Tunnels. Such a discovery, if it proves relatively safe and stable, would be incredibly valuable to anyone interested in a shortcut across the Mournland. Breland, Karrnath, New Cyre, and House Orien would be particularly interested. If their squabbling turns sinister, it's likely the adventuring party will be caught in the middle.

There can be as many openings as you decide and the tunnels could be inhabited by things that might need clearing out. Perhaps a smaller tunnel branches off and leads to the very depths of Khyber itself.

Ideas for combat encounters: Crystal golems, living spells, purple worm, demons from Khyber, Daelkyr who made the caves as an artistic expression.

The land slopes down into a valley that once held farmhouses, manors, and orchards. The trees all remain standing but have transformed in various ways. Some bend over like rubber and pat the ground around their branches as if looking for something. Others ooze a bubbly sap that shimmers sky blue. Still others are laden with fruit ten times the normal size, though somehow the branches don't break. In this strange place, you meet a troop of twenty hobgoblin treasure hunters. They carry full packs and many of them are eating the oversized fruit. They offer to share their food and supplies with the party in exchange for directions southwest toward Darguun. Every time they try to leave the valley, the sun seems to shift position and then end up going downhill instead of up. // The oversized fruit is perfectly fine to eat. The sun has not shifted for the characters and they are able to lead the hobgoblins out of the valley if they choose. The hobgoblin leader, Ghorak, tells them that his troop was attacked by a living spell several days ago and it has been a little hard to think straight ever since. They are taking their goods back to the Lhesh Haruuc himself to help Darguun become a true nation. They are carrying 1d6+4x100 galifars worth of treasure and 1d4+3 items from Magic Table B.

Cyre
14

Ideas for combat encounters: The hobgoblins could fall to complete madness and attack one another as well as the party, some of the rubbery trees could become awakened trees (MM 317) or act as ropers (MM 261), a living *confusion* spell (an air elemental [MM 124] that casts *confusion* as a bonus action every other turn), ettin or fomorian orchard keepers.

You hear a crackle of clicking noises, like many hard claws across a marble floor. After pausing your trek to look around, you discover the source of the noise. It is coming from your own packs and pockets. Any animals you have start to kick, shiver, and scratch themselves in rising panic. // Have a member of the party make a percentage roll. That amount of the party's food has been affected. Read:

**Cyre
15**

As you open your packs and reach into your pockets, you discover that some of your food has grown kicking, squirming centipede legs about two inches long.

The legs are harmless but make considerable noise out in the open. They stop moving once plucked from the food and if cracked open they prove to be meaty on the inside like a crab leg. If anyone is willing to eat them, the party finds their food supply has actually increased by 50%.

During the course of one day, the party sees several other groups at a distance, each going their own way across the Mournland; a troop of two dozen hobgoblins, a rough looking pack of ten human and half-elf marauders, a Royal Expedition from Karrnath with eight mounted guards and several skeleton soldiers, a lone wagon drawn by oxen and driven by a cloaked figure who gives you the shivers, and the most horrific living *fireball* spell the party has ever seen.

**Cyre
16**

In the late afternoon, the party is approached by a warband of eight Valenar elves mounted on fierce steeds. Several of the elves already have their signature double-scimitars in hand, the blades gleaming orange in the low sunlight. Their leader asks you if you have seen anyone worth fighting, strongly implying that you are not. The leader is condescending and all of the elves are haughty. Even the elven horses toss their manes and look down with contempt. // If anyone in the party returns a rude answer, the elf leader asks earnestly if the party wants to test their mettle against the might of Valenar. If they do, the elves trot 120 feet away and prepare to charge.

If the party gives directions toward any of the other groups they've seen that day, the Valenar leader tosses a sack on the ground and commands his warband to ride off without another word to the party. The sack contains 50 crowns.

If given directions to the hobgoblins, marauders, or Karrnathi, the elves will ride back by the next day, boasting of their glorious victory. They toss a handful of gold coins on the ground before riding off again.

If given directions to the lone wagon or the living spell, three scorched survivors of the warband ride by the party in rage the next day, claiming the party tricked them into a deadly, unfair fight. They swear vengeance and ride off in the direction of Valenar.

Cyre
17

After a long, restless night, everyone in the party shares the nightmares they had of living through the Day of Mourning as if they were actually there. Some dreamed of multi-colored lightning from a sky full of stars, others of the earth splitting open to spill horrors over the land. Still another remembers the vast majority of Cyre's magic items suddenly exploding with unpredictably devastating results. Some even recall the people of Cyre turning on one another and burning their own cities. Whatever the truth is about the Day of Mourning, the nightmares leave the party drained and demotivated. // All members of the party must choose to make either a Constitution or Wisdom saving throw against a DC of 13. Failure results in 1 level of exhaustion. The party are so certain that the disturbing dreams will return that no one can gain the benefits of a long rest for 24 hours.

Near the husk of a roadside inn, you find the remains of a battle between scavenger parties. Fifteen humans, half-orcs, dwarves, and half-elves lay dead around or inside the building. Their bodies have been gnawed by unknowable things and anything of value they once had is gone. // Have all characters make a Wisdom (Perception) check. The player with the highest result spots movement from an upper story window of the ruined inn.

If a character opens the door without warning, a female scavenger will take a shot at them with a heavy crossbow, +5 attack, 1d10+2 damage. If someone calls up to the window or outside the door, they are met with a string of expletives and a promise to haunt her killers, but they can then peek in the door and see:

Cyre
18

In a room at the top of the stairs, you find the lone survivor of the skirmish: a is a thickly muscled human female about forty years old. She sits against the far wall with one hand pressed to her bloody side and with the other she points a heavy crossbow at the door.

Her name is Jorna and she was once a native of Cyre.

It takes a DC 14 Charisma (Persuasion or Deception) check to get Jorna to lower her crossbow and talk. She has a rough sort of charisma about her and she laments the loss of her gang. Her wounds are beyond natural healing and she'll be dead within the hour unless she receives magical healing.

Her loot, which she intends to take back to New Cyre (this is a lie, DC 14 Wisdom [Insight]), is worth 1d6x50 galifars and she possesses one item from Magic Item Table C (DMG 145). If healed, she'll leave on her own and take up her marauding ways again, but she won't forget the debt she owes to the characters.

Cyre
19

You meet a platoon of the Cyran Repossession Army Patrol wearing stained and worn out uniforms, most of which do not fit very well. Their leader, a halfling named Sergeant Fiana Belindo, cheerily explains that anything the party finds in the Mournland rightly belongs to Cyran citizens. If they will please hand over all Cyran goods, she will write them a receipt and if it has been legally purchased from a Cyran citizen then they can pick it up again in New Cyre for a small processing fee in about 90 days. // Sergeant Fiana and her patrol are obnoxiously persistent but will not fight. They can be scared off with a DC 12 Charisma (Intimidation) check or baffled by bureaucratic nonsense with a DC 10 Charisma (Persuasion or Deception) check.

The platoon also has a quick sketch artist, Lanten, who makes drawings of the party, occasionally asking them to turn this way or that. He will make a personal sketch for them at the cost of 2 sovereigns.

A band of sixteen armed men and women wearing Cyran uniforms frogmarch two prisoners, a pair of warforged skirmishers. The skirmishers hands are tied behind their backs, they are led by chains about their necks, and their mouths have been nailed shut. // If hailed, Captain Arkona tells the party that they are reclaiming the rightful property of Cyre. If the characters' party contains any warforged, Captain Arkona demands that they be turned over to his keeping. If the party refuses or tries to get the Captain to free the other warforged he will get aggressive but will not attack unless attacked and they leave. Use the Raider Captain and Raider stat blocks in Appendix 3.

Cyre
20

Free the warforged by stealth: DC 13 Dexterity (Stealth). One check only.

Success: *You manage to sneak into the Cyran camp and free the warforged. Their names are Crag and Bold.*

If the character performing the check has any poison or traps, they may use it in the camp. The warforged approve.

Failure: *You make too much noise and alert the Cyrans.*

If you do not wish for a combat encounter, the party members get away but the warforged skirmishers are killed by the Cyrans.

If it comes to combat, Captain Arkona and his band will flee after four or five casualties or if Captain Arkona himself is killed. If the fight happens in the middle of the night, it takes 1d4+1 rounds for half of the band to wake up and arm themselves.

Karrnath

D20

Event

While traveling on the north side of the Ashen Spires, you find a cleverly hidden cave system. Inside the cave you discover the remnants of a Karrnathi laboratory from early in the Last War. The walls and ceilings are sound and cleanly designed, but almost everything within has rotted to uselessness. In the central room, there is a globe the size of an ox cart half buried in the floor that hums with unknown power. // It takes three successful checks to determine the nature of the globe, each DC 25: Arcana, Nature, and History. If any of these fail, hint that the character knows there is more to discover but they need to research. The checks can be attempted again once the character making the roll has spent at least 16 hours researching magic, natural materials, and the history of the Last War in a place of learning. Such locations could include Arcanix, Morgrave University, or the library of The Twelve in Atur. Each visit to a new place of learning lowers the DC of a check by 4.

Karrnath
1

Once all three checks have been made, the researchers discover that the globe is an artifact called the Aegis Dolurrah. Once fully activated, it creates a 1 mile radius magical barrier against undead and deathless. They cannot willingly push through the barrier and it causes them 3d20 radiant or necrotic damage per round they are inside of it. All necromantic spells and spells cast by undead or deathless spellcasters automatically fail within the barrier and against the barrier. Those within the barrier are immune to divination spells cast by undead or deathless creatures, such as *scrying*.

The caves make a good base of operations and no Karrnathi patrol seems to go near the place. However if word of this magical technology got to Karrnath's enemies and the party's involvement were known, the party's Karrnath Wanted Scores would increase to 7. If they cooperate with King Kaius's agents, they could instead be given a chance to serve the crown.

Blood of Vol and the Undying Court of Aerenal would be especially persistent about taking control of it if they were aware of its existence, though if active they would have to use living servants. It is world-shaking knowledge that is not to be revealed lightly and could bring immediate war between Karrnath, Aerenal, and the Blood of Vol.

The party discovers a warband of Valenar elves who have all fallen ill from bad water. They are so sick that most lay shivering in their blankets and cannot even speak. Their second-in-command, Doramil Lefarion, is barely well enough to stand and speak to the party, though there is still a hint of proud defiance in his bearing. They came to raid and plunder the countryside and perhaps die in glorious battle but now they are in danger of dying honorless deaths. If their whereabouts are revealed to the Karrnathi while in their current condition, they will be put down like sick foals. They demand in the name of honor that you keep their presence a secret until they are well enough to fight. // The party can easily kill all seven sick elves without resistance, though if they do so the horses remain aggressive and never let a member of the party ride them.

Karrnath

2

If the party tells a Karrnathi patrol where to find the elves, they kill the warband without mercy and take the horses. The party later learns that one of the elves escaped.

If the party keeps silent, or even guards the elves for 1d4+1 days until they are well, the elves swear a debt of honor.

It takes a DC 16 Charisma (Persuasion) check to convince the elves to leave Karrnath peacefully. The check can be made once per day until the elves are well enough to ride. If this fails, the elves make plans to attack a nearby Karrnathi outpost and invite the party to ride with them.

If discovered aiding the elves, the party's Karrnath Wanted Scores increase by 1 (min 5).

A lone undead soldier wanders listlessly along the roadside. It carries no weapon and when it turns glowing eyes in the direction of the party, a rasping voice issues from between its broken teeth.

"The ... memoriesss ... are coming baaaaaack. I ... I want to move ... beyond. Pleasse destroy me. Pleeeeeeeaaasse..."

Karrnath

3

It lurches forward with bony hands clasped together. //The undead soldier makes no attacks but will always move toward a cleric or paladin if the party has one. The soldier has 1 hit point and if destroyed his voice will continue to issue from his skull. If the body is completely crushed or burned, a faintly glimmering outline of the soldier follows the party, still begging for destruction. A long rest grants no benefit while it follows the party. The ghost haunts them until it is turned by a class feature or dealt radiant damage, at which point it will rasp a final thanks and drift up toward the sky until it fades.

