



LYRANDAR TOWER

An Adventure Site Web Enhancement for *Sharn: City of Towers*

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Sharn: City of Towers is a new book for use with the *EBERRON Campaign Setting*. It provides a wealth of history and game information about the city of Sharn, but you need not set an entire campaign there to make use of this product. Characters can visit Sharn for many reasons, and they can travel the length and breadth of Khorvaire via Sharn's airships, which leave regularly from Lyrandar Tower.

Designer Darrin Drader updates and expands the information about Lyrandar Tower, otherwise known as the airship docking tower, in Sharn. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*—as well as the *EBERRON Campaign Setting* and *Sharn: City of Towers*—to use this adventure site. The information presented here utilizes the D&D v.3.5 rules.

To get started, print out the adventure site. Read through it at least once to familiarize yourself with the situation, site, and major NPCs (particularly their motivations). You must decide what kind of action takes place here—whether the PCs simply visit the tower in the course of normal business or have a particular reason to go there.

OVERVIEW

Because of its airship docking tower, Sharn is also known as the gateway to Xen'drik. Built on the Central Plateau, Lyrandar Tower is one of the tallest structures in the city. It measures 2,000 feet in diameter at the bottom and 650 feet in diameter at the top.

The top floor of the tower houses the airship docking port—one of the busiest centers of activity in Sharn. The tower is the first sight that most visitors see upon arriving in the city, and it is often the only place visited by people here on business or just passing through.

Lyrandar Tower offers a wide array of services to the travelers who pass through it. Just about any product the city has to offer is also available here, though at prices ten to fifteen percent higher than elsewhere in the city. But most travelers are willing to spend the extra money for the convenience of having everything they need so handy.

DUNGEONS & DRAGONS

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This product uses updated material from the v.3.5 revision.

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The actual docking port is on the top level of the tower. The levels just beneath it house guilds and organizations that offer a variety of services for hire. Wealthy individuals can book skycoaches, hire mercenary companies to protect their airships on particularly dangerous journeys, or retain bodyguards for travel aboard an airship as well as protection within the city.

On the middle levels, travelers can rent lodgings for any length of time. The available rooms range from large and extravagant to barely large enough for a bed. The hostels are owned by several dragonmarked houses, which compete to draw travelers to their establishments. Normally, all that differentiates one house's inn from another is the service provided by its staff. Most of the tower's upper-scale lounges are also located in this portion of the tower.

Virtually every form of entertainment is available in the tower's lower levels. Visitors in search of a good time can visit the theater, socialize in any of several lively lounges, seek out an establishment that specializes in providing companionship, or win or lose a fortune in the games of chance offered at the casinos. Many people who live on the Central Plateau object to the types of businesses found here, but since the city's ruling houses often have vested interests in the commerce conducted in the tower's lower portions, such complaints rarely bring action.

DOCKING PORT

The airship docking port is a single room that occupies the entire top floor of Lyrandar Tower. The walls of this massive chamber are 30 feet high, and the domed ceiling rises to dizzying heights. Four lifts located in the center of the room allow easy access to the docking port from the levels below. Two massive, 20-foot-high doors pierce each of the four walls. Each door opens inward to reveal a balcony from which hangs a massive, fork-shaped dock.

The balcony doors are normally kept open, regardless of the weather. A permanent magical field keeps out the chill wind while allowing passengers to enter and exit their ships. The doors are closed only in the rare instances when the city is under attack.

◆ **Adamantine Doors (8):** hardness 20, hp 400.

Each balcony is equipped with a powerful light housed in a compact light station (lighthouse). Powered by a lead sphere bearing a permanent *daylight* spell, the light is backed by a concave mirror that reflects the light outward. The operator of each small light station scans the sky for approaching airships. When its dock is available, the station acknowledges a ship by maintaining the light on its sails for several seconds. Upon receiving this signal, the airship glides in beside the balcony from which the signal originated. After tying the ship into place, the attendants drop a ramp from its deck so that passengers can embark or disembark. The ship remains airborne at all times, even while docked. The ring of fire encircling the airship is safely beyond the reach of the

dock, so it poses no hazard to people standing there, or to the structure itself.

