

W DUNGEONS
DRAGONS

EBERRON

SHARN: CITY OF TOWERS



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Fresh corpses provided by Eric Haddock, Rob Heinsoo, and Jonathan Tweet.

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In the City of Towers, a thousand secrets whisper in the night, and a thousand tales unfold before the moons reach their zenith ...



JA

INTRODUCTION

A mission set up to guide the lost souls of Lower Dura toward new, productive lives sells its most hopeless cases to a cult that needs victims for human sacrifice.

A wealthy scholar hires adventurers to pick up a parcel for him at the waterfront, but another group of adventurers, hired by the rightful owner of the stolen artifact, attacks them there.

A simple robbery in a nondescript alchemy shop propels adventurers into the depths of the city in search of a ring of thieves with an interest in releasing a long-forgotten demon lord.

Agents of Droaam attack a Knight of the Citadel, and the dying knight begs the adventurers who fought off the assassins to take a mystical talisman to the Knight-Marshal.

A world-weary adventurer recruits allies for one last expedition into the heart of Xen'drik, while the Emerald Claw plans sabotage and revenge.

Every day, a hundred adventures unfold in the City of Towers. Heroes arise and meet their doom; treasures are unearthed, stolen, and recovered; and villains plot unending schemes of wickedness to unleash upon the city. In districts from soaring Skyway to the sweltering Cogs, thousands upon thousands of people from every race and nation toil and play, eat, drink, and die among the towers.

Sharn is known by many names, including The City of Towers, The City of Knives, The City of Lost Souls, The City of a Thousand Eyes, The Gateway to Xen'drik, and The Gateway to Perdition.

The city inspires a range of emotions, from awe to disgust. Its architecture and the pervasive magic of flight, the bustling activity of its towers, the tremendous array of cultural, culinary, and commercial delights it offers, and its proximity to the lost continent of Xen'drik draw pilgrims and adventurers from around the world. Its crime rates, the debauchery offered among its many entertainments, the well-known corruption of its leaders, and the threat of ancient monsters lurking beneath its sewers provoke fear and censure from those of less adventurous spirit.

Sharn is the largest city of Khorvaire, though not the most important in its political or economic

life. It is, nevertheless, a hotbed of activity, an ideal location to set an adventure or an entire campaign. This book is your guide to the city, written to give life to a campaign set among the towers.

Chapter One: A Visitor's Guide offers an overview of the city, its wards and districts, its history and holidays. The bulk of the chapter is a visitor's guide to the city, providing an orientation to the many goods and services available. As the saying goes, "If it can be bought, it can be bought here."

Chapter Two: Life in Sharn discusses each district of the city in detail. The chapter presents each ward in turn, provides some statistics about each district in the ward, and highlights important locations within each district.

Chapter Three: Power and Politics discusses the role of the city council, the Lord Mayor, the Brelish crown, and the dragonmarked houses in charting the course of events in the city. It also touches on the adventuring possibilities of intrigue and diplomacy.

Chapter Four: Law and Order discusses the laws of the city as well as the Galifar Code of Justice.

Chapter Five: Guilds and Organizations focuses on organizations that player characters might join or have significant interaction with. The benefits of membership are discussed alongside sample characters.

Chapter Six: Heroes and Magic presents rules options designed for player characters who make their residence in the city. New prestige classes, feats, spells, and mundane and magic items open new possibilities for PCs.

Chapter Seven: Monsters and Encounters details nonplayer characters, organizations that serve primarily as threats to player characters, and several new monsters found within the city. It also discusses the types of monsters that thrive in an urban environment.

Chapter Eight: A Sharn Campaign includes suggestions and information useful to the Dungeon Master who wants to set a campaign in Sharn.

Gavir wanted the land and gold promised to the winner of the Race of the Eight Winds, and he wasn't about to let some pegasus-riding human reach the finish line ahead of him . . .



A VISITOR'S GUIDE

Sharn, the largest city on the continent of Khorvaire and one of the defining locations of the nation of Breland, looms atop an inhospitable outcropping of rock near the mouth of the Dagger River. The City of Towers rises high into the cloud-filled sky, growing upward within the limited space available on a plateau bounded on the west and south by the Dagger River and its eastern tributary, the Hilt. To the north and east, steep cliffs define the city's boundaries, while deep chasms formed by volcanic action cut the plateau into five distinct regions: Dura on the west, Tavick's Landing on the east, Northedge to the north, and the Central Plateau and Menthis Plateau in the center. Along the Dagger River at the western edge of the city, the neighborhood of Cliffside is built upon and into the steep riverside cliffs. Above the highest towers, the neighborhood of Skyway floats over the city. The city also extends underground, into sewers and long-forgotten ruins, and deeper to the furnaces and foundries of the Cogs.

Sharn sits within a manifest zone linked to Syrania, the Azure Sky (see Chapter 5: Magic in the *EBERRON Campaign Setting*). This manifest zone enhances magic related to flying and levitation, which makes many of Sharn's magical wonders possible. The vast majority of the magic items used within the city to facilitate flight only function because of the manifest zone, and work less well or not at all beyond its boundaries. See Chapter 5: Heroes and Magic for more information about the manifest zone.

Most of Sharn's neighborhoods are vertically stratified. For example, while Menthis Plateau is known as a center of entertainment, the type and quality of entertainment available varies among the different levels of the towers. The upper levels (usually referred to as "Upper Menthis") offer high art in the forms of opera, theater, and symphony, as well as housing Morgrave University and a thriving community of writers and other artists. The middle levels ("Middle Menthis") house a thriving theater district with more affordable shows, a large number of professional minstrels, acrobats, and similar entertainers, and a year-round circus complete with animals. The lower levels ("Lower Menthis") contain a very different sort of theater district marked by burlesque shows, a red light district, and a great number of taverns for cheap and bawdy entertainment.

A long wall rings the **Central Plateau** at its lowest level, interrupted by towers along its entire length. Inside the wall, structures rise higher and higher toward the tallest towers near the middle, creating a great artificial mountain at the heart of the city. Mostly populated by the upper and middle classes, the Central Plateau houses the seat of the city's government, its wealthiest citizens, and its finest businesses. Embassies from other nations, important representatives of the dragonmarked houses, and banks are found here as well.

Menthis Plateau serves as the entertainment hub of the city, and is home to Morgrave University

SHARN BY THE NUMBERS

Using the standard format for presenting city statistics, Sharn looks something like this:

Sharn (Metropolis): Conventional (town council), Nonstandard (dragonmarked houses), Nonstandard (the Citadel), Nonstandard (criminal guilds); ALN; 100,000 gp limit; Assets 1,125,720,000 gp; Population 211,850; Integrated (33% human,

17% dwarf, 9% halfling, 9% goblinoid, 8% gnome, 7% elf, 5% half-elf, 4% shifter, 3% changeling, 2% orc and half-orc, 1% warforged, 1% kalashtar, 1% other races).

Authority figures within the city appear throughout this book.



and a variegated quilt of different races. Certainly the most trendy of Sharn's quarters, Menthis is a popular tourist destination. No walls surround Menthis, though its tallest towers are spread along its outer rim. The enormous dome of Morgrave University, ringed by five tall, slender towers, stands near the center of the plateau.

Northedge, the most residential of Sharn's quarters, contains everything from tovertop pent-houses in the heights to tightly packed apartments on the lower levels. Aside from a marketplace district near the bottom of the towers, Northedge is a quiet neighborhood with little commerce and little crime.

Dura, the largest quarter in Sharn, covers the great expanse of the western plateau from the cliffs overlooking the Dagger River to the crevasse of the Western Cog. It is also the poorest, excepting the Cogs, with even its topmost levels solidly middle class. Dura mixes various businesses and housing, never approaching a true residential district but holding a number of apartments, tenements, and (near the bottom) slums. The lower levels of Dura include a large population of immigrants from Darguun and Droaam, forming a neighborhood of goblinoids and other monstrous residents.

Cliffside is a neighborhood perched precariously on the side of the cliffs above the Dagger River and Sharn's waterfront. It includes the waterfront

A VERTICAL CITY

Sharn rises from five distinct plateaus. While each plateau has its own unique feel and personality, you have to remember that the city also rises vertically into the usually cloud-filled sky. So, while the city is divided into horizontal neighborhoods, it is also divided and stratified vertically.

Take a typical tower block in the Central Plateau. Starting at the uppermost level of the city, Skyway floats above the Central Plateau's tallest towers that actually touch the ground. The Upper-City sees the most light and enjoys the freshest air, and consequently the most well-to-do members of society live and work among the skybridges and platforms and balconies that extend from the uppermost towers.

Dropping down to the next section, we come to the Middle-City. This part of the city is a bit more enclosed than the section above it, but there are still open-air balconies and platforms here and there. A wide range of middle-class citizens live and work in this region.

Descending farther, we arrive in the Lower-City, where the poor must toil and struggle to

survive. Few windows and only the occasional balcony or skybridge can be found among these levels, where the tower foundations grow close together and seem to merge with each other in ways almost unimagined in the higher sections of the city.

Beneath the Lower-City, the weight of Sharn's towers seems to crush all memories of the Depths. Sewer networks fill the upper regions of the Depths before giving way to the ancient ruins and forgotten levels of earlier ages. Passages and shafts are neglected, and many have collapsed over the centuries, but who knows what wonders and horrors roam these vaults that have been abandoned by those living higher in the city.

At the very base of the city, beneath ground level, lies the Cogs, whose great foundries and massive forges fuel Sharn's industrial economy. Shafts and tunnels that bypass the Depths lead directly to the Cogs.

In all, it's hard to tell where one vertical section of the city begins and another one ends, and it certainly isn't a uniform division from one ward to another.

businesses far below Dura, as well as towers built up from the cliff face and a shantytown of caves dug into the sides of the southern cliffs overlooking the Hilt. The businesses of Cliffside are either directly related to shipping or cater to boat crews, adventurers, and other transients.

Tavick's Landing, at the eastern edge of the city, is in some ways defined by being the terminus of the Orien lightning rail line and trade road. The lower levels cater to travelers and traders entering Sharn by rail, and include an entire city district that has been converted to provide housing for refugees from the Last War. The middle and upper levels are broader in their purposes, including a variety of trades, services, and residential districts.

Skyway is magically suspended above the city on gigantic disks of force, like *Tenser's floating disks* taken to a fantastic extreme. These disks are among the many magic items and effects in the city that work only because of the presence of the manifest zone linked to Syrania. Not a cloud palace but an actual extension of the city, Skyway includes some of Sharn's finest inns and restaurants, exotic and upscale trades, and a number of mansions belonging to the very richest citizens.

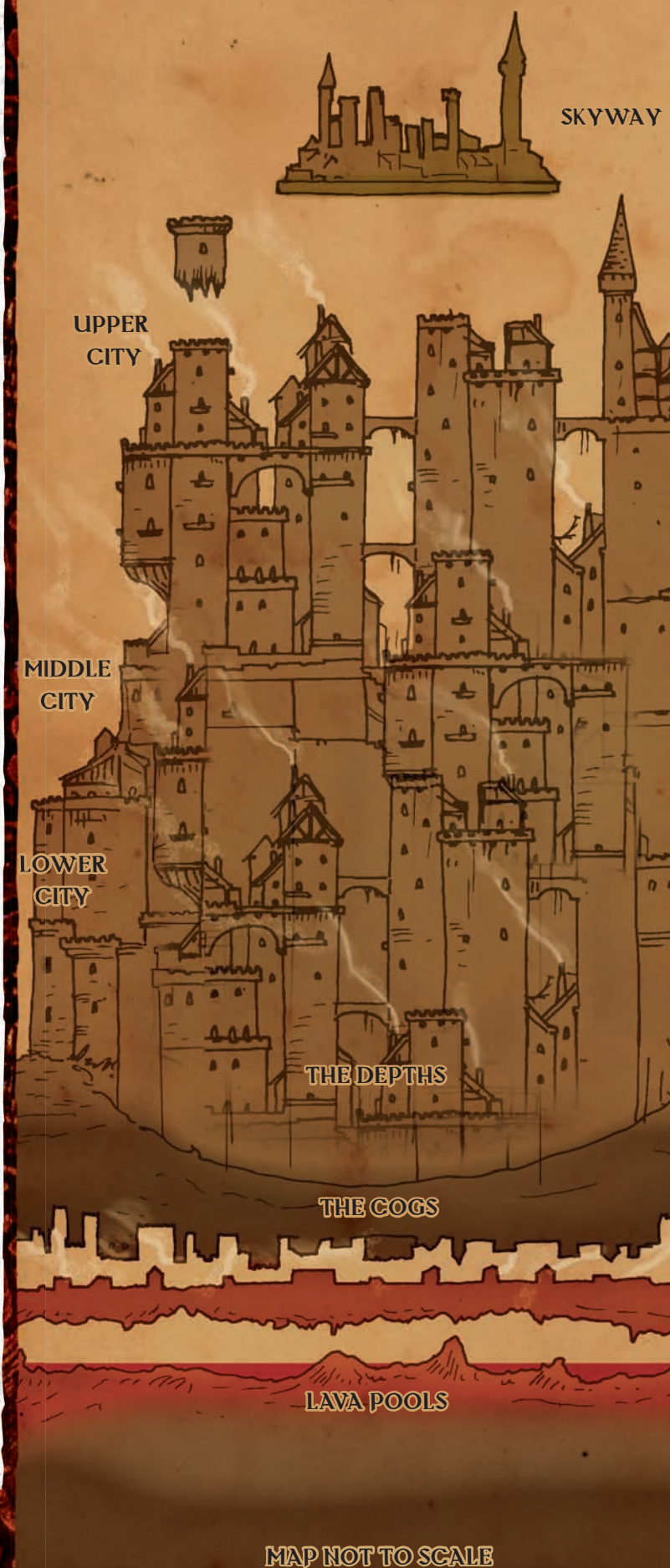
The Depths is the generic name for everything that lies beneath the city's main plateau, excepting Cliffside and the Cogs far below. The upper levels give way to active and inactive sewers, some of which have their own inhabitants, as well as the mostly forgotten ruins of earlier settlements built long before the towers started to rise. Far below and accessed by well-maintained tunnels and shafts, the Cogs sit at the very base of Sharn and serve as an actively populated center of industry. In fact, the roots of modern Sharn's towers lie underground in some places, buried by the passing of centuries.

The Cogs are the churning heart of the city, full of forges and foundries powered by steaming geysers, molten lava, and bound fire elementals. Extending far below the foundations of Sharn's towers and built along the banks of the great chasms that divide the city, the Cogs incorporate elements of ancient ruins and natural caverns.

WHAT BRINGS YOU TO SHARN?

The sheer size of the city, the maze of bridges among the towers, and the bewildering array of goods and services available can quickly overwhelm first-time visitors to Sharn. Adventurers usually come to the city with a specific purpose in mind, to get one thing done. Whether it's to sell a magic item or spend an enjoyable evening (and a good portion of the loot from their last adventure) out on the town,

THE VERTICAL CITY



MAP NOT TO SCALE

adventurers in a hurry need to know where to go to get what they need, or they could spend a lot of time wandering the maze that is the City of Towers.

ANTIQUITIES

Whether characters are interested in viewing scholarly exhibits of the latest finds from Xen'drik or selling the items they find there themselves, Upper Menthis is the neighborhood to visit. Morgrave University's Dezina Museum of Antiquities houses the finest collection of Xen'drik artifacts in the world. The uppermost level of Thurias Tower near the museum (in the Seventh Tower district) is sometimes called "Little Xen'drik," thanks to the six competing dealers in antiquities that share that tower space.

BANKING

Characters bringing large amounts of valuable treasure from their latest adventure can find the banking services they need in the Upper Central ward. House Kundarak operates the largest bank in the city, the Kundarak Bank of Sharn, located at the top of Kundarak Tower (in the Korranath district). The districts of Korranath and Korran-Thiven feature nine other banks, as well as a number of moneychangers, lenders, and providers of other financial services.

COMMERCE (GENERAL)

Characters interested in carrying on trade can visit any of Sharn's marketplace districts: Tradefair in Middle Central, North Market in Lower Northedge, the Bazaar in Middle Dura, or Tavick's Market in Middle Tavick's Landing. Merchants must purchase a permit granting them permission to set up a booth or other presence in the marketplace.

MARKETPLACE PERMITS

Marketplace (Ward)	Permit Cost
The Bazaar (Middle Dura)	3 cp
North Market (Lower Northedge)	3 sp
Tavick's Market (Middle Tavick's Landing)	1 sp
Tradefair Market (Middle Central)	1 gp

Merchants interested in buying goods in bulk for transport and sale in another city will likely find what they need in one of the city's warehouse districts: Cogsgate in Lower Tavick's Landing, White Tower, Precarious, or the Stores in Lower Dura. Each of these districts serves as a repository for goods coming into Sharn from river or Orien trade road or lightning rail, and also offers warehouse rentals for local merchants collecting goods to ship.

Setting up Shop

Characters might wish to purchase a business or other space in the city. A poor shop (for trades or services) costs 2d4×100 gp, including rough shelves, a sales counter, and a back room for storage. An average shop costs 2d4×1,000 gp, including polished wood floors, handsome shelves, a picture window, and glass cases. An upscale shop costs 4d8×1,000 gp and has marble floors, locked display cases, leather chairs, and various other luxuries.

COMMUNICATION

Sharn is a center for international trade, and communication is the lifeblood of commerce—not to mention being an important commodity in its own right.

The Speaker's Guild of House Sivils specializes in swift communication. The most economical form of communication is the *speaking stone*. House

QUARTERS, WARDS, AND DISTRICTS

The city of Sharn is divided into smaller units: quarters, wards, and districts. The smallest unit is a district. Equivalent to a neighborhood, a district has a population ranging from 1,400 people to over 4,000 in the larger districts of Dura. Businesses of similar types tend to cluster in districts, giving each district a particular character as well as a definite social class (upper, middle, or lower). In general, the most densely populated districts are the lower-class districts. Examples of districts include Highest Towers, the civic center of Sharn, and Dragoneyes, a red light district.

A ward consists of three to nine districts. To an extent, districts of similar type and social class cluster together in wards, though there is some

variation in individual wards. The wards of Sharn are grouped vertically as well as horizontally, so there are upper, middle, and lower wards in each area of the city. Upper-class districts tend to be found in upper wards. Examples of wards include the Upper Central Plateau (known simply as Upper Central), which includes Sharn's financial and civic districts, and Lower Tavick's Landing, which includes businesses catering to merchants arriving in Sharn by Orien caravan or lightning rail.

Quarters, the largest divisions of the city, generally consist of three wards apiece and are divided based on the actual topography of Sharn's plateaus. Examples of quarters include the Central Plateau and Tavick's Landing.

Sivis has established message stations in most of the major cities and towns of Khorvaire, and for 5 gp you can send a 1-page message to any of these stations. If you are sending a message to a large city, you can pay an additional 15 sp to have your message delivered to a specific address in the city; otherwise the recipient must come to the message station to pick up the message.

Sharn contains a number of message stations, as merchants and tradesfolk often use them to send messages within the city. Message stations can be found in the following districts:

Central Plateau:

Ambassador Towers, Boldrei's Hearth, Dragon Towers, Korranath, Korran-Thiven, Highest Towers, Sword Point.

Dura: Clifftop, Daggerwatch, Precarious, Redstone, Highhold, the Bazaar.

Menthis Plateau: Den'iyas, University District, Warden Towers.

Northedge: Oak Towers, Holdfast, North Market

Skyway: Azure, Brilliant.

Tavick's Landing: Copper Arch, Deathsgate, Terminus, Twelve Pillars, Wroann's Gate.

The largest message station is located in Dragon Towers, attached to the House Sivis enclave. This is the only place where a message can be sent via *sending*, though this service is often unavailable. Only two gnomes in the enclave bear the Greater Mark of Scribing, and even with *dragonshard reservoirs* the power can only be used a few times each day.

If a character is in a desperate hurry, he can try to get a House Sivis heir to use *whispering wind* to relay a message to the nearest message station. Each heir has a three word identifying code that must be included in the message so the station can track payment, so the *whispering wind* message is limited to twenty-two words. This service usually costs 50 gp, on top of the cost of using the message station.

Courier services provided by House Orien have stations in Azure, Dragon Towers, and Korranath. The cost to deliver a message or small package varies by the talents of the courier, and thus the speed at which the message is delivered.

A courier with the *dimension leap* ability can often speed up delivery by teleporting across bridges and between levels. *Overland flight* and *dimension door* allow far faster delivery. And at the top of the line, *teleportation* costs 10 gp per mile of delivery, with a minimum charge of 300 gp.

House Orien also maintains a mail service that runs through all major cities and towns connected by the lightning rail. It costs 1 cp per mile to send a message through the mail. However, mail sent in this manner is held at the Orien enclave. If the customer wants a message or parcel to be delivered to a specific address, he must add the usual courier costs to the price of the mail transport.

Over the last few years, a new force has arisen to challenge House Orien's monopoly over the courier trade. House Vadalis has built up a small but highly effective group of gargoyle couriers.

Currently, it costs 5 gp to have a gargoyle deliver a letter or small package within Sharn, with an additional charge of 1 gp per mile outside the city. However, there are only eighteen gargoyles in service, compared to eighty Orien couriers. The gargoyles roost in the Vadalis outpost in the Bazaar of Middle Dura, as well as on towers throughout the city.



Breland
Coat of Arms

COMMUNICATION PRICES

Service	Cost
House Sivis message station	5 gp/page
Including courier service	+15 sp
House Sivis: <i>whispering wind</i>	50 gp
House Sivis: <i>sending</i>	250 gp
House Orien: unmarked courier	5 cp
House Orien: Least marked courier	1 gp
House Orien: Lesser marked courier	25 gp
	+1 gp/mile
House Orien: <i>teleport</i>	10 gp/mile
	(300 gp minimum)
House Orien mail service	1 cp/mile
House Vadalis gargoyle courier	5 gp
	+1 gp/mile

COMPANIONSHIP

Few people enjoy being alone in an unfamiliar city. Sharn offers a number of opportunities to find companionship, from paying for company to attending social clubs, guilds, and other places to meet people with similar interests.

Sharn's several red light districts sell sex and companionship on the cheap, catering primarily to sailors, merchants, tourists, and other transients or outsiders. Sharn's Welcome, in Cliffside, caters to waterfront customers but is crime-ridden and dangerous. Dragoneyes, in Lower Tavick's Landing, is slightly more reputable. Firelight, in the lower part of the entertainment hub of Menthis Plateau, has a reputation as an acceptable location for an all-around good time.

Subtler and far classier, a handful of escort services sell companionship at much higher rates in Middle Central's embassy district, Ambassador Towers. Though they target wealthy diplomats who need educated, intelligent companions for public functions as well as private encounters, these services have customers in all of the wealthier neighborhoods of the city and attract well-off adventurers, merchants, and others with more discerning tastes in companionship.

Companionship of a less carnal nature can be found as well. Adventurers might well find adventuring companions in Clifftop (in Upper Dura) or Deathsgate (in Middle Tavick's Landing), two city districts that particularly cater to the adventuring crowd. Each features a guild of adventurers named after the district, and the two guilds have an ongoing rivalry that swings between friendly and violent. True to its name, the Deathsgate Guild tends to attract more violent, freewheeling adventurers, while the Clifftop Guild generally attracts people with more of a moral compass. Both guilds provide a fine source of adventuring companions and cohorts, and refer their members to other services and hirelings as well.

Dining clubs provide a popular form of social circle, particularly in upper-class neighborhoods. A large number of such clubs flourish in Upper and Middle Central, Upper Menthis, Upper Tavick's Landing, Upper Dura, and Skyway. (Any district with upscale food listed among its buildings probably includes at least one dining club.) Dining clubs are open to members only, offering a fine dining experience among an intimate circle of social peers.

Finally, characters can always find others who share their specific interests. Social groups based on racial, ethnic, or national origin exist in almost every neighborhood, trade and craft guilds offer social contact for their members, the dragonmarked houses offer extensive networking opportunities, and Morgrave University hosts academic societies with a wide variety of interests and specialties.

COMPANIONSHIP COSTS

Companionship	Cost
Evening in a bordello	
Sharn's Welcome	5 cp
Dragoneyes	8 cp
Firelight	12 cp
Escort service (one evening)	25 sp
Adventurer's guild membership (per year)	
Clifftop	13 gp
Deathsgate	12 gp
Dining club membership (per year, average cost, meals not included)	
Upper Central	20 gp
Middle Central	12 gp
Upper Menthis	15 gp
Upper Tavick's Landing	10 gp
Upper Dura	8 gp
Skyway	25 gp

CRIMINAL PURPOSES

The reach of the law begins to fade as one travels down the levels of many of Sharn's towers, and in some areas of the lower levels it is almost nonexistent. It is a well-known fact that the City Watch is thoroughly corrupt, and the problem is nowhere more visible than in the Cogs and Lower Dura. Characters who come to the city in order to fence stolen goods, hire a burglar or an assassin, or engage in other criminal pursuits can usually find what they need in these wards, though criminal activity occurs everywhere.

Most illegal activities in Sharn occur under the supervision of one of four criminal guilds or gangs, which also have fingers in legal but shady activities such as gambling and prostitution. The House Tarkanan criminal "family" has structured itself in mockery of the dragonmarked houses. Though mostly human, it includes members of all races. Its headquarters are in Dragon Towers in Middle Central. The Tyrants is an organization of changelings concentrated in the Dragoneyes district of Lower Tavick's Landing. Its leaders are said to be doppelgangers. The Boromar Clan, a predominantly halfling organization, is strongest in Little Plains in Middle Menthis, but very influential in Lower Menthis and Lower Dura as well—especially in the Hostelhome district. Though its leadership is almost entirely halflings with connections to House Ghallanda, members of all races work for the Boromars, knowingly or unwittingly. Finally, a gang called Daask, which includes a great number of monsters, has gained a strong foothold in the criminal underworld of the Cogs. Goblinoids, ogres, minotaurs, harpies, and a large number of humans work for this organization, which is rumored to have ties to Droaam.

In addition to illegal activities, characters might find themselves turning to these guilds for such purposes as borrowing large sums of money to pay off a debt (particularly a gambling debt incurred in

a casino with ties to the guilds), to find certain kinds of information not readily accessible elsewhere (such as secrets of prominent personages), to have spells cast that might arouse suspicion (such as having a *nightmare* spell cast on an enemy, or a curse removed that was acquired in the commission of a crime), or for help in hiding (see Hiding, page 21).

CRIME DOESN'T PAY?

Criminal Purpose	Typical Cost
Fence stolen goods	15% of item value
Burglary	20% of stolen goods' value*
Assassination	300 gp per level of target*
Purchase forged documents	
Identification papers	10 gp
Letter of marque	25 gp
Traveling papers	5 gp
Loans	up to 20% interest per week
Information	1 gp × Gather Information DC
Spellcasting, no questions asked	125% normal cost

* Costs increase by as much as 5 times for extraordinarily difficult missions; not all missions will be accepted.

DINING

In Sharn, the saying goes, even the poor eat like kings, and good food is usually readily available. With the exception of purely residential districts, nearly every district in Sharn includes some number of dining establishments, usually at least one in a given tower. Nearly a thousand restaurants in all, not counting street vendors and inns that also serve food, offer an almost endless variety of dining options to natives and visitors alike. Among these many locations, Sharn offers a few unique dining experiences.

Striking views enhance a meal, and for that purpose no restaurant can compete with the dozen or so establishments in Skyway. Of those, perhaps the best known is the Celestial Vista Restaurant, a tourist attraction. In-the-know locals celebrate special occasions at the Cloud Dragon or the Azure Gateway, both of which

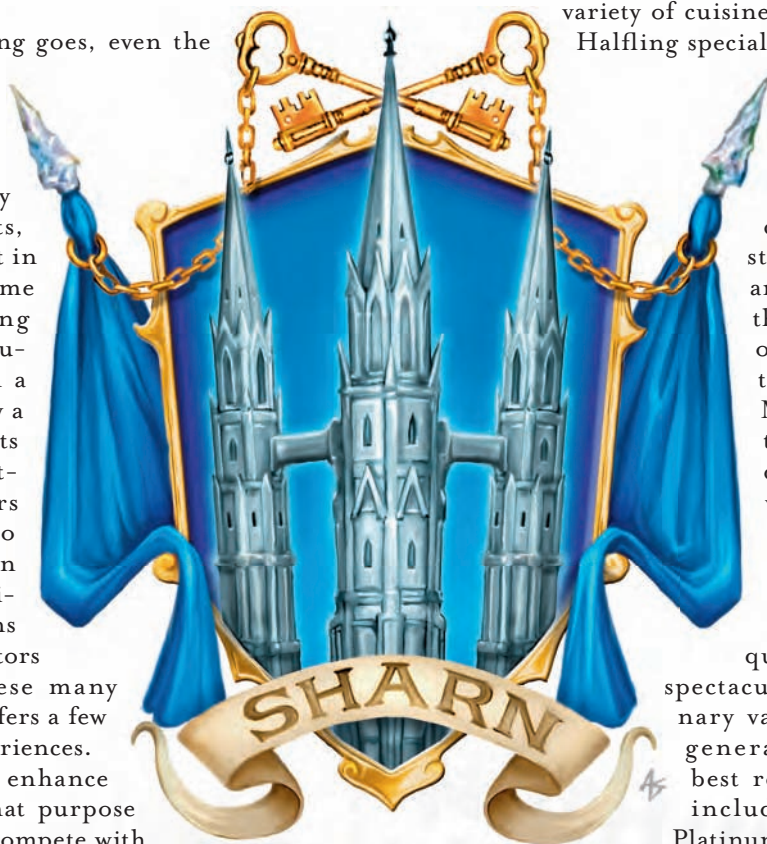
have views as stunning as the Celestial Vista's, food no less impressive, and generally smaller crowds. All three restaurants in Skyway serve all of their food purified by House Ghallanda.

A very different, but no less striking, view can be had at the Lava Pit, an up-and-coming restaurant in—of all places—Tavick's Cogs, in the heart of one of the city's industrial districts. True to its name, the Lava Pit overlooks a gigantic forge powered by molten rock, suffusing the place with lurid red light. The restaurant began as little more than a hole in the wall with an interesting location, serving a variety of barbecued meats in a Shadow Marches style. Its popularity has grown tremendously, allowing the restaurant to improve its facility and expand its menu (though spicy Marches barbecue remains its specialty), making it by far the most upscale establishment of any kind in the Cogs.

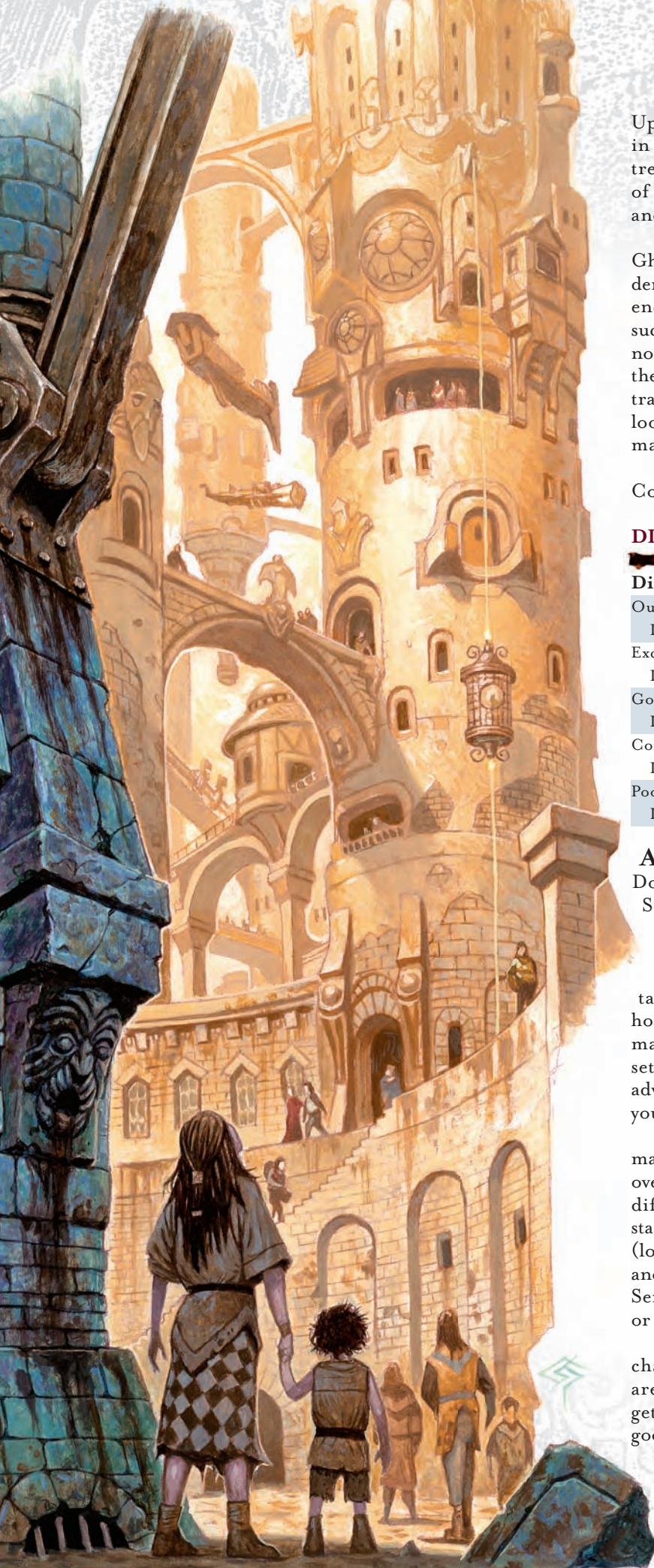
For variety of cuisine, no region of the city can match the Menthis Plateau, with its diverse population. Culinary purists argue that the only place to sample halfling cuisine is in Little Plains, and likewise for the other racial neighborhoods in Menthis, but most people agree that the University district in Upper Menthis is the best place to sample the wide variety of cuisines Sharn has to offer.

Halfling specialties, gnome delights, elf cuisine, Karrnathi fare, and even exotic Riedran food are all available in the University district. University students and faculty are fond of dining at the Commons, a large open-air plaza near the top of one of the Morgrave University towers where food vendors bring carts and wagons daily to serve up a smorgasbord of ethnic offerings.

Of course, sometimes the need for quality overshadows spectacular views and culinary variety. A few of the generally acknowledged best restaurants in Sharn include Sannid's in the Platinum Heights district of Upper Central, known for its extensive wine collection; Galdin's Garden in the Seventh Tower district of Upper Menthis, surrounded by a tovertop garden featuring roses and orchids; The Oaks in the Shae Lias district of



Sharn Seal



Upper Northedge, serving elf and Brelish cuisine in an elaborate open-air pavilion surrounded by oak trees; and Olladra's Arms in the Hope's Peak district of Upper Dura, notable for its banquet-style seating and generous portions.

Finally, as in many cities across Khorvaire, House Ghallanda offers *heroes' feasts* in the city as often as demand allows. Ghallanda does not have a major presence in the city. Unlike in some eastern cities where such feasts occur weekly, in Sharn they usually occur no more than once a month, in rotating locations—in the House enclave in Dragon Towers (in Middle Central), in the huge Ghallanda Hall Inn in the Underlook district of Middle Dura, and in the open-air market in Little Plains (in Middle Menthis).

See also the discussion of dining clubs under Companionship, on page 14.

DINING PRICES

Dinner Quality (Example)	Cost per Person
Outstanding (Celestial Vista)	75 sp
Includes fine wine	
Excellent (Sannid's)	40 sp
Includes good wine	
Good (Besimir's Folly)	35 cp
Includes common wine or ale	
Common (The Commons)	19 cp
Includes ale	
Poor (street vendor)	12 cp
Includes watered ale	

A Friend at the Bar

Dozens of inns and taverns dot Sharn's landscape. Some of these vary only in name. Others offer unique services or have unusual clientele, and these are highlighted in the descriptions of each district.

Traditionally, many adventurers retire to the tavern between adventures, and a tavern is a time-honored place to meet with an employer. The PCs may choose to crawl from one pub to another, never settling in one place—but there are a number of advantages to be gained by declaring one tavern as your personal watering hole.

When a character becomes a regular at a tavern, he makes friends and gets to know the locals. People talk over drinks, and he gets to know how people react to different situations. As a result, he gets a +2 circumstance bonus on all Gather Information or Knowledge (local) checks made in the same ward as the tavern, and he gets a +3 circumstance bonus on Diplomacy and Sense Motive checks made involving other characters or NPCs who are also regulars at the pub.

Choice of tavern also affects the way that the characters are perceived and the type of work they are offered. A group that drinks on Lower Dura gets a chance at a lot of quick and dirty deals; it's a good place to meet a pickpocket, but the Aundairian

ambassador won't be dropping by. On the other hand, Dragon Towers makes an excellent choice for characters who want to get involved in the intrigues between the dragonmarked houses.

The PCs don't have to spend all their gold at the same place; they can drink at Moraggan's one night and Shamuukar's the next. But they can only receive the benefit of being regulars at one tavern—and the DM is always free to revoke those bonuses if they aren't spending enough time at the bar.

EDUCATION

Educational opportunities abound in Sharn, though not to the extent that they do in Korranberg, with its prestigious university and library. Morgrave University (as described in the *EBERRON Campaign Setting*) is a second-rate university, apparently as interested in selling antiquities from Xen'drik as in studying them. Nevertheless, some prominent scholars sit on the faculty of Morgrave University, and it is an excellent resource for characters seeking educational opportunities. If your campaign uses the rules for training to learn skills and feats (from Chapter 6 of the *Dungeon Master's Guide*), characters can find tutors to train them in Knowledge skills, Decipher Script, and Speak Language at Morgrave. In a less formal context, a patron from Morgrave might be able to serve as a trainer for field-useful skills such as Disable Device, Search, Survival, and Use Magic Device.

Formal schooling in the remains of the Five Nations is considered a right and a necessary part of every child's training. Children are encouraged to attend public schools from the age of 6 to the age of 10, though attendance isn't mandatory.

From the age of 11, the most common form of educational instruction in Sharn, as elsewhere, is apprenticeship. The best way to learn Craft and Profession skills is to practice them under the supervision of a mentor, and the guilds of Sharn monitor this formal process. The guildhalls in Dragon Towers are the headquarters of these guilds (some of which have connections to the dragonmarked houses, many more of which do not), and that neighborhood is thus the best place to discover such opportunities. Typically, a guildhall takes the name and contact information of a prospective apprentice, and then polls its members to find a master willing to take on a new apprentice. The master then contacts the apprentice directly.

Some practitioners of other skills (including stealthy or criminal skills such as Hide, Move Silently, Forgery, and the like) take on apprentices in a similar manner, though it is often more difficult to locate such a master. The criminal organizations discussed under Criminal Purposes, page 14, certainly offer such training opportunities, but are not easy to contact unless one already has an in with the organization.

In general, apprenticeship takes place from the age of 11 to 15 or so, generally before the start of

a character's adventuring career. It is possible for a player character to keep in contact with former mentors and to draw on them as a resource, at the DM's discretion.

EMPLOYMENT

Much like education, finding employment often depends on connections to one of Sharn's trade guilds. Characters seeking to exercise their Craft or Profession skills can either strike out on their own, or seek employment through the guilds. The latter option generally offers better prospects, particularly in the long term. Characters seeking other kinds of employment, particularly of a more adventurous kind, might find leads at one of the adventurers' guilds in Clifftop (in Upper Dura) or Deathsgate (in Middle Tavick's Landing), at Morgrave University (in Upper Menthis), or the Wayfinder Foundation (in Upper Central). Another strong possibility is work for the *Sharn Inquisitive*, the city's local chronicle. Haftak ir'Clarn, the chronicle's publisher, frequently hires adventurers to bring him exciting stories. His residence and offices are in the University District of Upper Menthis.

ENTERTAINMENT

Whether a character seeks nothing more than a fun evening on the town or wants to witness a great performance by a renowned artist, Sharn offers abundant entertainment on a nightly basis. The hub of the entertainment industry in Sharn is Menthis Plateau, and from the tovertops down to the Cogs this quarter is a bustle of activity from sundown to sunup.

The Torchfire district in Lower Menthis occupies the bottom of the entertainment ladder in Menthis, but remains a fine place to enjoy inexpensive entertainment. The Ten Torches Theater gives this district its name, and it has become something of an institution in Lower Menthis. Its offerings focus on the bawdy, with a strong dose of music and comedy, all presented in a crowded, smoky atmosphere. The low price of admission and the raucous entertainment of the shows combine to pack its seats every night.

Gailan's, a restaurant in Torchfire, enjoys a reputation for bringing the best up-and-coming talent to its stage—musicians, actors, and other performers who often go on to play more prominent venues in the higher levels of Menthis. The food is good but the entertainment—offered in the round—is the reason for going. The proprietor has claimed for years that he is looking for new cooks and planning to build up an impressive wine cellar, but such improvements remain for the indeterminate future.

Across the plateau, in the tavern district of Downstairs, a new theater offers the Ten Torches its first dose of local competition in ages. Called the Diamond Theater, it features a large stage and spacious seating—at least compared to the Ten Torches.

Perhaps more important, it claims a serious young playwright as its artist-in-residence, who lends an air of sophistication to the theater with her dramatic, sometimes tragic works. The plays of Luca Syara attract attention even in Upper Central, and a popular Menthis pastime is speculating on what upper-level theater will snatch her up when her contract with the Diamond expires.

As with most things, offerings in Middle Menthis are a step above those in the lower levels, figuratively as well as literally. Middle Menthis's theater district, called Smoky Towers, offers an ironic comment on the Torchfire district immediately below it. Performers who get their first big break at Gailan's move on to any of several similar venues in Smoky Towers—dinner theaters such as Third Tier, the Starfire Dragon, or Mizano Rupa's; recital halls such as Thovanic Hall or the Atrium; and the ornate Classic Theater.

The theater scene in Smoky Towers labors under some controversy. The Classic Theater, the only major theater in the district, is devoutly committed to performing only the classics of dramatic repertoire, perhaps motivated by fear of being too closely associated with the likes of the Ten Torches. Its extremely traditional productions include no plays written since the start of the Last War. Many people appreciate this stance, looking to the ancient heritage of Galifar for strength and comfort in the wake of the Last War. Others seek more contemporary fare, including Luca Syara's plays (several of which wrestle very seriously with issues derived from the war), in other districts.

The entertainment offerings in Upper Menthis are concentrated in the University District, and are in a class by themselves. The finest musical performances in the city occur in Kavarrah Concert Hall and in the Sharn Opera House.

Four major theaters operate in Upper Menthis: the Art Temple (known for cutting-edge, avant-garde plays), the Grand Stage (presenting a mixture of classic repertoire and modern works in classical style), the Stargazer Theater (an open-air tower-top stage with an extensive summer season of classics), and the Khavish Theater (aimed at a more mainstream audience, incorporating more music, more risqué elements, and more comedy without sinking to the depths of the Ten Torches' burlesque). With the exception of the Khavish, located in the gnome neighborhood of Den'iyas, these are all within a stone's throw of Morggrave University.

THE COST OF A GOOD TIME

Entertainment	Cost
Lower Menthis	
Ten Torches (one ticket)	6 cp
Gailan's (dinner and a show)	32 cp
Diamond Theater (one ticket)	9 cp
Middle Menthis	
Dinner theater (dinner and a show)	45 cp
Recital hall (one ticket)	19 cp
Classic Theater (one ticket)	30 cp
Upper Menthis	
Kavarrah Concert Hall (one ticket)	24 sp
Sharn Opera House (one ticket)	22 sp
Theater ticket (excellent seat)	17 sp
Theater ticket (good seat)	11 sp
Theater ticket (balcony seat)	8 sp

EXOTIC SERVICES

Exotic services include any service that is not commonplace in a Brelish city such as Sharn. For example, it is traditional for halfling warriors from the Talenta Plains to recline in couches while servants rub

GREAT PERFORMANCES

Player characters trying to earn money using the Perform skill need to find venues appropriate to their talents.

Routine Performance (Perform DC 10): Routine performances are best confined to well-trafficked bridges in the lower tower levels, with an open instrument case for donations. You need to be better than this to get into Gailan's.

Enjoyable Performance (Perform DC 15): A Perform check this good can land a character a gig at Ten Torches, the Diamond Theater, or less well-known venues in Torchlight. Gailan might take a character making this kind of check, particularly if she can hit a DC of 18 to 20 with some regularity.

Great Performance (Perform DC 20): Any of the venues in Smoky Towers will take characters making this kind of Perform check. Theaters in Upper Menthis—certainly the Khavish, which is the least discriminating—will take actors of this caliber as well, though probably not in leading roles.

Memorable Performance (Perform DC 25): Playing Kavarrah or the Sharn Opera is the dream of most musicians, and a performance this good is worthy of such a venue. The stars of the dramatic stages in Upper Menthis routinely make checks of this difficulty as well.

Extraordinary Performance (Perform DC 30): Kavarrah widely promotes performances of this class as its major events each season. This is the big time.

scented oil into their hair, but a Talentan warrior cannot easily find a place in most Brelish towns that caters to that particular custom. In Sharn, however, he or she need only visit the Little Plains district in Middle Menthis and find the Rider's Rest to feel right at home.

Sharn's racial and ethnic neighborhoods are the best locations to find these sorts of exotic services. These neighborhoods include Little Plains in Middle Menthis, Den'iyas (a gnome neighborhood) in Upper Menthis, Holdfast in Middle Northedge and Highhold in Upper Dura (two dwarf neighborhoods), Shae Lias (an elf neighborhood) in Upper Northedge, and Overlook, which includes an enclave of kalashtar as well as humans from Adar. Significant populations of Lhazaar, Karrnathi, and Cyran immigrants make Middle Menthis a particularly diverse ward, a large contingent of Karrns live in Graywall in Middle Tavick's Landing, and a small Eldeen minority inhabits Skysedge Park in Upper Central.

Pricing Exotic Services: As a rule of thumb, assume that an exotic service costs about the same as a meal (see Dining Prices, above). A service offered in a luxurious setting in an exclusive neighborhood (such as Skyway) compares to an outstanding meal at the Celestial Vista (75 sp). A service of fine quality offered in a quality establishment in an upper-class neighborhood compares to an excellent meal (40 sp). A good-quality service in an ordinary establishment in a middle-class neighborhood is equivalent to a good meal (35 cp), and so on.

FIND SOMEONE

A city as large as Sharn offers plenty of places to hide (see Hiding, page 21). Consequently, it also supports a sizable number of inquisitives who specialize in finding people who might prefer not to be found, or just people who don't know someone might be looking for them. There is no single district where inquisitives tend to set up shop; any given district can only support so many. Middle-class districts of a certain flavor are the most likely areas to find an inquisitive—places such as Underlook in Middle Dura, Deathsgate in Middle Tavick's Landing, and Warden Towers in Middle Menthis. The best inquisitives—particularly when it comes to finding what's lost—are those associated with the Finders' Guild of House Tharashk. Four Tharashk inquisitives with the lesser Mark of Finding head agencies in different parts of the city: Kurt Karr'Aashta's Investigations in Deathsgate, Information Acquisition in Underlook, Thuranne Velderan's Investigative Services in Warden Towers, and Globe Information Agency in Dragon Towers. The dragon-marked heads of these agencies generally work only on the most important or difficult cases, but their staffs are among the best inquisitives in the business.

Do-it-yourself types who don't want to (or can't) pay an inquisitive have other alternatives, ranging

from amateur sleuthing to powerful magic. Gather Information might work to find a specific individual. However, it is usually only possible to learn the whereabouts of a person within a single district—asking around Highest Towers trying to find someone hiding in Precarious is doomed to failure. If the person sought is located in the same district as the person seeking, a successful check against DC 20 to 30 (depending on how noticeable the character is, how carefully he is hiding, and similar factors) can at least narrow down the hiding person's location. Naturally, spells such as *locate creature* and *know location* are the most effective means of finding people.

Hiring an Inquisitive

An inquisitive's rates vary from person to person. In general, they range from 10 sp to 20 sp per day, plus expenses. (This is comparable to the results of a Profession check.) For exceptionally difficult or dangerous cases, inquisitives usually increase their rates by as much as 100% and insist on receiving an advance for several days' work.

An inquisitive who brings magical resources to bear in the course of a case charges typical rates for spellcasting:

Spell	Minimum Cost*
<i>Clairaudience/clairvoyance</i>	60 gp
<i>Discern location</i>	1,200 gp
<i>Locate creature</i>	280 gp
<i>Locate object</i>	60 gp
<i>Spying</i>	280 gp

*The minimum cost assumes the lowest caster level that allows casting the spell. Higher-level casters produce better results and charge correspondingly more.

GATEWAY TO XEN'DRIK

Many adventurers come to Sharn solely to get someplace else, using the city as a launching point for an expedition to the ancient ruins and trackless jungles of Xen'drik. Morgrave University and the Wayfinder Foundation both send teams to Xen'drik on a regular basis, and Sharn hosts a thriving antiquities market that provides demand for items recovered from Xen'drik by both official and amateur expeditions.

The Cliffside ward is a good place to find ship captains experienced in the passage to Xen'drik, who have contacts with the sahuagin of Shargon's Teeth and can secure safe passage through those straits. The journey from Sharn to Stormreach is about 1,500 miles and takes a little over a month by sailing ship. The usual cost of passage is about 300 gp. It is sometimes possible to hire an elemental galleon for the journey, which takes only three or four days but costs 3,000 gp. A House Lyrandar sailing ship (without elemental power) can make the trip in 11 days and costs about 1,500 gp. Airships do not normally make the trip from Sharn to Xen'drik.

Stormreach, a rough-and-tumble frontier community where giants often trade in the marketplace, is an essential stopover for most expeditions before proceeding farther into the wilds of Xen'drik.

Expedition Arrangements

If a group of adventurers manages to secure employment on an expedition to Xen'drik, they can expect the following terms:

- The organizer of the expedition secures letters of marque for the characters.
- The organizer usually arranges for transportation to Xen'drik, though this is not always true.
- The organizer provides rations and mundane equipment, usually consisting of anything in the "Adventuring Gear" category of goods from Table 7–8 in the *Player's Handbook*.
- The organizer has the right to claim any treasures that the adventurers recover on their expedition, presumably for research purposes or for display in the Dezina Museum. The adventurers may keep or sell any items the organizer does not claim, and the organizer typically offers a guarantee of a minimum amount of gold. This amount is typically ten times the average treasure value for an encounter of the party's average level, as shown on Table 3–3 in the *Dungeon Master's Guide*, divided by the number of characters in the party.

For example, a group of six 3rd-level characters would receive a guarantee of 1,500 gp each, since the average treasure value for a 3rd-level encounter is 900 gp ($900 \times 10 \div 6 = 1,500$).

- Sometimes an expedition organizer accompanies the characters on the expedition, while other organizers prefer to remain in the relative safety of Sharn. When the organizer accompanies the expedition, it is assumed that the adventurers give highest priority to protecting the organizer's life.

Guides

As the gateway to Xen'drik, Sharn has a number of residents who sell their services to adventurers and prospectors planning expeditions to that mysterious continent. As with investigators, House Tharashk dominates this field, making use of their magical dragonmark abilities (*know direction* and *find the path*) as well as their extensive, if more mundane, skills and experiences. The House's grand hall in Dragon Towers is its most prominent public face, but better deals and sometimes better guides can be found in their enclave in Clifftop (in Upper Dura).

Sometimes visitors to Sharn need guides within the city itself. City guides are easy to find: they usually cluster around arriving Orien lightning rail coaches, airships, and river vessels, hoping to solicit business from newly arrived visitors.

These guides—often very young individuals—are inexpensive and tend to highlight the great tourist attractions of the city, which is sufficient for many visitors' purposes.

City guides of a different caliber can be found in Ambassador Towers. Most of the escort services in this district emphasize companions who are knowledgeable about the city and its attractions as well as being enjoyable company in other ways (see *Companionship*, page 14).

HIRING A GUIDE

Guide Service	Cost
House Tharashk guide to Xen'drik	
Unmarked	1 gp per day
Dragonmarked (least mark)	3 gp per day
City guide, ordinary	1 sp per day
City guide, escort	25 sp per day

HEALING

House Jorasco operates houses of healing throughout the city, though they are concentrated in middle-class neighborhoods (any district that includes average services might include a Jorasco house of healing. The headquarters in Sharn is in Dragon Towers (in Middle Central), and characters in need of a *heal* spell or similar magic need to find their way to the main enclave rather than to one of the smaller houses elsewhere in the city. Prices for House Jorasco healing services are provided in the *EBERRON Campaign Setting*.

The clerics of Khorvaire are not merchants. Adepts devoted to Boldrei often work with House Jorasco, but adventurers who go into a church and treat the priest like a common merchant or healer will be thrown out; divine magic is a gift of the gods, not a commodity such as arcane magic. In particular, *raise dead* is rarely used on Khorvaire, and it is highly unusual to find a cleric or adept who has the spell prepared. Followers of the Silver Flame believe that warriors who die in holy service join the Flame after death, while the Valenar elves believe their dead join with the spirits of their ancestors. Even among the followers of the Sovereign Host, using *raise dead* is viewed as a challenge to the will and wisdom of the gods. This does not mean that there is no hope for heroes who fall in battle—but it is not just a matter of tossing 5,450 gp at the local priest.

Only a few people in the city can raise the dead, so finding one of them is the first step. The Dragonmark of Healing can only help the living, but the Great Healing Hall in Dragon Towers employs two adepts, both priests of Boldrei, capable of casting *raise dead*. Other people capable of casting the spell—including Archierophant Ythana Morr (Silver Flame), High Priest Phthaso Mogan (Sovereign Host), Mayne Jhaelian of Shae



Lias (Undying Court), and Lan Hazal (Blood of Vol)—rarely have the time or desire to deal with the needs of adventurers.

After finding a capable spellcaster, it is necessary to persuade the character to help. The spellcaster must have a helpful attitude, and must hear an excellent explanation of why the victim must be returned to the world of the living. Even if the priest agrees to cast the spell, gold alone is not sufficient payment. The spellcaster usually demands that the raised character pay for his life by performing a special service on behalf of the god.

There are no priests in Sharn who can cast *regeneration* or *resurrection*. Access to this magic would entail a trip to Flamekeep in Thrane or a holy site of similar importance, and would undoubtedly require a great quest on the part of the beneficiary.

HIDING

One of the benefits of a large city is the anonymity it affords to those who live in it. It is much easier to lose oneself in Sharn than in a tiny farming village in rural Aundair, to lie low, avoid attention, or otherwise escape pursuit of any kind. Naturally, the best place to hide in the city is where searchers are least likely to look. Sometimes this means unobtrusively taking up residence in Lower Dura or the Cogs;

sometimes it means pretending to be a noble and living the high life in Upper Central.

A booming business can't be carved out of hiding; it's mostly just something people do, or try to do. However, certain of the criminal elements in the city do occasionally accept payment in exchange for helping people create new identities. Naturally, the changelings of the Tyrants, the criminal gang concentrated in the Dragoneyes district of Lower Tavick's Landing, excel at this practice. For a (quite large) sum of money, they employ magically enhanced surgical techniques to permanently alter a client's appearance, provide forged identification papers and other documents that might be needed to establish a new identity (a university diploma or professional certification, for example), and use their own agents to create at least a temporary cast of supporting characters in the drama, as needed. The cost for this unusual service varies depending on the new identity to be created, but ranges from 500 gp (for a relatively simple new identity) to 5,000 gp or more (for an elaborate new life).

HIRED HELP

Adventurers seeking hired help in Sharn, on either a short-term or a long-term basis, should at least begin in the adventurers' quarters of Clifftop (in Upper

Dura) and Deathsgate (in Middle Tavick's Landing). All of the hiring services shown on Table 4–1 in the *Dungeon Master's Guide* are available (at the given price) in those two districts, and hirelings in those districts are accustomed to working with adventurers. Professional services are clustered in Sharn into two districts in Upper Tavick's Landing as well as the Dava Gate district of Middle Central.

LEGAL AID

Barristers (often called advocates or councilors) are among the hirelings commonly employed by adventurers, and barristers specializing in adventurers' concerns keep shop in Clifftop and Deathsgate. From property disputes and charges of plundering (for bringing artifacts from Xen'drik without a letter of marque, for example) to robbery charges and wrongful death suits, these barristers are experienced with the variety of problems encountered by adventurers in the city. Rates may increase significantly for particularly difficult or high-profile cases.

The most expensive and high-powered barristers in Sharn—many of them connected to House Sivils—have offices in Dava Gate (in Middle Central), near the edge of the Dragon Towers district. They work closely with most of the dragonmarked families, embassy personnel in Ambassador Towers, and the financiers of Upper Central.

MAGIC ITEMS, BUYING OR SELLING

Sharn boasts some dozen magic item dealers of various specialties, located in various areas throughout the city. The adventurer's quarters in Upper Dura (Clifftop) and Middle Tavick's Landing (Deathsgate) are fine places for lower-level adventurers to acquire and sell magic items. The options are limited for high-level characters, however, because of the gold piece limit in those districts (35,000 gp in Deathsgate and 40,000 gp in Clifftop). Other options include a few dealers in the Seventh Tower district in Upper Menthis (limit 70,000 gp), one exclusive shop in the Platinum Heights district of Upper Central (limit 100,000 gp), and of course several dealers in the magic district of Middle Menthis, Everbright (limit 100,000 gp). Dealers in Everbright are far more willing to buy used or salvaged items than those in Platinum Heights and Seventh Tower, which cater to wealthy but not necessarily adventurous collectors. A feature unique to Platinum Heights, however, is a magic item auction house, Aurora Gallery.

NEWS

The *Sharn Inquisitive*, the city's local chronicle, is the best source of local news. The *Inquisitive* appears weekly on Sul and is distributed via city mail. Its publisher, Haftak ir'Clarn, is a distant cousin of Lord Ruken ir'Clarn, a member of Breland's parliament who often expresses viewpoints and opinions

in opposition to King Boranel. Haftak's position on his cousin's radical politics aside, you can find critics who claim that the *Inquisitive* goes out of its way to support or attack the Brelish crown.

Readers generally turn to the *Inquisitive* for local news (which some say reads more like idle gossip) and the opinion pages, which regularly feature heated debates on important city issues. For news from beyond Sharn, most educated citizens rely on the *Korranberg Chronicle*.

Keeping up with the News

A subscription to the *Sharn Inquisitive* costs 3 gp per year. Though the publication is not normally available for sale by single issues, it is usually easy to find a discarded copy a few days after publication.

PAYING TAXES

Characters who come to Sharn from the surrounding region to pay their annual taxes owed to the king can do so in any of four locations. There are tariff offices in Cogsgate (in Lower Tavick's Landing), Grayflood (in Cliffside), Precarious (in Lower Dura), and Warden Towers (in Middle Menthis). These offices collect tariffs and duties on trade as well as other annual taxes.

PILGRIMAGE DESTINATIONS

Sharn doesn't draw pilgrims the way that Flamekeep draws followers of the Silver Flame, but the city contains a few attractions for those of pious inclination. Three sites sacred to the Sovereign Host exist in the city: the Pool of Onatar's Tears in Khyber's Gate (in the Plateau Cogs), the Great Hall of Aureon in the University District (in Upper Menthis), and the Korranath in the district that bears its name (in Upper Central).

The Shrine of Fathen the Martyr in North Market (in Lower Northedge), attracts those devoted to the Silver Flame. During the church's crusade against lycanthropes in 832 YK, Fathen was torn to pieces by wererats in the middle of North Market; the shrine rests on that site.

Kalashtar and human followers of the Path of Light from across Khorvaire often visit Sharn to see Enlightened Havakhad, a powerful monk who lives in a small shrine in Overlook (in Upper Dura). Believed to have oracular powers, the Enlightened One's tremendous wisdom grants him deep insight that helps those seeking guidance.

PLACES TO LIVE

For a city of over 200,000 inhabitants, Sharn has plenty of housing. From apartments in its business districts to townhomes and estates in quieter residential neighborhoods, Sharn has places to live to match most tastes and every budget. Northedge has a reputation as the most residential of Sharn's

quarters, and its topmost levels (including the districts of Oak Towers, Crystal Bridge, and the elf neighborhood of Shae Lias) include some of the finest townhomes in the city. Middle Northedge has quiet townhomes that are less expensive than those in the upper districts, and Oakbridge contains some of the nicest middle-class housing in Sharn. Even the apartment districts in Lower Northedge are more pleasant than their lower-class status would indicate, maintaining something of a small-town feel within the bustle of the city.

For those who prefer to live closer to the heart of the city, Mithral Tower (in Upper Central) features spectacular townhomes, and Platinate (in Upper Menthis) housing rates as only slightly less grand. Housing in the Highwater district (in Upper Dura) comes in as very affordable, while Ocean View (in Upper Tavick's Landing) provides the most desirable and exclusive housing on the east side.

COST OF LIVING

Residence	Cost
Upscale residence (rent)	2d8×10 gp/month
Average residence (rent)	1d4×10 gp/month
Poor residence (rent)	1d4 gp/month
Upscale residence (buy)	2d8×2,500 gp
Average residence (buy)	1d4×1,500 gp
Poor residence (buy)	1d4×100 gp

PLACES TO STAY

For those planning shorter stays in Sharn, the city offers abundant inns, hostels, and boarding houses. No less than five inn districts provide lodging in all areas of the city, all concentrated in the lower levels. Hostelhome in Lower Dura, High Walls and Dancing Shadows in Lower Tavick's Landing, Boldrei's Hearth in Lower Central, and Underlook in Middle Dura together offer over six hundred inns and hostels to travelers and other visitors. That said, almost every business district in the Sharn has some type of inn, and upscale districts such as Platinum Heights and Highest Towers (in Upper Central), Seventh Tower (in Upper Menthis), and Skyway feature the best lodging in the city.

House Ghallanda offers a *secure shelter*, a lodging option popular among adventurers. The dragon-mark heirs of the house establish these shelters in North Market (in Lower Northedge) or The Bazaar (in Middle Dura) whenever demand requires. As described in the *EBERRON Campaign Setting*, these *shelters* cost 280 gp, or 35 gp per person if the maximum of eight people share a *shelter*. Adventurers should note that city law prohibits erecting a *Leomund's secure shelter* within 1 mile of Sharn without a permit, and House Ghallanda holds the exclusive permit.

Characters without money to pay for lodging can find shelter in one of the many almshouses

located in the city's poorer districts (primarily slums and tenement districts in Lower Dura and the Cogs). Though lodging here is free, such places are notoriously dangerous.

RESEARCH

Sharn's Morgrave University, while not the most respectable institution of higher learning in Khorvair, has an extensive library with definitive collections in certain fields, particularly arcana, dungeoneering, geography, and history. Characters seeking knowledge in any field should be able to find resources in the library to assist their search. The university is an excellent resource for hiring sages on a short- or long-term basis. Even sages with no connection to the university tend to cluster around it, establishing their homes and businesses in the University, Den'iyas, or Ivy Towers districts of Upper Menthis.

Another important resource for certain kinds of research is the City Archive in the Highest Towers district of Upper Central. The Archive contains exhaustive historical records of Sharn; birth, death, and marriage records; and copies of legal documents such as identification papers and letters of marque issued in the city. Access to these records is more limited than access to the Morgrave library, however.

Characters pursuing more hands-on research might find what they seek in the Depths, where sewers and tunnels snake through the ruins of two ancient cities. Similarly, the crypts of the necropolis might be a source of relevant historical information.

SPELLCASTING

As with magic item dealers, spellcasters-for-hire offer their services throughout the city. Spellcasters experienced with providing for the needs of adventurers can be found in abundance in Clifftop and Deathsgate. These spellcasters usually have spells prepared that are useful to adventurers, including *remove curse*, *remove disease*, *break enchantment*, *divination*, and similar spells.

Magewrights and adepts of all levels can be found throughout Sharn, but there are only a handful of other spellcasters of 9th level or above, and these powerful individuals rarely sell their services for gold.

Spellcasting Costs

The table below summarizes spellcasting costs depending on the class of the spellcaster and the minimum level required for a character of that class to cast a spell of the desired level. There are no resident NPCs in Sharn who can cast spells of 7th level or higher, and the few who can cast 6th level spells, such as Archierophant Ythana Morr, are unlikely to exchange their services for gold, dealing instead in favors and services. As a general rule, characters can only purchase spells of 5th level or below. Finding higher-level spells should be part of a quest or adventure.

Spell Level	Minimum Cost				
	Cleric, Druid, Wizard	Sorcerer	Artificer, Bard	Adept, Magewright	Paladin, Ranger
0	5 gp	5 gp	5 gp	5 gp	—
1	10 gp	10 gp	20 gp	10 gp	20 gp
2	60 gp	80 gp	80 gp	80 gp	80 gp
3	150 gp	180 gp	210 gp	240 gp	150 gp
4	280 gp	320 gp	400 gp	480 gp	280 gp
5	450 gp	500 gp	650 gp	800 gp	—

STORAGE

House Kundarak's role in the financial world takes a back seat to its role in providing security for warehouses, businesses, and private locations who can afford their services. Foremost among the secure storage facilities they provide in the city are the Vaults that occupy the lower levels of the Kundarak Bank of Sharn in Upper Central's Korranath district. The Vaults, designed primarily to store small items of great value, feature unparalleled security. House Kundarak also guarantees the security of a number of warehouses in Lower Dura and Lower Tavick's Landing, which are convenient to the major trade routes through the city.

TRANSPORTATION

New visitors find that getting around Sharn provides almost as much entertainment as the many sights and wonders the city has to offer. Skycoaches—resembling small boats that range from rowboat-sized skycars to longship-scale tour coaches—dart through the air of the city, transporting people from place to place. Skycoaches can be found at the Orient lightning rail station in Cogsgate (in Lower Tavick's Landing), at the waterfront in Cliffside, and at the airship docks in Highest Towers (in Upper Central). Skycoaches can also be summoned from larger balconies on towers throughout the city.

Other ways to get around include *soarsleds*, flying disks that flit rapidly through the air, and glidewings brought to the city by Talenta halflings living in Little Plains (in Middle Menthis). A few citizens ride more exotic flying mounts, ranging from griffons and hippogriffs to giant eagles and owls, but these are hard to stable in most areas of the city. (Skyway is the only ward with ample accommodations for large flying mounts.)

Of course, not all travel in Sharn involves flying through the air. Magic lifts move people vertically from the Cogs to the Upper-City. Mule-drawn wagons carry loads along the suspended roads and skybridges that crisscross the city. Horses move among the towers, either carrying riders or pulling carriages, and many people walk from place to place whenever possible.

Skycoach Fares

Skycoaches charge a standard rate of 1 sp per mile through the city. Thus, it is possible to get from Lower Tavick's Landing to Upper Dura for about 6 sp.

WEATHER

Most of the year, Sharn's weather varies from hot and humid to hot and rainy, with brief periods of warm and dry conditions. It doesn't rain constantly in the City of Towers, but it certainly rains more often than not, and few days pass that boast no precipitation at all.

Rain aside, Skyway and the Upper-City enjoy more pleasant weather, and a cool breeze blows across these levels most of the time. The Middle-City and below feel the brunt of the hot, humid conditions that regularly visit the region.

WORSHIP

Temples can be found in every quarter of Sharn, though not in every district. This abundance of temples, dedicated to every deity, guarantees the citizens of the city a place of worship close to their homes. Most of these temples are little more than small shrines dedicated to a single deity, but the four temple districts of the city all contain great houses of worship dedicated to the Sovereign Host (as a pantheon) and the Silver Flame. Shae Lias (in Upper Northedge) contains a number of shrines to the Undying Court.

BUILDINGS AND BUSINESSES

The district descriptions in Chapter 2: Life in Sharn list building types in general categories—trades, services, food and lodging, temples and shrines, and residences. These categories cover a wide array of possible businesses. Use the lists below as a general guideline of the sorts of businesses found in each district.

If the player characters seek a certain kind of business in a single district, first consult the district description to determine whether it includes the right type of businesses. For example, if they are looking for a sage, listed in the Services—Upscale category, check the district description to see whether it includes upscale services. Dragon Towers (in Middle Central) includes such businesses, while Seventh Tower (in Upper Menthis) does not.

Certain district types indicate specific types of businesses in their entries. For example, the University District in Upper Menthis includes explicitly literary upscale trades and lists sage among the specific businesses. If the characters seek a sage in the University District, they have come to the right place.

Assuming that the desired business could exist in the district, assign a percentage chance based

on the number of businesses in the district of the correct type:

Number of Businesses	% Chance
1–20	5%
21–60	15%
61–120	30%
121–240	50%

For example, Dragon Towers has 20 businesses offering upscale services, giving a 5% chance that one of those businesses is a sage. Highest Towers (in Upper Central) has 75 such businesses, giving a 30% chance that one of them is a sage.

If a business of the desired type exists in a district, characters can learn its location with a successful DC 10 Gather Information check, which takes only 1d4 minutes and costs 1d4+1 copper pieces.

TRADES

Most trades, especially the exotic and upscale proprietors, operate out of an established shop. Most poor trades operate out of stalls in open markets or set up tents in the streets, skybridges, or common areas of towers.

Trades—Exotic

Alchemist, art dealer, calligrapher, costume shop, imported goods, magic armor dealer, magic item dealer (general), magic weapon dealer, pet store, potion dealer, rare wood merchant, scroll merchant, soap maker, spice merchant, trapmaker, wand merchant.

Trades—Upscale

Antique dealer, bookbinder, bookseller, candy maker, clockmaker, cosmetics dealer, curio dealer, dice maker, distiller, fine clothier, gemcutter, glassblower, glazier, goldsmith, inkmaker, jeweler, mapseller, papermaker, perfumer, pewterer, sculptor, seal maker, silversmith, toy maker, trinkets shop, vintner, wiresmith.

In addition to the indicated trades, upscale trades might include fine artisans of the types listed under average trades. As the masters of their trades, these artisans sell items of fine quality at increased prices, including masterwork goods. For example, Sharn's finest weaponsmiths would be found in districts with upscale trades.

Trades—Average

Armorer, baker, bazaar, blacksmith, bonecarver, bowyer, brewer, butcher, carpenter, carpet maker, cartwright, Chandler, cheesemaker, cobbler, cooper, coppersmith, dairy, fletcher, florist, furniture maker, furrier, grocer, haberdasher, hardware store, herbalist, joiner, lampmaker, locksmith, mason, merchant, music shop, outfitter, potter, provisioner, religious items dealer, roofer, ropemaker, saddler, sailmaker, seamstress, shipwright, stonecutter,

tailor, tapestry maker, taxidermist, thatcher, tile-maker, tinker, weaponsmith, weaver, wheelwright, whipmaker, wigmaker, woodworker.

In addition to the indicated trades, average trades might include fine crafters of the types listed under poor trades, selling masterwork versions of their goods. There are not many masterwork basket weavers in Sharn, but they would be found in districts with average trades, not poor trades.

Also, average trades might include inferior crafters of the types listed under upscale trades, selling inferior goods at lower cost (80% normal). Using inferior tools is better than using no tools at all, but still imposes a –1 penalty on checks made with such tools.

Trades—Poor

Bait and tackle shop, basketweaver, brickmaker, broom maker, candlemaker, charcoal burner, dyer, firewood seller, fishmonger, fuller, leatherworker, livestock, lumber, miller, netmaker, tanner.

In addition to the indicated trades, poor trades might include inferior crafters of the types listed under average trades, selling inferior goods at lower cost.

SERVICES

Not all services represent established places of business. Many—particularly criminal services such as assassins, burglars, and fences—are individuals who live in residences in the district and whose services are available for hire to those who know how to contact them. Depending on the nature of the service desired, locating such individuals might require a Gather Information check against DC 15 or 20.

Similarly, professionals such as architects, bookkeepers, and guides may not have a fixed place of business, but might work from their homes or travel to their employer's place of business when they have a contract. Finding such professionals is usually much easier than making a criminal contact, however, since most rely on advertising or extensive word-of-mouth to get new business. A successful Gather Information check against DC 10 or 15 (depending on the nature of the service) is sufficient to locate these professionals.

Services—Upscale

Animal trainer, apothecary, architect, assassin, bank, barrister, bounty hunter, cartographer, dentist, engraver, illuminator, kennel, masseur, mews, money-changer, sage, scribe, spellcaster for hire, tutor.

Services—Average

Auction block, barber, bookkeeper, bordello, clerk, engineer, fortuneteller, freight shipper, guide, healer, horse trainer, interpreter, laundry, messenger, minstrel, navigator, painter, physician, public bath, sharpener, stable, tattooer, undertaker, veterinarian.

Services—Poor

Acrobat, actor, boater, buffoon, building painter, burglar, carter, fence, gambling hall, juggler, laborer, limner, linkboy, moneylender, nursemaid, pawnshop, porter, ship painter, silo, teamster, warehouse.

OTHER TYPES OF BUILDINGS

In addition to trades and services, Sharn hosts all kinds of businesses and buildings. Remember that most of these aren't freestanding structures; instead, they occupy one or more floors in a tower or large building. Some are freestanding structures built on the platforms, balconies, and skybridges that form the "ground" of the higher levels of the city, or jut out from the side of a larger tower or building.

Lodging

Almshouse, boarding house, hostel, inn.

Food

Club, eatery, restaurant, tavern.

Temples and Shrines

The Sovereign Host (and specific deities), the Silver Flame, the Path of Light, the Undying Court (in areas with elf populations). Sharn has no overt temples to the Cults of the Dragon Below, and its one temple of the Blood of Vol is specifically detailed in the Graywall district of Middle Tavick's Landing. A few hidden shrines to the Dark Six do exist.

Residences

Many businesses are also residences, but residences indicated in district descriptions are single-purpose dwellings. Upscale residences are generally large and spacious, although those located in Northedge and Upper Tavick's Landing are larger and more like mansions than comparable residences in the heart of the Central Plateau or Menthis, which are more like penthouse condominiums. The largest residences might occupy an entire level of a tower near its summit. Average residences are comparable to a smaller condominium or townhouse. Those on the outskirts of the city are generally larger than those downtown. Poor residences are small apartments crowded close together.

POPULATION AND DEMOGRAPHICS

With over 200,000 citizens, Sharn is Khorvaire's largest city. Like most metropolises in Khorvaire, its racially diverse population is only one-third human (70,000), and includes not only the standard character races but also a number of goblinoids and other monstrous creatures. No more than 10% of the city's nonhuman population lives in specifically

ethnic neighborhoods, such as the dwarf neighborhood in Upper Dura. Most nonhumans are fully integrated into every district of the city.

Dwarves (35,000) make up the largest racial group in Sharn, after humans. A small proportion (about 7%) of these live in two dwarf neighborhoods: one in Middle Northedge and the one in Upper Dura. Many dwarves live in the wealthiest residential districts of the city, including the Central Plateau's prestigious Mithral Tower neighborhood. Many of these, as well as much of the rest of the Central Plateau's dwarf population, are affiliated with House Kundarak and work in the city's finance districts.

Sharn has almost as many halflings (22,000) as dwarves. Roughly 8% of these live in the so-called Little Plains district, a strongly ethnic halfling neighborhood in Middle Menthis, where the architecture strongly resembles the stone-carved city of Gatherhold in the Talenta Plains. Many more halflings live in integrated neighborhoods throughout the city, particularly in the city's many inn and tavern districts. House Jorasco has a prominent establishment in the Dragon Towers on the Central Plateau, and their houses of healing are located throughout the city.

Goblinoids, including goblins, hobgoblins, and bugbears, are another large minority in Sharn (20,000). While some (particularly the larger races) are immigrants from Darguun, many of the goblin families have lived in Sharn for over a thousand years, dating back to before the time of Galifar. Many of these folk cluster in two areas in Lower Dura and the Plateau Cogs, while most of the rest live in the other neighborhoods of Lower Dura and the Depths. Some labor in the forges and foundries of the Cogs, while many more are unemployed and live in squalor.

A sizable population of gnomes (17,000) calls Sharn home, with perhaps one-tenth of these living in Den'iyas in Upper Menthis. A significant number of these, as well as many other gnomes living in Upper and Middle Menthis, have ties to Morgrave University, or else to Menthis's bustling entertainment industry. House Sivis has a hall in Dragon Towers, and the most prominent members of the house live in that neighborhood. It also has a larger headquarters in the University District in Upper Menthis.

Sharn contains a somewhat smaller (13,000) population of elves. Some 11% of these live in Shae Lias, a neighborhood in Upper Northedge, though few have any connection to the University. Shae Lias is known as a quiet neighborhood of elegant taste, and is a popular shopping destination for those seeking artistic items and fine woodwork, including furniture. House Phiarlan has a small headquarters in Dragon Towers, with another several hundred elves attached to it. The rest of the elves live in integrated neighborhoods, though they tend toward upper-middle class status.

The city's half-elves (10,000) are fully integrated into neighborhoods throughout the city. Both House Lyrandar and House Medani have halls in Dragon Towers, and significant numbers of half-elves dwell there and in neighboring areas of the Central Plateau.

Shifters make up less than 5% of Sharn's population (8,500), concentrated in Lower Northedge, Middle Tavick's Landing, and the Depths. There are no shifter neighborhoods, but the shifters do tend to live in small clusters.

Changelings are a minority in the city (6,500). They do not cluster as shifters do, but gravitate individually to red light districts and tavern districts. A large number of changelings are found in the goblinoid neighborhoods of Lower Dura and the Plateau Cogs.

Sharn's orcs and half-orcs (4,250) are almost all connected to House Tharashk, which maintains a grand hall in Dragon Towers. Expeditions to Xen'drik, especially for the purpose of prospecting for dragonshards, has grown into a booming business in Sharn, and House Tharashk thrives on this trade. The house maintains a prominent presence in the Upper Dura neighborhood of Clifftop, which has a reputation as an adventurer's quarter. A significant number of inquisitives tied to House Tharashk also operate in the city.

The kalashtar in the city (1,600), mostly made up of a small group of recent immigrants, live in Overlook, an apartment district in Upper Dura.

The warforged residents of Sharn (1,500) continue to seek a place and a purpose since the end of the Last War. Many were built for the war but never used, since the fighting ended before they could be shipped to one of the fronts. With the Treaty of Thronehold, the warforged have become free citizens rather than property. Even so, many labor in virtual slavery in the Cogs.

The remainder of the population (2,500) consists of monstrous creatures, such as ogres, dopplegangers, medusas, minotaurs, and a few fiends. Many of the larger creatures (particularly ogres and minotaurs) came from Droaam under contract to House Tharashk to work in the Cogs. Most of these creatures live in the undercity districts of the Northedge Cogs and the Plateau Cogs. A few live higher in the city, either hiding their monstrous nature or putting it to good use in their work.

About 8% of Sharn's populace are members of player character classes.

WHO ARE ALL THESE PEOPLE?

Characters of various classes—both PC classes and NPC classes—fill a tremendous variety of roles within a city, and neither roles nor titles often neatly correspond to a given class or level. Two people with the exact same rank and function within the city guard might be a 5th-level warrior and a 3rd-level fighter. The “high priest” at one temple might be a 12th-level cleric while a 3rd-level adept or a 6th-level commoner fills the same role at another temple. Multiclassing only muddies the waters further: a 4th-level cleric/6th-level fighter might serve a primarily clerical function, she might be a member of the city guard (who supports the guard with divine magic), or she might be a templar charged with defending a temple against attack. The following lists are intended to help you imagine what roles NPCs of various classes might fill within Sharn and other towns and cities across Khorvaire.

Artificers: Adventurer, alchemist, construct dealer/repairer, court wizard, magic item dealer, sage, scholar, scribe, student, teacher, troubleshooter, tutor.

Barbarians: Adventurer, bandit, bodyguard, bounty hunter, freedom fighter, gladiator, guide, mercenary, soldier.

COMMONER OR EXPERT?

Is the blacksmith in Dunstan Tower a commoner or an expert? In game terms, it makes no difference as far as the smith's ability is concerned—a commoner and an expert of the same level probably have the same number of ranks in Craft.

In terms of the game world, commoners usually serve as menial laborers than master artisans. In a small village, the lone blacksmith might be a commoner, but a commoner can't compete in a big city with plenty of expert blacksmiths. The expert blacksmith may have commoner apprentices and a number of commoners who tend his forge and carry his firewood.

The majority of the humanoid population consists of commoners, not experts. Cities represent

the largest concentrations of non-commoners in the world, but even in a bustling metropolis teeming with PC-classed characters, experts, and aristocrats, commoners make up 80% of the population. Most craftspeople don't need six skills—one or two are enough to make their living. These are the background characters of Sharn, the teeming masses from whom the PCs and important NPCs of the city stand out in sharp relief. When you create new NPCs for the player characters to interact with in a meaningful way, it's okay to make them experts, aristocrats, or members of player character classes—the NPCs that matter in the city are not likely to be commoners.

Bards: Acrobat, actor, adventurer, adviser, alchemist, ambassador, assassin, buffoon, courier, diplomat, diplomatic aide, freedom fighter, herald, jester, juggler, messenger, minstrel, music instructor, teacher, tutor.

Clerics: Acolyte, adventurer, adviser, ambassador, bounty hunter, chaplain, cultist, diplomat, diplomatic aide, healer, high priest, knight, priest, teacher, templar, tutor.

Druids: Acolyte, adventurer, adviser, bounty hunter, cultist, guide, herbalist, hermit, high priest, priest, templar.

Fighters: Adventurer, assassin, bandit, bodyguard, bounty hunter, champion, city guard, freedom fighter, gladiator, knight, lord, mercenary, officer, soldier, templar, thug, trainer.

Monks: Acolyte, adventurer, adviser, assassin, bodyguard, cenobite, city guard, cultist, hermit, high priest, officer, priest, trainer.

Paladins: Adventurer, adviser, champion, justice, knight, lord, soldier, templar, trainer.

Rangers: Adventurer, bandit, bodyguard, bounty hunter, freedom fighter, guide, mercenary, scout, soldier, templar, trainer.

Rogues: Adventurer, ambassador, assassin, bandit, burglar, crime lord, cultist, cutpurse, diplomat, freedom fighter, mayor, security consultant, scout, spy, thug, trapmaker, troubleshooter.

Sorcerers: Adventurer, adviser, alchemist, assassin, battlecaster, bodyguard, cabalist, court wizard, cultist, fortuneteller, magic item dealer, spellcaster for hire, tutor.

Wizards: Adventurer, adviser, alchemist, assassin, battlecaster, bodyguard, cabalist, court wizard, cultist, fortuneteller, magic item dealer, sage, scholar, scribe, spellcaster for hire, student, teacher, troubleshooter, tutor.

Adepts: Acolyte, alchemist, cabalist, cultist, fortuneteller, high priest, magic item dealer, priest, sage, scholar, scribe, spellcaster for hire, student.

Aristocrats: Adviser, ambassador, business owner, bureaucrat, diplomat, diplomatic aide, knight, lord, mayor, plantation owner.

Commoners: Apprentice, artisan, barkeep, farmer, fisher, innkeeper, journeyman, laborer, merchant, servant, serving staff, shopkeeper.

Experts: Acrobat, actor, adviser, apprentice, artisan, barkeep, buffoon, bureaucrat, caravan leader, diplomat, fisher, guide, innkeeper, jester, juggler, journeyman, magic item dealer, merchant, minstrel, professional, sage, scholar, scout, scribe, serving staff, shopkeeper, student, teacher, tutor.

Magewrights: Apprentice, artisan, magic item dealer, merchant, professional, sage, scholar, student, teacher, tutor.