In Irontown, near the Mror Holds and Talents Plains borders, a noble Karrnathi family has converted to the Church of the Silver Flame. The Thulevars are now demanding that their dead family members stop serving as undead soldiers. They have been in the area for so many generations that their ancestors make up a considerable number of the guard. Unfortunately, the town is always in danger of attack from halflings and Valenar to the south and raiding monsters from the Iron Root Mountains. The Karrnathi army has refused the Thulevar's demands and Irontown doesn't have the funds to hire mercenaries. The Thulevars are threatening to pull all of their investments and leave, which would cause further economic devastation. //

Karrnath
4

- **Convince the Thulevars that it is a noble thing to let their family members keep protecting their people:** DC 16 Charisma (Persuasion), Insight, or History. Advantage if a character is Karrnath or a member of the Church of the Silver Flame.
Success: *The Thulevars agree that they have always been proud of their family members in the past and that it might be unfair to try and make everyone live their new faith.*
2 Failures: *The Thulevars demand that you leave their estate immediately.*
- **Convince the Thulevars to let their family soldiers keep serving long enough to find and train replacements:** DC 13 Charisma (Persuasion) or History.
Success: *The Thulevars agree to the terms, though they do not seem happy about it. The town can train and hire more guards in 1d4 months.*
Failure: *You are thrown off the estate and the Thulevars make immediate plans to have a few mercenary clerics destroy their family soldiers. Your Karrnath Wanted Score increases by 1 (max 2).*
- **Convince the mayor to obey the family's wishes and make do with a smaller guard for the time being:** DC 13 Charisma (Persuasion or Intimidation). Advantage if the party agrees to stay in town for one month to help bolster the guard. During this time, their room and board is free. At the end of the month the party's Karrnath Wanted Scores are reduced by 1 (if <5).

Henggin, the elder of a small eastern village called Ratha Hill, invites the party to dine in his modest home where he asks them if they have ever had dealings with the Blood of Vol. Normally taking fierce pride in their independence from noble fiefdom, he admits that many nearby farms are in danger of foreclosure from a bank in Vedykar. A priestess of the Blood of Vol, Aghana, has offered to help villagers keep their farms if they will join their cult. //

**Karrnath
5**

- **Tell the Henggin that pretending to worship Vol isn't such a bad trade for economic security:** DC 12 Charisma (Persuasion or Deception), History, or Religion. Successful or not the characters Karrnath Wanted Score increases by 1.
- **Chase Priestess Aghana out of town:** DC 13 Charisma (Persuasion). It is unlikely that this will do the villagers much lasting good.
- **Convince the bank to extend the loans for another year:** DC 15 Charisma (Persuasion). Advantage if a character puts something worth 500 galifars up as collateral. There is a 70% chance that in one year the farmers are prospering and once more current on their loan payments.
- **Convince a wealthy merchant to invest in the area:** DC 14 Charisma (Persuasion). A character trained in Nature or Survival has advantage because they recognize the area as having several natural peat bogs that could be quite profitable.

Word has it that a heavily guarded caravan full of magic items and materials was on its way to the Twelve in Korth. It was hit by a large, organized force that then scattered. The Twelve will pay a bounty for apprehended thieves and returned items. An unscrupulous person, or one who doesn't trust the Twelve, might track down the thieves and keep the goods for themselves. // x

**Karrnath
6**

- **Track down some thieves:** DC 15 Survival or Intelligence (Investigation). One check allowed per week. Three successes allowed.
Success: *You discover 1d4 bandits who say they were hired by the Emerald Claw for the job. They were paid but weren't allowed to keep anything they stole.*
The bandits are worth a bounty of 20 galifars each.
- **Find a hidden stash in the wilderness:** DC 15 Wisdom (Perception or Survival) or Intelligence (Nature or Investigation). One check per week. Two successes allowed.
1st Success: *You follow the clues to a secret underground stash.*
Roll 4 times on Magic Item Table D (DMG 145).
2nd Success: *You follow the clues to an abandoned windmill.*
Roll 3 times on Magic Item Table F (DMG 146).

The Twelve pay 100 galifars for each returned magic item. If a character keeps an item and uses it in Karrnath, there is a 25% chance once per day that the item is recognized as stolen from the Twelve. If this happens, the Character's Karrnath Wanted Score increases by 2 (min 4, max 6). If arrested, the character will be taken to the Twelve who might decide the debt can be repaid with some dangerous work.

A group of six young nobles, on break from their military studies in Rekkenmark, decided to “go on campaign” deep inside the Nightwood. They were supposed to be staying at a hunting lodge north of Karrlakton but now they’ve been quietly reported missing. Sergeant Urlend, their commanding officer at the academy will be eternally grateful if you could find them without their influential families knowing about it. If something happens to him, it will likely mean his head. // Three young nobles are from the Thauram family, distant relations to the famed General Thauram of the Korth White Lions. The other three belong to the extended Tenneset family whose patriarch, Hyran ir’Tenneset, is the Civic Minister of Karrnath’s capitol city, Korth.

They supposedly set out from Karrlakton for the 3 day ride to the lodge in the Nightwood.

- **Track the young nobles in the forest:** DC 14 Wisdom (Survival) or Intelligence (Nature). One check allowed per character per day.
Success: *You find 1d4 of the noble children lost, hungry, and frightened. They gratefully follow you back to civilization.*
Failure: *You find a few traces of the youths’ presence, but no solid leads.*
- **Investigate in Karrlakton:** DC 14 Intelligence (Investigate). One check allowed per character per day. Only one success allowed.
Success: *You find 1d4 of the young nobles at a shabbily extravagant club called Dead or Alive. They have been drinking, carousing, and indulging in dreamily instead of actually going to the hunting lodge.*
Failure: *Karrlakton has a reputation for being a place where the buttoned-up Karrnathi nobility can relax a little. It’s hard to get anyone to talk much.*

Karrnath
7

At the end of each day, there is a 10% chance that one of the young nobles is killed by a beast in the forest. This chance increases by 5% every day any of them remain missing.

If all of the young nobles are returned safe and sound, Sergeant Urlend gives the party a family heirloom from Magic Item Table F (DMG 146). If not all of the young nobles make it back alive, Sergeant Urlend is executed and the party’s Karrnath Wanted Scores increase by 1 (max 5) when their involvement is discovered by the families.

A dwarf merchant named Midgrim ir’Kundarak takes a liking to your party. He listens with special interest whenever your adventures mention treasure. He wags one of his silver-ringed fingers and says that finding a cache of valuables is all well and good, but the path to true wealth always lies with investment. He tells them that he belongs to a certain organization of the wealthy. If they can show that they can run a profitable business, he might just see if he can get them an invitation. // Midgrim wears eight silver rings to show that he is a mid-level member of the Aurum. A DC 12 Intelligence (Investigation) check shows the offer is legitimate. If they can own a successful business and support an Aristocratic lifestyle for six months (10 galifars per day minimum, PHB 157-158), Midgrim will start introducing them to more of his friends.

Karrnath
8

Karrnath
9

Wands for Waifs, a charitable organization from Aundair, is trying to help poor villagers get training as magewrights. Unfortunately they lack enough arcane foci. A donated arcane focus is always named after the generous donor. // If a member of the party donates an arcane foci, such as an orb, crystal, staff, wand, or rod, the organization will name it “The Wand of [Insert character name].” If any member of the party donates a substantial number of arcane foci, or even a magic item, the charity workers are overjoyed. They’ll send word back to their headquarters in Lathleer, and the party is sure to receive a warm welcome if ever they should go that way. That character’s Aundair Wanted Score is reduced by 1 (if <4).

Once per month for six months, there is a 5% chance that one of the would-be magewrights commits a heinous crime while wielding an arcane focus named after the character. If this happens, that character’s Karrnath Wanted Score increases by 1 (max 4).

Near the border with the Talenta Plains, half a dozen fields of good farmland lay unused and going to weeds. Locals tell the party they contain an unknown number of traps, both magical and mundane, left over from the Last War. The owner of the land, Lord Gelroy demands the farmers get back to work because he intends to tax them as if the fields were productive. // Roll 1d4+1 secretly to determine the number of mundane traps and then another 1d4+1 to determine the number of magic traps. Lord Gelroy lives in a manor nearby. If the party wants to help out in the name of good (or profit), they can:

Karrnath
10

- **Locate and disarm a mundane trap (takes 1 hour).** DC 13 Wisdom (Perception or Survival) or Dexterity (Sleight of Hand or Thieves’ Tools) On failure, take 2d6 piercing damage.
- **Locate and disarm a magical trap (takes 10 minutes):** Cast *detect magic* or similar spell and make a DC 12 Arcana check (they were designed to be difficult to locate, even by magic). A character proficient in both Arcana and Thieves’ Tools has advantage. On failure, take 1d6 fire damage and 1d6 force damage.
- **Get Lord Gelroy to pay them to disarm the traps.** DC 12 Charisma (Persuasion or Intimidation). On success, he pays the check result in silver pieces per trap disarmed. On failure he tells the party they can do it for free if they are so concerned.
- **Convince Lord Gelroy to hire magewrights to do it.** DC 15 Charisma (Persuasion or Intimidation) or History. After three failures, he orders his guards to escort them from his land.

The party gathers enough material to build their own traps equal to half the number of traps successfully disarmed. If they disarm (or set off) all of the traps, it takes one last hour to be certain the fields are clear. During this final sweep, they discover something from Magic Item Table C (DMG 145).

Herkenword Academy in Vedykar offers free room and board to warriors of all classes willing act as a guest lecturer and offer demonstrations. Contributors also have their names engraved onto a guest faculty wall and might find themselves in good graces with some of the Karrnathi nobility. // Any character wanting to teach a class must make a Charisma (Performance), or Intelligence (History) check and consult the table below. A Fighter, Barbarian, Ranger, or Rogue may substitute their attack roll with their favored weapon for the check:

Unmodified 1: *Disaster. A student with 5 hit points takes 1d6 damage during a demonstration gone horrifically wrong.*

Your Karrnath Wanted Score increases by 2 (min 3, max 5). Parents of an injured student demand that you spend a month in jail and pay a fine of 500 galifars.

If a student dies, you spend 1d4 weeks in jail awaiting a trial where the death is ruled an accident. You spend six more months in jail and then must then pay a fine of 10,000 galifars or five years doing hard labor. You are on parole for three months to come up with the money and you must check in with a House Deneith enclave once per week or your Karrnath Wanted Score increases to 6. The parents of the student will probably never forgive you and may even seek vengeance.

**Karrnath
11**

2-9: *Embarrassment. Fumbled words, confusing explanations, mortifying mix-ups and, at the end, a demonstration that injures a student. You are expelled from the academy and told never to return. The injured student's family will hear of this. Your Karrnath Wanted Score increases by 1 (max 3) and you are fined 500 galifars.*

10-14: *It goes well enough, but no one is terribly impressed. The faculty promises to put your name on the wall but never actually gets around to it.*

16+: *The students are interested and attentive during the demonstration. The faculty is pleased and offer you a fee of 25 galifars for up to four guest lectures a year in the future. Your name goes up on the guest faculty wall the next week along with an engraving of you performing a suitable martial exploit (though your eyes aren't that far apart...). Your Karrnath Wanted Score is reduced by 1 (if <3).*

Unmodified 20: *The class and the faculty stare in awe at the combat techniques and tactical insights presented. Other classes stop and the lecture hall is jammed with onlookers by the time your presentation is over. The dean of the academy takes a seat in the front and nods along in agreement. Your Karrnath Wanted Score is reduced by 1 (if <4). Your name is not only engraved on the guest faculty wall but you are awarded an honorary professorship and offered a private apartment and a job as an advisor for 1,500 galifars a year. You'd have to give up adventuring for three months out of the year to take the job. If you do take the job, your Karrnath Wanted Score drops to 0 (if <5).*

A warband of Valenar cavalry have plundered a caravan and fled to the Talenta Plains. Along with other valuables, they carried off a number of historical items; medals, cameo portraits, sashes, pins, braids, and letters. Captain Traig, of the Karrnathi Army stationed near Fort Deepdark, tells the party that the other valuables can be replaced but the historical items are unlikely to be seen as valuable by anyone outside their culture. She fears the Valenar will destroy or discard them and, due to a recent treaty, she cannot pursue them across this part of the border. There are four elves left after the raid and she will lend the characters horses to track them down and get the historical items back. // If the characters agree, it takes 1d6 days of hard riding a DC 13 Wisdom (Survival) check to find the elves camped out in a grove of stunted trees. On failure, they must ride another 1d4 days. After three failures, they lose the trail.

**Karrnath
12**

Two of the elves are wounded but will take up weapons anyway if anyone approaches. The items can be stolen back with a DC 15 Dexterity (Stealth) check along with 1d6x10 galifars worth of valuables. The elves can also be convinced to give up the historical items, but not any valuables, if they are offered healing and the party swears to let them go.

Captain Traig thanks the characters for returning the items and gifts them the horses as a reward along with a letter of introduction with her seal. This letter grants advantage on the first Charisma, Wisdom, or Intelligence check that party members make in a social setting in Karrnath. The letter lasts as long as they do nothing to besmirch Captain Traig's reputation. Some of the Karrnathi might be angry to learn that the party let the elves go.

If the party instead opts to keep the items and take them to a museum or university in another nation, the historical items can be sold for 400 galifars. Word gets around, however, and in one month the party's Karrnath Wanted Scores increase by 2 (max 4).