In addition, each balcony is equipped for skycoach docking. Skycoaches often approach the balconies when their drivers see approaching airships, then wait there for disembarking passengers who want a quick ride to another part of the city. Such convenience usually costs up to double the going rate for such services.

Although the tower has eight docking ports, no more than four are typically in use at any given time—two for arrivals and two for departures. The other ports are reserved for periods of heavy traffic or emergency dockings. Occasionally a damaged ship puts in here for repairs and has to stay for an extended period, blocking off the dock where it is moored at great expense to its owner. Ships owned by House Lyrandar, however, can stay in port indefinitely at no charge.

At any time, hundreds of shuffling people—most of them standing in long lines—are waiting to board the next airship. Along the north and south walls are two large areas filled with chairs. Together, these lounges provide seating for more than five hundred people. House Lyrandar provides refreshments, such as fruits and water, free of charge to the waiting travelers.

The safety of the airship passengers using this docking port is of paramount concern to House Lyrandar. No fewer than fifty guards (primarily 3rd- to 5th-level fighters and 3rd- to 5th-level wizards and clerics with typical arms and armor) patrol this room at all times. Two fighters wearing armor under their robes and a wizard wearing austere gray robes and *goggles of detect magic* are stationed at each airship gate. This group is charged with spotting any dangerous magic devices that embarking passengers are attempting to bring aboard the ship. Ranged and melee weapons of low and moderate strength are allowed on board with the passenger, provided that each such weapon is secured in its sheath with a peaceknot.

Passengers embarking on one of House Lyrandar's ships must undergo strict security checks. Any magic items that the wizards on the inspection teams cannot identify or that they deem overly dangerous are confiscated and placed in one of the ship's locked cargo holds, then returned to their owners upon reaching the destination. A few airships owned by other houses do not employ such stringent safeguards, but their passenger lists are normally much more exclusive.

ADVENTURE HOOKS

The airship docking port is normally a peaceful place, although unexpected violence does occur here occasionally. Passengers with hidden agendas are commonplace, and some of them can be quite dangerous if their identities are discovered. The following adventure hooks can be used to draw PCs into some action here.

- The PCs must take an airship to the area of a lost ruin they intend to explore in Xen'drik or parts beyond. A band of mercenaries from a competing

house has been charged with slowing the PCs down in any way possible. They may attempt to prevent the airship's departure, or they may try to delay the PCs, forcing them to catch a later flight. In either case, the characters should have a chance to spot their adversaries before they make their move.

- One of the approaching airships is seized by hostile forces during docking maneuvers. The pilot is badly injured at a critical moment, and the airship slams into the dock. Then damaged ship, which has not yet been secured to the dock, begins to drift away. The PCs have the last clear chance to retake it before it drifts off into one of the towers, killing innocent passengers as well as hundreds of Sharn's residents.
- A political opponent from Valenar has embarked upon a mission to reduce House Lyrandar's profits by undermining its airship operations. One of her agents is currently in the docking port waiting for an airship to arrive. The PCs have received vital clues that point to the agent's presence, but they must find him among the crowd in order to interfere with his plans.

THE UPPER LEVELS

Companies and organizations that cater to wealthy travelers occupy the upper levels of Lyrandar Tower, providing the kind of premium services that the well-to-do expect. Often such travelers seek mercenaries trained in aerial combat to ensure that they have proper protection while traveling. Agencies that rent skycoaches for long-term use share the upper levels with those that contract personal bodyguards and other professionals. In fact, rumor holds that House Tarkanan operates in the guise of a mercenary company, and its assassins can be hired here by those in the know.

The following guilds and organizations maintain a presence on the upper levels of Lyrandar Tower.

THE HALL OF STEEL AND CLOUDS

Owned and operated by House Deneith, this business hires out mercenaries who specialize in air combat. Its headquarters, known as the Hall of Steel and Clouds, is located two levels beneath the docking port. Fifty fighters and ten wizards, most of whom have skymage levels, are employed here to provide services for travelers. Under normal circumstances, a group of ten 5th-level mercenaries can be hired with as little as one day's notice. All the mercenaries in such a group are equipped with at least one magic item (such as winged boots) that grants the power of flight.