Warriors: Bandit, bodyguard, city guard, mercenary, soldier, templar, thug, trainer.

HISTORY OF THE CITY

Over the course of ten thousand years, the city by the Dagger River has risen and fallen time and again. The many scars of history can be seen everywhere—each representing a score of dangers to threaten the present-day inhabitants.

DUUR'SHAARAT

Thousands of years before humans came to Khorvaire, the land belonged to the hobgoblins. One of the greatest cities of the Dhakaani Empire was the hobgoblin metropolis of Ja'shaarat ("Bright Blade"), nestled by the edge of the Dagger River. The early Dhakaani architects carved their city into the stone instead of raising towers above the ground, and the halls of Ja'shaarat extended beneath the surface of the land. The goblin miners pushed into Khyber, discovering a vast lake of fire that burned with a supernatural heat. The blades and armor of the greatest Dhakaani warriors were forged here, and tempered in *khaar draguus*, the blood of the dragon. Later, they raised great monolithic buildings that covered each of the plateaus and would later serve as the foundation for the City of Towers.

When the alignment of the planes brought the daelkyr and their armies of horrors to Eberron, the Dhakaani empire fell before them, and Ja'shaarat was devastated. The empire never recovered from the conflict and the great city was never restored. The goblin tribes that hid in the ruins renamed their home Duur'shaarat, "Blade of Sorrows."

SHAARAT

In time, the humans of Sarlona began to explore across the ocean. A wave of humans followed the famed explorer Lhazaar to Khorvaire's eastern shores. The humans didn't stop there, however. They pushed inland and explored the northern and southern coasts seeking land to settle and kingdoms to erect. As a result, Malleon the Reaver discovered the inlet of the Dagger River twenty-five years after Lhazaar's historic undertaking. Malleon enslaved the goblins and built a fortress within the ruins on the bluff above the river.

Malleon, a superstitious man, hoped to make peace with whatever spirits remained in the ruins. He sealed off the deeper levels of the goblin-made mountain-monoliths that had been home to the majority of the hobgoblins, and he named the city Shaarat, deriving the name from the stories told by his goblin slaves.

Over the next six hundred years, Shaarat grew into a powerful and wealthy city. Breggor, first ruler of the nation that would eventually bear the name of Breland, demanded that Shaarat bow to his authority. Malleon's descendants refused. A long siege followed, ending when Breggor ordered his wizards to rain destruction on Shaarat.

SHARN AND THE WAR OF THE MARK

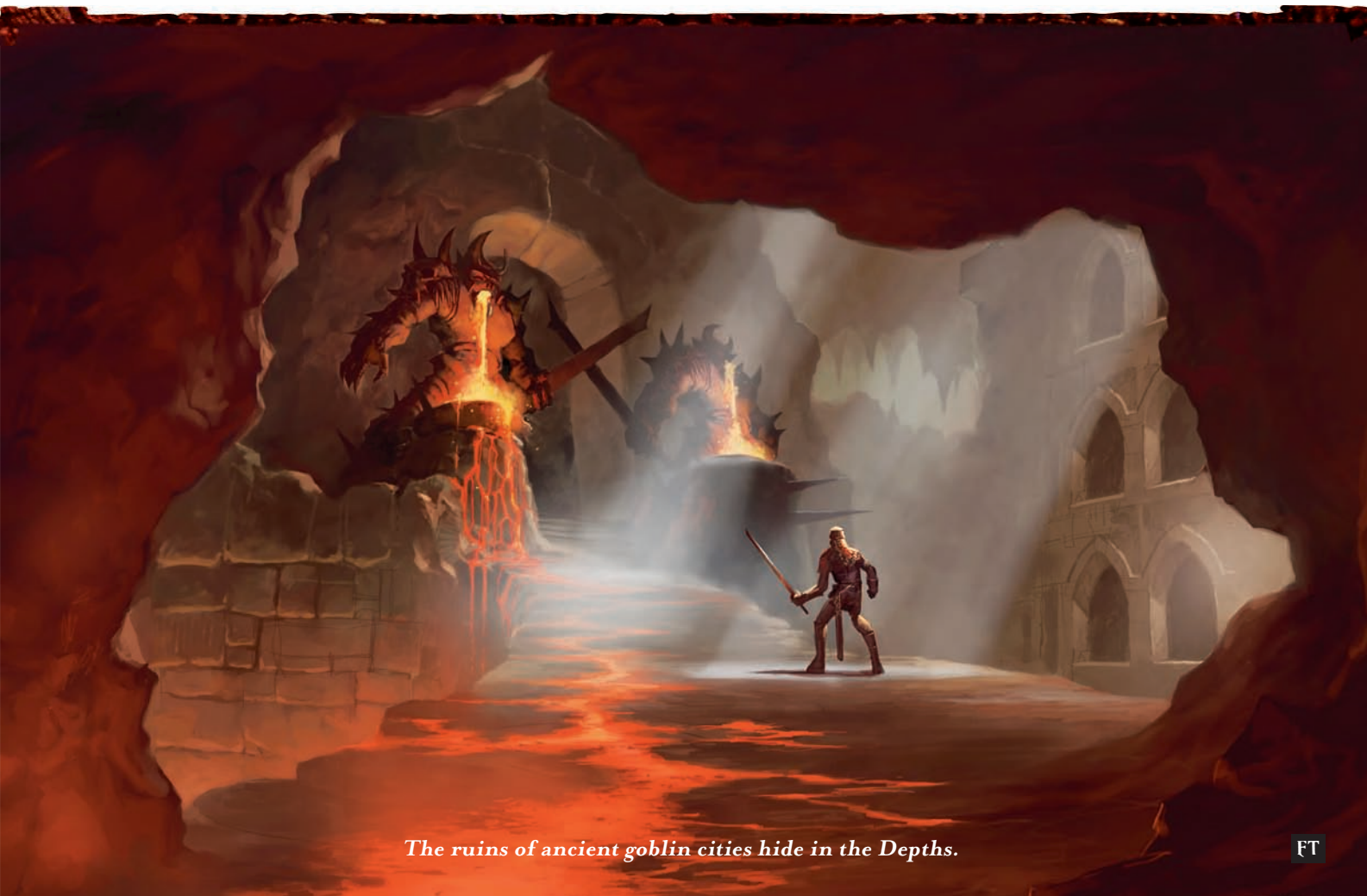
Breggor wanted the city on the Dagger River for his own, and he didn't allow the place to remain ruined for long. Within a decade of the siege of Shaarat, Breggor renamed the city Sharn. For the next eight hundred years, the towers began to rise and the city flourished along with the Five Nations. It was during this time that the dragonmarked houses began to grow and prosper. Between the pure marks, the mixed marks, and the frequently appearing aberrant marks, the more powerful houses saw a threat to their growing wealth and economic power. The houses began to argue, and soon strong and angry words led to full-scale battle. War had come to the dragonmarked houses.

The War of the Mark, a terrible and bloody conflict, changed the face of Khorvaire, firmly establishing the dragonmarked families that hold power to this day. The pure families and their allies outnumbered those possessing aberrant and mixed dragonmarks, but the aberrant marks held considerable destructive power. At first it was a simple purge, as the aberrants were hunted down one by one. But in the third year of this inquisition, Lord Halas Tarkanan gathered his aberrant kindred. Tarkanan, a brilliant tactician, used his military skills and the power of the aberrant dragonmarks to turn the tide of battle. Tarkanan and

his queen seized control of Sharn, turning it into a bastion for the aberrant marks.

In the end, Tarkanan simply didn't have the numbers to overcome his enemies. The battle continued for another four years, but Tarkanan and his forces were slowly beaten back to Sharn. As House Cannith, House Deneith, and the armies of pre-Breland closed in, Tarkanan and the Lady of the Plague called upon the full power of their aberrant dragonmarks and released horrific magical forces. Terrible quakes caused parts of the city to collapse, and rivers of lava flowed up from the fiery lake deep below. Those who escaped the flames were devoured by swarms of vermin or stricken down by deadly plagues. The War of the Mark was over—but Sharn had suffered greatly and was abandoned.

For over five hundred years, superstitious folk shunned the ruined city, muttering about the curses of the aberrant lords. Despite the superstitions, the location had considerable strategic and economic value. When Galifar I took control of the Five Nations, he sent a force to rebuild the ruined city. House Cannith played a critical role in the reconstruction, and to this day House Cannith remains one of the most influential forces in Sharn. Dwarf engineers were brought in from the Mror Holds, and a few of the Brelish nobles invested a great deal of gold in the city. Chief among these was the ir'Tain family. The ir'Tains are known as the slumlords of Sharn, and over the centuries



The ruins of ancient goblin cities hide in the Depths.

the family has made a fortune from its many tenement properties. Today, the ir'Tains are one of the most powerful noble families in Breland; Lord Hassir'Tain is an influential member of the Breland Parliament, and his mother Celyria is the unquestioned leader of high society in Sharn. Other powerful families and merchants flocked to the new city, and Sharn prospered and grew.

When work began, only a few towers remained standing above the ancient goblin foundations and human ruins. It was believed that the curse of the Lady of the Plague still lingered in the darkness, and the remnants of the old cities were quickly sealed away. In time they were forgotten, lost in the shadows of the new towers that stretched toward the sky. Occasionally treasure-hunters venture down into the haunted levels that lie between the Lower-City and the Cogs, but the vast majority of the citizens know little or nothing of the ruins that lie in the Depths.

Today, Sharn stands as a center for trade, diplomacy, and intrigue, a city with an important role to play in the future of Khorvaire. When dealing with Sharn, remember that the city has an ancient and rich history, and that as you descend you are effectively traveling through time. The lowest levels of the oldest towers are over ten thousand years old, and the buildings within them have gone through many changes. What is now an apartment complex might once have been a cathedral. A tavern might have been a hobgoblin armory. This sense of history and change can add a great deal of color to an otherwise simple location.

FESTIVALS AND DIVERSIONS

As one of the largest cities on the continent, Sharn hosts some of the grandest celebrations and spectacles in Khorvaire. Many people travel from across Breland to join in Olladra's Feast or to pay their respects to the fallen on the Day of Ashes, and the Race of Eight Winds draws tourists from across Khorvaire.

In an ongoing campaign set in Sharn, festivals can serve a variety of different purposes. Religious holidays and events commemorating the Last War help to immerse the characters in the setting. Sporting events provide characters with an opportunity to make a little extra gold or to lose their chain shirts. A special event may provide an excellent starting point for an adventure.

The following holidays demonstrate a few of the most important or colorful events. Each deity has at least one holy day, and each race and nation has a host of traditions and festivals. Some of these events are unique to Sharn, while others are celebrated across Breland or Khorvaire.

HOLY DAYS

While these are primarily religious holidays, many of the holy days of the Sovereign Host have become

engrained into secular life, and affect the timing of government appointments, apprenticeship terms, and other things.

Sun's Blessing (15 Therendor): The 15th day of Therendor, the festival of Dol Arrah, the Sovereign of Honor and Light, is a day of peace, a time for enemies to set aside their differences and commune. This tradition continued throughout the Last War, when most armies kept the peace on Sun's Blessing. However, in 916 YK the armies of Thrane conducted a great assault on the Brelish city of Starilaskur on Sun's Blessing, and many Brelish curse Thrane on this holiday.

Most of Sharn observes Sun's Blessing, and a grand celebration takes place at the Pavilion of the Host in Sovereign Towers. It is one of the safest days to wander the city, and a time when rivals often try to resolve their conflicts peacefully. However, the followers of the Mockery and the Shadow may go out of their way to cause pain and suffering as an affront to the sun goddess.

Aureon's Crown (26 Dravago): The Five Nations observe the festival of Aureon. It is a celebration of knowledge, when the elders of the community share their wisdom with the young at evening feasts. Throughout the day, priests of Aureon gather at the Great Hall of Aureon in the University District in Upper Menthis, providing sermons and lectures on a host of topics, from history to philosophy and the nature of the gods.

Like many of the holy days of the Sovereign Host, Aureon's Crown has become a secular holiday that does not require any particular religious devotion. Aureon's Crown is the traditional time for students to graduate or advance, and this is true even at the monastic schools of the Silver Flame.

Brightblade (12 Nymm): Brightblade, the holy day of Dol Dorn, the Sovereign Lord of Strength and Steel, sees festivals occur in all of the temple districts of the city. Prizefights, wrestling matches, archery contests, and jousts occur throughout the day, culminating in a contest of champions at the Cornerstone arena in Middle Tavick's Landing. The champions receive generous prizes, and a fortune can be made gambling on the contests.

Occasionally, even more fantastic conflicts have been staged on Brightblade—full-scale battles held on the training grounds of Daggerwatch, free-for-all melees with hundreds of contestants, and similar spectacles.

The Hunt (4 Barrakas): The 4th day of Barrakas is dedicated to the Sovereign Balinor. While followers of Balinor are taught to live in harmony with nature, 4 Barrakas celebrates his role as Lord of Horn and Hunt, the hunter who protects his people from marauding predators. Both rural communities and in greatest cities of Khorvaire observe the Hunt. In Sharn (and many other metropolises), the priests of Balinor arrange to have a dangerous beast

transported to the city. The City Watch cordons off an area of the Lower-City, and on 4 Barrakas the beast is released into the Depths. Anyone who wishes can participate in the Hunt by making a donation of 5 gp. Hunters receive the blessing of Balinor, and enter the Depths to track down the beast. Whoever returns with its head receives a prize of 500 gp, fame throughout the city, and the blessing of Balinor.

While the quarry of the Hunt is generally referred to as "the beast," over the years the Hunt has taken different forms. Sometimes multiple creatures participate, and the victor is the hunter who gathers the most skins. During the Last War, rumors persist that a city in Karrnath used prisoners of war as the quarry in the Hunt.

Fathen's Fall (25 Barrakas): Fathen's Fall honors the memory of one of the heroes of the Silver Crusade, the great purge of lycanthropes that occurred over 150 years ago. Fathen exposed scores of lycanthropes in Sharn, but on 25 Barrakas a pack of wererats tore him limb from limb on the streets of North Market. In observance of this event, the faithful gather at the Shrine of Fathen the Martyr (in the North Market district of Lower Northedge) to listen to a sermon given by the priest of High Hope; followers traditionally donate 1 silver piece in memory of the crusade.

Shifters in general have an ambiguous feeling toward this holiday. While they have ancestral ties to lycanthropes, many shifters actively participated in the Silver Crusade. Some shifters are comfortable with their ancestors' participation in the Crusade, while others view it as a dark mark on their heritage. As a result, tensions run high within Sharn's shifter communities and between shifters and the faithful of the Church of the Silver Flame on Fathen's Fall.

Boldrei's Feast (9 Rhaan): Boldrei's Feast is a time for the community to come together and strengthen its ties. House Ghallanda and local merchants donate goods and services for a great feast that is held at the Pavilion of the Host. Traditionally, the wealthiest members of a district throw grand parties, competing with one another and seeking to improve social standing through these astonishing and extravagant displays.

In addition to these celebrations, Boldrei's Feast is the traditional day for elections and government appointments, as Boldrei oversees the forces that hold a community together.

The Ascension (1 Sypheros): The Church of the Silver Flame was born from the sacrifice of Tira Miron, who gave her life to serve as the Voice of the Silver Flame. On 1 Sypheros, members of the church gather to reaffirm their faith and to give thanks to Tira for her holy gift. Over the course of the day, followers of the Flame attend a blessing ceremony; the grandest ceremony occurs at the Cathedral of the Cleansing Flame (in the Sovereign Towers district

of Middle Central), but the faithful pray at all of the city's temples. In addition to attending the ceremony and sermon, the faithful seek ways to contribute to their community on Ascension Day.

Wildnight (18–19 Sypheros): The Fury, the Sovereign of Passion and Madness, the mistress of unbridled emotion, reaches the height of her power during the month of Sypheros. When the sun sets on Wildnight, emotions run high, and people find it difficult to restrain their natural impulses. The shy and the superstitious usually stay indoors on Wildnight and avoid public places. But many see the night as an excuse to cast aside their inhibitions. The streets fill with raucous revelry. From the depths of the Cogs to the highest towers of Central Plateau, wild celebrations last well into the night. But for all the joy and revelry, it is a dangerous time. Riots, brawls, and crimes of passion are all too common.

Long Shadows (26–28 Vult): When the Sovereign Lord Aureon created the first arcane spells, he brought a source of darkness into the world—a sentient force of pure magic that stole his shadow to serve as its vessel. According to myth, the Shadow lurks in the dark spaces of the world, spreading dread and despair, spawning foul monsters and granting power to those who use magic for corruption or evil purposes. Regardless of the truth of these tales, there are three days in Vult when dark magic dominates—the three nights of Long Shadows. For most people, this is a time to stay indoors and huddle around a fire. For the minions of darkness, it is a time to rise up and leave the shadows, preying on the weak and foolish who ignore the legends.

In Sharn, the primary worshipers of the dark deity are the monsters of Droaam. Human followers of the Shadow are usually wizards and sorcerers, and it is possible that a mage would need to complete a particular arcane experiment—such as the construction of an *eldritch machine*—during Long Shadows.

SECULAR FESTIVALS

The Last War has had a tremendous impact on the psyche of the people of Khorvaire. Most of the events described in this section are memorials commemorating particular events of the war. Many more festivals take place that are not described in this section. Galifar's Throne (5 Nymm), for example, celebrates the foundation of the kingdom of Galifar, but today only Q'barra openly commemorates the event.

The Tain Gala (first Far of each month): Balls, galas, and feasts occur throughout the year, as ambassadors, nobles, and dragonmarked heirs wine and dine their relatives and associates. However, the Tain Gala has become an institution in Sharn. The ir'Tains, one of the oldest and most powerful families in Sharn, owns many towers and their wealth rivals that of the Kundarak clan. The guest list of the Tain Gala defines the social order of the city. The families

with permanent invitations to the Gala, the Sixty, are the royalty of Sharn.

In addition to these aristocrats and wealthy gentry, Lady Celyria ir'Tain does her best to invite a few unusual celebrities to entertain her guests—artists, poets, and sometimes adventurers. Aside from fantastic food and drink, such guests receive generous gifts and a temporary increase in status; for the next month, the attitude of any member of the Sixty is increased by one category when dealing with the celebrity. An adventurer known to be a friend of Lady ir'Tain often receives invitations to other events or other forms of special consideration.

Crystalfall (9 Olarune): While Sharn was never besieged during the Last War, sabotage was a constant threat. The most devastating event of the war occurred on 9 Olarune 918 YK. A team of abjurers destroyed the enchantments supporting the Glass Tower, one of the city's oldest floating citadels. Over the last few decades, a tradition has built up around this day. Crafters carve ice sculptures, creating beautiful miniature towers, and then hurl them into the Dagger River. Some see this as morbid, but for most of the participants, it is a way to remember what was lost—creating something beautiful and unforgettable, and then watching as it is destroyed. While carvings occur throughout the city, the largest and most prestigious gathering of sculptors occurs in Sunset Park in Ocean View (in Upper Tavick's Landing). A few of the city councilors judge the sculptures, and the winner receives a purse of 150 gp.

The Day of Mourning (20 Olarune): The Last War was a time of horrors. With every passing decade, deeper scars were carved into the surface of Khorvaire. But through a century of war, nothing had prepared the people of the Five Nations for the events of 20 Ollarune 994 YK—the day when the nation of Cyre was destroyed, leaving the Mourndland in its wake. The nature and cause of the cataclysm remains a mystery, but on 20 Olarune those who survived the fall of Cyre gather to remember their lost kingdom. Some tell stories of the dead, while others teach the history of the nation to the young or perform traditional Cyran songs and dances. Others remember only the war, cursing the other nations for refusing to accept Mishann's claim to the throne of Galifar.

The Race of Eight Winds (23 Lharvion): Dura, one of the oldest and poorest quarters of Sharn, contains inhabitants swept in from all corners of Khorvaire. They may not have gold, but the people of Dura have the Race of Eight Winds. According to the commonly accepted—if somewhat unlikely—legend, King Galifar II was fascinated by the use of aerial scouts and cavalry. It's said that he used Sharn as a proving ground to test the merits of different flying beasts, granting land and gold to exceptional cavaliers. Over the centuries, this activity evolved into

an exotic competition involving different sorts of magical and fantastic beasts.

The Race of Eight Winds is primarily a test of speed and skill through a course that weaves around and through the spires of the city. While the beasts may use any natural weapons that they possess, the riders may not use spells, psionic powers, dragonmarks, magic devices, or alchemical items. Anyone who breaks these rules is immediately disqualified and probably torn apart by an angry mob. The only weapon a rider can use is a sporting crossbow, equivalent to a light crossbow but with an 80-foot range increment and 1d3/1d4 damage. Competitors may carry a dozen quarrels, allowing the rider to hinder the progress of another racer but making quick kills unlikely.

The Race of Eight Winds brings spectators, tourists, and gamblers from across Khorvaire, and it also presents a host of opportunities for adventurers. The victorious rider receives a 500 gp purse at the end of the race, as well as a grant of land elsewhere in Breland, donated by one of Sharn's noble families.

Thronehold (11 Aryth): On 11 Aryth 996 YK, the signing of the Treaty of Thronehold formally ended the Last War, bringing a century of bloodshed to a close. As might have been expected, the day has become an important holiday celebrated throughout the Five Nations. It is a new holiday, celebrated for only the second time this year. The Lord Mayor of Sharn intends to hold one of the most extravagant celebrations ever seen, and tourists and celebrants are likely to attend from across Khorvaire.

SPORTING EVENTS

As a metropolis catering to people of all cultures, Sharn hosts all kinds of sports and athletic events. The Race of Eight Winds only occurs once every year. Other events occur on a daily, weekly, or monthly basis. Shifters hold informal hrazhak competitions every night in Lower Northedge. The ogres of the Cogs are fond of tugs-of-war, arm wrestling, and similar simple tests of strength. People wishing to bet on sports can usually find a gambler willing to set odds in Firelight, Callestan, Cornerstone, or Hareth's Folly. Three exotic sports practiced in the city are described below.

Hrazhak: Two teams of seven shifters play hrazhak, a rough, full-contact sport. Each team carries a wooden idol. To score, a team must steal its opponent's idol and place both idols in its goal. Obstacles such as trees, streams, and piles of rubble play a major role on a hrazhak field, requiring the competitors to make full use of their inhuman jumping and climbing abilities. Idols can be thrown or carried, and there are no limits on contact between participants, although only natural weapons are allowed. There is no required structure to a hrazhak team, but most include two runners, climbers, and

renders. Renders and biters can inflict serious injuries on their opponents, and a low-level druid or adept is usually on hand to provide healing; however, any competitor who receives healing is removed from play for the remainder of the match. Competitors are not allowed to use magic or psionic abilities.

The only formal hrazhak arena in Sharn is located in Cornerstone, where it is a spectator sport and a source of gambling. However, shifters have created ramshackle hrazhak fields in the slums and warehouse districts of the city, and shifter youths often play impromptu games in the parks.

Skyblades: Common jousting is popular enough throughout Breland. In Sharn, the sport has taken to the air. In a formal skyblade match, the goal is to knock the rider from his saddle—attacks against the mounts are forbidden, along with use of magic or psionics. Formal matches take place in one of Sharn's two aerial arenas, located in Cornerstone and Hareth's Folly. However, informal matches occur throughout Lower and Middle Dura, Tavick's Landing, and Menthis Plateau. An informal match may be drawn out across an entire district, with competitors weaving between towers and around bridges. Rules for an informal match are set before the start, establishing whether magic can be used and mounts can be targeted. Skyblade jousters typically ride hippogriffs and carry blunted lances that deal nonlethal damage.

Six Stones: Six Stones, a Droaam tradition brought to Sharn by immigrants, involves seven competitors who each pay a base stake. The seven are then sealed in a large chamber with a cockatrice. The match ends when six of the competitors have been turned to stone, at which point the survivor receives the majority of the stakes (with a share being set aside for the organizers). A medusa handler monitors the competition to ensure that rules are followed. Contestants carry no arms or armor, and no magic or psionics may be used. Additionally, no one may attack the cockatrice. The challenge lies in defeating the other contestants or luring them into the path of the cockatrice. The battleground varies. It may be completely barren or chocked with rubble and cover; there may be light, or it may be pitch black.

Six Stones matches are run by the monstrous organization known as Daask. The sport is highly illegal, but the matches are confined to the Dura Cogs and well hidden from the eyes of the Watch. Six Stones usually only occurs once every few months. Sometimes participants voluntarily enter the arena, but most are debtors who have been offered a chance to clear their loans. Daask takes bets on the outcome, and usually earns a tidy sum.

Currently Daask has four cockatrices in Sharn (5 HD, 5 HD, 6 HD, and 8 HD), all of which were carefully trained in Droaam. A medusa named Karyale (NE female medusa expert 2) handles the cockatrices.

The memorial ceremonies of Crystalfall.



Captain Harthon swung his airship toward the docking tower, heedless of the ship's excessive speed.

He had to get there before the gargoyles caught them. He had to get his passenger to safety or everything would be lost . . .



CHAPTER TWO

LIFE IN SHARN

The City of Towers is hardly a typical fantasy city as described in the *Dungeon Master's Guide*. Almost all of its buildings stretch hundreds of feet into the sky, and some are built among the clouds.

Great bridges span the space between towers, most of them lined with businesses. Massive cranes haul freight up from the wharfs to the warehouse districts, while magic lifts carry the wealthiest citizens around their tovertop neighborhoods. And things fly—from skycars carrying a dozen passengers to soarsleds carrying one, flying carpets, airships, and any number of personal magic items, the inhabitant make great use of Sharn's manifest zone. Sharn is unique, and most of its features differ significantly from the city features detailed in the *Dungeon Master's Guide*.

CITY ARCHITECTURE

Sharn consists of a number of common elements that take on amazing proportions within the city's dizzying heights. These features are described below.

TOWERS

The towers of Sharn range in height from about 100 feet to nearly a mile tall, but their basic construction resembles that of a traditional castle or other stone building. Extensive magic goes into their construction, from the spells used to lift blocks of stone to such enormous heights to the magic that strengthens and supports the towers, allowing them to stand despite all probability. Even with such magic in place, the towers are generally broad at the bottom and narrow at the top, many of them peaking in elegant spires or domes, while others are crowned with flat platforms that hold parks, pools, or small estates. The streets of the ancient city have been swallowed up as towers were built upward and lower walls thickened, to the point that now the towers tend to merge at ground level into a solid maze of walls, jumbled together with no discernable pattern.

Most towers are roughly 800 to 2,500 feet in diameter at the bottom, narrowing to about 200 to

600 feet in diameter at the top. Some have narrower spires extending farther upward.

Every tower is built of magically reinforced stone, with hardness 16 and AC 3. Climbing a tower wall requires a DC 22 Climb check. A typical Lower-City exterior wall is 15 feet thick, with 2,340 hp per 10-foot section. In the Middle-City, exterior walls are 10 feet thick, with 1,440 hp per 10-foot section. In the Upper-City, exterior walls are only 5 feet thick, with 900 hp per 10-foot section. Interior walls also consist of stone construction. Some serve important structural functions and are as thick as exterior walls, but most are only 1 foot thick, with 90 hp per 10-foot section.

In general, a tower has one story per 10–12 feet of height. Ceilings tend to be lower (and stories packed more closely together) at lower levels and higher toward the top levels, but there are certainly exceptions (warehouse towers, for example, usually have high ceilings). Stories might also be subdivided: a popular residential design features an open central plaza, 20 feet or more in height, surrounded by two-story homes built as if hanging off the wall of the tower. A minor variation on this design has even higher ceilings and three-story units surrounding the plaza, with the bottom story of each unit housing a business.

Most towers are studded with balconies, riddled with windows, and connected to neighboring towers with bridges.

BALCONIES

Balconies range from simple ledges with protective railings where a homeowner can step outside to enjoy the sunset, to large platforms where skycars can land to discharge passengers. Most towers have at least one balcony per story; many towers have many more balconies, at least at certain levels. Since flying is so prevalent in the city, any balcony is a potential entry point to a tower. Balconies opening into businesses or residences can be secured by some means, ranging from a simple door or portcullis to magical means such as a *wall of force* or an *alarm* spell. A great number of balconies, particularly the larger ones, open into public space.

STREETS

Streets run through the towers of Sharn, allowing horses, mules, and wagons to travel in a fairly normal fashion within the city. Unlike the streets of a typical city, most of these streets are broad thoroughfares rather than twisting alleyways, either suspended high above the ground, arcing around towers, or constructed through the center of a tower or other building. As described in the *Dungeon Master's Guide*, these streets are 25 feet wide with 5-foot-wide walkways on either side.

Because the streets of Sharn are almost entirely indoors, most are artificially lit with *everbright lanterns* or *everburning torches*. In general, the upper levels have the best lighting, while torches in the Cogs are spaced so far apart as to leave large spaces of darkness.

BRIDGES

Most bridges connect the streets running through the towers, allowing wagons and pedestrians to cross from one spire to the next. As such, they are generally as wide as the streets. Low walls along the edges of a bridge prevent people from falling accidentally. Major bridges can be as wide as 50 feet across, and actually have structures built along the edges, crowding the roadway down to a width of 10 feet or so. Such bridges are popular sites for street fairs and open markets.

A great number of narrower bridges span the gulfs between towers as well, not designed for carrying wagons but for facilitating pedestrian traffic. These bridges are five to ten feet wide and almost always have low walls or railings.

LIFTS

One of the most important uses of magic in Sharn is in the creation of magic lifts to facilitate vertical travel between the levels of towers. Particularly

at lower levels, ramps wind around the inside or outside of large towers to get wagons from level to level, but at higher levels special *levitation* devices carry passengers and even cargo up and down within the towers.

FALLING

Falling from potentially deadly heights presents a constant danger in the City of Towers. Whether a character is bull-rushed over the side of a bridge, knocked from a *soarsled*, or thrown off a balcony, the sudden stop far below can have deadly consequences. Fortunately, Sharn has precautions in place to reduce the number of deaths that result from falls.

The city offers a standard reward of 25 gp to a spellcaster who casts *feather fall* on a falling person. The reward is large enough, and the risk of falling real enough, that spellcasters who can cast *feather fall* almost always keep one prepared on a daily basis. Watch patrols usually carry a *wand of feather fall*, but few members have sufficient ranks in Use Magic Device to activate it.

Bridges in the Upper-City and Middle-City are also warded with permanent *feather fall* effects to protect those using them from falling bodies and other large objects. Such wards are triggered automatically when an object approaches within 30 feet of the top or sides of a bridge. This is effectively a magic trap that resets automatically and immediately.

A popular magic item among those that can afford one, a *feather fall talisman* is a single-use item containing a *feather fall* spell. The trick to using this item is timing. Because it works only once and lasts for a single round, it must be activated within 60 feet of the ground in order to protect its wearer from falling damage. Since falls in Sharn can involve heights of a mile or more, this is not always easy to accomplish. A DC 10 Wisdom check can be used to determine if a character successfully times activation.

GETTING WHERE YOU'RE GOING

Travel in Sharn can be unpredictable. Residents joke that it takes about an hour to get anywhere, whether it's just down three levels in the same tower or all the way across town. Of course, skycoaches reduce the time dramatically compared to walking from place to place, and characters who really know their way around (as well as characters who are willing to ask for directions frequently along the way) can get to their destinations more quickly than newcomers who refuse to display their ignorance.

If it becomes important to know how long it takes to get from one place to another, use the following rules of thumb:

Mode of Travel and Destination	Travel Time*
Foot Travel	
Destination in same district	3d6 minutes
Destination in same ward	6d6 minutes
Destination in adjacent ward	3d6 × 5 minutes
Destination farther than adjacent ward	6d6 × 5 minutes
Flying Travel	
Destination in same district	1d6 minutes
Destination in same ward	2d6 minutes
Destination in adjacent ward	1d6 × 5 minutes
Destination farther than adjacent ward	2d6 × 5 minutes

* A party can reduce this time by one-half if one character makes a successful DC 15 Knowledge (local) or Gather Information check.



UPPER WARDS

CITY DISTRICTS

The following section provides a more in-depth tour of the city, from the Upper-City to the Lower-City, to even the Cogs far below, this section explores Sharn from a native's viewpoint.

The web enhancement for the *Dungeon Master's Guide*, "Building a City," presents a method of generating cities based on districts. Sharn is built using this system, with some modifications: each district in Sharn is as large as four districts in that system. The districts of Sharn presented here offer plenty of distinct flavor and diverse attractions, while remaining manageable for both the DM and players adventuring in the city. We multiplied each district's population numbers by 4, while the building numbers were slightly tweaked, and a few districts were combined. Sharn also includes a new district type, the industry districts found in the Cogs. These are equivalent to tannery districts in "Building a City."

CENTRAL PLATEAU

Central Plateau is the heart of Sharn. Its top levels include the seat of the city's government and its bustling finance districts. Its middle levels host the enclaves of the dragonmarked houses (which some describe as the real government of the city) and embassies of the other nations of Khorvaire. Its location makes its residential neighborhoods highly desirable and its marketplace perhaps the busiest in the city.

Watch Detail: 504 guards of the Watch: 152 on day shift (122 patrol, 30 stationed), 176 on evening shift (141 patrol, 35 stationed), 176 on night shift (141 patrol, 35 stationed). These guards are responsible for Northedge as well as the Central Plateau.

UPPER CENTRAL PLATEAU

Population: 8,400

Social Class: Upper class

Character: Upscale downtown, bustling and frenetic
Districts: Civic district, finance district (2), fine shops, park district, wealthy residential

Businesses: Exclusive, exotic, and exceptional; gold piece limit: 100,000 gp

Key Personalities: Lord Mayor Cathan ir'Demell (LN male human aristocrat 12); Councilor Javan Tomollan (LN male human expert 8); Daphanë d'Kundarak (N female dwarf expert 7/dragonmark heir 4); Kalphan Riak (NE male human expert 5/sorcerer 5); Hendra ir'Kavay (NG female human aristocrat 3/rogue 6).

The Upper Central ward is the most exclusive and expensive area of Sharn's towers, surpassed in the city only by Skyway. It is home to some of the most powerful individuals in Breland, though it is far from the kingdom's seat of government. More wealth flows through this single district than many cities ever see. With this great power comes enormous corruption, however, and more evil is done (or at least ordered) in Upper Central than a casual look would suggest.

Highest Towers

District Type: Civic district

Buildings: Council hall, bureaucratic offices, monument/memorial, guard post, temple (Boldrei), upscale lodging (15), upscale food (25), exotic trades (40), upscale trades (60), average trades (60), upscale services (75)

First Impression: The lofty and ornate towers of this district offer panoramic views of the surrounding city. People stride along well-lit streets and

LORD MAYOR CATHAN IR'DEMELL

(LN male human aristocrat 12)

The Lord Mayor is a rotund, bored-looking bureaucrat dressed in fine clothes well tailored to his great bulk. His bald head shines with sweat, and his pale blue eyes have a somewhat glazed appearance. He has no visible weapons, but he carries a heavy golden scepter as his badge of office and wears a golden circlet.

Starting Attitude: Unfriendly

Modifiers: Party includes an agent of the Citadel (+2); presents letter of introduction from a councilor (+2); presents expensive gift (+4); shows arrogance or expectation of praise (-4); the Citadel brings the party to him as troublemakers (-2)

If Hostile: Orders characters imprisoned, with or without cause

If Unfriendly: Grants no favors, scolds characters for approaching him at all, and orders them out of his sight

If Indifferent: Listens to characters, grants easy favors, hastens the conclusion of the audience

If Friendly: Grants reasonable favors, commits city resources to a problem

If Helpful: Grants extraordinary favors, including legal pardon, commits personal resources to a problem, invites characters to come back with future requests

gracefully arcing bridges with an air of importance and the smell of great wealth.

Social Class: Upper class

Highest Towers is the seat of Sharn's government and includes all the city offices, the council hall, and other civic features.

Council Hall: Sharn's seventeen-member city council meets at the top of Sun Tower. Surrounded by a colonnaded gallery and crowned by an observation deck, the council hall offers some of the most spectacular views in the city. The council meets weekly, and an elite troop of soldiers (privately employed by the council) guards the hall during meetings. When the council is not in session, the hall is a tourist attraction, though aides and lesser bureaucrats bustle through its lower halls unceasingly.

City Archive: This large, windowless building near the top of Vasha Tower contains the nearly endless legal and historical records of Sharn. Copies of birth records, marriage rolls, and death certificates are kept in the archives, as well as property records, copies of letters of marque, and records of identification papers issued in the city. Agents of the Citadel have unrestricted access to the records, and other characters with contacts in the government or in a dragonmarked house might be able to gain access to a specific set of records for a single use by calling in a favor.

Airship Docking Tower: Airships arriving from elsewhere in Khorvair dock at the top of Lyrandar Tower. Skycoaches linger here to carry arriving passengers to other destinations in the city, along with guides hoping to win contracts for work in the city. Of Sharn's three arrival points (including the waterfront and the Orien lightning rail station in Lower Tavick's Landing), this is by far the least busy, as well as the safest.

Korranath

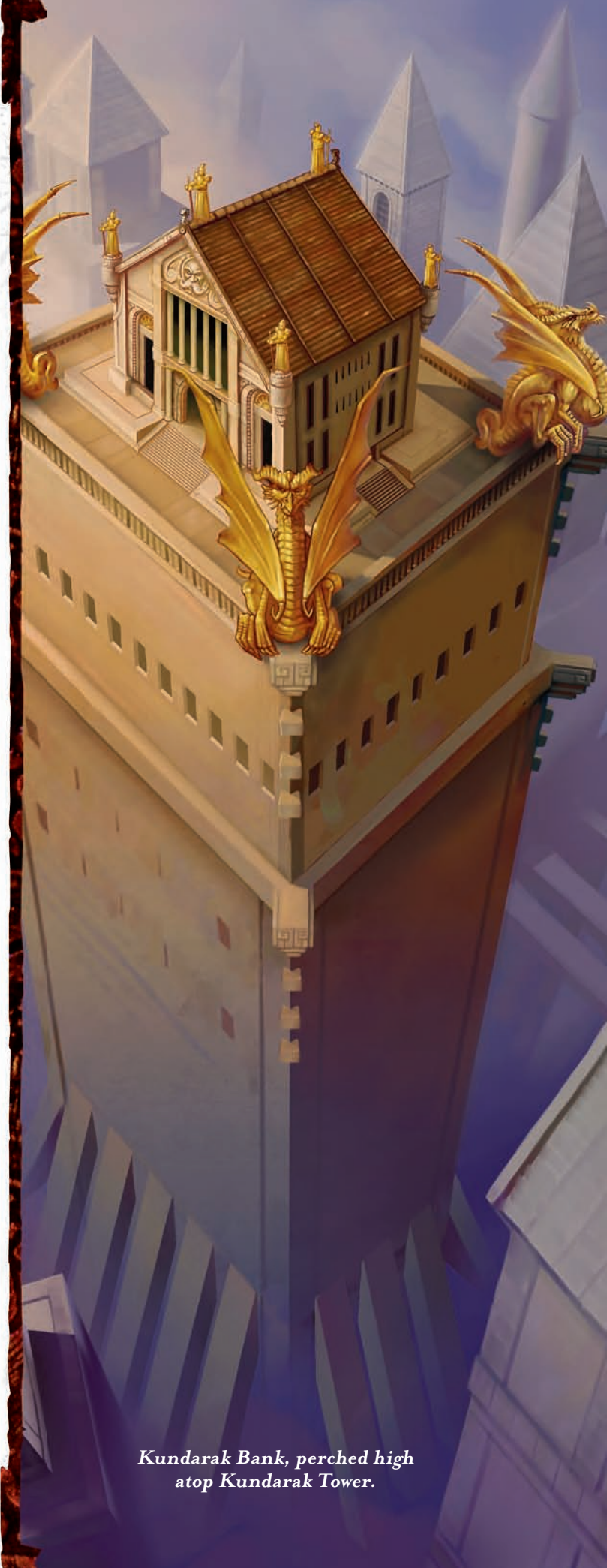
District Type: Finance district

Buildings: Banks (5), moneychangers (30), temple (Kol Korran), upscale food (40), exotic trades (24), upscale trades (100), upscale residences (80)

First Impression: There doesn't seem to be anyone here who is not wealthy, and the whole district seems to be set up as a shrine to money itself. Every shop sells only the finest goods, each huge house is impeccably maintained, and the sound of money changing hands fills the air. Even the guards—who are everywhere—seem well off.

Social Class: Upper class

Korranath, one of Sharn's twin financial districts, is also the seat of the Aurum's power in the city. Named for the great temple of Kol Korran that lies at its heart, Korranath is utterly dedicated to the darker side of the god of wealth—the pursuit of wealth at any cost.



Kunderak Bank, perched high atop Kunderak Tower.

The Korranath: The grand temple of Kol Korran is one of the most incredibly ostentatious and elaborate structures in Sharn. Surrounded by a grand colonnade, the interior of the temple rises in a grand dome a hundred feet across covered with gold leaf and studded with precious gems. The tiles in the mosaic floor are made of precious stones as well, and all the sacral objects inside the temple are solid gold. Sightseers and pilgrims regularly crowd the Korranath, milling under the watchful eye of the temple soldiers employed to protect the fabulous wealth inside.

The high priest of the Korranath, appointed by the mayor on an annual basis, is rarely a cleric though he carries out rote ceremonial functions. The current high priest, Kalphan Riak, is a leader of the Aurum. See Riak Mansion, below, for more information.

Kundarak Bank of Sharn: The Kundarak bank, operated by the dwarven dragonmarked House Kundarak, is the largest and most important bank in Sharn. Kundarak holds more loans than the other nine banks in the city combined, including many loans supporting key building projects, past and present. From its perch at the top of Kundarak Tower, the bank wields a great deal of behind-the-scenes influence over every part of politics in Sharn. Daphanë d'Kundarak (N female dwarf expert 7/ dragonmark heir 4) is the leader of the Kundarak Enclave in Sharn and the president of the bank. She divides her time between the house enclave in Dragon Towers (in Middle Central) and the bank, but favors the bank.

The Vaults: The lowest levels of the Kundarak Bank are known as the Vaults, and are almost a separate business entity from the bank proper. House Kundarak offers storage space for small- to medium-sized items of great value with the highest possible security, at a cost of 15 gp per month (which includes insurance against theft). These are for long-term storage, not for short-term like the safe-deposit vaults described in the *EBERRON Campaign Setting*, and thus can't be collected magically from other sites.

Riak Mansion: Kalphan Riak (NE male human expert 5/sorcerer 5) is an example of Khorvaire's new breed of nobility. Not descended from a noble family or a dragonmarked house, Riak made his fortune in the arms trade during the Last War, putting his business savvy and his innate magical ability together to make enormous profit through sometimes unscrupulous deals. His tremendous wealth has earned him a mansion at the top of Andith Tower (just on the edge of Mithral Tower), with open pavilions, sprawling quarters, and even a small garden growing on the tovertop. Riak has investments throughout the city and controlling interests in six of Sharn's ten banks. Perhaps more importantly, he is a member of the Aurum's Platinum Concord, and conspires with his fellow Aurum members to ensure maximum profitability for

their business ventures while inserting their fingers into every possible aspect of commerce in Sharn and greater Breland.

Korran-Thiven

District Type: Finance district

Buildings: Banks (5), moneychangers (30), temple (Kol Korran), upscale food (40), exotic trades (24), upscale trades (100), upscale residences (80)

First Impression: Armed guards stand near just about every storefront and on every balcony in this district, wearing the livery of private security companies. The buildings are clean and ornately decorated, and money seems to be changing hands everywhere.

Social Class: Upper class

Korran-Thiven is the other twin of Sharn's financial districts, similar in many ways to Korranath but with a harder edge. Its name means "Korran's Blade" in Dwarven, and the district seems more obsessed with protecting wealth than with acquiring it.

Wayfinder Foundation: The Wayfinder Foundation has a relatively small office in Sharn, but it is a vitally important one for many of the adventurers who operate in Sharn's depths and Xen'drik. The Foundation liaison in Sharn is Hendra ir'Kavay (NG female human aristocrat 3/rogue 6), a wealthy socialite whose interest in ancient history is largely financial.

Mithral Tower

District Type: Wealthy residential

Buildings: Upscale residences (250), average residences (30)

First Impression: The homes in this district are large and well kept, showing clear signs of great wealth. True to the district's name, many of the houses boast mithral filigree.

Social Class: Upper class

Mithral Tower is Sharn's most desirable downtown residential district, comparable to the more suburban Oak Towers and Crystal Bridge districts in Upper Northedge.

Tomollan Estate: Mithral Tower's most noteworthy resident is its representative on the city council, Javan Tomollan (LN male human expert 8). Tomollan made his fortune working for House Lyrandar arranging trade agreements, but he no longer maintains friendly contacts with that house. He remains one of Sharn's wealthiest citizens, and the Aurum actively seeks to recruit him for their Platinum Concord—so far, unsuccessfully.

Platinum Heights

District Type: Fine shops

Buildings: Upscale lodging (15), upscale food (25), exotic trades (40), upscale trades (120), upscale residences (80)

First Impression: Stores, restaurants, hotels, and a few homes in this prosperous neighborhood are all high-priced and lavish.

Social Class: Upper class

Platinum Heights is the finest commercial district in Sharn, home of the most exclusive businesses, from restaurants to magic item dealers.

Aurora Gallery: Aurora Gallery is a unique establishment in Sharn, a magic item auction house. Items worth as much as 130,000 gp market price can sometimes (20% chance) be found at Aurora Gallery. When buying items at auction, characters should expect to pay between 80% and 140% (2d4+6 \times 10%) of normal market price. Aurora Gallery buys goods at the normal rate (50% of market price), and buys items worth up to 130,000 gp. They do not usually buy or sell charged items, but exceptions have been made in the past.

Gray Dragon Inn: A luxurious inn near the pinnacle of the Tower of Gold, the Gray Dragon offers elegant suites to visiting dignitaries and others with wealth to spare.

Sannid's Restaurant: Known for its extensive wine collection, Sannid's is one of Sharn's finest restaurants. The cuisine is mostly spicy Brelish fare, with selected entrées representing the best of Khorvaire's other cuisines, including Karrnathi sausage, Aundairian veal with tomato gravy, and Mrorian stroganoff. Its wines come from all over the world, and Sannid's proudly offers Aerenal spirits to its most selective customers. Jaetha Sannid (N female human

expert 5) is the third-generation owner and head chef of the restaurant, a sophisticated and charming middle-aged woman with silvered auburn hair.

Skysedge Park

District Type: Park district

Buildings: Parks (3), temples (Arawai and Balinor), druidic site (Gatekeepers), upscale taverns (25), exotic trades (20), upscale trades (40), upscale services (70), upscale residences (120)

First Impression: A park seems impossible in this city of towers, but grass and trees actually grow from the tops of a few towers in this district. A colossal iron statue looks over the entire area.

Social Class: Upper class

Skysedge Park is Sharn's only park district, though Shae Lias (in Upper Northedge) is similar in some ways. Here, three large parks occupy the top floors of some of the largest towers—grass and trees grow in a deep layer of earth atop the towers, artificial ponds carved into the surface shimmer invitingly, and the noise of the city are magically dampened.

The population of Skysedge Park includes a small minority (around 400 people) of immigrants from the Eldeen Reaches, struggling to maintain something like their traditional lifestyle in a city that defies the encroachment of nature.

Skysedge Park: The largest of the three parks in this district gave its name to the whole district. Skysedge Tower stands near Highest Towers and Mithral Tower, and contains upscale businesses just below

LORD KELLAS IR'MORAN

(N male dwarf aristocrat 5/fighter 2)

This old dwarf must be well into his second century. His long beard is white as marble, and his muscles are lean and weathered beneath his deeply wrinkled skin. He wears the dress uniform of a high-ranking officer in the Brelish Army of the East, and a ceremonial broadsword in a jeweled scabbard is slung across his back. He fixes you with a steely gaze, and for a moment he has the bearing of a mighty warrior; then he smiles widely, and the aura of menace and power melts away.

Starting Attitude: Indifferent

Modifiers: Character served in the Brelish military (+5); character served in any other military force (−5); character is an elf or from Cyre (−5); character mentions the Day of Ashes (−5)

The ir'Morans are an ancient family with a proud tradition of military service. For the first 40 years of the Last War, Lord Kellas served as the commander of the Brelish Army of the East. Then came the Day of Ashes. On 3 Dravago 943 YK, Kellas engaged the

Valenar raiders and suffered a devastating defeat. While his physical injuries were soon healed, Kellas never truly recovered from the battle. He resigned his commission and returned to Sharn, and he remained hidden in his family estate for decades.

With the end of the Last War, Lord ir'Moran has finally returned to public life. Most people have forgotten the precise role he played in the war, and he is simply known as "the General." He cheerfully exchanges war stories with other veterans and regales youngsters with his exploits, but any mention of the Day of Ashes produces an icy silence. Kellas has never forgiven the Valenar for his defeat, and over the years this mania has expanded to include all elves and Cyrans. On the surface he seems like a kindly, doddering old man, but he is still a brilliant tactician and member of the Sixty. He has considerable wealth and has retained his contacts in the Brelish military; he may use this power to threaten elf characters or to stir up trouble on the Day of Ashes.

the park. The park is beautifully landscaped, with gently sloping earth and well-tended grass, small fruit trees, and three small ponds. At the entrance to the park, a 100-foot-tall iron statue stands watch. Called the Iron Guardian, it was crafted centuries ago by the artisans of House Cannith. Legends tell that it is a construct crafted for use in the War of the Mark, but it has not been seen to move in the recorded history of the modern city.

The Gatehouse: In Carosten Park, near the edge of the plateau, stands a small stone building. Passersby generally assume the building belongs to the park caretakers and pay it no heed, but it is actually a sacred site to the sect of druids known as the Gatekeepers. From this small shrine in the midst of a “natural” site in the City of Towers, the Gatekeepers monitor the manifest zone, the sewers and ruins below, and the activity of powerful spellcasters in Sharn to ensure that no dangerous planar breach appears in the city. They are not overly concerned with ordinary summoning spells and have little worry that the angels of Syrania are planning an invasion of the Material Plane, but they are deeply worried about recent events in the Depths.

MIDDLE CENTRAL PLATEAU

Population: 10,400

Social Class: Middle class (1 upper class district)

Character: Bustling and fast-paced downtown.

Districts: Embassy district, garrison, guildhall district, marketplace, professionals, temple district

Businesses: Solid, respectable, somewhat overpriced; gold piece limit: 40,000 gp

Key Personalities: Knight-Marshal of the Citadel Sir Banarak Tithon (LN male human fighter 7/citadel elite 5); High Priest of the Sovereign Host Phthaso Mogan (NG dwarf male cleric 10); Archierophant Ythana Morr of the Silver Flame (LE female human cleric 11); Merrix d’Cannith (LE male human artificer 9/dragonmark heir 3); Yevgen Torrñ (N male half-orc expert 5/master inquisitive 3/dragonmark heir 1); Solia d’Lyandar (N female half-elf expert 7/dragonmark heir 4); Daphanë d’Kundarak (N female dwarf expert 7/dragonmark heir 4); Solirion Torralyn d’Sivis (N male gnome magewright 6/dragonmark heir 5); Thora Tavin (LE female human expert 3/rogue 6); Councilor Sorik Senso (LN male half-elf expert 11)

The home of Sharn’s dragonmarked families and an abundance of foreign ambassadors, the Middle Central ward rivals its upper neighbor as a seat of power in the city. In fact, that rivalry is quite literal, as Councilor Senso is a bitter personal rival of Councilor Tomollan of Upper Central. Middle Central lacks the wealth of the upper ward, but makes up for it in political connections across Khorvaire.

Ambassador Towers

District Type: Embassy district

Buildings: Embassies and consulates (9), diplomatic residences (60), upscale lodging (35), upscale food (50), exotic trades (30), upscale trades (55), upscale residences (40)

First Impression: The flags of most of Khorvaire’s nations fly in this district, hanging in front of monumental embassy blocks in this district. The crowds include people of all races and many different ethnic backgrounds.

Social Class: Upper class

Ambassador Towers, Sharn’s embassy district, is home to embassies and consulates from eleven foreign nations: Aundair, Cyre, Karrnath, the Lhazaar Principalities, the Mror Holds, the Talenta Plains, Thrane, Valenar, Zilargo, Aerenal, and Riedra. A single consul or ambassador heads each embassy. These dignitaries are usually aristocrats or experts of medium level (5th–10th), sometimes multiclassed with a PC class such as rogue, bard, or sorcerer, and sometimes with the spymaster prestige class (described in *Song and Silence* and *Complete Adventurer*). The rest of the embassy staff consists of bureaucrats and clerks as well as diplomats, negotiators, and spies. In the minds of Khorvaire’s diplomatic community, the Last War might not be over—a few years of peace could be nothing more than a brief hiatus from a conflict that lasted a century, and hostilities could erupt again at any moment. Best to be prepared.

Cyre’s embassy was established here long before the Last War, and its staff continues to advocate for the interests of the villagers of New Cyre, in eastern Breland.

The Brelish Museum of Fine Art: Breland’s national museum is located in Farhaven Tower, near the Bazaar Bridge leading to Middle Dura. It has two main areas of emphasis: art representing the Brelish spirit (which primarily means any artwork created by a Brelish artist) and antiquities from Xen’drik, which certain people in the Brelish government would like to view as a colony of Breland. Its Brelish art collection is unequalled, and includes some world-famous works by great masters of antebellum Galifar. Its collection of antiquities is also impressive, though it is small in comparison to that of the Dezina Museum at Morgrave University.

The Citadel: An imposing, fortified structure near the middle levels of Andith Tower, the Citadel is both the headquarters of the local Knights of the Citadel and the city jail. A great balcony on the outside of the fortress is guarded by knights but allows easy access to this seat of Brelish law in Sharn. Unexpected visitors to the Citadel rarely receive a warm welcome.

Athania’s Companions: One of several “escort services” providing companionship to visiting diplomats in Ambassador Towers as well as well-to-do clients in all of Sharn’s best neighborhoods, Athania’s Companions is unique in at least one respect:



MIDDLE WARDS

it is also a spy ring in the business of collecting, cataloging, and selling secrets. Athania (N female elf rogue 8) runs both businesses. The fact that she is a dragonmark heir of House Phiarlan is her own best-kept secret; not even the majority of her employees are aware of her family connection. The escorts of Athania's are women and men of beauty and intelligence, trained in the arts of conversation, seduction, and deception. After spending time with a client, they prepare an intelligence report for Athania, who finds interested buyers for any significant items. Some secrets she keeps to herself, holding them in reserve to use as leverage when her cover is finally broken.

Dava Gate

District Type: Professionals

Buildings: Temples (Olladra and Onatar), shrine (Boldrei), average lodging (15), upscale food (11), average food (25), exotic trades (11), upscale trades (15), average trades (40), upscale services (40), average services (80), upscale residences (40), average residences (80)

First Impression: Small businesses cluster in towers surrounded by residential areas, and look little different than the homes around them.

Social Class: Middle class

Dava Gate is a quiet district where professional services outnumber trades. Architects and cartographers, barristers and sages, healers and fortune-tellers all coexist in Dava Gate's small business parks. These clusters of professionals are sometimes themed by the type of service offered—for example, one floor of Calsin Tower includes a number of services devoted to animals: an animal trainer, a kennel, a mews, a stable, and a veterinarian—but others are not.

Dragon Towers

District Type: Guildhall district

Buildings: Dragonmarked house enclaves (12), trade guild halls (20), average lodging (20), average food (35), upscale trades (20), average trades (50), poor trades (15), upscale services (20), average services (35), poor services (13), average residences (120)

First Impression: Wealthy and important-looking people parade through this district with escorts of sycophants and well-armed guards. The sigils of the dragonmarked houses are in abundant view.

Social Class: Middle class

Enclaves belonging to the thirteen dragonmarked houses can be found in this district. Of the thirteen, the most important in Sharn are House Tharashk, House Cannith, House Kundarak, House Sivis, and House Lyrandar. Those five families have the largest enclaves in Dragon Towers, as well as smaller outposts in the areas of the city where they do most of their business.

Tharashk Enclave: The sprawling complex of Tharashk Enclave occupies several levels of three towers near the Sword Point district. A significant percentage of Sharn's half-orc population lives in this complex. Yevgen Torrn (N male half-orc expert 5/master inquisitive 3/dragonmark heir 1) leads the enclave, and operates as a very expensive inquisitive-for-hire.

Globe Information Agency: This inquisitive agency run by Kava Velderan (N female human expert 6/master inquisitive 3), a dragonmarked heir of the House of Finding, has ties to House Tharashk. Kava prides herself on her ability to find anyone, anywhere. Her agents escalate cases to her attention only when they prove to be nearly impossible to solve.

Cannith Enclave: Cannith Enclave inhabits the whole of Cannith Tower. In both Highest Towers (Upper Central) and Granite Halls (Lower Central),

CALLING IN A FAVOR

Characters with the Favored in House feat are certain to find themselves in Dragon Towers at some point, hoping to win a favor from someone highly placed in their house. The DM can use the following guidelines to determine the scope of possible favors for such characters.

General Favors: Free use of a least mark (DC 15), lesser mark (DC 20), or greater mark (DC 25). The services of a dragonmarked hireling for one day (DC 25).

House-Specific Favors: A few houses offer specific services that members of that house can get for free or reduced rates. The DM can extrapolate from these services to other houses' services.

House Jorasco: Free long-term healing care for up to a month (DC 15).

House Lyrandar: Half-fare passage on an airship anywhere within Khorvair (DC 15); passage on an airship beyond normal routes (DC 25; normal cost applies). Free passage on a Lyrandar galleon (DC 15).

House Orien: Free passage on an Orien caravan as far as Thrane or the eastern reaches of Breland (DC 15). Half-fare passage on the lightning rail to any location (DC 15). Free passage on the lightning rail to a neighboring nation (DC 20).

members of House Cannith's Fabricators' Guild operate artisans' shops (upscale trades) in the tower. Merrix d'Cannith (N male human artificer 9/dragonmark heir 3) leads House Cannith's Sharn enclave.

Lyrandar Enclave: The Lyrandar Enclave in Dragon Towers is relatively small, but only because so much of the house's operations are housed elsewhere in Sharn. They have several offices in the waterfront districts of Cliffside and Lower Dura to manage the house's shipping interests, and a large office near the airship docking tower at the top of Lyrandar Tower, in the Highest Towers district, manages the house's air transport business. Though House Orien controls the land shipping in and out of the city, House Lyrandar has offices in Lower Tavick's Landing to facilitate trade between the two houses. Solia d'Lyrandar (N female half-elf expert 7/dragonmark heir 4) oversees the enclave and supervises the operations of all the smaller offices, as well.

Kundarak Enclave: Kundarak Enclave can be found in Sivis Tower, as the house commands a major presence in the Korranath district (in Upper Central), where the Kundarak Bank is located. Even so, Kundarak Enclave is large and impressive, with marble columns supporting lofty ceilings with dazzling mosaics of precious metals and stones. Security, as one might expect from the House of Warding, is extremely tight. Daphanë d'Kundarak oversees the enclave, but spends most of her time at the Kundarak Bank.

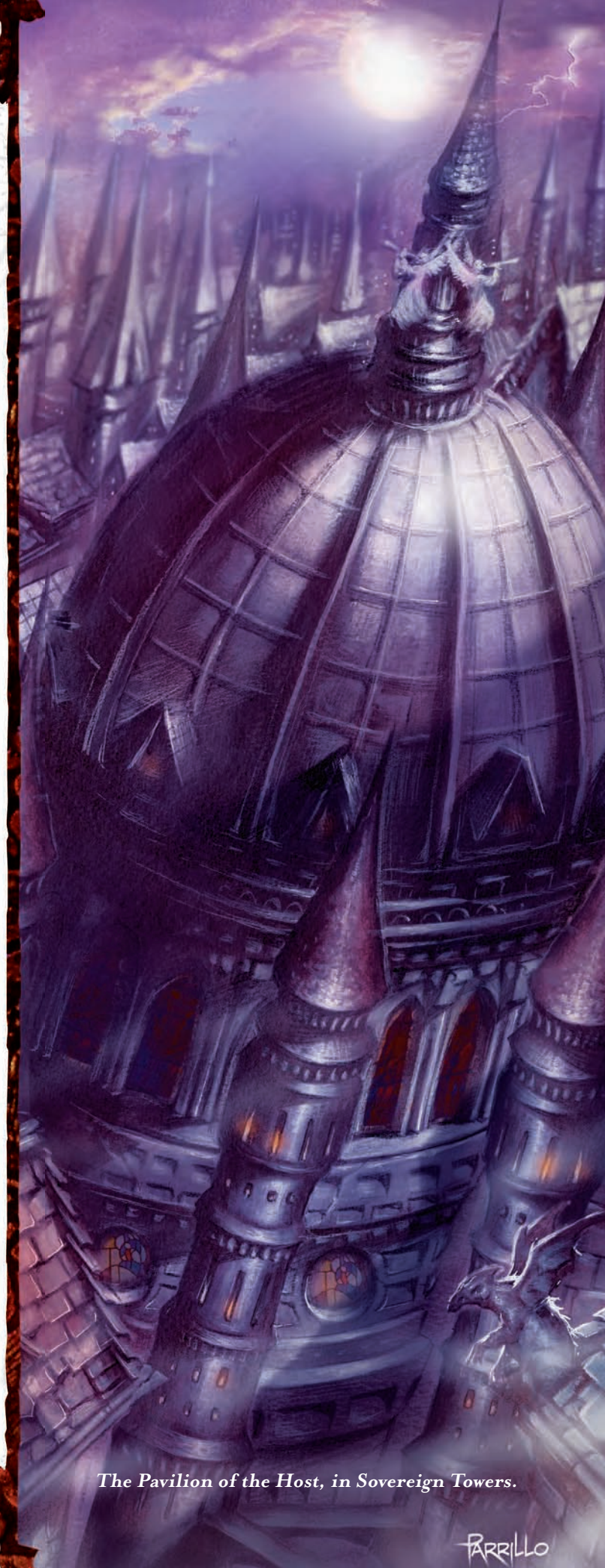
Sivis Enclave: The Sivis Enclave, tightly enclosed in Sivis Tower, shares space with the dwarves of House Kundarak. It has equally grand architecture and ornamentation, though motifs of writing and calligraphic engraving run through the decoration of the Sivis locations. Solirion Torralyn d'Sivis (N male gnome magewright 6/dragonmark heir 5) is the head of the enclave, and supervises the Speakers' Guild operations in Sharn.

House Tarkanan: House Tarkanan is a criminal organization structured in mockery of the dragon-marked houses. Its leader, Thora Tavin, is not related to the dragonmarked houses, though she does have an aberrant mark—a fact that she keeps secret from even her closest associates. Thora's residence, a spacious mansion nestled among the towers of the house enclaves, serves as the secret headquarters of her organization. From here, she personally directs a range of criminal and questionable activities throughout the city, with a particular focus on burglary, assassination, forgery, and loan sharking.

Sovereign Towers

District Type: Temple district

Buildings: Temples (10: each of the Sovereign Host and the Silver Flame), shrines (Aureon, Dol Arrah, Onatar, The Traveler, The Undying Court), upscale lodging (5), average lodging (15), upscale food (15), average food (30), exotic trades (20), upscale trades



The Pavilion of the Host, in Sovereign Towers.

(20), average trades (40), upscale services (40), average services (100), upscale residences (20), average residences (80)

First Impression: This district regales all things holy, or at least their representation in art and architecture. Statues, paintings, and mosaics of deities and saints are everywhere, and great temples stand out among the lesser buildings.

Social Class: Middle class

The Central Plateau's temple district houses some of Sharn's greatest monuments of faith. Unfortunately, too often these monuments seem cold as the faith that inspired them evaporated long ago, replaced by ritual or even a deep corruption.

Pavilion of the Host: The largest temple complex devoted to the Sovereign Host in Sharn, the Pavilion of the Host consists of a grand open tower ringed by temples dedicated to each of the nine deities in the pantheon. In the central pavilion, sacrifices offered in major festivals and on important holy days honor the pantheon as a whole. The ranking priest in Sharn, High Priest Phthaso Mogan (NG dwarf male cleric 10), leads most of these rituals and sacrifices. Homes for the many clergy working here occupy several tower levels below the Pavilion.

Cathedral of the Cleansing Flame: Sharn's most important temple to the Silver Flame, named

in honor of the church's role in cleansing Khorvaire of the stain of evil, ironically may also be its most corrupt holy institution. The Archierophant of the region, Ythana Morr (LE female human cleric 11), helps foster this corruption, while many of the clergy and other staff simply covet privilege, power, and material wealth. The Archierophant, however, actively cooperates with the rakshasa Zathara, who lives in the Central Cogs district of Khyber's Gate.

Sword Point

District Type: Garrison

Buildings: Garrison building, temple (Dol Arrah), average lodging (20), poor lodging (4), upscale food (8), average food (15), poor food (15), upscale trades (15), average trades (33), poor trades (28), average services (40), average residences (160), poor residences (40)

First Impression: Officers of the Watch march to and fro, others stand at attention, and still others drill for combat. Shouted commands and marching songs fill the air.

Social Class: Middle class

Sword Point houses the Sharn Watch garrison responsible for maintaining order throughout the Central Plateau and Northedge, with just over 500 guards in residence or assigned to duty in the district.

ARCHIEROPHANT YTHANA MORR

Female human cleric (Silver Flame) 11; CR 11; Medium humanoid; HD 11d8+22; hp 75; Init -1; Spd 20 ft.; AC 21, touch 9, flat-footed 21; Base Atk +8; Grp +8; Atk +11 melee (1d8+2, +2 morningstar); Full Atk +11/+6 melee (1d8+2, +2 morningstar); SA Spells, rebuke undead; AL LE; SV Fort +9, Ref +2, Will +11; Str 10, Dex 8, Con 14, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +8, Diplomacy +16, Gather Information +12, Knowledge (local) +9, Knowledge (religion) +15, Spellcraft +7, Ecclesiarch, Leadership, Spell Focus (evocation), Spell Focus (necromancy), Weapon Focus (morningstar).

Languages: Common, Draconic.

Cleric Spells Prepared (caster level 11th): 0—create water, detect magic (2), light, mending, purify food and drink; 1st—command (3), comprehend languages, detect evil, obscuring mist, sanctuary^D; 2nd—augury, calm emotions, eagle's splendor, enthrall, hold person, magic circle against evil^D; 3rd—dispel magic, prayer, remove curse^D, remove disease, searing light, wind wall; 4th—discern lies (2), divination, sending, spell immunity^D; 5th—greater command, dispel evil^D, scrying; 6th—antimagic field^D, word of recall.

D: Domain spell. Domains: Exorcism (force possessing spirits out of bodies), Protection (generate protective ward).

Possessions: +2 half-plate, +2 light steel shield, +2 morningstar, *periapt of Wisdom* +2, *potion of barkskin* (+5 natural armor bonus), *potion of shield of faith* (+4 deflection bonus).

The priestess is a tall, stern woman who wears full plate armor as part of her mostly ceremonial vestments. Her silvery-gray hair surrounds an unlined face and her eyes still shine bright with the zeal of youth.

Starting Attitude: Indifferent

Modifiers: None

If Hostile: Screams that the characters are heretics and orders them out of her sight

If Unfriendly: Ends the audience quickly and orders the characters watched

If Indifferent: Feigns polite interest and concern, makes empty assurances, but takes no action

If Friendly: Feigns polite interest and concern, makes empty assurances, and expends as little effort as possible to follow up

If Helpful: Shows some genuine interest and feigns deep concern, expends a minimum of effort to follow up on her promises

Sword Point Garrison: This sprawling complex links five adjacent towers into an enormous fortress-like structure. Thick walls crowned with battlements connect the towers along the periphery, while a huge platform connects all five towers to form an open yard for drills, all a half-mile above the ground. The ranking officer at Sword Point, Commander Belew Yorgan (LE male dwarf warrior 3/fighter 5), is a harsh but effective leader. He tries to curry favor with the Citadel, the dragonmarked houses, the city council, and the temple leadership all at the same time. As a direct result, he commits most of his resources and attention to the Upper and Middle Central districts, leaving Lower Central under protected and Northedge practically ignored.

Tradefair

District Type: Marketplace

Buildings: Open-air market, temple (Kol Korran), average lodging (9), average food (45), exotic trades (15), upscale trades (50), average trades (140), poor trades (40), upscale services (20), average services (60), poor services (20)

First Impression: This district is awash in colorful signs and tents. The shouts of barkers rise above the noise of shoppers, and a dozen scents—from sweet perfumes to sizzling meats—fill the air.

Social Class: Middle class

Tradefair, the mercantile hub of the Central Plateau, boasts the quarter's only open-air marketplace, along with a thriving collection of trades and services.

Tradefair Market: Tradefair Market, the open-air marketplace, operates daily during daylight hours. In contrast to other marketplaces in the city, Tradefair has regulations about stall spacing that ensure relatively straight, wide, and open (though crowded) aisles for customers to walk through. The goods available in Tradefair are generally of high quality, and an abundant number of House Can-nith tinkers can be found to make repairs through mundane or magical means. A permit to sell in Tradefair Market for one day costs 1 gp, which certainly guarantees a certain level of quality among the merchants present, and keeps the market from becoming overcrowded.

LOWER CENTRAL PLATEAU

Population: 11,600

Social Class: Middle class

Character: Artistic and eccentric downtown

Districts: Average residences (2), shops (2), tavern district, inn district

Businesses: Upscale food and lodging, boutiques and galleries; gold piece limit: 40,000 gp

Key Personalities: Councilor Sava Kharisa (NG female human expert 7/wizard 3), Kielsten Marquan (NE male dwarf expert 3/rogue 3)

The Lower Central ward seems to exist in blissful ignorance of the power struggles raging above it. A hotbed of cutting-edge artistic expression and unusual ideologies, Lower Central serves as a countercultural contrast to Sharn's busy downtown.

Boldrei's Hearth

District Type: Inn district

Buildings: Temples (Boldrei, Silver Flame), average lodging (60), poor lodging (75), average food (45), poor food (55), average trades (40), poor trades (43), average services (35), poor services (45)

First Impression: Hotels, inns, and rooms for rent seem to be everywhere in this district.

Social Class: Lower middle class

Boldrei's Hearth holds the Central Plateau's largest concentration of hotels, inns, and other forms of lodging. It doesn't offer the elite hotels that are found in Highest Towers, Platinum Heights, and Ambassador Towers, but a great number of very comfortable rooms are available.

Marquan's Rooms for Let: A respectable, if a bit run-down, option for longer stays in Lower Central, Marquan's offers private rooms with a common dining room. The building is decorated with paintings, sculpture, and pottery produced by local artists, all of whom are past or present residents of Marquan's. Kielsten Marquan, the owner and sole employee, no longer keeps the place up as well as he used to. This is because Kielsten runs a small cult devoted to a radiant idol (see Chapter 7: Monsters and Encounters), and his attention to his business has slipped as his activity and responsibilities within the cult have increased.

Kielsten's cult holds meetings in a large private room at Marquan's. Here, the cult members pay homage to their patron, a radiant idol that calls itself Zotharr, Idol of Death. Zotharr demands gifts as part of these ceremonies, and its demands have become increasingly extravagant with the increased loyalty of its cultists. The cultists have been seduced into acts of robbery, kidnapping, and—most recently—ritual murder to please their patron. Kielsten assumed leadership of the cult in the last month, after the previous leader balked at performing a human sacrifice and Zotharr killed him for his disobedience. Kielsten is nervous but sadistically excited about his new responsibilities.

Granite Halls

District Type: Shops

Buildings: Temple (Arawai), shrine (Kol Korran), average lodging (15), average food (40), exotic trades (15), upscale trades (50), average trades (140), poor trades (40), upscale services (10), average services (40), poor services (8)

First Impression: Quirky boutiques and art galleries stand out among a host of more mundane shops.
Social Class: Middle class

Granite Halls is one of Lower Central's two mercantile districts. Compared to North Towers, it has more art galleries and fewer bookstores, but otherwise the two districts are very similar.

Sava's Gallery: Sava Kharisa (NG female human expert 7/wizard 3) owns this trendy art gallery and serves as the city councilor for the Lower Central ward. Unlike many councilors who are appointed based on their economic position in their home wards, Sava seems to have won her seat on the council purely by virtue of her excellent reputation. She is extraordinarily well connected, with good friends and close contacts throughout the city, and she maintains excellent relationships with most of the merchants of Granite Halls. She keeps in touch with some of Lower Central's wilder political factions, and is by far the most radical voice on the council. It may be that her only enemies in Sharn are her fellow council members.

Myshan Gardens

District Type: Average residential

Buildings: Upscale residences (40), average residences (280), poor residences (40)

First Impression: Orderly collections of townhouses ring the towers of this quiet district. Children play in the streets, couples stroll arm in arm.

Social Class: Middle class

Myshan Gardens is an unremarkable residential district. Its downtown location in Lower Central makes it particularly attractive to younger residents, particularly those with an artistic bent, radical political ideas, or untraditional lifestyles.

North Towers

District Type: Shops

Buildings: Temple (Aureon), shrine (Kol Korran), average lodging (15), average food (40), exotic trades (15), upscale trades (50), average trades (140), poor trades (40), upscale services (10), average services (40), poor services (8)

First Impression: Quirky boutiques and small bookstores stand out among a host of more mundane shops.

Social Class: Middle class

North Towers is one of Lower Central's two mercantile districts. It has a higher concentration of bookstores than any other district in Sharn except the University District.

Olladra's Kitchen

District Type: Tavern district

Buildings: Temple (Olladra), average lodging (44), poor lodging (50), average food (45), poor food (80), poor trades (40), poor services (40), poor residences (80)

KIELSTEN MARQUAN

Male dwarf expert 3/rogue 3; CR 5; Medium humanoid; HD 3d6+6 plus 2d6+4 plus 1d8+2; hp 36; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +4; Grp +5; Atk +4 melee (1d8+1, masterwork dire flail); Full Atk +2 melee (1d8+1, masterwork dire flail) and -2 melee (1d8, masterwork dire flail); SA sneak attack +1d6; SQ evasion, trapfinding; AL NE; SV Fort +3, Ref +4, Will +4; Str 13, Dex 10, Con 14, Int 15, Wis 8, Cha 12.

Skills and Feats: Appraise +8, Bluff +10, Diplomacy +10, Disguise +4(+6 acting), Gather Information +8, Intimidate +8, Knowledge (local) +10, Knowledge (the planes) +4, Move Silently +2, Profession +5, Sense Motive +8, Use Magic Device +4; Combat Expertise, Exotic Weapon Proficiency (dire flail), Improved Disarm.

Languages: Common, Dwarven, Gnome.

Possessions: Masterwork dire flail, +1 studded leather, *potion of good hope*, *elemental gem (earth)*, *potion of cure moderate wounds*, *potion of shield of faith* +2.

This dwarf is very short and very broad, with a well-trimmed goatee and fine clothing.

Starting Attitude: Indifferent

Modifiers: PCs ask too many questions (-2) or mention the cult or its activities (-4)

If Hostile: Attacks characters if he perceives them as weak, or plots against them if they are strong

If Unfriendly: Yells at the characters to get out of his sight; calls for the Watch if they refuse to leave his premises

If Indifferent: Is willing to deal with the characters on a purely business level, answers no questions about anything other than business

If Friendly: Is willing to deal with the characters on a shallow personal level, makes polite conversation beyond business

If Helpful: Is willing to deal with the characters on a shallow personal level, considers recruiting them into the cult if he feels they are open to the idea



LOWER WARDS

First Impression: Conversation wafts from the open doors of a half-dozen taverns and restaurants, and the tantalizing aroma of food fills the air.

Social Class: Lower middle class

The restaurants and taverns of Olladra's Kitchen are neither the dens of drunken revelry common in other lower wards nor the high-class, high-priced eateries of Upper Central or Skyway. They are generally subdued, specialty restaurants and taverns that serve as meeting places for artists and ideologues.

Ellfate's Eatery: Ellfate's is a small restaurant at the base of Skysedge Tower. It specializes in omelets, with a menu including the Blood of Vol (an omelet made with Karrnathi sausage and red pepper sauce), the Skyway Special (a very light and fluffy dessert omelet served atop whipped cream), and the Eldeen Banquet (loaded with vegetables). It is also a favorite meeting place for zealous mercantilists, a group of political revolutionaries who would like to see the king overthrown and replaced by a governing council of merchant-princes. Though their ideals are similar to the secret agenda of the Aurum, this group is all bluster and no action, and has no connection to the Aurum.

Vallia Towers

District Type: Average residential

Buildings: Upscale residences (40), average residences (280), poor residences (40)

First Impression: See Myshan Gardens.

Social Class: Middle class

Vallia Towers is very similar to Myshan Gardens. Its population includes an unusually high concentration of half-elves, but otherwise features the same hodgepodge of artists, revolutionaries, and nonconformists.

CLIFFSIDE

Population: 8,800

Social Class: Lower Class

Character: Seedy waterfront district

Districts: Red light district, shantytown, waterfront district (2)

Businesses: Businesses catering to transients, such as waterfront taverns, bordellos, flophouses, shipfitters, sailmakers, and so on; gold piece limit: 10,000 gp

Watch Detail: See Dura

The Cliffside ward makes up the lower edge of Dura, built on and into the cliffs that drop toward the river. This waterfront district, full of businesses that cater to the sailors who pass through Sharn's port, can be a rough and tumble place. Legitimate services can be found here—ships need supplies and repairs, goods need to be stored, captains need a place to hire a crew, and sailors need a bed on dry land to sleep in once in a while—but other businesses spring up simply to meet demand.

These less-than legitimate services include bordellos, taverns, casinos, and even shadier entertainments for sailors to spend their off-duty hours and wages on. The City Watch finds it hard to keep order here (or perhaps the Watch captains simply find it hard to care), and Cliffside is one of the most crime-ridden wards in all of Sharn. Some say the problem is exacerbated by the presence of sahuagin in the ward, who sell their services as guides through the Straits of Shargon.

Grayflood

District Type: Waterfront district

Buildings: Other (20), temples (Kol Korran, Balinor, Onatar, Aureon), poor lodging (20), poor food (36), poor trades (100), poor services (140), poor residences (80)

First Impression: Most of the traffic here consists of sailors in search of entertainment. Bars, flophouses, and small shops—many of which don't bother to advertise the nature of their business—line the street, which winds precariously along the edge of a steep cliff overlooking the river.

Social Class: Lower class

Grayflood, a seedy waterfront district, fills roughly the northern half of the docks and wharves running along the Dagger River. Gigantic cranes empowered by magic haul freight from ships at dock to the warehouse districts of Precarious and White Tower, while the crews of those ships restock and recharge at the shops and taverns that line the bottom of the great cliffs.

Mud Caves

District Type: Shantytown

Buildings: Poor residences (400)

First Impression: Lean-tos, smoky fires, and make-shift hovels cling to the side of the cliff and spread into tiny caves in the great rock wall.

Social Class: Lower class

The southern expanse of cliff face, away from the wharves where the Hilt flows into the Dagger River, is dotted with small caves. Some of the poorest of Sharn's poor find shelter in wretched hovels built in and around these caves. The populace is a destitute mixture of humans, dwarves, gnomes, halflings, shifters, changelings, goblins, hobgoblins, bugbears, orcs, ogres, and even a troll or two.

Sharn's Welcome

District Type: Red light district

Buildings: Poor lodging (80), average food (20), poor food (80), poor trades (80), poor services—brothels, pawnshops, etc. (140)

First Impression: Raucous sailors stagger through the streets in groups of threes and fives, careening from tavern to bordello in search of a good time.

Social Class: Lower class

Catering to the carnal desires of the clientele in Cliffside, Sharn's Welcome is rough, dirty, and a haven for crime. Bordellos abound, but customers are often robbed, sometimes beaten, and occasionally killed.

Ship's Towers

District Type: Waterfront district

Buildings: Other (20), temples (Kol Korran, Arawai, Boldrei, the Traveler), poor lodging (20), poor food (36), poor trades (100), poor services (140), poor residences (80)

First Impression: See Grayflood.

Social Class: Lower class

Almost identical to Grayflood in mood and appearance, Ship's Towers is distinguished by its southern tip. Here, buildings float upon the water. This boat town, formed of rafts, houseboats, and other watercraft of every shape and size, bobs on the water and is connected by a web of piers, gangplanks, and rope bridges.

DURA

Dura, one of the largest and oldest quarter of Sharn, rises from the ruins Shaarat and the Old Sharn that fell at the end of the War of the Mark. But as Sharn has grown over the centuries since that terrible conflict, Dura has been left behind. Today, many consider it a blight on the city, riddled as it is with poverty and crime. Dura is home to the majority of the lower classes of Sharn, and Lower Dura is generally considered to be little better than the Cogs. Nonetheless, Dura is the gateway to the Dagger River. Cargo passes from Cliffside up through Dura, and most of the vast warehouse districts are located in the lower ward. The Bazaar of Dura is a source for all manner of unusual goods, including a wide range of illegal merchandise. Dura may be dangerous and dirty, but it is certainly a gateway to adventure.

The Race of Eight Winds has a major impact on the culture of this quarter. Residents born and raised in Dura are likely to be quite passionate about the race, and outsiders who settle in one of the districts of Dura would be wise to smile and nod when the subject comes up. As the time of the race draws near, Callestan and Hareth's Folly become a hotbed of arguments and brawls.

Watch Detail: 576 guards of the Watch: 173 on day shift (138 patrol, 35 stationed), 202 on evening shift (162 patrol, 40 stationed), 201 on night shift (161 patrol, 40 stationed).

UPPER DURA

Population: 17,400

Social Class: Middle class (2 lower class districts)

Character: Crowded and bustling. This is not a wealthy ward, but the people are surviving, and some are clearly doing quite well for themselves. While



*The Cliffside docks,
along the Dagger River.*

there are a few upscale businesses, the merchants are clearly used to dealing with adventurers and others of questionable character.

Districts: Garrison, temple district, shops (2), apartment homes (2), dwarf neighborhood, average residences, adventurer's quarter

Businesses: Upscale if a bit on the worn side, with more shops catering to adventurers than in most other districts; gold piece limit: 40,000 gp

Key Personalities: Asa d'Vadalis (NG female expert 7/dragonmark heir 2); Aerela Tal (LG female half-elf adept 12); Commander Lian Halamar (LE male halfling fighter 3/rogue 3); The Enlightened Havakhad (LN male kalashtar psion [seer] 12); Hascal d'Ghallanda (NG male halfling rogue 3/expert 6); Hellien Clamas Clebdecher (LN female gnome commoner 6/magewright 2); Kestia (N female elf magewright 18); Kurala d'Joraso (NG female halfling adept 9); Loras d'Kundarak (LN male dwarf expert 4/dragonmark heir 3)

Physically and economically, Upper Dura has little in common with the slums and tenements that lie below it. The upper towers were erected over the past few centuries, and the stonework reflects the prosperity of Breland and the city. If the ward is not as fancy or prestigious as Central Plateau or Northedge, at least the streets are clean and in good repair. However, while many of the people of Upper Dura are successful merchants or crafters, there is a seedy edge to the ward. Beggars can be found throughout the ward, flaunting their afflictions and misfortunes in hopes of earning pity and coppers. Dreamlily dens and other forms of high-class crime can be found in the shadows. The people are comfortable with strangers and others of questionable character—so adventurers are made welcome.