While staying at The Tranquil Sundown, a roadside inn northeast of Vulyar, the party hears a tremendous crash outside. They look out the windows just in time to see a lumbering threehorn dinosaur charge up and over the nearest hill. The innkeeper's storage shed lies in splinters. Soon, a distressed halfling on a two-legged dinosaur rides up and asks if anyone saw a harmless runt of a dinosaur who answers to the name "Squidgie." A patrol of Karrnathi soldiers also arrive and, after hearing the innkeeper's complaint, they plan to hunt the dinosaur down and kill it. The halfling, Knifehand Marno, says the threehorn was just spooked and does not deserve to be killed. The innkeeper wants to know who will pay for the damages. //

- **Help Marno herd Squidgie back across the border to the plains before the soldiers catch him.** DC 14 Wisdom (Survival). One check per day.

Success: *When you find Squidgie, Marno gives a whoop of joy and leaps onto the dinosaur's back. He rides back across the border safely, hoping you will visit the Shieldcrest Tribe someday.*

2 Failures: *The soldiers find Squidgie first and kill him.*

If the Karrnathi would kill Squidgie, a party member may choose to instead declare that they kill a Karrnathi soldier to allow Squidgie to escape. This raises that character's Karrnath Wanted Score by 2 (min 5, max 6).

Karrnath
13

- **Convince the soldiers to let you handle the situation.** DC 11 Charisma (Persuasion). One check only.

Success: The soldiers give you three days to succeed in helping Marno as written above with no penalty for failures until the third day.

- **Hunt down Squidgie.** DC 14 Wisdom (Survival). One check only.

Success: *You find the lumbering dinosaur being led back across the border by its master. The halfling bares his teeth at you.*

If the party presses the confrontation into combat, use the stats for a Triceratops (MM 80). Use the Berserker stats in Appendix 3 for Marno.

Failure: *You hear a trumpeting roar just as the halfling rides the threehorn in a charge through your party.*

Have all party members involved in the hunt make a Dexterity saving throw. The character who rolls the lowest suffers 3d10+6 bludgeoning damage and a broken leg as Squidgie escapes across the border.

If Squidgie is killed, Marno flees back across the border, cursing through his tears. Within two weeks, the Tranquil Sundown is burned to the ground and border tension between the Karrnathi and the halflings hits an all-time high since the Last War.

**Karrnath
14**

An agent of the secretive Count Vedim ir'Omik has an interesting proposition for the adventurers. He offers them a Wand of Extended Gentle Repose and says Vedim will trade magic items for any unusual corpses they might "find" in their travels. If the party gets the corpse to an outpost for House Orien or House Lyrandar, they can put it on Vedim's expense account and send it on to Korth. Each corpse must be unique and relatively intact (no severe burning, missing limbs, crushed bones, etc.). // The wand has 1 charge and keeps a corpse in perfect condition for a year and a day. It gains 1 charge back when the moon Aryth is full. The Count is not interested in any of the usual animal or humanoid species found in the Five Nations (with the exception of mutated beings from the Mourndland). The creature must be rare and exotic, the more dangerous or angelic, the better. If the party does not send a satisfactory corpse for six months, or sends three unacceptable specimens in a row, the Count sends an agent to take the wand back and rescind his offer.

The Count gives something from Magic Item Table B (DMG144) for tiny, small, or medium specimens; Magic Item Table C (DMG 145) for large; and Magic Item Table F (DMG 146) for huge (lugging a hill giant's corpse to a House Orien outpost and then convincing the folks there to put it on a transport could be an adventure all its own). It's up to you how liberally to accept such things and whether or not members of House Orien or House Lyrandar start to ask questions.

Count Vedim could be using the corpses for rituals in the Cult of the Dragon Below, as monstrous undead shock troops for the Blood of Vol, as experimental soldiers for King Kaius III, or because he plans to open a museum. The Count could also start paying them in, secret information, high level spellcasting services, or dragonshards.

The Healer's Guild in Vedykar also runs an asylum just outside the city. A wildly mad, dragonmarked heir of House Jorasco has escaped and Warden Fareli d'Jorasco is quite desperate to see him returned quickly. The dragonmarked heir in question, Antimmon d'Jorasco, believes himself to be the reincarnation of Hard-to-Eat Bartu, a legendary halfling warlord from the Age of Monsters.

Antimmon is likely headed for the Talenta Plains where he means to stir up the people into an army that will conquer Khorvaire. The warden does not want the Karrnathi to know he has escaped and can't send any halflings after him because Antimmon is dangerously persuasive (which is how he escaped). Can your party bring him back alive? // Vedykar is some 300 miles from the Talenta border. Antimmon steals a fresh horse whenever possible and rides hard but won't travel along roads. He will reach the border in one week traveling at about 30-40 miles per day. If the party takes more than 3 long rests, he reaches the border before them.

Track Antimmon: DC 14 Wisdom (Survival). One check per day.

2 Successes: *You catch up with Antimmon near the border with the Talenta Plains. His fine clothing has been cut and knotted in an approximation of ancient halfling war dress and his dragonmark swirls across his bare right shoulder. There is an intensity in his hard gaze that has nothing of the wildness you would expect from a mad person. Somewhere along the way he picked up a spear and shield. He says that he knows why you are here and that to fight him is to fight the Talenta Plains themselves and all her dinosaur children. His people have been pushed into one tiny land by the taller races but the time has come for them to rise once more.* After his speech, Antimmon turns to go and the party will have to fight him if they want to bring him back. Use the stat block for a Gladiator in Appendix 3, but Antimmon has Strength and Charisma score of 20. Any halfling in the party must succeed in a DC 15 Charisma saving throw or firmly believe that Antimmon really is the reincarnation of Hard-to-Eat Bartu. A Ranger's Primeval Awareness, a Paladin's Divine Sense, and other supernatural senses register Antimmon as a celestial.

Karrnath
15

Antimmon will fight, but then attempt to flee every other round, using his own horse or stealing one from a player character. If reduced to 0 hit points, he falls unconscious and when he wakes he is meek and confused. He silently returns to Vedykar and refuses to eat until he dies in a matter of weeks. Warden Fareli tells you that House Jorasco is in your debt, though she sounds despondent.

3 Failures: *Though you push yourselves hard and find some signs of Antimmon's passing, he ultimately eludes you. After one week searching on the Talenta Plains you are approached by a halfling war party of thirty bladetooth riders. He tells you to warn Khorvaire that the time of the tall folk is over before he rides away.*

A squad of Royal Swords, Karrnath's secret police, confronts the party in a crowded marketplace in Atur. They have been investigating a recent terrorist attack and they announce that the party is under arrest on suspicion of being agents of the Emerald Claw. // Each character may decide for themselves whether they give themselves up or attempt escape. It takes a DC 13 Dexterity (Stealth) check to get lost in the crowd and find a place to lie low; their Karrnath Wanted Score increases to 5. If this roll fails, they are arrested. Use the Veteran stat block in Appendix 3 for the Royal Swords.

If anyone gives themselves up to the law, they spend five days in prison before trial where there is a 60% chance that they will be found innocent and let free, otherwise they are found guilty and set for execution by strangulation in three days. Their bodies will be raised to bolster the Town Guard as zombies.

Every arrested character may make one check to improve their chances at trial as a group. A successful DC 12 Charisma (Persuasion, Deception, or Performance), Wisdom (Insight), or Intelligence (Investigation) check raises the percentage of being found innocent by 10%. For every character who attempted escape and failed, the percentage of being found innocent falls by 10%.

Characters who escaped the initial encounter may:

- **Find evidence that the party is innocent:** DC 15 Intelligence (Investigation). Check allowed once per day, each success increases the chances of being found innocent by 5%.
- **Break a character out of prison:** DC 17 Dexterity (Stealth), Charisma (Deception), or Strength. A successful check frees 1d4 arrested characters. Check allowed once per night but each failure increases the DC of later escape attempts by 2. Failure of this DC by 5 or more leads to being arrested and drops the chance of the whole party being found innocent by 40%.
- **Bribe an official to find the arrested characters innocent:** DC 10 Charisma (Persuasion) check and 100 galifars per arrested character. This raises the chance of being found innocent by 25%. Failure results in the official taking the money and then doing nothing.
- **Fabricate evidence so that the arrested characters are found guilty and get strangled so that you can finally stop hanging out with those losers:** DC 18 Charisma (Deception) check. On success, the chances of the arrested party members being found innocent drop by 50%. On failure, the other party members learn about the attempt.

Characters who escape from the arrest or prison have their Karrnath Wanted Score increase by 1 (min 5). If the party really has committed terroristic acts in or around Atur recently, the chances of being found innocent drop to 5%.

Whatever happens, the maximum chance of being found innocent is 95% and the minimum is 5%. If the rolls go poorly and someone is set for definite execution, there's always the chance that someone sinister will spring them and then demand a favor in return.

Karrnath
16

Soman ir'Hargath, a young warlord, has retired to his estate at an unusually young age. The rest of the Hargath family has joined him in the walled compound and they have cut ties with their social contacts and extended family. They have also expelled all of their Karrnathi servants and guards, hiring foreign mercenaries instead.

While staying at The Gloaming Swan, a tavern outside Vurgenslye, the party is approached by a cloaked and veiled lady. The lady is tall and commanding and, though she keeps her face covered, shows obvious signs of great wealth. She wants to know what is going on at the Hargath estate and if the party is willing to pose as mercenaries. As a sign of good intentions, she opens a tab with the tavern and tells the keeper to give the party whatever they want for the rest of the night. The job pays 800 galifars and "the continued good will of powerful people." She will take their answer in the morning. // It takes a DC 14 Intelligence (History) check to recognize Lady Moranna, the King's aunt and closest advisor. A native of Karrnath, a Bard, or a noble has advantage on this check.

If the party accepts her offer, they can travel to the Hargath estate on the coast of Scions Sound about 40 miles west of Vurgenslye. An agent of the cloaked lady will be waiting at the Gloaming Swan for a report.

- **Infiltrate the Hargath estate by posing as mercenaries:** DC 12 Charisma (Deception). A character with experience as a mercenary or in a military has advantage on this check. On failure, a dozen hobgoblin guards escort them from the estate. See below for success.
- **Sneak into the Hargath estate:** DC 14 Dexterity (Stealth). On failure, the character escapes but the guards are watching too closely for anyone else to attempt it. See below for success.
- **Piece together information from tradespeople and social connections:** DC 15 Intelligence (Investigation). One check allowed per day. The DC increases by 2 for every failure.

If any of the above methods prove successful, the party learns that the Hargath family have converted to the Church of the Silver Flame and they are preparing to defect to Thrane in three days. There they will seek asylum against a government they believe is in league with the Blood of Vol.

If the Hargaths are aware that the party wants to help them, they give their thanks and offer their hospitality and patronage once they are settled in Thrane.

If any character tells the lady's agent, they are given the reward and thanked for their service. The Hargaths attempt their escape but disappear before arriving in Thrane.

In reality, Lady Moranna has given the family protection and recruited them in her secret war against the Blood of Vol.

The Soarwood Players, an elven troupe of actors from Breland, have stirred up controversy by performing “Shadows Over Korth.” The play is a political satire written by the infamous playwright known only as Verity. In addition to criticizing the feudal system perpetuated by hereditary nobility, some say the play also likens the noble families of Karrnath to vampires feeding on the lower classes. Whatever Verity meant when the play was written, the play has been banned for stirring up fatal riots in the past. Now, someone has tipped off the Royal Swords and they are on their way to arrest the theatre troupe. // There is a 75% chance that the Royal Swords arrest the Soarwood Players unless the party does something to delay them.

- **Delay the Royal Swords and help the Soarwood Players escape:** DC 13 Strength, Charisma (Persuasion, Deception, Performance, or Intimidation), or Dexterity (Sleight of Hand). One check per character.

Success: The chance of the Soarwood Players being arrested falls by 20% for every successful check. Any character attempting this has their Karrnath Wanted Score increase by 1 (max 4).

Karrnath
18

- **Prevent the Soarwood Players from escaping until the authorities arrive:** DC 13 Strength, Charisma (Deception or Intimidation).

Success: The chance of the Soarwood Players being arrested increases by 20% for every successful check.

- **Break the Soarwood Players out of prison after they are arrested:** DC 14 Dexterity (Stealth), Charisma (Deception), or Strength. One check allowed per day but every failure increases the DC by 3.

Success: *You break the Soarwood players out of prison and as they don disguises and scatter into the night, they congratulate you for striking a blow against tyranny. One of them reveals herself as Caranael d’Phiarlan and promises to be in touch in the near future.*

Failure: *Though you escape the botched rescue attempt, the guards identify you. Your Karrnath Wanted Score increases by 2 (min 3, max 6).*

If the Soarwood Players are arrested, they spend a week in jail before their troupe leader is set for execution the following day. During the night, they all mysteriously disappear.