The walls in the Hall of Steel and Clouds are painted blood crimson, and its rooms and hallways are decorated with statues of armored soldiers—some of which are winged. Paintings depicting weapons, airships, and armed battles hang on the walls. But creature comforts, such as plush chairs and couches, are notably missing from most of the complex. Such fripperies can be found

only in the reception area, where Captain Larinard, the leader of the company, greets clients and conducts negotiations.

Hiring a mercenary band for a single voyage typically costs about 2,000 gp. Though the price is high, many travelers who pass through dangerous skies consider this amount a pittance when it comes to ensuring their safety. A mercenary team can also be hired here for a more extensive outing lasting weeks or even months, though the price increases accordingly. In general, the base price of 2,000 gp buys the services of a team for two weeks (one week in each direction). Each week or part thereof beyond that limit costs an additional 500 gp.

Glib characters may be able to negotiate with Captain Larinard for a slightly lower rate. In most cases, the captain begins with an indifferent attitude toward the characters. If the PCs can improve his attitude to friendly, however, he reduces the rate by 15%.

➤ **Captain Larinard:** Male human fighter 7.

The mercenaries who belong to this organization may also be hired out individually as bodyguards. Important individuals who pass through the city are often targets for assassination, so additional protection is considered a wise move. The going rate for a single bodyguard is 200 gp for the first week and an additional 150 gp per week or part thereof after that.

The fighters employed by the Hall of Steel and Clouds typically live here, all sharing one large room filled with bunks. The wizards are required to check in on a daily basis for their assignments, but most of them maintain their own quarters in the middle levels of the tower.

Also located within the Hall of Steel and Clouds is a massive gym where the organization's mercenaries train against one another. Since their aerial fighting techniques are just as important as routine combat maneuvers, three 30-foot-by-30-foot rooms have been equipped with specially created magic devices that create *major image* effects. Each device recognizes the commands of the ranking officer in the organization and creates scenarios that provide the full experience of a dangerous situation aboard an airship. The officer who created the scenario often uses a scroll or other magic item to become invisible so that he can observe the drills and debrief the mercenaries under his command after the scenario has played out.

Adventure Hooks

Below are two adventure hooks that relate to the Hall of Steel and Clouds.

- If the PCs are reasonably competent in battle, the Hall of Steel and Clouds may wish to hire them. The pay is 25 gp per week, plus any treasure taken from opponents they defeat while on assignment. Should the PCs accept these terms, their first assignment is to accompany an anthropologist who is mounting an expedition to Xen'drik.
- One of the evil organizations of Khorvaire has hired a group of mercenaries from the Hall of Steel and

Clouds. Though the mercenaries are not evil, their mission is to protect the mastermind of an evil plot while he travels to fulfill his nefarious designs.

THE SILVERSTREAK SKYCOACH RENTAL COMPANY

Serra Narim, a classy, red-haired woman in her mid-thirties, started this company five years ago and still heads it today. The Silverstreak has risen to prominence by putting several dragonmarked houses that previously operated from Lyrandar Tower out of business. Because Serra is not dragonmarked, numerous people from the noble houses of Sharn resent her and her company. But even though she has made her share of professional enemies, no one has yet resorted to assassination—probably because she is betrothed to Telleth of the dragonmarked House Kundarak, a man who wields some influence in the city.

The Silverstreak Skycoach Rental Company operates a fleet of twenty skycoaches, five to ten of which are rented out to single parties for extended periods of time. The rest hover near the skyways and balconies in search of people who need transportation to other areas within the city. An adventuring party can rent a skycoach for 150 gp per day, and the coach and driver are at the renter's beck and call until dismissed. The agreement stipulates that if services are needed for more than 24 hours, the driver must return to Lyrandar Tower at least once per day to switch out with another driver.

➤ **Serra Narim:** Female human expert 8.

Adventure Hooks

The following adventure hooks can involve the Silverstreak Skycoach Rental Company.