Clifftop

District Type: Adventurer's quarter

Buildings: Shrines (Silver Flame, Sovereign Host, Dol Dorn, Dol Arrah, Olladra), average lodging (25), poor lodging (45), average food (20), poor food (60), upscale trade (1), average trades (25), poor trades (60), average services (20), poor services (60), average residences (20), poor residences (80)

First Impression: The towers of this district are drab gray granite, but the crowds that fill the streets are quite colorful. People of all races and cultures can be seen. An Aundairian wizard compares notes with a kalashtar monk in the shade of a tavern, while across the street a Lhazaar privateer and a Valenar elf compare blades. Clifftop is a fairly dingy district—but it attracts an interesting crowd.

Social Class: Lower class

This district attracts those willing to devote sword, spells, or skills to risky but profitable endeavors.

Anyone looking for a discreet bodyguard, a mercenary soldier, or a guide to the wilds of Xen'drik can find what they need in Clifftop. Adventurers looking for a patron may find one here.

Clifftop is a curious blend of wealth and poverty. Most of the businesses in the district are serviceable, but not exceptional, providing for the needs of the adventurer who rarely has more than a few pieces of gold in his purse. It also provides services for the lucky explorer or privateer who has returned home with gold to spare, with commercial spellcasters, shops selling used wands and old mageworked weapons, and other exotic goods readily available. While similar in many ways to the Deathsgate district, Clifftop has a better and generally well-deserved reputation.

The district provides a number of services adventurers may find useful. A wide variety of hirelings can be found here, and all of them are used to putting up with the odd demands of adventurers. Likewise, as adventurers have a way of getting into trouble with the law, there are a considerable number of barristers and advocates in the district. The pawnshops of Clifftop offer 45% of value for almost any sorts of goods, except those that are obviously stolen; fences that deal in stolen goods must be found in the lower levels of Dura.

The Augury: This shop, located in the section of Clifftop known as the mystic market, features a circle of magewrights who possess the ability to cast divinatory spells, including *augury*, *clairaudience/clairvoyance*, *detect magic*, *detect scrying*, *divination*, *identify*, *locate creature*, *locate object*, and *scrying*.

The master magewright of The Augury is a 334-year-old elf named Kestia (N female elf magewright 18). A child of House Phiarlan, Kestia was expelled from the house after she developed an aberrant dragonmark. However, her mystical powers exceed even the wizards of the Esoteric Order of Aureon. She can *contact other plane* and *imbue with spell ability*, allowing her to sell the power to cast a particular spell (albeit once). Her other talents include *permanency*, *sending*, and *false vision*; she occasionally sells permanent *alarms*, and she herself has permanent *arcane sight* and *tongues*.

As it sells *sending*, *locate*, and *alarm* spells, The Augury cuts into the profits of a number of the dragonmarked houses, notably Tharashk, Sivis, and Kundarak. Some believe that Kestia uses blackmail to protect herself from the retribution of the houses, while others say that she appeases the houses with a share of her profits. She has refused to join the Esoteric Order of Aureon or the Guild of Starlight and Shadows, preferring to remain independent.

Clifftop Adventurers' Guild: This district has long served as a crossroads for adventurers and soldiers of fortune. One hundred and fifty years ago, a dwarf named Shekkal Korranor established a guild for explorers and wanderers—a place where those with adventurous spirits could find good company and

support. Shekkal died in the Last War, but the Cliff-top Adventurers' Guild remains. Members tend to be 2nd- to 5th-level characters with good alignments, most of whom have spent some time in Xen'drik. There is a strong rivalry between the members of the Clifftop Adventurers' Guild and Deathsgate Explorer's Club, and characters that join Clifftop may have to deal with Deathsgate hooligans—either in Sharn or while adventuring in the wilds.

The Dragon's Hoard: The Dragon's Hoard sells a wide assortment of wondrous items. Members of the Clifftop Adventurers' Guild receive a 5% discount off the normal market price for items purchased here.

The Drunken Dragon: A bizarre assortment of odds and ends cover the walls of the Drunken Dragon tavern, including the trophies of a hundred expeditions to Xen'drik, the Demon Wastes, and other strange lands. Among the oldest pubs in Upper Dura, the Drunken Dragon is a long-time favorite of explorers, adventurers, and privateers. Slow service and poor food aside, the Drunken Dragon has one of the widest selections of exotic alcoholic beverages in Sharn. From Mror ale and Lhazaar mead to the orcish *hrak* of the Shadow Marches and fermented honey-milk brewed by the shifters of the Eldeen Reaches, if it's strong and strange it can be found at the Drunken Dragon.

The Dragon has become one of the main places to hire adventurers; if a party has no specific agenda and simply hopes to find work, it could do worse than to have a few drinks at the Drunken Dragon. The Dragon is a tavern as opposed to an inn, but it does have two private rooms that parties can use when discussing secret business or important deals.

The Drunken Dragon is owned by Hascal d'Ghallanda (NG male halfling rogue 3/expert 6), a cheerful middle-aged halfling. Hascal began his life as an explorer, but gave up the trade after losing his lower left leg and his right eye in a particularly disastrous trip to Xen'drik, and returned to pick up the family business. He has an assortment of beautifully carved artificial limbs and colorful eye patches that correspond to his flamboyant outfits. Hascal is an extremely knowledgeable and talented fellow who, given an opportunity, can spend hours talking about his adventures.

Hascal possesses the Least Mark of Hospitality and has the power to cast *refuge*; while he generally saves this for personal protection, for enough gold he could be convinced to cast it on behalf of a group of favored customers. Though he no longer actively adventures, Hascal remains a member of the Clifftop Adventurers' Guild. Members of the guild get a +1 circumstance bonus on all Knowledge (local) and Gather Information checks made in the Drunken Dragon.

The Esoteric Order of Aureon: The larger of Sharn's wizard circles, the Esoteric Order of Aureon

has its headquarters in Clifftop. The Order's tower is built of white marble, and glamers have been woven into the stone that cause the tower to shimmer and glow so that it seems as if it has been crafted of solid light.

Not all members of the Order sell their services, but if a party seeks an arcane spellcaster in Clifftop, this is the place to visit. Generally, spells of up to 3rd level can be obtained at standard prices, and 4th-level spells may be available. However, the wizards of the Order may not have the spell a party seeks prepared; in such cases, a client must wait 24 hours to complete their purchase.

House Sivis: In addition to the local message station, House Sivis maintains an enclave in Clifftop devoted to the Speaker's Guild. This enclave specializes in two things: the translation of texts and other materials recovered from Xen'drik, and legal services for adventurers in trouble. Josilian Kan d'Tarliian (N male gnome bard 3/expert 3) works out of this office, and is widely considered to be one of the best barristers in Sharn—though at a base price of 25 gp/day (and possibly more, depending on the nature of the case), he is certainly one of the most expensive.

House Tharashk: The House of Finding has a great interest in Xen'drik and the mineral wealth that can be found there, as well as an interest in the other dark lands of Eberron—Q'barra, the Demon Wastes, Khyber, and the Mournland. The Tharashk enclave in Clifftop is primarily concerned with exploration and prospecting. The house sells the services of guides, and many of its members have firsthand experience in Xen'drik and Khyber. In addition to the powers of their dragonmarks, these guides can provide invaluable information about the threats lurking in these regions. When the house plans expeditions to Xen'drik, these are usually arranged at the Clifftop enclave. Due to the rivalry with Tharashk and Deneith, the house often recruits adventurers to protect an expedition instead of hiring Deneith mercenaries.

Kavv's: This little restaurant is one of the well-kept secrets of Sharn, and without a recommendation a character only knows about it if he can make a DC 20 Knowledge (local) check. The Kavv family emigrated from the city of Stormreach in Xen'drik, and the food is an intriguing blend of Khorvairian styles, using Xen'drik spices and vegetables most people have never encountered. Kavv's is a small, intimate establishment, and despite the extremely high quality of the food, a typical meal averages 30 cp. Saza and Taji Kavv (NG male and female humans, both commoner 4) still have many friends and relatives in Stormreach, and if the party befriends the Kavvs these contacts could prove to be useful during trips to Xen'drik.

Kurala's House of Healing: Explorers tend to need healing more than merchants and crafters,

and Kurala d'Jorasco (NG female halfling adept 9) does a brisk business in Clifftop. In addition to possessing the Least Mark of Healing (*lesser restoration*), she is an adept of Boldrei and can perform magical healing for her clients, including *remove curse* and *remove disease*. While she runs her own business, Kurala is a respected member of House Jorasco and is often called in to help the healers in Dragon Towers. Kurala's House includes three lesser healers—two 3rd-level adepts and a 4th-level expert with the Least Mark of Healing (*cure light wounds*)—and Kurala's husband Janasar (N male halfling expert 4), who specializes in the care and treatment of animals.

The Mystic Market: The white tower of the Esoteric Order of Aureon is surrounded by a host of lesser magic businesses. Most true wizards work with the Esoteric Order or the Guild of Starlight and Shadow, and the Mystic Market consists mainly of magewrights and adepts. Businesses in the market include: **The Mithral Blade**, a smithy that produces steel and mithral weapons and armor with up to a +2 enhancement bonus; **Wise Wood**, a shop that buys and sells wands and staves; **The Moonlit Loom**, which sells magic clothing; **The Dragon's Hoard**, which sells a wide assortment of minor wondrous items and does a brisk business in *feather fall talismans*; and two different potion merchants, **Boldrei's Tears** and **Good Spirits**. These shops all operate within the 40,000 gp limit of the ward, though the Dragon's Hoard has a 20,000 gp limit on its goods.

Daggerwatch

District Type: Garrison

Buildings: Garrison buildings (2), training ground, temple (Dol Dorn), average lodging (20), poor lodging (4), upscale food (8), average food (15), poor food (15), upscale trades (15), average trades (33), poor trades (28), average services (40), average residences (160), poor residences (40)

First Impression: This may be the cleanest and quietest district in Dura. The walls of the towers are heavily reinforced, as if to withstand siege weaponry. The streets are filled with guards of the Watch, both patrols and off-duty guards; it looks like a bad place to start a fight.

Social Class: Middle class

Dura is easily the most dangerous quarter of the city, and during the Last War riots and other forms of unrest were a constant concern. Plus, the Race of the Eight Winds usually results in various forms of crime and vandalism. As a result, Daggerwatch has the largest concentration of the City Watch in Sharn. Many low-ranking city officials, including judges and tax collectors, make their homes in Daggerwatch and rely on the presence of the Watch to protect them from vengeful citizens.

Daggerwatch Garrison: The eponymous garrison in the district is the home to over 600 members of the Sharn Watch. In addition to the regular officers of the Watch, Daggerwatch Garrison houses the Goldwings and includes facilities for maintaining the unit's 25 hippogriffs.

The Gold & White: This large tavern is usually filled with off-duty guards of the Watch and royal soldiers. Anyone wearing the insignia of a non-Brelish military unit, or who can be identified as having served with another nation during the Last War, receives an Unfriendly attitude by the patrons of The Gold & White. Conversely, any character who served Breland during the war gets a +2 circumstance bonus on Gather Information or Knowledge (local) checks made in the tavern, in addition to any bonus received from being a regular customer.

Talain Garrison: This fortress houses both the Sharn Watch and the elite Redcloak Battalion. While slightly smaller than the Daggerwatch Garrison, it is far more heavily fortified and could withstand an extended siege.

Highhold

District Type: Dwarf neighborhood

Buildings: Temple, average lodging (10), upscale food (5), average food (40), poor food (10), exotic trades (10), upscale trades (24), average trades (60), poor trades (25), upscale services (10), average services (40), poor services (20), upscale residences (20), average residences (180)

First Impression: The architecture is sturdy, functional stone, though the scale is slightly too small for most humans. While there is luxury to be found here, the citizens of Holdfast put work before play.

Social Class: Middle class

When House Kundarak first established itself in Sharn, the dwarf immigrants who came with the house sought to make their mark on the city. While dwarf engineers had played a significant role in the construction of Sharn, the city was designed for humans. Holdfast is the first district to be built by dwarves for dwarves, and their touch is evident throughout the district. While the dwarves appreciate luxury and comfort, they are also concerned with defense and durability, and the buildings of Holdfast are among of the strongest and most defensible in the city.

Dwarves make up the majority of the population in Holdfast—both recent immigrants from the Mror Holds and those whose families have lived in Sharn for generations. The inns and taverns serve strong Mror ale and stonebreaker mead, and most of the buildings and furnishings are built to dwarven proportions. Beyond the dwarves, there are a considerable number of gnomes in the district,

reflecting the strong economic ties between House Sivis and House Kundarak.

Businesses in Holdfast include a branch of the Kundarak Bank and a Sivis message station. There are also restaurants serving Mror food (an acquired taste for most humans) and a variety of other crafters, including master masons, architects, and armorers. Many of the inhabitants work for one of the branches of the Kundarak Bank, while others work in the Cog foundries but have positions allowing them to afford to live above the surface.

Clebdecher's Loom: While most people think of dwarves as grim and stoic individuals, the merchant princes of the Mror Holds take great pride in their appearance and clothing. Run by Hellien Clamas Clebdecher (LN female gnome commoner 6/magewright 2), Clebdecher's Loom specializes in fine clothing in Mrorian and Zil styles. Clebdecher is one of the finest workers of glameweave in the city, and many human lords and ladies come to Holdfast to avail themselves of her talents. As a result, there is usually a considerable wait for Hellian's services; anyone preparing for an important event needs to plan ahead to purchase a Clebdecher gown or suit.

Moraggan's: The Mror spirits served at Moraggan's might be the strongest drink in Sharn. However, Moraggan's is a far cry from the rough and tumble saloon one might expect from a place with such a reputation. This posh, luxurious establishment has considerable security and a number of private, sound-proofed rooms. Moraggan's caters to Kundarak agents and other Mror merchants—traders and crafters who believe that strong drink and business negotiation go hand in hand.

Highwater

District Type: Average residential

Buildings: Upscale residences (40), average residences (280), poor residences (40)

First Impression: Quiet streets wind around town-house towers in a relatively safe environment.

Social Class: Middle class

Highwater is the finest residential district in Dura, though the accommodations are considerably smaller and plainer than those of Middle Northedge, let alone any of the other upper wards. But the prices are reasonable, the stonework is solid, the views are exceptional, and the streets are fairly safe—for Dura.

Pegasus Spire: While House Vadalis conducts most of its business in Dragon Towers, the head of the household has always resided in the Pegasus Spire in Highwater. The Sharn Vadalis have always enjoyed participating in the Race of Eight Winds and the Highwater Wind Guard has always included members of the family. In addition to serving as the

manor for the Vadalis family, Pegasus Spire provides the stable and training facilities for the pegasi used in the race.

Hope's Peak

District Type: Temple district

Buildings: Temples (Sovereign Host, Silver Flame, Dol Arrah), shrines (Aureon, Boldrei, Olladra), upscale lodging (5), average lodging (15), upscale food (15), average food (30), exotic trades (23), upscale trades (26), average trades (40), upscale services (40), average services (100), upscale residences (20), average residences (80)

First Impression: Many of the towers in this district are built from blocks of white stone flecked with spots of gold, and when the sunlight falls on Hope's Peak it seems to glow and burn.

Social Class: Middle class

Hope's Peak is the most recent temple district constructed in Sharn, and many of the shrines were relocated from the lower levels of Dura. The most important building is the Citadel of the Sun, but the main temples of the Sovereign Host and the Silver Flame draw worshippers from the depths of Dura. While most of the priests of the region are devout enough, this is Dura, and pragmatism abounds. If a party of adventurers knows who to talk to and how to approach them, divine miracles can be bought outright. With luck and hard work, divine spellcasting services of up to 4th level can be purchased. Finding a cleric or adept who's willing to sell his services requires a DC 15 Knowledge (local) skill check.

The Citadel of the Sun: The tallest tower in Hope's Peak is the Citadel of the Sun, a temple dedicated to Dol Arrah, the Sovereign lady of Sun and Sword. The stone of the tower has been enchanted to shine like gold, but it is still stone—something that has proven to be a grave disappointment to many a beggar who has sought to scrape a shaving from the wall. Aerela Tal (LG female half-elf adept 12), a devoted priest who served with distinction in the war before retiring, maintains the temple. Aerela does not sell divine spells, but she may provide assistance in exchange for services; she is distressed by the darkness in Sharn, and would like to see light shed on the shadows of the city.

This large and beautiful temple's tower rises far above the other districts of Upper Dura. At the top lies a garden, where three golden griffons—half-celestial creatures (7, 8, and 9 HD respectively) said to have been touched by the lady of the sun—reside. The griffons rarely stray from the tower, but an oracle has said that they will rise and fight at the time of Sharn's greatest peril. Killing one of these creatures would be a heinous crime that would outrage the devotees of the goddess.

Olladra's Arms: This restaurant, one of the brightest spots in Dura, is considered to be one of the finest restaurants in the city. In addition to a few private rooms, it features a vast central hall suitable for enormous parties or feasts. The menu consists of traditional Brelish cuisine, but choices are limited. The master chef, Halean Doss (N male human commoner 9), chooses a single menu each night. However, quantities are generous and the quality of the food is outstanding.

Overlook

District Type: Apartment townhomes

Buildings: Shrine (Path of Light), exotic trades (4), average food (3), average services (1), average residences (80), poor residences (440)

First Impression: The spires of over a dozen identical towers rise to the sky. While the towers are drab gray granite, bits of color are scattered about—an occasional window of stained glass, a small hanging garden, a tapestry of Riedran design.

Social Class: Lower class

Built with the fortune of the ir'Tain family, Overlook is one of the largest residential districts in Sharn. The remarkably bland stonework creates a vast, gray vista that can be disconcerting. The ir'Tains were interested in getting the most for their gold, however, and aesthetics were not a concern. While the townhouse apartments in Overlook are not as pleasant as those in Lower Northedge, they are inexpensive and far safer than the wards that lie below. Plus, the area offers breathtaking views of the Dagger River and the surrounding countryside.

Over the centuries, Overlook has developed a significant Adaran and kalashtar community, and the district draws most of the kalashtar who come to Sharn. A variety of businesses catering to the Adarans hide in the depths of Overlook: a crystalworker, a school of meditation and martial arts, a tailor specializing in Adaran fashions, and a few restaurants serving Adaran cuisine. Few people outside the community know about these places, and unless a character is recommended to one of these businesses by an Adaran, he or she must make a DC 20 Knowledge (local) check to find one of them.

There are no inns in Overlook, but the Adarans take care of their own. Kalashtar or Adarans who come to Overlook can usually find shelter with one of the local families, although they are expected to behave graciously and in some way to repay the generosity of the host; however, the Adarans value news or wisdom as much as gold.

While the Adarans add exotic color to Overlook, they only account for a third of the population of the district. Most of the other inhabitants are humans, halflings, and dwarves who work in Upper or Middle Dura.

The Gathering Light: The Adarans and kalashtar are concentrated on the northern edge of Overlook. Adaran citizens have pooled their resources to rent a large hall, the Gathering Light, that serves as an anchor for the community. During the day, the hall functions as a school, where people come to study kalashtar martial arts and meditation techniques. In the evenings, the people gather to celebrate their heritage. Activities at the gatherings vary considerably. Some nights song, dance, or other forms of art play a dominate role, while other nights involve serious discussions of philosophy, metaphysics, or current events.

Selkatari (LN female kalashtar monk 7) oversees martial training and monastic discipline at the Gathering Light, while Hanamelk (LG male kalashtar expert 5/psion [seer] 3) serves as the resident scholar and sage. These two also work together to protect the community from crime and violence, using diplomacy when possible and force when reason fails.

Hilataashka: Hidden away in the shadows of one of the gray towers, the Hilataashka restaurant serves Adaran cuisine. Meals are reasonably priced, around 6 cp per person, but the quality is exceptional. Providing vegetarian fare that mostly consists of cold dishes and soups prepared with a range of subtle spices. Kalashtar have an exceptionally well-developed sense of taste, and it can take some time for members of other races to learn to appreciate the delicate blends of spices and herbs used in Adaran meals.

The Shrine of il-Yannah: The kalashtar-constructed shrine of il-Yannah, the Path of Light, occupies a small parapet at the top of a tall tower. From the breathtaking views to the Sarlonan incense that scents the air, the shrine radiates a calm, otherworldly peace. Tapestries with intricate, labyrinthine patterns cover the walls and floor, adding to the exotic nature of the place. The enlightened Havakhad (LG male kalashtar psion [seer] 12), a powerful psion whose frail body is beginning to fail, tends the shrine and rarely wanders far from this location. Havakhad gladly offers advice and spiritual guidance to any follower of the Light who comes to meditate at the shrine, and he sometimes uses *precognition* on behalf of those he considers to be champions.

Redstone

District Type: Shops

Buildings: Temple (Kol Korran), Shrines (Olladra, Onatar), average lodging (25), average food (60), exotic trades (24), upscale trades (120), average trades (190), poor trades (30), upscale services (30), average services (60)

First Impression: Handsome towers of red marble and granite packed with various shops and crafters offer a seemingly endless array of goods. The brick hanging streets are filled with milling customers

and the occasional unfortunate begging for copper and silver.

Social Class: Middle class

One of the newer districts, Redstone is less than two hundred years old and many of the respectable crafters from the Bazaar of Middle Dura have moved here in recent years. The architects sought to overcome the negative perceptions of Dura, and the stonework is beautiful. Much of it was crafted using red marble from Rose Quarry, once a thriving Cyran supplier which now lies in ruins in Darguun. The rest of the towers consist of red granite and brick. With a host of subtle variations in shade, the towers present a striking sight, especially in the light of the setting sun.

Redstone has grown into one of the largest centers for commerce in the city, nearly twice the size of Granite Halls. Almost any sort of honest trade can be found in Redstone, from bakers to wigmakers. There are two banks in Redstone, including a Kundarak enclave and the smaller Lorrean Bank, a family business belonging to one of the sixty great families of Sharn. The district also contains workhouses that draw on the population of Overlook, including a glassworks and a textile factory.

MIDDLE DURA

Population: 18,200

Social Class: Lower class (2 middle class districts)

Character: Lower class ward split between commercial and residential districts; it is the border to the dangerous districts that lie below.

Districts: Marketplace, average residences, tavern district, inn district, tenement district, apartment homes

Businesses: Almost anything can be found at the Bazaar, including shady goods and contraband; gold piece limit: 25,000 gp

Key Personalities: Councilor Hruit (N male shifter druid 6/Sharn skymage 3)

The stones in this old district have been worn smooth by the passage of time. There is a definite scent of danger in the air. The Sharn Watch patrols this ward, and these guards are always ready for trouble—though the crime lords often use bribes to ensure that the Watch is nowhere to be seen when certain activities take place. Nonetheless, Middle Dura is certainly safer than the ward that lies below. The Bazaar, the largest market in the city, can be found here, and the taverns and inns of Dura are a common destination for folk who don't have many coins to rub together.

The Bazaar

District Type: Marketplace and shops

Buildings: Open-air market, temple (Sovereign Host), shrines (the Keeper, Kol Korran), average

lodging (24), average food (85), exotic trades (30), upscale trades (60), average trades (300), poor trades (110), upscale services (20), average services (100), poor services (40)

First Impression: The crowd and noise of this district are overwhelming. In addition to the shops and stalls, the streets are full of people offering questionable goods and deals; it seems like everyone has something to sell. The Watch maintains a strong presence in the Bazaar, but they are more concerned with preventing riots than in stopping trade of illegal goods.

Social Class: Lower class

The Bazaar of Dura, the largest commercial district in Sharn, sprawls out across a dozen towers. The towers around the edges are devoted to shops and services. Almost anything can be found in this district, though the quality of any particular item or service cannot be guaranteed. At the center of the district, the open market from which the district takes its name presents a labyrinth of shops, tents, and makeshift stalls set up in the middle of the street. A marketplace permit costs only 3 cp, though many people try to avoid even this paltry sum. However, guards who catch such shirkers usually extort far larger sums in exchange for a pass.

Of the four markets of Sharn, the Bazaar has the highest concentration of criminal activity—illegal services and trades, as well as pickpockets, bullies, and con artists. These services are not as obvious as they are in Lower Dura or the Cogs, and quality and prices are not as good, but shopping here is generally safer than venturing to the lawless lower ward. The cost of illegal services should be increased by 25%. The Boromar Clan controls most of the illegal activities, but Daask has been pressing up from below, and those seeking services may be caught in the middle.

If an adventuring party displays obvious wealth—if they are spreading gold around, wearing glameweave or impressive magic armor or clothes—they must deal with a constant stream of pleading beggars and con artists. Pickpockets pose a constant threat, and bullies try to lure shoppers into ambushes. When doing business in the Bazaar, it's best to conceal your wealth.

The Bazaar is a good place to dispose of random acquisitions. Stolen goods aside (those requiring an actual fence), most items can be sold here for 45% of their actual value. The seller can make a DC 10 Charisma check; for every point of success, the sale price is increased by 1%.

Almost any sort of mundane item can be found at the Bazaar, including alchemical goods. A merchant might even have a few magic items in stock, or at least items that he claims are magical. Any magic or masterwork items found in the Bazaar are certainly secondhand, and might have a dubious or intriguing

history. The 25,000 gp limit applies to all transactions in the Bazaar.

Caerlyn's Blade: A troop of Valenar mercenaries that calls itself Caerlyn's Blades uses the Bazaar as a base of operations.

The Shrine of the Keeper: While the Keeper is associated with death, he is first and foremost the god of greed—the hunger to possess all things, from gold to souls. Gellis Candar (NE male dwarf expert 3/adept 3) runs a large pawnshop in the Bazaar, and he maintains a shrine to the Keeper in a hidden back chamber. A few of the other merchants know of the shrine and attend Candar's services, believing that the Keeper can help them fulfill their greedy desires.

Vundry: Vundry (NE female gnome expert 6) runs a shop in the Bazaar of Dura. On the surface, appears to be a pawnshop and curio store. Behind this façade, Vundry is one of the most reliable and well-connected fences in Sharn. When dealing with a friend (Diplomacy DC 25; allies of the Boromar Clan gain a +5 circumstance bonus, gnomes gain a +3 circumstance bonus), Vundry can turn up almost any item within a week (within her 25,000 gp limit).

Normally, Vundry buys any legal item for 45% of its value, up to a limit of 10,000 gp. Her shop is full of odds and ends of all sorts—pottery shards from Xen'drik, a masterwork broadsword, a Riedran spice rack. For her friends, Vundry raises her limit to 30,000 gp and pays 55% of the value of items that she buys. Vundry also fences illegal goods, charging 20% of the value of the item. She usually drops this fee by 1% every subsequent time she does business with the same character, to a minimum of 10%. It can be expensive establishing credentials with Vundry, but over time it is worth the expense.

Broken Arch

District Type: Average residential

Buildings: Upscale residences (40), average residences (280), poor residences (40)

First Impression: Rows of stone houses circle the central towers of this district. The stone is worn and cracks are beginning to show. The streets are surprisingly quiet and empty. The people view strangers with suspicion and fear, and hurry toward their destinations.

Social Class: Middle class

Early in the history of Sharn, Barchan's Arch was one of the finest residential districts in the city. Barchan ir'Tyran, a powerful nobleman, along with Hestian ir'Tain, helped shape the City of Towers. Then, during the reign of King Galifar the Dark, the ir'Tyran family attempted to seize the throne of the kingdom. Those ir'Tyrans who survived were stripped of their noble rank and banished from Galifar. Since then, Barchan's Arch has been shunned by the powerful families of Sharn, and it has fallen

into disrepair; two hundred years ago, people began calling it "Broken Arch," and the name stuck.

Today, Broken Arch lies under the shadow of the treason of the past. While it has a few manor houses, these belong to the lesser families of Sharn or merchants trying to climb the social ladder. The district rarely receives aid from the city council, and the Watch patrols are lighter than in the other districts of the ward. As a result, criminals from Lower Dura often frequent the alleys of Broken Arch and prey on the honest citizens. Daask bullies have become an especially common threat over the past three years.

Hareth's Folly

District Type: Tavern district

Buildings: Temple (Onatar), average lodging (12), poor lodging (80), average food (24), poor food (120), poor trades (40), poor services (40), poor residences (80), sporting arena

First Impression: The buildings of this district are a bizarre mishmash of architectural styles and materials. Narrow spires stand across from squat brick keeps and densewood halls. In addition to the bridges connecting the great towers of the district, a maze of suspended rope, wood, and stone roads connect the upper levels within the towers, creating the impression of a mad spider web. Music and song can be heard echoing from various towers, and people laugh and run through the streets.

Social Class: Lower class

Today, common opinion believes that the architect Hareth ir'Talan was mad. He should never have been allowed to work on a project as important as the construction of a Sharn district, but gold and family connections gave him his chance. The result was the district now known as Hareth's Folly. At first, Hareth sought to include buildings in the styles of all the contemporary cultures of the kingdom, so that visitors from all parts of Galifar would feel at home. As construction continued, he began to add new designs, based on his visions of the architecture of Syrania, Thelanis, and the other divine realms. As a result, all manner of different buildings can be found in Hareth's Folly, including some of the strangest structures in Khorvaire. While most believe that Hareth was mad, a minority feel that he was driven by divine inspiration.

Hareth's Folly focuses on entertainment. Inexpensive inns, pubs, restaurants, and taverns fill the district. While there is less criminal activity here than in Callestan or the Bazaar, a great deal of gambling occurs in the back rooms of Hareth's Folly. In particular, the district serves as a center for aerial sports, including windchasing and skyblade matches. Hareth's Folly is not represented in the Race of Eight Winds; instead, it provides a neutral position from which the race begins and ends.

The Hollow Tower: Hareth ir'Talan constructed Sharn's first aerial arena, and over the centuries this odd structure has brought a great deal of silver into the district. While most windchases occur outside the towers, skyblade matches and many other aerial sports are played in an enclosed space. The Hollow Tower provides that space—multiple levels of one of the great towers converted into an enormous domed arena, lined with *everbright lanterns* to provide illumination at all hours. Today, many of the more prestigious events take place at Cornerstone in Middle Tavick's Landing, but the Hollow Tower still does a brisk business, and many of the other districts use the tower as a training ground.

The King of Fire: The most common deck of playing cards used in Khorvaire has four suits, each tied to one of the four elements. The largest tavern in Hareth's Folly uses the King of Fire as its trade sign. The tavern, a strange structure supposedly inspired by Hareth's visions of Fernia, consists of black stone and brass, and *continual flame* spells have been placed on fixtures throughout the building—including tables and chairs. Half a dozen card games constantly play out in the back rooms of the King, and the place does a brisk business in gambling on races and skyblade matches.

Lat Horasca (N male halfling expert 5), a former Glidewing jockey, owns the tavern, which he won in a dramatic hand of cards. Lat is a gambler, not an innkeeper, but he has married into House Ghallanda and his wife Kela (N female halfling commoner 4) manages the day-to-day affairs of the business. Things can get rowdy during the Race of Eight Winds, but Lat has wisely invested in an excellent bouncer, an ogre named Korrla (N female ogre fighter 3). When she's not working, Korrla often fights at the Burning Ring in Lower Menthis.

Rattlestone

District Type: Apartment townhomes

Buildings: Average residences (40), poor residences (220)

First Impression: The housing towers in this district are packed with people. The district shows its age. Cobblestones are cracked or missing, and the worn stone walls have been marred by time and vandalism. However, the people seem cheerful enough despite the squalid conditions.

Social Class: Lower class

The inhabitants of Rattlestone are poor, but most have jobs of one sort or another in the Bazaar. Many of the Watch patrols that protect this district are made up of native Rattlestoners. In comparison to most members of the Dura Watch, the Rattlestone guards are more likely to risk life and limb to protect the people of the district. But this doesn't apply to strangers, outsiders, or adventurers, and members

of the Watch may actually help the local pickpockets and charlatans carry out their scams.

Stormhold

District Type: Average residential

Buildings: Upscale residences (40), average residences (280), poor residences (40)

First Impression: The houses of this district are extremely solid, and almost seem more like miniature fortresses than residences. The people tend to be serious and suspicious. Children are kept off the streets, and strangers are watched closely.

Social Class: Middle class

Cliff-top solicitors, overseers from the workhouses in Redstone and the Bazaar, and other successful crafters and merchants have made their homes in Stormhold. A number of manors built by the aristocratic founding families of Sharn in the first days of the city can be found in this district, but most of the powerful families have moved on to Central Plateau or Skyway in recent centuries. A handful of the Sixty great families still live in this district, however. The townhouses of Stormhold are generally cramped and uncomfortable, but the walls are thick and the doors stout. Stormholders take security extremely seriously, and the powerful families hire Deneith mercenaries to supplement the Watch patrols.

Tumbledown

District Type: Tenement district

Buildings: Poor residences (240)

First Impression: The walls of Tumbledown are honeycombed with tiny chambers, and massive tenements occupy the center of the towers. Large or small, these townhouses are in terrible condition; walls are chipped and cracked, and mold and mildew covers everything. The people crammed into Tumbledown are poor and miserable.

Social Class: Lower class

Tumbledown is a wretched residential district, home to the poorest inhabitants of Middle Dura. While it has little to offer, it is at least occasionally patrolled by the Sharn Watch, which provides the inhabitants with a limited sense of security.

Daask has recently established a dreamlily den in one of the tenements of Tumbledown, run by a gnoll named Caasht (NE male gnoll rogue 3). A small band of gnolls provides security for the den. This is a direct challenge to the Boromar Clan's control of dreamlily distribution, but so far the Boromars have not struck back.

Underlook

District Type: Inn district

Buildings: Temples (Silver Flame, Sovereign Host), upscale lodging (1), average lodging (35),

poor lodging (100), average food (20), poor food (80), average trades (20), poor trades (60), average services (20), poor services (60), poor residences (20)

First Impression: The Underlook district has seen better days. Dingy inns and restaurants line the streets, but many old businesses have closed and been transformed into wretched tenements. Nonetheless, cheap lodging is plentiful and travelers from across Khorvaire walk the streets.

Social Class: Lower class

Before Menthis Plateau, Underlook was the center for Sharn's nightlife. The district was filled with fine restaurants, inns, and other forms of entertainment. But over the centuries the finest establishments have moved to other towers, leaving Underlook to decay in the shadows. Honest sailors and merchants who arrive at Cliffside often choose to stay in Underlook instead of risking life and limb in the Lower Wards.

In addition to the inns and taverns of Underlook, there are a wide number of businesses that are, while not illegal, often held in low regard. In particular, Underlook is an excellent place to hire inquisitives. While the heirs of Tharashk are generally considered to be the best inquisitives in Khorvaire, there are a number of capable non-house operatives in the district who can do the job if the price is right.

Ghallanda Hall: While many of the finest inns have left Underlook, one exceptional establishment remains. Ghallanda Hall was the first outpost House Ghallanda established in Sharn, and while it is not as fancy as the enclave in Dragon Towers, it still makes for an imposing place. The hall is divided into three sections, each catering to customers with different financial means—effectively, an upscale, average, and poor lodging combined into one. Some rooms have been specially prepared for members of different races, so halflings and gnomes can feel at home in a smaller environment. While each section of the inn has its own common room, there is also a grand hall open to all that features a tavern and a stage. Acts change on a nightly basis, and Ghallanda Hall generally has the best entertainment in Middle Dura.

Ghallanda Hall is one of the few locations where the house hosts its *heroes' feasts*. A private dining room in the upscale quarter of the hall is reserved for this function, and the clients receive exceptional treatment and entertainment to accompany the enchanted meal.

The current Lord of Ghallanda Hall, Keslo d'Ghallanda (N male halfling expert 7/ dragonmark heir 2), bears the Least Mark of Hospitality (*purify food and drink*). Keslo is a man of many talents, a diplomat, a poet, and a master chef. Eight elite Ghallanda guards (2nd-level halfling barbarians) provide security, and two clawfoot dinosaurs can be brought into play during serious altercations.

Information Acquisition: When people think of inquisitives, House Tharashk usually springs to mind.

Kalaash'arrna (NE male half-orc rogue 4/master inquisitive 3), a cunning man with the Lesser Mark of Finding (*locate object, locate creature*), runs Information Acquisition (*Lhash'ta'raak* in the orcish tongue) for the house. As the name implies, InAc specializes in information gathering—shadowing people, digging up dirt, and similar, often unsavory tasks.

Kalaash'arrna never betrays his clients; however, he is completely ruthless when it comes to fulfilling his contracts. Kalaash comes from one of the poorer families of the house. The success of InAc directly reflects on his family, and he is determined to prove his value to the house.

While Kalaash serves as the primary inquisitive at InAc, he employs four lesser inquisitives, all unmarked members of House Tharashk (both humans and half-orcs). These include two 2nd-level rogues and two 3rd-level experts.

LOWER DURA

Population: 19,800

Social Class: Lower class

Character: Miserable and dangerous, this ward is hotbed of crime and violence.

Districts: Goblinoid slum, inn district, warehouse districts (2), apartment townhomes, tenement district

Businesses: Low-quality necessities, criminal enterprises, pawnshops, and rag and bone men; gold piece limit: 10,000 gp

Key Personalities: Faela (LG female half-elf expert 3/adept 1), Gasslak (NE male medusa adept 1), Margaash (LN male hobgoblin fighter 2/warrior 2), Redtooth (CE male human barbarian 5), Steel (CN male personality warforged barbarian 5), Swift (CN female half-elf barbarian 4/rogue 1), Zaz (CN female doppelganger cleric 5)

Once the heart of Sharn, Lower Dura has slowly decayed as the rest of the city moved higher into the sky. Now it is a dark and dangerous place. Precarious and the Stores play important roles in the economy of the city, but the other districts have largely been left to fester and rot. Today, Lower Dura is home to the miserable poor. The Sharn Watch rarely risks patrolling Lower Dura, and the ward has become a center for criminal activities. The inhabitants of the ward may be shielded by gang allegiances, ties to one of the major criminal organizations, or the simple fact of having nothing to steal, but adventurers had best tread lightly and keep weapons near at hand when venturing here. Street violence occurs on a regular basis, amateur and professional cutpurses abound, and the Sharn Watch won't do much to help. A drawn blade and a successful DC 15 Intimidate check made when entering the district keep most of the rabble away—of course, the more dangerous criminals may see this as challenge and a promise of worthy loot.

In general, Lower Dura is a wretched place, and the city council does little to change that. *Everburning torches* light most of the district, as opposed to *ever-bright lanterns*, and in the worst neighborhoods many of the torches have been shattered or stolen. The ward shows its age, with cracked and worn streets, walls covered with mildew and graffiti, and other signs of neglect and wear and tear. Once Lower Dura was Sharn, and it included a garrison, manors for the city lords, a great temple, and other important buildings. Over the course of time these structures have been forgotten or repurposed. Lower Dura is full of the shadows of a glorious past that can barely be seen beneath the grime of the present.

Callestan

District Type: Inn district

Buildings: Temples (Olladra, the Traveler), average lodging (35), poor lodging (100), average food (5), poor food (40), upscale trades (2), average trades (35), poor trades (70), upscale services (2), average services (30), poor services (70)

First Impression: The inns and taverns in this district are dark and grimy. Vermin run like water through the streets on a stormy day, including rats that scurry into shadows and foul men and women who study you with avaricious eyes.

Social Class: Lower class

When Sharn first rose from the ruins of Shaarat, Callestan was the center for trade and commerce. Today, it serves as a center for illegal trade and activity. The people who come to stay in the inns of Callestan sacrifice comfort to avoid the watchful eyes of the law, and many crooked deals are arranged in these dark taverns.

Until recently, Callestan was a stronghold of the Boromar Clan. The Tyrants and House Tarkanan both conducted business in the district, but the Boromars collected tribute from the merchants, and the fences, dreamlily dens, and gambling halls all owed allegiance to the halfling crime lords. Over the last two years, however, Daask has been posing a significant threat to the Boromar position in Callestan. Daask soldiers have beaten and killed Boromar operatives. Businesses with ties to the Boromars have been threatened, robbed, or even destroyed. Tarkanan and the Tyrants have taken advantage of this conflict to strengthen their own positions, expanding their businesses and contacts in the region.

Most of the average services and trades, and all of the upscale services and trades, offered in this district are criminal in nature. Callestan is the best place to go to find a fence, arrange for a burglary, or acquire forged papers. All of these things can be found elsewhere in the city, but in Callestan you don't have to worry about the Watch taking an interest. At this point, the district has become a

TOWER TAVERN



LEVEL 1



LEVEL 2

Balcony

ONE SQUARE = 5 FEET

crossroads for the four major criminal powers of Sharn, and one must deal with different groups for different services. House Tarkanan usually handles assassination and theft; forgery, deception, and prostitution are typically tied to the Tyrants; and smuggling, gambling, petty theft, and illegal goods are the realm of the Boromar Clan. Daask takes the role of a wild card that could intrude on any of these areas, but usually deal in violent crime.

The Broken Anvil Inn: This small tavern with a handful of rooms to rent is carved into a bend in the wall of Mason's Tower. House Ghallanda operates the inn, and the host is a matronly halfling named Eranna.

The Cracked Mirror: The Cracked Mirror is a quiet, unremarkable inn, notable for the number of changelings and shifters among its clientele. In fact, the inn serves as a front for the Tyrants, and anyone who wants to do business with the Tyrants can find someone to talk to here. Any changeling receives a +1 circumstance bonus on all Gather Information or Knowledge (local) checks made in the Cracked Mirror.

A shrine dedicated to the Keeper is hidden in the basement of the Cracked Mirror, and many of the regular customers participate in secret ceremonies to this deity. The doppelganger Zaz (CN female doppelganger cleric 5) maintains the shrine. While Zaz gets along well with the Tyrants, her true loyalty lies with the Cabinet of Faces, the mysterious cult of the Traveler hidden in the shadows of Khorvaire. She generally helps the Tyrants, but she often sets her own bizarre schemes in motion.

The owners and staff of the Cracked Mirror appear to change on a weekly basis—one week the innkeeper is a cheerful male dwarf named Mrogab, the next week she's a surly female half-orc named Traaka. In fact, the staff consists of two doppelgangers (not counting Zaz) and six changelings. These eight take turns playing various roles at the inn and performing work for the Tyrants; they enjoy creating elaborate dramas with these roles, and each trip to the Cracked Mirror should involve colorful new personalities. While the on-duty staff generally assumes the forms of other races, most of the doppelganger or changeling clientele maintain their natural forms while at the inn.

Silvermist: Officially, Silvermist is a dream parlor secretly owned by the Boromar Clan—a place where illusions and glamers are used for the entertainment of guests. The regular entertainers include Jix (CN female changeling expert 3), a changeling who uses her natural powers to perform unusual one-woman ballets and operas, and Salleon (CN male gnome illusionist 3), an illusionist who fascinates audiences with bizarre and compelling hypnotic patterns. In addition, Silvermist is a dreamlily den—a place where people can buy and use dreamlily without fear of the law.

Fallen

District Type: Slum

Buildings: Temple (The Silver Flame), poor lodging (2), poor food (12), poor trades (40), poor services (20), poor residences (285)

First Impression: At first glance, this district looks like a ruin. Huge chunks of stone are scattered around the outer streets. Statues of the gods look down upon you, but many have shattered features or missing limbs. A few buildings and bridges have collapsed, in whole or in part, and most of the surviving buildings show some amount of scarring and damage.

Social Class: Lower class

Fallen is the worst district in a bad ward. A century ago, it was known as Godsgate, Sharn's first temple district. But as the city grew, the primary temples relocated to the higher wards, and the most important relics were taken to Sovereign Towers. Some of the temples remained in service, but most were converted to serve as housing for workers in the Cogs. For hundreds of years the district slowly decayed. The final blow came on 9 Olarune 918 YK. The Glass Tower broke apart as it fell, and while most of the floating citadel landed in the Dagger River, some of its spires struck the district of Godsgate, shattering buildings and killing hundreds.

The city council had no intention of pouring gold into Lower Dura, and people of the district were left to repair the damage as best as they could. Many left, but some of the people were determined to remain in their ancestral homes or maintain their family businesses. Others couldn't afford to go anywhere else. The folk of Lower Dura also talk about that the spirits of the restless dead that haunt the worst ruins of the district, and the mysterious and apparently mad "ravers" who commune with them. Within a year, the district became known as Fallen, and ever since then the citizens of Sharn have shunned it.

The extent of the devastation varies considerably. In much of the district the original buildings remain largely intact; any gaps in walls and ceilings have been blocked off with boards or chunks of stone. A few businesses can still be found in these areas—taverns serving stew of questionable origin, crafters producing rough clothing and other necessities, merchants selling scavenged goods and materials. While the merchants of Fallen happily take any coins offered them, most are used to bartering with customers.

Where the spires of the falling Glass Tower crashed into the district, the buildings are shattered and broken, and segments of the Glass Tower jut from crushed temples and manors. The ravers inhabit these places, bloodthirsty feral folk who appeared after the disaster. Anyone who seeks the

lost treasures of the Glass Tower must face the ravers—and perhaps the restless spirits of the dead. The city council also uses Fallen as a makeshift asylum, throwing the insane into the district, where they either join with the ravers or quickly die.

The Ravers: They hide in the secret places, scavenging among the ruins where the Glass Tower and Fallen mingle in a jumble of glass and stone. Few ever see the ravers, but the evidence of their passing can be discerned amid the wreckage of old. Whether they were once citizens of the district or some strange breed released from the Depths by the shattering disaster, the ravers have been connected with the Day of Crystalfall and the troubled spirits said to haunt the mournful ruins. Most people never encounter the ravers, but those that do rarely survive to tell the tale.

Blackstone Church: There are many shattered temples in Fallen, and the broken statues of the Sovereign Host look down upon the ruins. Only one temple still operates among the ruins—Blackstone Church, Sharn's first temple to the Silver Flame. Once this church was tended by dozens of acolytes and filled with offerings and relics. Today, dust and shadows hold sway, and a single priest administers to the Flame. Faela (N female half-elf expert 3/adept 2), not part of the church hierarchy of Sharn, saw a need and took up residence in the abandoned church. The Silver Flame is dedicated to fighting the evil impulses of humanity as well as supernatural evil, and Faela does her best to counter the darkness she sees in Fallen. She provides nonmagical healing, acts as a mediator, and tries to defuse violent situations. While the people of Fallen don't always listen to Faela, she is the only priest that has not abandoned them, and they generally look out for her. She devotes most of her time to the poorest and most wretched people of Fallen, trying to help these unfortunates rise up from squalor and make a better life. With her guidance, a number of the worst cases have even managed to leave Fallen and start a new life elsewhere in Sharn.

Gate of Gold

District Type: Tenement district

Buildings: Poor residences (240)

First Impression: The great gate from which this district takes its name was stripped of its gilt plating many centuries ago. Old mansions and towers that once belonged to wealthy lords and merchants have been converted into tenement housing for the poor, and the inhabitants appear lean and hungry.

Social Class: Lower class

Once home to many of the founding families of Sharn, Gate of Gold is now little more than a slum. Small and wretched townhomes crowd the crime ridden, extremely dangerous district.

Malleon's Gate

District Type: Goblinoid slum

Buildings: Temple (Sovereign Host), shrine (The Mockery), poor lodging (7), poor food (45), average trades (4), poor trades (1116), average services (4), poor services (41), poor residences (344)

First Impression: Chaos and noise. This district is run-down and filthy. Smoke fills the air and rats scurry in the shadows. Goblins are everywhere, squabbling, haggling, and shouting at one another. A bugbear forces his way through the crowd, flinging goblins aside. A trio of hobgoblin warriors emerges from a tavern and the crowd instantly parts.

Social Class: Lower class

Sharn was built from the ruins of Shaarat, which was built atop old Duur'shaarat. All of these cities had one thing in common: Goblins. Malleon the Reaver enslaved the goblins of Duur'shaarat and forced them to build his city. King Galifar I offered the goblins freedom in exchange for their service as soldiers and laborers. For many of the goblins, there was little difference between life as a slave and life as a free laborer, but over the centuries some learned valuable trades and established their own businesses. While the goblins were officially citizens of Galifar, few humans enjoyed their company, and they found themselves congregating in Malleon's Gate.

For centuries, goblins were the sole inhabitants of Malleon's Gate. But with the rise of Darguun, all manner of goblinoids have emerged from the Seawall Mountains, and many have come to Sharn in search of opportunity. The relationship between the "city goblins" and these new immigrants is not entirely amicable; the Ghaal'dar bugbears and hobgoblins are used to dominating the goblins of Darguun, while the goblins of Sharn value their independence and rights as citizens. Daask and the recent immigrants from Droaam have brought new stability to the situation, as bugbear and goblin alike have to respect the power of a medusa or ogre mage. Nonetheless, Malleon's Gate remains a very dangerous place. While most of the Sharn goblins happily do business with people of all races, a number of goblin gangs, bugbear bullies, and unpleasant ogres enjoy taking out their frustrations on strangers.

The Sharn Watch stays out of Malleon's Gate, but recently the medusa Gasslak (NE male medusa adept 1) has assumed the responsibility of maintaining order in the district. Gasslak only uses his power to deal with major disruptions; he doesn't care if a few bugbears throw their weight around. But if adventurers start killing goblins by the score, Gasslak may take personal action or call on Daask to deal with the troublemakers. A few statues scattered around the streets give mute testimony to Gasslak's power.

While many of the trades and services available in Malleon's Gate are criminal in nature, the goblins also pursue a variety of crafts and professions. The district contains an old temple to the Sovereign Host, but the nine sovereigns are depicted as idealized goblinoids. Many of the Darguuls and Droaamites revere the Dark Six, and Gasslak has established a shrine to the Mockery in his abode.

Bloodstone Inn: A Darguun mercenary troop known as the Ja'khor (a goblin word translating to "Blackbloods") uses this inn as a base of operations.

Oldkeep

District Type: Apartment townhomes

Buildings: Average residences (40), poor residences (220), upscale trades (2), average trades (3), poor trades (5)

First Impression: Over the course of centuries, old fortresses and garrison halls have been converted into apartment buildings and shelters for the poor.

Social Class: Lower class

Once, Sharn's City Watch operated out of a great set of towers and buildings known as the Keep, located in Lower Dura. When the City Watch spread out to Daggerwatch and the new garrisons springing up in other, higher-level districts, a number of land barons bought up the old property and converted it into housing. Now the place is called Oldkeep, in memory of its more glorious occupants.

Most of the residents of Oldkeep work in Precarious, the Stores, or in Middle Dura. Many work for businesses with ties to the Boromars Clan. Recently, bands of monsters with ties to Droaam have begun making surgical strikes in the district—thugs or burglars appear, hit a target with ties to the Boromars, and vanish into the Cogs. The Boromar Clan has hired Deneith mercenaries to patrol the district, but these guards can't be everywhere at once. While they can handle a few gnolls or even an ogre, these mercenaries have a difficult time dealing with medusas or trolls.

All trades available in this district are illegal in nature. While most criminals do business in other districts, it may be possible to find a fence, a burglar, or a source for dreamlily or dragon's blood in Oldkeep.

Precarious

District Type: Warehouse district

Buildings: Warehouses (70), poor food (4), exotic trades (2), poor trades (35), poor services (70), average residence (1), poor residences (500), shrine (the Inspired), other (5)

First Impression: This district, dominated by massive warehouses that hold the cargo of the merchant ships that ply the Dagger River, consists of storage towers surrounded by tenements, flophouses, and

an assortment of workhouses and businesses of questionable trade practices.

Social Class: Lower class

The skydocks of Precarious lean out into the air high above the Dagger River. Vast mystical cranes and magic lifts use *levitation* and the power of Syrania to haul loads of cargo and people to and from the waterfront districts of Cliffside. An army of laborers transports goods between the docks and the warehouses in the district—both the massive storage towers and the smaller warehouses. While sailors generally find entertainment in Cliffside, Precarious houses a variety of crafts and services. Mills and workhouses make immediate use of the raw materials brought up from the Dagger River, while a few dingy taverns, gambling dens, and dreamlily dealers provide the workers with a chance to leave their cares—and their silver—behind. A variety of criminal trades are practiced in Precarious; the Boromar Clan has a hand in many of the businesses in the area due to their considerable investments in smuggling and shipping.

Precarious plays an important part in the economy of Sharn, and as a result the City Watch maintains an active presence in the district. The Watch maintains a small garrison in the area to watch for smugglers—or at least to ensure that the proper bribes are paid. The Watch also protects the tariff office, the large customs agency on the skydocks that handles taxation of goods. The Watch protects trade: petty crimes are not their concern, and Precarious is definitely a dangerous place for average citizens and visitors. Tourists and important visitors arriving by ship generally hire a Deneith escort at Grayflood to ensure safe passage through Lower Dura to the higher levels of the city.

Dar San: While there is little cultural contact between Riedra and Khorvaire, a considerable amount of trade flows across the Barren Sea. Most Riedrans distrust the people of Khorvaire, and over the years a number of Riedran merchants have purchased their own warehouses in Precarious, staffed with Riedran laborers and bookkeepers. Over the last century, a small Riedran community has taken root in Precarious; the inhabitants call in Dar San ("Far Port" in the Common tongue). Though they live in squalor, the Riedrans are a proud people, and the lowliest laborer considers himself to be the equal of a duke of Khorvaire.

Among themselves, the Riedrans observe a strict social hierarchy. When one of the Inspired comes to Dar San, he or she is treated like an emperor. While the Riedrans generally hold the people of Khorvaire in contempt, they have an irrational hatred of the kalashtar and Adarans. The neighborhood has established its own militia—though some might call it a street gang—and any kalashtar or Adaran who



comes to the neighborhood gets just one chance to leave peacefully.

Riedrans do not drink alcohol, nor do they use dreamlily or other narcotics; they view such behavior as an example of the corruption that grips Khorvaire.

Dar San features a number of businesses catering to the Riedran community, including the two exotic trades listed in the district description. These include **Kasharath**, a restaurant serving Riedran cuisine; a grocery stocked with Riedran foods and goods; and a shrine to the Inspired. Prominent citizens include Lanharath (LN male human expert 4), who represents the merchant consortium that owns the warehouses; Hasalakesh (LN male human commoner 3), a tailor specializing in Riedran clothing; and Kantarashtai (LN female human expert 3), Dar San's resident healer. Lanharath typically serves as the leader of the community, but the true power rests with the Inspired warrior Hamataash (LE male inspired rogue 3/soulknife 3). Hamataash maintains a low profile, but he is the disposable tool of the Dreaming Dark—if the Dark needs to take some action without revealing the existence of their sleeper agents, they use Hamataash and the Riedran militia.

House Kunderak: House Kunderak owns five warehouses in Precarious. These warehouses are

especially secure, combining *alarm*, *seal of the magi*, and *glyph of warding* with mundane and magic traps. These warehouses cost twice as much to use as their mundane counterparts, but merchants with a serious interest in security readily pay the price.

The Stores

District Type: Warehouse district

Buildings: Warehouses (50), poor trades (25), poor services (50), poor residences (400)

First Impression: Wide storage towers dominate this district, surrounded by tenements and smaller warehouses. The streets are full of wagons and laborers hauling goods to and from the skydocks of Precarious.

Social Class: Lower class

The Stores district has much in common with Precarious. However, the Stores is not actually built on the cliff side, and the Watch focuses its attention and resources on Precarious. The result is that the Stores are slightly more dangerous than Precarious, and smugglers are more likely to hide their goods in these warehouses. The Boromar Clan has strong interests in this district, and thus a considerable halfling population can be found here.

MENTHIS PLATEAU

The Menthis Plateau is the hub of Sharn's entertainment industry, as well as its most diverse ethnic quarter and the seat of Morgrave University. Its districts include Den'iyas (also called Little Zilargo because of its large gnome population), Everbright (the city's only magic district), and two theater districts, Torchfire and Smoky Towers. Like the Central Plateau, its location allows it to draw visitors from all over the city to sample its entertainment offerings, and it also draws tourists from across the Five Nations.

Watch Detail: 450 guards of the Watch: 135 on day shift (108 patrol, 27 stationed), 158 on evening shift (126 patrol, 32 stationed), 157 on night shift (125 patrol, 32 stationed)

UPPER MENTHIS PLATEAU

Population: 7,800

Social Class: Upper middle class

Character: Wealthy and educated, strongly influenced by the presence of Morgrave University.

Districts: University, fine shops, wealthy residences, average residences, gnome neighborhood

Businesses: Upscale and specialized, including many literate trades; gold piece limit: 70,000 gp

Key Personalities: Councilor Thurik Davandi (LN male gnome expert 4/magewright 4); Master Larrian Morgrave (N male human aristocrat 2/expert 7); Flamewind (N female gynosphinx, 12 HD); Dala Arand (LE female human, expert 4/rogue 2); Sonnet (NG male personality warforged, fighter 1/bard 3)

Morgrave University might not be the most prestigious university in the Five Nations, but it is the largest educational institution in Sharn. The University strongly influences the character of the Upper Menthis ward, drawing academics, scribes, sages, and students from all over Breland and beyond. A diverse mix of races and national origins populate Upper Menthis. In addition to the University, Upper Menthis's role as the crown of Sharn's entertainment quarter has made a significant impact on the character of the ward, and four major theaters have been established here.

Den'iyas

District Type: Gnome neighborhood

Buildings: Temples (Aureon, Onatar), upscale lodging (5), average lodging (16), upscale food (15), average food (20), exotic trades (10), upscale trades (15), average trades (25), poor trades (12), upscale services (15), average services (25), average residences (200)

First Impression: The buildings here, from quiet and neat little townhomes to shops and services of all kinds, are scaled for the district's gnome inhabitants.

Social Class: Middle class

Den'iyas is known as the gnome neighborhood of Sharn, though barely ten percent of the city's gnome population lives in this district. Few people of other races call it home, and its gnome residents cleave to their traditional customs unlike their more integrated brethren in the rest of the city. There are usually a dozen subtle power struggles going on between the major families of Den'iyas, and even the most innocuous event could be part of some elaborate intrigue. Information of all types can be acquired here, but those with secrets must be careful around the inquisitive gnomes, lest they become the object of blackmail, curiosity, or deceit.

Davandi Fine Tailoring: The Upper Menthis representative on the city council is Thurik Davandi (LN male gnome expert 4/magewright 4), an accomplished tailor specializing in glameweave garments. He also secretly supplies darkweave clothing to the Boromar Clan, and his goods are at least partly to blame for the City Watch's inability to put a damper on the Boromar Clan's criminal activities.

Khavish Theater: The Khavish Theater, one of four upscale theaters in Upper Menthis (the other three are all located in the University District), stands out for its ability to cater to the needs of gnomes and gnome-sized races, with ample seating for people of Small and Medium size. Two stage troupes share the theater—the Khavish Players, made up mostly of human actors, and the Zilargo Repertoire Group, consisting entirely of gnome performers.

The Khavish Players present more contemporary and widely appealing acts than the performers at the other Upper Menthis theaters, incorporating music, sex, and comedy—though not to the extent of the burlesque found in Lower Menthis. The Zilargo Repertoire Group generally performs works that only interest gnomes, full of intricate histories and a level of detail that audiences of other races find excessive (and mostly boring). Occasionally, they stage a comedy aimed at mixed-race audiences, generally featuring acrobatics and pratfalls. Recently, the famous gnome bard Kessler agreed to play with the Zilargo Repertoire Group, and that has brought more mixed crowds to their performances.

Ivy Towers

District Type: Average residential

Buildings: Upscale residences (40), average residences (280), poor residences (40)

First Impression: Orderly collections of townhouses ring the towers of this quiet district. Children play in the streets and couples stroll arm in arm.

Social Class: Middle class

Ivy Towers is a generally unremarkable residential district, notable only because a significant number of professors at Morgrave University make their homes here.

Platinate

District Type: Wealthy residential

Buildings: Upscale residences (250), average residences (30)

First Impression: The townhomes in this district are large and well kept, clearly displaying the wealth of their occupants. Servants move about on the business of their employers, and guards can be seen posted at many of the doors.

Social Class: Upper class

Platinate, among Sharn's most desirable residential districts, isn't as exclusive as Mithral Tower in Upper Central, but certainly compares to Oak Towers and Crystal Bridge in Upper Northedge. Morgrave University produces few scholars wealthy enough to live in Platinate, but some retired explorers who struck it rich selling artifacts from Xen'drik settled in this district to remain close to the University. There are just enough eccentric collectors of antiquities and retired adventurers to give Platinate a quirky character that distinguishes it from similar districts.

Seventh Tower

District Type: Fine shops

Buildings: Upscale lodging (15), upscale food (25), exotic trades (40), upscale trades (120), upscale residences (80)

First Impression: Stores, restaurants, hotels, and a few townhomes in this prosperous neighborhood appear high-priced and lavish.

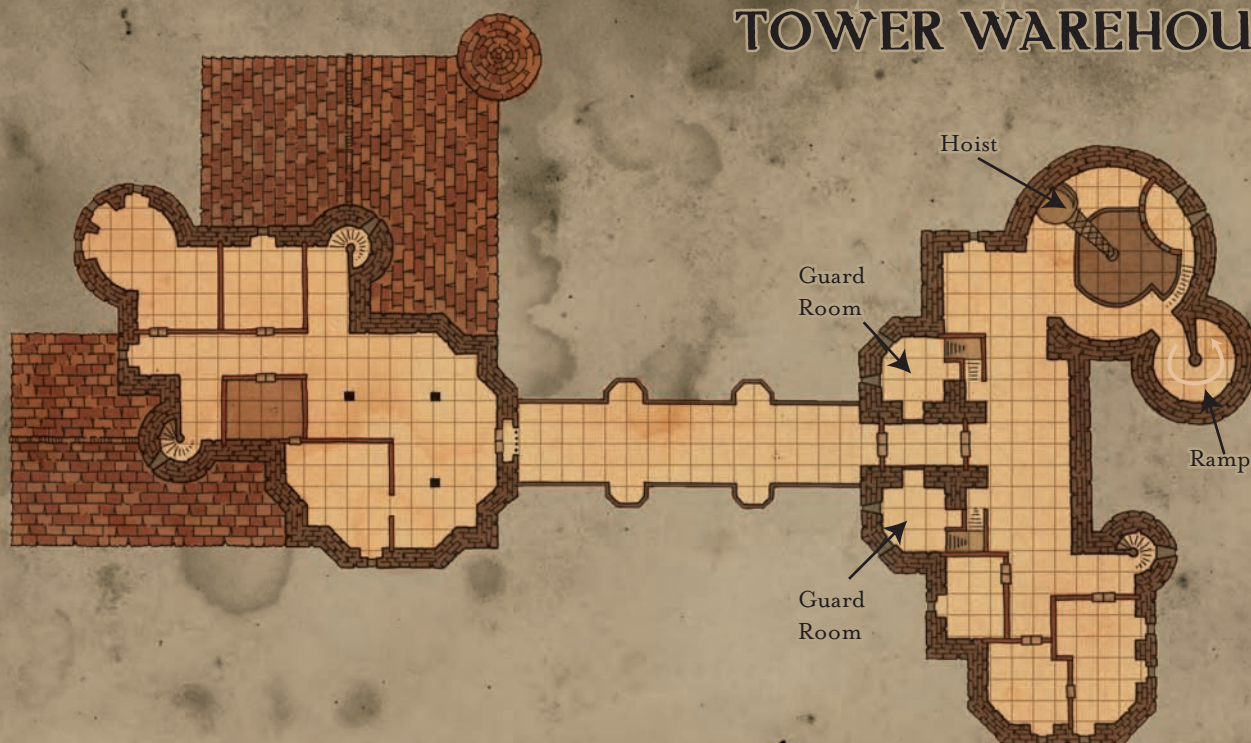
Social Class: Upper class

Named for its most prominent architectural feature, Seventh Tower holds the distinction of being the finest shopping district in Menthis Plateau. A number of rare book dealers and antiquities shops set it apart from similar districts, such as Platinum Heights in Upper Central.

Galdin's Garden: By general consensus, one of the finest restaurants in Sharn is Galdin's Garden. An elegant setting for a fine meal situated at the top of Seventh Tower, a garden of exotic and fragrant flowers, particularly roses and orchids, surrounds the establishment. Both indoor and outdoor seating is available, and some of the tables offer views of the distant ocean to the south on (the relatively rare) clear days. The menu consists of spicy Brelish offerings, while the wine list includes the best vintages from the Eldeen Reaches and Aundair.

Little Xen'drik: The top level of Thurias Tower gained the appellation of Little Xen'drik because of the six antiquities dealers there. The dealers maintain a tremendous rivalry, each sponsoring expeditions to Xen'drik and offering the finest gold of the realm for items brought back from that far-away land.

TOWER WAREHOUSE



Jaster Mekdall (N male elf expert 3/wizard 2) owns the Mekdall Gallery. He is gloomy and frequently moans about being cheated by his customers, but he charges decent prices.

Haga Wissel (NE female human expert 2/rogue 4) owns Echoes of the Past. She is cheerful and friendly but extremely hard-nosed about prices. She has been accused of having connections to House Tarkanan and even paying burglars to steal items from other collectors.

Kidro Osanak (N male gnome expert 8) owns Window on Yesterday. A wizened old gnome, Kidro harbors a deep resentment toward Haga Wissel, and though he can't prove it, believes that she has stolen items from his shop. One of the only dealers in Little Xen'drik with more interest in the historical knowledge contained in his treasures than in their monetary worth, Kidro often sponsors the most challenging expeditions.

Biballin Postar (CG male halfling expert 4) owns Postar's Jewelry Art Gallery, which specializes in the adornments of ancient Xen'drik. He is absent-minded and keeps completely irregular hours, but can be counted on to pay the best price for jewelry related to either the drow or the giants of the ancient and mostly forgotten kingdoms.

Reina Doiran (NG female human expert 2/sorcerer 6) owns Cloud Antiquities. Flamboyant and eccentric, she judges items quickly based on her own

aesthetic sense rather than their historic value, and pays more for items that intrigue and appeal to her than for dusty trinkets of more scholarly worth.

Reina's twin sister, Fista Doiran (NG female human expert 8) owns the Doiran Gallery (which once belonged to their parents) and has the opposite personality and artistic disposition. This allows them to get along amazingly well, and the twins cooperate in business dealings despite a strong sense of rivalry.

University District

District Type: University

Buildings: University buildings—instruction and faculty offices (15), library (5), temple (Aureon), shrine (Path of Light), upscale lodging (20), upscale food (30), upscale (literary) trades—booksellers, stationers, mapsellers, seal makers, etc. (50), upscale (literary) services—scribe, sage, translator, cartographer, etc. (38), dormitories (20), upscale residences (100)

First Impression: Students carrying armloads of scrolls and books hustle to classes, while others sit or stand in circles, discussing the day's lessons.

Social Class: Upper class

The home of Morgrave University, the University District is dedicated to the pursuit of knowledge—while making as much profit as possible. From

KESSLER

(CN male gnome bard 5/expert 4)

A handsome, slender gnome with light skin and sharp features, Kessler often wears a beautiful suit of red and black glameweave. A sporty black cap hides his short dark hair, and his beard and mustache are carefully trimmed and waxed. His deep blue eyes study everything around him and he laughs merrily.

Starting Attitude: Indifferent

Modifiers: Character is female (+2); character is a gnome (+1); character is a bard or other performer (−2)

Kessler is known across Breland and Zilargo for his razor wit and lyrical skill, performing solo or taking the starring role in performances staged by playhouses and theater groups. His satirical work *The Battle of the Five Ducks*—a comedy skewering the rulers of the Five Nations—is among the best-selling books of the last century. While his sharp words have earned him many enemies in high places, his charisma and quick wits have made him a fixture at gatherings of the elite and powerful. Kessler is a brilliant and insightful

man, but he is completely fearless and will criticize anyone or anything. While he is remarkably intelligent, he is a consummate hedonist; in addition to fine food, wine, and music, he enjoys the company of women of all races and has recently become addicted to dreamlily. Kessler has no ties to any organization; he has been approached by the Trust (Zilargo's secret order of spies and assassins) on many occasions, but he has an independent mind and has no interest in chaining himself to a higher power.

Adventure Idea: Adventurers often perform questionable actions. Perhaps a party accidentally desecrates a shrine, is caught breaking into the house of a noble, or otherwise has fate turn against them. The consequences aren't that serious—until Kessler seizes on the subject for his latest satire, a work examining the danger presented by adventurers. Suddenly the party is the laughingstock of Sharn. Former associates don't want to be seen with them, merchants raise their prices, and it's only a matter of time before word of Kessler's new act spreads across Breland and into the other nations. Can the party find a way to straighten things out with the gnome?

Morgrave itself to the businesses that have sprung up around it, love of learning coexists with love of earning and the two feed happily off each other. If scholarly interest can lead to great profit, or thirst for gold to historical discovery, then the residents of the University District are doubly satisfied.

Art Temple: One of Upper Menthis' four theaters, the Art Temple is famous for cutting-edge, avant-garde plays. It has no resident playwright; instead, the theater solicits submissions from across Khorvaire, though residents of Sharn pen most of its productions. The theater's owner, Cassa Faer (N female elf expert 3), prides herself on discovering new talent, but she definitely gives preferential treatment to her personal acquaintances, and tends to become romantically involved with each new playwright whose play she produces.

Golden Horn: This upscale inn is the local outpost of the Circle of Song (see Chapter 5: Guilds and Organizations). It has a considerable area set aside for members of the Circle, including a library, meeting hall, and even a small concert hall. The proprietor of the Horn is a man named Mandyran (CG male half-elf expert 3/bard 3). A former wanderer, the old man has settled down and opened the inn to help support the Circle.

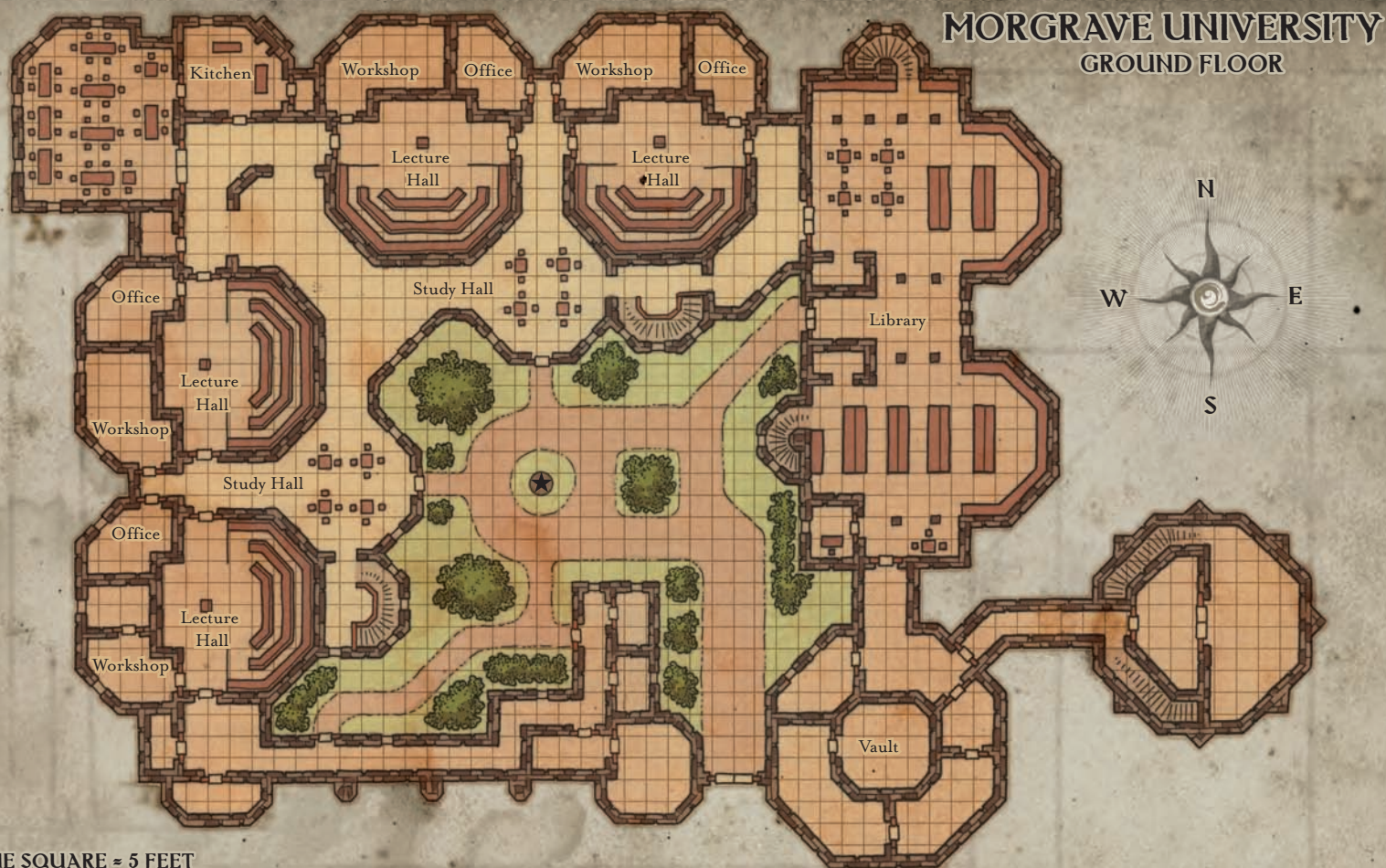
Grand Stage: Another of the theaters in Upper Menthis, the Grand Stage generally produces a more conservative and traditional repertoire than the

others, including a mixture of classic works and more modern plays echoing the style and conventions of the classics. The well-beloved *The Changeling's Prophecy*, by the ancient playwright Duthic Olan, appears on the Grand Stage's docket every two to three years. This is not the place to see avant-garde productions that wrestle with existential concerns in the wake of the Last War, but rather the Grand Stage presents a constant selection of the great cultural heritage of Galifar.

Kavarrah Concert Hall: The grand auditorium near the University, Kavarrah Concert Hall hosts the finest musical performances in Sharn. Residents of Upper Central, Upper Northedge, and Upper Menthis's Platinate district attend shows in Kavarrah dressed in their finest glameweave garments, often arriving by skycoach after dining in Skyway restaurants.

Haftak's Books and Binding: Haftak ir'Clarn (NG male human aristocrat 2/expert 1) runs this bookstore and bindery, and uses its facilities to publish the *Sharn Inquisitive*, the city's local chronicle. A minor member of one of Breland's noble families, Haftak has a prominent cousin in the parliament and a significant fortune at his disposal, which allowed him to start the *Inquisitive* as a sideline to his marginally profitable main business.

Sharn Opera House: Breland has a long heritage of operatic composition, and the Sharn Opera House is committed to regular performances of



classic Brelish works, as well as newer material from across Khorvaire. The opera house consists of a grand auditorium in Dalannan Tower, with comfortable seating for 3,000 people. As with the Kavarran Concert Hall, attending performances in the Sharn Opera House usually become very formal affairs, but the opera house also offers standing-room galleries for those of less wealthy means.

Stargazer Theater: Another of Upper Menthis's four theaters, the Stargazer Theater is located on the top of Kelsa Spire, open to the sky. A grassy park surrounds the open-air amphitheater, allowing audience members to picnic on the lawn if they prefer. Once confined to the summer months, its performance season was extended to the whole year thanks to the weather-controlling powers of House Lyrandar. Now, audiences can enjoy the warmth of a spring or summer day whenever they visit the Stargazer. Its repertoire focuses on classics with family appeal.

Morgrave University

Morgrave University owns most of the buildings in Upper Menthis, even ones not used for University purposes. The University itself fills Dalannan Tower, which is crowned by the enormous dome

of Lareth Hall. Five slender spires ring Dalannan Tower, representing and named after the Five Nations, and they house most of Morgrave's students. The university library is located just below Lareth Hall, and the Commons—atop Breland Spire—is a popular gathering spot for students and faculty alike.

The Bridge: The long, arcing, covered bridge that connects Breland Spire (and the Commons) to Dalannan Tower serves as a center of student life at Morgrave. Shops line one side of the bridge, including bookstores, paper makers, clothing and equipment vendors catering to students, and related businesses. Notices, such as announcements of campus events, job opportunities, items for sale, rooms for rent, and the like, cover the opposite wall of the bridge.

The Commons: Pleasantly situated atop Breland Spire, the Commons is a large open-air plaza with a commanding view of the neighboring towers and lower reaches of the city. Every morning, vendors wheel their carts up to the Commons and offer a mouth-watering variety of food from a dozen different cuisines, from Karrnathi sausage to Talentan kebabs. The offerings are hardly haute cuisine, but they are authentic and generally delicious.

TYASHA D'PHIARLAN

(N female elf bard 11/dragonmark heir 1)

Tyasha is an elven woman of indeterminate age and haunting beauty. Her long silvery hair flows like glowing moonlight, and her emerald eyes shine with mystery. She wears a fine gown of shifting blues and greens, but no clothes could match the perfection of her form and features. When she speaks—which she rarely does—her voice is like a song, nearly hypnotizing with its music.

Starting Attitude: Indifferent

Modifiers: Character is a member of House Phiarlan (+5)

Tyasha d'Phiarlan is a legend in the theatrical world. She has been an actress for over five hundred years, and her performances at the Grand Stage and Sharn Opera House typically command sold-out crowds from across Breland. Wealthy connoisseurs of the theater travel all the way from Fairhaven and Korranberg to see Tyasha perform, and ticket prices may be up to ten times the usual cost. Most believe that Tyasha is worth the price; her skills are remarkable and she has one of the finest singing voices on the continent.

Tyasha's life has been surrounded by rumor and mystery. Some say that she died 200 years ago, and that the current Tyasha is a changeling; others claim

that she is a vampire, a story fueled by the elaborate crypt she had built into her mansion in preparation for her eventual death. Some tales claim that Tyasha never existed at all, and that the Entertainers and Artisans Guild of House Phiarlan invented her using their shadow magic. She is said to have been the lover of three kings, including Jarot, the last king of Galifar.

Tyasha rarely emerges from her mansion. She uses her own company of actors and musicians who practice in her private theater. She only appears at the actual performances, and even then she usually travels by *shadow walk*, using a *dragonshard* reservoir to travel to and from the theater.

Shadow is the lifeblood of House Phiarlan, and the house has gone to great efforts to cultivate her legend. While she rarely leaves Sharn, any theater in Khorvaire would be honored to host one of Tyasha's shows—allowing her Phiarlan retinue free access to any city. In her youth, Tyasha was herself a master spy in addition to a performer. Today, her venerable age prevents her from undertaking strenuous physical activities. However, Tyasha is one of the most skilled bards in Khorvaire, rivaled only by the masters of Zilargo, and her skills at espionage have not diminished.

Dezina Museum of Antiquities: Home to the finest collection of artifacts from Xen'drik in Khorvaire, Morgrave University's Dezina Museum fills many of the mid-levels of Dalannan Tower. Its collection would be even more impressive were it not for the strong tendency the University has to sell valuable artifacts rather than put them on display, not to mention the steady stream of items routinely stolen from the museum. More interesting (at least to some) than the museum's displayed collection are its vaults, vast rooms below the publicly accessible areas of the museum that contain unopened crates of treasures waiting to be cataloged, shelves of artifacts deemed uninteresting, and a few secret rooms holding items too important or dangerous to put on public display.

Great Hall of Aureon: The grand temple to the god of knowledge at Morgrave University, the Great Hall of Aureon is an architectural marvel as well as a sacred site often visited by pilgrims. Scholars, scientists and artificers, and any others who seek knowledge have made a practice of spending the night in the Great Hall. They believe that inspiration will visit them while they sleep on the marble floor of the majestic temple. Some of Breland's greatest minds through the ages have claimed that their greatest breakthroughs came after a night in the temple. Merrix d'Cannith (the grandfather of the current head of House Cannith in Sharn) attributed the invention of living constructs (the first warforged) to stay in the Great Hall of Aureon.

The Great Hall also provides a place to find experts in all fields. The temple staff represents the broad spectrum of scientific study, and if they do not know the answer to a question they can almost certainly find someone who does. The ordained clergy of the Great Hall include experts, wizards, loremasters, and bards, as well as clerics, and position in the hierarchy of the temple has nothing to do with character class or field of expertise.

Lareth Hall: Named after the founder of Morgrave University, Lareth Hall holds the University's administrative and faculty offices. This large domed structure at the center of the campus, situated at the top of Dalannan Tower, contains the office of president Larrian ir'Morgrave (N male human aristocrat 2/expert 5), along with the bursar's and registrar's offices, and—in a large chamber at the top of the dome—the abode of Flamewind, a gynosphinx.

Morgrave University Library: Centrally located on the University campus near the top of Dalannan Tower (just below the dome of Lareth Hall), the Morgrave University Library has the most extensive collection of books in all of Breland. It pales in comparison to the great library at Korranberg, but a significant number of Zilargo expatriates live in Den'yias and work to make the Morgrave Library the best resource it can be.



History is clearly a specialty of the University, and those using the Morgrave Library for research into the history of Sharn or Xen'drik gain a +6 circumstance bonus on their Knowledge (history) checks. The Library offers a +4 circumstance bonus on Knowledge (history) checks related to other areas and on Knowledge (arcana), Knowledge (dungeoneering), and Knowledge (geography) checks. For all other Knowledge checks, the Library provides a +2 circumstance bonus.

Those without formal ties to Morgrave University must pay a fee of 1 gp per day to conduct research at the Library. Students, alumni, and those working for Morgrave can use the Library for free.

Shava House: Shava House, a small academic community on the campus of Morgrave University, was originally a housing unit for professors with no families. It has developed into more of an intentional community: the residents share meals heavily laden with academic discourse, and generally share an interest in the history of Xen'drik. An unassuming member of this commune is Dala Arand—a friendly scholar active in planning expeditions to Xen'drik, while also secretly serving as a spy for the Order of the Emerald Claw.

MIDDLE MENTHIS PLATEAU

Population: 9,000

Social Class: Middle class (1 upper class district, 1 lower class district)

Character: Racially, ethnically, and economically diverse downtown area.

Districts: Theater district, garrison, magic district, halfling encampment, shops

Businesses: Varied, from posh magic item dealers to run-down general stores; gold piece limit: 40,000 gp; the limit in Everbright is 100,000 gp for magic items only

Key Personalities: Councilor Caskar Halavik (N halfling barbarian 2/expert 4); Thuranne d'Velderan (NG half-orc rogue 5/dragonmark heir 1)

Middle Menthis is quite possibly Sharn's most diverse ward, representing a true melting pot of different races, ethnic and national origins, economic classes, and social statuses. Small communities of human immigrants from the Lhazaar Principalities (in Warden Towers), the Shadow Marches (in Cassan Bridge), and Cyre (in Smoky Towers), in addition to the large halfling community in Little Plains

FLAMEWIND

(N female advanced gynosphinx 12 HD)

Flamewind has the body of a giant lion, but orange stripes mark her deep-black fur; when she moves, these stripes ripple like flames. Her great falcon wings are pure black, usually folded over her back. She has the head and face of a beautiful elf woman, though her features are distinctly feline and her hair is the same deep black-and-orange as her coat. She wears a few jeweled chains of platinum and gold around her neck and forelimbs, and a silver diadem rests on her brow.

Starting Attitude: Indifferent

Modifiers: None

One of the largest of the recent expeditions to Xen'drik was the Carradan Party of 996 YK. The explorers uncovered the ruins of an ancient city of giants, and in the ruins they found Flamewind. The sphinx said that she had been waiting for them to take her to "the land of the fiends." The explorers agreed to provide her with a residence at Morgrave University.