A dragonmarked heir of House Deneith, Kalissa, has been tasked with hiring and training monsters from Droaam for an experimental brigade within the Defender's Guild. So far, she has only hired ogres, bugbears, gnolls, and minotaurs. Recently, her monsters have started disappearing or dying at an unexpectedly high rate. Many regular human and half-orc mercenaries have expressed their distaste for the idea of serving alongside monsters and others have expressed concern that the monsters will take their jobs. She needs someone outside the Guild to investigate. If they can turn anything up, she offers 300 galifars each, a writ for the services of ten mercenaries for two weeks (useable at any time in the future), and the favor of House Deneith. //

- **Talk to some of the monsters:** DC 12 Intimidation (Persuasion checks automatically fail but do not count as an attempted check). Only one check per character allowed. Advantage for a character with mercenary or military experience.
Success: *Speaking the only language they understand, you bully some of the monsters into giving you some useful information.*
A character making an Intelligence (Investigation) check for this event gains +2.
- **Get information from the human and half-orc mercenaries:** DC 13 Charisma (Persuasion or Intimidation). Only one check per character allowed. Advantage for a character with mercenary or military experience.
Success: *The mercenaries aren't a bad lot, soldiers just don't like change and they like to keep things simple. They tell you a little about what's been going on.*
A character making an Intelligence (Investigation) check for this event gains +2.
- **Investigate the disappearances:** DC 20 Intelligence (Investigation). One check allowed per day.
Success: *You piece together a conspiracy with House Tharashk at the heart. It looks like they've been killing monsters and sabotaging House Deneith's efforts in order to protect their monopoly on monstrous mercenaries.*
Failure: *There's something sinister going on here, you're just not sure what.*
Unfortunately, while you are trying to figure it out, 1d6 monsters are killed on the job. If 8 or more monsters die, the program fails, House Deneith gives up on brokering monster mercenaries for the time being, and Kalissa, seen as a failure, is demoted within the House.

With evidence in hand, House Deneith can force House Tharashk to stop interfering. The program succeeds and the party gains the favor of House Deneith.

The success of House Deneith's program means facilitating the spread of the monstrous races across Khorvaire, for good or ill. It also leads to a drop in mercenary prices and increased tension between House Deneith and House Tharashk. It's entirely possible that a shadow war breaks out behind the professional overtures between the Houses.

If the party instead keeps the evidence to themselves, the program fails. The tide of monstrous mercenaries across Khorvaire is stemmed due to rising prices and increased mistrust. If the characters are savvy, they can bargain with House Tharashk to get a writ for the services of four monstrous mercenaries for two weeks and House Tharashk's favor.

On the road to Vulyar, the party discovers an overturned wagon with its contents spilled across the road. Two dozen peasants sit on casks, locked trunks, or the ground as they laugh and sing and eat. The party suddenly hears a shout from somewhere in a nearby tree.

“These filthy serfs are eating my livelihood! In the name of decency I implore you to chase the villains off and save my wares!” // If the characters address the man in the tree, read:

The man in the tree wears a fine doublet, ripped silken hose, a pointed goatee, and an imperious expression. Without getting down from the tree, he introduces himself as Jakup Valier, purveyor of fine foods to the noble families of Karrnath, Thrane, and Breland. Normally he travels with a heavy escort but his assistant failed to extend the guard’s contract and they never appeared before Jakup had to leave to keep his schedule.

**Karrnath
20**

If any members of the party are dressed like nobility, some of the peasants flee at the sight of them and others stand and take their hats off, seeming ashamed. Otherwise they invite the party to join them in their revelry. They contend that the wagon overturned when Jakup, whipping his horses near to exhaustion, nearly ran down a family in the road and it overturned when the horses swerved. Figuring that nobles were too good to eat food that had been on the ground, they decided to enjoy themselves.

If Jakup sees the party enjoy the goods with the peasants, he will tell everyone who will listen increasing their Karrnath Wanted Scores by 1 (max 3).

If the party helps Jakup disperse the peasants (they will not fight), he will ask for their escort into Vulyar and then introduce them to high society there. Their Karrnath Wanted Scores decrease by 1 (if <4).

If any of the peasants are apprehended and held for a law enforcement patrol, they will be executed in three days.

The lost goods, mostly cheese, wine, and sausage cost 10,000 galifars to replace.

Thrane

D20

Event

Foot traffic in the town square of Nathyrr has all but halted as two priests shout competing sermons until it turns into a debate. One, a priest of Boldrei, advocates mercy on the few, even when it affects a larger population. The other priest, from the Church of the Silver Flame, preaches that it is just to protect the many at the expense of the few, if no other way can be found. Tempers rise, spittle flies, and the tension is palpable. More arguments are cropping up all around the square, like sparks from a campfire catching in the grass. Whatever members of the party believe, it's going to be hard to get anything done in town until the conflict is resolved. // While the argument goes on, trying to get anything done in town today takes twice as long. There's even a 35% chance that a shop owner has locked up to go and watch; Thranites love them a good religious debate. Each party member may choose to make a single check:

Thrane
1

- **Take a side in the debate:** Roll 1d20 for each priest to represent the strength of their arguments. Party members may make a Wisdom, (Insight), Intelligence (History or Religion), or Charisma (Persuasion) check. Add the results of respective sides together. The church that wins the debate invites characters who sided with them back to the refectory for a simple but filling feast; such characters will be welcome at this church in the future.
- **Mediate an agreeable middle ground, at least long enough to clear the square:** DC 15 Wisdom (Insight), Intelligence (History or Religion). This result takes precedence over a winning side as described above. Both sides agree to ponder further and meet at a later time to discuss it in a more civil manner. A character who succeeds on this check is invited to join the Nathyrr Society of Religio-Philosophy.
- **Heckle one or both sides:** DC 16 Charisma (Performance or Intimidation).
Success: *The crowd laughs and begins to break up; both priests leave, a little embarrassed to have let their zeal get the better of them.*
Failure: *The crowd doesn't take kindly to the mocking of anyone's beliefs and they make it known by punching and kicking the character for a while, causing 2d6 bludgeoning damage and ruining a piece of their clothing. Your Thrane Wanted Score increased by 1 (max2).*

Your tired party arrives in Tellyn just after sundown to find the gates shut and the place brightly lit by torches and lanterns. There was a grisly murder the night before and the Town Watch is convinced that the werewolf responsible is still in town somewhere. Most of the citizens seem willing to open their homes and help in the search, many carrying silver butter knives and serving forks. One of the moons will rise full in only a few hours. // The Town Watch will let the party in to help with the search but will not let them out again for three nights or until the werewolf is caught.

- **Help the town find the werewolf:** DC 13 Wisdom (Perception) or Intelligence (Investigation).

***Success:** You lead villagers to discover a snarling, blood-covered, teenage girl hiding in the loft of a stable. Members of the Town Watch drag her to the square and kill her with a silver-tipped spear as a priest prays for her soul. The body is burned.*

***Failure:** The moon rises and soon a terrible cry of fear and pain pierces the night. Another townsman has been killed and the search continues until dawn.*

**Thrane
2**

- **Find the werewolf on your own:** DC 12 Wisdom (Perception) or Intelligence (Investigation).

***Success:** You find a frightened, wounded teenage girl hiding in the loft of a stable. Her name is Katira and she does not want to die but neither does she want to hurt another innocent person. She will give herself up to execution if you think that is the right thing to do.*

***Failure:** As the moon sets, a bloodcurdling scream cuts off suddenly. Another townsman has been killed and the werewolf remains at large.*

- **Help Katira escape Tellyn:** DC 12 Dexterity (Stealth), Charisma (Deception), or Strength. One check only.

***Success:** You manage to get Katira out of town just as another full moon rises. Her thanks turns to a growl in her throat as the beast takes over and she lopes southeast toward the trees of the Harrowcrowns.*

***Failure:** Katira is caught and killed by the Town Watch just as you are making your escape. The town shuts the gates and begin to throw things at you: rocks, knives, tankards, fruit. Your Thrane Wanted Score increases by 1 (min 3, max 6).*

The speeches and writings of Endrid Branchmar have inflamed some monarchists to riot and rage against the Church of the Silver Flame. His followers have vandalized church property, beaten members of the clergy, and stolen church goods to redistribute among the people. So far, no one has been killed, but it's only a matter of time.

Endrid bears no ill will toward the Church itself, but he does not believe it should rule Thrane. He advocates the overthrow of the Church, by violence if need be, and the reinstatement of Queen Diani as sole ruler. He was arrested two days ago and is set to hang tomorrow; there is sure to be an escape attempt. // If party members take different sides, have them write their intentions on a note, roll Initiative, and then resolve the notes in Initiative order. Success goes to the higher number of player characters who succeeded, if this number is equal, compare results.

Thrane
3

- **Help Knights of the Silver Flame guard Endrid's prison and quell the restless crowd:** DC 13 Strength, Dexterity, Arcana, Perception, or Religion.
Success: *Endrid is executed in the morning.*
Failure: *Endrid's followers get the best of you and he escapes.*
A character who helps has their Thrane Wanted Score reduced by 2 (if <4).
- **Help Endrid's followers break him out and smuggle him out of Thrane:** DC 14 Dexterity (Stealth or Acrobatics) or Charisma (Persuasion or Deception).
Success: *Endrid escapes prison and flees across the border where he continues to inflame monarchists with his writings.*
Failure: *The knights seem to have anticipated every contingency and they know you were involved. Endrid is executed in the morning. His followers vow to carry on his work. Your Thrane Wanted Score increases by 1.*
- **Call for the execution to be delayed until the situation can be considered more fully:** DC 14 Charisma (Persuasion) or Intelligence (History or Religion).
Success: *The execution is stayed for one month while hearings and debates are arranged.* There is a 20% chance that Endrid escapes prison during this time and flees to another nation where he continues to advocate the overthrow of the theocracy.

Actions here could have a much wider effect on Thrane and soon the party may be called on to help one side or the other to shift the balance of power in its favor.

As twilight falls on the road, the party sees a flash and a growing point of bloodred light from a nearby hilltop. There they find a Paladin of the Silver Flame lying in the middle of the scorched grass. She is covered in blood and ichor, her armor blackened and cracked. Above her swirls a maelstrom of red and white light just large enough for her to have fallen through.

“Close it ...” she gasps with what might be her last breath before she goes still.

“No! Please! I hate it here!” whines a slurring voice from above. A demon that looks like a cross between a pot-bellied kua-toa and a goat grips the sides of the portal, trying to force it large enough to step through. Its horrid, toothy face is wild with fear and pain. “The paladin promised to help me escape the overlords if I led her here!” //

The party does not have time to heal and wake the paladin or have a lengthy discussion with the demon. They must decide instantly whether to help the creature through the portal or to force it back long enough for the portal to close. Have the players roll Initiative and act in order.

- **Help the demon through the portal:** Wait to see what all players are doing. Then this action automatically succeeds unless a character later in the Initiative order succeeds in preventing it.
- **Stop the demon from entering Eberron:** DC 14 Strength, Arcana, or Religion.
Success: *Stabbing and striking at its hands, you push the demon back until the portal closes. A final, piteous wail sounds across the hilltop.*
- **Stabilize the paladin:** DC 14 Medicine. She acts last in Initiative and starts the round with two failed death saving throws. Even with magical healing she will not regain consciousness for 1 minute.

Thrane
4

If multiple characters are trying to help the demon through, the check to stop it is made with disadvantage. If multiple characters fight off the demon, this check has advantage.

If the demon makes it through, it falls at the feet of the party and thanks them in the most fawning manner. If attacked it takes the Dash action to flee at double its speed of 45 ft.

If the party talks to the demon, who calls itself Festerbile, it reiterates its agreement with the paladin. Festerbile only wants to be free of the constant pain and fear of living under the heel of the Overlords. It has no desire to fight or kill and if the party knows any wizards in remote locations who would be interested in a demonic assistant it'd be happy to apply.

A successful DC 15 Arcana, Religion, or Deception check can get Festerbile to reveal its true demonic name: Inkorzyx. Having its true name allows a character to have Inkorzyx make binding promises, though it might do everything in its power to twist the letter of the promise to its own ends.

If the paladin wakes up, she will at first deny her deal with Festerbile but when pressed will relent and say it is true, though she is disgusted with herself for lying because she never intended to keep the promise. She still thinks they should kill the demon but she will not fight the party.

The Argent Chargers, an order of aging knights who all have drooping white mustaches, campaigned in Karrnath during the Last War. They claim that one of their members fell there and now his body has been raised to fight as a skeleton in the Karrnathi army.