- The PCs catch a few glimpses of an ethereal skycoach driven by a ghostly creature. Questioning the citizens reveals that the ethereal coach belongs to the former head of the dragonmarked House Tharashk. Rumor holds that it flies throughout the city, but occasionally stops at the site where a portion of the family's treasure is hidden. Many have tried and failed to follow it to that fabled location. If the PCs wish to try, they must hire a skycoach of their own to follow it—probably for an extended period. The Silverstreak Skycoach Rental Company is one of the few organizations in town that can provide them with a vehicle for the required length of time.
- The PCs stumble across a dead body in a less-traveled area. Investigation reveals that the corpse is that of a driver for the Silverstreak Skycoach Rental Company. Even more troubling is the fact that neither the driver nor his coach have been reported missing—in fact, both are still in service. Serra Narim hires the PCs to discover who killed her employee and to protect her from the spy in her company, whom she suspects may be an assassin retained to kill her.

OTHER LOCATIONS

Other prominent locations within the upper levels of Lyrandar Tower include the following.

The Noble Wyvern

This exclusive restaurant provides the highest quality food in all of Sharn, served by the city's finest chefs. Normally, only the nobility, the dragonmarked, and the city's wealthiest merchants visit this establishment, since the food costs 100 gp per plate.

Fantasy Unlimited

For a fee of 150 gp an hour, patrons of this new establishment can live out any fantasy in an illusionary environment. Each guest describes her fantasy to a magic item, which then generates an hour-long fantasy based on her comments. Some wish to see long-lost loved ones, others wish to experience exotic landscapes, and still others simply want to live like royalty for an hour. Requests of a more carnal nature are also allowed, and this aspect of the business has made it a popular attraction.

THE MIDDLE LEVELS

People who fly into Sharn often require a place to stay while taking in the sights or conducting business, so the tower's middle levels have been largely given over to temporary lodgings for travelers. House Lyrandar prefers not to manage these businesses, so this space is rented out to some of the other merchants and dragonmarked houses. These levels also contain some of the quieter, more relaxing lounges in Sharn.

Specific establishments operating in the tower's middle levels include the following.

THE TEN TIER INN

The Ten Tier Inn, one of the most hospitable hostels in Sharn, occupies ten levels in the central portion of Lyrandar Tower. This famous inn truly does offer something for everyone. Rooms range from utilitarian chambers that a traveler on a budget can easily afford to the utterly opulent suites favored by visiting royalty. The top level of the inn consists of four enormous rooms that are often called mansions. The rooms on the levels beneath become progressively smaller and less luxurious. Those on the bottom level are extraordinarily cheap but borderline uncomfortable.

The typical room in the Ten Tier Inn is 20 feet wide by 40 feet long. The most sought-after rooms are those farthest from the center because they have windows that look out over the city, and sometimes even balconies that allow guests to hail a skycoach directly from their rooms. The inn has had a problem with jumpers in the past, so every balcony is equipped with a *feather fall* trap (see Chapter 2 in *Sharn: City of Towers*). The rooms closer to the center of the tower are slightly smaller and have no windows, but they cost about 10% less to rent than those on the perimeter.

With the exception of the luxurious rooms on the ninth floor and the suites on the tenth floor, the rooms in the Ten Tier Inn have identical decor. Tan tiles cover the floor, except for a soft, off-white carpet on which the queen-sized bed rests. A chest of drawers and two nightstands round out the furnishings, and a selection of periodicals produced within the city is placed on the chest daily. The rooms on the two upper floors have unique furnishings that include king-sized beds.

In addition to sleeping chambers, the inn has two ballrooms, which can be rented at a rate of 100 gp per night. A catering service is also available for an additional 20 gp. Musicians from throughout the city are sometimes paid to perform at special events presented here. Typically, these rooms are rented on a weekly basis and booked up to three months in advance.

The room behind the counter houses a walk-in safe to hold valuables (such as magic items, coins, gems, or other small objects) that guests do not wish to carry with them. The lock on the vault can be opened with a DC 35 Open Locks check or a special code known only to the inn's management. The cost for use of the safe is 5 gp per item up to 1 cubic foot in volume.