Flamewind spends much of her time in Sharn's libraries and museums, and has a great deal to offer adventurers and scholars. In addition to her first-hand knowledge of Xen'drik, Flamewind possesses oracular powers and is one of the few nondragons to have studied the Draconic Prophecy. The sphinx

cannot be pressed for information; she gives what she wants, when she wants, and she never explains her cryptic proclamations.

It is not unusual for Flamewind to summon adventurers to her chambers and send them on strange missions by identifying them by name and uttering a cryptic prophecy. "It is time for the Globe of Seven Lights to be brought out of Xen'drik, and this is your task," she might say. "Travel across the Crystal Plain until you reach the City of Broken Glass. Reflect on the past and move beyond your reflections. Only then can you bring the past to the present. But beware, for shadows already gather to quench the lights forever."

Flamewind is an unusual gynosphinx. Add the following spell-like abilities to the list provided in the *Monster Manual*: at will—*mage hand*, *open/close*; 1/day—*analyze dweomer*, *mind blank*. In addition, she possesses an oracular sense over which she has no control. Flamewind may possess useful information relating to any situation, or she may not. Her oracular visions should generally be tied to events on an epic scale, conflicts with the Lords of Dust, secret powers lurking in Xen'drik, or events tied to the Draconic Prophecy. She never provides information on mundane topics, such as the Boromar Clan's dreamlily shipments or who will win the next Race of Eight Winds.

and the students of Morgrave University, drawn from across Khorvaire, contribute to this diversity. Together, these many communities of immigrants make Middle Menthis an excellent place to find crafts and services that are particular to certain peoples and nations.

Cassan Bridge

District Type: Shops

Buildings: Temple (Onatar), shrine (Gatekeepers), average lodging (15), average food (40), exotic trades (15), upscale trades (50), average trades (140), poor trades (40), upscale services (10), average services (40), poor services (8)

First Impression: Citizens rush by with their arms full of packages in this shop district. There is a definite foreign element to some of the architecture and the goods for sale, not to mention the people.

Social Class: Middle class

Cassan Bridge is a fairly unremarkable shopping district, unique only in the small community of human immigrants from the Shadow Marches who make their homes and livings here. Several importers bring Marcher crafts into Sharn, and specialty groceries carry ingredients favored in Marcher

cooking. Although no buildings need be built on stilts in Middle Menthis, some of the architecture of Cassan Bridge echoes the styles of the Marches as well.

Everbright

District Type: Magic district

Buildings: Magic item dealers (8), spellcasters for hire (20), temple (Aureon), shrine (The Shadow), upscale food (20), exotic trades (45), upscale trades (65), upscale services (40), upscale residences (80)

First Impression: *Everbright lanterns* keep the towers here well illuminated, and other magical effects are visible everywhere—from *soarsleds* carrying people through the air to constructs following their masters as they visit different shops

Social Class: Upper class

Everbright might not be home to the majority of Sharn's magic item dealers and spellcasters for hire, but it certainly can boast the largest concentration of them in any one district. While magic item dealers in the Central Plateau cater to wealthy collectors, those in Everbright tend to keep a more practical focus, selling items to the people who are most likely to actually use them—adventurers. For this reason,

DALA ARAND

Female human expert 4/rogue 2; CR 5; Medium humanoid; HD 4d6 plus 2d6; hp 23; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +3; Atk or Full Atk +7 melee (1d6/18–20, +1 rapier); SA sneak attack +1d6; SQ evasion, trapfinding; AL LE; SV Fort +1, Ref +6, Will +5; Str 9, Dex 14, Con 10, Int 15, Wis 12, Cha 13.

Skills and Feats: Bluff +10, Decipher Script +11, Diplomacy +3, Disable Device +11, Gather Information +3, Intimidate +3, Knowledge (arcana) +7, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nature) +11, Open Lock +11, Search +11, Survival +9; Combat Expertise, Improved Feint, Weapon Finesse.

Languages: Common, Elven, Giant, Gnome, Orc.

Evasion (Ex): If Dala is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Trapfinding (Ex): Dala can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Possessions: +1 studded leather, +1 rapier, *potion of darkvision*, *potion of shield of faith* (+5), *potion of tongues*, glyphbook.

The young scholar greets you with a smile, crinkling the sun-weathered skin around her bright blue eyes. She wears a broad-brimmed hat over her close-cropped dark hair. Her clothes are practical, including a number of pouches hanging from her belt. She looks ready to take off on an expedition, even in the placid surroundings of the university.

Starting Attitude: Friendly

Modifiers: PCs discuss Xen'drik's history competently (+2), PCs give her a trinket recovered from Xen'drik (+4), PCs ask about the Emerald Claw (–6)

If Hostile: Keeps up friendly façade, but requests Emerald Claw assassins to target the PCs

If Unfriendly: Drops friendly façade, tries to end audience quickly, spreads malicious rumors about the PCs at the University

If Indifferent: Acts friendly, talks at a surface level about topics relevant to Xen'drik (may become condescending)

If Friendly: Talks animatedly about matters relating to Xen'drik, possibly going over PCs' heads with esoteric details; willing to include PCs on an expedition

If Helpful: Very open, helps in any way possible

dealers in Everbright are far more willing to buy (and likely to sell) items that are not fully charged or are otherwise partially used up. Similarly, Everbright is the best place to find spellcasters for hire who are 10th level or above—whose talents are rare and in significant demand in Sharn.

While the spellcasters and dealers of Everbright are accustomed to trading with adventurers, they are also (for the most part) law-abiding citizens. Characters who need spells cast with no questions asked are better advised to seek out spellcasters affiliated with Sharn's criminal gangs rather than walking into a spellcaster's office in Everbright.

Shrine of the Shadow: Hidden down a dark alley, the shrine of The Shadow represents the dark side of Everbright. Here, necromancers and other evil wizards gather in secret to revere the power of magic perverted to evil ends, led by a cleric/necromancer named Thalanna (CE female human cleric 3/necromancer 3). This secretive cult has no grand evil schemes for world domination; they exist purely to worship their patron deity and hide only to escape persecution.

Little Plains

District Type: Halfling encampment

Buildings: Council hall, temple (Boldrei), shrine (Balinor), average lodging (20), average food (37), average trades (60), average services (40), average residences (200)

First Impression: The towers here appear inside-out: instead of open central spaces surrounded by buildings attached to the outside of a tower, streets run around the outsides of the towers, giving access to very low doorways leading to cavelike interiors. Halflings seem to negotiate these outside ledges with ease, and so do the dinosaurs many of them ride. Great winged reptiles soar between towers, many with halfling riders on their backs.

Social Class: Middle class

Little Plains is not the only halfling neighborhood in Sharn, but it is the only district almost entirely inhabited by halflings and the only significant concentration west of the Mournland of halfling immigrants from the Talenta Plains. Even the architecture suggests the maintenance of these halflings' traditional ways, since the towers resemble the city of Gatherhold in Talenta. More urbanized halflings live in Little Plains as well, as do some few members of other races (primarily gnomes and some kobolds).

Smoky Towers

District Type: Theater district

Buildings: Theaters (4), temple (Olladra), average lodging (10), poor lodging (30), average food (20), poor food (55), average trades (30), poor trades (60), average services (40), poor services (80), average residences (20), poor residences (40)

First Impression: Theaters, restaurants, and concert halls offer the promise of an evening's musical entertainment in this district.

Social Class: Lower middle class

Smoky Towers is in some ways an extension of the Torchlight district directly below it, perhaps slightly better off in general but not much different in essentials. Smoky Towers is the entertainment district of Middle Menhis, known for dinner theaters, recital halls, and one grand theater. It presents a grade of entertainment that falls between the burlesque of Torchlight and the classical drama of the University District—affordable yet respectable, accessible yet thoughtful.

A small but significant number of people who trace their origin to Cyre have made their home in Smoky Towers. Although culturally they differ little from their Brelish neighbors, this community has become very active in the wake of Cyre's destruction, discussing rebuilding or reestablishing the nation elsewhere in Khorvaire. The Citadel keeps the Cyran community here under close watch due to this potentially treasonous talk.

The Atrium: The Atrium, a recital hall in Kashik Tower, features an acoustically resonant open performance space with seating for about 300. For performers on the move in Menhis's entertainment scene, the Atrium is a definite step up from most of the dinner theaters in the district, and many of its performers are only a few years away from being ready for the Kavarrah Concert Hall.

Classic Theater: The only major theater in Middle Menhis, the Classic lives up to its name by performing only traditional works written before the start of the Last War. While the Grand Stage in the University District also performs more recent works echoing the classical style, the Classic has a stated policy of not even considering new works. Every performance in the Classic features archaic language, outmoded social customs, and the idealistic outlook of a world that has utterly vanished from Khorvaire, yet its thousand seats fill up every night.

Mizano Rupa's: Mizano Rupa's is one of three important dinner theater venues in Smoky Towers that give rising stars a stop on their ascent between Gailan's and Upper Menhis. Self-consciously named and styled in imitation of Gailan's in the Torchfire district below, Rupa's offers decent food and high-quality entertainment in a variety of styles. Mizano Rupa (N male dwarf expert 3) is hardly a connoisseur of fine music, but he knows what he likes and—fortunately—his tastes seem to compare with those of many in Middle Menhis, making his establishment quite popular. Reservations are recommended.

Starfire Dragon: The Starfire Dragon offers a steady diet of entertainment accompanied by exquisite meals. In this case, however, the entertainment clearly takes a back seat to the food. Trying to

compete in a crowded market, the Starfire Dragon's owner, Amman Today (NG male human warrior 2/fighter 2), has hired excellent cooks, and the restaurant's menu offerings reflect the trouble he has gone to. Today's choice in entertainers is less discriminating, however; he lost a good portion of his hearing fighting in the Last War, and judges performers more on their looks than the quality of their performances. On a good night, the entertainment ranks with the best Middle Menthis has to offer. But the Starfire Dragon is gaining a reputation for showcasing a great number of beautiful women with mediocre singing voices.

Thovanic Hall: Similar to the Atrium, Thovanic Hall is a former theater converted to use as a recital hall. It is still very new (the renovation was completed only two years ago), and is still trying to build its reputation as a place for fine music to compete with the Atrium. As a distinguishing point, Thovanic presents a significant number of non-Brelish and even nonhuman performers, who bring diversity to the musical offerings that the residents of Middle Menthis find sorely lacking in the district's other offerings.

Warden Towers

District Type: Garrison

Buildings: Garrison building, temple (Dol Dorn), average lodging (20), poor lodging (4), upscale food (8), average food (15), poor food (15), upscale trades (15), average trades (33), poor trades (28), average services (40), average residences (160), poor residences (40)

First Impression: Some guards of the Watch march to and fro in groups, while others stand at attention, and still others drill for combat. Shouted commands and marching songs fill the air.

Social Class: Middle class

Warden Towers is the home of Menthis Plateau's Watch garrison, which includes 450 guards responsible for keeping order in the whole plateau. It also houses a small community of Lhazaar immigrants, many of whom have joined the Watch. This community also spills into Forgelight Towers and Downstairs, both in Lower Menthis.

Thuranne d'Velderan's Investigative Services: Thuranne d'Velderan (NG half-orc rogue 5/dragon-mark heir 1), a scion of House Tharashk, operates an inquisitive agency in Warden Towers. Her greatest asset is an extensive network of contacts within the Warden Towers garrison, which gives her access to resources beyond the reach of most inquisitives. She specializes in criminal investigation, and frequently consults for the Watch to repay the many favors her contacts have performed for her. She is not particularly favored in House Tharashk, since she prefers to run her own business than take on jobs for the house.

LOWER MENTHIS PLATEAU

Population: 8,400

Social Class: Lower class (2 middle class districts)

Character: Rowdy entertainment district.

Districts: Theater district, red light district, tavern district, average residences (2)

Businesses: Seedy but not run-down, theaters, casinos, bordellos, restaurants, and inns; gold piece limit: 10,000 gp

Key Personalities: Councilor Savia Potellas (NE female human expert 2/bard 1)

The lower ward of Menthis Plateau perhaps best meets the stereotype of a metropolitan entertainment district. Its streets are crowded night and day, its buildings huddle dark and close together, and its offerings are lurid and often risqué. The only exceptions are the two residential districts, which are comparatively quiet places that give the City Watch little trouble.

Center Bridge

District Type: Average residential

Buildings: Average residences (280), poor residences (80)

First Impression: Orderly collections of townhouses ring the towers of this district.

Social Class: Lower middle class

Center Bridge tries to be a quiet residential district, but with Torchfire and Firelight on one side and Downstairs on the other it can't help but smolder with seedy activity. Its residents include a number of people associated with Morgrave University, since it is located directly below the University District and it offers much cheaper housing than can be found in the ward above. In fact, groups of students share inexpensive housing here, so close to the illicit pleasures of Lower Menthis, and are responsible for much of the rowdiness that sometimes disturbs the peace of Center Bridge.

Downstairs

District Type: Tavern district

Buildings: Temple (Olladra), average lodging (14), poor lodging (80), average food (25), poor food (120), poor trades (40), poor services (40), poor residences (80)

First Impression: By night, inebriated revelers stumble forth into the crowded streets from dozens of taverns. By day, this district is a virtual ghost town, with only cleaning crews, delivery personnel, and the occasional determined drunk livening up the scene.

Social Class: Lower class

Situated on the western end of the plateau, separated from Torchfire and Firelight by the residential

neighborhood of Center Bridge, Downstairs is nevertheless a rowdy district. Most of its businesses are taverns rather than fine restaurants (though there are exceptions), and drunken revels are the norm every night. Carousers finished with an evening at the theater in Torchfire or even the upper wards, or fresh from different kinds of activities in Firelight, come Downstairs to cap off the night.

Diamond Theater: The Diamond Theater is something new in Lower Menthis—competition for the Ten Torches Theater in Torchfire. With its large stage, copious seating (it seats 1,000 comfortably), and renowned artist-in-residence, the Diamond manages to exude an air of sophistication in a ward all about base entertainment. Luca Syara, the Diamond's resident playwright, is the hottest thing going in Sharn's entertainment world at present. Many of her plays wrestle seriously with issues raised by the Last War, exploring themes of nationalism, shattered idealism, alienation and grief, and the search for meaning in a war-ravaged world. For many, such serious, modern plays hold

no interest and draw nothing but derision, but even those who hate her still talk about her. Her contract with the Diamond expires in another year, and certain circles buzz constantly with speculation about what upper-ward theater will snatch her up at that point.

Four Sails: The Four Sails restaurant is the exception to the general rule of Downstairs that drink comes first, food second. Known as one of Sharn's hidden dining treasures, regular patrons of Four Sails claim that it has the best seafood in Sharn. Located at the base of Seventh Tower, Four Sails is owned by a Lhazaarite named Ulfen Marcrot (N male human barbarian 3/rogue 1), who certainly knows his seafood. Though he prefers not to discuss his past with the tourists and slumming upper-ward residents who come to Four Sails for the dining experience, Ulfen has a colorful history he does enjoy sharing with adventurers. Born and raised a pirate in the Lhazaar Principalities, he took up an adventuring career later in life and has even explored Argonnessen's coast.

LUCA SYARA

(CN female ghaele eladrin)

The most remarkable feature about this woman is her skin—truly as pale as snow, it almost seems to possess an opalescent sheen. She wears simple black clothes with no adornments and gloves. She seems to be lost in thought, and her eyes are filled with a deep sorrow.

Starting Attitude: Indifferent

Modifiers: None

Luca Syara, the resident playwright of the Diamond Theater in Lower Menthis, is a ghaele eladrin who has taken on human form. At the start of the Last War she abandoned her post on the plane of Thelanis to participate in what she thought was the righteous cause of Cyre. After fighting on Cyre's side for more than half a century, she became disillusioned. On Thelanis, she had watched the world from on high; on Eberron, she saw thousands of mortals die over words and lines on a map. She could not return to Thelanis. Her sense of idealism had been torn from her. In addition, she had been forbidden to fight in the war in the first place, and the overlords of Thelanis seek to punish her for her transgression. So she hides, trying to find meaning in this world of mud and death.

When the war ended, Luca came to Sharn and chose to live among mortals once more. She began to produce plays. She found a place in the Diamond Theater, and over the last two years her star has rapidly risen in Sharn society. Scholars and philoso-

phers spend hours debating her works in the taverns of the University district. Luca is much sought after as a guest at social events and Morgrave functions. But Luca rarely makes public appearances. She does not write in order to gain fame or fortune. Instead, she writes to ease the torment in her soul.

Luca is one of the most powerful beings in Sharn, but she labors under multiple handicaps. First and foremost, she is restrained by her own despair. She feels that in the long run no physical action will make a difference—that saving a single mortal life is merely postponing the inevitable. She defends herself if she is threatened, but she does not act to protect others. Even if she should be roused from her despair, using a cleric spell of 5th level or higher—such as *raise dead*—would reveal her presence to the powers of Thelanis, who still seek to call her to judgment.

In the long run, Luca could become a valuable ally for the party. But winning the spirit of the ghaele back from the shroud of gloom should be a long battle—and one that should not be won until the party is powerful enough to consider the eladrin to be an equal.

Luca wears a pair of *gloves of storing*. One glove holds her +4 *holy greatsword*. The other holds a large book filled with notes for plays.

Luca's disguise hides her true nature from mortal eyes, but she cannot fool the fiends. While she is no longer interested in battling evil, the Lords of Dust do not know that—and they may attempt to destroy the eladrin.

Firelight

District Type: Red light district

Buildings: Temple (Olladra), average lodging (9), poor lodging (70), average food (20), poor food (80), poor trades (80), poor services—brothels, gambling halls, pawnshops, etc. (140)

First Impression: Noisy crowds fill taverns, casinos, and bordellos, the sound of laughter spilling out onto the dark streets. A great deal seems to be going on that appears illegal, but everyone seems to be having a good time.

Social Class: Lower class

The Firelight district caters to clients seeking entertainment of an intimate nature, as well as hardcore and casual gamblers. While Sharn's other red-light districts, Sharn's Welcome and Dragon-eyes, are dangerous and disreputable places most respectable citizens wouldn't dream of visiting, Firelight has somehow managed to maintain a reputation as a socially acceptable place to come and have fun, whatever type of fun one might be interested in having. Crime is much better controlled in Firelight than in the other red-light districts, so customers are less likely to become victims. Changelings control most of the bordellos here, as they do in Dragoneyes, but they employ members of almost all races.

The Burning Ring: The Burning Ring is not a specific location in Firelight. It moves frequently as the City Watch keeps trying to shut it down, but it seems to find a place to operate every night. It offers blood sport, gladiator-style combat conducted by amateur and professional warriors. The combat is real—the combatants use a variety of weapons but wear no armor—and sometimes matches end in death. Ideally, the healer on hand for every fight reaches a fallen combatant before he dies, but sometimes the fallen are beyond help. Death only seems to make the crowds cheer louder.

The ringmaster is Hoas Junter (NE male shifter fighter 7), who has extensive connections to the Daask gang. Sometimes his connections help him bring in a monster as a combatant to the crowd's utter delight. The monster usually wins.

Finding the Burning Ring on any given night requires a DC 20 Gather Information check, which must be made in Firelight or Torchfire.

Lucky Nines: The Lucky Nines casino uses a remarkable amount of magic in the decoration and operation of the business. The owner, Fasha Yask (N female human wizard 8), employs a full staff of spellcasters—wizards, sorcerers, bards, artificers, and magewrights—to keep the place running smoothly. *Unseen servants* attend to customers' needs, *continual flame* spells give illumination, illusions provide glamour and glitter, and bouncers with *detect thoughts* and *detect magic* patrol the floor to catch those



who would cheat the establishment. In addition, as many would-be thieves have discovered, a variety of magic wards protect the place after hours, from *fire traps* to *guards and wards*.

Savia's: The most elegant bordello in Firelight claims that its clientele comes from Upper Central and Skyway as well as closer districts. Its real claim to fame, however, is that its owner, Savia Potellas (NE female human expert 2/bard 1), is Lower Menthis's representative on Sharn's city council. Her election outraged many of her fellow council members, but she claims to fairly represent the interests of the businesses in her ward, and the merchants of Lower Menthis have never complained about her leadership.

Forgelight Towers

District Type: Average residential

Buildings: Upscale residences (40), average residences (280), poor residences (40)

First Impression: Orderly collections of townhouses ring the towers of this quiet district. Children play in the streets and couples stroll arm in arm.

Social Class: Middle class

Forgelight Towers mostly succeeds where Center Bridge fails in being a relatively quiet residential neighborhood amid the rowdy chaos of Lower Menthis. A number of older citizens live in Forgelight Towers, long-time homeowners who established their residence here before the ward became quite so seedy. Many of them are fond of complaining how far downhill the neighborhood has gone; others are more interested in sampling the wares in Downstairs and Torchfire.

Torchfire

District Type: Theater district

Buildings: Theaters (9), temple (Olladra), poor lodging (40), poor food (75), poor trades (90), poor services (115), poor residences (60)

First Impression: Noisy crowds press into crowded theaters, and the sounds of bawdy music and roaring audiences fill the streets.

Social Class: Lower class

Torchfire is the most notorious district in Menthis, though its offerings are relatively tame compared to those of Firelight. Its theaters, particularly the Ten Torches, are known for racy musical comedy designed to appeal to rowdy audiences.

Gailan's: Every rule has its exception, and Torchfire's reputation for lowbrow entertainment is broken by Gailan's. The model of the restaurant and dinner theater (copied extensively in Middle Menthis particularly) originated with the innovation of Gailan Uthran (N male half-orc expert 7), who felt he could put on better shows if the audiences

had something to do besides heckle the performers. His idea has clearly worked, and performing in Gailan's is now the dream of every chorus member in Ten Torches—the first step toward a successful musical career.

Ten Torches Theater: The namesake of the Torchfire district is this crowded, smoke-filled theater near the point where Torchfire, Firelight, and Center Bridge converge. Though critically derided as the bottom of the barrel in Sharn's entertainment scene, crowds fill its hall to bursting every night, thanks to a winning combination of cheap tickets and undeniably entertaining shows. It is sometimes hard to hear the performers over the roaring crowd, but no one seems to care—except perhaps the performers, or the young playwrights with aspirations of writing for the Grand Stage.

NORTHEGE

Northedge, one of the quietest regions within Sharn, is a residential quarter. Most of its inhabitants are crafters and commoners, people who make an honest living within the great city. As a result, it is an uncommon destination for adventurers. However, a variety of tradesfolk and artisans work out of their Northedge homes, and it is possible that a party will be recommended to one of the Northedge specialists.

In addition, if an adventurer wants to take up residence within Sharn, the prices in Northedge are quite reasonable. Finally, while Northedge is known as a peaceful region, this calm façade can make an excellent cover for sinister activities. In other words, Northedge makes a perfect hiding place for a master villain, a nefarious cult, or a cunning spy.

Watch Detail: See Central Plateau.

UPPER NORTHEGE

Population: 4,200

Social Class: Upper class

Character: Wealthy, but not ostentatious. Calm and peaceful.

Districts: Elf neighborhood, wealthy residential (2)

Businesses: Upscale and exotic elven craftwork; gold piece limit: 100,000 gp

Key Personalities: Dantian d'Lyrandar (N male half-elf expert 5/dragonmark heir 3), Haras Kant (NE male human aristocrat 6); Ilia Merith (LG female human aristocrat 3/expert 3); Councilor Mazar'Thadian (LN female elf commoner 17); Mayne Jhaelian (LN male elf cleric 9); Tanar Mendyrian (N male elf wizard 3/magewright 10)

Upper Northedge is home to those who have the wealth to purchase a manor in the clouds, but who wish to avoid the bustle of Upper Central. This ward also houses the majority of Sharn's population of elves.

Shae Lias

District Type: Elf neighborhood

Buildings: Temples (Onatar, the Undying Court), shrines (Aureon, the Undying Court), upscale lodging (5), upscale food (15), exotic trades (15), upscale trades (63), upscale services (20), upscale residences (120)

First Impression: The district is filled with beautifully sculpted statues of long-dead elves. Densewood warriors stand guard at the gates of townhouses, while statues of priests and honored elders are spread throughout plazas and open-air orchards. The residents move quietly among these statues of the dead, carrying out their daily activities with silent grace.

Social Class: Upper class

While naturalized elves can be found throughout Sharn, Shae Lias is a bastion for the values and traditions of the elves of Aerenal. Orchard balconies ring the neighborhood; the restaurants of the district own some of these, while others are open to the public for purposes of meditation and reflection. In addition to serving as a residential district for Aerenal expatriates, it is a source for a wide range of elven craftwork, woodwork, and furniture. The district also includes a handful of more exotic establishments, a few of which are outlined below.

The Gates of Passage: This densewood structure is the physical and spiritual heart of Shae Lias. Dedicated to the Undying Court, it serves as crypt, temple, and embassy. Citizens of Aerenal who die

in Sharn are embalmed in the Gates and preserved until their remains can be transported back to the island kingdom. Mayne Jhaelian and the other priests act as spiritual advisers and political ambassadors, performing in the interests of citizens of Aerenal. Jhaelian has ties to the Deathguard of Aerenal, and it is possible that he might ask adventurers to help resolve a situation involving the Blood of Vol or other undead menaces.

The House of Repose: The elves of Aerenal know more about caring for the dead than any other culture on Eberron, and the embalmers and crypt builders of the House of Repose have served many of the wealthiest families in Sharn. Many of the crypts, tombs, and shrines in the City of the Dead are the work of these elf artisans.

The Oaks: Known as one of the finest restaurants in the city, the Oaks rests on one of the vast balconies of the Nowen Tower. Patrons dine in an elaborate, two-story open-air pavilion, surrounded by the living trees from which the restaurant takes its name. The Oaks specializes in exotic Aerenal cuisine, but also serves a variety of traditional Brelish dishes, including pepper cider and spiced daggertrout. The owner, Maza Thadian (LN female elf commoner 17), has served as head chef for over 300 years, and is respected throughout the district for her wisdom and common sense. Six years ago, Maza assumed the position of Councilor for Upper Northedge, and today she leaves most of the restaurant work to her sons, Meryn and Malys; however,

MAYNE JHAELIAN, HIGH PRIEST OF THE PASSAGE

(LN male elf cleric 9)

Mayne Jhaelian wears the black and gold robes of a priest of the Undying Court, with the golden mask of the Court on a chain around his neck. But beneath this finery his skin is mottled and cold, and his vivid green eyes are the only sign of life in his frozen face. His voice is a rasping whisper, as if it is difficult for him to draw breath into rotting lungs.

Despite his appearance, Mayne is not undead. For generations, elves of the line of Jhaelian have used magical and alchemical treatments to mimic the appearance of the dead.

Starting Attitude: Unfriendly

Modifiers: Party includes a follower of the Undying Court (+4); party includes an Aerenal elf (+4); party renowned for fighting undead (+2); party includes a non-Aerenal elf (+2); party includes a follower of the Blood of Vol or a priest of the Keeper (−4); party includes a necromancer or Valenar cleric (−2); party does not include any elves (−2)

If Hostile: Dismisses the characters without listening to them. If necessary, resorts to force or calls the Watch to remove the party from the Gates.

If Unfriendly: Endures a short audience but grants no favors. Refers party to lesser officials for religious or diplomatic services.

If Indifferent: Allows an audience. Performs minor religious or diplomatic services on behalf of the characters. Considers looking into serious problems or wild stories.

If Friendly: Listens carefully to what the party has to say. May perform more extensive religious or diplomatic services for the characters, or investigation rumors or stories.

If Helpful: Actively participates in conversation. If the party includes an Aerenal elf, may devote significant temple resources to resolve the situation; may cast *raise dead* in exchange for a service on behalf of the Undying Court. Otherwise, offers personal assistance, including advice and minor spellcasting.

she can still be coaxed to perform her culinary miracles for special patrons.

Nightshade: Part apothecary, part tavern, Nightshade caters to those who wish to explore the mysteries of death. Some of its patrons are necromancers or devout followers of the Undying Court, while others are jaded youths or thrill-seeking aristocrats. In addition to the traditional funerary dishes of Aerenal, Nightshade serves beverages tainted with weak poisons designed to bring the diner to the edge of death. It is unusual for a client to actually die; the servers are trained in resuscitation and keep antitoxin on hand. But accidents do happen.

The Silver Bough: Aerenal is known for its exotic woods, including bronzewood, darkwood, and livewood. The elves who can turn leaf and tree into arms and armor are known as woodshapers, and Tanar Mendyrian (N male elf wizard 3/magewright 10) is one of the finest in Khorvaire. While he is best known for his darkwood bows, Tanar also produces leafweave, darkleaf, and bronzewood armor, and he takes commissions to shape melee weapons from the exotic woods. While most of his goods are merely of masterwork quality, Tanar can create weapons or armor with an enhancement bonus of up to +4. However, he takes great pride in these treasures and is careful about his clientele; anyone that wants an enchanted item must win Tanar's respect (DC 25 Diplomacy check; elves receive a +5 circumstance bonus) before the woodshaper accepts the commission.

The Winding Root: This gallery showcases the work of over a dozen elf artisans. Much of the work in the Winding Root is wooden sculpture, but the gallery also sells tapestries, jewelry, and even clothing. The goods sold at the Winding Root are of the highest quality, often representing years or even decades of work, and the prices reflect their perfection. When someone needs to find a gown or suit to wear to the Brelish Court, the Winding Root is a great place to visit—but the prices keep the gallery out of reach of all but the wealthiest citizens of Sharn.

If someone wants to sell her work in the Winding Root, she must speak to the owner, Jhaia Thesaelia (N female elf commoner 7). Jhaia is only interested in the work of elven artisans, and items must have been produced with a minimum Craft skill check of DC 30. Her initial attitude is indifferent, and at this level she charges a 20% commission to sell an item. If she is friendly toward the artist, she drops her commission to 15%; if helpful, the cost is reduced to 10%.

The Veil of Flesh: This is a studio for body art, including traditional tattoos and the elven techniques that give the living the appearance of death. Depending on the purse and the desires of the client, the effects of either procedure can be permanent or temporary.

Crystal Bridge

District Type: Wealthy residential

Buildings: Upscale residences (248), average residences (32)

First Impression: Manors and mansions surround penthouse towers, the sheer size of these estates hinting at the wealth of the residents within. Walls and bridges are covered with thick panels of glass and crysteel, causing a brilliant kaleidoscope of color when sunlight strikes the towers.

Social Class: Upper class

While many of the most influential citizens of Sharn prefer to live in Upper Central, closer to the center of government and trade, Crystal Bridge is home to many of Sharn's wealthiest denizens. A number of dragon-marked heirs maintain private residences in Crystal Bridge or Oak Towers, along with Brelish aristocrats and merchant princes. Crystal Towers is a quiet, peaceful district, and many of its inhabitants employ private guards to ensure that it remains peaceful.

Notable inhabitants of Crystal Bridge include:

Haras Kant (NE male human aristocrat 6) is a wealthy Brelish aristocrat and a member of the Aurum. Like most members of the Aurum, he is interested in increasing his personal power and wealth, whatever the cost. Kant has a special interest in fabulous and magic gems, and adventurers that obtain unusual gemstones may attract his interest—which can be a dangerous thing.

Ilia Merith (LG female human aristocrat 3/expert 3), a member of Sharn's upper crust, is a noted philanthropist and a strong supporter of the arts, particularly song and poetry. Ilia might become a patron for a PC bard, or she could employ the party to recover a rare book of poetry that has been lost or stolen.

Oak Towers

District Type: Wealthy residential

Buildings: Upscale residences (244), average residences (36)

First Impression: The smooth lines of elven architecture can be seen throughout this district, and most of the towers are formed of polished densewood. Manors and palatial estates line the wide avenues, and private gardens can be seen stretching out on walled balconies.

Social Class: Upper class

Like Crystal Bridge, Oak Towers is a peaceful neighborhood that is home to many of Sharn's wealthiest citizens. The elven influence of Shae Lias is clearly visible in the architecture of the district, and much of the population is made up of elves and half-elves. Between the Sharn City Watch, private guards, and the magical wards employed by many of the households, Oak Towers remains a quiet and peaceful district.

Stormwind Keep: This luxurious tower serves as the private estate of Dantian d'Lyrandar (N male half-elf expert 5/dragonmark heir 3). Dantian, a trade minister for House Lyrandar, is second in influence to his aunt Solia. While Solia d'Lyrandar spends most of her time in the house enclave in Dragon Towers, Dantian prefers the luxury of Stormwind Keep. The house often uses Dantian's estate when hosting gala events or entertaining important guests. Dantian himself is a diplomatic individual, but primarily interested in furthering the economic and political power of his house. He has little interest in dealing with adventurers or other members of the lower classes.

MIDDLE NORTHEdge

Population: 5,400

Social Class: Middle class

Character: Peaceful residential area, home to skilled crafters and successful merchants.

Districts: Dwarf neighborhood, temple district, average residences

Businesses: Dwarven and gnomish craftwork, respectable and reliable goods; gold piece limit: 40,000 gp

Key Personalities: Councilor Doran Cantar (NG male human expert 4/adept 1); Daca (N female gnome paladin 6); Flamebearer Mazin Tana (LG male human cleric 6)

Middle Northedge is a peaceful residential ward, featuring some of the finest average housing in the city. The inhabitants are successful, hardworking folk, and the streets are clean and quiet. Much of the dwarf population of the city lives in this ward.

Holdfast

District Type: Dwarf neighborhood

Buildings: Shrine (Sovereign Host), average lodging (10), upscale food (5), average food (40), poor food (10), exotic trades (10), upscale trades (24), average trades (60), poor trades (20), upscale services (20), average services (40), poor services (20), upscale residences (20), average residences (180)

First Impression: Dwarves fill streets of Holdfast, though few have the accent or wear the clothing of the Mror Holds. The ringing of anvils and song of steel on steel can be heard rising from the smithies in the center to the district, and masons pass by with cartloads of stone. The people seem to be very industrious, and reasonably well off.

Social Class: Middle class

When King Galifar I's son, Karrn, invaded the Mror Holds, the dwarf nation was in a state of anarchy and constant clan warfare. Despite the barbaric state of their realm, the dwarves were natural miners and stonemasons with an innate talent for building

fortifications. When King Galifar decided to rebuild the city of Sharn, he brought in a force of dwarf engineers and laborers from the Mror Holds. Dwarf hands played an important role in the rebirth of Sharn, and as the city grew it developed a sizeable dwarf population. Over the centuries, many dwarves spread across the city, abandoning their ancient roots. But other families remained together, forming a strong dwarf community. In time, they settled in the district they named Holdfast.

Dwarves comprise almost 90% of the population of Holdfast; the rest of the population is fairly evenly divided between gnomes, humans, and halflings. Most recent immigrants from the Mror Holds live in Highhold in Upper Dura; the dwarves of Holdfast are descended from the dwarves that came to rebuild Sharn in the earliest days of King Galifar's rule, and they have no strong attachment to the Mror Holds or its traditions. They are, however, extremely loyal to one another. A dwarf born in Holdfast has a thousand friends, and can always find shelter or a meal. Of course, this is a double-edged sword, and old friends or family may ask for help with gambling debts, the Boromar Clan, or any number of other possible reasons.

The people of Holdfast are comfortably middle class. Some serve as overseers in the vast foundries down in the Cogs, while others are architects or stonemasons. Holdfast also contains smithies of all sorts. Most of the arms and armor of the Sharn City Watch are produced in Holdfast, and anyone looking for masterwork armor can find it in this district. The smiths also look after their own, and if a dwarf of Brelish descent can make a successful DC 10 Charisma check, the cost of any weapons or armor he purchases in Holdfast is reduced by 10%.

High Hope

District Type: Temple district

Buildings: Temples (Silver Flame, Sovereign Host, Onatar), shrines (Aureon, Boldrei, Kol Korran, The Undying Court), upscale lodging (5), average lodging (15), upscale food (15), average food (30), exotic trades (23), upscale trades (26), average trades (40), upscale services (40), average services (100), upscale residences (20), average residences (80)

First Impression: Shrines and temples line the suspended streets of High Hope. Compared to the gaudy trappings of Sovereign Towers, High Hope appears plain and functional. However, the temples are large and well maintained, and throngs of devotees fill the streets.

Social Class: Middle class

The most impressive temples in Sharn are found in the Sovereign Towers district of Middle Central. But the glory of these monuments is tarnished by the corruption within the churches themselves. High

Hope lacks the gilt trappings of Sovereign Towers, but what it lacks in pomp it makes up for with faith and sincerity. In addition to the three primary temples and the three large shrines, there are a wide range of smaller monuments dedicated to other deities and to religious heroes and martyrs. The people who live in the district or who come to High Hope to pray are typically quiet and serious in their devotions.

The councilor of Middle Northedge lives in High Hope. Doran Cantar (NG male human expert 4/adept 1, Community domain) comes from a long line of advocates and mediators. In addition to inheriting the wealth and talents of his family, Doran has a strong faith in the Sovereign Lady Boldrei; while he does not serve as a priest, he draws strength and minor mystical abilities from his faith. Doran often consults with Daca (see next page).

Coldflame Keep: While it looks more like a fortress than a place of worship, Coldflame Keep is the local church devoted to the Silver Flame. Established during the Purge as a garrison of the church templars, Coldflame Keep has slowly dwindled as the hierophants have drawn resources away to the temples of Sovereign Towers and Pinnacle. Today, the keep is a shadow of its former self. Flamebearer Mazin Tana (LG male human cleric 6) does his best to maintain the temple and serve the community. His acolytes consist of two teenagers and one crippled scribe. The garrison was built to house a hundred soldiers, but currently there are only eight templars in residence, most of whom are 2nd-level warriors. While these soldiers are supposed to protect the district from supernatural threats, Mazin believes that they have been chosen by the Archierophant to keep an eye on the aging priest—to make certain that Mazin does not try to interfere with the powers that control the Church in Sharn. While he is disillusioned with his superiors, Mazin still believes in the ideals of the Church and does his best to help those in need. If the party needs the aid of a true priest of the Silver Flame, Mazin is one of the few people who can help them.

Daca's Watch: High Hope contains an unusual shrine to Boldrei, a monument that has come to be known as Daca's Watch. A thick, 12-foot pillar of densewood, this structure was supposed to hold a statue of some priest or martyr, but funding for the project evaporated, and the pillar stood empty for many years. One day, a gnome named Daca climbed up to the top and sat down. From this high perch, she watched and studied the people, occasionally shouting advice to people who seemed troubled or distressed.

That was 120 years ago. Daca still sits on her post, watching over her neighbors. While she has no oracular powers, she is very familiar with the people of High Hope and has a great deal of common sense. The inhabitants of the district often come to her for advice or when a mediator is required, and she

served as an emotional pillar of the community over the course of the Last War.

While she has no religious training and does not profess to be a priestess of Boldrei, most of the locals believe that she has been touched by the goddess and consider her to be a holy woman. They are not alone in this; a handful of priests from other districts regularly visit High Hope to discuss events in Sharn with Daca.

Oakbridge

District Type: Average residential

Buildings: Upscale residences (40), average residences (280), poor residences (40)

First Impression: Towers and houses of polished densewood fill this district. While simple in design, the buildings are comfortable and well designed, and the district has been carefully maintained. The streets are quiet and the people are friendly, and after a few minutes, it feels like home.

Social Class: Middle class

While the majority of the townhouses and apartments in Oakbridge fall into the "average" category, they are of the highest quality within that category. The district is not ostentatious and an Oakbridge address conveys no status on its owner, but the buildings are large, well constructed, and very safe, and the inhabitants are friendly and always keep an eye out for one another. If someone purchases a home in Oakbridge, within a week he has dozens of new friends.

Bright Wind: The people of Oakbridge are generally a social and outgoing group, but the friendliest inhabitants of the district are the members of Milana family, who live in a small, comfortable townhouse they have named Bright Wind. Jolan Milana (NG male human commoner 3) is a baker who sells his wares in High Hope, while his wife Sarina (NG female human commoner 3) is a seamstress who works out of their home. They have three young children: Jalina (female, 12), Mesin (male, 8), and Jeral (male, 5). Anyone who settles in Oakbridge soon receives a personal welcome from the Milanases. In time, the family may be used as a way to pull a party into an adventure. Perhaps one of the children goes missing or overhears a conversation she shouldn't have. Maybe Jolan is infected with a Riedran *mindseed*. Or perhaps this friendly family is hiding a dark secret—a tie to a Radiant Cult or one of the Cults of the Dragon Below.

LOWER NORTHEdge

Population: 6,200

Social Class: Lower middle class

Character: A quiet residential area containing a few workhouses.

Districts: Marketplace, apartment homes (2)

Businesses: Solid, sensible goods; basic furniture, clothing, tools, and food; gold piece limit: 25,000 gp

DACA, PILLAR OF THE COMMUNITY

Female saint† (gnome) expert 6; CR 8; Small outsider (augmented humanoid, native); HD 6d6+18; hp 41; Init -1; Spd 20 ft.; AC 23, touch 16, flat-footed 23; Base Atk +4; Grp -1; Atk —; SA holy touch, spell-like abilities; SQ damage reduction 5/magic, darkvision 60 ft., endure elements, fast healing 3, gnome traits, immunity to acid, cold, electricity, and petrification, low-light vision, protective aura, resistance to fire 10, sustenance, tongues; AL NG; SV Fort +5* (+9 against poison), Ref +1*, Will +8*; Str 8, Dex 8, Con 16, Int 14, Wis 16, Cha 20.

Skills and Feats: Diplomacy +24, Gather Information +16, Heal +12, Knowledge (local) +11, Knowledge (religion) +11, Listen +12, Profession (cook) +7, Sense Motive +14, Spot +8; Negotiator, Sacred Vow, Vow of Nonviolence, Vow of Peace, Vow of Poverty.

Languages: Common, Gnome.

† The saint template and most of Daka's feats are presented in *Book of Exalted Deeds*. Her statistics here include all the information needed to use her in an encounter.

Holy Touch (Su): Any evil creature that strikes Daka with a natural weapon takes 1d6 points of holy damage, or 1d8 points if the creature is undead or an outsider.

Endure Elements (Ex): Daka is immune to the effects of being in a hot or cold environment. She can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves.

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Protective Aura (Su): As a free action, Daka can surround herself with a nimbus of light having a radius of 20 feet. This acts as a double-strength *magic circle against evil* and as a *lesser globe of invulnerability*, both as cast by a 6th-level cleric.

Spell-Like Abilities: At will—*bless*, *guidance*, *resistance*, *virtue*. Caster level 6th.

Sustenance (Ex): Daka doesn't need to eat or drink.

Tongues (Su): Daka can speak with any creature that has a language, as though using a *tongues* spell cast by a 14th-level cleric. This ability is always active.

Feats: The effects of Daka's feats are as follows:

—Sacred Vow: +2 perfection bonus on Diplomacy checks.

—Vow of Nonviolence: Allies within 120 feet who slay a helpless or defenseless foe take a -1 morale penalty on attack rolls for 6 hours. For each helpless foe slain, the penalty increases by 1, to a maximum of -6.

—Vow of Peace: Daka is constantly surrounded by a calming aura to a radius of 20 feet. Creatures within the aura must make a successful DC 22 Will save or be affected as by the *calm emotions* spell. Creatures who leave the aura and reenter it receive new saving throws. A creature that makes a successful saving throw and remains in the aura is unaffected until it leaves the aura and reenters. The aura is a mind-affecting, supernatural compulsion.

This feat also grants Daka a +2 natural armor bonus to her AC, a +2 deflection bonus to her AC, and a +2 exalted bonus to her AC. If a creature strikes Daka with a manufactured weapon, the weapon must immediately make a successful DC 20 Fortitude save or shatter against her skin, leaving her unharmed.

Daka must not cause harm to any living creature, or she loses the benefit of this feat.

—Vow of Poverty: Daka gets a +6 exalted bonus to her Armor Class, the endure elements and sustenance powers shown above, and a +1 deflection bonus to her Armor Class (which stacks with the bonus provided by the Vow of Peace feat).

Possessions: None.

A thin, gray-haired gnome looks down from atop a 12-foot tall pillar of densewood. She wears a plain hooded robe, and her wrinkled skin is tanned a deep brown. Her dark eyes sparkle as she watches and smiles.

Starting Attitude: Friendly

Modifiers: Resident of High Hope (+4); priest of Boldrei (+4); priest of the Sovereign Host (+2)

If Hostile: Dismisses the characters without listening to them. If necessary, calls the Watch to remove the party from the Gates.

If Unfriendly or Hostile: While Daka is never rude and never intentionally misleads people, she refuses to help the party in any way. If she speaks to them, it is in an attempt to learn what threat they may present to the other inhabitants of the district. She warns others about the party afterward.

If Indifferent: Daka does not provide the party with anything that she considers to be privileged information, but she still listens and attempts to provide useful advice.

If Friendly: Talks with the party and tries to provide guidance and information.

If Helpful: Daka always tries to help people, but she goes out of her way to help the party. She uses her in-depth knowledge of the district to try to connect the party with people who have skills or information that they require. In addition, if a cleric of Boldrei spends at least thirty minutes discussing the people of High Hope and Sharn with Daka, he regains the use of one Community domain spell of up to 4th level.

Key Personalities: Councilor Shassa Tarr (N female shifter expert 5); Flamebearer Kaira Faine (LG female half-elf cleric 5); Gaidan d'Ghallanda (NG male halfling commoner 9)

Lower Northedge is home to the hardworking laborers of Sharn—generally decent folk who believe in an honest day's work and can afford to stay out of Lower Dura. The people of Lower Northedge don't look for trouble, and they don't like it coming to their towers. The ward is relatively simple in structure and design, but it has been kept in good condition over the centuries and is a pleasant enough place to live. While it is largely residential, it includes a number of small workhouses and simple schools, along with North Market.

North Market

District Type: Marketplace

Buildings: Open-air market, temple (Sovereign Host), shrine (Silver Flame), average lodging (9), average food (45), exotic trades (15), upscale trades (50), average trades (140), poor trades (40), upscale services (20), average services (60), poor services (20)

First Impression: North Market is one of the oldest business districts in Sharn. The cobblestone streets have been repaved time and again, and the walls of the towers are worn smooth with age. People always fill the streets, but there is less noise and bustle than one might expect from such a crowd; the locals are surprisingly patient and polite.

Social Class: Middle class

The open market of this district is one of the oldest in Sharn. In addition to local residents, crafters from the regions around Sharn come to sell their wares at the open market, and Far and Sar are excellent times to purchase textiles and other crafted goods. A marketplace permit costs 3 sp. Most of the businesses and merchants in the district follow solid, simple trades: blacksmiths, brewers, carpenters, and tailors who produce sturdy clothes for the lower classes. However, Lower Northedge is home to a significant portion of Sharn's shifter population, and there are a few exotic trades and restaurants catering to the shifting folk, including an apothecary who specializes in the proper care of fangs and claws.

In addition to the private businesses, there are a number of workhouses in North Market, primarily textile factories. The district also contains a small temple to the Sovereign Host, which primarily honors Kol Korran and Onatar.

The Shrine of Fathen the Martyr: In the early days of Sharn, Lower Northedge contained a strong network of wererats. When the Silver Flame sought to exterminate the lycanthropes, the cleric Fathen was instrumental in identifying the two-legged vermin infesting the city. In the final days of the crusade, Fathen uncovered a nest of wererats in North Market.

Fathen was torn apart in the street, but somehow he granted the common citizens the power to bypass the lycanthropes' resistance to injury and a mob of commoners defeated the creatures. The Church of the Silver Flame raised a shrine on the site of Fathen's death, and to this day pilgrims come from across Khorvaire to pray at the martyr's shrine. The shifters of Sharn are still bitter about the crusade, and there is often tension between shifters and followers of the Flame, especially on the day of Fathen's Fall.

Kaira Faine (LG female half-elf cleric 5) maintains the shrine, as this former member of the church templars has grown too old to fight on the front lines. A follower of the Silver Flame who visits the shrine can ask Kaira to bless one weapon, or 20 bolts, arrows, or bullets. The priest asks for a donation commensurate with the pilgrim's wealth, though paladins of the Flame are never required to pay the tithe. The blessed weapon gains the properties of alchemical silver for purposes of bypassing damage reduction. This effect lasts for 24 hours, and a particular individual can only receive the blessing once every week.

Any lycanthrope that enters the shrine must make a DC 30 Control Shape check or revert to animal form. This applies to both afflicted and natural lycanthropes.

The Bear's Rest: An enormous shifter woman named Leara (N female shifter commoner 3) owns the Bear's Rest inn. The inn is of average quality and price, but Leara gives a 20% discount to shifters. The inn has a remarkable collection of bearskins, including blankets, carpets, and wall hangings.

The Horse & Hearth: Travelers looking for food, drink, and shelter can find it all at the Horse & Hearth, a large inn and tavern maintained by House Ghallanda. The food and lodging are both of average quality, but extremely reliable. While it doesn't have the colorful atmosphere of the local shifter establishments, the Horse & Hearth has the reputation of House Ghallanda behind it, and provides all the standard services the house is known for. Gaidan d'Ghallanda (NG male halfling commoner 9) operates the inn. Gaidan possesses the Lesser Mark of Hospitality (*purify food and drink, Leomund's secure shelter*), and two of his daughters have the Least Mark (*prestidigitation and purify food and drink*).

The Rat's Nest: This tavern caters primarily to the shifters of Lower Northedge, and serves food and drink in the style of the Eldeen Reaches. The customers of the Rat's Nest are more inclined to gossip than to violence; the shifters of Northedge are as industrious and honest as any other citizen of the ward. However, the presence of Fathen's Shrine hangs over the tavern like a shadow, and the regulars have an unfriendly attitude toward any follower of the Silver Flame.

Shifters get a +1 circumstance bonus on all Gather Information and Knowledge (local) checks made in The Rat's Nest.

Stoneyard

District Type: Apartment townhomes

Buildings: Average residences (40), poor residences (220)

First Impression: Balcony orchards line the exterior towers of this quiet residential district, and small parks are scattered throughout the district. A large number of shifters inhabit the area, and shifter children scamper through the trees with great enthusiasm and agility.

Social Class: Lower class

Stoneyard is a peaceful residential district, notable primarily for its significant shifter population and the large number of orchards and parks scattered throughout the region. Shifter children often use the parks for hrazhak matches, swinging through the trees and racing through the grass. A druid named Teln (N male shifter druid 3) helps to maintain the foliage and tend to those injured in hrazhak; in exchange for his services, the locals provide for his needs. Teln follows the Gatekeeper tradition, and sends word to the Gatehouse in Skysedge Park if he sees anything disturbing.

Longstairs

District Type: Apartment townhomes

Buildings: Average residences (40), poor residences (220)

First Impression: Most of the towers in this residential district have stairs that wrap around the outside of the buildings. The people go about their business with quiet determination, and keep a suspicious eye on any strangers.

Social Class: Lower class

Longstairs is a quiet residential district, and its inhabitants like it that way. The people of Longstairs are primarily human and dwarf commoners, with a few experts and magewrights mixed in. These citizens go out of their way to maintain the stability of the neighborhood, and anything disruptive is quickly met with unified opposition. The apartments in Longstairs are reasonably priced and well maintained. However, adventurers who settle in Longstairs may have to make an extra effort to fit in; characters that engage in wild antics may be run out of the neighborhood.

SKYWAY

Population: 1,200

Social Class: Upper class

Character: Floating high above the tallest towers, Skyway is a refuge from the bustling crowds for the fabulously wealthy.

Districts: Sky district (2)

Businesses: Very exclusive restaurants, hotels, and trades; gold piece limit: 100,000 gp

Key Personalities: Councilor Evix ir'Marasha (LN female human aristocrat 2/bard 4)

Skyway demonstrates the most dramatic manifestation of the magic made possible by Sharn's manifest zone linked to Syrania. Its towers are built on clouds given substance, hovering above the tops of the buildings below. The residents of Skyway are the impossibly wealthy and privileged, the aristocrats who might hope never to dirty their feet by setting them on a street in the city below.

Skycoaches can easily carry passengers to and from Skyway, as can *soarsleds* and more traditional magical travel. Many residents of Skyway prefer to ride mounts around their ward and, when necessary, down to the city below—griffons, hippogriffs, giant eagles, giant owls, and at least one pegasus.

Azure

District Type: Sky district

Buildings: Temple (Silver Flame), upscale lodging (20), upscale food (28), exotic trades (11), upscale trades (20), upscale residences (60)

First Impression: This district is almost silent, floating on clouds high above the hubbub of the city. Servants scurry about from fabulous mansions to exquisite shops, while the gentry who call this place home parade in state, often riding griffons or hippogriffs, as they call upon their counterparts.

Social Class: Upper class

The two districts of Skyway appear almost the same in character and composition; Azure is just "southern Skyway" (hovering roughly over the Menthis Plateau) while Brilliant is "northern Skyway" (positioned over the Central Plateau). Both districts feature expansive estates unlike anything found among the lower towers, with churning vistas of cloudstuff forming the elegant landscape. In places, the cloud matter on which the ward is built is shaped (permanently or temporarily) into an elegant statue or the semblance of a tree.

Azure Gateway Restaurant: One of the fabulous restaurants offering stunning views and exquisite meals, the Azure Gateway is not as well known as the Celestial Vista, but it is rarely as crowded as a result. The menu is exotic, offering delights from Thrane (including fine steaks), Karrnath (such as their famous breaded veal as well as traditional sausage dishes), and Aundair (including noodles and meats in tomato- and oil-based sauces). The interesting thing about the Azure Gateway is that no one knows the identity of its owner. He or she is said to dine in the restaurant on a regular basis but remains completely anonymous. Some people speculate that the owner is a doppelganger or some other shape-changer. The maitre d'hotel, an aristocratic half-elf named Ravvan Mollac (LN male half-elf wizard 6) smiles at these rumors, for he actually owns the restaurant. He takes great delight in seating customers who spend their entire meal staring around the restaurant trying to pick out the owner.

Celestial Vista Restaurant: The Celestial Vista is the most well known of Skyway's elegant restaurants, and the most in demand. The maitre d'hotel cheerfully turns away visitors who have no reservations, and even those with reservations can be forced to wait an hour or more to be seated. The menu is similar to that of the Azure Gateway, but offers some less exotic fare as well to accommodate throngs of not-very-adventurous tourists who come for the view rather than the food. The owner of the Celestial Vista is Evix ir'Marasha (LN female human aristocrat 2/bard 4), who is also Skyway's representative on the City Council.

Cloudpool Park: Near the center of Skyway, where Azure and Brilliant meet, Cloudpool Park stands as a testimony to the fantastic power of magic. Wispy cloudstuff is shaped throughout the park to resemble exquisitely detailed trees, whose leaves rustle in the ever-present breeze. The cloudscape rolls in gentle hills, forming beautiful lawns where the residents of Skyway enjoy picnics and long walks. At the center of the park lies a large "pool" of crystal-clear ice that affords a spectacular view of the city below to those brave enough to stand on it or peer over the edge.

Brilliant

District Type: Sky district

Buildings: Temple (Sovereign Host), upscale lodging (20), upscale food (28), exotic trades (11), upscale trades (20), upscale residences (60)

First Impression: See Azure for details.

Social Class: Upper class

The northern portion of Skyway floats above the Central Plateau, and is mostly indistinguishable from the southern district.

Cloud Dragon Restaurant: Like the Azure Gateway in Azure, the Cloud Dragon is an upscale, elegant restaurant with breathtaking views, but without the crowds and long waits typical of the Celestial Vista Restaurant. Its menu concentrates on the best of Brelish fare—spicy ginger soup, sautéed garlic beef, curried chicken, and the like. In contrast to the secretive owner of the Azure Gateway restaurant, the owner of the Cloud Dragon is very forthright about her identity, making sure to meet and greet every customer and ensure that everyone has an enjoyable dining experience. Ironically, Kathya Morn (LE female aranea) is a shapechanger, an aranea in human guise. She has no far-reaching evil agenda; she just wants to run her restaurant in peace. She does engage in shady business deals and has ties to at least one of Sharn's criminal organizations, but those take a back seat to her interest in her establishment.

Tain Manor: The ir'Tains are the most powerful family in Sharn. An ir'Tain served as the first Lord Mayor of Sharn, and the first towers were raised with ir'Tain gold. Today the ir'Tains derive most of their

income from their vast holdings throughout the city; many of the tenements and apartment complexes are ir'Tain property. The Tain Manor in Brilliant is only the latest in a long line of mansions to hold that name, and many of the former Tain Manors are now owned by the wealthiest citizens of other districts.

Celyria ir'Tain, the current matriarch of the Sharn branch of the family, is the queen of high society, and her monthly galas at Tain Manor define the social order within the city. In addition to the great families of Sharn, Lady ir'Tain always invites a handful of more exotic people to entertain her guests—artists, poets, adventurers, or oddities such as Flamewind. An adventurer known to be a friend of Lady ir'Tain finds that many closed doors suddenly open, and may receive invitations to other events or other forms of special consideration.

Celyria's eldest son Hass (N male half-elf aristocrat 5) is the heir apparent to the ir'Tain fortune. Hass is a member of the Breland Parliament and spends most of his time in Wroat, but returns on occasion to visit his mother and siblings. Hass ir'Tain is an ardent supporter of Lord Duken ir'Clarn and his plan to abolish the Brelish monarchy after the death of King Boranel; while he believes that members of the aristocracy are inherently better equipped to lead than commoners, he firmly believes that the blood of King Jarot is weak and that the time has come to set the monarchy aside. While Duken is willing to wait for Boranel to die of natural causes, Hass is less patient. Working with other members of the conspiracy at court, Hass has been considering various ways to embarrass the monarchy or even to hasten the demise of King Boranel. Hass is not hungry for power, and he believes that Duken should be the prime minister after the fall of the monarchy; he is actually pleased that Duken does not stoop to such methods and feels that it shows his worthiness to rule. But he is prepared to perform these questionable acts in the service of the country—and he occasionally hires adventures to do his dirty work.

In descending order of age, the other members of the core family are Cyra ir'Tain (N female half-elf aristocrat 3), Cariana ir'Tain (LN female half-elf aristocrat 1), and Daral ir'Tain (N male half-elf aristocrat 1). Lord Dalian ir'Tain II is said to have perished in a shipwreck during the end of the Last War. The ship supposedly went down deep in the territory of the sahuagin, but Lord ir'Tain's body was never recovered. Rumors abound that ir'Tain is still alive—that he is a pirate captain, a prisoner of the sahuagin, or the prince of a lost kingdom in the jungles of Xen'drik, depending on which tale you believe.

Despite their wealth and power, the ir'Tains have no connection to the Aurum. While the cabal has approached members of the family, the ir'Tains feel that an alliance with the Aurum would be an insult to the pride and integrity of the clan.

TAVICK'S LANDING

For most travelers, Tavick's Landing is the gateway to Sharn. The Orien lightning rail station at Terminus brings in hundreds of travelers each day, and many more arrive via the Old Road at Wroann's Gate. In many ways, Tavick's Landing is the most eclectic quarter of Sharn, blending residential areas with commercial and entertainment districts that cater to the traders, travelers, and tourists who pass through the city. During the Last War, foreigners were carefully monitored as they entered the city, and even today the effects of the war can still be felt. An entire district in Lower Tavick's Landing has been converted to house Cyran refugees and other people dislocated by the war.

Commander Iyanna ir'Talan has been purging corrupt officers from the Tavick's garrison of the Sharn Watch in recent years. As a result, members of Tavick's allotment of the City Watch are the most likely to be helpful to adventurers, and least likely to take bribes or practice extortion.

Watch Detail: 596 guards of the Watch: 179 on day shift (143 patrol, 36 stationed), 209 on evening shift (167 patrol, 42 stationed), 208 on night shift (166 patrol, 42 stationed).

UPPER TAVICK'S LANDING

Population: 13,200

Social Class: Middle class (3 upper class districts)

Character: Everything an aristocrat needs—housing, luxuries, and servants.

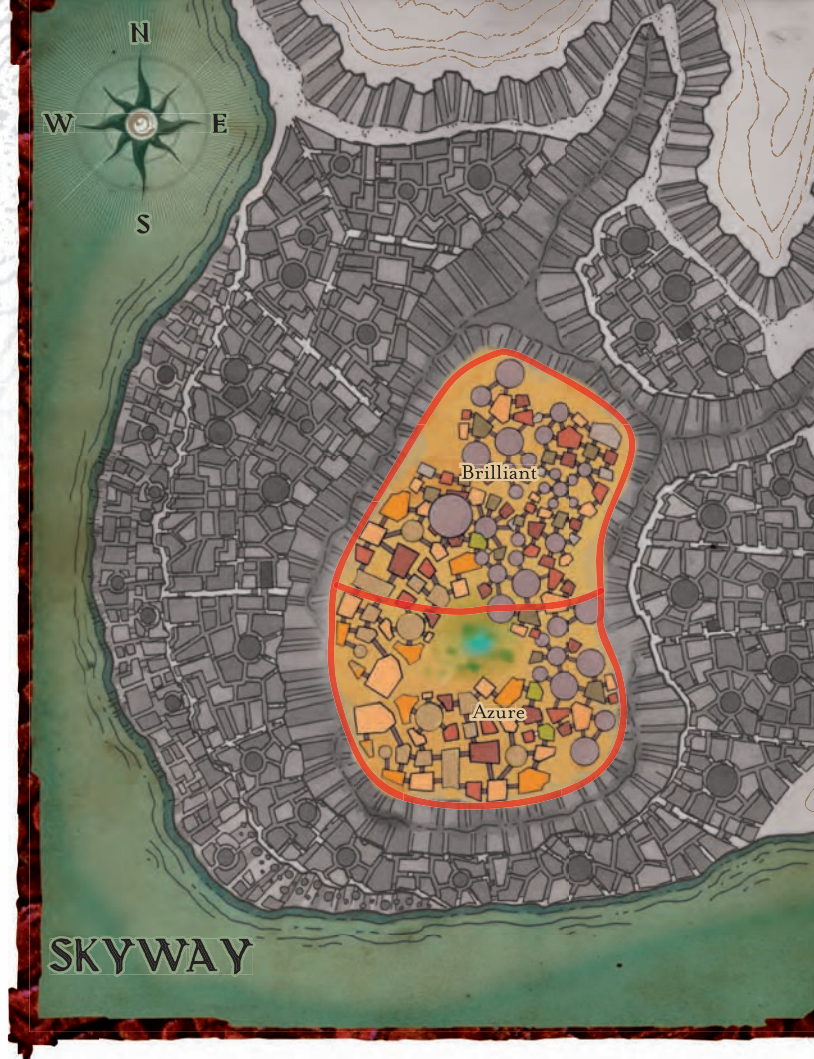
Districts: Wealthy residential (2), fine shops, average residences, temple district, professionals (2)

Businesses: Expensive and luxurious goods; gold piece limit: 80,000 gp

Key Personalities: Billan Tosh (LN male dwarf expert 9), Janesta Banton (N female gnome expert 4), Jesel Tarra'az (LE female human/vampire monk 6)

Upper Tavick's Landing is a self-contained kingdom for the wealthy. Everything an aristocrat might need can be found in this ward: a luxurious mercantile district, fine housing, skilled services, and even a district where servants and hirelings can live. The lords and merchant princes who hold power in Upper Tavick's Landing have worked to isolate their home from the chaos that often engulfs the rest of the city, and it is in many ways a small city within Sharn. During the Last War, there was general concern that the ward was in danger due to the number of foreigners that moved through the lower wards. As a result, the leaders of Upper Tavick's Landing petitioned the city council and established a number of laws unique to the ward. Those of most concern to adventurers include the following:

The soldiers of House Deneith have equal authority with the Sharn City Watch within the confines of Upper Tavick's Landing. A full 100



members of the Blademark are stationed in Upper Tavick's Landing, paid for by taxes levied on the district. Deneith warriors maintain checkpoints at all entrances to the district, to ensure that visitors comply with the laws of the ward.

A character must obtain a license to carry a weapon within Upper Tavick's Landing. This license can be obtained at the courthouse in Twelve Pillars, and costs 5 gp. However, the main purpose of the license is to keep armed undesirables out of the district. The typical adventurer must make a DC 25 Diplomacy check to convince the functionary to provide him with a license. He must be a Brelish citizen or a member of a dragonmarked house, and must provide a great deal of personal information, including a detailed description of the weapons he is licensed to carry. Any member of the Sharn City Watch or House Deneith can demand to see a license, and they will confiscate unauthorized weapons.

A different license is required to cast spells within the district; this costs 10 gp and requires the character to specify the spells he wishes to cast. Unauthorized spellcasting generally results in a fine of 50 gp times the level of the spell.

Upper Tavick's Landing has a dress code. Inhabitants must dress "in a manner that upholds the solemn dignity of this proud ward," and it is up to the individual Watch officer or Deneith guard to interpret

what this means. Generally, an adventurer is safe if his clothes cost at least 5 gp, but this law provides an excellent excuse to harass undesirables. Armor is usually considered to be inappropriate unless the wearer is part of the Watch, House Deneith, or another branch of the city government or the crown. Anyone held to be in contempt of this law is escorted from the district and ordered to stay away until rectifying the situation.

Unruly conduct—fighting, shouting in the streets, and other forms of rude behavior—results in a fine of up to 5 gp and temporary expulsion from the ward (assuming that none of the other laws of the city were broken during the incident).

In addition to these laws, the inhabitants of the ward are generally unfriendly toward anyone who is shift, suspicious, or poor. Adventurers and foreigners are treated with great suspicion unless they have a lot of gold to spend or have ties to a dragonmarked house or similar organization.

Copper Arch

District Type: Professionals

Buildings: Temple (Sovereign Host), shrine (Kol Korran, Onatar), garrison, average lodging (15), upscale food (11), average food (25), exotic trades (11), upscale trades (15), average trades (40), upscale services (40), average services (80), upscale residences (40), average residences (80)

First Impression: A massive copper arch stretches over the center of this business district. The streets are filled with well-to-do citizens and professionals, conducting business or heading to their homes and offices.

Social Class: Middle class

Copper Arch is a professional district, similar in most respects to Twelve Pillars. Exotic trades include **Magical Pigments**, a gallery displaying paintings by local artists; **Transmutation**, the most prominent beauty salon in the city; and **Wyredd's Spirits**, a respected importer of exotic wines.

House Deneith: The Sentinel House maintains a fortified enclave in Copper Arch. This includes a garrison for the Blademark soldiers who serve as the private watch of the Ward. Beyond the garrison lies a private mansion accessible only to the Sharn Deneith, and it is here that the Deneith hone their psionic abilities and practice psionic combat. If a Deneith heir from outside Sharn tries to enter the facility, she is told that the enclave is restricted and directed to the main enclave in Dragon Towers.

Dalan's Refuge

District Type: Wealthy residential

Buildings: Upscale residences (250), average residences (30)

First Impression: The opulence of this neighborhood is overwhelming. The streets are lined with marble statues of famous inhabitants of Sharn, and

fountains of illusion throw shimmering columns of rainbow light into the air. While not quite as luxurious as the homes of Ocean View, the mansions of Dalan's Refuge are large and quite impressive.

Social Class: Upper class

Dalan's Refuge is rather unremarkable, notable only for the wealth of its inhabitants, the number of pretentious monuments it contains, and the fact that a would-be resident only needs to acquire 25 signatures before purchasing property in the district. It is filled with impressive mansions, along with a few smaller houses belonging to successful merchants, barristers, and politicians who haven't quite made it to the top yet.

Ocean View

District Type: Wealthy residential

Buildings: Upscale residences (250), average residences (30)

First Impression: The towers of Ocean View are among the highest in the city, allowing a beautiful view of the water to the south. The central spires are surrounded by luxurious mansions and well-kept gardens. Private guards stand at the gates of most of the manors, and strangers are watched carefully.

Social Class: Upper class

The manors of Ocean View are the most luxurious on the east side of Sharn, and they are extremely exclusive. Gold alone cannot purchase a mansion in Ocean View; by the laws of the ward, at least 30 current residents must sign a petition allowing the newcomer to purchase property. In addition to the beautiful homes, there are a number of pleasant parks and public gardens. The most notable of these is Lavalla Park, which provides the best view of the ocean.

The Gray House: This manor is one of the oldest in the district, and it has a few unusual features; most notably, it has no windows. The outlines of windows have been engraved into the outer walls, but the walls are solid; apparently the architect considered it to be some sort of artistic statement. The Gray House has passed through the hands of a number of Karnathi nobles over the last three centuries. While the people of Ocean View generally distrust foreigners, the inhabitants of the Gray House are invariably charming and charismatic—and vampires. The Gray House has long been used as a safe house for undead associated with the Order of the Emerald Claw. The current lady of the house is Jesel Tarra'az. She spends most of her time tending to her "family investments," but occasionally appears at evening galas or other after-dark events.

Pinnacle

District Type: Temple district

Buildings: Temples (Sovereign Host, Silver Flame, Aureon, Balinor), shrines (Boldrei, Kol Korran), upscale lodging (5), average lodging (15), upscale

food (15), average food (30), exotic trades (23), upscale trades (26), average trades (40), upscale services (40), average services (100), upscale residences (20), average residences (80)

First Impression: While not quite as impressive as the grand temples at Sovereign Towers, the churches and shrines of Pinnacle are dripping with precious metals and jewels. Appearance and opulence may be more important than faith to the congregations of Pinnacle.

Social Class: Middle class

The temples of Pinnacle serve more of a social function than a religious one. The priests are typically experts with no divine abilities. The primary duties of a Pinnacle priest are managing donations, ensuring that the people who pay the most get prominent seating during services, and performing formal (if ultimately meaningless) blessings at the parties and galas of the wealthy. The one exception is the Temple of Balinor; while it happens to have been built in Pinnacle, its priests are dedicated and its services draw the faithful from across Sharn.

Silvergate

District Type: Fine shops

Buildings: Upscale lodging (15), upscale food (25), exotic trades (40), upscale trades (120), upscale residences (80)

First Impression: The streets of the district are paved with silver stone, and gleam in the light of the *everbright* lanterns. Beautiful music wafts out of an expensive restaurant, and a young aristocrat examines a glameweave cloak with a critical eye.

Social Class: Upper class

Silvergate provides an enormous range of goods aimed at the wealthiest citizens of Sharn. Expensive clothing, fine jewelry, exotic artwork, overpriced food, and pretentious wines are all part of the Silvergate experience. However, the district does contain a few truly luxurious inns, and a magic emporium—*The Crystals of Denion*—that buys and sells magic items of considerable value. Most of Denion's goods are related to *charm* effects or enhancing Charisma. He also has a variety of extremely expensive magical art; while fascinating and beautiful, these have no practical value for adventurers. Items purchased in Silvergate are always of exceptional quality, but generally have a 5% markup on price.

There are four different dining clubs in Silvergate, but they only accept members from wealthy families or dragonmarked houses.

Sunrise

District Type: Average residences

Buildings: Upscale residences (40), average residences (280), poor residences (40)

NOBLE TOWER



First Impression: The few mansions in this district are on the east side, where they get the best view of the sunrise over the cliffs. Most of the people in this neighborhood are successful, but not tremendously wealthy; they are the shopkeepers, hirelings, and servants who see to the needs of the rich and powerful inhabitants of the quarter.

Social Class: Middle class

Sunrise is a quiet, unremarkable district. It is exceptionally clean, and one of the safer places to live. However, inhabitants still have to comply with Tavick's Laws, which can prove to be quite annoying for adventurers.

Twelve Pillars

District Type: Professionals

Buildings: Temple (Sovereign Host), shrine (Silver Flame, Kol Korran), average lodging (15), upscale food (11), average food (25), exotic trades (11), upscale trades (15), average trades (40), upscale services (40), average services (80), upscale residences (40), average residences (80), other (2)

First Impression: A host of small businesses are interspersed with pleasant houses and a few manor towers. Barristers, architects, scribes, translators, and members of other skilled professions offer their services here, along with a few more exotic—and expensive—trades.

Social Class: Middle class

All work and no play means you have come to Twelve Pillars. The inhabitants of this district are serious

LADY JESEL TARRA'AZ

Female human vampire monk 6; CR 8; Medium undead (augmented humanoid); HD 6d12; hp 44; Init +4; Spd 50 ft.; AC 26, touch 20, flat-footed 22; Base Atk +4; Grp +9; Atk +9 melee (1d8+5 plus energy drain, slam); Full Atk +8/+8 melee (1d8+5 plus energy drain, slam); SA blood drain, children of the night, create spawn, dominate, energy drain, flurry of blows, *ki* strike (magic); SQ alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, evasion, purity of body, resistance to cold 10 and electricity 10, slow fall (30 ft.), spider climb, still mind, undead traits, vampire weaknesses; AL LE; SV Fort +5, Ref +9, Will +10; Str 20, Dex 18, Con —, Int 14, Wis 20*, Cha 14.

Skills and Feats: Balance +12, Bluff +10, Diplomacy +9, Gather Information +6, Hide +13, Knowledge (local) +6, Knowledge (nobility) +3, Knowledge (religion) +7, Listen +13, Move Silently +13, Search +10, Sense Motive +13, Spot +13, Tumble +12; Deflect Arrows, Dodge, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist.

Languages: Common, Dwarven, Elven, Gnome, Goblin.

Evasion (Ex): If Jesel is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Purity of Body (Ex): Immune to all normal diseases. Magical and supernatural diseases still affect her.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent while falling. Jesel takes damage as if the fall were 30 feet shorter than it actually is.

Still Mind (Ex): +2 bonus on saves against spells and effects of the enchantment school.

For details on Jesel's vampire abilities, see page 250 of the *Monster Manual*.

Possessions: *Potion of bull's strength*, *potion of cat's grace*, *potion of protection from good*, *potion of invisibility*, *potion of resist energy (fire)* 30, *potion of see invisibility*, *periapt of Wisdom* +2.

At any given time, Jesel has access to an additional small stockpile of potions and minor magic weapons. These are kept hidden in a safe location, and distributed to agents of the Emerald Claw as required.

This tall, thin woman has sharp Karrn features, red hair, and surprisingly blue eyes emphasized by her pale, soft skin. She wears a hunting outfit of black and purple silk, with loose pants tucked into boots of black leather. She moves with unconscious grace, and her voice is low, musical, and almost hypnotic.

Lady Jesel Tarra'az is a spy for the Order of the Emerald Claw. Raised and trained at the Crimson Monastery, she is a deadly undead warrior. However, she rarely takes an active part in Order operations in Sharn. Her role is to provide visiting operatives with information and equipment; she takes no actions that could compromise her position in Sharn, even if it means that a particular operation fails. Jesel has concealed her true nature from the Karrnath embassy, and does her best to avoid all contact with embassy staff. She does deal with Lan Hazal of Graywall, who provides her with blood, potions, and magic weapons for visiting agents of the Order.

If Jesel is publicly exposed as a vampire, she goes to any length to take vengeance on those responsible for her humiliation. She leaves Sharn, but continues to serve the Order as a soldier and assassin.

about what they do, and are generally quite good at their trades. The exotic trades include a calligrapher; an importer of (legal) Riedran goods, notably sculptures; and a dealer in exotic cheeses. The district derives its name from the courthouse at its center, a structure surrounded by twelve massive pillars, each made from a different type of stone. Each pillar is topped with a statue of one of the Lord Mayors of Sharn. As the pillars are all filled, there has been some discussion as to how to honor the more recent mayors.

Twelve Pillars Courthouse: This is where people need to go to acquire licenses to carry weapons or use magic within Upper Tavick's Landing. The primary clerk who deals with suspicious individuals is an old dwarf named Billan Tosh (LN male dwarf expert 9). Billan is an expert at spotting forgeries, and has Forgery +13, Sense Motive +14, Spot +14, and a Will save of +9. He also has a pair of spectacles that provide him with the benefits of *arcane sight*, and if he detects any use of magic he triggers an *alarm* summoning guards—so the use of *charm person* might backfire. Billan is a low-level member of the Aurum, and the character's relationship with the Aurum may affect their ability to acquire licenses; alternatively, he can offer to grant a request if the characters perform a service for the Aurum. Because of his Aurum connections, he proves difficult to bribe; he is well paid for his services.

The spymaster of the Zilargo embassy has an agent in the records department: Janesta Banton (N female gnome expert 4), a scribe and clerk. As a result, the gnomes can easily gain access to the many details people must provide to obtain a license.

MIDDLE TAVICK'S LANDING

Population: 16,000

Social Class: Lower middle class

Character: An eclectic blend of businesses and residences catering to people from all levels of society.

Districts: Inns, marketplace, average residences (2), adventurer's quarter, apartment homes, tavern district

Businesses: A wide range of trades and goods, ranging from magic and exotic adventuring gear in Deathgate to livestock and produce in Tavick's Market; gold piece limit: 35,000 gp

Key Personalities: Karr'Aashta (NE male human rogue 5/master inquisitive 2), Janus Besimir (N male human sorcerer 2/commoner 2), Lan Hazal (LN male human adept 18), Myssian (NE female human expert 5), Fara Lin Nessian (N female gnome magewright 8), "Redblade" Rraac (NE male half-orc barbarian 4/adept 1)

Middle Tavick's Landing has something for everyone. It is a crossroads for travelers, traders, and explorers, and includes a host of inns, taverns, shops, and reasonably priced residences. With a few notable exceptions—namely, the Graywall district—the people of Middle Tavick's Landing are generally

friendly and welcoming toward outsiders, quite unlike their counterparts in the upper ward.

Cornerstone

District Type: Tavern district

Buildings: Temple (Dol Dorn, Olladra), average lodging (14), poor lodging (80), average food (25), poor food (120), poor trades (40), poor services (40), poor residences (80)

First Impression: The streets are full of noise and laughter, as people stagger into and out of the many inns and taverns of the district. A large arena occupies the center of Cornerstone, and occasionally a ragged cheer rises up from the amphitheater.

Social Class: Lower class

For those people who want a slightly more respectable level of entertainment than that offered in Dragoneyes, Cornerstone offers a host of inns and taverns—they may not be the best in Sharn, but prices are cheap and a few at least have good food and comfortable beds. The district has a strong interest in sporting events; quite a few windchases are based in Cornerstone, and there is always activity at the great arena. While the large gambling halls are located in Dragoneyes, there are always people (mostly aligned with the Boromar Clan) taking bets in taverns and at the arenas, and a character who wishes to place a few silvers at risk will have no trouble finding a taker.

The Cornerstone: "Cornerstone" is a district in Middle Tavick's Landing. "The Cornerstone" is the massive arena in that district. The Cornerstone holds a wide variety of sporting events, ranging from foot races to equine jousts and skyblade matches. When circuses come to town, they often perform in the Cornerstone arena. The Cornerstone is considerably more respectable than the Hollow Tower of Hareth's Folly, and the competitors are generally nobles or celebrities; you can't come in off the street and expect to participate in a race at the Cornerstone.

Stone Trees: This small arena is the one formal Hrazhak forum in Sharn. There is a considerable shifter population in the district, and over the centuries these crafters and merchants raised a considerable sum to invest in the arena. While it is far smaller than the Cornerstone, it has an extremely versatile design, allowing different configurations of obstacles to be set up for each match. These obstacles include unusual metal and stone sculptures designed to mimic trees—hence the name of the arena.

Tooth and Nail: This rough and tumble tavern is run by a shifter named Boz (NG male shifter commoner 4). While it caters to the shifter community of Tavick's Landing, Boz welcomes customers of all races, and anyone willing to discuss Hrazhak always finds a warm welcome. This is the best place to come to bet on Hrazhak matches or to find out about the shifters of Sharn. While in Tooth and

Nail, a character willing to play along receives a +1 circumstance bonus on any Knowledge (local) check made to learn information about shifters. A shifter receives a +1 circumstance bonus on any Gather Information or Knowledge (local) check.

Dancing Shadows

District Type: Inn district

Buildings: Temple (Boldrei), shrine (Silver Flame), average lodging (50), poor lodging (180), average food (35), poor food (140), average trades (35), poor trades (105), average services (35), poor services (105)

First Impression: Tourists, travelers, and merchants fill the streets of this enormous district. Inns and taverns stretch as far as the eye can see. The quality is not exceptional, but there is no shortage of places to stay.

Social Class: Lower class

Dancing Shadows provides food, lodging, and basic services to the many people who arrive in Sharn every day. None of the inns or taverns are especially remarkable; in this case quality is more significant than quantity. Adventurers tend to stay in Deathsgate, while the wealthy often go to Silvergate in Upper Tavick's Landing. Dancing Shadows caters to the commoners and traveling merchants who simply need a place to stay at a reasonable price.

Deathsgate

District Type: Adventurer's quarter

Buildings: Temples (Silver Flame, Sovereign Host), shrines (Dol Dorn, Olladra, the Mockery), average lodging (25), poor lodging (45), average food (20), poor food (60), upscale trade (3), average trades (25), poor trades (60), average services (20), poor services (60), average residences (20), poor residences (80)

First Impression: People from all walks of life and all corners of Khorvaire can be found in Deathsgate. Former soldiers and war wizards rub shoulders with explorers and aspiring artificers, and conversations in half a dozen languages can be heard at any given moment.

Social Class: Lower class

Officially, Deathsgate takes its name from its proximity to Halden's Tomb; a massive bridge connects the district to the necropolis, and funerary services are often held in the small temples of the district. But over the centuries, Deathsgate has become a home for those who challenge death on a daily basis—explorers, adventurers, and mercenaries of all stripes. Whether they are looking for companionship, spellcasting, or equipment, a party of adventurers should be able to find what they seek in Deathsgate.

Like its counterpart in Upper Dura, Clifftop, Deathsgate offers an exceptional range of services, but these are rarely the best the city has to offer. Many magic items are available, but the ceiling on prices

keeps characters from acquiring exceptionally powerful items. However, the shops of Deathsgate are more than happy to buy or sell partially used charged items. The pawnshops generally offer 45% of value for almost any sort of goods, except those that are obviously stolen. Occasionally a fence can be found here, though usually this requires a trip to Dragoneyes or Lower Dura.

While similar to Clifftop in many respects, Deathsgate has a less savory reputation. While the explorers of Clifftop often seek to gain knowledge or to help people in need, Deathsgate caters to those who simply love gold or bloodshed. The people of Deathsgate are not necessarily evil—but they don't care about the moral consequences of their actions.

A number of dragonmarked houses maintain outposts in Deathsgate. **House Jorasco** maintains a large house of healing and does a brisk trade. **House Deneith** has a small enclave from which it recruits many of its Blademark warriors. **House Sivis** has an office of the Speakers Guild, including a message station, translation services, and a few barristers who specialize in the many concerns of adventurers.

Deathsgate Guild: Established 200 years ago, this is a guild for adventurers and soldiers of fortune—a place for people with talent and courage to hone their skills and enjoy the company of like-minded folk. Deathsgate Guild adventurers are mostly 2nd–5th level characters with neutral or evil alignments, and most served in the Last War. The members of Deathsgate Guild have a strong rivalry with the adventurers of the Clifftop Guild, and Deathsgaters often start fights with their counterparts, both in Sharn and while out on adventures.

The Deathsgate Guild enclave includes a small shrine to the Mockery, a god many of the Deathsgaters secretly revere. However, this shrine is carefully hidden, and new members are vetted before they are allowed to find out about the shrine.

Karr'Aashta's Investigations: Karr'Aashta (NE male human rogue 5/master inquisitive 2) runs a small agency whose members can find out anything a client wants to know—for a price. Karr'Aashta has a reputation for taking on cases that the other Tharashk inquisitives won't touch, and he specializes in jobs dealing with the Cogs. However, 'Aashta has a secret—he is a follower of the Dragon Below. The Cults of the Dragon Below are a factious bunch, and often fight one another. As a result, 'Aashta's allegiance could help conceal the activities of a cult or lead them to the adventurers—or he could provide the adventurers with information they need to locate a cult and upset its plans, to serve the ends of his own sect.