“How could you possibly recognize Sir Dornden’s skeleton?” you ask. Well, before he died Sir Dornden was famous for having undergone an experimental procedure which replaced his kneecaps with steel plates. He wasn't much for walking after that, but he could ride a horse with the best of them. Now, rumor has reached the Argent Chargers that there is a skeleton with metal knees guarding Loom Keep southwest of Karrlakton. Apparently, the children there make a game out of slingshotting acorns at the metal knees of an enormously tall skeleton warrior with a drooping white mustache. Since the last “misunderstanding,” the Argent Chargers themselves have been forbidden by both governments from ever entering Karrnath again. The Chargers will gift fine swords and horses to someone who could bring their companion back to Auxylgard for a proper burial. // If the party travels to Loom Keep, any village child in the area will gladly show them the skeleton with metal knees. The party can knock Sir Dornden’s skeleton apart to cease its animation and then carry it back in a box or sack.

**Thrane
5**

- **Steal Sir Dornden’s skeleton and run:** DC 13 Dexterity (Stealth) or Strength (Athletics). All involved characters must make the check.
Success: *After a harrowing chase, you manage to get Sir Dornden’s remains onto a ship and back to Thrane.*
Failure: *You get separated by the group and singled out by the pursuing Karrnathi soldiers. Your Karrnath Wanted Score increases by 1 (min 3) and it takes you nearly a month to meet your companions back in Auxylgard.*
- **Convince local Karrnathi officials to release the body in the name of political relations:** DC 13 Charisma (Persuasion or Intimidation) or Intelligence (History).
2 Failures: *They refuse to give up the body, claiming there is no way to prove that it is Sir Dornden’s body. Even if there were, he died killing Karrnathi and it is just that he now protects them.*
- **Bribe a local official to let them take Sir Dornden’s remains:** An opportunistic local official tries to charge the party 1,000 galifars but this number can be cut down to 200 galifars with successful DC 14 Charisma (Persuasion or Intimidation) or Wisdom (Insight) check. One roll per party member, 3 failures and he alerts the army, granting disadvantage on checks to steal it.

A character who successfully helps return Sir Dornden’s remains to the Argent Chargers is gifted with a silvered longsword or shortsword and a white or gray warhorse. They are also offered honorary membership in the Order of the Argent Chargers once they are of an appropriately distinguished age.

In the remote village of Kedyr, a priest named Brother Aberfin has been taking exorcised demon spirits into himself where he destroys them. Recently, he exorcised and entire family and their combined demons are too powerful. Without your help, he will be dead by morning and the spirits loose. He plans to transfer a demon to anyone willing so that he can take them back one by one and destroy them. He would not ask if the situation weren't completely desperate. // Helping is an act of purest good and self-sacrifice and he has nothing to offer but his own thanks. The number of demons is equal to the number of player characters plus one. He suggests that the vessels be chained to beds for everyone's safety. Four commoners offer to help for the night.

A character may take in a maximum of two demons but this grants disadvantage on the following saving throw. After a decision is made about who and how many demons are being transferred, announce that Clerics, Paladins, Monks, Sorcerers, and Warlocks have advantage on this roll. Barbarians have disadvantage. A character with the Channel Divinity feature may expend one use to destroy their own demon.

Resist the demon: DC 14 Charisma or Wisdom saving throw. On failure, roll 1d4.

1. You burst your bonds, causing 2d6 bludgeoning and slashing damage to yourself. You attack anyone else in the room savagely with your hands and teeth, dealing a further 1d6 bludgeoning damage to yourself at the beginning of every turn. If no one is available to attack, you move at top speed until you find someone. You cannot be knocked unconscious and if reduced to 0 hit points you remain conscious and fighting while you make death saving throws. Make another Charisma check at the end of every round to regain control. If you succeed, you become unconscious.

2. Smoke and acid fly from your mouth and nostrils. Everyone in the room takes 2d6 acid damage, including you. When you wake up in the morning, you can't smell or taste anything for one week. You also become permanently immune to the Ray of Sickness cantrip.

3. The demon spirit causes one of your limbs to twist at odd angles while you wail and sing songs in Abyssal. You wake up to find that limb broken. Roll 1d4: 1. Right arm 2. Left arm 3. Right leg 4. Left Leg.

4. Your mind is cast into Khyber. You suffer 4d6 psychic damage. All of your senses are assaulted by scenes that come close to driving you completely mad. You wake up shaken to the core of your being. You are blind for 3 days. From now on, during the first round of combat with any fiend you must make a Wisdom saving throw against a DC of 15 or take 1d6 psychic damage and become frightened for 1 minute, this is a fear effect. You no longer have to make this saving throw after you personally reduce a fiend to 0 hit points.

Any character who failed to resist the demon wakes up in the morning with 3 levels of exhaustion.

Whether party members succeeded or failed, Brother Aberfin's plan works and all of the demon spirits are destroyed by morning. He has the most profound respect for the party and he bows low to them, promising that in the future he will bend all of his influence to help them in any good thing they wish to accomplish. If they bring him books or items, he can make a Religion, Arcana, or History check on their behalf with a +10 bonus.

Thrane
6

The rural area around Lessyk is holding their annual archery tournament in a field behind a roadside inn called *The Moving Target* (despite its name, it does not actually move). Bows and arrows are provided and anyone is welcome to join for an entry fee of 1 sovereign. No magic of any kind is permitted. The prize is the loan of a magic bow called Perenthesy. The winner must present the bow to next year's champion. // Roll 1d20+3 three times to represent the best of the other competitors. Player characters who compete must make a single ranged attack with a longbow or a short bow and compare the result to the other winners.

Winner: 400 galifars and the loan of Perenthesy the +1 longbow. Damage from Perenthesy counts as both silvered and radiant and the bow shimmers with dim yellow light if a fiend is within 300 feet.

Thrane 7 **2nd Place:** 100 galifars, 6 +1 arrows, and one free meal per month at *The Moving Target*.

Third Place: 50 galifars, 2 +1 arrows, and a certificate for a free weekend at the Meditation Gardens bathhouse in Lessyk

A character can cheat with a successful DC 14 Dexterity (Sleight of Hand) check that gives them advantage on the tournament roll. They may also cheat with a successful DC 13 Arcana check that allows them to surreptitiously cast a spell. If either of these fail, the character is banned from the tournament for life and their Thrane Wanted Score increase by 1 (max 2).

If a player character wins the bow, they must either return for next year's contest or else give it to someone in the Lessyk area for safekeeping before then. If the bow is lost or destroyed, they are expected to provide another magic bow. If they fail to do this, their Thrane Wanted Score increases by 2 (max 5) until they pay a fine of 5,000 galifars.

A traveling priestess named Herava, asks if anyone in the party will pledge themselves to the Silver Flame. She offers to teach any new devotees the first prayers and tenants of the faith and will give them symbol of their new faith, a stylized arrowhead made of silver. // No roll is necessary if the character sincerely wants to join the church. If any unscrupulous characters just want the silver (worth 10 galifars), it takes a DC 10 Charisma (Deception) check to convince the priestess they want to join. The priestess can be converted to a different faith with a successful DC 22 Religion check.

Thrane 8

If a character falsely pledges themselves to the Silver Flame and takes the arrowhead, the next time they sleep they have dreams of a bright and terrible light. They wake up feeling as though they have sunburned eyes and they suffer 1 level of exhaustion. This level of exhaustion does not go away until the character leaves Thrane, returns the arrowhead to Herava, or steps on unhallowed ground. Finding Herava again takes a DC 14 Intelligence (Investigation) check that can be made once every three days. While cursed, Thranites are uncomfortable around the character, even if they don't know why.

A House Jorasco healing center in Nathyrr has been buying up all medical supplies in the area, threatening to gain a monopoly while more affordable or charitable places of healing run out of supplies. Imvidi d’Jorasco, the heir who runs the center, has so far declined to make public comment. //

- **Make a legal case against House Jorasco:** DC 14 Intelligence (History or Investigation). One check allowed. Further checks can be made once per week at the cost of hiring a solicitor for 20 galifars per week.
Success: *You prove that due to a law enacted during the Last War it’s actual illegal for House Jorasco to stockpile healing supplies to such a degree.*
- **Appeal to Imvidi d’Jorasco** DC 13 Charisma (Persuasion), Wisdom (Insight), or Intelligence (History or Religion).
Success: *Imvidi agrees to limit her buying in the immediate area, though only because you’ve gone and stirred up the public about it. She tells you not to come running to her when you get a splinter (or a knife in the back of the knee). You may have damaged your relationship with House Jorasco, but the other places of healing are grateful to you. Your Thrane Wanted Score is reduced by 1 (if <3).*
- **Steal supplies from House Jorasco:** DC 15 Dexterity (Stealth or Sleight of Hand).
Success: *You steal 2d6x10 Healing Kits with no one the wiser.*
Failure: *You are caught trying to break in and chased off. House Jorasco learns your identity and your Thrane Wanted Score increases by 1 (min 3, max 3).*
- **Find a wealthy patron for the other places of healing:** DC 12 Charisma (Persuasion) or Religion.
Success: *You find someone willing to stand up to House Jorasco in the name of the Nathyrr community.*
Failure: *You should have known you couldn’t find anyone willing to go up against a Dragonmarked House.*
- **Burn the Jorasco healing center to the ground with everyone inside. That will teach them to respect the “do not harm” part of the healer’s oath:** DC 18 Dexterity (Stealth).
Success: *As you bask in the screams and panic, you feel something inside of you die. The ground in front of you suddenly erupts into fire and a massive, demonic countenance looks into your eyes. “Your offering is accepted,” booms the demon overlord. With another flash of fire that burns you to ash, your soul is pulled down to serve your new master in Khyber.*
Failure: *You are caught setting the blaze and beaten to a pulp as they arrest you. You are set for execution in three days.*
The character can escape with a successful DC 20 Strength, Charisma (Deception), or Dexterity (Stealth) check. If they escape, their Thrane Wanted Score becomes 7. House Jorasco marks them for death and hires House Thuranni to do the job.

Thrane
9

A young human priestess of the Silver Flame walks by the side of the road. She tells you that her name is Theranda Benshar and that she is on pilgrimage to Flamekeep. Somewhere along the way she lost the arrowhead amulet given to her by her grandfather. She was traveling with a caravan but they left her behind after she delayed them for over an hour looking for her amulet. Even worse, the amulet is enchanted with a spell of nondetection so that it cannot be found by any but the most powerful spells. Will you help her find it? // It takes a DC 23 Wisdom (Perception) check to find the amulet tangled in a tussock of muddy trampled grass. The check can be made once every hour. Any spell below 5th level will automatically fail to locate it.

If the party sticks with Theranda long enough to find her heirloom, she is overjoyed and tries to give them 20 galifars, all that she has. Her joy turns to apprehension as she realizes that she is still because she is still a hundred miles from Flamekeep and now has no one to travel with.

Thrane

10

If the group escorts her to Flamekeep, she will once again thank them effusively. She will not hesitate to help them in the future in whatever small way she can.

The night after parting company with Theranda, the party members share a vision in which a bright column of silver fire invites them to seek an audience with the Keeper.

If the group follows the vision, they are admitted into the Keeper's presence and they are told she has been expecting them. She thanks them for helping Theranda reach Flamekeep for she is a chosen servant. The Keeper will now answer one question each, withholding nothing of her near-omniscient knowledge. If she does not know the answer, she will invite them to ask a new question up to three times. The only things on Eberron unknown to the Silver Flame are those things hidden by a being with a Challenge Rating of more than 20.

In one year, Theranda has risen to a level 11 cleric and she will hold to her promise of helping the party in any way that does not break her oaths.

The people of Olath are being troubled by spirits of those who died when Shadukar was burned. In a strange twist, these angry spirits refuse to acknowledge the power of anyone who represents the Silver Flame. They blame The Keeper and her minions for their demise and subsequent torment. A cleric of another faith is needed to quell the spirits but Lady Evidar, mayor of Olath, is having a difficult time finding anyone willing to help. // Lady Evidar will pay a cleric, or anyone with the Turn Undead ability, 1,000 galifars to spend a week helping the spirits of Shadukar move on. She will also pay a 500 galifar finder's fee if the party can convince a cleric to come from another nation.

Thrane 11

It takes a DC 15 Charisma (Persuasion), Religion, or History check to find and convince a cleric of another faith to come and help. This check can only be made once per cleric and must be made outside Thrane. The cleric will require the party to pay travel expenses, escort them to Olath, and to stay there the entire week.

The church in the village of Medyar has been shut and is guarded day and night by a single weary paladin named Sir Badar. He bids the party move on because the village cleric was struck with a terrible illness several days ago and it was her plea before seclusion that she be given seven days to heal herself and that if she had not by the time, she would be dead with no wish to spread the disease to others. // A DC 10 Wisdom (Insight) check reveals that Sir Badar knows more than he is telling and that he is heartsick and worried. But he knows his duty and he will not let anyone enter.