Although House Cannith owns the Ten Tier Inn, its manager is a former adventurer named Edram Malthus, who was once known for his excursions into the Mournlands. Edram is a powerfully built man, now in his middle years. He stands 5 feet 8 inches tall and has short-cropped brown hair and sideburns that run almost to his chin. When not balancing the books, Edram greets visitors and inspects the rooms. On the rare occasions when he speaks to guests about his travels to the Mournlands, he gets a distant look in his eyes, and his demeanor changes. Some suspect that he was somehow fundamentally scarred by that alien landscape but doesn't want to show it.

👉 **Edram Malthus:** Male human fighter 5/expert 4.

Adventure Hooks

Below are two adventure hooks involving the Ten Tier Inn.

- The inn's vault is emptied in what appears to be a random heist. Among the missing valuables is a relic that was recently unearthed in Xen'drik. Further investigation reveals that one of the members of the original expedition mysteriously disappeared about a week ago. These two occurrences may be related, or they may be simple coincidence.
- A sworn enemy of the PCs checks into the inn. In a short time, the place is swarming with his thugs, all of whom are on the lookout for the characters.

THE HIDEAWAY

This establishment can best be described as a high-class watering hole. The Hideaway makes most of its money from travelers staying in the tower, but the city's residents frequent it as well. It has a convenient location—on the same floor as a skybridge and only about 100 feet from it—and is a favorite destination for those wishing

to get away from their usual routines.

The Hideaway's entire floor is covered with a thick, gray rug. The dark-stained wooden tables are sturdy yet elegant and built to seat either three or eight. The chairs have high backs and cushioned seats upholstered with a cream-colored fabric.

Many regulars consider imbibing alcohol to be the best entertainment available here, but the customers enjoy socializing as well. Because people are encouraged to mingle, boasting about adventures, genealogy, or businesses is common. Embellishment of the truth also occurs frequently, and many of the rumors floating around Sharn get their starts here. Occasionally patrons engage in drinking games or other activities that lead to later embarrassment.

Music and dancing are available for those who seek greater diversions than their comrades can provide. Sizable bands play here twice a week and during holidays, as well as on certain special occasions. When musicians are present, the tables that normally fill the front room are moved to the side to provide space for dancing.

The Hideaway is truer to its name than many would imagine. It is owned by Guillome Boromar, one of Sharn's most successful crime lords. Guillome normally maintains a subdued presence here, content to sip wine and watch others entertain themselves, although he occasionally calls attention to famous guests or good friends. On occasion, however, he arranges meetings here with fences, assassins, and other criminal associates. These rogues hold conversations in the open, but out of earshot of the other patrons.

The Hideaway also provides a convenient way for Guillome to launder his money. Though it is true that his clan keeps the city guard paid off, Guillome still has enemies, some of whom would do anything to bring him down. Guillome knows that if the flow of money into his coffers could be traced back to some illicit enterprise, he would have a difficult time avoiding justice, so he uses the Hideaway to account for the money he brings in. In fact, despite the popularity of this place, Guillome actually loses a small amount of money on it each month due to the rent he pays, the expensive drinks he imports, and the other costs that he must absorb. Even so, however, it is worth the investment because it shields him from the liabilities he would otherwise face.

Guillome Boromar is a stout, muscular man. He stands 5 feet tall and has a square jaw and jet black hair that he wears to collar length. He was born into money and, true to his family's skills, has collected more through a number of criminal methods. Although Guillome surrounds himself with an entourage of very capable fighters, he is an intimidating foe all by himself—particularly since his countenance suggests that it might be hazardous to cause him any trouble.

👉 **Guillome Boromar:** Male human monk 5/expert 6.

Adventure Hooks

The following adventure hooks involve the Hideaway.

- Matar Akari, a well-known and respected merchant specializing in the import and export of food was recently found dead, impaled upon one of the lower spires. He was last seen alive in the Hideaway. Matar's grieving widow believes that he was murdered there, and that his body was tossed over the edge of the nearby skybridge. Some suspect that he was murdered by his competitor, another mild-mannered food merchant, while others believe that he simply fell victim to a random act of violence. Alternatively, Matar may have been involved in some illicit dealings of which nobody else was aware.
- Beora Galidden, a half-elf widow somewhat past her prime, has recently taken up with Matthius Osleu, a young human courtesan. Beora's husband was a longtime friend of Guillome Boromar, and the latter has been watching over the widow and her children and ensuring that their needs are met ever since Galidden's untimely death. The courtesan strikes Guillome as the type of fop who would toy with Beora's affections in order to acquire her wealth. Others agree with him, but Beora believes that Matthius has good intentions. Guillome is currently looking for someone willing to investigate the courtesan's background and dealings and dispose of him discreetly if he is found to be duplicitous.
 - **Beora Galidden:** Female half-elf aristocrat 7.
 - **Matthius Osleu:** Male human rogue 3/aristocrat 2.