The Guild of Starlight and Shadow: The most impressive building in Deathsgate is the Guild of Starlight and Shadow, the smaller of Sharn's wizard circles. This small tower seems to be formed of pure night; illusion permeates the stone, depicting a dark sky filled with stars.

While some mages simply join the guild to further their arcane studies, many are willing to sell their talents. Generally, spells of up to 3rd level can be obtained at standard prices, and 4th-level spells may be available. However, there may be a 24-hour delay before a specific spell can be obtained. Members of the Guild have fewer scruples about the use of magic than their counterparts in the Esoteric Order of Aureon, and for an extra 25% of the cost, most wizards are willing to cast a spell without asking any questions.

Redblade's: This tavern caters to members of the Deathsgate adventurer's guild, though anyone can buy ale here. The tavern has a few special services to offer that make it particularly popular with its usual clients. "Redblade" Rraac (NE male half-orc barbarian 4/adept 1) owns the tavern. He retired from fighting after his age began to slow him down, and now he leads the Deathsgate Guild services to the Mockery. Rraac's wife Myssian (NE female human expert 5) is a skilled alchemist who maintains a workshop in the back of the tavern, and Rraac sells wrath, silverhaste, and a range of poisons to his favored clients.

Other businesses in Deathsgate include **Ancient Blades**, a mystical forge that deals in magic arms and armor with a value of up to 35,000 gp; **Dark Words**, a dealer in scrolls; **Bottled Silver**, a potion merchant; **Maynar's Menagerie**, a Vadalis-owned business dealing in exotic pets and animal companions; and **The Labyrinth**, a ramshackle old shop that nonetheless has a wide assortment of useful wondrous items.

Graywall

District Type: Average residential, Karrn

Buildings: Temple (Blood of Vol), upscale residences (40), average food (2), average lodging (2), average residences (280), poor lodging (2), poor residences (40)

First Impression: The people of Graywall are somber and serious, and outsiders receive a cold welcome. A visitor with a good ear notes the predominance of Karrn accents and spots Karrn features among the inhabitants of the district.

Social Class: Middle class

The culture of Karrnath existed long before the Last War, and in Sharn it found a home in the Graywall district. As Sharn grew and became an important center for trade and commerce in the kingdom of Galifar, and as Karrn merchants and crafters settled in the city, many made their home in Graywall. Today Graywall is a quiet, close-knit community. The local families know each other well, and they dislike outsiders—with the notable exception of visitors from Karrnath, who receive a warm welcome and demands for the latest news from "the old country." In practice, the people of Graywall are unfriendly toward most outsiders, but Friendly toward anyone

of Karrn descent. Due to prejudices and incidents that occurred during the Last War, anyone attached to the Sharn City Watch or the Guardians of the Gate receives a -10 penalty on any Diplomacy checks made in the region. In general, City Watch patrols avoid Graywall; the people maintain a small local militia that patrols the district and settles disputes.

For the most part, Graywall is a peaceful district. Most of the inhabitants are honest, hard-working people. However, the people of the district share something besides Karrn descent, something that sets them apart from the Karrn immigrants in Middle Menthis—most of the people of Graywall are devoted followers of the Blood of Vol. They keep their religion secret, sad to see the way in which it has been suppressed even in their homeland. But they continue to carry on the old traditions. And even if the people of Graywall won't actively assist the Order of the Emerald Claw, they certainly do provide agents of the Claw with shelter and support.

The Bloody Mug: The sign above the door of this inn displays a tilted clay mug, with what is presumably red wine trickling over the edge. This inn caters to visitors from Karrnath, and the people of the district often gather in the common room to share a tankard of Nightwood ale and listen to traveler's tales, or engage in traditional Karrn chants and dances. A Karrn character receives a +1 circumstance bonus on all Gather Information and Knowledge (local) checks made in The Bloody Mug.

Slogar's: The Slogars were one of the first families to settle in Graywall, and their restaurant has served the community for hundreds of years. The food isn't fancy and the ambience is rather gloomy, but the prices are quite reasonable. If you like traditional Karrn peasant cuisine—which, truth be told, is usually an acquired taste—it's hard to find better.

The House of Hazel: The largest estate in the district belongs to the Hazel family. The Hazals made their fortune investing in the smelting industry, and Hazel caravans still bring in ore from the family's northern holdings on a regular basis. But while the Hazals have always been community leaders, they have also been religious leaders. Beyond a façade large enough to entertain guests and outsiders, the house of Hazel conceals Sharn's only temple to the Blood of Vol. There are a number of secret passages throughout the district that lead to the temple, and every Zol the faithful come in shifts to give blood and hear the word of Vol. During the holiest days—such as the Tanarath, when the moon Aryth is eclipsed by Sypherios—almost all of the faithful gather at once.

The current master of the house and priest of the Blood is Lan Hazel. Lan's wife died recently, and there is a great deal of interest in the community as to who might become the next Lady Hazel. Lan is a charismatic and wealthy man, and he is very careful to conceal his impressive mystical powers from the world

at large. Unless there is no other alternative, he only performs magic in the depths of the temple. He takes the use of magic very seriously, and rarely uses spells even to help his parishioners. He believes that people should be able to solve their own problems, and while he offers spiritual advice and even financial assistance to other members of the community, he only uses magic for the most serious situations.

Lan is not an evil man, and he does not always approve of the actions of the Order of the Emerald Claw. However, he feels that it is not his place to question the undead champions of Vol. He has an astonishing gift for enchantment, and he spends much of his time producing magic items and weapons for Lady Tarra'az (see page 90). His other primary interest is extending his family library. Lan has invested a fortune to recover scrolls and texts from Xen'drik, seeking more information about the origin of the first vampires. He might hire a party to locate a tome on his behalf, or cross paths with a character who has accidentally acquired a book he needs; alternately, the party might need a rare book that can only be found in the Hazal library.

The house of Hazal also contains the stores of blood donated by the members of the church, which are used to sustain Lady Tarra'az and visiting vampires.

Kenton

District Type: Apartment townhomes

Buildings: Average residences (40), poor residences (220)

First Impression: Kenton is a working class district. The long halls surrounding the central towers are divided into dozens of tiny apartments, home to the laborers and commoners who keep the city running. The few people on the streets are generally in a hurry, either heading to work or just to somewhere more interesting than Kenton.

Social Class: Lower class

Kenton is an unremarkable residential district. Apartments in Kenton are reasonably priced, and it's not a bad place to live. The architecture is functional and bland, and there are few comforts to be found in a Kenton apartment besides four walls and a roof. One notable feature of Kenton is

LAN HAZAL, PRIEST OF THE BLOOD

Male human adept 18; CR 17; Medium humanoid; HD 18d4+18; hp 63; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +9; Grp +8; Atk +9 melee (1d4/19–20, +1 dagger); Full Atk +9/+4 melee (1d4/19–20, +1 dagger); SA spells; SQ —; AL LN; SV Fort +7, Ref +6, Will +14; Str 8, Dex 10, Con 12, Int 14, Wis 17, Cha 16.

Skills and Feats: Concentration +10, Craft (alchemy) +10, Craft (weaponsmith) +8, Craft (woodworking) +8, Diplomacy +12, Gather Information +12, Heal +10, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (local) +10, Knowledge (nobility) +8, Knowledge (religion) +12, Sense Motive +8, Spellcraft +10; Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Ecclesiarch, Leadership, Research, Undead Empathy.

Languages: Common, Draconic, Dwarven.

Adept Spells Prepared (caster level 18th): 0—*detect magic*, *mending*, *touch of fatigue* (DC 13); 1st—*cause fear* (DC 14), *command* (DC 14), *cure light wounds*, *obscuring mist*; 2nd—*aid* (DC 15), *cure moderate wounds*, *darkness*, *mirror image*; 3rd—*animate dead*, *bestow curse* (DC 16), *lightning bolt* (DC 16), *remove disease*; 4th—*cure critical wounds*, *polymorph*; 5th—*raise dead*.

Possessions: *cloak of Charisma* +2, *potion of barkskin* (+5 natural armor bonus), *potion of shield of faith* (+4 deflection bonus).

This tall Karrn is lean and weathered, but he has a strong presence. His voice is deep and resonant, and it is hard not to listen to his words.

Despite his short, iron-gray hair, he is still in the prime of his life; his gray eyes are sharp and clear, and his pride and confidence are visible in his bearing. He wears a beautiful black cloak trimmed with purple silk over a well-tailored outfit of black and gray.

Starting Attitude: Unfriendly to most; Indifferent to Karrns; Friendly to followers of the Blood of Vol.

Modifiers: Party includes a sentient undead creature (+5); Party includes a cleric or adept of the Blood of Vol (+2), party includes a cleric or adept of any religion aside from the Blood of Vol (–4); party includes a character with ties to any branch of the Sharn Watch (–4).

If Hostile: Aggressively demands that the characters leave; calls on household guards to escort them out. Does not use magic unless he is attacked first.

If Unfriendly: Politely but firmly refuses to listen to characters and requests that they leave; suggests that they return some time when he is "not so busy."

If Indifferent: Listens to what the characters have to say, then requests that they leave. May consider what has been said or ignore it.

If Friendly: Listens carefully. Attempts to provide spiritual advice and guidance. May provide minor financial assistance, though he expects to be repaid.

If Helpful: Listens carefully. May offer magical assistance in addition to spiritual guidance. Offers to use personal resources to help.

its relatively high shifter population; Caine Spire and Helas Keep are two residential towers that are almost entirely populated by shifters.

Little Barrington

District Type: Average residential

Buildings: Upscale residences (40), average residences (280), poor residences (40)

First Impression: Little Barrington is a pleasant residential district. The homes are small but comfortable and well designed, and the inhabitants are generally friendly and cheerful.

Social Class: Middle class

The successful middle class of Tavick's Landing live in Little Barrington. Overseers from the Backbone Cogs, junior barristers and aspiring government functionaries—anyone who can't afford a home in the Upper Wards but is too successful to live in Kenton or one of the lower districts. It is quiet and peaceful, and frequent patrols by the Sharn Watch ensure that it stays that way.

Tavick's Market

District Type: Marketplace

Buildings: Open-air market, temple (Kol Korran), average lodging (9), average food (45), exotic trades (15), upscale trades (50), average trades (140), poor trades (40), upscale services (20), average services (60), poor services (20)

First Impression: Traders and travelers fill the open market, offering foods, crafts, and spirits from across Khorvaire. The crowd is loud and bustling, but the City Watch helps to maintain order and discipline.

Social Class: Middle class

Terminus lies just below Tavick's Market, and goods from across Khorvaire come in on lightning rail and are shipped directly up to the open market. This district is an excellent place to find clothes, crafts, and goods from the Five Nations and the younger kingdoms. Farmers from the surrounding countryside typically prefer to sell their goods in Tavick's Market, as the Bazaar of Dura is dangerous and North Market is expensive. Most farmers come to market on Far and Sar each week, and these are

THE BLOOD OF VOL IN SHARN

The Blood of Vol is a religion that reveres the undead. In Breland—and even in much of Karrn—people associate the Blood of Vol with mad necromancers and armies of the dead. But as with the Church of the Silver Flame or the Sovereign Host, the majority of the people who worship the Blood of Vol are commoners—hardworking peasants and crafters who simply wish to be left alone to practice the faith of their fathers. The vampire lords and wizards of the Blood of Vol may seek to spread chaos across the world or to restore the Lost Mark, but the typical parishioner simply wants to do his duty, give blood on the holy days, and pray for the spirits of his ancestors who have been taken from this world.

The followers of Vol in Sharn know little about the true nature of the religion. They also believe in the existence of the gods of the Sovereign Host—and despise them. The core belief of the Sharn sect is that death is the greatest evil of all. There is no glorious afterlife, no rebirth; death is oblivion at best, and eternal torment for a soul taken by the Keeper. The gods cursed the world with mortality, but Vol has found a way to escape this curse. Fearing the power of Vol, the gods fled to the heavens, and today they do not walk the world. To the followers of Vol, the sentient undead are champions in the battle against death. The faithful believe that in time, the vampire lords will take the battle to the heavens and destroy the gods, and that when this is done there will be no

more death. The regular giving of blood is a form of reverse communion—a spiritual sacrifice, showing the willingness of the community to support their champions and to give their lives to overcome death. As for mindless undead, the soul is all that matters to the followers of Vol and there is no taboo against raising the dead as zombies or skeletons; on the contrary, it allows those unjustly taken from the community to still serve it in some way.

While they believe in the righteousness of their cause, followers of Vol know better than to discuss their faith with outsiders, even with fellow Karrns. The vile gods have enslaved the world, and the followers of Vol know that most people will not listen to them. Some of the followers of Vol are actually of good alignment; these people are deeply opposed to violence, and refuse to participate in the killing of an innocent. Others believe that there are no innocents, and that those who choose to serve and believe in the gods of death deserve nothing better. It is these people who are usually secretly recruited to serve in the Order of the Emerald Claw.

The congregation of the hidden temple in the Graywall district are primarily peaceful followers of Vol. They provide shelter and passive assistance to undead or members of the Emerald Claw, but they themselves are not killers or necessarily evil—no more or less so than the inhabitants of any other district of Sharn.

excellent times to purchase produce and livestock. A market permit costs 1 sp, and the Sharn Watch makes certain that merchants have their permits.

While the open market is the primary attraction in Tavick's Market, there are many permanent crafters, restaurants, and taverns scattered throughout the district. Most of this is average fare, but there are a few diamonds in the rough.

LOWER TAVICK'S LANDING

Population: 17,600

Social Class: Lower class

Character: The gateway to Sharn, this ward is a constant flurry of noise and activity.

Districts: Caravan district (2), apartment homes, garrison, red light district, refugee slum, warehouse district

Businesses: Inns, taverns, and entertainment catering to frequent travelers and merchants; gold piece limit: 10,000 gp

Key Personalities: Captain Daja Brel (LN female human warrior 3/expert 2/fighter 2); Chance (CN doppelganger adept 12/rogue 2); Commander Iyanna ir'Talan (LG female human aristocrat 4/fighter 2); Ek, Tyrant One (NE doppelganger rogue 8); Guardian Tethyn Olar (LE male human expert 5); Guardian Six (N female personality warforged rogue 4); Lt. Kestran Dal (LN male dwarf warrior 2/fighter 4); Velvet (CN female doppelganger illusionist 5)

Anyone who comes to Sharn by land comes through Lower Tavick's Landing. The Orien lightning rail comes through Terminus, while the Old Road ends at Wroann's Gate. Most travelers use a lift or skycoach to travel to the upper wards as quickly as possible. While not as dangerous as Lower Dura, Lower Tavick's Landing is a rough ward, and it caters to workers from the Cogs, teamsters, and other tough folk. During the Last War many foreign nationals were detained in Lower Tavick's Landing, and today High Walls provides housing for refugees from Cyre and other shattered communities. The Sharn Watch and the Guardians of the Gate do their best to maintain order in the district, but their resources are stretched thin, and adventurers who leave the gate districts and visit Dragoneyes, High Walls, or Cogsgate would be wise to keep weapons to hand.

House Orien has a strong presence in Lower Tavick's Landing, and Orien heirs, laborers, and teamsters can be found in many of the districts. House Lyrandar and House Deneith are also well represented, arranging matters of trade, transport, and security.

Black Arch

District Type: Garrison

Buildings: Garrison building, temple (Silver Blade), average lodging (20), poor lodging (4),

upscale food (8), average food (15), poor food (15), upscale trades (15), average trades (33), poor trades (28), average services (40), average residences (160), poor residences (40)

First Impression: This district was designed to withstand a full siege. Every bridge to the outer realms has a guard post and a heavy portcullis that can be lowered at a moment's notice. The walls are unusually thick stone, and arrow slits and murder holes can be seen in every wall. A massive tower of black stone dominates the center of the district—the garrison of the Sharn Watch, and the city's first line of defense against outside attack.

Social Class: Middle class

Black Arch is a dark, foreboding district. Without the use of magic or flight, all traffic to the higher wards must pass through Black Arch, and the district has been built to hold off an invading army. Fortified spires and guard posts are everywhere, and each of the major entrances has a heavy portcullis enchanted with *arcane lock*. During the Last War a detachment of the King's Guard was stationed in Black Arch, but today it is back in the hands of the Watch. The Watch assigned to Black Arch takes its job very seriously, and its members are among the most ethical and trustworthy to be found in Sharn, mostly due to the efforts of the district commander, Iyanna ir'Talan.

Most of the trades and services in this district support the Watch. There are a host of smithies, and it is an excellent place to obtain masterwork weapons and armor. House Jorasco maintains a house of healing near the garrison tower, and there is a House Sivils message station and Orien courier post to ensure quick communication between the garrisons.

Cogsgate

District Type: Warehouse district

Buildings: Warehouses (50), poor trades (20), poor services (40), poor residences (400), other (3)

First Impression: This district is filled with sturdy warehouses and storage towers. Teamsters and laborers haul goods to and from storage vaults. A sulfurous smell wafts up from the shafts that lead to the Cogs far below.

Social Class: Lower class

Travelers who arrive at Wroann's Gate or Terminus may take skycoaches up to the higher wards, but cargo is brought to the warehouse district of Cogsgate. The Guardians of the Gate and the Wharf Watch both perform customs investigations, and there are three tariff offices where merchants can pay the taxes levied on their goods, or where local landowners can come to pay their taxes to the Brelish Crown. After customs inspections, goods are usually stored in one of the many warehouses until they can be distributed throughout the city or transported to the docks.

Cogsgate is the gateway to the Blackbone Cogs. Ore from Zilargo and Karrnath is carted down the long tunnels into the darkness, and the sulfurous smell of the Cogs occasionally lingers the district. Most of the Cog workers live in this district, and it can be a rough place.

One new area of tension revolves around the war between the Boromar Clan and the criminal organization known as Daask. The Boromars have financial interests in many of the warehouses, and the monsters of Daask have been striking Boromar holdings across the city. To date, Cogsgate has been left largely untouched, but at any time a Daask commando force could emerge from Blackbone to strike against a Boromar holding.

House Deneith: Visiting merchants may have concerns about the safety of their goods—or their skins. There is a small House Deneith outpost in this district where travelers can arrange for additional warehouse security, long-term bodyguards, or short-term escorts to the higher levels of the city.

House Kundarak: The House of Warding maintains five high-security warehouses in this district, each protected by *arcane seal*, *alarm*, *glyphs of warding*, and other mundane and magic traps. The price is twice that of the other warehouses in Cogsgate, but this all but ensures that the goods are protected.

Dragoneyes

District Type: Red light district

Buildings: Temple (Olladra), shrine (the Traveler), upscale lodging (Velvet's) (1), average lodging (9), poor lodging (70), average food (20), poor food (80), poor trades (80), poor services (especially brothels, gambling halls, and pawnshops) (140), poor residences (100)

First Impression: This district varies dramatically from street to street, blending loud, lowbrow entertainment with more sophisticated and sensual pleasures for wealthier visitors.

Social Class: Lower class

Like the changelings who control most of the brothels, Dragoneyes shifts its appearance to suit the needs of the moment. Where it caters to teamsters and Cogs workers, Dragoneyes is a rough-and-tumble neighborhood filled with rowdy taverns and gambling halls. But the west side of the district is designed with merchants and the wealthy in mind, and the delights it offers are more sophisticated.

Dragoneyes has a number of inns, taverns, and restaurants aimed toward frequent travelers passing through Sharn. But there is no reason a visitor should have to dine or sleep alone. The streets are full of people of all races and genders offering companionship. Wise people avoid these freelance operatives—who are often thieves or con artists looking for an opportunity—and instead frequent one of the many brothels in the district. Dragoneyes also contains a

handful of dream parlors, places where illusion magic is used to provide exotic entertainment.

Dragoneyes is the base of operations of the Tyrants, a guild of deception run by doppelgangers and changelings. The Tyrants manage to walk a fine line, dealing with both Daask and the Boromar Clan to provide the people of Dragoneyes with dreamlily and dragon's blood.

Chance: Dragoneyes has quite a few rowdy gambling halls, but Chance is a more sophisticated casino. In addition to running the standard games and making odds on the various races and sporting events that occur throughout the city, Chance has a reputation for being able to arrange and cover almost any bet. Can you survive for two days with House Tarkanan trying to assassinate you? Can you seduce the ambassador from Aerenal in the next 24 hours? Chance makes the odds, takes the bet, and makes the arrangements required to set the challenge in motion. The casino is owned by a doppelganger named Chance (CN doppelganger adept 12/rogue 2), who is also a powerful priest of the Traveler. Almost nothing is known about Chance; the doppelganger wears a different guise every night, and the only way to recognize Chance is by the distinctive amulet it wears.

Chance is not an agent of the Tyrant guild. It respects the guild and may provide magical assistance to guild members, but it serves the Traveler in its own way and stands above the guilds and politics of the city.

The Shifting Hall: The resources of the Tyrants are hidden throughout Dragoneyes, but they maintain a small building on the Street of Eyes where prospective clients can come in search of services. This building is completely unmarked and unremarkable. To find it, a character must obtain directions or make a DC 25 Knowledge (local) check. The Tyrant leadership is rarely found at the hall, and instead moves from base to base throughout the district.

Velvet's: This luxurious inn specializes in fulfilling fantasies. While companions of all races and genders can be found here (though most are in fact doppelgangers or changelings), a client can enjoy the company of anyone he or she desires. A portrait is preferred, but Velvet (CN female doppelganger illusionist 5) can pluck images from the mind of a client, drawing out appearance, mannerisms, and other desired traits. The appearance of rooms can be adjusted to fulfill a specific scenario. While companionship is certainly sold at Velvet's, it is not always what people want. A client may want to practice a wedding proposal. A barrister may go to Velvet's to relive a glorious triumph in the courtroom. A lonely traveler may want to spend one night at home with his wife and family, even if they are only facsimiles. Velvet's can make all of these happen. The cost of such elaborate scenarios is considerably higher than a standard inn or brothel, but Velvet's does provide an experience that cannot be found anywhere else.

Foundation

District Type: Apartment townhomes

Buildings: Average residences (40), poor residences (220)

First Impression: This district is solid and unremarkable, filled with low-income housing for the people who work the Cogs and the caravan districts of Terminus and Wroann's Gate.

Social Class: Lower class

Foundation is a simple residential area, home to Cogs and caravan workers. It is a poor district, plain and unremarkable, made from bare gray stone.

High Walls

District Type: Refugee slum

Buildings: Temple (Sovereign Host), shrines (Dragon Below, Radiant Idols), poor lodging (2), poor food (10), poor trades (50), poor services (30), poor residences (440)

First Impression: Many of the buildings in this district are in a state of disrepair or have been vandalized. The people on the streets are haggard and worn, watching everything with suspicious eyes.

Social Class: Lower class

The Last War continued for over a century, and alliances shifted many times in its long course. After the destruction of the Glass Tower, the city council became gravely concerned with the threat of sabotage and terrorism. High Walls, a former residential district, was converted into a ghetto for suspicious residents or travelers—a virtual prison camp where foreign nationals could be kept away from the rest of Sharn. All of the bridges to other districts of Sharn were sealed by massive spellbound gates and fortified guard stations.

When the war ended, High Walls was converted to a home for the many refugees of the war—mostly the surviving Cyrans who no longer have a country, but also people whose villages or homes were destroyed, and those who were held captive in High Walls during the war and developed roots there. The gates are generally open, but the guard posts remain. The war may be over for the moment, but the city council still has its suspicions and fears.

High Walls is a self-sufficient community. The trades and services are all refugees putting their skills to work and selling their talents. But there is still a lot of tension and anger in this district. A growing number of Cyrans have embraced the nihilistic beliefs of the Dragon Below or turned to the worship of Radiant Idols, refusing to respect gods who would allow their nation to be destroyed. Former Brelish soldiers may receive an unfriendly welcome in this district, and would be well advised to tread lightly.

Terminus

District Type: Caravan district

Buildings: Temple (2) (Olladra, Silver Flame), average lodging (20), poor lodging (60), average food (38), poor food (120), average trades (40), poor trades (60), average services (40), poor services (60)

First Impression: This district is a buzzing hive of activity. Orien lightning rail coaches arrive and depart twice a day, and merchants and laborers are constantly loading and unloading crates of merchandise. Skycoaches and magic lifts are in constant motion, carrying travelers up to the higher towers.

Social Class: Lower class

Terminus is defined by Terminus Station, the massive House Orien enclave that serves as an endpoint for the Orien lightning rail coach line. As a result, most Brelish travelers come through Wroann's Gate, while most to the travelers from other nations arrive at Terminus. It is a hotbed of activity, and despite the presence of the Sharn Watch and the Guardians of the Gate, pickpockets and other thieves operate freely.

After visitors pass inspection by the Guardians of the Gate, they are free to leave the district, either on foot or by taking one of the lifts or skycoaches to the higher wards. Terminus itself offers a host of inns, restaurants, taverns, and other basic services for the traveler who doesn't want to enter greater Sharn, but none of these services are notable for quality or value.

House Sivis maintains a message station in Terminus, and there is a small Deneith outpost where visitors can arrange for bodyguards or laborers. There is a larger House Lyrandar enclave; primarily this is used for negotiations between Lyrandar and Orien, but this outpost also allows merchants to arrange to have the goods brought in by coach transported elsewhere by air or sea. House Vadalis operates a large stable and hostelry, allowing visitors to secure their mounts while wandering through the city.

Wroann's Gate

District Type: Caravan district

Buildings: Temple (2), average lodging (20), poor lodging (60), average food (38), poor food (120), average trades (40), poor trades (60), average services (40), poor services (60)

First Impression: Hordes of people stream through the enormous gate of Sharn. A continuous flood of traffic and noise fills the streets, and skycoaches fill the air.

Social Class: Lower class

When people come to Sharn by the Old Road, they come to Wroann's Gate. Originally, the district was known as the Gate of Galifar, but when the Last War began the people chose to show their support for their first queen. It is an awesome site—a massive arch opening into an enormous tower, topped by a titanic statue of Queen Wroann holding a scepter in one hand and a sword above her head.

Compared to Terminus, Wroann's Gate sees far more local traffic—farmers from the surrounding areas bringing their goods to market, lords returning from Wroat, merchant caravans, and messengers and travelers of all description. Otherwise, the two districts are very similar, and House Sivis, House Deneith, and House Vadalis all offer the same services here that they do in Terminus.

THE COGS

The towers of Sharn reach up to the sky. But its tunnels also stretch down into the earth. Far below the forgotten ruins of the Depths, these undercity warrens are known as the Cogs. The great furnaces and foundries of the Cogs form the industrial base of Sharn. The borders of the different Cogs "districts" are not as clearly defined as they are on the surface, but there are a few well-known (and often infamous) areas.

Few people with any choice live in the Cogs. Those who work in the foundries usually find homes in Lower Dura or Lower Tavick's landing, and Khyber's Gate is the only place where there are actual homes to be found. In spite of this, the Cogs do support a population of a few thousand people. Criminals and fugitives hide from the law. Forbidden cults and other sinister organizations set up temporary residence in the Cogs to practice their dark rituals. But in addition to these individuals, a culture has developed in the sewer levels and the Depths above the Cogs over the course of centuries. These "cellar dwellers" live dangerous lives, scavenging the refuse of the world above and battling one another for territory. But they know the secrets of UnderSharn—and the passages that lead to the forgotten ruins that litter the levels between the Lower-City and the Cogs.

Watch Detail: The Cogs has no Watch garrison; on the rare occasion that a City Watch patrol enters the Cogs, it comes from one of the districts above.

THE UPPER COGS

Population: 6,200

Social Class: Lower class

Character: Cramped and dirty industrial area

Districts: Industrial (2)

Businesses: Bare essentials for Cog workers; gold piece limit: 10,000 gp

Key Personalities: Blue (N male personality warforged fighter 5); Cavallah (LE female ogre mage rogue 3); Chyrassk (NE male mind flayer cleric 3); Crucible (N female personality warforged artificer 5); Smith (LN male personality warforged fighter 2/adept 6)

The Upper Cogs lie far below the towers of Sharn. While they stretch across the length of the entire city, access to the Cogs is mostly limited to Lower Tavick's Landing and Lower Dura where deep access shafts are maintained.

The Upper Cogs are primarily devoted to industry. When Lord Tarkanan destroyed the old city during the War of the Mark, he opened channels to the lake of fire that lay deep beneath. This lava burns with a heat that is more than the laws of nature should allow, and it is ideal for working difficult metals such as adamantine. Over the centuries, House Cannith has helped Breland develop a massive array of foundries and forges in the Cogs, combining the powers of magic and nature to create a powerful industrial complex. In addition to the trades that rely on the heat and the fire, the Cogs are home to many businesses that the people on the surface don't want to have to see, smell, or deal with—tanneries, slaughterhouses, and other unpleasant trades.

Much of Sharn's warforged population can be found in the Cogs districts of Ashblack and Blackbones, laboring in these workhouses and forges. While they are technically free, most of the warforged don't know what to do with freedom; they were made to follow orders and to work as part of an army. Unscrupulous businessmen have lured warforged into indentured servitude, and many are little better than slaves. Requiring neither food nor sleep, they toil unceasingly, day in and day out. Lord Merrix d'Cannith has been making efforts to improve the life of the warforged and to encourage the constructs to take more initiative. The warforged who work at the Cannith Enclave in Ashblack are treated as equals, and Merrix secretly helped establish the Red Hammer Inn in Blackbones to help the warforged there.

Physically, the Upper Cogs are a honeycomb of passages, just wide enough for the carts and caravans that transport goods to and from the surface. The heat is palpable, and smoke and sulfur scents the air. The Cogs are old, and light is provided by *everburning torches* as opposed to *everbright lanterns*; these torches are often spaced far apart, so there can be stretches of shadow between the pools of light. Merchants may hire adventurers to guard particularly important caravans, supply trains have been attacked by Daask in the past.

Ashblack

District Type: Industry district

Buildings: Temple (Onatar), shrine (the Traveler), poor lodging (2), poor food (7), poor trades (60), poor services (30)

First Impression: The air is filled with the smell of smoke and sulfur, and the walls are covered with ash. The constant rumble of the forges and foundries shakes your feet and makes conversation difficult.

Social Class: Lower class

Ashblack stretches out from Dura toward the center of the city. In general, the businesses all operate on a large scale, processing loads of ore and other raw materials, they will have little business here. However, there are a few points of interest.

The Cannith Forgehold: House Cannith played a major role in the development of Sharn, and as the towers of the city rose up into the sky, the Lords of Cannith sunk their roots into the ground. The enclave in Dragon Towers is used for trade negotiations and diplomatic purposes, but the Forgehold is the heart of House Cannith. This subterranean fortress includes a wide range of forges, alchemical workshops, and mystical facilities. It is an artificer's dream, and Merrix d'Cannith spends most of his time there.

The Forgehold has many secrets. The first is a shrine to the Traveler, who was revered by the early Cannith tinkers. The greatest secret is hidden even from other members of the house. In an ancient chamber hidden behind illusions and *arcane seals*, Merrix has preserved one of the *creation forges* used to produce the warforged. This chamber is largely operated by warforged, although Merrix has confided in a few of his closest associates.

The Forgehold is one of the finest fortresses built by the House of Making. It is designed to withstand both magical and physical assaults, and a thief or spy must overcome a wide range of deadly traps to even approach its secrets. A force of warforged soldiers and Sharn's five members of the Darkwood Watch, the elite wand adepts of House Cannith, protect the place. The existence of the *creation forge* is a terrible secret—but not one that is likely to be revealed any time in the near future.

Keldoran Forge: Antos Keldoran (N male dwarf expert 5) runs a small smithy in Ashblack, where he produces high-quality metal arms and armor. If a character can win his affection (DC 25 Diplomacy check; dwarf characters gain a +5 circumstance bonus), Antos sells masterwork metal goods at a 10% discount.

Blackbones

District Type: Industry district

Buildings: Temple (Onatar), poor lodging (2), poor food (7), poor trades (60), poor services (30)

First Impression: Heat and the smell of smoke fills the air. The long passages are dimly lit and coated with soot, and the inhabitants are dour folk focused on their work.

Social Class: Lower class

Blackbones is located under Tavick's Landing, and stretched west toward the center of Sharn. In most respects it is similar to Ashblack; it is slightly newer, and the corridors are a little wider and better lit. Like Ashblack, there are a considerable number of warforged laborers in this district, and a few businesses have sprung up around these constructs.

The Pool of Onatar's Tears: When the engineers were building Blackbones, they discovered a bizarre phenomenon—a small pool of cool, crystal-clear water surrounded by a larger pool of blazing lava. In addition to surviving the heat, the water actually seemed to be replenished by an unseen source. Curious, a dwarf

priest ordered a forge set up near the pool. A skilled smith, he found that if he used the heat of the lava and then tempered his work in the cool water, his work was far better than what he was used to producing. He declared the site to be the work of the sovereign lord Onatar. Today, smiths and metalworkers from across Khorvaire come to Sharn to be blessed at the pool. A temple has been built around the pool, and services to Onatar are held within. Those who seek a special blessing are allowed to dip their hands into the water, which is said to enhance their own talents.

The powers of the pool may be largely legendary, but they are not completely false. Anyone who tempers a metal item using water from the pool receives a +2 bonus on the associated craft check, though the priest rarely allows anyone to take water from the pool. And if a priest or adept casts a spell from the Artifice domain within 10 feet of the pool, his effective caster level is increased by 2.

The current caretaker of the pool is actually a warforged—one of the few warforged priests on Khorvaire. Smith (LN male personality warforged fighter 2/adept 6) served in the Last War; along the way he developed a deep faith in Onatar, who he believes guided humanity to create the warforged race. Smith believes that the god has a plan for the warforged, and he has done his best to get other members of the warforged community to embrace his vision. Smith is deeply opposed the violent ideology of the Lord of Blades, and firmly believes that the warforged and the creatures of flesh are meant to live together.

The Red Hammer: This unusual business is an inn—for warforged. Warforged do not need to eat, drink, or sleep, but they can still hunger for camaraderie. The Red Hammer is a place for warforged to gather, make new friends, and exchange stories. The Hammer is owned by two warforged, Blue (N female personality warforged fighter 5) and Crucible (N female personality warforged artificer 5). The official story is that Blue bought the Hammer with a cache of gold he found during the Last War, but in truth it was paid for by Merrix d'Cannith. Crucible is one of Merrix's experimental warforged produced in Sharn, and Merrix also wants to provide the warforged with an outlet for social development. Blue and Crucible are on good terms with Smith, and both support his views as opposed to those of the Lord of Blades.

In addition to companionship, the Hammer is a source for repairs and cosmetic improvement for warforged; costs are equivalent to those of a house of healing. Warforged characters receive a +1 circumstance bonus on any Gather Information or Knowledge (local) checks made in the Red Hammer.

Khyber's Gate

District Type: Undercity

Buildings: Dungeons of at least ten rooms (8), temples (Dragon Below, the Shadow, the Mockery, the

Fury), poor lodging (20), poor food (40), average trades (20), poor trades (60), average services (20), poor services (80), poor residences (420)

First Impression: This is an actual city beneath the city, with homes and shops carved into the walls of the Cogs. It is still a maze of passages, but the “streets” are a little wider and the ceilings rise higher. The heat is far less intense than in the industrial district, but the air is still filled with the stench of smoke and garbage. Goblins watch from the shadows, and in the distance two ogres stagger out of a bar.

Social Class: Lower class

Khyber’s Gate covers the distance between Ashblack and Blackbones. Due to the lack of lava streams, it does not have any of the heavy industry found to the east or west. For the most part, Khyber’s Gate is a tenement district, filled with tiny houses carved into the tunnel walls. A great many of the monstrous immigrants from Droaam have settled in Khyber’s Gate, using strength or supernatural abilities to drive the original residents away. Beyond these monsters, the vast majority of the inhabitants are goblins. The other inhabitants of the Gate are drawn from all races, though they share a common desperation; an elf resident of Khyber’s Gate has little in common with one of the haughty inhabitants of Shae Lias. Many of the nongoblin inhabitants of the region are criminals who have fled from justice. Some people have established businesses in the depths, while others travel up to the surface and make a living by begging or stealing. While the vast majority of the trades and services offered in Khyber’s Gate are illegal, there are a few people who practice useful mundane trades. Khyber’s Gate is a community of sorts, and brewers, tailors, and cooks are just as valuable as burglars and assassins.

Khyber’s Gate is an extremely disorganized region. There is no central authority—it is simply a question of who has the power to enforce their desires. At the moment, Daask is the most powerful force in the undercity. The Cults of the Dragon Below have a strong following in the undercity, but as is often the case, the cults are not a unified force; there are three different sects, and they fight one another as often as anyone else. The rakshasa Zathara and zakya Nethatar are powerful and deadly inhabitants of the region, but few people even know of their existence.

In Khyber’s Gate, an adventurer should always be cautious—there’s no telling when what appears to be a lowly goblin might turn out to be a vampire, a wererat, a rakshasa, or an even more dangerous fiend.

Shamukaar: This is the largest and most successful tavern in the region, and it is the safest place to deal with members of Daask. Shamukaar is simultaneously a slaughterhouse, a butcher shop, a restaurant, and a tavern. It caters to Droaam immigrants, a category that includes many different species; ogres, gnolls, harpies, minotaurs, and even



medusas can be found at the bar. The goblin chefs can prepare an astonishing assortment of meals, all of which share one thing in common: they are disgusting to humans. Any nongoblin who eats a meal at Shamukaar must make a DC 15 Fortitude saving throw or suffer 1 point of Constitution damage and become nauseated for 1 hour. A nongoblin who eats at Shamukaar once per day for a week without failing a saving throw gains a +2 bonus on all saving throws to resist the effects of ingested poisons.

Despite the monstrous nature of its patrons, Shamukaar is one of the safest places in Khyber’s Gate. Even the monsters of Daask recognize the need for a neutral ground and a safe haven, and Shamukaar serves that purpose. Unless provoked beyond measure, a resident of Khyber’s Gate will not start a fight in Shamukaar. And if anyone does start a fight, all other patrons unite together to subdue the aggressor.

The Wounded Dragon: This shop is located in a small side tunnel behind Shamukaar. It has no windows, and the door is locked with *seal of the magi*. The only indication of its purpose is a small sign above the door, showing a stylized dragon with an injured leg; a few drops of blood fall from its raised foreleg. This is the abode of Cask (NE male changeling artificer 5), a changeling artificer allied with Daask. Cask’s specialty is alchemy, and he provides Daask with wrath, noxious smokesticks, and other

alchemical weapons. More importantly, he plays a key role in the dragon's blood trade, selling from his shop. Dragon's blood is smuggled into Sharn in an inert, unrecognizable solid form. Cask prepares a special salve; when this is applied to the dragon's blood, it restores the drug to its proper consistency. Cask cannot create dragon's blood on his own, and he does not know the ingredients of the drug.

The Temple of the Six: Before the rise of the Silver Flame, it was not uncommon to find people who openly worshipped the Dark Six, either hungry for power or making sacrifices to placate the dark gods. Temples to the Six were usually built in hidden places, and when Sharn was created an enormous temple to the Dark Six was constructed beneath the city. In 484 YK, Flamekeeper Jalus Baine led a force of the faithful and exterminated the followers of the Six, and the temple was quickly ransacked. But it was not completely destroyed. Currently, it serves as the headquarters of Daask and the home of the ogre mage Cavallah (LE female ogre mage rogue 3). Cavallah respects the Mockery and the Shadow and has restored their altars, but for the most part the temple was simply a convenient base of operations. She has established a range of defenses in the temple, and brought a variety of unpleasant beasts from Droaam: gricks, displacer beasts, basilisks, and an assortment of other deadly creatures. The wealth gathered by Droaam lies in the vaults of this temple—but seizing it would be a dangerous task.

Many of the Dark Six have other worshippers in Khyber's Gate, how have established hidden temples; these folk generally practice their faith in private and have little contact with Cavallah.

The Citadel of the Closed Circle: In the dawn of Sharn, there were three wizard's circles: The Esoteric Order of Aureon, the Guild of Starlight and Shadows, and the Closed Circle. The wizards of the Closed Circle were interested in the lore of the daelkyr, and soon developed strong ties to the Cults of the Dragon Below. Eventually their work began to frighten the other two circles; it came to a war of wizards, and the Closed Circle was sealed in its fortress in the undercity. Now, centuries later, the Dragon Below has returned to this arcane fortress. A mind flayer named Chyrassk (NE male mind flayer cleric 3) has emerged from Khyber and broken the seals of this ancient dungeon. Chyrassk brought a small force from Khyber—3 dolgaunts, 20 dolgrims, and 1 umber hulk—but he has begun to build up a human following, especially among the refugees of Cyre. He has found many disturbing and powerful relics in this fortress.

The Workshop of Tyrial Dashar: A mighty conjurer created this underground workshop in order to carry out his experiments without placing the city at risk. He was eventually killed by a rakshasa that escaped its bonds, and ever since then his workshop has been a fortress of the Lords of Dust. Currently,

the rakshasas Zathara and Nethatar reside in this dungeon keep.

THE SEWERS

The upper wards of Sharn use an ingeniously devised network of chutes to funnel garbage down into the sewers. Garbage and filth is channeled into cavernous midden chambers, where it is left to rot or be devoured by the vermin and oozes that inhabit the sewers. Smaller tunnels channel wastewater to purification centers, where magewrights employ *stones of purity* to cleanse the water. A special unit of the Sharn Watch protects the purification chambers. Beyond these small, vital areas, the sewers are completely lawless. The tunnels and midden chambers are unlit, and vermin and oozes are common throughout the region.

While the sewers were never intended to support a population, over the centuries a subculture has evolved in this region that lies directly below the Lower-City. There are treasures to be found in the midden heaps—or if not treasure, at least objects that can be resold for a few coppers. A few tribes of people—mostly goblins, along with a few shifters, dwarves, and feral halflings and gnomes—live in the sewers, rummaging through the midden heaps and selling their goods in impromptu “rat's markets” in the Lower-City. These sewer clans are constantly battling over territory, as control of midden chambers is critical to the survival of a clan. The sewer clans can pose a threat to adventurers who travel to the Depths, but they can also be valuable allies; there are no better guides to the sewers and the Depths than one of the cellar dwellers.

The **Quiet Folk** are a goblin clan whose territory is located under Tavick's Landing. They are generally a peaceful clan who rely on stealth and knowledge of the sewers as opposed to force, and they can be useful allies for a party of adventurers. Most Quiet Folk are 1st- or 2nd-level experts specializing in Hide, Stealth, Search, and Spot.

The **Red Jackals** are one of the most violent clans. Most of the jackals are shifters, but there are a number of half-orcs in the clan. While they are based under Menthis Plateau, the Red Jackals spend as much time raiding the camps of other sewer clans as they do searching their own midden heaps, and as a result they can be found anywhere in the sewers. While they are a very chaotic clan, Hassht (CE female shifter barbarian 6) is the dominant Jackal warrior. Most Red Jackals are 2nd-level warriors or 1st-level barbarians.

The **Grave Diggers** are a band of dwarves. They are one of the smaller clans, but they control the rich territory under Central Plateau, and they fight fiercely to defend their chambers. Grave Diggers are dour folk who talk as little as possible. The leader of the Grave Diggers is named Kandon (N male dwarf expert 2/barbarian 3); he has terrible acid burns due to a fight with an ochre jelly, but he is a fierce

warrior and a cunning tactician. Most of the Grave Diggers are expert 1/warrior 1, but a handful are 1st-level barbarians.

The **Rats** are a small clan of feral halflings and gnomes. Like the Red Jackals, the Rats spend more time raiding other clans than they do scavenging. While small, the Rats are surprisingly ferocious and prefer ambushes and theft to direct confrontations. Most Rats are 1st-level rangers; their leader Sasca (CE female halfling ranger 4) has formed a close bond with a dire rat she calls Molarc.

Most of the remaining clans are goblins, though there are a few mixed tribes. Bear in mind that the sewers are largely unlit; this gives races with darkvision a considerable advantage, and races without any sort of enhanced vision can have a very difficult time in the murky underworld.

THE DEPTHS

The sewers are the bowels of Sharn. But there are older ruins that predate the great city. UnderSharn represents the remains of the great cities of old buried in the forgotten Depths between the Lower-City and the Sewers and the Cogs far below.

When Galifar I ordered Sharn to be rebuilt, all passages to the Depths were bound with iron and magic, and traffic between the surface and the ruins was forbidden. Still, there are many things that could draw adventurers down to the Depths. The simplest

is greed. A great deal of treasure must still be hidden in the ruins of UnderSharn. In addition, a number of the dragonmarked houses had enclaves that were abandoned during the War of the Mark and lost when the city was destroyed; a dragonmarked lord could hire a party to recover relics from the past.

The Depths, or UnderSharn, is in essence a series of dungeons. The surviving sections of the city are scattered throughout the underworld, and each one may be sealed in a different manner and hold different threats.

The Servants of Calderus: Far beneath the towers of Sharn, in the lost regions of the Depths, lies the ancient psionic vampire Calderus. From within her hidden crypt, Calderus wields significant power in the City of Towers. Though she rarely leaves her sanctuary, she rules the Servants, a network of enslaved vampires and dominated pawns of various races. This network of spies and agents operates as her eyes, ears, and hands in the city, advancing her plots and gathering intelligence that adds to the vampire lord's significant storehouse of information.

CITY OF THE DEAD

Population: 800

Social Class: Lower class

Character: Clifftop tombs and shrines for the dead.

Districts: Necropolis (2)

The foundries and forges of the Cogs



Businesses: Tombs and temples; gold piece limit: 10,000 gp

Key Personalities: Warden Gaia Sotharr (LG female human cleric 7), Gath (NE male lich [human] cleric 7)

The dead of Sharn are often cremated these days, but in the city's youth (and still, to some extent, at least among the wealthy) they were more commonly entombed in mausoleums and crypts in the City of the Dead, high on the cliffs surrounding the city. These districts are nearly deserted in contrast to the bustling streets and towers of Sharn. Buildings are spread apart by hun-

dreds of yards, and the only residents are caretakers, priests (not necessarily clerics) responsible for offering prayers to the ancestors of important families, and more necromancers than anyone would care to admit.

The City of the Dead lies outside of the manifest zone linked to Syrania. Magic items, spells, and feats that take advantage of the manifest zone do not function in the City of the Dead.

Dragon Crypts

District Type: Necropolis

Buildings: Temples (Silver Flame, Kol Korran); tombs, mausoleums, crypts, and ossuaries (78)

GATH

Male human lich cleric 14; CR 16; Medium undead (augmented humanoid); HD 14d12; hp 91; Init +0; Spd 20 ft.; AC 27, touch 12, flat-footed 27; Base Atk +10; Grp +11; Atk +13 melee (1d8+3, +2 morningstar); Full Atk +13/+8 melee (1d8+3, +2 morningstar) and +6 melee touch (1d8+5 plus paralysis, touch); SA fear aura, paralyzing touch, rebuke undead 10/day (+5, 2d6+17, 14th), spells; SQ damage reduction 15/bludgeoning and magic, turn resistance +4, immunity to cold, electricity, polymorph, and mind-affecting spells; AL NE; SV Fort +9, Ref +4, Will +14; Str 13, Dex 10, Con —, Int 14, Wis 20, Cha 16.

Skills and Feats: Concentration +17, Diplomacy +20, Hide +3, Knowledge (arcana) +5, Knowledge (religion) +19, Listen +13, Move Silently +3, Search +10, Sense Motive +13, Spellcraft +18, Spot +13; Blind-Fight, Combat Casting, Craft Wondrous Item, Extra Turning, Quicken Spell.

Languages: Common, Draconic, Elven.

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at a lich must succeed on a DC 20 Will save or be affected as though by a fear spell from a 14th-level sorcerer. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a DC 20 Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Cleric Spells Prepared (caster level 14th): 0—*detect magic* (3), *light*, *read magic* (2); 1st—*bane* (DC 16), *cause fear* (DC 16), *command* (DC 16), *doom*^D (DC 16), *deathwatch*, *divine favor*, *obscuring mist*, *sanctuary* (DC 16), *shield of faith*; 2nd—*death knell* (DC 17), *desecrate*, *enthrall* (DC 17), *hold person* (DC 17), *ray of enfeeblement*^D, *resist energy*, *spiritual weapon*; 3rd—*animate dead*^D, *bestow curse* (DC 18), *blindness/*

deafness (DC 18), *deeper darkness*, *invisibility purge*, *speak with dead* (DC 18); 4th—*air walk*, *divine power*, *enervation*^D, *giant vermin*, *poison* (DC 19), *spell immunity*; 5th—*greater command* (DC 20), *flame strike* (DC 20), *insect plague*, *righteous might*, *slay living*^D (DC 20); 6th—*antilife shell*^D, *blade barrier* (DC 21), *greater dispel magic*, *harm* (DC 21); 7th—*blasphemy* (DC 22), *destruction*^D (DC 22), *greater scrying* (DC 22).

D: Domain spell. Domains: Death (death touch 1/day, damage 14d6), Decay (touch of decay 1/day, damage 1d4 Con against living creatures or 2d6+14 points against objects and nonliving creatures).

Possessions: +2 fire resistance full plate with armor spikes and locked gauntlet, +2 morningstar, ring of protection +2, scroll of destruction, true seeing, and geas/quest, special silver holy symbol (for destruction), 5 vials of unholy water.

A set of cruelly spiked full plate armor seems almost empty, as though little more than a skeleton were strapped inside. Bright pinpoints of blood-red light gleam inside the skull-shaped helmet. The figure hefts a black morningstar in its left hand, while its right hand seems to crackle with black energy.

Starting Attitude: Hostile

Modifiers: PCs worship the Keeper (+2).

If Hostile: Attacks, aiming to kill the party. Might let one PC live to see his companions reanimated as undead, then let the undead kill their former companion.

If Unfriendly: Attacks, aiming to kill and reanimate the entire party.

If Indifferent: Attacks unless the party is obviously very strong, and even then considers ways to lure them to their demise.

If Friendly: Offers to make the PCs his undead minions, tries to convert them to the worship of the Keeper, provides minor information about the City of the Dead.

If Helpful: As friendly, but provides more extensive information.

First Impression: Silent tombs stand nestled among the rocky crags of the cliff top, keeping silent watch over the dead.

Social Class: Lower class

Dragon Crypts occupies the northern cliff top, overlooking both Dura and Northedge.

Warden Tower: Not to be confused with the Warden Towers district in Middle Menthis, Warden Tower is a white obelisk standing on the edge of the cliff overlooking the Clifftop district of Upper Dura. For centuries, Warden Tower has been the home of a line of hermit clerics of the Silver Flame, each of whom has taken the title of Warden. These Wardens are charged (by the church) to watch over the City of the Dead in order to prevent necromancers or undead from troubling the people of Sharn. The current Warden, Gaia Sotharr, is young and idealistic, and she is locked in a power struggle with the lich of Halden's Tomb. Neither seems to be able to get the upper hand in this struggle, and Gaia is too proud to call for help from her church. In fact, she has an unholy fascination with Gath—as long as he exists, her life has meaning and purpose, and after years of conflict she would not happily see him destroyed, though she gladly kills his minions and allies. It seems clear that Gath has similar feelings, if he can be said to feel, or else Gaia would certainly not be alive.

Halden's Tomb

District Type: Necropolis

Buildings: Temples (Dol Arrah, the Keeper); tombs, mausoleums, crypts, and ossuaries (78)

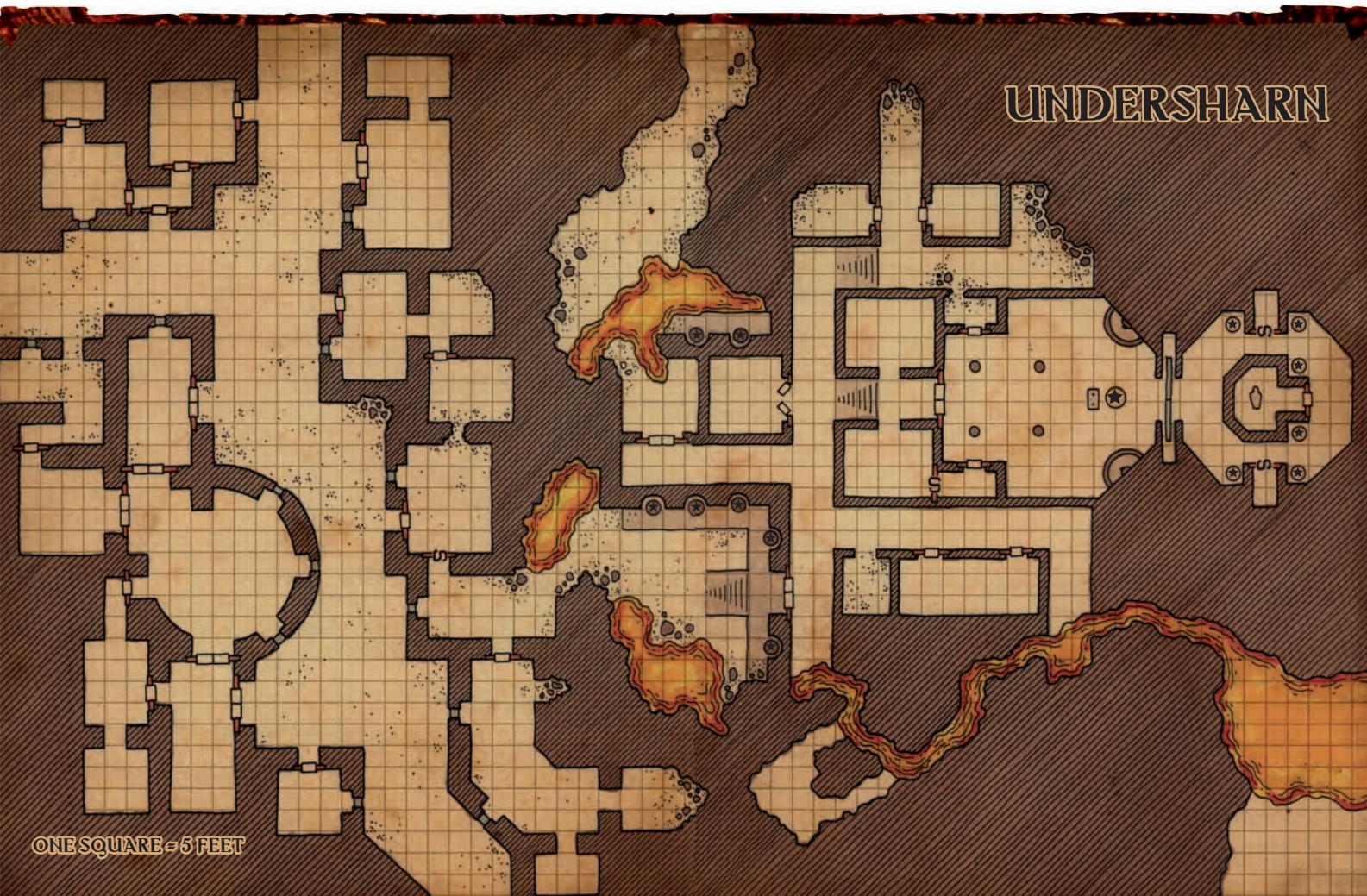
First Impression: Silent tombs stand nestled among the rocky crags of the cliff top, keeping silent watch over the dead.

Social Class: Lower class

Halden's Tomb is the tomb district overlooking Tavick's Landing on the eastern edge of the city.

Halden's Tomb: This district is named for the incredibly ancient mausoleum of Gareth Halden, a great hero of the War of the Mark. His tomb naturally predates most of the buildings of modern Sharn, and has been thoroughly cleaned out by tomb robbers, but it still stands in silent monument to the ancient glory of the first period of human inhabitation of the city.

The Mausoleum of Gath: This is not a mausoleum at all, but rather a temple dedicated to the Keeper. Its cleric is a lich called Gath, who built it centuries ago. Gath does not reside here or stay here for long, but visits often enough that any who want to talk (rather than intend to fight) seem to manage to find him here. Most of the time, he haunts various hideouts around the necropolis, mentoring other would-be necromancers and clerics of the Keeper and practicing his dark rites in other mausoleum-temples.



The elf assassins swiftly scaled the rain-slick walls of the House Thuranni enclave with the help of *spider climb* spells.

This night, the Shadow Network would learn the cost of interfering in House Phiarlan business ..



POWER AND POLITICS

Sharn, the largest metropolis in Khorvaire, serves as a center for trade, commerce, and political intrigue. The dragonmarked houses consider themselves to be sovereign entities, and as such they prefer to avoid interacting with the crown whenever possible; as a result the houses conduct considerably more of their business in Sharn than in the royal capitals of the Five Nations.

This chapter looks at the major organizations of Sharn. It begins with a look at the government of Sharn, followed by the influence that the various nations of Khorvaire have within the city. It concludes by examining the other forces that have power and influence within Sharn—groups and individuals that can serve as valuable patrons or deadly villains.

THE GOVERNMENT OF SHARN

Bureaucracy mires Sharn's political landscape. In addition to the massive amount of work involved in maintaining the city itself, Sharn also administers Brelish law to the surrounding region, collecting taxes and revenues on behalf of King Boranel.

The city is filled with ministers, beadles, bailiffs, and minor functionaries of all shapes and sizes. However, it is unlikely that a player character is going to become intimately involved in the repaving of roads or the system of agricultural tariffs collected by the ministers of Sharn. As a result, this section focuses on the pinnacle of Sharn's government: the people at the top, who have the power to set adventures in motion.

THE CITY COUNCIL

Many make the mistake of assuming that the Lord Mayor of Sharn holds the greatest power within the city. In fact, the City Council appoints the Lord Mayor, and the commanders of the Sharn Watch report to the Council.

The Council of Sharn is comprised of 17 councilors: one from each of the wards of the city, with Cliffside merged into Dura and a single councilor

representing both Ashblack and Blackbones. The precise method by which a councilor is appointed varies from ward to ward. In theory, it is a diplomatic selection made by the leaders of the ward, but what it takes to be a "leader" varies considerably. In some wards, anyone with a certain amount of income or property can participate in ward councils and elections. In others, ward elections are entirely in the hands of trade guilds, noble families, or other power groups. While in theory each councilor has an equal voice, in practice the influence of a councilor is derived from his backers. The local merchants of Lower Menthis support Savia Potellas, and she knows better than to openly oppose Caskar Halavik, who has the backing of the Boromar Clan. If she stirs up too much trouble, she might wind up at the bottom of the Dagger River. However, she finds other ways to deal with Caskar and pursue her own goals—including hiring adventurers to upset his plans. Likewise, while each councilor is supposed to represent the interests of his or her ward, a councilor usually puts his backers first, his personal district second, and his ward third. Thus, the three councilors with ties to the Boromar Clan usually vote as a unit.

The City Council commands a variety of powers. The Council establishes the laws of the city, although if they wish to pass a law that completely contradicts the Code of Galifar or the traditions of Brelish Law, the crown or parliament might have something to say about it. Laws may vary per ward, allowing a councilor to shift the traditions of the city to benefit his backers. The Council also determines how to use the resources of Sharn, from taxes to the power of the Sharn Watch. Finally, the Council appoints the high officers of the city, including the Lord Mayor. The councilors do *not* appoint the city's representatives to the Breland Parliament; following the democratic traditions of the nation, the three legislators are elected by popular vote, with every legitimate resident of Sharn having the right to participate. However, the Council manages and administers the election, and councilors can usually exercise a considerable amount of influence over the voters in their districts, whether through charisma or graft.

All major political appointments in Sharn occur on 9 Rhaan, Boldrei's Feast. Members of the Breland Parliament serve two-year terms, city councilors serve for three years, and the Lord Mayor's performance is usually reviewed every four years. There are no term limits, and quite often an election passes with no changes whatsoever.

Members of the Council

Each member of the Council has his or her own agenda and supporters, which may determine whether one makes a better patron or opponent for a party of adventurers. The seventeen councilors of Sharn currently in power include:

Upper Central: Javan Tomollan (LN male human expert 8), a shrewd man and a tough bargainer, earned his fortune representing House Lyrandar, although he has since parted ways with the house. He is a fair man and believes that hard work and dedication to a task should be rewarded. However, his greatest concern is protecting the interests of the people of Upper Central: the problems of the poor of Lower Dura hold little interest for him.

Middle Central: Sorik Sensos (LN male half-elf expert 11) is a clever man and a brilliant orator, and he is one of the oldest and most influential voices on the Council. However, he is influenced by his need for gold, and his supporters are aggravated by the growing economic gap between Middle and Upper Central. His frustration is compounded by the rising success of Javan Tomollan, and every month he becomes increasingly obsessed with Tomollan. Sorik is determined to humiliate Javan and to bring down his fortunes, but he needs to be careful.

Lower Central: Sava Kharisa (NG female human expert 7/wizard 3), one of the most outspoken members of the council, espouses a wide range of radical philosophies and political views. She honestly does the best she can to help all of the people of Sharn, instead of trying to advance her political career or protect her personal supporters. This has earned her many enemies on the Council, and if she's not careful the Boromar Clan could try to have her removed from office—permanently. Due to her radical views, connections, and desire to fight corruption, Sava makes an excellent choice as a patron for adventurers.

Upper Menthis: Born and bred in Sharn, Thurik Davandi (LN male gnome expert 4/mage-wright 4) is as cunning and deceptive as any Zilargo gnome. He gained his seat on the Council through a clever combination of flattery and blackmail, and he has a hold over many of the more powerful merchants of Menthis. He has strong ties with the Boromar Clan and the Zilargo Embassy, and often uses his influence to help these allies. But he is always looking for ways to increase his own power at the expense of his associates, and he may lure adventurers into his web of conspiracy and deception.

Middle Menthis: Caskar Halavik (N male halfling barbarian 2/expert 4) was born in the Talenta Plains. When he first came to Sharn, he worked as an enforcer for the Boromar Clan. He was also a remarkably skilled clawfoot racer, and in time he became a celebrity in Little Plains. Saiden Boromar helped him transform his fame into political cachet, eventually earning him a seat on the Council. Caskar enjoys the prestige of his position, but he prefers to leave political maneuvering on behalf of the Boromars to Illya Boromar and Bestan ir'Tonn.

Lower Menthis: Savia Potellas (NE female human expert 2/bard 1) owns a brothel in Firelight, and the conservative members of the Council were outraged by her appointment. She is extremely sharp at business, but she is currently caught in a bind. She has grown tired of paying tribute to the Boromar Clan and the Tyrants in order to run her business, but she is afraid to openly move against the powerful crime lords. Despite her amoral nature, she could become a valuable ally for adventurers that oppose the Boromars.

Upper Northedge: Maza Thadian (LN female elf commoner 17) is one of the oldest, richest, and most respected elves in the city. She owns the Oaks, one of the finest restaurants in Sharn. Maza is stubborn and set in her ways, and she constantly fights to maintain the status quo and uphold tradition; however, she does tend to put the concerns of the wealthy before those of the poor, especially the goblins and other dregs of the lower wards. While she has the highest regard for the law, she is in no way naïve; she is capable of surprising subterfuge in the best interests of Sharn.

Middle Northedge: A former advocate, Doran Cantar (NG male human expert 4/adept 1) is an honest and devout man dedicated to making a difference for the people of Northedge. He obtained his position largely through charisma and dedication, and the support of the priests of High Hope. He has a deep and abiding faith in the goddess Boldrei, and attributes all of his successes to the good will of the goddess. However, his honesty is often a hindrance in Council intrigues.

Lower Northedge: Born in North Market, Shassa Tarr (N female shifter expert 5) is a political animal. She comes from a long line of merchants, and is an expert negotiator. While she is not as devious as Thurik Davandi, she has been successfully able to juggle alliances with all of the major factions within the council. Shassa herself owes her allegiance both to the merchant lords of Lower Northedge and to Sharn's shifter community, and she does what she can to help both of these groups.

Upper Tavick's Landing: This ward has always had an isolationist attitude, in many ways considering itself to be a separate city within Sharn. Bestan ir'Tonn (LE male halfling aristocrat 3/telepath 9) has represented this community for the last 30 years. A wealthy barrister from one of the Sixty (see page 112),



Speaking before Sharn's City Council

he has strong connections to the Boromar Clans. He is a respected man who has always looked out for the interests of the wealthy of Tavick's Landing, as well as for the Boromars. However, he has a secret: he is an agent of the Dreaming Dark. Fifteen years ago, the Inspired dominator Tirashana infected him with a *mind seed*, and today he is one of three Inspired moles. While appearing to promote the agendas of his supporters, he has actually been stirring up dissent and discord.

Middle Tavick's Landing: This ward is a center for trade and commerce, catering to adventurers, commoners, and merchants bringing cargoes in on the Orien lightning rail or by trade caravan. Dalaina Ironhand (LN female dwarf expert 5) is a plain-spoken woman who represents the merchants of the district. She is a hard-nosed negotiator with no sense of humor and no interest in anything beyond the bottom line. She always drives for the best bargain for her people—whatever form that bargain may take—but she has no taste for underhanded intrigue. As a result, she opposes the schemes of the “Boromar Block”—Bestan ir'Tonn, Caskar Havalik, Thurik Davandi, and Ilyra Boromar—whenever possible.

Lower Tavick's Landing: Economic forces also drive the wants and needs of Lower Tavick's Landing. Kilk has the support of the Tyrants, but has also won

the loyalty of the other merchant lords of the district. On the surface, it appears that Kilk looks out for the mercantile interests of his ward, but he also monitors and manipulates events across the city. Only Thurik Davandi can match Kilk for intrigues and scheming, and Kilk has a web of informants and spies across the city. He has done his best to make himself useful to the King's Citadel and the Guardians of the Gate, and as a result he has developed powerful allies within both organizations.

Kilk is an invention of the Tyrants. There is one changeling who plays the role more often than others, but at any time Kilk could be any one of the Tyrants—even Ek himself. Through Kilk, the Tyrants have a second way to affect the city, and a more respectable façade for dealing with groups such as the King's Citadel.

Upper Dura: Borian Haldorak (LE male dwarf aristocrat 6) owes his position to the powerful bankers and merchants of Highhold. He is also a member of the Gold Concord of the Aurum, and serves the interests of this conspiracy. He is disarmingly cheerful and often plays up his age, telling elaborate stories about the great deeds of his youth. But beneath this façade, he is a sharp and ruthless negotiator. Most interactions between the Aurum and the Boromar Clan are resolved by Borian and Ilyra.

Hruit

Male shifter druid 6/Sharn skymage 3; CR 9; Medium humanoid (shapechanger); HD 9d8+18; hp 62; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +5; Grp +6; Atk or Full Atk +8 melee (2d4+2/18–20, +1 *falchion*); SQ animal companion (owl), animal companion benefits (link, share spells), extend flight, improved flight, improved maneuverability, low-light vision, natural flyer, nature sense, resist nature's lure, shifting (beasthide) 2/day, tenacious flight, trackless step, wild empathy +10 (+6 magical beasts), wild shape 2/day, woodland stride; AL N; SV Fort +8, Ref +3, Will +12; Str 12, Dex 10, Con 14, Int 12, Wis 18, Cha 15.

Skills and Feats: Balance +3, Concentration +7, Diplomacy +12, Handle Animal +6, Knowledge (nature) +3, Knowledge (the planes) +5, Sense Motive +6, Spellcraft +9, Survival +10, Tumble +3; Beasthide Elite, Extend Spell, Flyby Attack, Healing Factor, Weapon Focus (falchion).

Languages: Common, Druidic.

Animal Companion (Ex): Hruit's animal companion is an owl named Feritis. The companion's abilities and characteristics are summarized below.

Animal Companion Benefits (Ex): Hruit gains special benefits from having an animal companion. Hruit and Feritis enjoy the link and share spells special qualities.

Link (Ex): Hruit can handle Feritis as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his owl.

Share Spells (Ex): Hruit may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. Hruit may also cast a spell with a target of "You" on his animal companion.

Extend Flight (Su): Whenever Hruit casts a spell that grants flight, the spell's duration is doubled, as if he had applied the Extend Spell feat to the spell.

Improved Maneuverability (Ex): When Hruit gains or grants the ability to fly by any means, his (or the spell's target's) maneuverability is one step better than it would normally be.

Resist Nature's Lure (Ex): Hruit gains a +4 bonus on saving throws against the spell-like abilities of fey.

Shifting (Beasthide): Hruit can shift twice per day, and his shifting lasts for 6 rounds. When shifting, he has the following characteristics: hp 63; AC 19, touch 10, flat-footed 19; Fort +8; Con 16. When his shifting ends, he heals 8 hit points.

Tenacious Flight (Su): When Hruit casts a spell that grants flight, the DC for another spellcaster to dispel that spell using dispel magic is 24.

Trackless Step (Ex): Hruit leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): Hruit can change into a Small or Medium animal and back again, as per the polymorph spell. This ability lasts for 6 hours or until he changes back. Hruit favors the shape of a Small owl, which allows him to fly at a speed of 40 feet with good maneuverability (thanks to his improved maneuverability class feature).

Woodland Stride (Ex): Hruit may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect him.

Druid Spells Prepared (caster level 7th, or 10th for spells that grant flight): 0—detect magic, flare (DC 14), guidance, light, purify food and drink, resistance; 1st—cure light wounds (2), jump, longstrider, magic fang; 2nd—animal messenger, bear's endurance, gust of wind (DC 16), chill metal; 3rd—call lightning (DC 17), cure moderate wounds, wind wall; 4th—air walk, flame strike (DC 18).

Possessions: +2 hide armor, +1 falchion, *potion of greater magic fang* +2, *potion of rage*, *potion of fly*, *potion of shield of faith* +2, *feather fall talisman*.

Feritis: Owl animal companion; CR —; Tiny animal; HD 5d8; hp 23; Init +4; Spd 10 ft., fly 40 ft. (average); AC 22, touch 16, flat-footed 18; Base Atk +3; Grp –7; Atk or Full Atk +6 melee (1d4–2, talons); Space/Reach 2-1/2 ft./0 ft.; SQ devotion, evasion, low-light vision, tricks; AL N; SV Fort +4, Ref +8, Will +3; Str 6, Dex 19, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +16, Hide +6, Move Silently +19, Spot +8*; Alertness, Stealthy, Weapon Finesse.

Devotion (Ex): Feritis's devotion to Hruit is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): If Feritis is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, the owl takes no damage with a successful saving throw.

Tricks: Hoot knows the come, fetch, and seek tricks.

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

Middle Dura: Hruit is a mysterious figure on the Council, keeping his own counsel and advancing his own agenda. A druid with a particular affinity for owls, he once rode a giant owl to represent the Bazaar of Dura in the Race of Eight Winds. Hruit's primary responsibility is to the merchants of the Bazaar, protecting their interests from the Boromar councilors and the councilors who represent the other market wards.

Lower Dura: Bestan ir'Tonn, Thurik Davandi, and Caskar Havalik all have ties to the Boromar Clan. But Ilyra Boromar (NE female halfling rogue 3/expert 3) is the Boromar Clan's personal representative on the Council. She reports directly to Saidan Boromar, and she has the authority to make executive decisions on behalf of the clan. Her allegiance is obvious, but the other council members generally politely overlook it; the Boromars are one of the Sixty families of Sharn, and she does have the skills, credentials, and lineage to compete with any of the other councilors.

Of all of the members of the council, Ilyra is the most ruthless and dangerous. The Boromar Clan prefers to avoid violence, but councilors who oppose Ilyra have disappeared in the past. However, the recent war with Daask has shaken her grip on the council. The Boromar Clan is no longer seen as an infallible, omnipotent force—and so far the majority councilors have refused to devote city resources to battling the Droaamites setting up shop in Sharn. Most are quite pleased with the turn of events, and are waiting for the Boromars to be weakened further before they take any action.

Thurik Davandi, Bestan ir'Tonn, and Caskar Havalik are Ilyra's allies, although Thurik and Bestan have been known to pursue their own agendas behind Ilyra's back. Her greatest enemies on the council are Borian Haldorak, Sava Kharisa, Kilk, and Hruit; these four are either unconcerned with the danger represented by the Boromar Clan or feel that their supporters are powerful enough to protect them from retribution.

Skyway: Another member of the Sharn Sixty, Evix ir'Marasha (LN female human aristocrat 2/bard 4) owns the Celestial Vista in Skyway, along with a host of other valuable properties. She is one of the most eloquent members of the Council, and she takes a great interest in Sharn's role in the greater politics of Breland. She is part of the cabal who believe that the monarchy should be abolished when King Boranel dies, and she is a close friend of Hass ir'Tain. Evix also believes that Sharn should be recognized as an independent province, a view shared by Sava Kharisa. However, first and foremost she represents the people of Skyway and the interests of these wealthiest citizens of Sharn. Because of this, she usually sides with Javan Tomollan, Maza Thadian, and Bestan ir'Tonn in Council debates.

The Cogs: Nolan Toranak (LE male dwarf commoner 7) represents the industrial powers behind Ashblack and Blackbones. The nobles and merchant princes of Skyway and the Upper-City own many of the foundries and forges in the Cogs, and Nolan usually aligns himself with one of the more eloquent councilors. The one issue that he does feel strongly about is the status of the warforged. His children were killed by warforged during the Last War, and he has never forgiven House Cannith or the warforged as a whole. If Nolan had his way, all warforged would be melted down or banished. As it is, he tries to find ways to bypass the stipulations of the Treaty of Thronehold, so warforged can be treated as property. There are a few groups of people in Sharn who share Nolan's fear and hatred of the warforged, and he often channels funds to these organizations. He might hire adventurers to take action against House Cannith or the prominent warforged of Blackbones; or if there is a warforged among the party, Nolan could use his power to try to discredit the adventurers and drive them from the city.



THE LORD MAYOR

While the City Council holds the true power in Sharn, the Lord Mayor is still a force to be reckoned with. The Lord Mayor represents the interests of Sharn in any direct contact with the Brelish Crown, including interaction with the King's Citadel. He also appoints the lesser officers of the city and oversees all issues of daily administration. He has the power to establish trade agreements with foreign governments, to pardon criminals, and to order arrests and even executions. His worship Cathan ir'Demell has been Lord Mayor of Sharn for twenty years, and he enjoys the luxuries and privileges of his position. He is unlikely to take any actions that would anger Javan Tomollan or Bestan ir'Tonn, his strongest supporters in the council, and he usually consults with these two before making any major decisions.

THE KING'S CITADEL

The City Council and the Lord Mayor represent the interests of Sharn; they are not direct servants of the king. The King's Citadel looks after the interests of the crown, and can assert jurisdiction over any criminal matter or issue concerning espionage or national security.

THE SIXTY FAMILIES OF SHARN

Twenty-five of the twenty-seven noble families of Breland have strong ties and interests in Sharn, along with all of the dragonmarked houses. But the majority of the wealth of the city lies in the hands of the gentry: merchants and landowners who have built their fortunes through centuries of hard work and clever investment. There are hundreds of powerful families in the City of Towers, but a few stand out from the rest. These are known as the Sixty.

Sharn was built with the gold of the ir'Tain family, and today the ir'Tains are the most powerful and influential family in the city. Once each month, they hold a grand party for the aristocracy—The Tain Gala. When the ir'Tains were building their new manor on Skyway, Lady Shala told the architects to make the banquet hall large enough to seat sixty families and their servants. The Sixty of Sharn are those with standing invitations to the Tain Gala—the clear sign of success. It should be noted that other people may attend the gala, as it is uncommon for all sixty families to bring all of their family members and servants, and the hall was designed to hold entertainers as well as guests. But a single invitation, while prestigious, is entirely different from being invited to join the Sixty.

While many members of the Aurum are also members of the Sixty, the two organizations are quite different. The Aurum is a highly organized conspiracy that carries out carefully orchestrated plans to

provide its members with greater power and wealth. The Sixty is more of a social club—a visible manifestation of the most powerful families in Sharn. Members of the Sixty discuss politics and business at the Tain Galas, and these discussions can have an impact on adventurers, Sharn, or even Breland. But the Sixty almost never act as a concerted unit, and many members are actually bitter rivals beyond the walls of the Tain Manor.

All of the noble families and the dragonmarked families are members of the Sixty; this means that any Sharn resident with the ir' or d' prefix on his last name could be found at the Tain Gala. Other members are generally identified as such in their descriptions. A standing invitation can always be revoked to make room for a more deserving candidate; one of the greatest fears of Councilor Sorik Senso is that his family will be displaced to make room for Councilor Javan Tomollan.

THE DRAGONMARKED HOUSES

While all of the dragonmarked houses have some presence in Sharn, four of the houses are particularly important in the city: House Cannith, House Deneith, House Kundarak, and House Sivs.

HOUSE CANNITH

Following the destruction of Cyre, House Cannith split into three factions. The southern faction is led by Merrix d'Cannith (LE male human, artificer 9/dragonmark heir 3), who makes his home in Sharn. House Cannith has always had a strong presence in the city. Cannith engineers and architects helped rebuild the city, and it was Cannith artificers who developed the *flying buttress* that allows for the construction of the enormous towers. During the war, the Cannith enclave in Sharn was one of the main production centers for the magic weapons and potions that Breland purchased from the house, including the majority of Breland's warforged soldiers.

Today, House Cannith provides a wide variety of services within Sharn. House Cannith alchemists produce the bulk of the magic potions found in the city, and most 1st-level potions carry a Cannith seal. Cannith engineers and masons help with the continued development of Sharn, and just as importantly they help to repair and maintain the existing towers and suspended streets and roads. Cannith artificers maintain the spells powering the great foundries in the Cogs. Both of these duties are handled by Cannith heirs, but also by teams of skilled laborers trained and employed by the house.

One of the secrets of the house is that quite a few of its members are followers of the Traveler, in its aspect as the god of artifice. While this generally

has little impact on things, it does form a common bond between some members of House Cannith and the Tyrant changelings.

The Cannith enclave in Dragon Towers is used for diplomatic relations, but most of the important work is done in the Forgehold, the industrial complex in the Ashblack district of the Upper Cogs. Smaller Cannith enclaves are scattered about the city, primarily alchemical workshops and outposts for the Tinkers Guild.

Prominent NPCs: Merrix d'Cannith leads the Sharn household and the southern branch of House Cannith. Merrix has little interest in reuniting the house; he doesn't care for either of his younger cousins, and he intends to keep the southern house on the same paths of research and production that it was on before the destruction of Cyre. Merrix does have two interests: the warforged and the Mournland. Merrix's grandfather developed the first warforged, and Merrix has been secretly continuing this work, maintaining the creation forge in the depths of Sharn and trying to produce new and improved warforged designs. He is fascinated by stories of strange constructs and artifacts found in Xen'drik, and has speculated that his grandfather and the other artificers who created the first warforged may have been using secrets recovered from the lost continent. He is also concerned about the fate of the warforged in this new time of peace, and has been trying to help the living constructs adapt.

Merrix's second area of interest is the Mournland, and he may hire adventurers to explore the blasted realm or to recover lost Cannith artifacts (much like the scenario presented in the adventure *Shadows of the Last War*). If one of the party members is a warforged, Merrix may take a personal interest in this character. The Cannith heir would certainly be a powerful patron for a warforged hero.

Another important member of the Sharn Cannith household is Tarya d'Cannith. During the war, Tarya helped to streamline the production of healing potions and alchemist's fire, both of which were in high demand. Currently, she is concerned and intrigued by dragon's blood. She is trying to identify the source of the elixir, the secret of its composition, and what possible side effects might be hidden in the brew. Once she discovers its source, she might hire adventurers to go to Droaam to discover its true nature and purpose.

Tarya d'Cannith: Female human artificer 10; CR 10; Medium humanoid; HD 7d6+14 plus 3d4+6; hp 54; Init -1; Spd 20 ft.; AC 22, touch 9, flat-footed 22; Base Atk +6; Grp +7; Atk +10 melee (1d8+3, +2 *morningstar*) or +5 ranged; Full Atk +10/+5 melee (1d8+3, +2 *morningstar*) or +5 ranged touch; SA —; SQ artificer knowledge, artisan bonus, craft

homunculus, disable trap, fast crafting, item creation, metamagic spell trigger; AL N; SV Fort +7, Ref +2, Will +8; Str 12, Dex 8, Con 14, Int 14, Wis 10, Cha 16.

Skills and Feats: Appraise +2 (+4 alchemy), Craft (alchemy) +17, Disable Device +13, Knowledge (arcana) +15, Open Lock +10, Search +12, Spellcraft +17 (+19 deciphering scrolls), Survival +0 (+2 following tracks), Use Magic Device +14 (+16 to activate potions, arms and armor, wands, wondrous items, and scrolls); Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Empower Spell, Exceptional Artisan, Favored in House, Great Fortitude, Least Dragonmark (Mark of Making—*make whole*), Research, Scribe Scroll, Weapon Focus (*morningstar*).

Languages: Common, Dwarven, Gnome.

Infusions: 3/3/3/2.

Possessions: +3 breastplate, +3 heavy steel shield, +2 *morningstar*, wand of magic missile (caster level 5th; 15 charges, empowered magic missile costs 3 charges), identification papers, iron defender homunculus (see *EBERRON Campaign Setting*, page 287).

Finally, Sharn is home to five members of the Darkwood Watch, House Cannith's elite wand-wielding soldiers. The squad leader is Menya d'Cannith. The Darkwood Watch is usually assigned to protect the Cannith Forgehold, and they are only used for extremely important tasks. As they are clearly recognizable as members of House Cannith, wand adepts are rarely used for covert operations.

Menya d'Cannith: Female human artificer 9/ Cannith wand adept 3; CR 12; Medium humanoid; HD 9d6+18 plus 3d8+6; hp 71; Init +5; Spd 20 ft.; AC 24, touch 11, flat-footed 23; Base Atk +8; Grp +7; Atk +8 melee (1d8-1, masterwork mace) or +9 ranged touch (4d6, wand of scorching ray); Full Atk +8/+3 melee (1d8-1, masterwork mace) or +9 ranged touch (4d6, wand of scorching ray); SA —; SQ artificer knowledge, artisan bonus, craft homunculus, disable trap, dual wand use, identify wand, item creation, metamagic spell trigger, retain essence, siphon charge, wand focus, wand quick draw; AP 3; AL N; SV Fort +8, Ref +5, Will +9; Str 8, Dex 12, Con 14, Int 14, Wis 10, Cha 18.

Skills and Feats: Appraise +17 (+19 Craft), Craft (weaponsmithing) +16, Gather Information +6, Knowledge (arcana) +16, Knowledge (architecture and engineering) +14, Knowledge (local) +8, Search +2 (+4 secret doors), Spellcraft +16 (+18 deciphering scrolls), Use Magic Device +16 (+18 to activate potions, arms and armor, rods, wands, wondrous items, and scrolls); Action Boost, Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Empower Spell, Favored in House, Great Fortitude, Heroic Spirit, Improved Initiative, Least Dragonmark (Mark of

Making—*make whole*), Quicken Spell, Scribe Scroll, Wand Mastery.

Languages: Common, Gnome, Orc.

Infusions: 3/3/3/3/2/2.

Possessions: +3 breastplate, +3 heavy steel shield, master-work heavy mace, *wand of scorching ray* (40 charges), *wand of magic missile* (9th; 40 charges), *wand of color spray* (25 charges), *wand of cure moderate wounds* (30 charges), *wand of invisibility* (10 charges), *wand of dispel magic* (40 charges), *wand of searing light* (6th; 30 charges), *cloak of Charisma* +2.