Thrane
12

- **Sneak past the weary Sir Badar and investigate the church:** DC 14 Dexterity (Stealth). Advantage if they wait until nightfall when Sir Badar has fallen asleep with his back to the doors.
- **Overcome Sir Badar by main force and enter the church:** DC 14 Strength or Dexterity check. Advantage if they wait until he sleeps against the doors at night.
- **Convince Sir Badar that you can help:** DC 15 Charisma (Persuasion or Deception) or Religion. On success, he weeps and then lets them enter, following close behind.

Upon gaining entrance to the church, they discover the main level empty but a door leading to underground catacombs. Inside the catacombs, they find a chamber with a thick wooden door that has been barred and nailed shut. It takes a DC 18 Strength check to break it down. If they attempt during the day, a despairing female voice screams for them to leave her to die. If they attempt to break the door down during the night, they hear horrid grunts and squeals and the sound of splintering wood. Sir Badar will admit that the priestess, Shamira, is secretly his wife and that she has contracted lycanthropy. She has begged him to kill her but he cannot bring himself to do it. Neither he nor Shamira will not stop the player characters if they agree to do it during the day. If it is night, Shamira (Wereboar, MM 209) fights with ferocity and tries to escape.

Thrane
13

The party spends the night at The Harmless Dove in a village called Hushvale. The new village council has recently introduced sweeping morality laws that ban alcohol, tobacco, dancing, potion drinking, rude gestures, crude language, lewdness, immodesty, impiety, books in which characters quiver, cheese aged longer than one year, songs which do not appear on the official Approved List, and any artwork which depicts any of the previously mentioned items or behaviors. Local adults and small children seem genuinely happy. Far from being, pushy with outsiders, they appear to have almost endless patience while they explain the rules again. And again. Only some of the youth seem particularly dissatisfied. // If a character blatantly or repeatedly breaks any of these rules, the village militia will give them three warnings and then ask them firmly to leave. This increases a character's Thrane Wanted Score by 1 (max 2). If push comes to shove, there is a group of knights who patrol the area and will remove or arrest troublemakers and the offending Character's Thrane Wanted Score increases by a further 1 (max 3).

If a character secretly provides any contraband that breaks the rules, some locals will pay triple price for such goods, though getting caught selling it increases a character's Thrane Wanted Score by 1 (max 4).

A group of monstrous mercenaries from Droaam, led by a half-orc named Nashtik Tharashk, got confused at the border near Fort Light and entered Thrane instead of Aundair. They have been detained and harassed by the Thranite garrison and last night their wagons were broken and vandalized and their oxen stolen. All of their paperwork is on order but the Thranite soldiers will do nothing to help them. Nashtik has his mercenaries housed in a converted barn and it is all he can do to keep them from rampaging through the shantytown of traders, blacksmiths, bowyers, and farriers that surrounds the castle. Then again, they have been treated so poorly that Nashtik feels less like keeping a leash on them by the hour. //

**Thrane
14**

- **Locate Nashtik's wagons and oxen:** DC 15 Intelligence (Investigation) or Wisdom (Survival). One check allowed per day. On success, the party finds out that four members of the garrison are responsible for the mercenaries' trouble. They offer to return the oxen and pay for repairs to the wagon if the party promises not to reveal their identities.
- **Convince the Captain of the garrison to look into it:** DC 15 Charisma (Persuasion or Intimidation), History, or Religion. One check allowed per day. On success, the captain looks into it and that evening he brings the oxen back to Nashtik along with enough money to cover repairs. He tells them unconvincingly that he does not know who is responsible, but it's fixed now so move along.

If three days pass and nothing has changed, Nashtik disappears and the monsters rampage through the shantytown, killing eight members of the garrison and lighting several buildings on fire before they grab whatever plunder they can and scatter into the night. If the party was seen talking to Nashtik before this, their Thrane Wanted Score rises by 1.

**Thrane
15**

The party stops for rest and supplies in the town of Athandra to find it divided between royalists and theocrats. Supporters of Queen Diani wear red armbands marked with a crown and supporters of Keeper Jaela wear white with a silver flame. No one in town will do business with someone wearing the wrong color armband or no armband at all. // An armband costs 3 crowns. If the characters want to stay at an inn, hire a local, or buy any supplies, roll a 1d2 (or flip a coin that's red on one side and silver on the other) to see which armband the townsperson wears. If the character's armband matches, they can do business. If a character wears one armband and then switches to another for a different transaction, there is a 15% chance that they are found out and no one in town will do business with them anymore. This chance raises by 15% every time they switch.

A homeless madman in a small town called Briva prophesies something will crawl up from Khyber soon and besiege the town. But he has raved for years and no one wants to listen. Local clerics and wizards have cast their own auguries and see no such signs. You've got that feeling in your guts that only seasoned adventurers get. //

- **Convince the town to take the warning seriously:** DC 16 Charisma (Persuasion or Intimidation), History, or Religion. One check allowed per day. On success, the Town Watch and several wizards, clerics, and paladins agree to be extra vigilant for one week and the town is prepared for the attack. If the same character fails twice, they are told to leave town or face arrest for disturbing the peace. A character capable of casting an appropriate Divination spell of 3rd level or higher (ex. *Divination* or *Commune*) they can cast such a spell and then have advantage on this check.

**Thrane
16**

- **Make your own defensive preparations:** DC 12 Strength, Dexterity, Intelligence, or Wisdom. One check allowed per character. A character with an appropriate proficiency, such as Survival, Thieves' Tools, Medicine or History, or one who has experience defending towns (ex. Soldier Background) has advantage on this check. On success, this character is prepared for the attack.

There is a 75% chance that the prophesy comes true in the next 1d4 days. A creature (or creatures) bursts from beneath the town square and begins to wreak havoc. The creature causes 2d6x10 deaths before it is subdued or chased off. If the town is prepared for the attack, reduce casualties by 50%. For every character prepared for the attack, reduce the number of deaths by 1d4x10.

Ideas for combat encounters from the Monster Manual: 2 Nightmares, 3 bearded devils, 2d6 dretches, 20 lemures.

Outside the great seminary building in Sigilstar, a trio of warforged have altered themselves to include silvered armor and equipment. They claim they have been called by the Silver Flame to protect Eberron from fiendish threats. The three warforged, named Argent, Mercury, and Sterling, have requested that they be allowed to take vows and become paladins of the Silver Flame. Ignored by the clergy, the warforged sit outside the building and pray quietly day and night. // A paladin or cleric of the Silver Flame has advantage on any of the following checks.

**Thrane
17**

- **Convince the clergy to allow the warforged to take the oaths:** DC 15 Wisdom, Religion, Charisma (Persuasion), or History. On success, the clergy relents and allow the warforged to take the oaths. The trio thank the party and tell them they will not forget their kindness. If there is a warforged in the party who would like to become a paladin or cleric of the Silver Flame, now is their chance. If the same character fails this check twice, they are told to leave by the knights who guard the seminary.
- **Tell the warforged they should go to Flamekeep instead:** DC 13 Wisdom (Insight), Religion, or Charisma (Persuasion). One check allowed per character. On success, the warforged thank them and go to Flamekeep where they are allowed to take the oaths.

If all attempts fail, the next time the party passes through Sigilstar the three warforged still sit outside the seminary, now partially covered in growing moss and garbage.

**Thrane
18**

The party is invited to a secret meeting with Cardinal Rilden. He tells them that he wishes to do everything in his power to bring lasting peace between church and state so that no more Thranite blood need be spilled over the matter. Are they willing to help him in secret? // Cardinal Rilden's first request is to take a sealed message to Father Gembali in Wroat in the Temple of Aureon. He cannot pay them directly for their service, lest his efforts be traced back to himself, but one of his agents owns The Steel Emporium in Sigilstar. If they give the owner, Mistress Kashdan, a code word she will repair any of their gear and provide any mundane equipment they wish at no cost (within reason).

If they do this, the Cardinal will have other work for them in the future such as guarding a priest, politician, or royal family member from an assassination attempt, finding an ancient holy artifact, or slaying a monster and giving credit to a certain paladin. If they accomplish his missions, stay in regular contact, and keep his secrets, Cardinal Rilden proves a powerful patron with many connections, some of which can be used to reduce Wanted Scores if necessary (and appropriate). He loves Thrane, her people, and his faith above all else and his intentions are pure.

Bandry and Hendim Shalebarn are a pleasant halfling couple who run a Gold Dragon Inn just outside the small town of Delidrin in northern Thrane. They are always pleasant and the food is fantastic. There is a rumor, however, that the Shalebarn's establishment is not actually sanctioned by House Ghallanda. If that is true, it's only a matter of time before the dragonmarked house finds out, shuts down the inn, and probably throws the Shalebarns in prison. // If asked, the Shalebarns will reveal it is true. The town petitioned House Ghallanda for years to open an inn near their town to help encourage visitors. The Shalebarns took the matter into their own hands and soon the town was flourishing again, gaining a reputation as a favorite spot for several noble families.

**Thrane
19**

- **Convince the Shalebarns to change the name of their inn:** DC 11 Charisma (Persuasion or Intimidation) or Intelligence (History). If they do this, there is a 20% chance that within six months most nobles stop visiting the town and it starts to struggle again. On failure, they keep their inn for 1d4 months before House Ghallanda shuts them down and the Shalebarns are thrown into prison. Marred by the scandal, the town's economy takes a turn for the worse.
- **Convince an agent of House Ghallanda to sanction the Shalebarn's inn:** DC 14 Charisma (Persuasion) or Intelligence (Investigation). Only one check allowed. On success, the party makes a convincing case that it will be profitable and they decide to let the Shalebarns keep their inn. On failure, they keep their inn for 1d4 months before House Ghallanda shuts them down and the Shalebarns are thrown into prison. Marred by the scandal, the town's economy takes a turn for the worse.

The villagers of Halftree in the Lessyk area present the party with a kalashtar trapped in a pit with a metal grate over the top. They captured him because everyone in the village has been suffering from terrible nightmares and it is beginning to affect day to day life. They claim that the kalashtar refuses to make the nightmares stop. None of them dares open the pit and they don't want to kill him but they will have to if the nightmares persist.

The kalashtar, whose name is Molotash, says he will go willingly with the party and that he has nothing to do with the nightmares, though he does feel another psychic presence nearby. He lost a crystal dear to him in the nearby woods, which is what he was looking for when he was taken by the villagers. // The party can take Molotash away without helping him find his item, but once released he will return to Halftree to find it. The party later finds he was caught and killed and the village blames them for their sloppy job. Their Thrane Wanted Scores increase by 1 (max 2).

**Thrane
20** If the party spends the night in the village, they too suffer from terrible dreams and must make a DC 12 Constitution or Charisma saving throw to avoid suffering a level of exhaustion (this effect will never take anyone beyond 1 level of exhaustion).

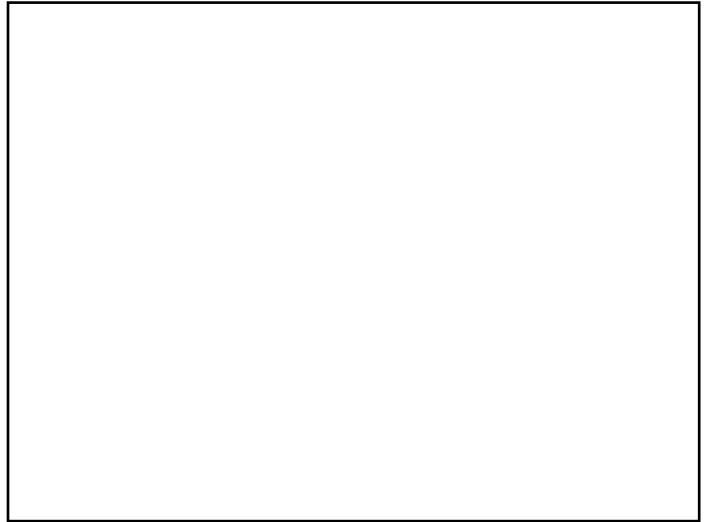
- **Help Molotash find his crystal:** DC 17 Wisdom (Perception). The check can be made once per day. If the party does not locate the crystal in three days, a group of six soldiers and a priest arrive and attempt to forcibly remove Molotash from Thrane.
- **Locate the source of the dream disturbance:** DC 15 Intelligence (Investigation or Arcana). The source turns out to be a jade statuette sent to a villager as a gift from a relative in the Lhazaar Principalities. They willingly surrender it to the party. If the statuette is destroyed, the largest piece of it still causes bad dreams within one mile. A DC 13 Arcana check reveals that the effect can be blocked if the statuette is placed in a lead box.