ISAN'S EXTRINSIC EMPORIUM

This popular novelty shop is the culmination of Isan Chashy's lifetime of travel, during which he saw every country in Khorvaire, traveled to Xen'drik several times, and even once came within a few yards of the shores of Argonnessen. Though Isan is no longer in any physical condition to travel the rest of the world, his shop brings the world to him.

Visitors to this popular novelty shop are greeted with the sights of Xen'drik. In the window are 1-inch-tall replicas of Xen'drik's pyramids and tiny pieces of colored glass touted as dragonshards. Exotic plants from the mysterious continent grow in pots throughout the shop, and in the back stands a statue of a giant wearing a light, flowing robe tied with a rope at the waist.

But Isan deals in more than just novelties—he also sells a wide variety of magic items. An artificer of great talent, he created many of the items for sale here. The rest he traded for, found, or purchased.

Isan displays the nonmagical goods on the shelves and keeps the magic items locked away in what appear to be glass cases. In reality, they are metal frames with *walls of force* serving as the transparent panes. Isan can temporarily lower the *walls of force* with a ring that he wears on his right hand. When he touches one of the sides of the case with it, the force wall winks out of existence

for 1 minute. His ring is specially made to work on the cases, and it has no effect on ordinary *walls of force*.

The auras of the magic items in his cases range from faint to moderate. He does have a few more powerful items in his shop, but he keeps those in the back room. Customers are allowed to touch the magic items, but only under the supervision of Isan himself or one of his three daughters, who help him run the shop.

Isan Chashy is an older man with a ring of wispy white hairs that seem to fly in a hundred different directions at once surrounding his mostly bald head. A former adventurer himself, he is always happy to hear tales of PC expeditions.

➤ **Isan Chashy:** Male human artificer 12/expert 5.

Adventure Hooks

Below is an adventure hook involving Isan's Extrinsic Emporium.

- Isan is in constant need of exotic material components available only from other areas of the globe. In addition, his research frequently unearths details of as-yet-undiscovered magic items that pique his interest. He is always willing to pay adventuring parties to acquire such items, but he is seldom willing to pay more than half the market value for them. He fully realizes that if the adventurers he hires manage to acquire the desired item, they could sell it themselves and make twice as much for it. Thus, he sends only groups that he knows personally and feels comfortable with. However, if a party in his employ has lost a member or faced an inordinate amount of danger, he may compensate the group with an additional 15% bonus.

OTHER LOCATIONS

Some of the other prominent locations within the central levels of Lyrandar Tower are detailed below.

The Royal Brelish

This dining establishment specializes in dishes made with beef. Its owners and chefs pride themselves on providing the tenderest, most flavorful beef in Sharn. At the Royal Brelish, patrons can expect the finest steak, ribs, prime rib, and roasts in the city.

The High Abode

Temporary housing is available in this three-level inn. Unlike the Ten Tier Inn, all the rooms here are priced as cheaply as possible. The lodgings are far from opulent, but the price for a night's stay is half that of the hostel's more successful competitor.

THE LOWER LEVELS

People typically visit the lower levels of Lyrandar Tower for entertainment of a mature nature. Gambling halls, cheaply priced rooms that can be rented by the hour, taverns, and businesses where companionship can be purchased are common here.

The lower levels of the tower also connect to the cogs. Adventurers frequently travel down to those depths to explore the ruins of the ancient civilization upon which modern Sharn was built and to challenge the numerous monsters that live there.