HOUSE DENEITH

On the surface, House Deneith plays the same role in Sharn as it does in most of the major cities of Khorvaire—it provides soldiers and bodyguards to anyone with gold. In addition to the nearly two hundred members of the Deneith bloodline who reside in Sharn, the house employs a host of mercenary warriors.

The Blademark of Sharn includes 500 soldiers—49 heirs of Deneith and a host of Brelish conscripts. Many of these warriors fought in the Last War; today they serve as private security for the wealthiest citizens of Sharn. Many of the lords and merchants of the Upper-City employ the services of Deneith mercenaries; they have a particularly strong presence in Upper Tavick's Landing, where they have equal authority with the Sharn Watch. Most of the remaining heirs of Deneith serve in the Defender's Guild, and there are nine Sentinel Marshals in residence. More information on the structure and services provided by the house can be found in Chapter 4.

While it seems like a typical Deneith enclave to the casual observer, the Sharn household is anything but ordinary. Almost a century ago the Sharn enclave was compromised by the Dreaming Dark, and today it is a stronghold of shadows. At the start of the Last War, the Inspired dominator Tirashana used *mind seed* to seize control of the lord of the household, and through him she spread her influence throughout the enclave. While the enclave serves the Dreaming Dark, most of its members have no idea that they are in league with the Inspired. In the guise of the Deneith patriarch, Tirashana began teaching psionic techniques to the defenders. Over the course of a century of indoctrination, she has taught the Sharn Deneith to see themselves as the forerunners of a new race, superior to humans because of their dragonmarks and raised above the dragonmarked by their psychic abilities. Even those who deal directly with the Inspired believe that they are working together as equal partners. In fact, there is little difference between the leaders of the house and the Inspired. The heirs that show the greatest promise are carefully indoctrinated and prepared for the “ascension,” the ceremony that opens up

their true potential. This ritual simply involves possession by a quori spirit, but the Deneith have been trained to believe that this spirit is the manifestation of their own psyche and thus individuals serve as willing partners. There are fifteen members of the Sharn Deneith who have been possessed by Tsuchora spirits; the fiend that dominates the lord of the house is of a greater order.

Under the tutelage of the Dreaming Dark, the Sharn Deneith have become masters of intrigue and subtlety. They carefully conceal their psionic powers from outsiders, and even visiting Deneith heirs do not notice anything strange about the enclave. The Sharn Deneith maintain a separate facility in Copper Arch where they hone their psionic skills; there is nothing about the Dragon Towers enclave that suggests the strange alliance of the heirs.

The Sharn Deneith primarily serve the Dark by gathering information. As the bodyguards and guardians of the wealthy and elite citizens of Sharn, the heirs of Deneith are privy to many of the secrets of the city, and they hold the keys to the doors of the great and powerful.

While they can occasionally allow a “failure in security” to occur, the Sharn Deneith need to be careful to preserve the reputation of the house and avoid drawing suspicion upon the enclave. A Deneith bodyguard protects his charge from all dangers—but he also memorizes every conversation and every event for the benefit of the Dark. And if the Inspired ever *did* move openly against Sharn, the Blademark and the Defenders Guild would be able to launch a devastating first strike from within the city.

Prominent NPCs: The lord of the household is Sadran d'Deneith (LE male possessed human fighter 2/psychic warrior 6/dragonmarked heir 2). A lean man with iron-gray hair and piercing gray eyes, Sadran is the third lord of the house to carry a quori spirit. His son Sadral (LE male human fighter 3/psychic warrior 3) is the heir to the enclave. Currently he is the host of a tsuchora spirit, but he will become the next host of Sadran's quori spirit when his father dies.

The enclave includes nine Sentinel Marshals. The most accomplished of these are Lalia d'Deneith (LE female possessed human psychic warrior 4/ranger 3) and Tasra d'Deneith (LE female possessed human telepath 4/ranger 1/master inquisitive 2), identical twin sisters who both bear the Lesser Mark of Sentinel and carry tsuchora spirits. Lalia specializes in tracking fugitives through the wilderness, while Tasra knows the seedy areas of Sharn like the back of her hand. The two sisters have a cruel sense of humor, and enjoy toying with their quarry during a hunt.

HOUSE KUNDARAK

Sharn is one of the greatest centers of trade and commerce in Khorvaire, and it is small wonder that the

House of Warding would have a strong presence in the city. For the most part, Kundarak's only interest in Sharn is business. Aside from the vast amount of gold that flows through the Kundarak Bank each day, the house owns magically secured warehouses and sells magic and mundane locks, alarms, and traps to the many wealthy and powerful inhabitants of the city.

But while Kundarak tends to be a passive house, there are things that can stir it to action—notably, the loss of wealth. During the Last War, Breland took out vast loans from the Kundarak Bank to pay for the war effort. King Boranel has been coming up short on his payments, and the Kundarak elders are displeased. Acting on their behalf, Daphanë d'Kundarak has been talking with the members of the Brelish Parliament who wish to see the monarchy removed from power, notably Lord Ruken ir'Clarn and Hass ir'Tain. Aside from satisfying the wounded pride of the house, this could provide Kundarak with considerable influence over the new prime minister—and this appeals to the elders.

Prominent NPCs: Daphanë d'Kundarak (N female dwarf expert 7/dragonmark heir 4) is the leader of the Sharn Kundarak enclave. She is one of the more respected members of the house, and is in many ways more influential than Ilde d'Kundarak, the regional director of Wroat. Daphanë is a fair woman, but she never forgets a slight, never forgives a broken promise, and has a strong appetite for vengeance.

In addition to locksmiths, vaultkeepers, and other professionals, the Sharn enclave includes 60 members of the elite Silver Guard, who protect the vaults and warehouses. These soldiers are exceptionally skilled, and are all fighters as opposed to warriors. The garrison is made up of 50 2nd-level fighters, 6 3rd-level fighters, 3 4th-level fighters, and 1 5th-level fighter. There is also a small team of adepts and magewrights who specialize in the creation of magic traps.

HOUSE SIVIS

House Sivis conducts a great deal of business in Sharn. As a center for international trade, communication is vitally important in Sharn, and there are over a dozen Sivis message stations in the city. House Kundarak is just one of the groups that employs Sivis scribes and accountants. Sivis mediators and barristers are in high demand in the courts of Sharn. And with the proximity of Xen'drik, there is always a call for skilled translators. The house performs all of these functions, and quite well. It maintains its policy of absolute neutrality with all forces in the city, including the Zilargo embassy. However, there are traditions to be upheld, and as a result House Sivis still fights its one ancient enemy: House Sivis. The gnomes are engaged in constant battles of wits and intrigues. It is a delicate balancing act. The gnomes fight for power and position within the house, and humiliating a rival is the best way to gain

advancement—demonstrating wit and cleverness while revealing the victim's vulnerability. However, the schemer has to make sure that his actions do not sully the reputation of the house. Causing a Sivis barrister to lose his case may very well embarrass him—but it is also a black mark on Sivis as a whole. It is a tricky and delicate battlefield, and one that is difficult for outsiders to understand.

Prominent NPCs: Solirion Torralyn d'Sivis (N male gnome magewright 6/dragonmark heir 5) is the leader of the Sharn enclave. His cheerful exterior hides a sharp and ruthless mind. Solirion has to deal with constant challenges to his authority, and he may employ adventurers to deal with a particularly dangerous rival.

FOREIGN POWERS

While Sharn is not the capital of Breland, it is one of the largest cities on Khorvaire and a center of commerce and education. Most of the nations of Eberron have established embassies or consulates in Sharn to protect their interests and to resolve diplomatic and trade disputes. There are a number of exceptions, of course. Darguun, the Shadow Marches, and the Eldeen Reaches do not have official representatives in Sharn. Other nations have different levels of representation, as described below. Unless otherwise mentioned, all consulates are located in Ambassador Towers in Middle Central.

Unfortunately, consuls tend to be very busy individuals, and they rarely have the time or inclination to address the problems of individual citizens. Arranging to see a consul requires a minimum of a DC 20 Diplomacy check, and may require bribery as well. Even if this check succeeds, it may still take some time for the meeting to take place, and there may be nothing that the consul can do to help. Unless a character is an important person—a high-level aristocrat, for example—the consulate won't take any risks to provided aid.

On the other hand, a consul may contact a character, offering payment or favors in exchange for performing a service to a particular nation. Espionage, smuggling, blackmail, and many other dangerous activities can all begin at the heart of a consulate, as the nations of Khorvaire prepare for the inevitable next war.

AERENAL

Aerenal lumber—densewood, bronzewood, darkwood, and the other products of the great jungles—is an important commodity. Lady Taelira (LN female elf aristocrat 9) is the consul of Aerenal, and has held this post for over 300 years. Taelira has little interest in the wars or conflicts of the younger races, and she is unlikely to take an interest in anything that adventurers bring to her attention; if there's a problem,

TYPICAL EMBASSY



her inclination is to wait a year and see if it's still an issue. Trade agreements are an exception to this rule, and Taelira is a vicious negotiator when it comes to protecting the economic interests of the elves.

While she is rarely helpful, Lady Taelira shows more respect toward characters who possess the Right of Counsel. She is also a confidant of Mayne Jhaelian, the priest of Shae Lias, and if Mayne sends the characters to Taelira, she listens.

AUNDAIR

During the Last War, the battles between Aundair and Breland left deep scars on both lands. But while fierce, these conflicts were brief, and by the close of the war the two nations were strong allies. Today, Alais and Helais ir'Lantar, sons of one of the noble families of Aundair, serve the interests of their nation in Sharn. Alais and Helais are identical twin brothers, and both are remarkably handsome and urbane; they are quite popular at galas and other social events. While both brothers are officially ambassadors, each performs different duties. Alais ir'Lantar (LE male half-elf aristocrat 7) deals with the administrative drudgery, while Helais handles the deeper diplomacy and intrigue. Why? Because Helais is not simply an ambassador—he is one of the Royal Eyes of Aundair, a trusted agent who serves as Queen Aurala's eyes and ears in Sharn. But Queen Aurala has been betrayed, and her misplaced trust may spell disaster in the future. His role as master of spies is the least of Helais's secrets. The dark truth is that there is only one ir'Lantar brother. The ir'Lantar family has served the Lords of Dust for many generations, and Helais ir'Lantar is actually a guise used by the two rakshasas of Sharn, Zathara and Nethatar.

Alais is well aware of his brother's true nature. He is a cruel, conniving man who enjoys assisting the Lords of Dust with their schemes. In addition to the power he gains from the alliance, Alais feels that his connection to the rakshasas puts him above mere mortals; he suffers from the delusion that if he serves the Lords faithfully, he may one day be transformed into a rakshasa himself.

Usually, one of the two rakshasa poses as Helais, while the other is disguised in a different form elsewhere in the city. However, as Alais and Helais are identical twins, this allows for a host of possibilities. If necessary, the two rakshasa can appear as Alais and Helais; at other times, Alais poses as his brother. Alais wears a *ring of mind shielding* and the Lords of Dust possess *masks of the misplaced aura*, so it is extremely difficult to pierce these deceptions.

CYRE

While Cyre now exists only as an idea, a few years ago it was a powerful nation, and Cyran embassies still exist in the great courts of Khorvaire. Many nations have expelled the Cyran ambassadors—what use is an

ambassador without a country? However, Breland has taken in a large number of Cyran refugees, and has even allowed the creation of the city of New Cyre on its northwestern border. As a result, Sharn has allowed the embassy of Cyre to remain open.

The primary function of the Cyran embassy is to coordinate refugee activities and provide a point of contact for New Cyre. The few surviving Cyran nobles realize the precariousness of their situation. They have lost the wealth and resources of their nation, along with the bulk of their military power. New Cyre only exists because of the generosity of King Boranel—and if the Cyrans have nothing to offer or are perceived as a threat, that generosity could eventually fade. The embassy staff spends much of its time among the refugees in Lower Tavick's Landing, recording the identities and skills of Cyran refugees and trying to find positions for them within the city.

Refugees and people with strong family ties to Cyre are placed under a lot of pressure to help restore the old kingdom, or at least to help it continue to exist as a ghost. Refugees are expected to donate 20% of their income to the embassy toward the recreation of Cyre. This includes adventurers, although the ambassador has no way to measure the income of an adventurer or real power to punish him, save by laying shame on his family. Cyran adventurers are frequently asked to perform services on behalf of New Cyre. This typically involves recovering treasures from the Mournland, searching for clues about the origin of the Day of Mourning, or assisting other powerful people with whom the Cyrans are trying to curry favor.

However, there are those among the surviving nobles who feel that their proud nation should not exist as a memory or as a gift from Breland. They plan to seize new land, whether from Breland, Darguun, Valenar or some other nation entirely. This would require powerful magic artifacts—perhaps ancient weapons hidden in Xen'drik—or dangerous dealings with the Lords of Dust, the Inspired, or the Order of the Emerald Claw. A Cyran character may be drawn into these plots knowingly or unwittingly—and he must decide just how much he is willing to risk for his country.

The Cyran ambassador to Sharn is Lord Jairan ir'Dain (LG male human aristocrat 6). Jairan still plays the role of the proud noble, attending social functions in his fine clothes, but he lost his fortune on the Day of Mourning and his glameweave doublets are becoming increasingly threadbare. Jairan is an optimist, and he believes that somehow if he keeps doing his job Cyre will be restored—that New Cyre can peacefully grow, and perhaps reclaim the blasted Mournland.

The Cyran spymaster Tyralla (NE female human rogue 8) is Jairan's mirror image. She is obsessed



with the survival of Cyre and will use any means necessary to achieve that goal, however questionable they may be. Jairan may ask a Cyran character to perform an altruistic deed; Tyralla's requests are often morally ambiguous, though they may have more concrete results. Tyralla firmly believes that one of the other nations was behind the destruction of Cyre, and she is determined to find out who did it and how, and to take a bitter vengeance. She uses this as a lever against a Cyran character—doesn't he want revenge for the hundreds of thousands of his people who were killed? Doesn't he want to prevent this from ever happening again? The embassy can draw on the discretionary funds held in the Kunderak

Bank, but it has little to offer—its primary currency is loyalty to the lost nation.

There are a few other notable Cyran NPCs scattered throughout the city. Doras (N male human commoner 2/rogue 2/fighter 2) is a village reeve who was visiting a cousin in Smoky Towers on the Day of Mourning. Today he remains in Smoky Towers as an insurgent, urging people with Cyran blood to come to the aid of their ancestral homeland. The Guardians of the Gate and the Citadel both keep a close watch on Doras, but he has yet to be arrested. Cala Narain (N female human ranger 4) was a captain in the Queen's Forward Blades, a scouting unit. Currently, she is the highest-ranking Cyran military

I, Spy?

Sharn is a city of intrigue. None of the nations believe that the current peace will last, and as tensions grow, knowledge is seen as power. Attempts to recruit adventurers to serve as spies, calling on their national loyalty, religious ties, or simple greed to accomplish missions—diplomats are capable of all this and more. Typically, a PC spy is simply asked to report any unusual events that he or she sees or secrets that he or she uncovers. Most spymasters reward their agents, paying 1 to 100 gp based on the value of the information and the risk to the character.

Once an adventurer has proven his or her worth to an organization, he or she may be entrusted with actual assignments. This is a way to draw a party into the shadow war between the nations, battling spies and assassins in the alleys and courts. This is usually more lucrative than simple observation, but more dangerous as well.

In addition, quite often the spy may only be told the bare minimum about the task that lies ahead. She will know what she needs to know to accomplish her objective, but the true reasons for the mission—the long-reaching effects, and the enemies she may make in the process—may be hidden from her.

One of the main reasons for using independent agents as adventurers is because they are expendable, and if the party is exposed the spymaster does not protect them.

Serving as a spy has a number of advantages. Aside from the extra gold, adventurers may be provided with minor magic items—scrolls, potions, or wands with only a few charges—to meet the needs of a particular mission. In addition, a character can turn to contacts for information. Each time that a character performs a particularly useful service on behalf of an organization, she receives one favor. By using a favor, the character can gain a minor service from the organization. Possible favors include:

- +3 bonus on a single Gather Information or Knowledge (local) skill check.
- Knowledge skill check (any discipline) with a modifier of +5, drawing on the knowledge of the organization.
- 10% discount on goods sold by the organization.
- A single casting of a 1st- or 2nd-level spell, or a least dragonmark.
- Access to contraband—forged documents, dragon's blood, *powder of silent passage*.

The DM always has the final say on what sorts of favors an organization can provide. House Phiarlan may provide a +4 bonus on Gather Information checks, while the Aurum may provide a loan to a favored operative.

Of course, nothing is free. To call in a favor, a character has to explain her current situation to her superiors. And one day she may find that the goals of her "allies" are quite different from her own. If she's trying to find the *Dhakaani Scepter of Silver Death*, it may be wiser *not* to tell anyone else about it, lest her allies become her new adversaries.

Any of the following organizations or individuals could employ adventurers as observers or spies:

- The King's Dark Lanterns (Breland)
- Helais ir'Lantar (Royal Eyes of Aundair)
- Tyralla (Cyre)
- Malen Torr (Karrnath)
- Doran Del Doras (Zilargo's Trust)
- The Aurum
- The Chamber
- The Tyrants
- House Thuranni
- House Phiarlan

It is unusual for House Phiarlan or House Thuranni to recruit agents from outside the house, but it has happened in the past. The Tyrants only recruit changelings.

officer in Sharn, and she has been trying to organize the scattered soldiers among the many refugees. Holt (N male personality warforged fighter 5) is a warforged bodyguard who usually travels with Lord ir'Dain or Tyralla when they leave the embassy.

DARGUUN

Lhesh Haruuc of Darguun is a warrior first and a diplomat second, and under his rule Darguun has not established any embassies in Khorvaire. Most diplomatic contacts with the court of Darguun are carried out through House Deneith, which maintains close ties with Lhesh Haruuc to negotiate the services of mercenary troops.

Should a party feel the need to speak directly with inhabitants of Darguun, they should go to Malleon's Gate in Lower Dura. A hobgoblin troop known as the Ja'khor (Blackbloods) is using the Bloodstone Inn as a base of operations. The war leader, Margaash (LN male hobgoblin fighter 2/warrior 2), is not a merchant, and he generally relies on House Deneith to negotiate contracts on his behalf. However, for the right price he may be willing to provide information or even a goblin guide to help a party traveling to Darguun. Margaash only respects strength; fighters get better results than wizards.

In addition to the Blackbloods, there are a number of expatriate Darguuls in Lower Dura and the Dura Cogs. The Mhaaca are a small family of bugbears who sell their services as heavy laborers. A few of the Mhaaca have broken off from the main family and joined the Cog gangs: Rhash'mhaac (NE male bugbear fighter 2/rogue 2) has established his own gang of goblins, while Kharmhaac (CE male bugbear warrior 3) has joined the Red Jackals, much to the frustration of their father Dhurmhaac (N male bugbear commoner 6).

DROAAM

The monstrous nation of Droaam did not participate in the Treaty of Thronehold, and the Brelish crown does not recognize the power or authority of the hags that rule there. In recent years, House Tharashk has developed strong ties to Droaam, and the House of Finding serves as an intermediary for most dealings with the Crag.

However, the one direct representative of the hags in Sharn is Cavallah (LE female ogre mage rogue 3)—the ogre mage who leads the criminal organization known as Daask (see page 151).

Many of the monstrous inhabitants of the city are either working for House Tharashk or Daask, but there are monstrous citizens who have settled in Sharn to pursue other opportunities. These include ogres and gnolls in the Cogs, and a few more exotic creatures in the upper levels. Some of these creatures are petty criminals, while others find honest work as laborers. While they have no official ties

to Daask, most recognize Cavallah's authority—or at least are so afraid of her that they obey her commands if she calls upon them.

One particularly unusual expatriate Droaamite is Karg, an exceptionally intelligent ogre (Intelligence 10) who stumbled upon a cache of Dhakaani treasure a few years ago. Knowing that one of the more powerful monsters would take this prize away from him if he stayed in Droaam, Karg came to Sharn. He has spent the last four years studying at Morgrave University; he wants to become a master sage, and he is particularly fascinated by the history of Xen'drik and the empire of the giants. Karg is afraid of Daask, and does not venture into Lower Dura or the Cogs.

KARRNATH

The embassy of Karrnath is a brooding fortress in the midst of Ambassador Towers. The Karrns are always prepared for the worst, and the embassy is designed to endure a siege. The interior of the embassy is filled with glyphs of warding, alarms, and arcane seals—one



*Baron Elan d'Thuranni,
leader of the House of Shadow,
enjoys the pleasures of Sharn.*

wrong step can prove deadly. The embassy contains its own garrison of elite soldiers, commanded by Kanarr Talan (LN male human fighter 6)—20 3rd-level fighters, all prepared to die in the service of Karrnath. Riots, thieves, spies—the Karrns are ready to deal with them all.

Ambassador Syra ir'Tarrn (LN female human aristocrat 7) is a brilliant diplomat, and she is completely devoted to her nation and her king. She has no ties to the Order of the Emerald Claw, and she doesn't even know about the hidden temple of the Blood of Vol in Graywall. Syra deals with the legitimate diplomatic activities of the embassy, while Malen Torr, a ruthless spymaster, handles espionage and shadow work.

Malen Torr (LE male human rogue 5/master inquisitive 3) is loyal to Karrnath, but he does not approve of the king's promotion of peace; Malen believes that the only way to secure true peace is to restore Galifar under Karrn rule. He has made contact with a number of the warlords of Karrnath who share his opinions, and in the future he may set plots in motion to disrupt the peace process and to weaken Breland or gain control of new weapons for Karrnath. Depending on the political and ethical alignment of a party of adventurers, Malen could be a valuable patron or a deadly foe.

THE LHAZAAR PRINCIPALITIES

Each of the Lhazaar princes has his own agenda, and each prince has a personal representative at the embassy in Sharn. These ambassadors spend most of their time in trade negotiations and denying rumors of Lhazaar piracy. The Lhazaar embassy is

unstable at best, and the ambassadors come and go as they please; it's impossible to predict who will be in residence in the embassy at any given time. To make matters worse, the ambassadors frequently engage in feuds and vendettas on behalf of their lords. The embassy itself is neutral territory, but beyond its walls anything can happen.

THE MROR HOLDS

The Mror Holds are a loose confederation of clans, each with its own mercantile interests. Each of the holds has a representative at the Mror consulate, who negotiates on behalf of his clan. These consuls are devoted to their work, and compared to the Lhazaar ambassadors there is little conflict among the dwarves. The dwarf consuls rarely have any use for adventurers, and it would be extremely unusual for a party to be called to the consulate.

The most noteworthy consul is Lain of Clan Soldorak (LE male dwarf aristocrat 5/rogue 1), a socialite who often hosts lavish galas at his estate in Highhold. Lain is a member of the Aurum and reports to Antus Soldarak, the chairman of the Platinum Concord. In Sharn, Kalphan Riak is the highest-ranking member of the cabal, but Lain may make a good opponent for lower-level adventurers. The Soldorak family has an ancient grudge against House Kundarak; if the party includes a Kundarak heir, Lain may send misfortune their way.

RIEDRA

After a thousand years of silence and secrecy, the Inspired have finally emerged from the shadows of Sarlona. Riedra itself remains a mystery; visitors

KARG

Male ogre expert 2; CR 4; Large giant; HD 4d8+16 plus 2d6+8; hp 52; Init -1; Spd 40 ft.; AC 15, touch 8, flat-footed 15; Base Atk +4; Grp +15; Atk or Full Atk +11 melee (3d6+11/19-20, +1 *aberration bane mighty cleaving greatsword*); SA —; SQ darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +0, Will +5; Str 25, Dex 8, Con 18, Int 10, Wis 12, Cha 4.

Skills and Feats: Climb +10, Diplomacy +1, Knowledge (arcana) +1, Knowledge (history) +4, Knowledge (local) +1, Knowledge (nobility) +1, Knowledge (religion) +1, Listen +5, Sense Motive +3, Spot +5; Negotiator, Power Attack.

Languages: Common, Draconic, Giant, Goblin.

Possessions: +1 *aberration bane mighty cleaving greatsword*, *potion of cure moderate wounds*, leather armor, 3,500 gp in the Kundarak Bank. Karg's gold comes from the hoard he found in Droaam, and he uses it to fund

academic expeditions. His sword is the only piece of the hoard that he kept; it is a beautiful blade designed for a Dhakaani ogre champion during the war against the daelkyr, and the phrase "A giant's hand, a wall of steel" is inscribed in Goblin along the length of the blade. Karg loves the sword and never lets it out of his sight.

Karg is small for an ogre—only 8 and a half feet tall, if that—but broad and covered with muscle. He is remarkably well groomed; his black hair has been braided and oiled, and his leather armor has been carefully polished. But while he has clearly tried to make himself more presentable to humans, his rank body odor still assails your nostrils and his skin is covered with old scars and boils, disturbing remnants of some terrible disease. He seems remarkably friendly, but he has a massive greatsword strapped to his back, the blade hidden in a worn leather scabbard.

are not welcome in the land of the Inspired. But the ambassadors of Riedra can be found in all of the courts of Khorvaire. They are charming and urbane, generous with gifts and eager to help the nations of Khorvaire recover from the physical and psychological damage of the Last War. Most are happy to receive the assistance of the Riedrans. But there are some who wonder about the true motives of the Inspired—some who suspect that the lords of the silent empire are preparing to expand their dominion.

Ambassador Jorasesh (LE male Inspired rogue 4/telepath 5) spends most of his time in negotiations, discussing trade, the reconstruction of Khorvaire, and the exploration of Xen'drik. However, he is a philosopher and historian, and when he is not at the embassy or attending a gala event, he often visits Morgrave University. Jorasesh is slowly developing a following at the University; he is brilliant and charismatic, and students and sages alike are intrigued by the handsome Inspired lord.

Jorasesh and his entourage have no direct attachment to the Dreaming Dark, and Jorasesh knows nothing about the shadow agents the Dark has placed throughout the city. However, Jorasesh is required to obey the commands of any Inspired member of the Dreaming Dark who comes to Sharn, and these agents often stay at the embassy under some form of diplomatic cover.

Most of the members of the embassy staff are humans from Riedra. Chosen for their complete loyalty to the Inspired, these people rarely speak to outsiders; many do not even understand the Common tongue. In addition to scribes, servants, and soldiers, the embassy staff includes the following special operatives:

Maleshari (LN female human monk 9) is a member of the Thousand Eyes and the personal bodyguard of ambassador Jorasesh. She accompanies Jorasesh wherever he goes, but rarely speaks. She dislikes her lord's dealings with the Dreaming Dark, but does not allow her feelings to interfere with her duty.

Helkashtai (LE female Inspired rogue 1/telepath 5) is Jorasesh's aide-de-camp. In addition to her administrative duties, she has become a fixture in the social scene of Sharn, and can be found at most of the major gatherings of the rich and powerful. She is beautiful and charming, and many of the aristocrats have come to value her skills as a mediator. A few young nobles have even sought her hand in marriage, although she has rejected all offers. Like Jorasesh, her warm and friendly demeanor is a mask—a carefully crafted tool to help her gain influence within the upper classes. The Inspired are ruthless manipulators, and human lives and emotions are simply toys for their amusement.

Minharkhad (LE male Inspired fighter 2/psychic warrior 4) is the commander of the embassy

guard. The guard is comprised of 12 highly trained human soldiers, each one a 2nd-level fighter/3rd-level monk. To date, the embassy guard has never been called into service, so the people of Sharn know nothing about the extent of their skills. Minharkhad himself is cold and cruel. Unlike Helkashtai and Jorasesh, Minharkhad has trouble concealing his disdain for humanity, and as a result he is rarely seen outside of the embassy.

Q'BARRA

Most of the citizens of the Kingdom of New Galifar—also known as Q'barra—consider the people of the western lands to be corrupt warmongers. Q'barra participated in the Treaty of Thronehold, but it has little interest in trade with Breland; the Q'barrans primarily deal with the Mror Holds, the Lhazaar Princes, and the Inspired lords of Riedra. As a result, Q'barra does not maintain an official embassy or consulate in Sharn. Unofficially, Q'barra's interests are represented by Joseth ir'Kalain (LG male human aristocrat 7). Joseth is a clever negotiator and shrewd judge of human nature, but he is an honorable man who believes in the ideals of the old kingdom. He lacks the resources of an embassy, but Joseth is a possible patron for a group of adventurers. While he lives modestly, Joseth owns a dragonshard mine in Q'barra, and can draw considerable funds from the Kundarak Bank. The first Q'barrans fled east to escape the Last War, and Joseth may need to recover family heirlooms, information, or other treasures lost during this exodus. Joseth does not trust the people of Sharn, and he is far more likely to recruit his own agents; if a party contains a character from Q'barra, all the better.

THE TALENTA PLAINS

The people of the Talenta Plains have little interest in political machinations. Stories say that they draw straws to see who has to serve as an ambassador, but these rumors are false. In truth, they fight duels, with the losers being sent to the courts of the western nations. Ambassador R'tannan (N male halfling expert 3/fighter 2) attends diplomatic meetings and trade negotiations, but he is far more interested in gambling, especially on the many races that occur in the city.

The Talenta embassy has no direct connection with the Boromar Clan, House Ghallanda, or House Jorasco.

THRANE

The lords of Thrane still hold Queen Wroann responsible for the Last War, and relations between the two countries have never been warm—though this general distaste pales in comparison to the hatred the people of Thrane have for the Karrns.

Lady Anador ir'Laisha (LG female human aristocrat 7/cleric 1) monitors events in the city on

behalf of her nation, but rarely becomes actively involved in local affairs. She is devoted to the Silver Flame and attends services at the Cathedral of the Cleansing Flame. Blinded by her faith, Lady ir'Laisha trusts the Archierophant implicitly and angrily dismisses any suggestions that Ythana might be using the power of the Church for her own benefit. Lady ir'Laisha's devotion to the church is greater than loyalty to her country, and she may be manipulated into unknowingly assisting Ythana with a nefarious scheme.

VALENAR

The elves of the Valaes Tairn are warriors with a thirst for glory. They are never happier than when battling against overwhelming odds, honoring the spirits of their ancestors with spirit and song. While the High King signed the Treaty of Thronehold, the elves have not abided by its restrictions, and have continued to raid from Darguun to Karrnath. Someone has to appease the lords of the western kingdoms, to convince kings and princes that the actions of the elves pose no threat. This is the work of Daera Sorandal (CN female elf bard 9), a warrior who fights her battles with words. One of the finest diplomats in Khorvaire, Daera dances through the courts of the land singing a new song wherever she goes. In Breland, she emphasizes how the elves are weakening and distracting the dangerous hobgoblins of Darguun. In Thrane, she claims that the Valaes Tairn cannot sit by while the Karrn continue their evil ways. In Karrnath, she dismisses the attacks as the work of criminals and outlaws. She has a different story for every lord she visits—and so far, she has kept the nations from banding together against the elves.

There is no Valenar embassy in Sharn. An embassy would be a prison, and Daera Sorandal prefers to remain in constant motion, fighting a new battle every day. In Sharn, the Valenar are represented by Caerlyn's Blade, a mercenary troop based in the Bazaar of Middle Dura. When Daera comes to the city, she generally stays with these warriors. If adventurers need to do business with the Valaes Tairn, they should begin by speaking with Caerlyn Tyrell (CN male elf fighter 9), the commander of the Blade. If he can't help them, he may at least know where Daera can be found. Of course, he needs a reason to help them. Caerlyn will shed blood in exchange for gold, but his friendship cannot be bought—it must be earned. A character who defeats Caerlyn in a duel or a race, or even someone who challenges him and loses the contest, is more likely to receive help than someone who tries to buy information from him.

ZILARGO

The Zilargo embassy was built long before the Last War, to facilitate trade between Zilargo and Galifar.

Zilargo remained one of Breland's closest allies throughout the Last War, and that alliance is still strong today. Zil artificers and engineers produce many of their wares in the great factories of Breland, and the Brelish refineries sell much of their ore to Zilargo. Most of the time, the gnomes pay for these services with gold, jewels, or ships. But the gnomes are also masters of intrigue, and throughout the war the intelligence gathered by Zil spies was invaluable to the Brelish war effort.

Today, Khorvaire is at peace. But the Trust intends to be prepared for the next war long before it occurs. The embassy of Zilargo is a labyrinth of intrigue; almost everyone who works in the embassy has a secret secondary role, from the ambassador to the lowliest servant. A few of the more notable members of the embassy staff are described below, but it is always possible that there are other gnomes who are equally skilled—or even more skilled—hidden among the embassy staff. With the gnomes of Zilargo, nothing can truly be trusted.

The embassy staff includes the following remarkable individuals:

Tasho Mol Doras (N male gnome bard 4/expert 4), the ambassador of Zilargo, is a brilliant diplomat and ruthless negotiator. He is always looking for a way to get an edge over his political and mercantile opponents, and quickly seizes upon any sign weakness and exploits it. He is a skilled actor and can feign a wide range of emotions, but when the interests of his nation or family are at stake, he acts without mercy.

Doran Del Doras (N male bard 6/master inquisitive 4) is the true power in the embassy of Zilargo. Tasho is the ambassador, but Doran is the master of spies, and even Tasho follows his orders. Aside from the embassy staff—many of whom have 2 to 3 rogue, bard, or expert levels—Doran has contacts spread throughout Sharn and across Breland itself. He has permanent *Rary's telepathic bonds* that allow him to communicate with Madra Sil Sarin and his superior in the Trust in Korranberg.

Madra Sil Sarin (LE female gnome rogue 7/assassin 5) is the deadliest assassin in the service of the Trust. She is a disturbing enigma even to the other gnomes; she answers only to the Trust, and she has killed quite a few gnomes to preserve the secrets of the embassy. Doran can use his *telepathic bond* to request her services, but only the Trust can approve an assassination. It is important to remember this: while she is one of the most dangerous women in Khorvaire, she only acts if she has direct orders from Zilargo. She does not use her skills lightly or squander them on personal vendettas.

Madra spends most of her time under cover of *invisibility*, silently watching the city and waiting for instructions. With her *ring of sustenance* and *telepathic bonds*, she rarely needs to verbally or physically

interact with people (she uses *prestidigitation* to keep her clothing clean). She is often called out of Sharn to serve the Trust in other parts of Khorvaire—but it's usually impossible to tell. And, of course, there may be any number of additional Zil assassins hidden in the embassy waiting to be activated—though it is unlikely that any possess the skills or equipment to match Madra.

Cassia Lyrriman Dal (LN female gnome cleric 7) is a priestess of Aureon. Like Holas, she is

a supernatural spy, using *augury*, *divination*, *speak with dead* and other spells to help Doran gather information and formulate plans. She is fascinated by all religions, and whenever she encounters another adept or priest she tries to start a discussion about her own theories about the nature of the gods and the foundation of divine magic.

Doran Del Doras is always expanding his network of informants and spies, and any character—gnome or not—could be drawn into his web.

MADRA SIL SARIN

Female gnome rogue 7/assassin 5; CR 12; Small humanoid; HD 12d6; hp 45; Init +7; Spd 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +8; Grp +4; Atk +13 melee (1d3+1/19–20, +1 returning dagger) or +13 ranged (1d3+1/19–20, +1 returning dagger); Full Atk +13/+8 melee (1d3+1/19–20, +1 returning dagger) or +13 ranged (1d3+1/19–20, +1 returning dagger); SA death attack (DC 18), sneak attack +7d6; SQ evasion, gnome traits, improved uncanny dodge, low-light vision, poison use, spell-like abilities, spell use, trap sense +2, trapfinding; AL LE; SV Fort +4* (+6 against poison), Ref +13*, Will +4*; Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 14.

Skills and Feats: Climb +10, Bluff +15, Disable Device +17, Disguise +10 (+12 acting), Gather Information +8, Hide +18, Knowledge (local) +8, Listen +10, Move Silently +18, Open Lock +17, Search +15, Sleight of Hand +15, Spot +10, Use Magic Device +10; Combat Expertise, Improved Feint, Improved Initiative, Quick Draw, Weapon Finesse.

Languages: Common, Dwarven, Elven, Gnome.

Evasion (Ex): If Madra is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Improved Uncanny Dodge (Ex): Madra cannot be flanked and can only be sneak attacked by a character who has at least 16 levels of rogue.

Trapfinding (Ex): Madra can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Assassin Spells Known (caster level 5th): 1st—*disguise self*, *feather fall*, *jump*, *true strike*; 2nd—*darkness*, *fox's cunning*, *pass without trace*; 3rd—*misdirection* (DC 16).

Possessions: Arcane key, Heward's handy haversack, +1 returning dagger, ring of invisibility, ring of sustenance, thieves' eyes, 2 doses of *powder of silent passage*, 2 potions of cure moderate wounds, 2 potions of darkvision, potion of haste, potion of neutralize poison, everbright lantern, darkweave cloak, 3 masterwork daggers, masterwork heavy crossbow, masterwork studded leather armor, 1 vial of burnt othur fumes, 2 vials of deathblade poison, 2 vials of dark reaver poison, 4 vials of blue whinnis poison, 4 vials of oil of taggit, bedroll, grappling hook, spyglass, silk rope (50 ft.), masterwork thieves' tools, 60 bolts, 4 500-gp letters of credit, 3 sets of identification papers (all different). Madra only uses her crossbow for sniping attacks with poisoned bolts, and generally leaves it in her haversack.

Madra has permanent *Rary's telepathic bonds* that allow her to communicate with Doran Del Doras and her superior in Korranberg, and she has also received permanent *resistance*.

Generally, Madra is only seen when she attacks. If she can help it, she isn't seen at all; she strikes from the shadows and then becomes invisible the following round, before her opponents have a chance to locate her. She carefully plans out every attack, preparing specific poisons and spells for the assignment. She often uses *feather fall* to evade enemies if an attack fails, leaping off of a bridge and disappearing into the chasms of the city.

When Madra must interact with others, she uses Disguise and *disguise self* to conceal her true appearance; even Doran Del Doras does not know what she really looks like.

A small figure appears out of thin air. At first she seems to be a child wrapped in shifting shadows, but as you get a closer look you see that she is a gnome wearing a hooded darkweave cloak, her features hidden behind a darkweave scarf. She wears black studded leather beneath her cloak, and you catch the shimmer of steel as a dagger dances out of her hand and through the air.



Stop! Thief!" shouted the watch guard as he chased the fleeing gnome onto the skybridge. "Maybe later," Rooznar shouted back, realizing that the larger humans were gaining on him ...



LAW AND ORDER

In Precarious, a dwarf tries to smuggle a *portable hole* filled with treasures pilaged from Xen'drik past the guards of the Watch. In Clifftop, a patrol of guards calls on two dueling barbarians to throw down their weapons and surrender; the fierce warriors just snarl and fly at each other once more. In the court of Upper Central, a magistrate orders the Eye of Aureon to blind the prisoner in preparation for his sentence of perpetual darkness. The law is everywhere in Sharn. The question is whether adventurers oppose the forces of justice, or fight at their side.

USING THE LAW

It's a simple matter to ignore the law, aside from saying that the Watch shows up if adventurers begin to murder people in the street. But the use of law can add a great deal to a Sharn campaign, if the DM wants to go to a little extra effort. Crime, corruption, the black market—all of these things are meaningless if there is no force of law to define them. The threat of the law can force adventurers to rethink rash actions, such as combat on the streets in broad daylight. But there are a number of questions a DM should answer before bringing the law into play.

IS IT FUN?

Before bringing in the law, the DM should think about the situation. Could this happen in an exciting movie? A good book? Will the players have fun? Or is it simply going to slow things down, spoil the planned adventure, or otherwise ruin the fun for everyone involved?

As long as the situation makes a good story, it's worth doing. In a battle with the Aurum, dealing with corrupt guards and magistrates may be a central part of the story. Otherwise, the DM may want to give the party a break, describing how they manage to slip away just as the Watch arrives to investigate.

There are times when it may be worth dropping the full force of the law on the party, even if it's not

going to be fun for anyone. Ideally, the party should police themselves—taking into account the fact that the Sharn Watch exists, and considering the laws of the land. If they completely ignore the law and take no precautions, it may be worth it to have the Watch or the Redcloaks slap some sense into them. Having a *+2 flaming longsword* confiscated may be just what it takes to bring an out of control adventurer back to his senses. But having every adventure end with a trip to court won't be much fun for anyone—except the barristers, of course.

WHY BOTHER WITH HEROES?

If the DM is constantly bringing the law into play during city adventures, a problem comes up: Why does the city need heroes? Why isn't the Sharn Watch taking care of all the problems facing the city? This reflects back on the party as well—if the forces of the law are so sharp that they can catch the rogue adventurer every time he picks a pocket, why can't they help him when *his* purse gets cut? Here are a few options to work with.

Absence Makes the Heart Grow Fonder.

Sharn is a very large city, and there're only so many guards to go around. And those guards have routes to patrol and duties to perform; they can't simply drop whatever they are doing to investigate a vague rumor. With relatively few guards on the streets, the adventurers (or their enemies) just need to be careful to time potentially illegal acts to occur between patrols.

The Bad Side of Town. There are places in Sharn where the Watch won't go. The Cogs. Fallen. Hostel-home. If an adventure takes the party down into the Depths, the Watch won't be there—for better or for worse. To a lesser degree, this is true of any of the lower wards. There may be guards in Lower Menthis, but not as many as there are in Upper Menthis—and a Watch officer who leaps to the defense of a noblewoman might look away when someone beats a flea-bitten goblin in the street.

Love of Money. Sharn is rife with corruption. The captains of the Sharn Watch are largely on the payroll of the Boromar Clan, and half of the

members of the Watch have done muscle work for the Boromars. Guards who are on the take look the other way or wander off when something bad happens. This is a case where the guards can do favors for the villains that they won't do for the adventurers. Just because a guard takes gold from the Boromars doesn't mean that he'll turn on them for a platinum piece. The Boromars have reputation and history, and the guard knows that 1 gp a month adds up over the years. Money's no good to a dead man, and as far as the Watch is concerned, that's what you become if you cross the Boromars.

Jurisdiction, Trust, and Courage. If an adventurer with no history in Sharn comes in and says "There's a mind flayer in the Cogs!" he probably receives one or more of the following responses:

"Sure there is. Lay off the mead, pal."

"Good for him. Maybe he'll eat a few of those goblins stinking the place up."

"I don't have the soldiers to spare, and even if I did, that's a job for the King's Citadel."

Few guards are going to go out of their way to challenge powerful monsters. One reason that the Watch has generally left Daask alone is that most guards are terrified by the thought of fighting a medusa or a troll. Even if the guard captain believes she can defeat the creature, she'll need to balance the damage it's causing with the number of guards she'll lose in the battle. One member of the Watch counts for a lot of Cog goblins, at least to the captain's mind!

Power. When it gets down to it, the Watch has numbers, but they lack skill. Most guards are 1st- or 2nd-level warriors. By the time the adventurers reach 4th level, they are remarkable individuals who

can take on enemies who would defeat an entire platoon of guards. While the guards have access to the Redcloak Battalion, this is supposed to be a true weapon of last resort, and a commander who calls them into service will be humiliated and potentially chastised. Likewise, most commanders are loathe to bring the King's Citadel into their investigations. As a result, most of the Watch commanders look for a few talented independent operators who can quietly solve problems and get things done—basically, a party of capable adventurers.

WHO IS PROTECTED?

Breland adheres to the Galifar Code of Justice. Currently, the protection of the law is extended to all citizens of the 12 nations recognized by the Treaty of Thronehold and all members of the dragonmarked houses. This notably excludes Droaam and the Shadow Marches, although Marchers or Droaamites in the employ of House Tharashk are protected. As a result, creatures from Droaam are not protected by the law unless they are working for House Tharashk. All beings are expected to abide by the laws of the city, so while there is technically no legal penalty for killing a Droaamite gnoll, the gnoll is held accountable if he murders a Brelish citizen.

Undead are also excluded from the protection of the law, regardless of whether or not they are intelligent. Once a creature has died, he no longer has any status in the eyes of the law.

The warforged are protected due to rights granted them by the Treaty of Thronehold, but getting the representatives of the law to always enforce this protection is tricky.

ALIGNMENT AND JUSTICE

Can a lawful good character break the law?

Yes, she can—if she has good reason. A lawful alignment indicates a belief that order and structure are a valuable part of society. However, if a character is visiting a society whose cultural values are distinctly different from her own, she is not required to adhere to those laws. A tribe of barbarian giants in Xen'drik may have a law stating that whenever newcomers arrive, they must select one of their party, kill him, and eat him. A lawful giant from this culture would be expected to take this seriously—but a lawful character from Sharn would consider this to be abominable. Likewise, Cavallah the ogre mage is lawful evil, yet she is in charge of a criminal organization. Her lawful alignment reflects her adherence to the laws and decrees of the hags of Droaam, along with her

tendency to maintain strict discipline among the members of Daask.

Alignment is only intended to be a general guideline to personality and behavior, especially in *Eberron*. Alignments are extreme viewpoints, and people often stray from the path. So a lawful character can break the law, if she has to. But given the choice she would prefer to respect the structures imposed by society. A chaotic character takes the opposite view. He may decide that a particular law serves a useful purpose, but in general he feels that complex systems of codified laws restrict the freedoms that are a vital part of life. Chaotic good cultures believe that people are capable of governing themselves and making the right decisions; chaotic evil folk just want to do what they want with no consideration for others.

BREAKING THE LAW

As a civilized city bound to the basic tenets of the Brelish law and the Galifar Code of Justice, Sharn has a fairly typical set of laws. While many crimes are obvious, a character can always make a DC 10 Knowledge (local) check to establish the legal status of a specific action.

Common crimes are described below. The DM should use these as guidelines if he wishes to expand the list.

CRIMES OF AGGRESSION

Some of the most serious crimes under the law are those actions that bring direct, physical harm to another person.

Assault and Battery: The consequences of unarmed brawling depend on class. In lower class districts, the law completely ignores brawling. An innkeeper may throw a rowdy barbarian out of the inn, but the guards simply don't have time to follow up on every bar fight.

In a middle-class neighborhood, the consequences depend on who is involved in the fight. If two laborers get into a fight, the guards don't care—but if a seedy adventurer punches a respectable barrister, that's another story. Officers of the Watch break up any fight involving respectable citizens. This is a minor offense that can be handled by a sergeant of the Watch. A mark is made on the identification papers of the guilty party. He is fined 5 sp for each assault charge shown on his papers. Finally he is escorted out of the district and ordered to stay away for at least one day. If the character doesn't have gold or identification papers, he is taken to the local garrison and assigned to labor detail. Generally guards do not investigate any sort of assault that they did not personally observe.

An upper-class district follows the same guidelines as middle-class. There are more guards on the

streets of an upper-class neighborhood, so a brawl is more likely to be spotted and stopped.

Armed Assault: Once people start inflicting lethal damage on one another, a brawl becomes more serious. Guards rarely investigate armed assault in lower-class areas, provided that both parties survived (if not, it's murder). But they certainly do break up fights that they observe and fine the aggressors. The fine increases to 10 gp per offense, and a character with three or more marks on his record may be sent to the garrison and held for trial. It is also common policy to confiscate the weapon of the aggressor, which could be a far more serious loss to a high-level adventurer.

Assaulting an Officer: Attacking an agent of the law is always a bad idea, and anyone captured after such a battle is held for trial.

Murder: Murder—the theft of life—is a serious offense. A murderer who is taken by the Watch is held for trial, and execution is certainly a possible punishment. However, this assumes that anyone reports the crime, and that the guards consider it worth the time to investigate. Self-defense is a strong mitigating factor; if the party is attacked by a group of Daask gnolls and kills them, the Watch won't try to track them down and hold them accountable. Likewise, the identity of the victim plays a major role in determining punishment. The murder of a city councilor likely results in execution; the death of a goblin gambler probably never reaches court.

Dueling: There is a long tradition of dueling in Khorvaire, especially in Karrnath and Thrane. In adventurers' quarters, duels are taken quite seriously; people help the combatants find a safe place to duel, and people who refuse what is seen as a valid challenge suffer a significant loss of face in the district. Most duels are fought to first blood (10% of a duelist's hit points) or until a combatant chooses to yield, but duels to the death are not unheard of.

CRIMINAL RECORDS

In Sharn, it can be very important to have identification papers, a laborer's license, or traveling papers—some proof of residence and citizenship. When a character is apprehended as a suspect in a crime, the sergeant of the Watch demands to see identification. For many minor crimes, the sergeant makes a note of the crime on the paper and assesses a fine based on the number of previous offenses. If the character does not have any form of identification, the Watch treats him with considerable suspicion. Fines are usually increased to five

times the basic amount, on the assumption that the character is a repeat offender, and the character might be held at the garrison while the matter is investigated further.

There are any number of people in Sharn who sell false identification papers (using paper notarized by corrupt heirs of House Sivis), so it is certainly possible to leave a criminal past behind—though possession of forged identification is itself a crime.

However, the Galifar Code of Justice provides no exceptions for dueling. The Sharn Watch considers duels to be assault with two guilty parties, potentially armed assault or even murder depending on the nature of the duel and whether it is interrupted in time.

While most duels are centered on combat, duels based around displays of skill or magical prowess also occur. Thieves may select a single wealthy target and see who can steal the richest jewel without being noticed.

CRIMES OF DECEPTION

Deception is stock in trade for criminals, almost a prerequisite for any other sort of crime. In some cases, however, the deception itself is the crime.

Forgery: Counterfeit coins and false identification papers are the most common forms of forgery, but there are many others. For minor offenses, a guard simply confiscates the counterfeit goods and applies a fine with a value appropriate to the damage caused by the crime. Using forged identification papers carries a standard fee of 10 gp. Participation in a counterfeiting ring or forgery of a more serious nature results in the character being held for trial, with major fines, branding, and exile as possible punishments.

Fraud: Technically, fraud is “deliberate deception with the intent to cause injury to another.” This covers a wide array of crimes, from oath breaking to selling false goods to what the Galifar Code of Justice

calls “Counterfeit of Identity with Criminal Intent”—a charge typically brought against changelings.

There are a few factors that determine the degree to which the Sharn Watch pursues a fraud investigation. First, how much damage was done? The guards won’t bother with a charlatan selling supposed beholder eggs for 5 cp apiece, but a false alchemist selling worthless “healing potions” for 750 gp may run into trouble. If some form of concrete damage cannot be shown, the case certainly won’t be investigated.

The next questions that need to be answered are where the crime took place and who was involved. Scams that occur in the lower wards are rarely investigated; people who stay in Dragoneyes or Hostelhome are asking for trouble. And as is usually the case in Sharn, the guards typically protect the wealthy at the expense of the poor.

Cases of fraud generally need to be resolved in court; fines, branding, or exile are the usual punishments.

Slander: Currently, slander is not a crime under the Galifar Code of Justice. If a bard pens a satirical song about Kalphan Riak, he won’t have a lawsuit on his hands, though he might have to deal with the wrath of the merchant prince.

CRIMES OF PROPERTY

It is far more common for criminals to steal, harm, or smuggle property than people. Crimes of property are both more common in the city and less serious under the law.

TAKING SIDES

A wealthy nobleman starts a fight with one of the adventurers. After a few blows have been exchanged, a Watch patrol comes around the corner. The guards put a stop to the battle, and the sergeant asks for an explanation. What happens next?

Unfortunately, Sharn is a very corrupt city. The soldiers of the Watch and the Guard respect people who appear to be wealthy, and are happy to accept bribes. In any sort of “your word versus mine” situation, each side in the conflict should choose one member to make a Diplomacy or Bluff check; the guard accepts the word of the side that gets the better result. The modifiers below apply to a character’s check:

Bribes also help. A character gets a +1 to the roll for every 2 gp he slips the guard up to 10 gp (for a +5 bonus). Each additional 10 gp adds another +1 to the roll, up to 50 gp (for a +9 bonus). Thereafter, every 25 gp adds another +1 to the roll. So a bribe of 125 gp provides a +12 bonus.

These are guidelines, and the DM can always adjust them based on the specific guard involved. A sergeant who is a shifter, half-orc, warforged, or changeling usually gives a +2 bonus to members of his own race.

The guards of Tavick’s Landing do not accept bribes and are not positively influenced by clothing (the –4 penalty for wearing peasant clothing still applies).

Situation	Modifier	Situation	Modifier	Situation	Modifier
Resident of upper ward	+6	Each impartial witness	+2	Warforged or changeling	–2
Wearing royal outfit	+6	Wearing courtier’s outfit	+2	Wearing peasant outfit	–4
Wearing noble’s outfit	+4	Shifter, half-orc, or goblinoid	–1	Resident of lower ward	–4
Member of dragonmarked house	+3	Wearing traveler’s outfit	–2	Monstrous humanoid	–4
Ecclesiarch	+3	Non-resident	–2	Not a citizen of Breland	–4

Theft: Theft is the most common form of crime in Sharn. It's said that every minute someone picks a pocket or cuts a purse, though this is undoubtedly an exaggeration. For minor offenses where the stolen property is returned, the thief must pay the victim twice the value of what he stole. If the item cannot be returned, the fine may rise as high as ten times the value of the item that was lost, with hard labor if the fine cannot be paid. Branding and exile are common punishments for repeat offenders.

Smuggling and Contraband: Characters who sell or possess prohibited goods can find themselves in trouble with the law. Typically, contraband goods are confiscated and the criminal is ordered to pay a fine of up to twice the value of the contraband. Large smuggling operations may result in greater fines, along with branding and exile.

Treasure Hunting: Under the Galifar Code of Justice, it is illegal to plunder and sell the relics of past civilizations for personal gain. So, treasures recovered from Xen'drik, the Depths, or similar locations are actually contraband goods, and the Wharf Watch searches all vessels returning from Xen'drik for treasures.

There are a few ways that adventurers can avoid having their hard-won treasures confiscated. If they wish to work within the law, they can purchase a letter of marque from the Wharf Watch. A letter of marque costs 500 gp and lasts for one year. A letter of marque covers a single region, such as Breland or Xen'drik.

When an adventurer attempts to sell recovered goods or passes through customs, he must produce a valid letter of marque for the region where he obtained the recovered goods. Characters who wish

to keep these treasures must purchase a record of legal acquisition, a notarized resilient document that provides a brief description of the object and its owner; a single record can describe up to six different objects.

The need for letters of marque is one reason that adventurers may seek patrons to sponsor their expeditions; Morggrave University has standing letters of marque for almost anywhere adventurers might go. However, an adventurer could choose to avoid the law altogether. Fences throughout Cliffside and the city are happy to make contraband treasures go away, and a good forger can produce letters of marque at a far more reasonable price (typically 25 gp). An adventurer found using forged letters of marque is fined 1,000 gp and blacklisted by the Wharf Watch, which prevents him from acquiring letters of marque in the future.

MISUSE OF MAGIC

The Galifar Code of Justice includes strict guidelines for the use of magic, as laid down by the Arcane Congress in ages past. These include the following:

Use of any spell that can inflict physical harm on another being—from *magic missile* to *finger of death*—is considered to be armed assault. This includes spells that permanently incapacitate a target, such as *flesh to stone*. Careless use of fire magic is treated especially harshly, due to the significant threat of property damage. If a *summon* spell conjures a dangerous creature that harms another person, the conjurer is liable for the actions of the beast.

Spells that incapacitate a target—such as *sleep*—are treated as simple assault.

WHAT'S ILLEGAL IN SHARN?

The following items are considered to be contraband in Breland:

- Absentia (page 160)
- Dragon's blood (page 161)
- Dreamlily (page 161)
- Most addictive substances (DM's discretion)
- Blank pages notarized by House Sivis
- Any poison that can inflict more than 1 point of Constitution damage, permanent damage to any ability, or more than 1d6 damage to any ability.

Other items are not actually illegal, but are restricted. These items can only be sold to members of the royal military or the Sharn Watch. Possession of a restricted item is not illegal, but the Watch will want to know why the character has the item, and if

the explanation is insufficient it may be confiscated. Restricted items include:

- Any bane weapon that affects a humanoid creature type.
- Any type of poison that is not actually outlawed.
- Any magic item (including scrolls or wands) that reproduces the effects of any of the following spells: *cloudkill*, *chain lightning*, *circle of death*, *cone of cold*, *contagion*, *delayed blast fireball*, *disintegrate*, *finger of death*, *feeblemind*, *fireball*, *flesh to stone*, *greater shout*, *horrid wilting*, *ice storm*, *imprisonment*, *incendiary cloud*, *insanity*, *invisibility* (including *greater invisibility*), *lightning bolt*, *meteor swarm*, *Mordenkainen's disjunction*, *phantasmal killer*, *poison*, *polar ray*, *power word kill*, *soul bind*, *sunburst*, or *weird*.

Spells that tamper with the thoughts of another being—*charm person*, *suggestion*, *fear*—are considered to be a form of fraud.

There are also a few more obscure laws. House Ghallanda has the sole right to make use of *heroes' feast* or *Leomund's secure shelter* within the city limits. *Rope trick* and *Leomund's tiny hut* can only be used in private rooms. *Knock* can only be used by or on behalf of the legal owner of the locked item.

The problem with magical crimes is that the burden of proof falls on the accuser. Can she prove that she was *charmed*? The Blackened Book only investigates high-profile cases that have resulted in major damages. Otherwise, if spell use cannot be proven, the crime is not prosecuted.

The forces of the law are authorized to use any form of magic in pursuit of their duties.

TREASON

The accusation of treason against the Brelish Crown or the city of Sharn is a serious matter. The Guardians of the Gate handle the investigation of treason, and the King's Citadel generally becomes involved if the accusation is serious. Treasonous behavior can include:

- Conspiracy to harm a city official or member of the Brelish Parliament or Royal Court.
 - Conspiracy to steal or damage property of the Crown or the government of Sharn.
 - Espionage on behalf of a foreign government.
- While these are the most common categories, the agents of the King's Citadel can extend the umbrella of treason to cover any activity they see as threatening the security of Breland. Crimes of Treason are tried under the authority of the King's Citadel, without access to a jury. Depending on the magnitude of the crime, treason can result in exile, indefinite imprisonment, or even execution.

LOCAL LAWS

Occasionally individual districts or wards have their own laws. Upper Tavick's Landing has a substantial set of local laws, described on page 87.

THE FUGITIVE FROM JUSTICE

Even if an adventurer commits a crime, it may not be investigated or prosecuted. Activities in the lower wards are generally ignored, as are the actions of the major criminal powers in the city. However, if the party performs a major crime or enough small crimes, the forces of the law may choose to hunt them down.

Initially, all branches of the Watch receive descriptions of the characters. The inquisitives employed by the Watch use Investigate, Urban Tracking, and their network of contacts to try to identify and locate the fugitives. For major

crimes, experts from House Phiarlan or House Tharashk are brought in and *scrying* or *locate creature* are employed.

It is quite possible that the party is too powerful for a Watch patrol to engage and defeat. Initially, patrols that encounter fugitives call on the criminals to surrender; resisting arrest adds to the severity of the charges. If the Watch does not have the power to bring fugitives to justice, more powerful forces are brought to bear. The Redcloak Battalion is an elite unit that can be employed against major threats to the city. The Blackened Book is an arm of the Watch trained to track and contain dangerous spellcasters. However, guard commanders often prefer to use their own agents, and more often than not the Watch hires adventurers to capture adventurers. Most commanders maintain contacts in Clifftop and Deathsgate, and there are many adventurers who appreciate the gold to be gained through bounty hunting.

JURISDICTION

The Sharn Watch and its subordinate branches have the authority to enforce the laws of Breland throughout the city of Sharn. The agents of the King's Citadel stand above the Watch, and can assume control of any criminal investigation at any time. Members of the Watch are expected to provide agents of the Citadel with their full support. The Citadel generally only takes control of cases involving treason or espionage, but anything that could pose a threat to Breland falls under their domain.

Beyond the Watch and the Citadel, there are a number of forces that can enforce the law under special circumstances. The dragonmarked houses are extranational entities, and a house has the authority to investigate crimes that have damaged its property, members, or interests. However, once a criminal is brought to justice, he must be turned over to the Watch and given a trial in the Brelish courts. House Deneith has a greater mandate; its Sentinel Marshals are empowered to enforce the law across all of the nations recognized by the Treaty of Thronehold.

Finally, the churches have limited jurisdiction. The knights and paladins of the church templars of the Silver Flame are allowed to "do battle with inhuman forces of darkness as it is necessary to protect the peoples of Khorvaire." This is a privilege as opposed to a right, and local law enforcement agencies are not required to acknowledge the authority of the Flame; the exception to this is in the actual churches of the Silver Flame, where the word of the Church Ministry supersedes all local law. Priests and paladins of the god Aureon have no official authority, but they are generally respected by officers of the law

and are excellent candidates when the Watch is looking for help.

LIVING ON THE LAM

When a character is up against the wall, he has a number of options. Assuming he doesn't intend to give himself up, he can flee, hide, or assume a new identity.

Most crimes are only prosecuted within Sharn. If the criminal flees the city, he is safe. The guards posted at Terminus, Wroann's Gate, and Cliffside watch for reported criminals, but the Cliffside guards are particularly susceptible to bribery. It is up to the DM to decide how much time must pass before the character can safely return; a minor crime may be forgotten within a week, while the guards may continue to watch for the murderer of a city councilor for years. In the case of a particularly vile crime, the Citadel brands the character as an outlaw and sends descriptions out to all of the major cities in Breland, so the character must avoid large cities and metropolises or leave Breland. In the case of treason or truly terrible crimes, the Citadel may send House Deneith Sentinel Marshals or House Tharashk bounty hunters to track the character across Khorvaire. Darguun, Droaam, and Q'barra are the most common havens for fugitives, as these nations are notorious for harboring criminals.

Within Sharn, there are many places to hide. The Watch avoids Lower Dura and the Cogs, and Khyber's Gate and Fallen are two districts that provide safe havens for fugitives from justice.

If the character can afford it, the best option is to create a new identity. This is a specialty of the Tyrants, and a character in need of a new life can seek it out at the Shifting Hall in Dragoneyes. In addition to a physical transformation, the Tyrants can provide a character with new identification papers or other forms of documentation, and can even supply changeling hirelings to play supporting roles in the character's new life. These supporting characters cost 15 gp/day, increased to 50 gp/day if the position places the hireling at risk of physical injury. The Tyrants take great pride in their work, and never reveal the secrets of a transformed client; they do not even keep written records of his original identity.

FACING THE MUSIC

The officers of the Watch can levy fines on the spot and thus deal with minor crimes. In the case of a major crime, a character is transported to a garrison and held as a prisoner until a trial can be arranged. A criminal who is considered to be a significant flight risk is taken to the Citadel of Central Plateau, the headquarters of the King's



Searching for a fugitive

Citadel and a maximum-security prison. There is no system of bail, but the character is allowed to make arrangements to acquire a barrister.

EVALUATION

Each of the garrison districts of Sharn contains a courthouse where cases are tried. It usually takes 1d6–1 days for a character's case to come to the attention of the local magistrate. At this time, the character is brought before the magistrate and placed upon an *eye of Aureon* (see page 169); the magistrate reviews the facts of the case and asks the witness to confirm or deny her role in the crime. The magistrate has the power to dismiss the case or to offer a deal to the accused, typically a fine or the option of exile; if the character refuses the offer, the case proceeds to trial.

TRIAL BY JURY

Under the Galifar Code of Justice, the courts of Sharn presume innocence, and allow for a trial by jury. Jury members are selected from among the citizens of the ward and serve for a week at a time, earning 1 sp/day for their services. A Brelish jury is comprised of nine people, and the majority rules; a unanimous verdict is not required.

During the course of a trial, witnesses are called to stand upon an *eye of Aureon* and recount the events surrounding a crime. The barristers for both parties present their claims and appeal to the jury, which makes the final decision. The magistrate then sets a punishment in accordance with the Galifar Code of Justice.

When a witness testifies, he is asked to remove all rings or jewelry, along with anything else that could provide magical protection against *zone of truth*. The magistrate is advised by a perceptor, a low-level magewright equipped with a *pendant of mystic warning* (see page 170); the perceptor monitors the court for any use of magic, warning the magistrate if anyone attempts to use magic to disrupt the proceedings.

THE WAGES OF SIN

A party of adventurers clashes with an Aurum mastermind and sends him to a richly deserved grave. But another member of the Platinum Concord sees to it that the heroes are brought to trial for this so-called murder and ultimately they are convicted. What happens next?

This section describes a few of the more common forms of punishment used by the courts of Sharn. It is up to the DM to decide how severe the punishment should be based on the nature of the crime. As with any use of the law, the challenge is to find a way for the punishment to enhance the adventure and challenge the party as opposed to ruining the story.

IMPRISONMENT

Long-term incarceration is rarely used as a form of punishment in Breland. Prisons are primarily used as holding cells, keeping criminals contained until a case can go to trial and a final punishment can be decreed. If a prisoner is deemed too dangerous to be allowed to roam free, she is usually executed; Breland has just emerged from a century of war, and death is a reality of the world. There is only one situation in which an extended prison sentence would be warranted: If the prisoner cannot be allowed to go free and if his death would have major repercussions. For example, if a cousin of Queen Aurala of Aundair committed a serious act of treason, his execution could provoke Aundair to renew the war; instead, he would be held in the Citadel, while King Boranel contacted Aurala and demanded reparations for the crime. A lengthy prison sentence could also occur if a trial fails to resolve doubts about the crime; the magistrate can rule that the accused be detained while a further investigation occurs.

FINES

Fines are the most common form of punishment used by the courts of Sharn. The fine is based on

LEGAL DEBATE

While circumstances can be an important mitigating factor, the fact of the matter is that the skill of the barrister plays the most important role in the outcome of the case. Over the course of the trial, each barrister makes three Profession (barrister) checks; compare the results, with the higher total winning the round. Whoever wins two out of three rounds wins the case.

The DM should modify these rolls based on the circumstances of the case. If the jury is hostile,

the prosecuting barrister receives a +1 to +5 circumstance bonus; if the jury is friendly, the defending barrister receives this bonus. A barrister with at least 5 ranks of Bluff or Diplomacy receives a +2 synergy bonus on his check; these bonuses are cumulative. There is no rule stating that a recognized barrister must represent a defendant, so a character can choose to speak in his own defense or to appoint a friend as his advocate.

the nature of the crime, but the magistrate has leeway to raise the amount of the fine to ensure that it actually serves as an effective punishment. For a commoner, a 10-gp fine is crippling; for an experienced adventurer, it is trivial, and the magistrate ensures that the criminal feels the loss. What may hurt adventurers more than fines of gold is confiscation of items; weapons, armor, wands, and similar treasures may be taken away if a character is convicted of using them in a criminal manner. This can allow the DM to force a party to rebuild its strength after losing powerful items—or the characters can make an adventure out of breaking into the vaults of the Citadel to reclaim their impounded goods!

HARD LABOR

If a convicted criminal can't afford to pay a fine, he is assigned to work off his debt in a chain gang.

There are a number of city-owned workhouses throughout Sharn, including the Bazaar of Dura and the Ashblack foundries. The work is extremely unpleasant, and the prisoner pays off his debt at a rate of 1 sp/day.

BRANDING

Repeat offenders are often marked with a symbol that warns others about their criminal tendencies. In the past, these marks were made with branding irons. In this more civilized age, a House Sivs heir inscribes the mark using a *pen of the living parchment* (see page 169). Marks are either placed on the forehead or on the back of the right hand, and guards often demand that suspicious strangers remove their gloves and show the backs of their hands. A criminal's mark causes most law-abiding citizens to have an unfriendly reaction to the character, and he may be refused service at respectable businesses.

PRISONS OF SHARN

There are five prisons in Sharn—one in each of the garrisons of the Sharn Watch, and the high-security prison in the Citadel of Central Plateau.

The garrison prisons are designed to hold prisoners until trial, and are not intended for long-term use. Each prison contains 10 separate cells, each of which can hold 8 prisoners. Spellcasters, monks, or other characters considered to be high escape risks are chained to the wall using masterwork manacles (hardness 10, 10 hp, break DC 28, Escape Artist DC 35, Open Lock DC 30), and suspected spellcasters are usually gagged. Each cell has an iron door (hardness 10, 60 hp, break DC 28, Open Lock DC 40) and thick stone walls (hardness 8, 180 hp, break DC 40). Typically, a prison is guarded by a 5-person Watch detail.

The prison of the Citadel is designed to hold dangerous prisoners for extended periods of time. The first security measure is simple: height. The prison is located at the top of the tower, and there is a 500-foot drop between the entry chamber of the prison and the observation deck below. The only access is via a magic lift that is open on the sides and can hold a maximum of six Medium humanoids. There are four sniper posts 150 feet up from the observation deck, each home to a 2nd-level fighter specialized in archery; these snipers have a clear view of the lift and can shoot at prisoners attempting to escape as the lift descends. The lift moves quite slowly—10 feet per round—giving the snipers and guards on the ground a considerable amount of time to prepare or to attack escapees. In addition to the four snipers, the observation deck is guarded by a

Watch post and a countermage from the Blackened Book—a 4th-level abjurer equipped with a *wand of dispel magic* and a *wand of force hammer*. A central column in the observation deck includes a *crystal ball with telepathy*, which is used to monitor the cells of the prison and to communicate with the guards. The *crystal ball* was created as part of the stone column, which is itself fused with the floor of the chamber; it cannot be removed.

The bottom level of the prison contains the guard barracks. Four Watch posts are stationed at the prison, along with another 4th-level countermage, a 5th-level cleric of Aureon (who maintains the *glyphs of warding*), and four Vadalis-trained horrid wolves. At any given time, one of the posts is off duty, while the other three patrol the upper levels. The second level contains the mess hall, recreation area, and bath hall. The third and fourth levels hold the prisoners. There are twenty-five cells on each level, each capable of holding up to four Medium prisoners. The walls are 2-foot-thick stone (hardness 8, 360 hp, break DC 45). All of the doors are locked with *arcane seals*; the doors on the third level are steel (hardness 10, 60 hp, break DC 28), while those on the fourth level are forged from adamantite (hardness 20, 80 hp, break DC 48). The hallways contain *glyphs of warding* holding *blindness* spells (save DC 15).

Spellcasters, monks, and characters considered to be high escape risks are kept in masterwork manacles, just like in the garrison prisons. In addition, the guards have access to ten sets of *wizard's manacles*—four each of Small and Medium, and two sets of Large manacles.

However, in the bad parts of Sharn a criminal mark is a badge of honor, and other criminals often treat marked men with more respect.

MYSTICAL PUNISHMENT

The clerics of Aureon may be called upon to use magic to punish wrongdoing. A few spells are often used as punishment.

Bestow curse is a common form of magical punishment used against repeat offenders. A –4 penalty to attack rolls, saves, ability checks, and skill checks can prove to be a serious setback to muggers, con artists, and pickpockets alike.

Blindness/deafness is occasionally used as a form of punishment. Most often *blindness* is applied to dangerous prisoners who are going to be incarcerated in the Citadel; the magical handicap is simply one more way of preventing escape.

In high profile cases, High Priest Phthaso Mogan may be called in to place a *mark of justice* on the criminal. This is often used as an alternative to prison when guilt is still in question; if the accused character stays on the righteous path, the mark is never triggered.

EXILE

Exile is considerably more common than long-term incarceration. Depending on the severity of the crime, the character may be exiled from Sharn or from Breland itself. In either case, the victim is marked with a *pen of the living parchment* (see page 169) to indicate his status, and if he returns after exile he may be executed or sentenced to an extended period of hard labor.

OUTLAW

A criminal who has proven himself unfit to be a member of society, yet who is not deemed worthy of execution, may be branded as an outlaw. An outlaw is stripped of the protection of the Galifar Code of Justice, and anyone may do anything they like to him without fear of legal retribution. He may be beaten, robbed, or even killed with no consequence. While the status of exile generally only affects the character in one nation, the mark of the outlaw is recognized in all of the Five Nations, and any nation that respects the Galifar Code of Justice looks suspiciously on exiled outlaws. As a result, outlaws usually congregate in Darguun, Droaam, the Shadow Marches, Xen'drik, the Lhazaar Principalities, and Q'barra—nations that either ignore the Galifar Code or that believe a man can overcome a criminal past.

EXECUTION

Executions are rare, but the magistrates are always prepared to eliminate a criminal who is seen as posing a serious ongoing threat to the community.

Typically, the death sentence is only invoked for murder or treason of the highest degree. Hanging is the standard form of execution, but criminals (notably warforged criminals) have been beheaded in the past.

SPECIAL SERVICES

Adventurers are generally remarkable, highly talented individuals. People in power—city councilors, guard commanders—often keep an eye on skilled adventurers. Such people often have jobs they need done—often shady tasks they can't afford to be openly associated with—and adventurers seem ideally suited for this sort of work. As a result, a party charged with a crime may be approached by an influential personage before trial and given a choice. If they perform the requested task, the slate is wiped clean. If not, the VIP uses her power to ensure that the upcoming trial goes poorly for the adventurers. Shadier individuals—such as Councilor Thurik Davandi of Upper Menthis or Commander Lian Halamar of Upper Dura—may frame the party as a way of forcing them to perform a special service.

THE FORCES OF THE LAW

Inevitably, adventurers who spend a significant amount of time in Sharn cross paths with the forces of the law. Heroic adventurers may be called upon to help in the pursuit of justice, while amoral or down-on-their-luck PCs may run afoul of the law. This section provides an overview of the organizations that enforce the law: the forces that adventurers may fight alongside of or against, depending on their motives.

THE SHARN WATCH

The Sharn Watch is the overarching organization that enforces the laws of the city. The sentinels of the Watch patrol the streets of Sharn, ever vigilant for signs of unrest. Unfortunately, the Sharn Watch is riddled with corruption, from the commanding officers down to the patrols. There are a few dedicated guards who truly want to protect the innocent. But bribery runs rampant, and the watch has a way of never showing up at the same time as Daask or the Boromar clan. And aside from the general problems of greed, cowardice, and corruption, the watch commanders focus their forces on protecting the wealthy and powerful citizens of the city. The lower levels of the towers are lightly patrolled, while the only guards seen in the Cogs are assigned to specific locations that are vital to the welfare of the city. So the streets of Skyway are quite safe—but the character who runs into a band of angry ogres in the Cogs shouldn't expect to see any help from the Watch.

While the majority of the members of the Watch are simple street pounders, there are also a few elite divisions within the organization that have special duties. A few of these groups—such as the Blackened Book and the Guardians of the Gate—are described below. Other less interesting branches include the Wharf Watch, who oversee trade and taxation (despite the name, they operate throughout the city); the Cog Guards (who patrol the reservoirs and most critical areas of the sewer systems), and the Goldwings, an air cavalry unit who use Vadalis-trained hippogriffs to scout for trouble and to respond to mid-air crimes.

The central administration of the Sharn Watch is housed in the Citadel, the hulking fortress in Ambassador Towers that contains the Sharn Prison and the headquarters of the King's Citadel. The bulk of the Watch is divided up between four garrison districts: Daggerwatch in Upper Dura, Warden Towers in Middle Menthis, Sword Point in Middle Central, and Black Arch in Lower Tavick's Landing. Each garrison has its own commander, and these officers have a considerable amount of leeway in how they interpret policy.

Any commander can call on the Blackened Book, the Sharn Guard, or the Goldwings for assistance. In dire situations, they can contact the Redcloaks or the King's Citadel. But in practice, these elite units aren't called into play that often. As a general rule, the commanders of the Watch are only interested in maintaining the status quo and protecting the wealthy. As long as things are quiet on the surface, the Watch rarely goes searching for trouble. Even in times of crisis, most commanders prefer use personal agents to quietly resolve situations as opposed to bringing in the Redcloaks or the King's Citadel.

Prominent NPCs

Lord Commander Iyan ir'Talan (LN male human aristocrat 5/warrior 3) is an administrator first and a warrior second. While Iyan is not as corrupt as many of his officers, he has no interest in purging the evil; he is comfortable in his position, and as long as the wealthy elite of the city are kept safe and happy, he feels that he has done his duty.

The Daggerwatch garrison of Upper Dura is under the command of Lian Halamar (LE male halfling fighter 3/rogue 3). Lian's connections to the Boromar Clan helped him rise to his current rank, but he is not a puppet to his halfling brethren. Lian presses the Boromars just hard enough to make sure they keep up their regular payments. As a result, parties might get lucky and receive some help from the Watch when fighting Boromars. But more often than not, the Watch is nowhere to be found during major Clan operations. Recently, the Boromars have been pressing Lian to take stronger



action against Daask, but the halfling has no interest in getting caught in the middle of the crime war erupting in the lower towers.

Belew Yorgan (LE male dwarf warrior 3/fighter 5) commands the Sword Point garrison in Central Plateau. He is a greedy, sycophantic man who struggles to curry favor with all of the powers of Central Plateau at once, but he is actually a highly effective commander; as a result, Upper and Middle Central are two of the safest wards of the city.

In Menthis, the Warden Towers garrison is under the command of Silaena Cazal (LE female elf evoker 3/warrior 4). Silaena has served on the Watch for over a century, and in that time she has spread her net of graft and extortion across the plateau. The people of Upper and Middle Menthis are well protected—provided they make their payments on time. Silaena's mother was expelled from House Phiarlan for possessing an aberrant dragonmark, and ultimately committed suicide. As a result, Silaena despises the dragonmarked houses—she takes every opportunity to make life difficult for one of these aristocrats. While Silaena does not possess an aberrant mark of her own, she is still angry about what happened to her mother and has begun to secretly assist House Tarkanan.

Iyanna ir'Talan (LG female human aristocrat 4/fighter 2) commands the Black Arch garrison in Lower Tavick's Landing. The daughter of the Lord Commander, Iyanna is the only commander with an actual interest in helping the people. Over the last two years she has fought to purge the corruption in the Black Arch Watch, and she has had some success. Of all of the quarters of Sharn, Tavick's Landing is the place where a party is most likely to encounter an honest and helpful guard, and if they need a friend in the Watch, Iyanna is the person they should look to. However, Iyanna is not making many friends among other ranking officers of the Watch or the crime lords of the lower towers.

Adventure Ideas

The commanders of the Watch dislike dealing with the King's Citadel, the Redcloaks, and the Sharn Guard, and prefer to have personal control over difficult situation. As a result, most commanders have personal agents with no attachment to the Watch or any other arms of the government—people who can quietly solve problems, even if it means going against the law. Iyanna ir'Talan can make an excellent patron for a group of adventurers. One of the other commanders may frame a party of adventurers and then extort services from them in exchange for a pardon.

An officer in the Dura Watch asks the party to help him expose a number of guards who are working for the Boromar Clan. But the party's employer

is actually a changeling working for the Tyrants, and if the party is successful they are lured into a changeling ambush.

An assassin attempts to kill Iyanna ir'Talan, and Iyanna believes that some of her own officers were behind it. She quietly approaches the party and asks them to join the Sharn Watch for a brief period in order to identify and expose her enemies. Who watches the watchmen?

Watch Patrol (EL 1)

Guards of the Watch are typically equipped with halberds and saps. When they patrol the city streets, they typically travel in pairs. A patrol that gets in trouble immediately summons the help of the nearest watch detail.

Watch Guards (2): Male and female human warrior 1; CR 1/2; Medium humanoid; HD 1d8+1; hp 5; Init +4; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +2; Atk or Full Atk +3 melee (1d10+1/×3, halberd) or +2 melee (1d6 nonlethal, sap); SA —; SQ —; AL N; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Jump +5; Improved Initiative, Weapon Focus (halberd).

Language: Common.

Possessions: Studded leather, halberd, sap.

Watch Detail (EL 4)

This is the smallest group of the Watch that responds to a crisis situation—when someone calls for the Watch, a Watch detail arrives.

Watch Sergeant: Male dwarf fighter 3; CR 3; Medium humanoid; HD 3d10+9; hp 30; Init +2; Spd 20 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +4; Atk +4 or Full Atk melee (1d8+1, morningstar); SA —; SQ darkvision 60 ft., dwarf traits; AL LN; SV Fort +6* (+8 against poison), Ref +1*, Will +1*; Str 13, Dex 15, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +5; Dodge, Mobility, Skill Focus (Intimidation), Weapon Focus (morningstar).

Languages: Common, Dwarven.

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of such a location can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Possessions: Morningstar, studded leather armor.

Watch Guards (4): See Watch Patrol, above.

Watch Post (EL 6)

Guards that are not on patrol are stationed at posts located throughout the city. (Each quarter has at least one guard post.) The exact number of guards present at a post varies depending on the time of day and the location of the post, but the following guards are typical.

Watch Captain: Female human fighter 5; CR 5; Medium humanoid; HD 5d10+10; hp 42; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +5; Grp +8; Atk or Full Atk +10 melee (1d10+6/19–20, +1 *bastard sword*) or +6 ranged (1d10/19–20, heavy crossbow); SA —; SQ —; AL LN; SV Fort +6, Ref +2, Will +0; Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Skills and Feats: Intimidate +9, Jump –11, Knowledge (local) +4; Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common, Goblin.

Possessions: +1 *breastplate*, masterwork heavy steel shield, +1 *bastard sword*, heavy crossbow with 20 bolts, *feather fall talisman*, *potion of delay poison*.

Elite Watch Guard (2): Male human warrior 2; CR 1; Medium humanoid; HD 2d8+2; hp 14; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +2; Grp +3; Atk or Full Atk +5 melee (1d10+1/×3, masterwork halberd) or +2 ranged (1d10/19–20, heavy crossbow); SA —; SQ —; AL LN; SV Fort +4, Ref +0, Will –1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Intimidate +4, Jump –15, Knowledge (local) +3; Power Attack, Weapon Focus (halberd).

Language: Common.

Possessions: +1 *breastplate*, masterwork halberd, heavy crossbow with 20 bolts, *potion of levitate*.

Watch Guards (3): See Watch Patrol, above.

THE BLACKENED BOOK

Magic is a powerful tool and a deadly weapon. A powerful sorcerer can decimate a platoon of guardsmen. As a result, the ability to contain and control the use of magic is a vital resource. Since the beginning of the Last War, sorcerers and mages who have displayed a talent for abjuration or divination have been pressed into the service of the Brelish Crown.

The Blackened Book is a branch of the Sharn Watch, consisting of countermages who are trained to monitor and dispel magical energy. The mages of the Book may be called in to use *detect magic* to look for traces of mystical foul play, to use *detect thoughts* for difficult interrogations, or *dispel magic* to contain magic-using insurgents or criminals.

The Blackened Book also keeps track of the most powerful spellcasters in Sharn, and they might approach an experienced PC wizard and deputize the character to assist on a case that exceeds their own skills.

The headquarters of the Blackened Book is in the Warden Towers district of Middle Menhis, within the garrison of the Sharn Watch.

Prominent NPCs

The commanding officer of the Blackened Book is Lady Warden Maira ir'Talan (LE female half-elf abjurer 5/telepath 8). Five years ago the Dreaming Dark suborned Maira, and she is actually a *mind seed* of the Inspired dominator Tirashana. Today Maira uses her position to provide the Inspired with information and to conceal the activities of the other agents of the Dreaming Dark. While Maira is a member of the ir'Talan line, she is from the Wroat ir'Talans and is only a distant relative of the Lord Commander of the Sharn Watch.

Most of the members of the Blackened Book are 4th-level arcane or divine spellcasters. Two notable exceptions are the chief countermage of the Book, Warden Balan Cord (LG male human magewright 12), and the lead investigator, Warden Hasal Dalian (LN male gnome diviner 6).