The party can travel to the Lhazaar principalities to find out that the origin of the statuette was an ancient Sarlonan shipwreck. The Dreaming Dark will kill to get their hands on it.

Appendix 1: Nation Record Sheet

Nation: _____

Regions/ Areas Visited: _____



Locations of Interest: _____

NPCs/Organizations: _____

Notes: _____

Appendix 2: Wanted Scores

In the course of adventuring far and wide, a character (or entire party) can sometimes end up on the wrong side of the law and public opinion. A Wanted Score allows a Dungeon Master to track how player characters are perceived by rulers, law enforcement, and citizens of a particular area, region, or nation. This score comes with an attendant status that gives further guidance on how the world reacts to a character's presence based on their past actions.

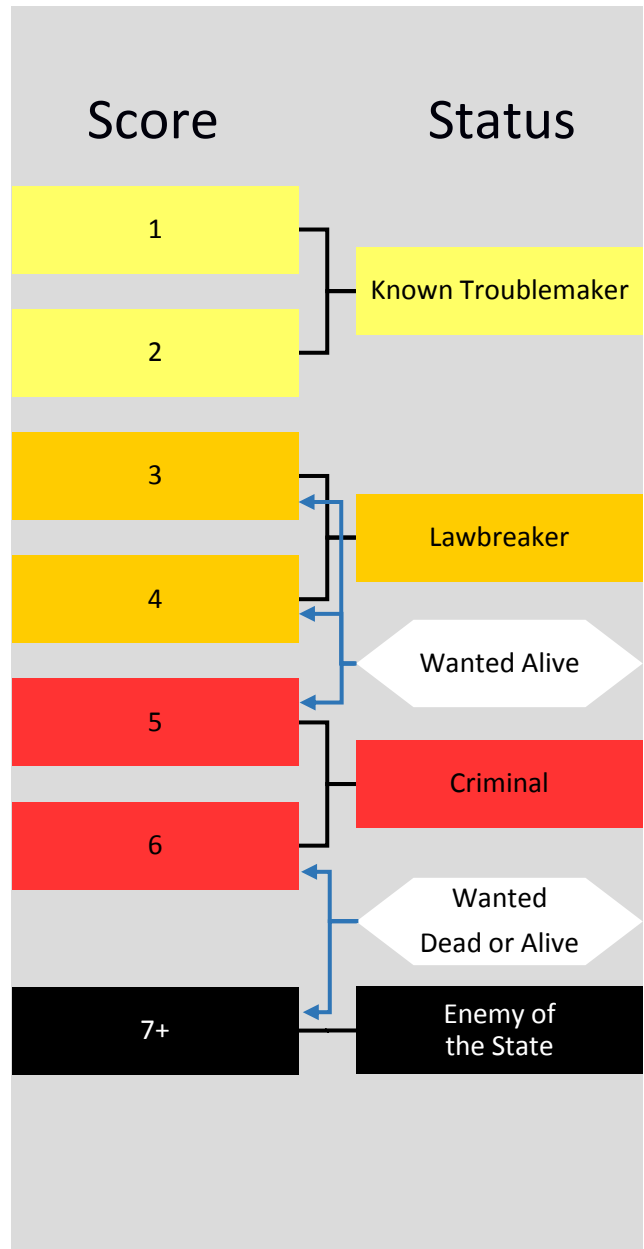
Like Hit Points, a Wanted Score is an abstract way for the DM to see where things stand at a glance. Increases and decreases to a character's Wanted Score are declared by the DM. The score should not be increased for every minor infraction and it should not be decreased by every heroic deed.

Lines between one score and the next are soft, meaning the DM should make a judgment call as to whether or not a certain incident should increase the Wanted Score, especially if this grants a new status.

The Public Perception and Law Enforcement sections of the following descriptions are addressed to players to help them understand their status. The other sections are guidance for Dungeon Masters.

Score 1-2 Known Troublemaker

Public Perception: *Some people just seem to always be nearby when things go wrong. You might not have broken any laws (or at least not been charged with breaking any) but you've got something of a reputation for disturbing the peace by starting fights, ignoring local customs, or seeking to cause mischief. Common people might think of you as being rude, drunk, incompetent, unpleasant, or unlucky.*



The very sight of you probably prompts a guard to demand that you state your business. When you walk in, tavernkeepers shake their head as they offer that time-honored, charmingly colloquial double negative, "I don't want no trouble."

Law Enforcement: *Guards and garrisons are likely to keep a close eye on you. They might harass or detain you just to let you know who's boss. Known troublemakers are the first to be rounded up with the usual suspects when there's a disturbance.*

Punishments: If Troublemakers face formal government punishment, it usually amounts to fines of 50 to 100 galifars, a few days in jail, or perhaps some time in the stocks. Suits against them are likely to be civil rather than criminal.

Reducing the score: Unlike lawbreakers and criminals, being a known troublemaker is more about reputation than restitution. As such, it can be hard to lower a score without actively working to improve public image or letting time pass. A Known Troublemaker's score is reduced by 1 for every six months they stay out of trouble (or at least stay away).

Score 3-4 Lawbreaker

Public Perception: *Things get a little more serious when you have a reputation for actually breaking the law. Finger wagging and head shaking turn into actual mistrust and unease. Some folk might refuse to do business with you and others might point you out to law enforcement. Mostly, folks just hope you move on without dragging them into your next confrontation with law enforcement.*

Law Enforcement: *There is a good chance that there is a warrant out for your arrest. Though the farther you are from the site of your last misdeed, the less likely this will be. A competent disguise and keeping a low profile are usually enough to get by without too much notice. Once recognized, however, law enforcement will consider it a priority to arrest you. As long as you remain in their jurisdiction, they want to see you pay for breaking the law and stand trial for everything you've been charged with.*

Professional bounty hunters do not usually concern themselves with mere lawbreakers, but they may consider it worth their time if a you have incurred significant fines or caused notable damage. If you wronged an influential person, they might consider hiring someone to track you down and bring you to their idea of justice.

Punishments: Fines in the hundreds of galifars are not an uncommon penalty for lawbreaking. Imprisonment could last for weeks or even months at a time. Public beatings are not out of the question.

Reducing the score: Being known as a lawbreaker can have unfortunate side effects but it is not an irredeemable condition. Paying fines, repairing damage, serving jail time, turning one's self in, or even just finding the right person to talk to can all lead to a reduction in Wanted Score.

Unless they have a reason to be prejudiced, most magistrates, watch captains, and other officials will listen to a reasonable explanation of mitigating circumstances. Once restitution or excuse has been made to the satisfaction of an official or offended party, a lawbreaker's score is reduced accordingly.

Letting time pass or showing a community they have changed their ways are also ways to reduce a lawbreaker's score. With no other effort, a lawbreaker's score will reduce by 1 a year after the last known incident.

Score 5-6 Criminal

Public Perception: *Troublemakers and lawbreakers are a nuisance to civilized society, but criminals represent an outright danger. You are seen as an enemy to society and someone to be brought in line or kept out of it entirely. Law-abiding citizens fear you and most will turn you in or assist law enforcement against you. Expecting violence or robbery, some common folk might proactively lash out at you or try to drive you away. Good people with courage refuse to do business with you and others are careful not to be seen associating with you.*

Law Enforcement: *The hammer comes down once you are considered a criminal. Wanted posters are hung in public and your description is circulated. Your known places of resort and your associates are being watched carefully.*

Bounty hunters and detectives truly enter the picture at this stage. Rewards for your capture

are significant and, depending on your crimes, they might be encouraged to swing the club first and ask questions later.

When someone comes after you, they will do it in force. It takes repeated, damaging, or violent crimes to reach this status and groups attempting your capture are not going to worry overmuch about being gentle.

Worse still, is that others are now being scrutinized for having associated with you in the past. Family members might be harassed on a weekly or even daily basis by law enforcement trying to flush you out. Business partners might find their own holdings in danger of being seized and themselves under investigation.

Punishments: Before they are even arrested, a criminal's publicly known assets or property are likely to be seized by the government. If this amounts to considerable value, it might work toward the restitution or repair of some crimes, but prison time measured in years is still more than likely.

Strong evidence of especially violent crimes will almost always lead toward execution.

Reducing the score: There is an invisible threshold between being a lawbreaker and being a criminal that could very well be called, "the point of hard return." Unless a player is willing to give their character up to years in prison (more on this later), then their only legal hope is to find a way to clear their name or seek a pardon from a powerful party. Until then, if they want to keep adventuring, they'll have to do it on the lam.

Variant: Protected Status

Sometimes a character with Criminal status falls under the protection of a powerful, influential organization or individual. Their score reads 5^P or 6^P. This might be a crime boss, a royal benefactor, or a Dragonmarked House. While the protection lasts, most law enforcement will not attempt to arrest the character and if they do, charges are soon dropped.

Score 7+ Enemy of the State

Public Perception: *You have reached the nadir of public opinion. You are known and reviled across the land, your name whispered with the special disgust and fear reserved for infamous villains. Common folk cower in fear and run away only to tell everyone they know that they once saw you face-to-face and lived to tell the tale. No matter what else happens in your career, your name will be on thousands of lips for years to come.*

Law Enforcement: *Soldiers and guards are required to memorize your likeness, mannerisms, associates, and known possessions. There is a dedicated team of elite agents and detectives dedicated to tracking you down and they often work with foreign governments and agents to find you no matter where you are. Unless granting you asylum, a foreign government will almost certainly extradite you to the nation where your Wanted Score is the highest.*

Famous adventurers and the highest profile bounty hunters constantly dog your heels, looking to make a fortune from your death or capture.

Your disguises and deceptions must be masterful to succeed. If you show even the slightest bit of resistance, anyone confronting you will not hesitate to go for the kill.

Punishments: This status is reserved for insurrectionists, mass murderers, and others who pose an existential threat to civilized lands. The hallmarks of this status are incontrovertible evidence of significant death or destruction, widespread public knowledge of crimes, and personal offense to the most powerful people in the land. Swift death is the only punishment to be expected. If an enemy of the state eludes capture long enough, some of their associates might be put to death if they refuse to aid in the capture.

Reducing the score: The only possible ways to expunge the title of enemy of the state are a full royal pardon for reasons the public will understand, divine intervention, or a display of utterly epic heroism witnessed by hundreds or thousands of people (things like single-handedly fighting off a horde of enemies at the gates of the city, slaying a dragon in the castle courtyard, defeating a demon lord in the town square). Even then, some crimes may never be forgiven.

Min-Maxing Wanted Scores

Think carefully about whether or not a given action should push a character into another status.

In the course of a bad week, a certain character might inadvertently humiliate a town priest, ruin a noble's vacation, and accidentally startle a bull into charging through a cabbage stall. Even though each of these three instances would likely increase that character's Wanted Score by 1 (granting them the status of Known Troublemaker), they do not gain status as a Lawbreaker for the third event. A third troublemaker event simply restarts the clock on how long that nation collectively remembers the character as a Known Troublemaker.

The main difference between a Lawbreaker and a Criminal is whether or not the crimes are violent, pose a repeated threat to public safety, or involve a significant amount of property damage or stolen goods.

On the other side of the spectrum, there are actions that push a Wanted Score up to a specific status. If a character with a Wanted Score of 0 is caught in a compromising situation and charged with murder, law enforcement wouldn't shake their heads and say, "What a troublemaker you are. Well, it's your first offense so just don't let me see you do it again." In such a case, their Wanted Score immediately increases to 5. If that event is resolved to the satisfaction of law enforcement (turns out the butler did it), the Wanted Score is reduced proportionately. However, in most

cases a character should retain a Wanted Score of at least 1 to show that the stain on their reputation does not immediately go away.

I Know When I'm Not Wanted

Here are some other ways to reduce a Wanted Score other than the more legitimate examples given in the status descriptions.

The Black Market: With the help of forgery, theft, destruction of evidence, and bribery, it's possible to reduce a Wanted Score by finding a competent agent of the black market. If the character has no such existing contacts, it takes a DC 20 Intelligence (Investigation) check and 500 galifars to find one in a major city. If this check fails, the 500 galifars are lost and the check cannot be made again in that city for one month. Attempting to do so will bring reprisals from law enforcement and the criminals hiding from them.

It costs a character's current Wanted Score times 1,000 galifars to reduce their score in one any one nation. It does not have to be the nation in which they are contacting the Black Market. It takes one week for the reduction to take effect and another reduction cannot be made this way for one month.

For example, a character with a Breland Wanted Score of 5 must pay 5,000 galifars to have their Breland Wanted Score reduced by 1. Their new Breland Wanted Score will be 4. If they wish to reduce it by 1 again, they must wait a month and then pay 4,000 galifars.