THE LUCKY DRAGONSHARD CARDHOUSE

Visitors to the lower levels of Lyrandar Tower can choose from several locations for gambling. Most such establishments offer a wide array of card games, as well as other games of chance, such as the roulette wheel and dice. The Lucky Dragonshard Cardhouse offers all of these games, plus a few more exotic events upon which people can wager money.

The cardhouse occupies the central portion of a floor one-tenth of the way from the cogs to the roof. The tower is nearly half a mile in diameter here, and the cardhouse occupies approximately one-third of the level. The dMEcor is exotic, and several of the rooms in the Lucky Dragonshard are actually designed to simulate the other continents of Eberron. One room, designed in a Xen'drik motif, has a mural of a vast jungle covering its walls, with a massive pyramid rising above the forest canopy. Another room is festooned with life-like statues of mighty orc warriors, and the murals on its walls reflect a Darguun theme.

Despite its exotic dMEcor, the primary reason that people visit the Lucky Dragonshard Cardhouse is to gamble. Many of the widely traveled gamblers who frequent this establishment maintain that every card game in existence can be played here somewhere. In truth, however, patrons can wager their hard-earned money on almost any game of chance.

In one room, several tiers of seats surround a central platform with a padded floor. On weekends, fights of various kinds take place in this chamber. On one weekend two monks might be pitted against each other, and on the next, two longsword-wielding fighters, or perhaps two individuals with wildly different fighting styles. These matches are not battles to the death—they end at first blood, although a few fatal accidents have occurred.

Another chamber houses a small theater with several rows of seats facing the stage. While plays can certainly be performed here, the room is most often used for illusionist exhibitions, in which illusionists create dramas that play out on the stage. Such shows may involve adventure, romance, intrigue, war, or a variety of other subjects. Some have no plot whatsoever; they are designed simply to impress the audience with the artist's mastery of illusion.

The owner of the Lucky Dragonshard Cardhouse is a rogue named Rilfar Smas. This lithe, wiry man stands no more than 5 feet tall and has curly black hair, a mustache, and a goatee. He does not come from a dragon-marked house, nor is he descended from a particularly wealthy family. In fact, nobody is quite certain what his background is. Many suspect that the money with

which he started this gambling house did not come to him through honest means, but no one has ever found evidence of wrongdoing on his part.

Rilfar has become quite wealthy during the fifteen years he has owned the Lucky Dragonshard Cardhouse. The average patron loses 10 gp per evening, and at least a thousand patrons visit the place every night.

Rilfar Smas: Male human rogue 5/expert 3.

Adventure Hooks

The following adventure hook involves the Dragonshard Cardhouse.

- The Triple Ruby, one of the Lucky Dragonshard's main competitors, has recently begun stooping to new lows to steal customers. Low-level wizards and sorcerers in the employ of the Ruby have been entering the Lucky Dragonshard and using charm spells to lure the high rollers away. Rilfar is furious about this practice and has offered a reward of 2,000 gp to anyone who can reveal the identities of the perpetrators.

OTHER LOCATIONS

Other prominent locations within this section of Lyrandar Tower include the following.

The Stocking and Gown

As the name implies, both men and women can come here for an evening of companionship. A wide variety of races is represented among the employees, and almost any special needs the client may have can easily be accommodated.

Madron's

This tavern is located very close to the cogs. Owned and operated by a half-orc named Madron, the place is a haven for adventurers. Several groups consider Madron's their usual meeting place, and all patrons are invited to swap stories, recruit help, and have a drink or two.

The Triple Ruby

This cardhouse is the primary rival of the Lucky Dragonshard. The Triple Ruby is in poor repair and features fewer games and attractions than its rival does, but the winnings are commonly believed to be higher here.

ABOUT THE AUTHOR

Darrin Drader was born in Pullman, Washington in 1973, and he attended Washington State University there. He has lived in western Washington for the past eight years and is thrilled to be an employee of Wizards of the Coast, Inc. Darrin has done design work for *Asgard Online Magazine*, *d20 Weekly Online Magazine*, *DRAGON* magazine, *Star Wars Gamer Magazine*, Bastion Press, and of course, Wizards of the Coast, Inc. His most recent credits include the *Book of Exalted Deeds* and *Serpent Kingdoms*.