Adventure Ideas

Maira ir'Talan keeps an eye on powerful spellcasters within the party, and checks in occasionally to make sure they know that they are being watched. At some point, she offers to pay them a bounty if they eliminate a powerful magical beast living in the Cogs. But when the party investigates, they encounter more monsters than they expected. Was this an honest mistake, or was Maira sending them on a suicide mission on behalf of the Dreaming Dark?

When the party is framed for a magical crime they didn't commit, the Blackened Book is the only force that can prove their innocence. But what if the Book was responsible for the frame in the first place?

An old friend of Maira's returns to Sharn. When she doesn't immediately recognize him (due to the *mind seed*) he becomes suspicious. He hires the party to investigate Maira—can they uncover and expose her connection to the Dreaming Dark? Exposing her is a major blow to the Dark, and the Dark seeks vengeance!

THE GUARDIANS OF THE GATE

The Last War endured for a century. During that time, Sharn continued to serve as a center for trade between the embattled nations. But espionage and subterfuge were constant concerns. This resulted

in the creation of the Guardians of the Gate, an arm of the Sharn Watch dedicated to monitoring the actions of foreign nationals and immigrants to the city.

While the war is over, the aftermath of the conflict has left the Guardians with many duties. The city has been flooded with refugees from across Khorvaire, especially Cyre. This immigrant population has been concentrated in the High Walls district of Lower Tavick's Landing, and the Guardians have jurisdiction over this district. The Guardians of the Gate also investigate any crimes that are believed to involve foreigners, unless the incidents are severe enough to merit the intervention of the Citadel.

While the bulk of the Guardians are military personnel, the agency also includes a corps of scribes and administrators who handle immigration issues and special customs investigations. The Guardians are an elite unit, and while they are mostly warriors a few members have one or two fighter or ranger levels. The civilian staff includes a few experts and a handful of rogues, who handle the investigation of sensitive matters. Their headquarters is in the Black Arch district of Lower Tavick's Landing.

Prominent NPCs

The Guardians are commanded by Captain Daja Brel (LN female human warrior 3/expert 2/fighter 2), a career soldier whose family has served with the unit since it was first formed. Daja firmly believes that the Guardians are all that stands between order and chaos, and she acts with draconian force if a situation threatens to endanger the city. Lt. Kestran Dal (LN male dwarf warrior 2/fighter 4) is the subcommander of the military arm of the Guardians; if anything, this dour dwarf is even more paranoid than the captain.

Within the civilian branch of the guardians, the senior official is Tethyn Olar (LE male human expert 5), an elderly man who has made a tidy sum from graft and bribery. Guardian Olar follows the letter of the law, but without a little gold to grease the process, the wheels of the system can turn quite slowly. Guardian Six (N female changeling rogue 4)

is the top investigator for the unit. Six is a changeling who spends most of her time in Lower Tavick's Landing; she maintains half a dozen different identities that help her monitor events. Some of the other guardians distrust her because of her race, but her talents have proven invaluable in the past.

THE KING'S CITADEL

The members of the King's Citadel are the direct agents of the Brelish Crown.

As such, the King's Citadel stands above the Sharn Watch. Its members have the authority to take control of any investigation and to command the service of any guardsman or sentinel. Typically the Citadel leaves the daily routine of law enforcement (including the conflicts between the criminal organizations of the lower towers) in the hands of the Sharn Watch. The Citadel is concerned with forces that threaten the entire city, or even the kingdom itself. Foreign spies, mad necromancers, ancient fiends—these are the foes of the King's Citadel.

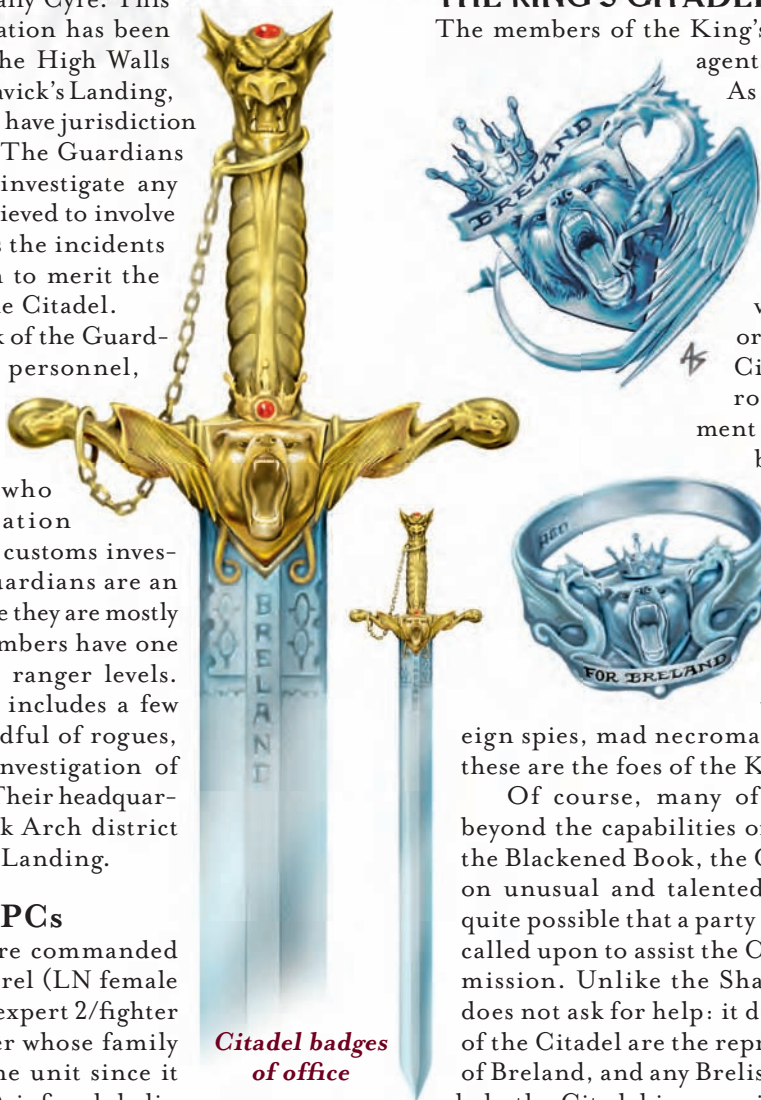
Of course, many of these threats may be beyond the capabilities of the local agents. Like the Blackened Book, the Citadel keeps a close eye on unusual and talented individuals, and it is quite possible that a party of adventurers might be called upon to assist the Citadel with a dangerous mission. Unlike the Sharn Watch, the Citadel does not ask for help: it demands it. The knights of the Citadel are the representatives of the King of Breland, and any Brelish citizen who refuses to help the Citadel is committing an act of treason.

The Citadel is not required to provide any sort of compensation for the services it demands, but an adventurer who wins the respect of the Citadel and becomes a valued ally can certainly benefit from the relationship.

The Sharn headquarters of the Citadel is in the Ambassador Towers district of Middle Central, in Andith Tower. That structure also holds the city jail.

Prominent NPCs

The local commander of the Citadel is Knight-Marshal Banarak Tithon, renowned as one of the deadliest swordsmen in the kingdom. Tithon's wife



Citadel badges of office

and children were killed by an Aundairian mystical assault near the end of the Last War, and his service to the Crown is all that he has left. Banarak has a good heart, but he is increasingly distant and distracted, and leaves more and more of the daily work in the hands of his subordinates.

Most of the members of the Citadel in Sharn are part of the King's Dark Lanterns, the intelligence division of the Citadel. While Tithon oversees all Citadel operations in Sharn, the Dark Lanterns are under the direct command of Captain Talleon Haliar Tonan (LE male gnome rogue 3/master inquisitive 5). Talleon is devoted to the preservation of Breland and to the King, but he is utterly ruthless, and authorizes torture, theft, and assassination if a mission requires it. He has built up a network of Lower City contacts, and has engaged in "friendly deals" with the Tyrants, the Boromar Clan, and even House Tarkanan. Talleon doesn't care about crime; he wants to expose and eliminate foreign spies, saboteurs, or other threats

to the kingdom. He is also interested in increasing his own personal authority; the more power he has, the more effectively he can do his job. If Talleon ever gets a chance to take command from Knight-Marshal Banarak, he will seize it. Until then, he continues to form strategic alliances with guilds and power groups throughout the city. Talleon may approach the party for assistance with a problem, but in typical gnome fashion he is more likely to use blackmail to control the PCs instead of offering a reward—assuming that they won't simply cooperate with the Citadel to serve the needs of the kingdom. The Dark Lanterns in Sharn include 4 5th-level rogues, 1 4th-level bard, 6 3rd-level rogues, and 12 4th-level experts. For the most part, the Lanterns are specialists in observation and investigation, focusing on skills such as Appraise, Disguise, Gather Information, Knowledge (local), Search, and Sense Motive.

A single squad of the King's Swords occupies Sharn, commanded by Lieutenant Eldir'Zarna (LN

KNIGHT-MARSHAL OF THE CITADEL SIR BANARAK TITHON

Male human fighter 7/Citadel elite 5; CR 12; Medium humanoid; HD 7d10+14 plus 5d8+10; hp 89; Init +1; Spd 20 ft.; AC 25, touch 14, flat-footed 25; Base Atk +12; Grp +17; Atk +20 melee (2d6+11/19–20, +2 greatsword) or +12 ranged (1d8+5/×3, +1 composite longbow); Full Atk +20/+15/+10 melee (2d6+11/19–20, +2 greatsword) or +12/+7/+2 ranged (1d8+5/×3, +1 composite longbow); SA combat sense, focused smite; SQ Citadel training, diplomatic protection, royal contact; AP 4; AL LN; SV Fort +12, Ref +3, Will +8; Str 20, Dex 9, Con 14, Int 10, Wis 13, Cha 12.

Skills and Feats: Diplomacy +13, Gather Information +15, Intimidate +11, Knowledge (local) +5, Search +7, Sense Motive +3, Spot +6; Cleave, Dodge, Great Cleave, Great Fortitude, Heroic Spirit, Improved Bull Rush, Improved Initiative, Improved Sunder, Point Blank Shot, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Languages: Common, Dwarven.

Combat Sense (Ex): Banarak Tithon has a +5 insight bonus to his Armor Class (included in the statistics above). In addition, he can ignore up to 5 points of Dexterity and dodge bonuses to an opponent's AC when attacking that creature.

Focused Smite (Su): Once per day, Banarak Tithon may attempt a focused smite with one normal melee attack. He adds +1 to his attack roll and deals 12 extra points of damage.

Possessions: +3 full plate, +2 greatsword, +1 composite longbow (+4 Str bonus), gauntlets of ogre power, cloak of resistance

+1, *potion of shield of faith* +2, 2 *potions of cure light wounds*, *feather fall talisman*.

The Knight-Marshal is an impressively aristocratic figure in decorated full plate. He does not wear a helmet, and his long blond hair falls down around his shoulders. He has a thick mustache and a neatly trimmed beard. The symbol of the Citadel hangs on a heavy gold chain around his neck, and a greatsword rests at his side.

Starting Attitude: Unfriendly

Modifiers: Party includes an agent of the Citadel (+4); party has helped maintain order in the city (+2); party was causing trouble in the city (–4); party brings bad news (–2).

If Hostile: Orders characters imprisoned if there is reason, or orders them out of his sight if there is not.

If Unfriendly: Endures a short audience but grants no favors, does not believe unlikely stories, and hurries the characters out with little ceremony.

If Indifferent: Endures an audience, considers committing minor Citadel resources to a significant problem, thinks about looking in to wild stories.

If Friendly: Listens carefully, considers committing significant Citadel resources to a problem, orders investigation into strange circumstances.

If Helpful: Actively participates in conversation, commits Citadel and even personal resources to a problem, promises speedy resolution to problems in the city.

human fighter 6). Eld's family has served in the Citadel for generations, and for the most part he is simply following tradition; he has little ambition and usually waits for Banarak or Talleon to provide him with orders. He has eight soldiers under his command—two 5th-level fighters, one 4th-level ranger, and five 4th-level fighters.

Finally, Lieutenant Zaira Dane (LG female half-elf paladin 1/enchanter 5) is in charge of the local branch of the King's Wands. A devout follower of Dol Arrah, Zaira believes that you cannot have justice without honor. Zaira despises Captain Talleon and believes that his amoral actions are a blemish on the honor of the Citadel, but she lacks the authority to do anything about it. Technically the King's Wands of Sharn are only supposed to support the actions of the Dark Lanterns, but Zaira often acts on her own in an attempt to battle injustices that Talleon refuses to deal with. For his part, Talleon believes that Zaira is a naïve idealist who wastes time chasing after "evil"—the true work of the Citadel is protecting the crown, and good and evil are luxuries in this line of work. There are six additional members of the King's Wands—a 6th-level adept, a 5th-level evoker, a 5th-level diviner, a 4th-level cleric of Aureon, and two 4th-level sorcerers.

Citadel Agent (EL 3)

Agents of the King's Dark Lanterns usually work alone. A typical agent is a rogue, bard, or even expert of 3rd to 5th level.

Citadel Agent: Male or female human expert 2/rogue 2; CR 3; Medium humanoid; HD 4d6+8; hp 24; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +2; Atk or Full Atk +5 melee (2d4, masterwork spiked chain) or +4 ranged (1d8/19–20, light crossbow); SA sneak attack +1d6; SQ evasion, trapfinding; AL LN; SV Fort +2, Ref +5, Will +4; Str 10, Dex 14, Con 14, Int 15, Wis 12, Cha 8.

Skills and Feats: Bluff +6, Decipher Script +9, Diplomacy +10, Disguise –1 (+1 acting), Gather Information +1, Intimidate +8, Jump –16, Knowledge (local) +9, Knowledge (nobility and royalty) +3, Listen +10, Search +9, Sense Motive +8, Spot +10; Alertness, Exotic Weapon Proficiency (spiked chain), Weapon Finesse.

Languages: Common, Dwarven, Goblin.

Evasion (Ex): If a Citadel agent is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trapfinding (Ex): A Citadel agent can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable

Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Possessions: +1 studded leather, masterwork spiked chain, light crossbow with 20 bolts, darkweave cloak of resistance, potion of blur, potion of shield of faith +3, potion of cure light wounds.

THE REDCLOAK BATTALION

The soldiers of the Redcloak Battalion are among the deadliest warriors in Sharn. When a situation calls for extreme military force, both the Sharn Watch and the King's Citadel turn to the Redcloak Battalion. This elite unit fought at the forefront of the Last War, and the bards in Menthis still sing songs of the exploits of Khandan the Hammer and Meira the Huntress. At the end of the war, the battalion was split up, and one unit was assigned to Sharn. Its headquarters sits in the Daggerwatch district of Upper Dura.

Many of the members of the Redcloak Battalion resent being relegated to law enforcement, and there is a strong sense of rivalry between the Redcloaks and the King's Swords of the Citadel, who generally have less military experience but nonetheless possess far more authority and prestige. As battle scarred veterans of the Last War, many of the soldiers have strong prejudices against travelers from the other nations; as far as the Redcloaks are concerned, the Treaty of Thronehold is merely an intermission, and soon King Boranel will come to his senses and finish the job Wroann ir'Wynarn began.

The typical Redcloak has 7 warrior levels and 2 levels of fighter, ranger, or barbarian. For magical support, the unit has three countermages—9th-level magewrights equipped with *wands of dispel magic*—and three 9th-level adepts. While a Redcloak is allowed some leeway in his choice of personal equipment, all members of the unit wear a hooded crimson cloak of resistance +1 while on duty. This bears two badges: the seal of the Brelish crown on the left collar, and the unit insignia—a snarling displacer beast surrounded by the words "First in Battle, Last to Fall"—on the right.

The Redcloaks are a highly trained military unit and use careful strategy when dealing with any crisis situation. They make use of magic items appropriate to the situation, such as a *potion of resist energy* or *protection from arrows*. Redcloak countermages use prepared actions to dispel the attacks of enemy spellcasters, and the warriors target the most vulnerable opponents as quickly as possible. They use thunderstones and tanglefoot bags to disorient or handicap opponents. Even though they are only warriors and magewrights, a Redcloak squad should pose a serious threat to a PC party of equal level.

Prominent NPCs

The Redcloaks are commanded by Captain Khandan Dol (LN male dwarf warrior 11/fighter 5). Khandan was knighted by the last king of Galifar, and fought for Queen Wroann when the Last War began. A hundred years of war have begun to take their toll, but Khandan is as tough as old stone and considered to be one of the deadliest men in the kingdom. He is unswervingly loyal to the Brelish crown, and he does not brook any criticism of King Boranel. Khandan is no paladin and enjoys drinking and dicing, but he takes discipline very seriously and expects his soldiers to obey the laws of the land. Due to his experiences in the war he despises citizens of Thrane and distrusts all followers of the Silver Flame, but he does not allow his personal feelings to interfere with his work.

Khandan's lieutenants are Meira (N female shifter warrior 8/ranger 6) and Molin Kaine (LE male human warrior 10/fighter 2). Meira despises "guard duty" and yearns to be back in the field. She shares Khandan's hatred for Thranes, and is more likely to let her emotions override her better judgment. Molin Kaine is one of the few Redcloaks who enjoys being posted to the city. While indulging his many vices, Molin has crossed paths with House Tarkanan and its leader, Lady Thora. Thora has been luring him into the service of the house—but the Redcloak is interested in more than a working relationship with the crime lord.

Redcloak Strike Force (EL 14)

The Redcloaks are a force of last resort and are only deployed in a true crisis. They are elite veterans of the Last War and act with military precision and cunning tactics. Sergeants, captains, and members of the Redcloak Battalion choose their own weapons.

Lieutenant Meira: Female shifter warrior 8/ranger 6; CR 13; Medium humanoid; HD 14d8+28; hp 93; Init +3; Spd 30 ft.; AC 22, touch 14, flat-footed 19; Base Atk +14; Grp +17; Atk +18 melee (1d8+4 plus 1d6 cold/×3, +1 frost battleaxe) or +14 ranged (3 shots at 1d8+4 plus 1d6 fire/×3, +1 flaming seeking composite longbow with Manyshot); Full Atk +18/+13/+8 melee (1d8+4 plus 1d6 cold/×3, +1 frost battleaxe) or +16/+16/+11/+6 ranged (1d8+4 plus 1d6 fire/×3, +1 flaming seeking composite longbow); SA favored enemy humans +4, favored enemy magical beasts +2, improved combat style (archery), shifting (longstride and wildhunt) 3/day; SQ animal companion, wild empathy +4 (+0 magical beasts); AL N; SV Fort +13, Ref +9, Will +6; Str 16, Dex 16, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Balance +4, Climb +6, Heal +2, Hide +14, Jump +6, Knowledge (dungeoneering) +1, Knowledge (nature) +3, Listen +6, Move Silently

+10, Ride +5, Search +4, Spot +9, Survival +10 (+12 to follow tracks), Swim +4; Endurance^B, Extra Shifter Trait, Healing Factor, Manyshot^B, Rapid Shot^B, Runner Elite, Shifter Defense, Track^B.

Language: Common.

Favored Enemy (Ex): Meira gains a +4 bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. She gets the same bonus on weapon damage rolls against humans.

Against magical beasts, she gains a +2 bonus on these skills checks and on weapon damage rolls.

Shifting (Su): Meira can shift three times per day. When shifting, she has the following characteristics: hp 107; Spd 40 ft.; SQ damage reduction 2/silver, scent; SV Fort +14; Con 16. Her shifting lasts 10 rounds, and she heals 14 hit points of damage when it ends.

Possessions: +1 flaming seeking composite longbow (+3 Str bonus), +1 frost battleaxe, brooch of shielding, +2 shadow chain shirt, +1 blinding buckler, circle of sound, cloak of resistance +1, 2 potions of cure moderate wounds, potion of darkvision, potion of haste, potion of protection from arrows 10/magic, potion of resist energy (fire) 20, quiver of Ehlonna, ring of protection +1, 10 bane arrows (humans), 10 silvered arrows, 10 arrows (treated with blue whinnis poison), 30 arrows, potion bracer, thunderstone.

Ranger Spells Prepared (caster level 3rd): 1st—jump, resist energy.

Redcloak Soldier: Male human warrior 7/fighter 2; CR 8; Medium humanoid; HD 7d8+14 plus 2d10+4; hp 60; Init +2; Spd 20 ft.; AC 20, touch 12, flat-footed 18; Base Atk +9; Grp +12; Atk +13 melee (1d8+4/19–20, +1 longsword) or +12 ranged (1d8+3/×3, masterwork composite longbow); Full Atk +13/+8 melee (1d8+4/19–20, +1 longsword) or +12/+7 ranged (1d8+3/×3, masterwork composite longbow); SA —; SQ —; AL LN; SV Fort +11, Ref +5, Will +4; Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +6, Hide +2, Intimidate +10, Jump +4, Move Silently +2, Ride +7, Spot +2; Blind-Fight, Cleave, Combat Expertise, Great Cleave, Point Blank Shot, Power Attack, Precise Shot.

Language: Common.

Possessions: +1 breastplate, +1 buckler, +1 bastard sword, masterwork composite longbow (+3 Str bonus) with 60 arrows, 20 silvered arrows, brooch of shielding, circle of sound, cloak of resistance +1, everbright lantern, feather fall talisman, Heward's handy haversack, 3 potions of cure moderate wounds, potion of haste, potion of protection from arrows 10/magic, potion of resist energy (usually fire) 20, 2 flasks of alchemist's fire, 2 flasks of alchemist's frost, 2 flasks of holy water, 3 noxious smokesticks, potion bracer, 2 tanglefoot bags, 2 thunderstones, 3 sunrods, 2 vials of antitoxin, 50 feet of silk rope, masterwork manacles with superior lock.

Notes: This soldier is equipped with a *Heward's handy haversack* and a wide assortment of potions, alchemical substances, and additional equipment. This provides the unit with the tools they need to handle unusual situations.

Redcloak Soldier: Male half-orc warrior 7/ barbarian 2; CR 8; Medium humanoid (orc); HD 7d8+14 plus 2d12+4; hp 67; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17; Base Atk +9; Grp +15; Atk +16 melee (2d6+7/19–20, adamantite greatsword) or +12 ranged (1d8+5/×3, masterwork composite longbow); Full Atk +15/+10 melee (2d6+9/19–20, adamantite greatsword) or +12/+7 ranged (1d8+5/×3, masterwork composite longbow); SA rage 1/day, SQ darkvision 60 ft., fast movement, half-orc traits, uncanny dodge; AL N; SV Fort +11, Ref +5, Will +5; Str 20, Dex 14, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +6, Hide +2, Intimidate +8, Jump +9, Move Silently +2, Ride +3, Survival +3, Swim +5; Cleave, Great Cleave, Improved Sunder, Power Attack.

Languages: Common, Orc.

Rage (Ex): Once per day, a Redcloak soldier can enter a state of fierce rage that lasts for 7 rounds. The following changes are in effect as long as he rages: hp increase by 18, AC 15, touch 10, flat-footed 15; Grp +17; Atk +18 melee (2d6+10/19–20, adamantite greatsword); Full Atk +18/+13 melee (2d6+12/19–20, adamantite greatsword); SV Fort +13, Will +7; Str 24, Con 18; Climb +8, Jump +11, Swim +7. At the end of his rage, the Redcloak soldier is fatigued for the duration of the encounter.

Half-Orc Traits: For all effects related to race, a half-orc is considered an orc.

Uncanny Dodge (Ex): A Redcloak soldier retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: +1 chain shirt, adamantite greatsword, brooch of shielding, circle of sound, cloak of resistance +1, feather fall talisman, gauntlets of ogre power, potion of cure moderate wounds, potion of haste, potion of protection from arrows 10/magic, potion of resist energy (fire) 20, masterwork composite longbow (+5 Str bonus), potion bracer.

Notes: This officer is a specialist in melee combat. Using his fast speed, he can engage enemies quickly and stay with them. He uses his adamantite greatsword and Improved Sunder to disarm enemies as quickly as possible.

Redcloak Adept: Female elf adept 9; CR 8; Medium humanoid; HD 9d6+9; hp 43; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +3; Atk or Full Atk +3 melee (1d4–1/19–20, masterwork dagger) or +6 ranged (1d8/×3, masterwork longbow); SA —; SQ elf traits, low-light vision,

+2 on saves against enchantments; AL N; SV Fort +4, Ref +5, Will +9 (+11 against enchantments); Str 8, Dex 14, Con 12, Int 14, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Craft (alchemy) +9, Heal +15, Knowledge (arcana) +3, Knowledge (architecture and engineering) +3, Knowledge (geography) +3, Listen +5, Ride +3, Search +5, Spellcraft +14, Spot +5; Armor Proficiency (light), Brew Potion, Craft Wand, Wand Mastery.

Languages: Common, Elven, Gnome.

Elf Traits: Elves have immunity to magic sleep effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Adept Spells Prepared (caster level 9th): 0—cure minor wounds, detect magic, light, 1st—cure light wounds (2), obscuring mist, sleep (DC 14); 2nd—cure moderate wounds, mirror image, see invisibility; 3rd—lightning bolt (DC 16), tongues.

Possessions: +1 chain shirt, masterwork longbow with 20 arrows, masterwork dagger, brooch of shielding, circle of sound, cloak of resistance +1, feather fall talisman, potion of cure moderate wounds, potion of haste, potion of protection from arrows 10/magic, potion of resist energy (usually fire) 20, wand of burning hands, eternal wand of color spray, wand of cure light wounds, eternal wand of ray of enfeeblement, potion bracer.

Notes: Between her spells and her wands, the adept is a versatile caster who can provide healing, offensive magic, or cover (in the form of *obscuring mist*) as the situation requires. Note that *eternal wands* do not require the user to be able to cast the spell stored in the wand, and that her Wand Mastery increases the saving throw DC and effective caster level of wands she uses by 2.

Redcloak Countermage: Male dwarf mage-wright 8/fighter 1; CR 8; Medium humanoid; HD 8d4+24 plus 1d10+3; hp 54; Init +6; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +5; Grp +6; Atk or Full Atk +7 melee (1d8+1/×3, masterwork battleaxe) or +8 ranged (1d8+1/×3, masterwork composite longbow); SA —; SQ darkvision 60 ft., dwarf traits, spell mastery; AL N; SV Fort +7* (+9 against poison), Ref +4*, Will +6*; Str 12, Dex 14, Con 16, Int 16, Wis 10, Cha 6.

Skills and Feats: Concentration +14, Craft (armor-smithing) +10, Craft (weaponsmithing) +11, Heal +6, Knowledge (arcana) +14, Ride +4, Spellcraft +16; Craft Wand, Improved Counterspell, Improved Initiative, Spell Penetration.

Languages: Common, Dwarven, Gnome.

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of such a location can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability

checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Possessions: mithral breastplate, masterwork composite longbow (+1 Str bonus) with 20 arrows, masterwork battleaxe, brooch of shielding, circle of sound, cloak of resistance +1, feather fall talisman, potion of cure moderate wounds, potion of haste, potion of protection from arrows 10/magic, potion of resist energy (fire) 20, eternal wand of burning hands, eternal wand of color spray, wand of dispel magic, potion bracer.

Magewright Spells Prepared (caster level 8th; 15% arcane spell failure): 0—detect magic (3), 1st—grease (2), identify, magecraft; 2nd—augury, locate object, make whole; 3rd—dispel magic.

Magewright Spells Known: 0—detect magic; 1st—grease, identify, magecraft; 2nd—augury, locate object, make whole; 3rd—dispel magic.

Notes: The primary job of a countermage is to identify enemy spellcasters and neutralize hostile magic until the melee combatants can engage the target, at which point he can provide offensive assistance. During downtime, a countermage maintains the arms and armor of the unit.

Due to his armor, a Redcloak countermage has an arcane spell failure chance of 15%, so he generally relies on wands in critical situations.

THE ROYAL GUARD

Sharn only came under attack once during the course of the Last War, and even if the war began again tomorrow it is unlikely that Sharn would be threatened. While the Royal Guard assigned to Sharn was occasionally called out from the city to protect nearby villages, it is largely a ceremonial force; as a unit, the soldiers of the Redcloak Battalion are more dangerous than the entire Royal Guard. However, Dura is an unstable region and on occasion the Guard has been mobilized to support the Watch in suppressing riots. After the fall of the Glass Tower in 918 YK, the Royal Guard played a vital role in stabilizing the region and maintaining martial law in Dura. The Guard's headquarters is located in Daggerwatch, in Upper Dura.

Not one to let his forces go to waste, Captain Toras Cant (LN male human warrior 8) has a long-standing arrangement with the Boromar Clan and usually supplies the muscle for Boromar operations, in exchange for gold and dreamlily.

While most members of the Royal Guard are lawful neutral, a significant number are lawful evil, and these are the soldiers who usually work for the Boromars. Most of the guardsmen are 2nd-level warriors, but there are 100 3rd-level warriors and a handful of higher-level officers, some of which

have fighter levels. When in uniform, guardsmen are equipped with scale mail, a longsword and light steel shield, and either a glaive or light crossbow. When working for the Boromars, the guardsmen are usually lightly armed, though the Boromar Clan could provide them with superior equipment for a special assignment.

Guard Soldiers (EL 5)

This group would usually be posted as a security detail in one of the wealthy districts, though a group of Royal Guards could also be found working for the Boromar Clan in the lower towers. Members of the Royal Guard wear scale mail (or better) armor and carry longswords, light shields, and light crossbows.

Guard Captain: Female human fighter 3; CR 3; Medium humanoid; HD 3d10+3; hp 20; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19–20, masterwork longsword); Full Atk +7 melee (1d8+2/19–20, masterwork longsword); or +1 melee (1d8+2/19–20, masterwork longsword) and –3 melee (1d6+1, heavy spiked steel shield); SA —; SQ —; AL LE; SV Fort +4, Ref +3, Will +1; Str 14, Dex 15, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +1, Handle Animal +3, Intimidate +3, Jump –3, Knowledge (local) +2, Knowledge (nobility) +2, Ride +4; Combat Expertise, Improved Disarm, Improved Shield Bash, Weapon Focus (longsword).

Languages: Common, Gnome.

Possessions: chainmail, heavy spiked steel shield, masterwork longsword, feather fall talisman.

Elite Guard (4): Male or female half-orc warrior 2; CR 1; Medium humanoid (orc); HD 2d8+2; hp 14; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +4; Atk or Full Atk +4 melee (1d8+2/19–20, longsword); SA —; SQ darkvision 60 ft., half-orc traits; AL LE; SV Fort +4, Ref +1, Will +1; Str 14, Dex 11, Con 13, Int 8, Wis 9, Cha 6.

Skills and Feats: Intimidate +3; Toughness.

Languages: Common, Orc.

Half-Orc Traits: For all effects related to race, a half-orc is considered an orc.

Possessions: scale mail, light steel shield, longsword.



You want to bargain for the lives of your companions?" the halfling crime boss mused. "What could a pair of ragged adventurers expect to offer me?" he asked, stroking the neck of his beloved clawfoot and eyeing the box in the woman's hands . . .



GUILDS AND ORGANIZATIONS

As a major city and a center for trade and commerce, Sharn is filled with guilds designed to improve life and working conditions for members of different fields. These include all of the guilds associated with the dragonmarked mercantile houses, as described in Chapter 3 of the *EBERRON Campaign Setting*. However, there are a number of guilds that are of particular interest to adventurers—groups that provide benefits for members of particular classes or services that could be useful to an entire party.

ADVENTURERS GUILDS

Sharn contains two general adventurers guilds: The Clifftop Guild of Upper Dura and the Deathgate Guild of Middle Tavick's Landing. The guilds offer similar benefits to members, but each has a different tone; more information can be found in the descriptions of each district.

To join an adventurers guild, a character must gain the approval of at least five current members, and must pay the annual dues—13 gp for Clifftop, 12 gp for Deathgate. In exchange, he gets access to the guildhouse and the companionship of fellow adventurers. Aside from simple camaraderie, this provides the following benefits:

- While at the guildhouse, the character receives a +2 bonus on any Knowledge (dungeoneering) check or Knowledge check concerning Xen'drik.
- The guildhouse provides average accommodations for members at a cost of 5 sp/day. However, the guildhouse has the same security precautions as an upscale inn.
- The guild will store items for members. Both guilds have two *voluminous vaults*, one of adamantine and one of steel. If objects need to be stored for over a week, the guild charges 5 gp per object/week.
- The guild maintains lists of references for hirelings and inquisitives that have worked for guild members. As a result, if the party has connections with an adventurers guild,

any hirelings they employ should be honest and reliable.

In addition, members share information and may help one another find jobs or expeditions. This is primarily a tool for the DM, who can decide if there is anyone currently staying at the guildhouse who knows anything about the party's situation.

THE CIRCLE OF SONG

Bards have much to gain from the company of other bards. When bards come together, they can exchange news, stories, and songs, expanding their repertoires and base of knowledge.

The Circle of Song is an informal organization that can be found across Khorvaire. In principle it is open to all bards, but a bard who commits a crime against a fellow bard may be judged and expelled from the Circle. Outposts of the Circle are hidden in most major cities and many smaller communities; these are usually taverns or inns, with concealed areas accessible only to members of the Circle. The locations of these outposts and the passwords required to gain access to them are passed around the bardic community, often cleverly concealed in popular songs. Locating the nearest outpost of the Circle requires a Bardic Knowledge check with a DC of 15; if this roll fails, the bard hasn't heard of the local outpost.

The Circle does not have any sort of official dues, but bards can expect to make some sort of donation to the local outpost when they make use of its services; this could range from a single copper to a platinum piece or even a valuable gem if fortune has smiled on the bard. The bards look out for those who maintain the Circle, and in exchange the Circle looks out for the bards.

The Circle provides bards with the following benefits:

- A Circle outpost always provides food and shelter for a bard. This may not be comfortable living—a bowl of gruel and a blanket on the floor—but it will stave off storm and starvation. The bard is usually expected to perform for

other guests at the outpost (usually the regular customers of the inn or tavern); this serves to prove that the bard truly is a member of the Circle and not a poseur.

- Bards exchange stories and news, and an outpost usually has a small library tucked away. A bard receives a +2 circumstance bonus on any bardic knowledge, Gather Information, or Knowledge check he makes at the outpost.
- Finally, bards are often willing to exchange minor favors: gathering information, creating a distraction, ridiculing a particular noble. Few bards will agree to perform a favor that places them in danger, and bards always expect to have favors repaid in kind (which can form a good basis for an adventure).
- Bards are expected to put aside all personal differences while in a Circle outpost. Mortal enemies can meet and discuss past battles over drinks. Breaking this code of conduct results in immediate blacklisting.

All bards are welcome in the Circle of Song, but not all bards are members; it is up to the DM to decide whether a particular bard has heard of the organization. Likewise, it may be that a PC bard has yet to encounter the Circle and must be inducted by an existing member.

In Sharn, the local outpost of the Circle of Song is located in The Golden Horn, an inn in the University District of Upper Menthis.

WIZARDS CIRCLES

True wizards, sorcerers, and artificers are rare and remarkable. They can perform feats of magic beyond the talents of the most gifted magewright or adept. Over the past thousand years, the arcanists of Breland formed three wizards circles. These provide the magically gifted with sanctums to practice their arts and share mystical knowledge. As the different circles focus on different types of magic, this also allows for a certain degree of price fixing and control of the mystical market.

The early days of Galifar gave birth to three wizards circles: The Esoteric Order of Aureon, the Guild of Starlight and Shadows, and the Closed Circle. The wizards of the Closed Circle studied the lore of the Dragon Below and the daelkyr, and in 641 YK the combined forces of the Church of the Silver Flame and the other two circles destroyed the order. The Esoteric Order and the Guild of Starlight and Shadows have remained in operation to this day. Most large cities in Breland have a

sanctum for one of the circles, and both orders can be found in the metropolises of Breland. A member of a wizards circle has access to the facilities of all of the sanctums of her order.

Membership in a wizards circle carries many benefits, but it is quite expensive. The applicant must pay a base fee of 1,000 gp to join the order, along with annual dues equal to 250 gp per caster level (reflecting her level of access to the libraries and workshops of the order). She must further donate 10% of the money she makes through commercial spellcasting to the order.

In exchange, a member receives a number of benefits, as outlined below.

First, a member receives free room and board at any sanctum of her order. A sanctum provides luxurious accommodations and a high level of magical security. The arcanists may store personal goods at the sanctum during her stay.

Second, she may use the sanctum as a storefront to sell her spellcasting services. A character rarely sells her full complement of spells on any given day, but if she has spells with solid economic value—*alarm*, *arcane lock*, *comprehend languages*, *continual flame*, *explosive runes*, *feather fall*, *identify*, *locate creature*, *mage armor*, *nondetection*, *obscure object*, *repair damage*, *seal of the magi*, *secret page*, and *tongues*, among others—she can usually sell a few spells each day, either to private citizens or in the service of the city. There is usually

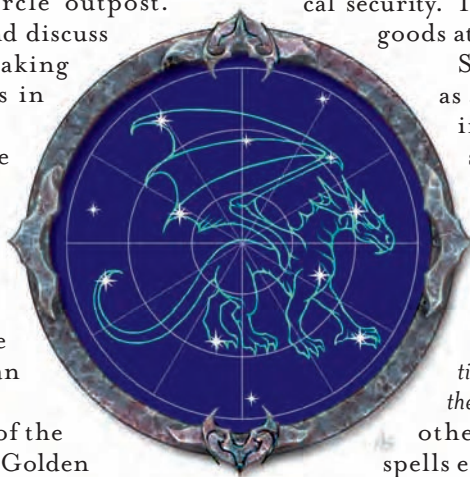
little call for *arcane mark*; House Sivis has monopolized the notary trade, and the mark of a random wizard has little commercial value. It is worth noting that wizards of an order have the power to set the prices of magical services, and members of a circle generally back up their brethren. Thus, an adventurer who angers a member of the Esoteric Order may find that the normal cost to purchase spell services has doubled.

Third, she can purchase any legal spell component from the order, at 90% of its usual cost.

Fourth, wizards of the same order usually cast spells for one another at 80% of the usual market cost.

Fifth, if she uses the resources of the sanctum, the cost (in both XP and gp) to create a magic item is reduced by 10%.

In addition, a wizard member of a circle can copy any spell from the sanctum library, but she is required to make a donation equal to half the cost of a scroll of that spell. Each order specializes in a particular set of schools given in each of the following descriptions. If the character is looking for a spell from one of these schools, there is a 50% chance he



finds it. If he is looking for a spell from a different school, this chance drops to 25%.

The two wizards circles of modern Breland are described below.

THE ESOTERIC ORDER OF AUREON

When a mage joins the Esoteric Order of Aureon, he must take a vow to only make use of the mystic arts within the confines of the law and for the purposes of preserving civilization and society.

Aureon is the Sovereign of both Law and Lore, and the founders of the order believed that magical knowledge should always be used in the service of the law.

The Esoteric Order is the oldest wizards circle in Breland, and it helped King Galifar I spread the rule of law across the nation. The arcanists of the Order fought along side the Church of the Silver Flame during the lycanthropic purge and led the battle against the twisted wizards of the Closed Circle. But over the past two centuries, much of the zeal has gone out of the Order. Most members are still lawful, but more and more are lawful evil or lawful neutral. These wizards abide by the rules and traditions of the Order, but many are more interested in the acquisition of gold or power than the preservation of society, and the wizards of the Order demanded a fortune in exchange for their services during the Last War.

Despite the tarnishing of the Order, the wizards and sorcerers still respect the traditions of the past. One of the most important traditions is the requirement that the wizard know the precise purpose of every spell that he casts, to ensure that his actions do not spread chaos and discord across the world. As a result, the "no questions asked" option is not available when dealing with the Esoteric Order, and a mage may refuse to perform a spell if it serves an ignoble purpose. Because of this reputation, the wizards of the Esoteric Order are widely respected in Breland, and the King's Citadel and other forces of the crown are more likely to deal with wizards from the Esoteric Order than those associated with the Guild of Starlight and Shadow.

The Esoteric Order of Aureon currently has 179 members spread across Breland. Most are wizards of 1st to 4th level, with a smaller number of sorcerers and artificers mixed in. The Esoteric Order also includes 25 5th-level characters, 12 6th-level characters, 6 7th-level characters, 3 8th-level characters, and 2 9th-level characters. At any given time there are usually 30 to 40 members of the Order in Sharn; it is rare for there to

be more than one 8th- or 9th-level character in the city at the same time. Humans and dwarves make up the majority of the order, though most races are represented; one of the most recent additions to the ranks of the Order is a warforged artificer named Stone (LN male personality warforged artificer 6).

While wizards and sorcerers associated with the Esoteric Order can study all schools of magic, the Order focuses on the abjuration, divination, evocation, transmutation, and universal schools. Specialist wizards who wish to join the Esoteric Order must follow one of these schools.

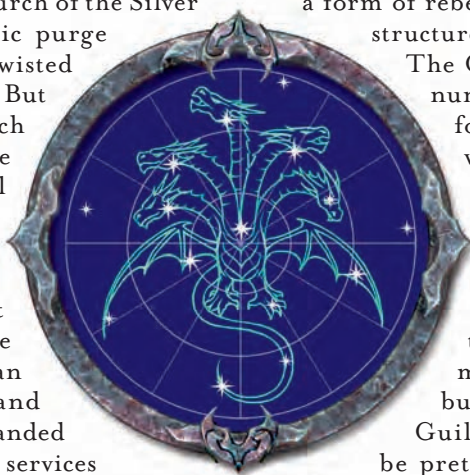
THE GUILD OF STARLIGHT AND SHADOWS

The Guild of Starlight and Shadows emerged in a form of rebellion against the strict rules and structure of the Esoteric Order of Aureon.

The Guild has always included a large number of sorcerers, many of whom found the endless research of the wizards to be dull torment. The Guild of Starlight and Shadows has always been a dynamic and energetic organization, willing to bend rules and push boundaries. The circle stood alongside the Esoteric Order to fight the mad wizards of the Closed Circle, but in general the members of the Guild consider the Order wizards to be pretentious stuffed robes. Members of the two circles often quarrel, and mystical duels are not uncommon.

Members of the Guild of Starlight and Shadows usually want to know the details before casting a spell, but they have no traditions requiring that they obtain this knowledge, and for an extra 25% fee no questions are asked. In addition to straightforward spellcasting services and item creation, many members of the Guild work for dream parlors—cabarets that use exotic displays of illusion to entertain customers. The forces of the law are often suspicious of members of the Guild, and a character who belongs to the Guild of Starlight and Shadows must deal with this prejudice if he ever runs afoul of the law.

The Guild of Starlight and Shadows currently has 152 members spread across Breland. Approximately 48 of these are sorcerers of 1st to 4th level, with 27 artificers and 27 wizards in the same level range. The Guild includes 22 5th-level characters, 11 6th-level characters, 5 7th-level characters, 3 8th-level characters, and 2 9th-level characters. At any given time there are usually 25 to 35 members in Sharn. Humans, half-elves, and gnomes are the largest racial groups in the Guild, which includes a



fair number of changelings and elves, and a handful of shifters.

Wizards and sorcerers associated with the Guild of Starlight and Shadows usually focus on spells from the conjuration, enchantment, illusion, transmutation, and universal schools. Specialist wizards who join the Guild must focus on one of these schools.

MERCENARY SERVICES: HOUSE DENEITH

For centuries, House Deneith has coordinated mercenary services in Khorvair. The typical band of adventurers picking up odd jobs is not considered a challenge to House Deneith's monopoly. Adventurers typically encounter Deneith mercenaries as hired guards, but there is always the chance that adventurers will choose to take up service with the house, either as a long-term job or to gain access to a restricted area.

THE BLADEMARK

House Deneith has a reputation to maintain, and before a warrior can wear the Watchful Eye, the house sergeant must have complete confidence in both his skills and his loyalty to the house. As a result, House Deneith rarely hires people on a day-to-day basis. Soldiers of the Blademark are employed for two-year terms. Recruits must have proper identification and background papers, and undergo a grueling training period before being released into the field. Chaotic individuals and other people who have trouble dealing with structure and authority are usually expelled during these drills. After a recruit has been cleared, the house provides him with room, board, training, and basic equipment. In exchange, House Deneith takes a significant cut of the fees paid for the services of the soldier. At the beginning, a gray blade usually only receives a 40% commission; if he stays with the house and advances through the ranks, this may rise as high as 70%.

The cost to hire a Deneith mercenary depends on the quality of the soldier:

Title	Class/Level	Cost/Day
Black blade	1st-level warrior	25 cp
Gray blade	2nd-level warrior	4 sp
	1st-level fighter	
White blade	3rd-level warrior	6 sp
	2nd-level fighter	
Gold blade	4th-level warrior	1 gp
	3rd-level fighter (or higher)	

Of the 451 soldiers employed by the Sharn Blademark, 39 are black blades, 250 are gray blades, 111 are white blades, and 50 are gold blades. The 49 members of the Deneith household who serve in the Blademark are equally divided between white blades and gold blades, although they generally serve as coordinators, administrators, and instructors.

House Deneith also brokers the mercenary services of independent organizations, such as the Ghaal'dar hobgoblins of Darguun and the elves of Valenar. In these situations, the house helps the mercenaries find work, and if necessary arranges for transportation, translators, and other necessary services, in exchange for a generous commission (10 to 30%, depending on the effort required on the part of the house).

THE DEFENDER'S GUILD

While the Blademark provides general security, the Defender's Guild specializes in personal protection. The Defender's Guild is comprised entirely of members of the Deneith bloodline. A Deneith heir must undergo a series of tests to qualify for service in the Defender's Guild; this usually requires at least one tour of duty in the Blademark. Once she has passed these tests, she is issued a resilient document known as a *writ of the Watchful Eye*. As long as she possesses this document, the heir can present herself at any Deneith enclave and request work. This writ is sealed with an *arcane mark* and thus almost impossible to forge. In addition, if an heir's background is called into question, a house leader may contact the enclave that issued the writ to request verification.

A Deneith defender receives room and board from the house, but is expected to provide her own equipment. She receives an 80% commission for the work she performs; the house takes the remaining 20% in exchange for lodging and brokering services. The daily cost of hiring a Deneith defender is based on the level of dragonmark possessed by the guardian; she is expected to use her mark to protect her charge.

Dragonmark	Cost/Day
None	1 gp
Least	3 gp
Lesser	120gp
Greater or Siberys	650 gp

The Sharn enclave includes 33 unmarked defenders, 75 defenders with least marks, and 7 with lesser marks. There are no Deneith heirs with greater or Siberys marks in Sharn.

SENTINEL MARSHALS

During the reign of King Galifar III, House Deneith was granted the right to enforce the laws

of the kingdom, bringing fugitives to justice and enforcing punishments in exchange for gold. Originally, this was a largely honorary role that allowed House Deneith to assist the Galifar Guard in an official capacity. With the Last War and the formation of the Five Kingdoms, these Sentinel Marshals have become far more important. The Sharn Watch, the Blackened Book, and the King's Citadel are all agents of the Brelish crown, and they cannot pursue fugitives into Aundair or Thrane. The Sentinel Marshals of House Deneith can. These elite agents are authorized to enforce the law in all five kingdoms—although they are not authorized to break the law in pursuit of justice! Sentinel Marshals are usually employed as auxiliaries by regional authorities, but they are occasionally hired by private individuals when the local justices lack the resources to pursue a case.

A Sentinel Marshal holds the honor of House Deneith in his hand, and only the most trusted members of the house are granted this authority. A Sentinel Marshal must possess exceptional skills and knowledge of the laws of all of the kingdoms of Khorvaire, and it is rare for an heir to even be considered for this honor unless he has served with both the Blademark and the Defender's Guild. It is possible that a player character would be granted the title of Sentinel Marshal after performing an exceptional service for the house, but a DM should always remember that this position does not place the character *above* the law—and should he ever abuse his authority, it will be stripped from him and he will in all likelihood be expelled from the house.

There are nine Sentinel Marshals in Sharn, all of whom also serve in the Defender's Guild. Five of the Marshals possess the Lesser Mark of Sentinel, three possess the Least Mark of Sentinel, and one is an heir of the house who has not manifested the dragonmark.

ORGANIZED CRIME

There are four major criminal organizations in Sharn: The Boromar Clan, Daask, House Tarkanan, and the Tyrants.

JOINING UP

Any rogue who wishes to actively pursue a criminal career in Sharn needs to forge an alliance with one of these organizations. The Boromar Clan allows thieves to operate independently in exchange for a weekly tribute of 10% of their earnings; each district has a Boromar observer who keeps an eye on the locals and manages collections. An independent thief who refuses to work with the Boromars must deal with Boromar bullies and muggers,



which can make life very unpleasant—and possibly, very short.

On the other end, a character can become an active member of one of these organizations. Typically, dues are 15% of the character's criminal earnings or 1 gp/week, whichever is higher. In exchange, the character gets access to the resources of the guild; these vary based on the group, and are outlined below. The character is also protected from other members of his guild—a Boromar thief won't pick the pocket of another Boromar thief. On the other hand, once a character takes sides he also makes powerful enemies; a character who joins the Boromars makes an enemy of Daask, and vice versa.

Normally, a character is left to his own devices. However, a character who shows particular potential may be asked to perform special services on behalf of the guild. In exchange, he receives gold and the ability to call in favors from the guild.

The advantages each guild can provide its members are described below.

THE BOROMAR CLAN

The Boromar Clan is the most powerful criminal organization in Sharn. From a humble start as a gang of smugglers and thieves, the Boromars have risen to become one of the most influential forces in the city. The Boromars have a stranglehold on the smuggling trade and own the majority of the gambling halls in the city. Most of the fences and thieves in Sharn either work directly for the Boromars or pay tribute in exchange for independence. They control a vast network of extortion, blackmail, and graft that extends from the slums of Lower Dura to the heights of Skyway, with its headquarters in the halfling district of Little Plains (in Middle Menthis). But their influence reaches far beyond the criminal underworld. The early Boromar patriarchs invested wisely over the centuries, and today the Boromars are one of the Sixty families of Sharn. The Boromar Clan owns many of the warehouses in Precarious and Cogsedge. It owns taverns and inns throughout the city, and has a considerable interest in the shipping trade. A Boromar heir sits on the city council of Sharn, and the current patriarch is a member of the Gold Concord of the Aurum.

While the Sharn Watch is well aware of the criminal enterprises of the Boromar Clan, the Watch rarely interferes with Boromar activities. The Boromars have been bribing Watch captains for generations, and this is largely taken for granted. Those councilors and Watch captains that have chosen to fight the Boromars have always suffered swift and mysterious deaths,

and the lesson has not gone unheeded. In addition, if the Boromar Clan collapsed, the underworld would erupt in anarchy as dozens of petty crime lords fought for territory and position. As much as many of the councilors would like to see the Boromar Clan destroyed, it simply hasn't been an option—until now.

Over the past two years, the Droaamite organization known as Daask has been launching raids against Boromar holdings. These attacks have been becoming bolder and more frequent with each passing month, and the monsters are also beginning to muscle in on many activities traditionally controlled by the Boromars. The Boromar Clan is hampered by its size; Daask is a mobile organization using guerilla tactics, and the Boromars can't afford sufficient security to cover all of their operations. The Boromars have many enemies on the city council who are happy to see them cut down to size, and these opponents have prevented the resources of the Sharn Watch from being deployed against Daask.

The Boromar Clan is a massive organization, and it will not fall overnight. But for centuries, it has been resting on its reputation of omnipotence—and this reputation is quickly being shattered. Even if Daask were destroyed tomorrow, the long-term damage would still haunt the Boromars for years to come. Saidan Boromar needs to find a way to counter Daask, and he needs to do it soon. A group of mercenary adventurers might prove far more effective than the soldiers Saidan usually hires for muscle work—but does the party really want to help the Boromar Clan?

Prominent NPCs

The Boromar Clan employs people of all races, but the inner circle of the organization is comprised of halflings: 108 in all, including 32 members of the actual Boromar family. The current patriarch of the family is Saidan Boromar (NE male halfling rogue 8). Saidan learned his trade on the streets of Lower Dura, and he has a quick tongue, silent feet, and a swift hand with a knife. Saidan and his wife Mala can usually be found at the Tain Gala. Mala Boromar d'Jorasco (N female halfling expert 4) is an unmarked heir of House Jorasco, and her marriage to Saidan has formed important ties between the crime lord and the healers of Sharn. Jorasco healers help Boromar halflings free of charge, with the expectation that Saidan will reimburse them for their efforts; this emergency assistance has saved the lives of many Boromars ambushed and left for dead by Daask brigands.

Councilor Ilyra Boromar (NE female halfling rogue 3/expert 3) is the eldest daughter of Mala



and Saidan. Her position on the city council has been invaluable in the past, but now her influence is slipping away.

Castar (NE male gnome diviner 3/expert 3) is the intelligence expert of the Boromar Clan and Saidan's chief adviser. Saidan expects Castar to come up with a solution to the problem of Daask, and the gnome may find himself at the bottom of the Dagger River if he doesn't come up with an idea soon.

Halak Boromar (NE male halfling barbarian 2/rogue 3) is the family's chief enforcer. The Boromar Clan still exists in the Talenta Plains, and Halak is a recent immigrant. As a result, he has more of a taste for blood than his city-bred kinfolk, and he likes nothing better than tracking and killing Daask goblins and gnolls. He is illiterate and not the brightest halfling at the best of times, but he is quick, strong, and surprisingly deadly. Halak commands the Clawfoots, the family's personal guard; there are 15 Clawfoot warriors, all of whom are halfling barbarian 1/rogue 1 characters.

Most of the 260 core members of the Boromar Clan are bookkeepers, administrators, or thieves. A typical Boromar agent is a 2nd- or 3rd-level expert or rogue, though there are a handful of specialists of 4th or 5th level. The Boromar Clan maintains a force of 30 burglars and cutpurses, but it specializes in intimidation, deception, smuggling, and similar trades; Boromar experts are more likely to have Charisma-based skills than Move Silently or Sleight of Hand. When it comes to physical violence, Saidan usually hires members of the Sharn Guard or employs the services of House Tarkanan. The Clawfoots are called in on rare occasions, but primarily defend the Boromar holdings in Little Plains.

Boromar Pickpocket: Halfling rogue 3; CR 3; Small humanoid; HD 3d6+3; hp 16; Init +3; Spd 20 ft.; AC 20, touch 14, flat-footed 17; Base Atk +2; Grp -2; Atk or Full Atk +7 melee (1d4/19-20, masterwork short sword); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL N; SV Fort +3, Ref +7, Will +2; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +4, Bluff +5, Climb +1, Diplomacy +3, Escape Artist +8, Gather Information +5, Hide +12, Intimidate +1, Jump +3, Listen +2, Move Silently +10, Sense Motive +6, Sleight of Hand +12, Spot +6, Tumble +10, Use Rope +3; Skill Focus (Sleight of Hand), Weapon Finesse.

Languages: Common, Halfling.

Evasion (Ex): If a Boromar pickpocket is exposed to any effect that normally allows him to

attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trapfinding: A Boromar pickpocket can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Possessions: +1 chain shirt, masterwork short sword, *potion of blur*, *potion of invisibility*, *potion of spider climb*.

Joining the Boromar Clan

To join the Boromar Clan, a character must be sponsored by a current member in good standing.

A member of the Boromar family interviews the character, probing to find out what he has to offer the Boromars and what risks he may pose.

Halflings generally have an easy time joining the Boromars; other characters may have to serve a probationary period or perform a simple service on behalf of the Boromars to prove their talents.

Membership Benefits: The Boromar Clan has a great deal of political and economic power in Sharn. As a member of the Boromars, the character can get a 5% discount on any sort of goods or services he wishes to acquire, as long as he's willing to use a vendor with ties to the Boromar Clan. Halfling members of the Boromars receive a 10% discount at Jorasco houses of healing.

The Boromar Clan has safe houses across the city, and a member can always find a safe place to sleep, even if it is a flophouse. Other advantages include the ability to fence goods at no cost, to take out loans at 10% interest/week, and to arrange burglaries for 15% of the standard cost. The character can expend a favor to have minor criminal charges dismissed; many members of the Sharn Watch are in the pay of the Boromar Clan, and are willing to overlook a minor offense. Finally, a favor can be used to request an audience with one of the city councilors with ties to the Boromars, although this does not carry any promise of assistance.

While membership in the Boromar Clan offers many advantages, the character earns the enmity of Daask, and the monsters will go out of their way to harm an up-and-coming Boromar agent.

DAASK

Daask, an aggressive criminal organization led by monstrous immigrants from Droaam, has been building its power in Khyber's Gate (in the Upper Cogs) and Malleon's Gate (in Lower Dura) for over



ten years. But over the past two years, Daask has burst out of the Cogs and into the lower wards of the city. Daask has primarily been engaging in swift guerilla attacks against the operations of the Boromar Clan. However, Daask places great emphasis on physical violence, and armed robbery, muggings, assassination, and protection rackets are its stock in trade. The presence of these monsters is making Lower Dura a considerably more dangerous place to live, and adventurers who spend considerable time in the lower wards will probably encounter Daask forces.

While Daask uses violence and the threat of violence to expand its influence and fill its coffers, the organization is starting to diversify its interests. Daask has begun selling dreamlily and heartflow in the Lower Wards, and Daask is also the only source of the mysterious drug known as dragon's blood. Daask also sells the services of its monstrous agents, both as assassins, bodyguards, and laborers.

In general, Daask is a fluid, mobile organization, and this has made it hard for the Boromars to fight. The majority of its members live in Khyber's Gate, often shifting homes every few days. The group has established a base at the Temple of the Six, but this is a well-fortified position protected by significant forces, and Khyber's Gate is too narrow to allow the Boromars to bring vast numbers of mercenaries to bear. Of course, a small group of capable adventurers might succeed where an army of Royal Guards would fail.

On the surface, Daask appears to be a simple criminal gang engaged in a battle for territory and power. The truth is somewhat more complicated. The ultimate leader of Daask is Sora Katra, one of the three hags who rule Droaam. Sora Katra has been establishing Daask cells across Khorvaire, building a monstrous power base in the shadows of the greatest cities of Khorvaire. But the motives of the hags are mysterious and subtle, and gold is the least of Sora Katra's concerns. And then there is dragon's blood, the true nature of which is another mystery. Is there some sinister side effect to this drug that has yet to be seen? Sora Teraza is said to see the future, and if her sister is acting on her advice, Daask may be playing a very elaborate game. On the surface, Daask appears to be a violent criminal organization working to increase its power. But occasionally it may inexplicably act to help the party, or take some other action that seems contrary to its criminal interests.

Prominent NPCs

Daask includes approximately 260 active members, though this number can fluctuate on a daily basis. Sora Katra can always send additional forces from Droaam, and Daask can also recruit

members of the local population. The lower ranking members of Daask are mostly goblins, humans, and shifters recruited in Sharn, along with a handful of changelings. The core organization includes 100 gnolls, 25 ogres, 12 minotaurs, 8 harpies, 6 trolls, and 5 medusas, along with a few worgs, horrid wolves, displacer beasts, cockatrices, and basilisks. Daask has gone to some effort to conceal the true extent of its forces from the surface world. It is very unusual for Daask to commit more than ten creatures to a single task, and the magical beasts are hardly ever used beyond Khyber's Gate.

The Sharn Daask cell is led by the ogre mage Cavallah. Cunning and exceptionally charismatic, Cavallah has gained considerable influence among the goblinoids of Malleon's Gate and the Cogs. Cavallah is far more concerned with order and discipline than many of her soldiers, and she is personally responsible for planning Daask's campaign against the Boromars. She is a scholar, and in her free time she studies the effects of the manifest zone of Sharn; she is fascinated by the ways that the city has incorporated the magic of flight and may attempt to obtain artifacts or magic items that relate to the manifest zone.

Cavallah is at home in the air. While she prefers to close and shatter her opponent's weapons, she makes full use of her perfect aerial maneuverability, especially if she needs to escape. The benefits of Manifest Flight have already been included in her speed. Her *hag eye* is her connection to Sora Katra, who sends her instructions using *sending*.

Cavallah: Female ogre mage rogue 3; CR 11; Large giant; HD 5d8+20 plus 3d6+12; hp 68; Init +0; Spd 40 ft., fly 60 ft. (perfect); AC 19, touch 9, flat-footed 19; Base Atk +5; Grp +17; Atk or Full Atk +13 melee (3d6+12/17–20, +1 *keen greatsword*) or +5 ranged (2d6+6/×3, masterwork composite longbow); SA spell-like abilities, sneak attack +2d6; SQ darkvision 60 ft., evasion, low-light vision, regeneration 5, spell resistance 19, trap sense +1, trapfinding; AL LE; SV Fort +9, Ref +5, Will +5; Str 26, Dex 10, Con 19, Int 12, Wis 16, Cha 20.

Skills and Feats: Bluff +11, Concentration +10, Diplomacy +12, Disguise +6 (+8 when acting), Knowledge (the planes) +6, Intimidate +12, Listen +7, Sense Motive +8, Spellcraft +4, Spot +10, Use Magic Device +8; Improved Sunder, Manifest Flight, Power Attack.

Languages: Common, Giant, Goblin.

Spell-Like Abilities: At will—*darkness*, *invisibility*; 1/day—*charm person* (DC 16), *cone of cold* (DC 20, 9d6 damage), *gaseous form*, *polymorph*, *sleep* (DC 16). Caster level 9th.

Evasion (Ex): If Cavallah is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Trapfinding: Cavallah can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

For details on Cavallah's ogre mage abilities, see page 200 of the *Monster Manual*.

Possessions: +1 chain shirt, +1 keen greatsword, masterwork composite longbow (+6 Str bonus), *hag eye*, 2 *potions of cure moderate wounds*, *ring of mind shielding*, quiver and 30 arrows. Cavallah's hoard includes 12,500 gp hidden in a *bag of holding* in the Temple of the Six.

Cavallah's second-in-command is Harash (N male medusa rogue 1). Also a specialist in diplomacy and intimidation, Harash monitors the members of the organization and maintains morale. Military operations are usually commanded by Cazha Bloodwing (NE female harpy fighter 4), Torarg Blackhorn (NE male minotaur barbarian 3), or Keshta (NE male gnoll ranger 4). Cavallah usually uses the minimum force required to complete the objective; she wants to conceal her power, and won't send Cazha and a force of trolls if she thinks that Keshta and a half-dozen gnolls can handle the situation.

In battle, Keshta prefers to hang back and use his bow while his soldiers engage the opponents in melee. He despises wizards, and tries to bring them down as quickly as possible.

Keshta: Male gnoll ranger 4; CR 5; Medium humanoid; HD 2d8+8 plus 4d8+16; hp 54; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +5; Grp +10; Atk +11 melee (1d8+5/19–20, masterwork longsword) or +7 ranged (1d8+5/×3, masterwork composite longbow); Full Atk +11 melee (1d8+5/19–20, masterwork longsword) or +5/+5 ranged (1d8+5/×3, masterwork composite longbow); SA combat style (archery), favored enemy humans +2; SQ darkvision 60 ft., wild empathy +0 (–4 magical beasts); AL LE; SV Fort +11, Ref +5, Will +1; Str 20, Dex 13, Con 18, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +4, Heal +4, Hide +7, Jump +4, Knowledge (dungeoneering) +4, Listen +7, Move Silently +6, Spot +7, Survival +4, Swim +4; Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Stealthy, Track^B.

Languages: Common, Gnoll.

Favored Enemy (Ex): Keshta gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gains the same bonus on weapon damage.

Possessions: Masterwork chain shirt, masterwork buckler, masterwork longsword, masterwork composite longbow (+5 Str bonus) with 30 arrows, darkweave cloak, *potions of cure moderate wounds*, 120 gp.

The final arrow in Daask's quiver is the cult of the Dark Six. Droaam is one of the few locations where these gods are openly worshiped, but they have followers across Khorvaire. Daask brought a number of priests to Sharn, but the group also served as a magnet for the existing worshipers, especially when Cavallah restored the Temple of the Six in Khyber's Gate. Daask has 15 priests, primarily goblin, human, and gnoll adepts of 2nd to 6th level. The most powerful of these is a priestess of the Shadow named Ash (NE female human adept 12). So far, Ash has not challenged Cavallah's leadership; she prefers to remain in the Temple of the Six, healing the wounded and contemplating dark mysteries. But there may come a time when Ash develops her own agenda—and this could cause a disastrous split within the ranks of Daask.

Low-Level Human Mugger: Male human warrior 1; CR 1/2; Medium humanoid; HD 1d8+1; hp 5; Init +4; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk or Full Atk +3 melee (1d8+1/19–20, longsword); SA —; SQ —; AL N; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Jump –5; Improved Initiative, Weapon Focus (longsword).

Language: Common.

Possessions: Scale mail, light steel shield, longsword.

More powerful muggers and other agents of Daask could include any number of monsters straight out of the *Monster Manual*: a gnoll (CR 1), choker (CR 2), ogre (CR 3), minotaur (CR 4), troll (CR 5), ettin (CR 6), hill giant (CR 7), stone giant (CR 8), frost giant (CR 9), fire giant (CR 10), cloud giant or troll hunter (CR 11), or similar creature.

Joining Daask

While Daask includes many monstrous races, they may accept characters from any background—although halflings rarely make the cut. Generally, an applicant is interviewed by Cavallah herself or one of the lieutenants described above. The character is assigned a task or test to prove her skills and dedication; these challenges can often be lethal. However, while it is dangerous to join, Daask does not require its members to pay any sort of dues;

the organization receives its funding directly from Droaam. The only requirement is that members be willing to serve when Cavallah calls on them for assistance.

Membership Benefits: As a member of Daask, a character can always find free lodging in Khyber's Gate, and is exempt from the aggressive behavior of other Daask members. He can acquire dragon's blood without difficulty, and receives a 20% discount on all purchases made at the Wounded Dragon. The cost to have goods fenced is reduced to 10%. In addition, he can pay the priests of the Dark Six to perform divine spells of 1st to 3rd level.

As the Boromar Clan consolidates its defenses, the forces of the Boromars may target characters allied with Daask, attacking them physically or politically.

HOUSE TARKANAN

House Tarkanan is known as a small order of highly skilled assassins and thieves. When they first appeared in Sharn six years ago, the Boromar Clan attempted to assimilate them, and when that didn't work, to eliminate them. The members of the so-called house turned out to have impressive skills and organization, and the Boromars ultimately backed down from the conflict. The Boromar Clan doesn't traffic in assassination in any case, so an agreement was made: As long as House Tarkanan would agree to never accept a contract against a Boromar, the Boromar Clan would allow the house to operate in Sharn without paying tribute.

Today, House Tarkanan focuses on three services. The first is theft—both burglary and the work of the cutpurse. The employer names the target and provides all necessary information to locate him; the house does the rest. The price of the job depends on both the difficulty of the job and the value of the object being stolen.

The second service is assassination. The price varies based on the level of the target and the complexity of the scenario. Simply killing a man with a quick death attack in a bar is considerably easier than infecting him with a fatal disease and making sure that he dies of "natural" causes.

The final service is manslaughter. Simpler than assassination, this involves killing the target quickly and by whatever means are most convenient. The cost is the same as assassination, but obviously there is no modifier for the complexity of the scenario.

House Tarkanan does not target high-ranking members of any of the major criminal organizations in Sharn—the Tyrants, Daask, or the Boromar Clan. The house does not guarantee success; if an assassin is killed in the course of his mission, the house may send a second assassin, or they may choose to abandon the contract, in which case they do refund

half of the fee. House Tarkanan also offers one additional special service: assassination of the soul. The house possesses a single +1 *Keeper's fang dagger*. For twice the usual fee, a House Tarkanan assassin will kill her target using the dagger—trapping the victim's soul in the domain of the Keeper and thus preventing her from being *raised* or *resurrected*. Of course, *resurrection* is rare enough on Eberron that mutilating the body is often sufficient to rule out *raise dead*.

House Tarkanan's business is straightforward enough, and most people who are familiar with the underworld know of them. However, few people know the history of the organization. Toward the end of the Last War, the Brelish King's Dark Lanterns assembled a team of spies who all bore aberrant dragonmarks, hoping to harness their powers in the work of espionage. The experiment was a failure, and half the group ended up killed. The King's Dark Lanterns tried to silence the remnants of the group, but its surviving members fled to Sharn, led by a human woman named Thora Tavin.

Drawing from her extensive education, Thora Tavin took up the name of Lord Halas Tarkanan, the warrior who united the bearers of aberrant dragonmarks during the War of the Mark, and formed House Tarkanan as a mockery of the dragonmarked houses. Thora continues to seek out others who bear aberrant dragonmarks, as well as other skilled spies and criminals, to expand the ranks of her organization. She is driven to learn more about Lord Tarkanan and the aberrant marks that were exterminated during the War of the Mark, and spends much of her organization's resources funding expeditions into the ruins of UnderSharn.

Prominent NPCs

Thora Tavin (LE female human rogue 6/assassin 6) is a deadly killer, utterly devoted to her cause, and if she is evil, it is because she will do absolutely anything to protect those who bear aberrant dragonmarks—even if it means killing innocents. She truly sees all who bear aberrant marks as being part of an extended family, and she will not allow her family to be exterminated.

The active members of House Tarkanan generally possess aberrant dragonmarks and 2 or 3 levels in a player character class. Rogues and sorcerers are both common, as are barbarians.

Joining House Tarkanan

House Tarkanan generally accepts any character who has an aberrant dragonmark. The goal of the house is to train those who have such marks. However, Thora is a shrewd judge of character, and if she senses that a new member is working against the house, she makes a ruthless example of him.

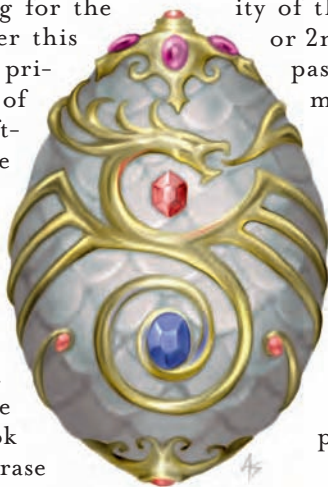
Membership Benefits: House Tarkanan specializes in theft and assassination. A member of the house can fence goods at no additional cost, arrange for burglaries for 15% of the item's value, and set up assassinations for a base cost of 250 gp/level of the target—though like all crimes the cost may be adjusted based on the challenges involved. In addition, House Tarkanan is the single greatest source for knowledge about aberrant dragonmarks and the War of the Mark. A member of House Tarkanan receives a +3 on any Knowledge or bardic knowledge check concerning these subjects, as long as he can consult the resources of the house.

THE TYRANTS

The Tyrants are a mysterious guild of shapeshifters. They control most of the bordellos in Sharn, and the stories say that a great many prostitutes in the city are actually changelings working for the Tyrants—who can really know whether this is true or false? However, the Tyrants primarily deal in information—all aspects of information. They use their shapeshifting and telepathic abilities to acquire secrets that can be used for blackmail or sold to the highest bidder. They forge coins, identification papers, and works of art. Certain Tyrant pickpockets specialize in switching a target's identification papers for a carefully prepared set of forged papers. They can steal a man's identity to frame him for crimes or conversations he took no part in. Or they can help a fugitive erase his old life and assume a new identity, altering his appearance and even providing a supporting cast for his new existence. There is no question that they are both extremely useful and very dangerous to deal with.

The Tyrants have been operating in Sharn for over 300 years. While there were initial clashes between the two groups, the Boromar Clan ultimately agreed to a truce with the Tyrants; both operate in different arenas and do their best to avoid directly interfering with one another.

Adventurers are most likely to seek out the Tyrants to obtain information. The Tyrants have spies hidden throughout the city, and even where they don't have existing plants they excel and infiltration and the extraction of information. However, the Tyrants may also assist the enemies of the party. If the price is right, the Tyrants can provide body doubles—perhaps an enemy thought to be dead was simply a changeling duplicate. Or perhaps a hated foe returns with a new face, thanks to Tyrant face sculptors. The Tyrants are mysterious folk who may help or hinder the party for no reason at all; like



the Traveler, the Tyrants are full of secrets and their gifts can be dangerous things.

Prominent NPCs

Very few Tyrants are actually known, as they trade identities as other beings would trade clothes. The guild is led by a doppelganger named Ek (NE male doppelganger expert 3/rogue 5), who is often called "Tyrant One." Kilk, the Councilor for Lower Tavick's Landing, is not a specific Tyrant, but rather an identity shared by multiple members of the organization, including Ek.

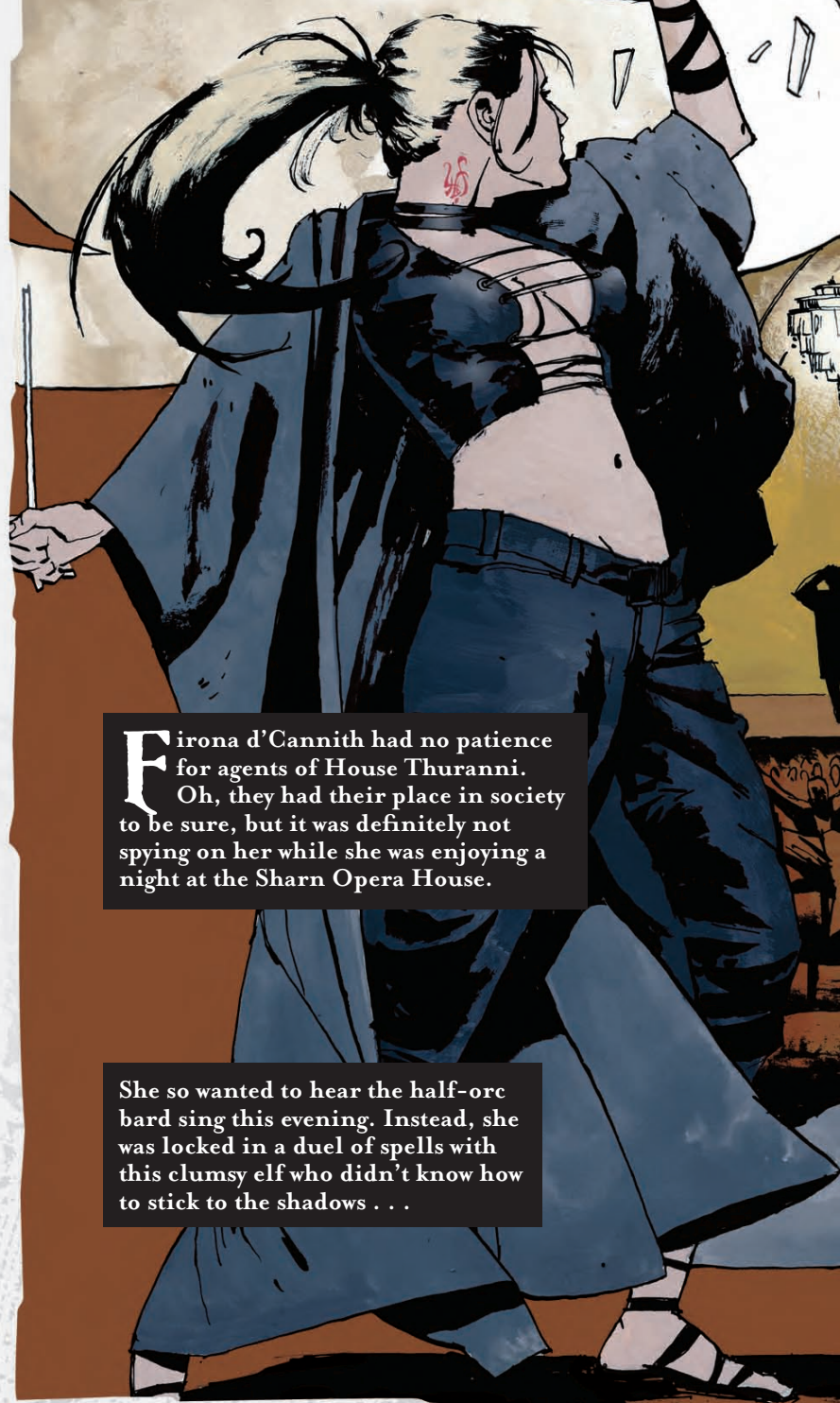
While names can shift and change, race and skill remains a constant. The inner circle of the Tyrants includes 7 doppelgangers: one 5th-level cleric of the Traveler, one 5th-level illusionist, one 5th-level rogue, along with two bard 5 characters and two rogue 5 spies. The remaining 122 members are almost all changelings. The majority of these characters are 3rd-level experts or 2nd-level rogues, and most of these are passive observers who simply relay information back to the active agents. But there are also 20 3rd-level characters, 10 4th-level characters, and 5 5th-level characters, mostly rogues, bards, illusionists, or sorcerers.

Joining the Tyrants

The Tyrants only accept creatures with the shapechanger subtype, primarily changelings and doppelgangers. Applicants are assigned a challenge to prove their skill and cunning.

Membership Benefits: Information is the coin the Tyrants deal in. A Tyrant gains a +1 bonus on all Gather Information checks made in Sharn. If he expends a favor, the DM may choose to simply provide him with a piece of information; otherwise he receives a +4 bonus on a single Gather Information or Knowledge check. He can acquire forged documents at half the usual cost, and arrange for Tyrant transformations at a 20% discount. By calling in one or more favors, a Tyrant can get other members of the guild to help him create elaborate deceptions; the changelings do not risk their lives, but use their shapeshifting abilities and skill at subterfuge to assist their comrade. The number of favors required depends on the complexity of the scenario, the number of changelings required, and the risk involved.

In addition, the Tyrants have spies scattered throughout Sharn and have gathered blackmail evidence on many important people. By expending a favor, a character may be able to gain a temporary political advantage over an enemy—although ultimately, it is up to the DM to decide whether a particular NPC is vulnerable to manipulation.



Firona d'Cannith had no patience for agents of House Thuranni. Oh, they had their place in society to be sure, but it was definitely not spying on her while she was enjoying a night at the Sharn Opera House.

She so wanted to hear the half-orc bard sing this evening. Instead, she was locked in a duel of spells with this clumsy elf who didn't know how to stick to the shadows . . .



HEROES AND MAGIC

Whether they are playing an extended campaign set in the City of Towers or only visiting Sharn for the course of an adventure, player characters will find ample new opportunities for expanding their repertoire among the resources the city offers. Even in a single adventure's time, PCs might learn new spells or acquire magic items to help them navigate the towers and heights of Sharn.

Some of the material in this chapter is not recommended for general Eberron campaigns. A character who spends a feat slot learning Manifest Flight has wasted that slot once his adventures take him far from Sharn, and the same is true for levels spent in the Sharn skymage prestige class. These options are intended for use in a campaign in which the characters can expect to remain in Sharn for most of their adventures, thus allowing them to get the most use out of the feats and prestige classes they choose.

FEATS

The feats in this section reflect life in the City of Towers and its connection to the plane of Syrania.

FILTH EATER [GENERAL]

You grew up in the sewers of Sharn or a similarly unsanitary environment. You are highly resistant to the effects of disease and can usually eat spoiled food without suffering ill effects.

Benefit: You receive a +4 bonus on saving throws against disease or ingested poisons. If you fail your saving throw, ability damage from either of these sources is reduced by 1 point (minimum 1).

IMPROVED FLIGHT ITEM [ITEM CREATION]

You have learned to make use of the manifest zone in Sharn to craft magic items that grant superior flight.

Prerequisites: Craft Wondrous Item, Knowledge (the planes) 6 ranks.

Benefit: You can craft a magic item that grants a fly speed in such a way that its powers are enhanced within a manifest zone linked to Syrania, including anywhere within the city of Sharn. When such an item is used in Sharn, the fly speed it grants is increased by 50%. In addition, it can be used an additional two times per day, or continuously if it could otherwise be used three times or more each day.

For example, if you make a pair of *winged boots*, they grant a fly speed of 90 feet and can be used continuously as long as they are used within Sharn. (Normally, *winged boots* function three times per day.) The market price for the boots is unchanged. If you make a *carpet of flying*, it grants a fly speed of 60 feet within Sharn and is otherwise unchanged (since *carpets of flying* normally work continuously).

In addition to allowing you to make improved versions of standard items at a lower cost, this feat is a prerequisite for creating certain magic items unique to Sharn. (Such items are described later in this chapter.)

Finally, if you also have the Craft Construct feat or the ability to craft a homunculus, any construct you create that has a fly speed gains Manifest Flight as a bonus feat.

Special: An artificer may select Improved Flight Item as one of his artificer bonus feats.

MANIFEST FLIGHT [GENERAL]

You have learned to make use of the manifest zone in Sharn to improve your natural ability to fly.

Prerequisites: Fly speed, Knowledge (the planes) 4 ranks.

Benefit: When you are within a manifest zone linked to Syrania, including anywhere within the city of Sharn, your fly speed is increased by 50% and your maneuverability is increased by one step.

MANIFEST LEAP [GENERAL]

You have learned to make use of the manifest zone in Sharn to increase your ability to jump and reduce the damage you take when you fall.

Prerequisites: Knowledge (the planes) 3 ranks, Jump 6 ranks.

Benefit: When you are within a manifest zone linked to Syrania, including anywhere within the city of Sharn, you gain a +5 competence bonus on Jump checks. In addition, you take only 1d4 points of damage for each 10 feet you fall.

If you have the slow fall class ability, add 10 feet to the distance you can fall without taking damage.

Normal: You take 1d6 points of damage for each 10 feet you fall.

SWARM'S EMBRACE [GENERAL]

You have a natural affinity for swarms and can stand in the midst of a swarm with few harmful effects.

Prerequisite: Child of Winter.

Benefit: You are immune to the distraction effect of a swarm and receive damage reduction 6/— against swarm attacks.

EQUIPMENT

Merchants and travelers of all nations pass through Sharn. As a result, many unusual items and substances are available in the markets of Sharn—either legally or in the shadows. The merchants of the city have a saying, “If it can be bought, it can be bought here.” This section presents the smallest slice of what can be bought in Sharn.

ALCHEMICAL SUBSTANCES

Each of these substances can be made using the Craft (alchemy) skill. The Craft check DC is specified on the table below.

TABLE 6–1: ALCHEMICAL SUBSTANCES

Item	Price	Alchemy DC
Aelia's Tonic	5 gp	25
Darkeye	50 gp	25
Heartflow	15 gp	20

Aelia's Tonic: This foul, murky liquid is served at Nightshade in Shae Lias. It is designed to complement darkeye, enhancing the strength of the visions—though also increasing the risk to the drinker. A character who consumes a glass of Aelia's tonic takes a –2 circumstance penalty on all saving throws against ingested poisons for the next hour; this penalty is increased to –4 if the saving throw is made to resist the effects of darkeye.

Aelia's tonic has a strong and extremely unpleasant flavor, and a full doze (4 ounces) is required to have any effect.

Darkeye: The strongest of the toxic beverages served at Nightshade in Shae Lias, this foul substance acts as an ingested poison: DC 12, initial damage paralysis, secondary damage 1 Con. However, if the victim fails his saving throw against the secondary damage, the paralysis continues and he

must make another save after a minute has passed. If he fails, he remains paralyzed, loses another point of Constitution, and must save again the following minute. This continues until the victim makes a successful saving throw.

During the period of paralysis, the victim is poised on the brink of life and death. Some victims see visions of their past, while others hear the voices of departed friends and family. The experience sensitizes the victim to the emanations of the beyond. For an hour after consuming darkeye, the victim gains +1 effective caster level when casting any sort of necromantic spell; this is increased to +5 when casting *speak with dead*.

Darkeye is terribly bitter, and a full dose (2 ounces) is required to have any effect.