Connections: If a character knows the right people, they can be petitioned to use their influence to get a Wanted Score reduced, either for a character or one of the character's associates. Doing so depends highly on the strength, age, and nature of the relationship. In almost all cases, the connection will want something in return that approximates the values given under the Black Market section.

There's Always a Bigger Fish: Sometimes a character can get their own Wanted Score reduced if they cooperate with law enforcement to nab an even more wanted

criminal. This could involve testifying at trial, undercover work, sting operations, or even government sanctioned assassination.

This option goes particularly well with the Protected Status variant rule.

You Got a Familiar Face, Stranger

The chance of a character with a Wanted Score being recognized is a percentage equal to their Wanted Score times 10. For instance, a character with a Wanted Score of 1 has a 10% chance of being recognized and treated as a Known Troublemaker. A character with a Wanted Score of 4 has a 40% chance of being recognized and treated as a Lawbreaker.

Recognition rolls are usually made when a character first meets someone or enters a populated area in the nation where they have a Wanted Score. The more people there are, the more likely someone will connect a character with what they've heard about a similar person. As a general rule of thumb, roll once a day in a city, once a week in a town, and only once when entering a village or thorp. Whether or not someone does anything once they recognize a wanted individual is up to you.

Crime and Punishment

With few exceptions, encounters with law enforcement should not be fatal to characters. If reduced to 0 hit points, an adjacent member of law enforcement uses their action to stabilize a dying player character.

Resisting arrest and/or breaking out of prison increases a character's Wanted Score by 1 (max 6).

Once caught, unless a character is broken out or their name is cleared, they likely face time in prison or execution. If the former is true, here are two ways to deal with a player character doing time.

Shelving a character: If Hiblin Fuego, a Warlock with a fascination for fiery arson, is arrested and convicted of burning down The Harmless Dove inn, his prison sentence is five years. If Hiblin's player decides she doesn't

want to break Hiblin out and live as a fugitive, she can instead opt to create a new character. Hiblin hasn't died or been erased from the campaign. For now, his character sheet can sit on the shelf until he gets out for good behavior or the group decides they need his particular expertise with combustibles.

Fast forward: If a player doesn't want to give up playing an incarcerated character, another option is to turn the clock forward the appropriate number of weeks, months, or years. Such a decision should involve the entire group. If everyone agrees, they can narrate what their character has been up to during that time. It isn't fair for every character's development to be stalled while they wait, so it is likely that the other characters grow in experience, wealth, connections, or equipment. The risk of missing out on these rewards is what gives crime its thrilling edge. A complete lack of consequences makes for an unrealistic and unsatisfying experience with Wanted Scores.

Your Honor, I have never seen this person before in my life.

Disparate Wanted Scores can and should cause conflict between characters, but not players. The classic example is the pickpocketing, backstabbing Rogue opposed to the honest and honorable Paladin. Without a powerful story reason to continue adventuring together, it can strain credulity to keep the party dynamic the same over the course of the campaign.

This kind of inter-party conflict can lead to fun and exciting roleplaying opportunities. Is there an optimistic character who believes the criminal can change? Is a good character being seduced by the expediency of bending the rules in the name of the greater good? What actions are unforgivable?

Quick Bounties

<u>Lawbreaker</u>	<u>Criminal</u>
¼ of debt or fines. The bounty for a character who owes 400gp is 100gp.	½ character level X 1,000gp

Wanted Score Record Sheet

Character/Party _____

Nation/Region/ Area: _____ Wanted Score _____

Incidents, Crimes, or Misunderstandings: _____

NPCs/Organizations Involved: _____

Wanted Score Record Sheet

Character/Party _____

Nation/Region/ Area: _____ Wanted Score _____

Incidents, Crimes, or Misunderstandings: _____

NPCs/Organizations Involved: _____

Appendix 3: Encounter Stat Blocks

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

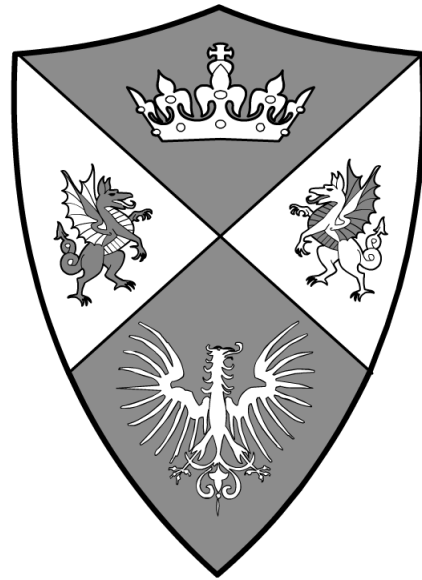
Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Commoners include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.



Noble

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

Nobles wield great authority and influence as members of the upper class, possessing wealth and connections that can make them as powerful as monarchs and generals. A noble often travels in the company of guards, as well as servants who are commoners.

The noble's statistics can also be used to represent courtiers who aren't of noble birth.

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy* 1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Acolytes are junior members of a clergy, usually answerable to a priest. They perform a variety of functions in a temple and are granted minor spellcasting power by their deities.



Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

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

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy* 1st level (4 slots): *cure wounds, guiding bolt, sanctuary* 2nd level (3 slots): *lesser restoration, spiritual weapon* 3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Priests bring the teachings of their gods to the common folk. They are the spiritual leaders of temples and shrines and often hold positions of influence in their communities. Evil priests might work openly under a tyrant, or they might be the leaders of religious sects hidden in the shadows of good society, overseeing depraved rites.

A priest typically has one or more acolytes to help with religious ceremonies and other sacred duties.

Town Watch/Guard/Soldier

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Guards include members of a Town Watch, sentries, caravan guards, and the bodyguards of merchants and nobles.



Scout/Forest Ranger

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

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

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Scouts are skilled hunters and trackers who offer their services for a fee. Most hunt wild game, but a few work as bounty hunters, serve as guides, or provide military reconnaissance.

Thug/Body Guard

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor) **Hit**

Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

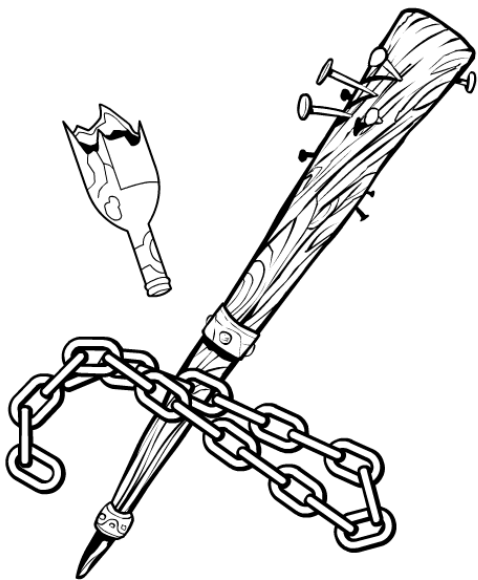
Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Thugs and bodyguards are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.



Veteran/Bounty Hunter

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Veterans are professional fighters that take up arms for pay or to protect something they believe in or value. Their ranks include soldiers retired from long service and warriors who never served anyone but themselves.

Bounty Hunters track down criminals for a cash reward.

Gladiator/Pit Fighter Champion

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield) **Hit**

Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

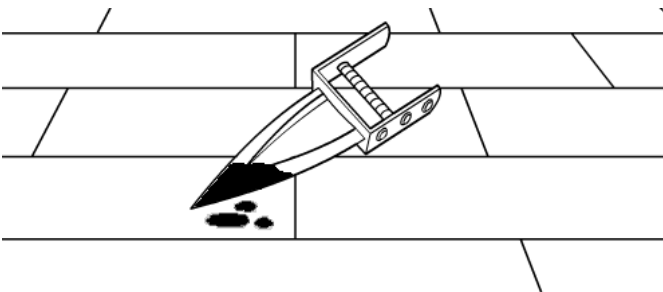
Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Gladiators battle for the entertainment of raucous crowds. Some gladiators are brutal pit fighters who treat each match as a life-or-death struggle, while others are professional duelists who command huge fees but rarely fight to the death.



Berserker

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor) **Hit**

Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Hailing from uncivilized lands, unpredictable berserkers come together in war parties and seek conflict wherever they can find it.

Bandit/Raider

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bandits and Raiders rove in gangs and are sometimes led by thugs, veterans, or spellcasters. Not all bandits are evil. Oppression, drought, disease, or famine can often drive otherwise honest folk to a life of banditry.



Bandit/Raider Captain

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

It takes a strong personality, ruthless cunning, and a silver tongue to keep a gang of bandits in line. The bandit captain has these qualities in spades.

More than treasure, a bandit captain craves infamy. A prisoner who appeals to the captain's vanity or ego is more likely to be treated fairly than a prisoner who does not or claims not to know anything of the captain's colorful reputation.

Cultist

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

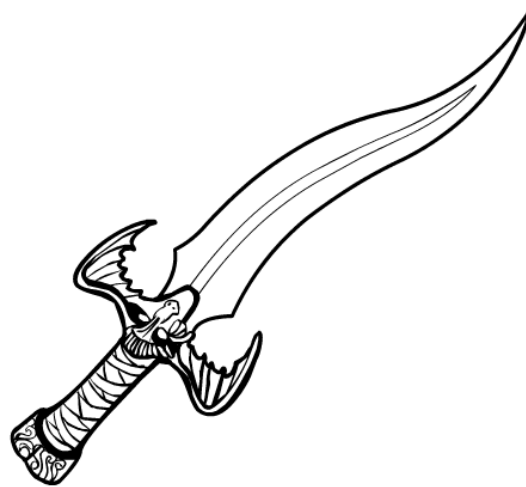
Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

Cultists swear allegiance to dark powers such as elemental princes, demon lords, or archdevils. Most conceal their loyalties to avoid being ostracized, imprisoned, or executed for their beliefs. Unlike evil acolytes, cultists often show signs of insanity in their beliefs and practices.



Cult Fanatic

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

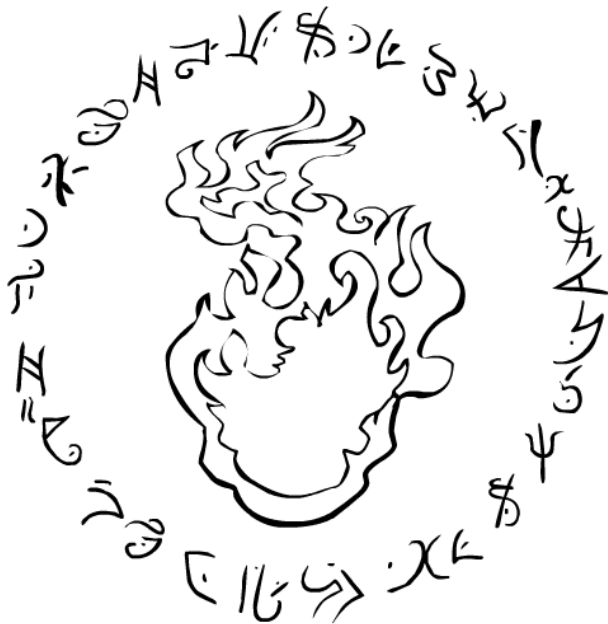
2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Fanatics are often part of a cult's leadership, using their charisma and dogma to influence and prey on those of weak will. Most are interested in personal power above all else.



Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Griffon

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor) **Hit**

Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion* 3rd level

(3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Damaged Warforged Titan

Huge construction, chaotic neutral

Armor Class 15 (damaged plate)

Hit Points 65 (7d12 + 17)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Languages none

Challenge 4 (1,100 XP)

Unstoppable charge. *The titan moves its full speed every round and makes an attack against any creature within its reach. It does not suffer attacks of opportunity.*

Actions

Broken Arm. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Warforged Skirmisher

Medium construct, any alignment

Armor Class 15 (Darkwood Core)

Hit Points 16 (3d8 + 3)

Speed 35 ft.

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

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

Senses passive Perception 15

Damage Resistances poison, advantage on saving throws against poison

Condition Immunities diseased, magical sleep, exhaustion due to lack of sleep

Languages Common

Challenge 1/2 (100 XP)

Light Step. *When traveling alone for an extended period of time (one hour or more), the warforged skirmisher can move stealthily at a normal pace. (See chapter 8 of the Player's Handbook for more information about travel pace.)*

Actions

Multiattack. The skirmisher makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Warforged Juggernaut

Medium construct any alignment

Armor Class 17 (Heavy Plating)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2,

Senses passive Perception 12

Damage Resistances poison, advantage on saving throws against poison

Condition Immunities diseased, magical sleep, exhaustion due to lack of sleep

Languages Common

Challenge 3 (700 XP)

Actions

Multiattack. The juggernaut makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.



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.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.