Heartflow: This clear fluid is a powerful aphrodisiac, offered as an option at Firelight and bordellos of similar quality. It primarily enhances sensation, but it also leaves the user vulnerable to seduction. For three hours after using heartflow, a character receives a –3 penalty on saving throws against *charm person*, *suggestion*, or other mind-altering effects that inspire love or trust, and a –3 penalty on Sense Motive checks made to oppose Diplomacy or Bluff. A character who receives a dose of Heartflow without his knowledge or against his will can make a DC 15 Fortitude save to resist this effect.

GOODS

These are miscellaneous items or gear useful to adventurers and other characters in Sharn.

TABLE 6–2: GOODS

Item	Cost	Weight
Clothing, Clebdecher glameweave	see text	see text
House Sivils notarized document, blank	2 gp	—
Potion bracer	50 gp	1.5 lb.
Resilient document (1 page)	1 gp	—

Clebdecher Glameweave: A specially tailored Clebdecher outfit compares to normal glameweave as glameweave compares to mundane clothing. A Clebdecher outfit costs a base 500 gp, plus twice the standard price of the outfit in question. In addition, it must be personally designed and fitted to the intended wearer, which takes time. However, it provides its wearer with a +2 circumstance bonus on Diplomacy checks. In addition, there is a certain status to wearing a Clebdecher; anyone who recognizes her work knows the worth of the outfit.

House Sivils Notarized Document, Blank: A representative of House Sivils notarizes most important legal documents; only an heir with the Least Mark of Scribing can produce this



distinctive *arcane mark*. The *arcane mark* makes things very difficult for forgers. However, unscrupulous members of House Sivil sell blank sheets of parchment inscribed with the *arcane mark*, allowing forgers to produce whatever documents they require. Because of their role in counterfeiting, blank Sivil documents are considered contraband. If House Sivil catches an heir producing blank documents, he is immediately disinherited and held in a Sivil jail for treason against the interests of the house.

Potion Bracer: Elite soldiers often carry potions, but in the midst of battle a warrior may not have a free hand or time to locate a particular vial. A potion bracer is a leather band reinforced with strips of steel, with slots for three potion vials. Worn on the forearm, it allows instant hands-free access to these three potions. Drinking a potion from the bracer is a standard action, but it does not provoke an attack of opportunity or require a warrior to put down his weapon.

The downside is that unlike a concealed potion, the bracer is very obvious to observers—and it can be directly attacked. A character can make a sunder attack against the bracer (AC 14 + wearer's Dexterity modifier). The bracer has hardness 8 and 5 hit points. However, any attack that deals 5 or more hit points of damage shatters one of the

potion vials (chosen randomly) even if the bracer itself is untouched.

Due to the weight placed on the forearm, a potion bracer has an arcane spell failure chance of 5%.

Resilient Document: The gnomes of Zilargo are obsessed with the preservation of information. Using alchemical techniques and the exotic woods of Aerenal, the Library of Korranberg developed a material far stronger than paper or parchment. A resilient document has hardness 3 and 3 hit points; a resilient book has hardness 3 and 7 hit points per inch of thickness. A resilient document is not adversely affected by exposure to water, and has fire resistance 3, which allows it to survive temporary exposure to fire without serious damage. To create a specific sort of resilient document, add 1 gp to the base cost of that document. A resilient book (such as a wizard's spellbook) costs an additional 100 gp.

DRUGS

From dreamlily to dragon's blood, the shadow markets of Sharn deal in a wide variety of opiates and elixirs that are better left alone. Many of these are harmful when used over the course of months or years—but there are a few substances that can have a terrible effect on the mind or body of a character after a single use.

Drug addiction functions much like diseases as described in the *Dungeon Master's Guide*. Upon initial exposure (anytime a character imbibes or applies a drug with an addiction rating), the character must succeed on a Fortitude save or become addicted, as shown below. Addiction proceeds like a disease—while addicted, the character takes ability score damage each day unless he succeeds at a Fortitude save against the given DC.

TABLE 6-3: ADDICTIONS

Addiction Rating	Fort DC	Satiation	Damage
Negligible	4	1 day	1d3–2 Dex (can be 0)
Low	6	10 days	1d3 Dex
Medium	10	5 days	1d4 Dex, 1d4 Wis
High	14	2 days	1d6 Dex, 1d6 Wis, 1d2 Con
Extreme	25	1 day	1d6 Dex, 1d6 Wis, 1d6 Con

Addiction: Drugs are rated according to their addictive potential. Drugs increase their rating by one step for every two full months a character remains addicted to the drug. A character who recovers from an addiction and later becomes readdicted does so at the addiction rating the drug had just prior to his recovery.

Satiation: Each time the user takes the drug to which he is addicted, he is satiated and staves off withdrawal symptoms for the given period of time. After the satiation period wears off, the DC of the Fortitude save to resist the effects of addiction increases by +5. The dose in which a character becomes addicted counts for satiation.

Damage: Addiction deals the listed damage each day unless the character succeeds at a Fortitude saving throw or is satiated.

Recovery: If a character makes two successful saving throws in a row, he has fought off his addiction and recovers, taking no more damage. Of course, he can always become addicted again by taking another dose of the drug and failing his Fortitude save to resist addiction.

A *lesser restoration* or *restoration* spell may negate some or all of the ability score damage caused by an addiction, but on the next day the victim accrues more ability score damage if he continues to fail his Fortitude saves. *Remove disease* immediately causes the user to recover from the addiction, but it does not restore lost ability score points. *Greater restoration* or *heal* causes recovery and restores all ability score damage from the addiction.

Drug Characteristics

Some characteristics of drugs are summarized on Table 6-4: Drugs.

TABLE 6-4: DRUGS

Item	Fort DC	Price	Alchemy	
			DC	Addiction
Absentia ¹	DC 16 ²	200 gp	30	Negligible
Dragon's Blood ¹				
Black	DC 15	240 gp	30	Medium
Blue	DC 18	750 gp	30	High
Red	DC 20	1,200 gp	30	Extreme
Dreamlily	DC 12	1 gp	25	High

Fort DC: The DC of the Fortitude save to avoid the effects of the drug.

Price: The price of a single dose.

Alchemy DC: The DC for the Craft (alchemy) check required to make the drug. The check can only be made in a properly outfitted alchemical laboratory.

Addiction: The addiction rating of the drug.

1 This drug is magical. Its positive effects do not take hold in an antimagic field, but the negative aspects of the drug's secondary effects and addiction remain.

2 Absentia requires a Will save rather than a Fortitude save.

Other characteristics are spelled out in each drug entry. After a general description of the drug, the following characteristics are provided.

Initial Effect: The effect of the drug if the initial saving throw fails.

Secondary Effect: The effect of the drug if the secondary saving throw fails.

Side Effects: Side effects, if any. These occur immediately upon taking the drug.

Overdose: What constitutes an overdose and the effects of the same.

Absentia: This unusual drug first appeared in Sharn at the end of the Last War, and while it has little practical value it has developed a following among the jaded rich. Use of absentia is illegal in Sharn. The potion is produced in Riedra by the Inspired and sold in Sharn by the Boromar clan. In addition to the Craft (alchemy) skill, the creator of absentia must have access to the *remote viewing* psionic power.

Initial Effect: The user falls into a comatose state for one hour. During the coma, the character perceives the world through the senses of another. This is similar to *scrying*, but it is concentrated on an individual, and the user perceives sensations through all five senses. The target is selected randomly and could be anyone within a radius of one mile from the user, though the potion cannot affect anyone protected by *mind blank* or a similar effect.

Secondary Effect: None.

Side Effects: During the coma induced by absentia, a Quori spirit can possess the user's body regardless of the Charisma score of the victim or his willingness to be possessed. However, this is a carefully guarded secret, and not something the Quori use frequently; most people believe that somnambulism is a side effect of the drug.

Overdose: None.

Dragon's Blood: This dark fluid is not literally dragon's blood; it derives its name from its power to enhance the innate magical abilities of sorcerers and dragonmarks. The nature of the drug is a mystery. It is produced by the hags of Droaam and uses a component that has yet to be identified; without this component, it is impossible to create.

Dragon's blood is an addictive drug that can be quite dangerous to the user. It is illegal in Sharn, but the monsters of Daask still sell it in the shadow markets of the Cogs. For many sorcerers and dragonmarked heirs, the power of the blood is worth the risk of venturing into these lawless areas.

A character can only gain the benefits of one elixir of dragon's blood per day, regardless of the specific type of blood. After it is used, subsequent doses have no effect until 24 hours have passed. If a character is addicted to dragon's blood, only make checks for the type of blood with the highest addiction save DC. He can avoid an addiction check by drinking any color of dragon's blood.

Note that any use of dragon's blood can potentially lead to an overdose, provided the user fails a Will save.

For purposes of dragon's blood, aberrant dragonmarks are considered to be least dragonmarks.

Black Dragon's Blood: One of the weaker varieties of dragon's blood, black dragon's blood enhances spells and dragonmark abilities with metamagic-like effects.

Initial Effect: The next use of a least dragonmark or a sorcerer spell of 2nd level or lower is enhanced with the effects of Enlarge Spell and Extend Spell. This effect lasts for ten minutes or until the user casts a spell or uses a dragonmark.

Secondary Effect: 1d4 points of Charisma damage.

Side Effects: None.

Overdose: DC 18 Will save or take 2d6 points of damage.

Blue Dragon's Blood: Blue dragon's blood is one of the stronger varieties. It allows a sorcerer or a character with a dragonmark to use his abilities more times in a day.

Initial Effect: The next use of a least or lesser dragonmark or a sorcerer spell of 4th level or lower does not use up a daily spell slot or a daily use of a dragonmark ability. This effect lasts for ten minutes or until the user casts a spell or uses a dragonmark, whichever comes first.

Secondary Effect: 1d4+1 points of Charisma damage.

Side Effects: None.

Overdose: DC 20 Will save or take 4d6 points of damage.

Red Dragon's Blood: The most powerful—and the most addictive—form of dragon's blood, red

dragon's blood enhances much of the user's sorcerer spellcasting or dragonmark abilities.

Initial Effect: All least or lesser dragonmark abilities and all sorcerer spells of 3rd level or lower are enhanced for the next minute. If the spell or dragonmark ability has a variable numeric element, it gains the benefit of Maximize Spell. If not, the user's effective caster level is increased by 3.

Secondary Effect: 1d6+1 points of Charisma damage.

Side Effects: None.

Overdose: DC 22 Will save or take 8d6 points of damage.

Dreamlily: Healers first used essence of dreamlily, a powerful opiate from Sarlona, during the Last War. Once the Brelish Crown realized the dangers of addiction, use of this elixir was quickly outlawed. This has not erased the demand for the drug, and the control of the dreamlily trade is a source of significant strife in the Lower-City.

Essence of dreamlily is an iridescent, psionically active liquid. It draws on the mind of the user, and tastes like his favorite beverage. Each use of the drug can potentially lead to an overdose, especially for those addicted to it.

Initial Effect: The user feels completely at peace for 8 hours, and nothing—not even physical injury—can disturb him. This has a number of effects: The user can operate normally while he has 0 to -4 hit points. At -5 hit points he is disabled, and at -6 or below he becomes unconscious. In addition, he is immune to *fear* and similar supernatural effects.

Secondary Effect: 1d4 points of Wisdom damage.

Side Effects: User can take only a single action each round while under the influence of dreamlily.

Overdose: DC 10 Will save or take 2d4 points of damage.

Special: A dreamlily addict takes a -2 penalty on all Will saving throws. This effect lasts until he manages to break the addiction.

SERVICES AND SPELLCASTING

Some of the services available in Sharn are described below.

TABLE 6-5: SERVICES AND SPELLCASTING

Item	Cost
Hireling, barrister	1 gp/day or more
House Kundarak: <i>arcane seal</i>	150 gp
House Sivis: <i>mark of the living parchment</i>	50 gp

Hireling, Barrister: A typical barrister has a Profession (barrister) skill modifier of +4 and costs 1 gp/day. Better barristers are available at a considerably higher cost; subtract 3 from the barrister's Profession modifier and square the result to

determine the increase in price over the base cost. So a barrister with a modifier of +5 costs 5 gp/day, one with +6 costs 10 gp/day, and one with +7 costs 17 gp/day.

House Kundarak: A Kundarak heir with the Least Mark of Warding can use a pair of *gloves of the locksmith* to cast *arcane seal* on a portal or object. He can enchant up to three keys with each use of the *glove*. Generally, the buyer receives two of these keys, while the house retains one for safekeeping.

House Sivis: The *mark of the living parchment* is a permanent magic tattoo. See the *pen of the living parchment* on page 169 for more details.

PRESTIGE CLASSES

The prestige classes presented in this chapter are all strongly tied to the Eberron setting in general and the city of Sharn in particular.

This chapter introduces the following new prestige classes.

Cannith Wand Adept: These scions of House Cannith are masters of wand use and creation.

Citadel Elite: The eyes, ears, and sword of the king of Breland, these spies and scouts are the elite servants of the crown.

Sharn Skymage: These spellcasters make use of Sharn's manifest zone to enhance their magical abilities of flight.

CANNITH WAND ADEPT

Knowledge of how to create a thing leads to knowledge of how to master it. That principle drives much of House Cannith's work, as well as most artificers—and the artificers of House Cannith perhaps most of all. The Cannith wand adept is an artificer or other spellcaster who follows that principle to its logical conclusion, as it applies to wands. A wand adept's knowledge bears tremendous practical fruit: she learns to identify the spell stored in a wand, to draw wands quickly and activate two wands at once, even to siphon the magic power in a wand to alter fate in her favor.

Most Cannith wand adepts are artificers, who bring an impressive knowledge of wand creation to their specialized training. The high number of ranks of Use Magic Device required before characters can adopt the class keeps out wizards, sorcerers, and clerics until higher levels, but some high-level sorcerers in particular seek out the training when

they are eligible. Some bards meet the prerequisites, but few seek out the training, as House Cannith is not known for its bards.

Sharn is an important center of power for House Cannith, the seat of Merrix d'Cannith and the southern branch of the family that he controls. House Cannith practices many different types of creation and artifice, and wand crafting is but a minor portion of the house's operations. That said, the wand adepts of the house form a small cadre of proud, elite artificers. They are trained in a one-on-one mentoring process: when a candidate is accepted into the training, she is assigned to a mentor who carries out the training. Wand adepts are highly protective of their own, and mentors commonly take new trainees under their wings in more than just an educational sense, becoming financial and political patrons to their students.

A great number of wand adepts put their particular talents to work on the battlefields of the Last War, and as a result their numbers are significantly lower now than they were before the war. In response to this depletion, the surviving members are actively recruiting new students to carry on their traditions.

Hit Die: d8.

Requirements

To qualify to become a Cannith wand adept, a character must fulfill all the following criteria.

Skills: Spellcraft 6 ranks, Use Magic Device 8 ranks.

Feats: Craft Wand, Wand Mastery, Favored in House (Cannith) or Least Dragonmark (Mark of Making).

Class Skills

The Cannith wand adept's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Cannith wand adept prestige class.

Weapon and Armor Proficiency: Cannith wand adepts gain no proficiency with any weapon or armor.

TABLE 6–6: THE CANNITH WAND ADEPT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Identify wand, wand focus
2nd	+1	+0	+0	+3	Wand quick draw, dual wand use
3rd	+2	+1	+1	+3	Siphon charge, improved dragonmark

Identify Wand (Ex): A Cannith wand adept can identify the spell stored in a wand by handling and examining the wand for 1 minute and making a successful Spellcraft check (DC 30 + the level of the stored spell). No retry is allowed on this check.

Wand Focus (Ex): A Cannith wand adept adds his class level to the saving throw DC and caster level of any wand he uses. This benefit stacks with that of the Wand Mastery feat.

In addition, a Cannith wand adept gains a +1 bonus on attack rolls made when casting any spell from a wand, regardless of whether the spell is a ray, a touch spell, or a spell that requires a normal attack roll. This bonus stacks with the benefit of Weapon Focus (ray) and similar feats.

Wand Quick Draw (Ex): A 2nd-level Cannith wand adept can produce a wand stored at his belt or in a bandolier as a free action, as if he were drawing a weapon using the Quick Draw feat.

Dual Wand Use (Su): Also at 2nd level, a Cannith wand adept learns how to activate two wands nearly simultaneously as a full-round action. The adept must hold a wand in each hand in order to activate both wands. Activating two wands in this way is horribly inefficient, and consumes 1d4 charges from each wand rather than just 1 charge. If using this ability would require more charges than the wand has remaining, the wand fails to activate and loses all of its remaining charges.

Siphon Charge (Su): At 3rd level, a Cannith wand adept can use charges from a wand in his hand much as if they were a single action point, to improve a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw. He must make a Use Magic Device check (DC 25) to activate the wand in this way, which he can do as a free action once per round. The wand must have at least 6 charges. With a successful check, the Cannith wand adept drains 1d6 charges from the wand. If the wand holds 1st-level spells, the adept adds 1d6 to his d20 roll, just as if he had spent an action point. Wands that hold higher-level spells allow him to roll more dice, in the same way as a higher-level character rolls more dice when spending an action point. The wand adept rolls a number of dice equal to the spell level contained in the wand and adds the highest result to his d20 roll. If the wand contains 0-level spells, he rolls 1d4 instead.

A Cannith wand adept cannot use this ability to replicate any other use of an action point.

Improved Dragonmark: Also at 3rd level, a Cannith wand adept gains Least Dragonmark (Mark of Making) as a bonus feat. If he already has one or more dragonmarks, he can use his least powerful dragonmark one additional time per day.



*Cannith
wand adept*

TG

CITADEL ÉLITE

The Citadel operates in the interests and at the behest of the King and Crown of Breland. Originally formed as an elite unit of spies and scouts during the Last War, the Citadel became the eyes, ears, and sword of the Breland kings. Not every agent of the Citadel aspires to or qualifies for this prestige class; it represents the best of the Crown's operatives—those with the skills and authority to take on the most harrowing assignments for the benefit and glory of Breland's king.

The Citadel operates throughout Breland as the ultimate agency for dispensing the King's justice. Local watches and constabularies can call on its agents when a crime or situation poses a threat that spreads beyond their jurisdictions. Agents can also insert themselves into any situations, as they desire, since they wield the authority of the Crown. The Citadel also conducts operations beyond Breland's borders, gathering intelligence, performing covert missions, and vigilantly working to keep Breland safe from its enemies.

The elite agent is the best of the best, saved for the most dangerous, most important assignments or granted latitude to serve the King and Crown as

TABLE 6-7: THE CITADEL ELITE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Citadel training, additional action points
2nd	+2	+0	+0	+3	Combat sense (defense), bonus feat
3rd	+3	+1	+1	+3	Diplomatic protection, royal contact
4th	+4	+1	+1	+4	Combat sense (attack), bonus feat
5th	+5	+1	+1	+4	Disciplined mind, focused smite

he sees fit. With a title such as the King's Blade, the King's Shield, or the King's Wand, the elite agent answers to the highest-ranking members of the Citadel, the Breland king's intelligence adviser, or in rare cases to the King of Breland himself.

Part spy, part inquisitive, and part soldier, the elite agent serves crown and country with his heart and soul. He might have the training of a rogue or a fighter, a wizard or a sorcerer, but he has been forged by the Citadel to rise to the top of this extraordinary institution. Everything the Citadel elite does is for the good of Breland, and he sometimes receives missions from the Crown that require his unique abilities. More often, however, he is left to his own devices. He is trusted to perform in the best interests of King and Crown without having to be constantly monitored or told what to do. He has his oath and his duty to guide him, and he is expected to always operate with the good of Breland in mind.

Hit Die: d8

Requirements

To qualify to become a Citadel elite, a character must fulfill all the following criteria.

Region of Origin: Breland.

Alignment: Any lawful.

Base Attack Bonus: +7.

Skills: Diplomacy 3 ranks, Gather Information 3 ranks.

Citadel elite

Class Skills

The Citadel elite's class skills (and the key ability for each skill) are Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points per Level: 4 + Int modifier.

Class Features

All of the following are class features of the Citadel elite.

Weapon and Armor Proficiency: Citadel elites are proficient with all simple and martial weapons, and with all armor and shields.

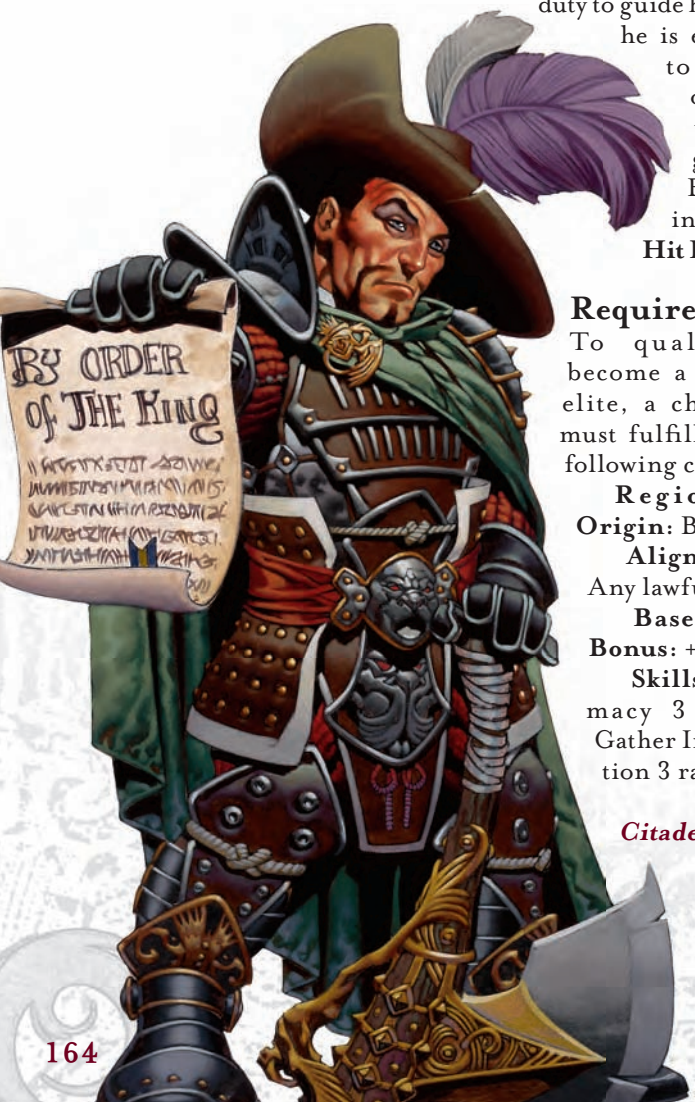
Citadel Training: The Citadel Academy is one of the best training facilities in all of Khorvaire. To reflect this, a Citadel elite gains a +2 insight bonus at 1st level on all Diplomacy, Gather Information, Search, and Sense Motive checks.

Additional Action Points: A Citadel elite's maximum action points per level increases by 1.

Combat Sense (Ex): As a further result of his intensive training, starting at 2nd level, a Citadel elite develops an intuitive ability to avoid danger. The character gains an insight bonus to AC equal to his class level (+2 at 2nd level, +3 at 3rd level, and so on).

Beginning at 4th level, a Citadel elite applies this same intuitive sense to striking opponents in combat as well as avoiding blows, learning to anticipate where an opponent will move. The character does not gain a bonus on his attack roll, but he can ignore the target's Dexterity and dodge bonuses to AC, to a maximum of the character's class level in total bonuses. For example, a 4th-level Citadel elite fighting a displacer beast (Dex 15, Dodge) in the Depths of Sharn negates its +2 Dex bonus to AC as well as its +1 dodge bonus from the Dodge feat, bringing its total AC from 16 to 14. The same character fighting a hellcat (Dex 21, Dodge) negates 4 points of the creature's +5 Dexterity bonus to AC, and cannot negate its dodge bonus. Thus, he attacks the hellcat as if its AC were 17 rather than 21.

Bonus Feats: At 2nd level, and again at 4th level, a Citadel elite gains a bonus feat of his choice. At either or both levels, a Citadel elite can choose to increase his effective spellcasting ability in another



spellcasting class he possesses instead of taking a bonus feat.

Diplomatic Protection: At 3rd level, a Citadel elite receives a signet (a ring or a brooch) from the King of Breland denoting the agent's favored connection to Crown and Nation. This connection provides status and a certain level of protection from the law. In Breland, this protection is absolute (though violating the laws of the land can lead to trouble for the agent). In the neighboring lands of Aundair, Thrane, Karrnath, and Zilargo, treaties and long-established agreements protect agents of the Citadel, but agents who push their luck—meddling in the affairs of government in lands other than Breland, killing wantonly, or otherwise flouting the law at every turn—are likely to suffer “accidents” that are completely disavowed by authorities in those lands. In other realms, a Citadel elite's diplomatic protection is meaningless.

Royal Contact: A Citadel elite has a contact close to the crown that provides information, assistance, and resources on an infrequent basis in exchange for the completion of missions and assignments that personally benefit the Brelish king. The type and degree of assistance this contact can provide is largely in the province of the DM. As a general rule, this contact can perform the same function as a Gather Information check, a bardic knowledge check, any Knowledge skill check, a Profession skill check (to accomplish a specific task, not simply to earn money), or sufficient Craft skill checks to make or repair a single item. Other functions are possible, at the DM's discretion. A Citadel elite can call upon this royal contact no more than once per adventure.

Disciplined Mind (Ex): At 5th level, a Citadel elite represents the pinnacle of the Citadel training. His mind is forged into a bastion of self-discipline, granting him complete immunity to fear effects. He also adds his Wisdom bonus (if any) to all Fortitude saving throws, in addition to his Constitution modifier.

Focused Smite (Su): Once per day, beginning at 5th level, a Citadel elite may attempt a focused smite with one normal melee attack. He adds his Wisdom bonus (if any) to his attack roll and deals 1 extra point of damage per character level. He must declare the smite before making the attack roll.

SHARN SKYIMAGE

By studying the properties of the manifest zone in which Sharn is situated, learning its intricacies and methods for manipulating it, a spellcaster can improve her magical or natural ability to fly. The planar fabric links Eberron to the Azure Sky of Syrania, and an intimate knowledge of this connection, allows a Sharn skymage to increase her speed and maneuverability, apply metamagic effects to her flying-related spells, and even to cast other spells more easily while flying.

As the name suggests, most Sharn skymages are arcane spellcasters, simply because wizards and sorcerers have access to more spells that grant flight than divine spellcasters do. Even so, some clerics (particularly those devoted to Kol Korran and the Traveler, who have access to *fly* as a domain spell) and druids (who can *wild shape* into flying forms) learn the techniques of a skymage in order to improve their abilities.

There is no school or organization of Sharn skymages, formal or otherwise. Many skymages simply stumble upon the techniques of the prestige class in the course of their magical and planar research. Others are tutored by other skymages, or at least pointed in the right direction by another spellcaster who has discovered the properties of the manifest zone. Rumors persist of skymages who learn their secrets from the angels themselves, despite the lack of any evidence to support them.

Even with no organization to train them, Sharn skymages are fairly common in the City of Towers. It is perhaps only natural that spellcasters in Sharn would seek out means of using the manifest zone to enhance their flight, and the casters who come into this prestige class along many different roads are simply a case of people reaching the same conclusions from disparate beginnings.

Hit Die: d8.

Requirements

To qualify to become a Sharn skymage, a character must fulfill all the following criteria.

Skills: Knowledge (the planes) 4 ranks, Spellcraft 8 ranks.

Feats: Any metamagic feat.

TABLE 6–8: THE SHARN SKYIMAGE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Naturalflyer, improved flight	—
2nd	+1	+0	+0	+3	Flyby Attack, Extend flight	+1 level of existing class
3rd	+1	+1	+1	+3	Improved maneuverability, Tenacious flight	—
4th	+2	+1	+1	+4	Quicken flight	+1 level of existing class
5th	+2	+1	+1	+4	Fast flight, reflexive flight	—



Sharn skymage

Special: *Flight*—The character must have the ability to fly, either by casting a spell (such as *fly*), or as a natural ability. Using a magic item that grants flight does not meet this requirement. The ability to change shape into a form with a fly speed does meet the requirement.

Class Skills

The Sharn skymage's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Sharn skymage prestige class.

Weapon and Armor Proficiency: Sharn skymages gain no proficiency with any weapon or armor.

Spells Per Day: At 2nd level, and again at 4th level, a Sharn skymage gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds that level of Sharn skymage to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became a Sharn skymage, he must decide to which class he adds each level of Sharn skymage for the purpose of determining spells per day.

Natural Flyer (Ex): A Sharn skymage is considered to have a fly speed for purposes of prerequisites for feats and prestige classes. For example, a skymage could take the *Wingover* feat (described in the *Monster Manual*), which has the prerequisite of a fly speed.

Improved Flight (Ex): A Sharn skymage adds his class level to his caster level when he casts any spell that grants flight. Thus, a 5th-level wizard/2nd-level Sharn skymage casts *fly* with a caster level of 8th (5 for his wizard levels, 1 for his improved spellcasting as a result of being a 2nd-level skymage, and 2 for his skymage levels). Spells in the *Player's Handbook* that fall into this category are *air walk*, *alter self**, *baleful polymorph**, *feather fall*, *fly*, *gaseous form*, *jump*, *levitate*, *overland flight*, *polymorph**, *polymorph any object**, *reverse gravity*, *shapechange**, and *wind walk*. Spells marked with an asterisk (*) apply only when the form assumed has wings.

Flyby Attack (Ex): At 2nd level, a Sharn skymage gains Flyby Attack (described in the *Monster Manual*) as a bonus feat.

Extend Flight (Su): Whenever a Sharn skymage of 2nd level or higher casts a spell that grants flight,

the spell's duration is doubled, as if the skymage had applied the Extend Spell feat to the spell.

Improved Maneuverability (Ex): When a 3rd-level Sharn skymage gains or grants the ability to fly by any means (including using a magic item), his (or the spell's target's) maneuverability is one step better than it would normally be. For example, when a 3rd-level skymage casts *fly*, the target gains perfect maneuverability (since *fly* normally bestows good maneuverability). When he casts *polymorph* to take the shape of a wyrmling gold dragon, he gains average maneuverability (since a gold dragon normally has poor maneuverability).

Tenacious Flight (Su): When a Sharn skymage of 3rd level or higher casts a spell that grants flight, the DC for another spellcaster to dispel that spell using *dispel magic* is 15 + the skymage's caster level.

Quicken Flight (Su): A Sharn skymage of 4th level or higher can cast a spell that grants flight as a free action, as if the skymage had applied the Quicken Spell feat to the spell. However, this ability functions only if the spell is targeted on the skymage himself. He cannot, for example, cast *polymorph* on an ally as a free action.

Fast Flight (Ex): At 5th level, when a Sharn skymage gains or grants the ability to fly by any means (including using a magic item), his (or the spell's target's) fly speed increases by 10 feet. For example, when a 5th-level skymage casts *fly*, the target's speed is 70 feet (since *fly* normally grants a speed of 60 feet). When he casts *polymorph* to take the shape of a wyrmling gold dragon, his speed is 210

feet (since a gold dragon normally has a speed of 200 feet).

Reflexive Flight (Su): A 5th-level Sharn skymage can cast a spell that grants flight to himself as a free action, even when it is not his turn, if he is falling. Thus, if he falls off a *soarsled* he could instantly cast *fly* or even *polymorph* on himself to stop his fall. The skymage cannot use this reflexive ability in other situations (for example, he could not take the form of a gold dragon when he sees an opponent cast *fireball* in order to gain immunity to fire), only when he is falling.

OTHER PRESTIGE CLASSES FOR SHARN

Various D&D supplements introduce prestige classes appropriate for Eberron campaigns based in Sharn. A player should consult with her DM before choosing a prestige class from the following list, because the flavor of the prestige class may need some tweaking to make it fit a Sharn-based campaign. Here is a partial list of suitable prestige classes, organized by supplement:

Complete Adventurer: Animal lord, beastmaster, bloodhound, dread pirate, dungeon delver, exemplar, ghost-faced killer, nightsong enforcer, nightsong infiltrator, shadowbane inquisitor, shadowbane stalker, shadowmind, spymaster, street fighter, tempest, thief-acrobat, vigilante, virtuoso.

Complete Arcane: Acolyte of the skin, argent savant, effigy master, elemental savant, enlightened fist, fatespinner, geometer, Initiate of the Sevenfold

THE URBAN ADEPT

The adept class in the *Dungeon Master's Guide* is most appropriate for savage humanoids and tiny villages—places and cultures where the opportunity for formal magical training as a cleric or wizard simply isn't available. The adepts found in Sharn (roughly 2,000 of them) generally do not fall into this category. (Some of them, notably shamanic leaders among the goblinoids and other monstrous inhabitants of the city, perfectly match that description, however.) Adepts among the towers are urban adepts, with the same level and spell progression but a unique spell list. These adepts work as healers in House Jorasco's houses of healing, as fortunetellers, and as alchemists. Some of them are religious adepts, as described in the *EBERRON Campaign Setting*, adding the spells from their cleric domain to the spell list presented below.

Urban adepts choose their spells from the following list.

0 Level: *create water, cure minor wounds, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic, resistance.*

1st Level: *bless, charm person, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, divine favor, endure elements, identify, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law.*

2nd Level: *aid, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, enthrall, fox's cunning, locate object, owl's wisdom, resist energy, see invisibility, whispering wind.*

3rd Level: *animate dead, bestow curse, clairaudience/clairvoyance, contagion, continual flame, cure serious wounds, daylight, deeper darkness, neutralize poison, remove curse, remove disease, tongues.*

4th Level: *cure critical wounds, legend lore, minor creation, restoration, scrying, stoneskin.*

5th Level: *break enchantment, commune, dream, heal, major creation, nightmare, raise dead, true seeing.*

Veil, master transmogrifist, mindbender, seeker of the song.

Complete Divine: Black flame zealot, church inquisitor, consecrated harrier, divine crusader, divine oracle, entropomancer, evangelist, geomancer, holy liberator, rainbow servant, sacred fist, stormlord, ur-priest, void disciple, warpriest.

Complete Warrior: Bladesinger, dark hunter, drunken master, exotic weapon master, frenzied berserker, halfling outrider, invisible blade, justiciar, kensai, knight protector, master thrower, master of the unseen hand, mindspy, occult slayer, rage mage, reaping maunder, spellsword, stonelord, tattooed monk, war chanter, warshaper.

Expanded Psionics Handbook: Cerebremancer, elocator, fist of Zuoken, metamind, psion uncarnate, thrallherd, war mind.

Miniatures Handbook: Bonded summoner, havoc mage, tactical soldier, war hulk.

Races of Destiny: Menacing brute, outcast champion, scar enforcer, urban soul.

Races of Stone: Battlesmith, blade bravo, divine prankster, iron mind, runesmith, shadowcraft mage, stonedead assassin.

MAGIC

Sharn is located in a manifest zone linked to the plane of Syrania, the Azure Sky. The primary effect of this manifest zone is to enhance spells and magic items that allow levitation or actual flight. This has historically been perhaps the most important factor making Sharn's growth into a major metropolis possible, for without it the city's towers would crumble, its transportation systems would collapse, and Skyway would plummet to the ground. Making use of the manifest zone requires knowledge and practice (reflected in the Sharn skymage prestige class and the feats Improved Flight Item and Manifest Flight), but can dramatically increase the capabilities of flying creatures, spellcasters, and magic items.

SPELLS

A few unique spells define the arsenal of the spellcasters of Sharn.

ARCANE SEAL

Abjuration

Level: Magewright 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell can be cast upon a door, chest, or portal. This magically seals the target and attaches a mystical alarm to this location. The focus of the spell is a platinum key; this key is mystically bound to the target of the spell and cannot be used again. The bearer of the key may freely pass the *arcane seal* without affecting it. Otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. In addition, if the door is opened in any manner, the bearer of the key receives a mental alert: a single word, set when the spell is cast.

A *knock* spell suppresses the *seal* for 10 minutes. *Dispel magic* permanently destroys the *seal* if the dispel check is successful. However, the *seal* sends its mental alert even if its magic is dispelled. A rogue or artificer can sense the presence of a *arcane seal* by making a successful Search check (DC 28). A rogue or artificer can temporarily disable the alarm using an *arcane key* (see next page).

Focus: A finely crafted platinum key worth 50 gp.

FORCE HAMMER

Evocation (Force)

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Force hammer is designed to bring down a single opponent without causing lasting harm. You fire a ray of force at a single target, making a ranged touch attack. If you hit, the bolt deals 1d4 points of nonlethal damage per level (maximum 10d4). If the target fails a Fortitude save, it is dazed for one round. (A successful saving throw does not reduce the damage.) *Force hammer* has no effect on nonliving creatures or objects. Creatures that are immune to nonlethal damage cannot be dazed by the spell.

SHOCKWAVE

Evocation (Force)

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Even if a battle is for a just cause, using a *fireball* on a crowded city street places innocents at risk. The

shockwave spell creates a burst of concussive force that disorients victims without causing any permanent damage, dealing 1d4 points of nonlethal damage per caster level (maximum 10d4) to every creature within the area and dazes them for 1 round. A successful Fortitude save reduces the damage by half and negates the dazed effect. The *shockwave* has no effect on nonliving creatures or objects. Creatures that are immune to nonlethal damage cannot be dazed by the spell.

Material Component: A small crystal sphere.

MAGIC ITEMS

House Cannith artificers and other creators of magic items have developed a variety of magic items to facilitate a comfortable life in the teeming metropolis of Sharn.

GREATER DRAGONSHARD FOCUS ITEMS

Over the centuries, a number of the dragonmarked houses have collaborated with the artificers of House Cannith to create dragonshard focus items with commercial applications. While many of these items were developed in Sharn, most can be found anywhere in Khorvaire.

Gloves of the Locksmith: These heavy leather gauntlets are studded with dragonshards and bear the sigil of House Kundarak. When worn by a character who possesses the *arcane lock* variation of the Least Mark of Warding, they allow the character to cast *arcane seal* 3 times per day. In addition, the caster can attach up to 3 separate keys to the spell effect. As a general rule, a Kundarak locksmith provides two of these keys to the customer, and holds one key at the Kundarak enclave; this provides a way to gain access to a sealed location in an emergency.

The power of the *gloves* can only be used a total of 3 times per day, regardless of who wears the *gloves*; this prevents 3 separate heirs of the Mark of Warding from passing the *gloves* around and using the spell 9 times.

Moderate abjuration; CL 5th; Craft Wondrous Item, Least Mark of Warding; Price 10,000 gp.

Pen of the Living Parchment: This narrow darkwood rod has a small dragonshard embedded in its tip. A character who possesses the *arcane mark* ability of the Least Mark of Scribing can use the *pen* to inscribe permanent arcane marks onto the flesh of living creatures. These are commonly used by the courts of Khorvaire to mark criminals and exiles, warning all observers about the nature of the character's offense.

It takes at least 1 minute to use a *pen of the living parchment* effectively, and the intended target must be restrained, unconscious, or willing to cooperate. A single mark can cover an area no larger than 2 inches by 2 inches, and it can be an image or a written mes-

sage. Removing such a mark is extremely difficult, and requires the use of *break enchantment*, *limited wish*, *miracle*, or *wish*; the DC for a *break enchantment* check is 18. Removing a criminal's mark is a crime under the Galifar Code of Justice, so it may be difficult to find someone to break the enchantment. The character who inscribed the mark can also remove it, using the same *pen* he used to create it in the first place.

A *pen of the living parchment* can only be used on living creatures. Placing a criminal's mark upon an innocent victim is a serious crime under Galifar law, and the Blackened Book is assigned to track down anyone believed to be performing this form of forgery.

Faint universal; CL 5th; Craft Wondrous Item, Least Dragonmark of Scribing; Price 22,500 gp.

Sentinel's Shield: This is a quality that can be added to any magic shield. A *sentinel's shield* is usually emblazoned with the Watchful Eye of Deneith, with small dragonshards set around the sun. When worn by a character with the Least Mark of Sentinel, this shield grants the ability to use *protection from arrows* (10/magic) 3 times per day. By taking a standard action, the wielder can transfer this protection to an adjacent character for one round.

If the bearer already has a dragonmark allowing him to cast *protection from arrows*, he may use this power an additional 3 times per day, using his character level as the caster level.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, Least Dragonmark of Sentinel; Price +4,200 gp.

WONDROUS ITEMS

The wondrous items of Sharn include a number of useful items: items keyed to the city's manifest zone, items created for thieves and to stop thieves, and items that serve very utilitarian purposes.

Arcane Key: This is a set of thieves tools enchanted to allow the bearer to interact with mystical bonds and seals. A rogue—and only a rogue—equipped with an *arcane key* can use Open Lock against a door sealed with *arcane lock* or *hold portal*, and he can use Disable Device to temporarily shut down the *alarm* function of an *arcane seal*.

To pick a mystically sealed lock, the character must make a successful Open Lock check. The DC of the check is increased by 10. Doors sealed by magic may not have any sort of physical lock; in this case, the DC of the Open Lock check is 20. A successful check permanently dispels the effects of *hold portal*, while the sealing magic of *arcane lock* and *arcane seal* is simply suppressed for 10 minutes.

Opening an *arcane seal* in this manner triggers the seal's mental alert, unless that effect has already been suppressed. This requires a successful Disable Device check, with a DC of 10 + the caster level of the *seal*. Success suppresses the effect for 10 minutes.

In Sharn, it is illegal to own an *arcane key*.

Faint abjuration; CL 3rd; Craft Wondrous Item, creator must have 1 rogue level, *knock*; Price 500 gp.

Eye of Aureon: An *eye of Aureon* is a large circular seal formed of mithral alloy, two inches thick and three feet across. It bears the sigil of the god Aureon on its face. These items are produced by the high priests of Aureon; due to the immense cost and power of these objects, they are usually only found in the courthouses of the greatest cities of Khorvaire, and are usually embedded into the floor to prevent theft. Most are hundreds of years old, and some of the oldest *eyes* were actually brought to Khorvaire when humans first came from Sarlona.

An *eye of Aureon* projects a continuous *zone of truth* in a 20-foot radius centered on the *eye*. This effect has a saving throw DC of 20. If a person leaves the area and returns, or remains in the area for more than 14 minutes, he must make his saving throw again.

Faint divination; CL 14th; Craft Wondrous Item, Heighten Spell, *zone of truth*; Price 102,000 gp; Weight 12 lb.

Feather Fall Talisman: This small pin is made from brightly colored feathers. Its wearer can activate it as a free action to gain the effect of a *feather fall* spell, but its magic functions only once before it is expended and the talisman becomes useless. Like the *feather fall* spell, the item can be activated even when it is not the wearer's turn.

Faint transmutation; CL 1st; Craft Wondrous Item, *feather fall*; Price 50 gp; Weight —.

Flying Buttress: This item of wondrous architecture is simple in concept and incredibly important to the construction of Sharn. A *flying buttress* makes use of Sharn's manifest zone linked to Syrania to keep the upper levels of a tower suspended in the air, making impossibly tall towers possible within the city. Its function is purely structural; it has no game effect on the hardness or hit points of tower walls, for example.

Strong transmutation; CL 12th; Craft Wondrous Item, Improved Flight Item, *levitate*; Price 48,000 gp.

Lift: Magic lifts carry passengers and cargo vertically—and sometimes horizontally—through the upper levels of the city. These lifts resemble iron cages or ornamented booths with lines of glowing energy stretching below and above them. The lift's speed is moderate and it cannot leave its line of travel. Some lift lines actually turn horizontally, facilitating some side-to-side movement.

Moderate transmutation; CL 6th; Craft Wondrous Item, *levitate*; Price 24,000 gp.

Mask of the Misplaced Aura: Khorvaire is home to many powerful shapeshifting masterminds: the rakshasa of the Lords of Dust, the doppelgangers of the Cabinet of Faces or the Tyrants, and the hags of Droaam, to name but a few. The *mask of the misplaced*

aura creates a false identity that can stand up to virtually any form of magical scrutiny.

When a *mask of the misplaced aura* is created, it is invested with a specific persona, including physical appearance and alignment. When any form of divination is used on the wearer, it instead reads this false persona. This includes spells such as *discern lies*, which are usually set to read false. *True seeing* reveals the physical appearance of the false persona—so if the wearer has shapeshifted to a different form, trouble can still occur.

None; CL 11th; Craft Wondrous Item, *false vision*, *misdirection*; Price 77,000 gp.

Pendant of Mystic Warning: A *pendant of mystic warning* allows the wearer to monitor his surroundings for the use of magic. The wearer is constantly aware of the presence of magical auras within 30 feet; this is identical to the 1st-round effect of *detect magic*. If he concentrates, he can sharpen this magical sense as if using *detect magic*, allowing him to sense the strength, location, and school of magic involved in each aura. The wearer can concentrate indefinitely.

A *pendant of mystic warning* can only be used by a character who possesses the ability to cast arcane spells.

Faint divination; CL 2nd; Craft Wondrous Item, *detect magic*; Price 8,000 gp.

Powder of Silent Passage: This magic powder temporarily disrupts an active *alarm* spell or the warning effect of an *arcane seal*. The powder must be thrown into the area of the alarm while a command word is spoken. The *alarm* is suppressed for a total number of minutes equal to (21—the caster level of the *alarm* or *seal*).

When created, *powder of silent passage* includes enough powder for three uses. *Powder of silent passage* is illegal in Sharn.

Faint illusion; CL 1st; Craft Wondrous Item, *Nystul's magic aura*; Price 300 gp.

Shiftweave: Transmutation magic is woven into the threads of shiftweave clothing. When a suit of shiftweave is created, up to five outfits can be "embedded" in the cloth. The wearer can transform the shiftweave clothing into any one of these outfits by taking a free action and uttering a command word. Shiftweave is typically worn by wealthy socialites who want to avoid wearing the same gown to the gala. However, based on the choice of embedded outfits, a suit of shiftweave can allow the wearer to adjust quickly to different environments or different situations. It can allow an assassin to penetrate a compound, shift to darkweave, and then shift again into a new disguise after completely her mission. At the DM's discretion, shiftweave may provide a character with up to a +2 circumstance bonus on a Disguise check, if one of the embedded outfits is particularly applicable to a particular disguise.

Neither armor nor magic garments can be embedded in shiftweave clothing. New outfits cannot be embedded after the clothing has been created.

Faint transmutation; CL 3rd; Craft Wondrous Item, *alter self*; Price 500 gp; Weight 5 lb.

Soarsled: A *soarsled* is a crystalline disk crackling with energy, 5 feet in diameter, that flies with greet speed and maneuverability through the air in Sharn's manifest zone. Within the city of Sharn, a character can fly a *soarsled* at a speed of 90 feet with good maneuverability. Beyond the city limits, a *soarsled* functions as a *fly* spell (speed 60 feet, or 40 feet if heavily loaded) that works only three times per day (for 6 minutes each use).

A *soarsled* has an effective Strength of 20 and is treated as a Large quadruped for purposes of determining its carrying capacity. A light load for a *soarsled* is 399 pounds or less, a medium load is 400–698 pounds, and a heavy load is 699–1,200 pounds. When carrying a medium or heavy load, the *soarsled*'s flying speed within the city is reduced to 60 feet.

A *soarsled* is controlled by thought. Activating and controlling the disk does not require actions or checks, but remaining standing as the disk moves often requires a DC 10 Balance check. Situations that require a Balance check include: another character jumping onto the disk, reversing direction or turning more than 45 degrees, colliding with any obstacle, and taking damage. As with balancing on a narrow surface, a character riding a *soarsled* loses his Dexterity bonus to AC unless he has 5 or more ranks in Balance.

Moderate transmutation; CL 6th; Craft Wondrous Item, Improved Flight Item, *fly*, *Tenser's floating disk*; Price 38,000 gp; Weight 50 lb.

Voluminous Vault: The magewrights of House Kundarak are credited with creating the first *voluminous vault*, but these wondrous items can be found in the manors of many of the wealthiest nobles of Khorvaire. A *voluminous vault* is a metal safe, typically 2 feet by 1.5 feet by 1.5 feet in size. The door is protected with a superior lock (base Open Lock DC 40) and enchanted with *arcane seal*. When the safe is opened, its second enchantment is revealed: it contains an extradimensional space capable of holding 2,500 pounds or 375 cubic feet of material. When it is opened, the portal of the safe expands to 3 feet by 3 feet in size, allowing larger objects to be pushed within. Removing an item from the safe is a full round action. If a living creature is placed inside the *vault*, it can survive for 10 minutes before it begins to suffocate.

There are two models of *voluminous vault*. The steel vault has hardness 12, 60 hit points, and a break DC of 38. The adamantite vault has hardness 22, 80 hit points, and a break DC of 43. If the vault is broken or penetrated by force, the enchantment is broken and all objects within are lost. The vault interacts with *portable holes* and *bags of holding* in the same manner as a *bag of holding*.

Moderate abjuration and conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*, *arcane seal*; Price 17,500 gp (steel), 27,500 (adamantine); Weight 100 lb.

Watch Lamp: The wearer of this simple mithral headband can command a globe of light to appear over his shoulder at will as a free action. The globe sheds light equivalent to a torch (20 feet of bright illumination, 40 feet of shadowy illumination) and follows the wearer everywhere he moves. The wearer can extinguish the globe as a move action.

Faint evocation; CL 1st; Craft Wondrous Item, *dancing lights*; Price 1,500 gp.

Wizard's Manacles: Designed to hold the most dangerous prisoners, *wizard's manacles* are masterwork manacles formed from adamantite. Due to skillful construction and the enchantments woven into the bonds, *wizard's manacles* require a DC 40 Escape Artist check to escape, and almost unbreakable, requiring a DC 40 Strength check. *Wizard's manacles* have a hardness of 20 and 20 hit points. In addition, *wizard's manacles* are sealed with the same enchantment used in a *arcane seal*. They can only be opened using the associated key, *dispel magic*, *knock*, or by a rogue using an *arcane key* (DC 40), and this sends a mental alarm to the bearer of the key. Large *wizard's manacles* cost five times the listed price.

Faint abjuration; CL 5th; Craft Wondrous Item, *arcane seal*; Price 3,250 gp; Weight 2 lb.

ARTIFACTS

Sharn is home to a few significant artifacts, including this one.

The Cauldron of Boldrei: The origin of this artifact is a mystery. Some say that it was brought to Khorvaire when the first humans came from Sarlona, while other stories say that it was found in an ancient temple in Xen'drik. It was brought to the temple in Sharn nearly 800 years ago. In 653 YK, High Priest Salin Tonn sought to move the *Cauldron* to the Pavilion of the Host, but it was impossible to move; no force could shift it from its place in the temple, and the High Priest concluded that it was the will of the goddess that it remain in Godsgate. Over the last century there have been multiple attempts to retrieve it from the ruins, but it remains immobile.

The *Cauldron of Boldrei* is a large copper cauldron with a handle in the shape of an arched copper dragon. At sunrise of every day, it fills to the rim with a warm, thick gray sludge. This substance tastes horrible, but it doesn't take much to provide a character with the nutritional benefits of a full meal and flagon of water. The *Cauldron* holds enough soup to provide 60 humans with a full day's worth of nutrients. If the soup is removed from the *Cauldron* and stored in another container, it dissolves at sunrise the following day.

Strong conjuration; CL 20th; Weight 25 lb. (immobile).

A simark of the Silver Flame knew he was in trouble the moment he stepped into the alley.

It wasn't the four shifters who were shouting and clawing and trying to choke the life out of him with a chain. No, the paladin had gotten out of worse situations.

What bothered him was the creature watching the battle and whispering to the shifters. It meant that there was more to this encounter than a simple street fight ...



MONSTERS AND ENCOUNTERS

In a bustling city of 200,000 people, the majority of encounters that player characters have involve humanoid NPCs. While nearly 160,000 commoners live in Sharn, few of those should ever be part of a meaningful encounter for the PCs. Experts and warriors can make interesting encounters early in a character's adventuring career, but higher-level PCs should face fighters and rogues with class abilities and feats that make them significant challenges. If you, as the DM of a Sharn adventure or campaign, think of most NPC-classed characters in the city as "the majority of the population the PCs will never meet," you'll be on your way to making the city a more vibrant and exciting place.

There are ample opportunities for characters in a Sharn campaign to fight monsters in classic D&D style. Vermin scuttle through the sewers, undead haunt the City of the Dead, and ogres labor in the foundries. Many encounters with monsters take place in the sewers or in the ancient ruins of the Depths, but traditional dungeon environments also exist in the tallest towers of the city.

NONPLAYER CHARACTERS

You can use the sample NPCs presented in Chapter 4 of the *Dungeon Master's Guide* for many encounters in Sharn. Use the following adjustments for changelings, shifters, kalashtar, and warforged characters.

Changeling: +2 Bluff, +2 Intimidate, +2 Sense Motive.

Kalashtar: +2 Dex, –2 Str. +2 Bluff, +2 Diplomacy, +2 Intimidate.

Shifter: +2 Dex, –2 Int, –2 Cha, +2 Balance, +2 Climb, +2 Jump.

Warforged: +2 Con, –2 Wis, –2 Cha. Replace armor with appropriate body feats (Mithral Body for light or medium armor, or Adamantine Body for heavy armor).

NPC ARTIFICER

Starting Ability Scores: Str 10, Dex 12, Con 13, Int 14, Wis 8, Cha 15.

Increased Ability Scores: 4th, Cha 16; 8th, Cha 17; 9th, Int 14 (16); 12th, Int 14 (18), Cha 18; 15th, Cha 18 (20); 16th, Cha 19 (21); 20th, Int 14 (20), Cha 20 (22).

Sample 5th-Level NPC Artificer: Warforged artificer 5; CR 5; Medium living construct; HD 5d6+10; hp 30; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +3; Atk or Full Atk +4 melee (1d8, masterwork heavy mace) or +5 ranged (1d8/19–20, masterwork light crossbow); SQ artisan bonus, disable trap, infusions, item creation, light fortification (25%), retain essence, warforged traits; AL N; SV Fort +4, Ref +3, Will +3; Str 10, Dex 12, Con 15, Int 14, Wis 6, Cha 14.

Skills and Feats: Disable Device +10, Knowledge (arcana) +10, Open Lock +9, Search +10, Spellcraft +10, Use Magic Device +13; Brew Potion, Craft Homunculus, Craft Magic Arms and Armor, Craft Wondrous Item, Exceptional Artisan, Mithral Body, Scribe Scroll, Skill Focus (Use Magic Device).

Warforged Traits: Immune to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain. Half effect from spells of the healing subschool.

Infusions per Day: 4/4/1; save DC 12 + infusion level.

Possessions: +1 composite plating (mithral), masterwork light steel shield, masterwork heavy mace, masterwork light crossbow, cloak of resistance +1, wand of magic missile (3rd).

Homunculus, Iron Defender: CR 1; Small construct; HD 2d10+10; hp 21; Init +2; Spd 50 ft.; AC 17, touch 13, flat-footed 15; Base Atk +1; Grp –1; Atk or Full Atk +5 melee (1d6+3, bite); SQ construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +2, Will +0; Str 14, Dex 15, Con –, Int 8, Wis 11, Cha 7.

Skills and Feats: Listen +2, Move Silently +3, Spot +2; Weapon Focus (bite).

Sample 15th-Level NPC Artificer: Warforged artificer 15; CR 15; Medium living construct; HD 15d6+30; hp 85; Init +1; Spd 30 ft.; AC 24, touch 12, flat-footed 23; Base Atk +11; Grp +11; Atk +13 melee (1d8+2, +2 heavy mace) or +15 ranged (1d8+3/19–20,

TABLE 7-1: NPC ARTIFICER

Level	hp	AC	Melee	Ranged	F/R/W	Skill Pts./ Feats	Infusions per Day	Gear
1st	7	17	+0	+2	+1/+1/+1	24/2	3	Mwk breastplate, light shield, mundane melee, mwk ranged, 200 gp
2nd	11	17	+1	+3	+1/+1/+2	30/3	4	As 1st level, except mwk light shield and 1,150 gp
3rd	16	17	+3	+4	+3/+3/+3	36/5	4/2	Mwk breastplate, mwk light shield, mwk melee, mwk ranged, cloak of resistance +1, 600 gp
4th	20	17	+4	+5	+3/+3/+4	42/6	4/3	As 3rd level, except homunculus and 350 gp instead of 600 gp
5th	25	18	+4	+5	+3/+3/+4	48/7	4/4/1	+1 breastplate, mwk light shield, mwk melee, mwk ranged, cloak +1, homunculus, 850 gp
6th	29	18	+5	+6	+4/+4/+5	54/8	4/4/2	As 5th level, except +1 ranged and 1,150 gp
7th	34	18	+6	+7	+4/+4/+5	60/9	4/4/2	As 6th level, except +1 melee and 1,750 gp
8th	38	18	+7/+2	+8/+3	+4/+4/+6	66/10	4/4/3/1	As 7th level, except 3-HD homunculus and 1,950 gp
9th	43	18	+7/+2	+8/+3	+5/+5/+6	84/12	4/4/4/2	+1 breastplate, mwk light shield, +1 melee, +1 ranged, cloak +1, 3-HD homunculus, headband of intellect +2, 2,550 gp
10th	47	20	+8/+3	+9/+4	+6/+6/+8	91/12	4/4/4/2	+2 breastplate, +1 light shield, +1 melee, +1 ranged, cloak +2, 3-HD homunculus, headband +2, 3,050 gp
11th	52	20	+9/+4	+11/+6	+6/+6/+8	98/12	4/4/4/2/1	+2 breastplate, +1 light shield, +1 melee, +2 ranged, cloak +2, 4-HD homunculus, headband +2, 3,050 gp
12th	56	20	+10/+5	+12/+7	+7/+7/+9	120/15	4/4/4/3/2	As 11th level, except headband +4 and 3,050 gp
13th	61	21	+10/+5	+13/+8	+7/+7/+9	128/15	4/4/4/4/2	+2 breastplate, +2 light shield, +1 melee, +3 ranged, cloak +2, 4-HD homunculus, headband +4, 4,550 gp
14th	65	23	+11/+6	+14/+9	+7/+7/+10	136/16	5/4/4/4/3/1	+3 breastplate, +2 light shield, +1 melee, +3 ranged, cloak +2, 6-HD homunculus, headband +4, ring of protection +1, 7,050 gp
15th	70	24	+13/+8/+3	+15/+10/+5	+9/+9/+11	144/17	5/5/4/4/3/2	+3 breastplate, +3 light shield, +2 melee, +3 ranged, cloak +3, 8-HD homunculus, headband +4, ring +1, pink and green ioun stone, 5,050 gp
16th	74	26	+14/+9/+4	+17/+12/+7	+10/+10/+13	152/18	5/5/5/4/3/2	+4 breastplate, +3 light shield, +2 melee, +4 ranged, cloak +4, 8-HD homunculus, headband +4, ring +2, pink and green ioun stone, 6,050 gp
17th	79	28	+14/+9/+4	+17/+12/+7	+11/+11/+14	160/18	5/5/5/5/3/3	+4 breastplate, +3 light shield, +2 melee, +4 ranged, cloak +5, 8-HD homunculus, headband +4, ring +4, pink and green ioun stone, 12,550 gp
18th	83	29	+15/+10/+5	+19/+14/+9	+12/+12/+15	168/19	5/5/5/5/4/3	+5 breastplate, +3 light shield, +2 melee, +5 ranged, cloak +5, 10-HD homunculus, headband +4, ring +4, pink and green ioun stone, 24,050 gp
19th	88	30	+19/+14/+9	+21/+16/+11	+13/+13/+16	176/19	5/5/5/5/4/4	+5 breastplate, +4 light shield, +4 melee, +5 ranged, cloak +5, 10-HD homunculus, headband +4, ring +4, pink and green ioun stone, pale green ioun stone, 33,550 gp
20th	92	32	+21/+16/+11	+22/+17/+12	+13/+13/+17	207/20	6/5/5/5/5/4	+5 breastplate, +5 light shield, +5 melee, +5 ranged, cloak +5, 14-HD homunculus, headband +6, ring +5, pink and green ioun stone, pale green ioun stone, 43,050 gp

+3 light crossbow); Full Atk +14/+9/+4 melee (1d8+3, +2 heavy mace) or +16/+11/+6 ranged (1d8+4/19–20, +3 light crossbow); SQ artisan bonus, disable trap, infusions, item creation, light fortification (25%), metamagic spell completion, metamagic spell trigger, retain essence, skill mastery, warforged traits;

ALN; SV Fort +10, Ref +9, Will +10; Str 10, Dex 12, Con 15, Int 18, Wis 6, Cha 18.

Skills and Feats: Disable Device +20, Knowledge (arcana) +20, Open Lock +19, Search +20, Spellcraft +22, Use Magic Device +25; Attune Magic Weapon, Brew Potion, Craft Homunculus, Craft

Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Exceptional Artisan, Forge Ring, Magical Aptitude, Mithral Body, Scribe Scroll, Skill Focus (Use Magic Device), Wand Mastery.

Warforged Traits: Immune to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain. Half effect from spells of the healing subschool.

Infusions per Day: 5/5/4/4/3/2; save DC 14 + infusion level.

Possessions: +3 composite plating (mithral), +3 light steel shield, +2 heavy mace, +3 light crossbow, cloak of resistance +3, headband of intellect +4, ring of protection +1, pink and green ioun stone, wand of magic missile (9th level), wand of mirror image.

Homunculus, Iron Defender: CR 5; Small construct; HD 6d10+10; hp 41; Init +2; Spd 50 ft.; AC 21, touch 17, flat-footed 19; Base Atk +6; Grp +4; Atk or Full Atk +10 melee (1d6+3, bite); SQ construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +2, Ref +4, Will +2; Str 14, Dex 15, Con —, Int 8, Wis 11, Cha 7.

Skills and Feats: Hide +8, Listen +6, Move Silently +7, Spot +6; Alertness, Stealthy, Weapon Focus (bite).

SCHEMERS IN THE SHADOWS

Sinister cults and conspiracies abound. These groups prefer to work through intermediaries and subtly pull the strings from the shadows.

THE AURUM

The members of the Aurum attempt to use their wealth to increase their personal power. The Aurum can be patrons for adventurers as easily as enemies. The Aurum has gold, and it wants to make more of it—by crippling commercial enemies, stealing artifacts from Xen'drik, grave-robbing, gaining important inside information, or much more. Adventurers could be hired to perform any of these tasks—or to try to stop them from occurring.

Kalphan Riak (NE male human expert 5/sorcerer 9) represents the Shadow Cabinet and the Platinum Concord in Sharn. Riak is one of the most powerful sorcerer in the city, but he rarely uses his spells for the benefit of others. He is the high priest of Kol Korran at the Korranath in Upper Central, and this position has gone to his head. On a certain level, he truly thinks of himself as the direct servant of the God of Wealth, and these delusions may bring him into conflict with adventurers or other members of Sharn's elite, such as the ir'Tains.

THE DREAMING DARK

The Dreaming Dark lurks at the heart of Dal Quor, giving birth to nightmares and shaping the destiny

of the Inspired. Having twisted Sarlona into a shape more to its liking, the Dark is now reaching toward Khorvaire.

The primary agents of the Dreaming Dark are the members of the Sharn enclave of House Deneith, though few among them realize this. Other eyes of the Dark include Councilor Bestan ir'Tonn (LE male halfling aristocrat 3/telepath 9) of Upper Tavick's Landing and Lady Warden Maira ir'Talan (LE female half-elf abjurer 5/telepath 8). Both Maira and Bestan are *mind seeds* of the Inspired dominator Tirashana (LE female Inspired telepath 17). Bestan and Maira are passive agents who serve by spreading confusion and discord.

THE CHILDREN OF WINTER

The druids of the Children of Winter believe that the forces of nature must cleanse the world to make way for a new spring. The elders are intrigued by the legends of the Lady of the Plague and have sent Cainan and Dusk to investigate. Cainan (NE male human druid 9) is the most powerful druid in Sharn, while Dusk (NE female shifter ranger 5/weretouched master 4) is a deadly warrior with the speed and strength of a tiger. The Children of Winter are studying the city and the darkness that lies below it, and spend most of their time exploring the various levels of the Cogs and searching for passages to the Depths.

CULTS OF THE DRAGON BELOW

At least three different sects of the Cults of the Dragon Below are active in Sharn. The largest sect is led by Chyrassk, a mind flayer who has established a temple in Khyber's Gate. Chyrassk has lured supporters from a variety of different races and districts, but his largest group of followers has come from the Cyran refugees of High Walls. These people are still traumatized by the destruction of their homeland, and for many of them the nihilistic philosophy of the Dragon Below is the only thing that makes sense any more. Chyrassk has uncovered many mystical secrets in the fortress of the Closed Circle—symbionts, grafts, and other disturbing creations the wizards were developing in emulation of the daelkyr—and he has been sharing these horrors with his newfound cultists.

THE LORDS OF DUST

The ancient fiends of the Demon Wastes have been manipulating Khorvaire for thousands of years. Currently there are at least two lords in Sharn: the rakshasa Zathara (NE male rakshasa sorcerer 2) and the zakya Nethatar (NE female zakya fighter 3). These fiends hide in an abandoned wizard's keep in Khyber's Gate.

THE ORDER OF THE EMERALD CLAW

Lady Jesel Tarra'az of Ocean View is the local warden of the Order. From the heights of Tavick's Landing she watches Sharn, gathering information and providing shelter and equipment for whatever agents of the Claw pass through Sharn. The Order can also find support in the district of Graywall in Middle Tavick's Landing. However, both of these are passive forces. Jesel maintains a safe house, but she takes no actions; it is up to the visiting forces to carry out whatever missions they may have.

THE RADIANT CULTS

The Radiant Cults are a phenomenon unique to Sharn, a side effect of the manifest zone that links the region to Syrania. Fallen angels stripped of their wings and cast down from Syrania gravitate to Sharn's manifest zone, where they pose as deities and use their inhuman charisma to lure mortals into their service. One such Radiant Cult can be found in Boldrei's Hearth in Lower Central Plaza—the cult of the idol Zotharr.

URBAN MONSTERS

In a world full of bizarre and magical creatures, even the great cities are not free from the depredations of monsters. In fact, the bustle and chaos of a cosmopolitan environment allows some monsters to move around more freely than they could in smaller settlements, and the ready availability of easy prey attracts certain types of monsters to the city streets. All sorts of monsters may appear in cities at one time or another—ogre mercenaries may wander the streets unmolested as long as they remain on their best behavior, wild bulettes captured and displayed in zoos, demons conjured in the shrouded inner chambers of an evil temple, or golems constructed in the hidden depths of a school of wizardry. In Sharn, situated directly above several layers of ancient ruins, monsters occasionally wander up from the Depths.

The most common monsters found in urban environments fall into six broad categories: humanoids, followers, impersonators, invisibles, masterminds, and denizens of Undersharn (including sewers and other urban dungeons).

HUMANOIDS

Most monsters of the humanoid type can move about unmolested in Sharn. The laws protect the liberties of humanoids—even orcs or drow—as long as they do not engage in criminal activities.

This includes a few creatures that are not humanoids, but fall into the same category, such as the planetouched races of outsiders.

Monster Manual: bugbear, dwarf, elf, gnoll, gnome, goblin, halfling, hobgoblin, kobold, lizardfolk, locathah, merfolk, orc, planetouched (all), sahuagin, troglodyte.

Monster Manual II: planetouched (all).

Monster Manual III: flind (gnoll), kenku, phoelarch, warforged scout.

Fiend Folio: feytouched, planetouched (all).

EBERRON Campaign Setting: changeling, inspired (all), kalashtar, shifter, warforged.

FOLLOWERS

Followers include monsters commonly encountered as familiars, assistants, servants, or slaves of humanoids. While their presence, with or without their humanoid masters, may draw attention and suspicion, they are not usually slaughtered in the streets.

Monster Manual: animated objects, quasit (demon), imp (devil), formian, worker, golems (all), homunculus, pseudodragon, shield guardian, shocker lizard, stirge.

Monster Manual II: automatons (all), bogun, bronze serpent, corollax, dread guard, fire bat, glimmer-skin, golems (all), grimalkin, juggernaut, runic guardian, stone spike.

Monster Manual III: alchemical golem, shadesteel golem, swindlespitter (dinosaur), topiary guardians (all).

Fiend Folio: caryatid column, imps (all), iron cobra.

EBERRON Campaign Setting: homunculus (all), warforged (titan).

Sharn: spiretop dragon.

IMPERSONATORS

Impersonators are monsters, such as lycanthropes, doppelgangers, and other shapechangers, that can effectively disguise themselves as humanoids and thus move about normally in a city. Some view cities as a food source, while others come to learn, trade, or conduct business.

Monster Manual: astral deva (angel), aranea, barghest, couatl, marilith (demon), nalfeshnee (demon), succubus (demon), erinyes (devil), ice devil, pit fiend (devil), doppelganger, bronze dragon, gold dragon, silver dragon, ghaele eladrin, efreet (genie), janni (genie), lich, lycanthropes (all), night hag, ogre mage, phasm, rakshasa, death slaad, gray slaad, green slaad, titan, vampire, pureblood yuan-ti.

Monster Manual II: avolakia, ethereal doppelganger, hellfire wurm, nimblewright, rukarazyll.

Monster Manual III: rakshasas (all).

Fiend Folio: canomorphs (all), jackalwere, selkie.

EBERRON Campaign Setting: zakya (rakshasa).

Sharn: roach thrall.

INVISIBLES

Invisibles can move freely about cities simply because most residents and protectors cannot

detect them. Such creatures include invisible stalkers and spellcasting creatures with access to the invisibility spell.

Monster Manual: planetar (angel), solar (angel), hellcat (devil), bone devil, ethereal filcher, ethereal marauder, djinni (genie), ghost, green hag, invisible stalker, lammasu, nightshades (all), phantom fungus, phase spider, grig (sprite), pixie (sprite), will-o'-wisp.

Monster Manual II: breathdrinker, fihyr, moonbeast.

Monster Manual III: splinterwaif, trilloch.

Fiend Folio: shadar-kai, skulk.

MASTERMINDS

Creatures such as mind flayers and beholders, which frequently appear in cities surrounded by humanoid minions, fall into the mastermind category. Without access to magic items or levels in spellcasting classes, these monsters have no means of disguising themselves or otherwise moving unnoticed among the residents of a city, but they rely instead on their minions to maintain their concealment and do their legwork in the city.

Monster Manual: aboleth, beholder, demons (all), devils (all), dragons (all), taskmaster (formian), kraken, lich, medusa, mind flayer, spirit naga, yuan-ti (halfblood and abomination).

Monster Manual II: death knight.

Monster Manual III: rakshasas (all).

Fiend Folio: yuan-ti anathema.

Sharn: radiant idol.

UNDERSHARN DENIZENS

This category includes a variety of sewer-dwellers, undead creatures that haunt the catacombs, and creatures that dwell in coastal waters or rivers. Depending on the nature of the creature, it may or may not ever be encountered within the city proper.

Monster Manual: allip, carrion crawler, choker, chuul, shrieker (fungus), violet fungus, ghoul, ghastr (ghoul), ooze mephit, mohrg, mummy, water naga, ooze (all), otyugh, shadow, shambling mound, spectre, vampire spawn, wight, will-o'-wisp, wraith.

Monster Manual II: effigy, famine spirit, grave-crawler, half-golems (all), jahi, spawn of Kyuss, spellstitched creature.

Monster Manual III: bonedrinker, conflagration ooze, ephemeral swarm, plague spewer, summoning ooze.

Fiend Folio: dark ones, half-illithid, huecuva, mongrelfolk.

Sharn: forgewraith.

VERMIN

Not necessarily creatures of the vermin type, this category describes monsters that exist in the hidden cracks of a city—its gutters, alleys, rooftops, and other dark, secluded places. Generally, they feed off the refuse of civilization. Occasionally, they are



The strange rituals of the Cults of the Dragon Below

formed from that refuse and feed off the people of the city. Vermin are especially common in the Cogs and the ruins of the Depths.

Monster Manual: dire rat, stirge, vermin (all).

Monster Manual II: ash rat, boggle, clockwork horrors (all), ether scarab, jermlaine, moonrat, raggamoffyns (all).

Monster Manual III: chelicera, knell beetle.

Fiend Folio: cranium rats.

Sharn: rancid beetle swarm, rancid beetle zombie.

FERAL SPIRIT

Tiny Undead (Swarm)

Hit Dice: 8d12 (52 hp)

Initiative: +3

Speed: 20 ft. (4 squares), climb 20 ft.

AC: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14

Base Attack/Grapple: +4/—

Attack: Swarm (2d6 plus 1 Wisdom plus spiritual corruption)

Full Attack: Swarm (2d6 plus 1 Wisdom plus spiritual corruption)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, spiritual corruption

Special Qualities: Darkvision 60 ft., fast healing 5, half damage from piercing and slashing, scent, spell resistance 15, swarm traits, turn resistance, undead traits

Saves: Fort +2, Ref +4, Will +9

Abilities: Str 4, Dex 17, Con —, Int 10, Wis 12, Cha 6

Skills: Hide +17, Listen +12, Move Silently +17, Search +4, Spot +12

Feats: Iron Will, Lightning Reflexes, Stealthy

Environment: Any underground

Organization: Solitary, or infestation (2–12 swarms)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral evil

Advancement: None

Level Adjustment: —

A mass of rats blankets the floor. They move with an eerie, unnatural silence, and act in perfect unison as if guided by a single mind. Some of the rats are missing limbs or eyes. Others are rotted and clearly dead. And yet they continue to move, seeking to engulf all living creatures in their path.

The legends say that these are the spirits of the warriors who fought for Lord Tarkanan in the War of the Mark. The death curse of the Lady of the Plague bound them to the hordes of vermin called up from below. However, feral spirits can be found beyond Sharn. Any region with a link to Mabbar—such as the Gloaming in the Eldeen Reaches—could produce these unnatural swarms.

COMBAT

A feral spirit attempts to surround and engulf any living prey it encounters. The swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move, and may infect its victims with a fiendish affliction that slowly eats away at the spirit until only a soulless husk is left. The feral spirit is intelligent, and it concentrates on those who pose the greatest threat—spellcasters.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Hive Mind (Ex): A restless spirit controls a feral spirit swarm. As such it possesses Intelligence and responds in an intelligent manner.

Spiritual Corruption (Su): Supernatural disease—swarm, Will save DC 13, incubation period 1 minute; damage 1d4 Wis. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 13 Will save or take an additional 1d4 points of Wisdom damage. The save DC is Charisma-based.

Unlike normal diseases, spiritual corruption continues until the victim reaches Wisdom 0 or is cured. If the victim's Wisdom drops to 0, it rises as a zombie in 1d4 hours. A victim can be cured through use of *cure disease* or by a successful use of the granted power of the cleric Exorcism domain; for purposes of exorcism, the disease is considered to be a 10 HD creature.

Swarm Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms



Feral spirit

are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Undead Traits (Ex): A feral spirit is immune to mind-affecting spells and abilities, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. It has darkvision out to 60 feet.

FORGEWRAITH

Medium Undead (Fire, Incorporeal)

Hit Dice: 12d12 (78 hp)

Initiative: +11

Speed: Fly 60 ft. (good) (12 squares)

AC: 21 (+7 Dex, +4 deflection), touch 21, flat-footed 14

Base Attack/Grapple: +6/—

Attack: Incorporeal touch +13 melee (2d6 fire plus 1d6 Dex drain) or fiery ray +13 ranged touch (4d6 fire)

Full Attack: Incorporeal touch +13 melee (2d6 fire plus 1d6 Dex drain) or fiery ray +13 ranged touch (4d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Dexterity drain, fiery ray, create spawn, spell-like abilities

Special Qualities: Darkvision 60 ft., incorporeal traits, immunity to fire, vulnerability to cold, undead traits

Saves: Fort +4, Ref +11, Will +10

Abilities: Str —, Dex 25, Con —, Int 7, Wis 14, Cha 19

Skills: Intimidate +19, Listen +9, Spot +10

Feats: Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility

Environment: Any

Organization: Solitary, gang (2–5), or pack (6–11)

Challenge Rating: 9

Treasure: None

Alignment: Always chaotic evil

Advancement: 13–24 HD (Medium)

Level Adjustment: —

The inky black humanoid form is outlined with fiery red, and fire burns where its eyes would be were it a living person.



Forgewraith

TSAI 2004

The incorporeal spirit of a powerful humanoid consigned to death in the lava furnaces below Sharn, a forgewraith is one of the most fearsome undead creatures found in the city. Some forgewraiths are actually formed from multiple weaker spirits rather than a single powerful soul.

Forgewraiths speak the languages they knew in life, usually Common and sometimes a racial language as well.

COMBAT

Forgewraiths hate the living and long to see them consumed in a fiery inferno. A forgewraith typically attacks first with its fireball, hoping to immolate average people in the area, then targets a strong opponent with its fiery ray.

Dexterity Drain (Su): The touch of a forgewraith sends fiery pain through the victim's body. Living creatures hit by a forgewraith's incorporeal touch attack must succeed on a DC 20 Fortitude save or take 1d6 points of Dexterity drain. The save DC is Charisma-based. On each such successful attack, the forgewraith gains 5 temporary hit points.

Fiery Ray (Su): Once every 1d4 rounds, a forgewraith can create a ray of black and red fire to attack

foes at a distance. The ray requires a ranged touch attack and deals 4d6 points of fire damage.

Create Spawn (Su): Any humanoid slain by a forgewraith becomes a forgewraith in 1d4 rounds. Its body dissolves into ash, while its spirit is torn free from its corpse and transformed. Spawn are under the command of the forgewraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Incorporeal Traits: Only other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities harm a forgewraith. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Spell-Like Abilities: At will—*produce flame*; 3/day—*wall of fire*; 1/day—*enervation*, *fireball* (DC 17). Caster level 12th. The save DCs are Charisma-based.

Undead Traits: A forgewraith is immune to mind-affecting spells and abilities, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. It has darkvision out to 60 feet.

RADIANT IDOL

Large Outsider (Native)

Hit Dice: 11d8+44 (93 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

AC: 24 (−1 size, +3 Dex, +12 natural), touch 12, flat-footed 21

Base Attack/Grapple: +11/+21

Attack: Dire flail +17 melee (2d6+9)

Full Attack: Dire flail +15/+10/+5 melee (2d6+6) and dire flail +15 melee (2d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Aura of divinity, damage reduction 10/good, darkvision 60 ft., domain powers, low-light vision, flightless, glibness, immunity to acid, cold, and petrification, outsider traits, resistance to electricity 10 and fire 10, spell resistance 25, tongues

Saves: Fort +11, Ref +10, Will +10

Abilities: Str 23, Dex 16, Con 19, Int 16, Wis 17, Cha 22

Skills: Bluff +20*, Concentration +18, Diplomacy +17, Disguise +20 (+22 acting), Forgery +10, Hide +13, Intimidate +22, Knowledge (the planes) +17, Knowledge (religion) +10, Move Silently +17, Sense Motive +17, Sleight of Hand +12, Spot +17, Survival +3 (+5 on other planes)

Feats: Combat Reflexes, Exotic Weapon Proficiency (dire flail), Two-Weapon Fighting, Weapon Focus (dire flail)

Environment: Any land

Organization: Cult (1 plus 2–20 humanoid worshippers)

Challenge Rating: 11

Treasure: No coins; double goods; standard items

Alignment: Usually lawful evil

Advancement: 12–18 HD (Large); 19–36 HD (Huge)

Level Adjustment: +7

This creature is a beautiful humanoid, standing about 9 feet tall and glowing with an inner light. Bloody stumps that might once have been wings jut awkwardly from its back, marring its otherwise perfect beauty.

A radiant idol is an angel that has been banished from Syrania and condemned to spend eternity on the Material Plane. Not all radiant idols are evil, and none are as thoroughly corrupt as the fiends of the lower planes. Their greatest sin, as a rule, is the desire to be worshiped by the humanoids they consider lesser beings, and most gather cults of devoted humanoid followers on the Material Plane—thus giving rise to their common name.

Once banished to the Material Plane, a radiant idol attempts to establish itself as a deity with a specific portfolio—god of fire, perhaps, or god of destruction. The specific activities of its cult are related to its portfolio, and its spell-like abilities depend on its portfolio as well. To represent its portfolio, each radiant idol chooses a single cleric domain.

Sharn's manifest zone linked to Syrania draws a relatively large population of radiant idols to the city. Even so, there are probably not more than a half-dozen of them in Sharn at any given time.

COMBAT

A radiant idol prefers to let its minions do its fighting for it, using spell-like abilities such as *rage* and *heroism* to help them defend it better. While its minions are locked in battle, it uses other spell-like abilities, such as *slow* and *dominate person*, to weaken opponents, while remaining concealed if possible.

Spell-Like Abilities: At will—*alter self*, *charm person* (DC 17), *dream*, *heroism*, *nightmare* (DC 21), *rage*; 3/day—*confusion* (DC 20), *greater dispel magic*, *mind fog* (DC 21), *slow* (DC 19); 1/day—*dominate person* (DC 21), *eyebite* (DC 22), *hold monster* (DC 21), *song of discord* (DC 21), *greater teleport* (self only).

Aura of Divinity (Su): Radiant idols are surrounded with an aura of false divinity that inspires fear and awe. Enemies within 30 feet of the radiant idol must succeed on a DC 21 Will save or be affected as though by a *crushing despair* spell (caster level 11th). Allies within 30 feet of the radiant idol are affected as though by a *good hope* spell.

Blood Oath (Su): A radiant idol has the ability to perform a ritual of initiation that binds cult members to its service. The ritual forges a magical, mental bond between the idol and those mortals who participate. It requires 24 hours of preparation, during which time the idol must meditate and ready a room in which the ritual will take place. The ritual itself lasts for 2 hours, plus an additional 10 minutes per mortal initiate. If either the preparation or the ritual is interrupted, the process is ruined and the idol must start again.

All creatures in the room (and no more than 60 feet away from the radiant idol) when the ritual begins or entering that area during the ritual must make a successful DC 21 Will save or be affected as if by the *enthrall* spell. Willing participants in the ritual receive a -4 penalty to this saving throw, while hostile onlookers receive a $+4$ bonus. The saving throw DC is Charisma-based.

After the first 2 hours of the ritual, each initiate is subjected to the idol's individual attention for 10 minutes, during which time the bond between the two is formed. If an initiate wishes to resist the bond, she can attempt a DC 26 Will saving throw. Willing participants forgo their saving throws. If an initiate makes a successful saving throw, the radiant idol is aware that the bond was not properly formed, but this does not interrupt the ritual. Idols often allow mortals to believe their resistance went undetected until after the ritual is complete. This saving throw is Charisma-based, and includes a $+5$ circumstance bonus.

The blood oath gives the radiant idol a measure of control over its cultists. A radiant idol has the following additional powers that affect only cultists who have sworn a blood oath to it.

Locate Cultist (Su): At will, a radiant idol can use a supernatural power identical to *locate creature* to sense the location of any creature that has sworn a blood oath with the idol.

Scry on Cultist (Sp): A radiant idol can *scry* on any creature who has sworn it a blood oath, as if using the spell *scrying*. The *scrying* is automatically successful as long as the cultist is on the same plane as the idol; the idol cannot *scry* on cultists on other planes. The idol can use this ability on any given cultist once per day, but there is no limit to how many cultists it can *scry* on in a day.

Torture Cultist (Su): A radiant idol has the ability to inflict pain on those who have sworn it a blood oath. Distance is not a factor, but the idol cannot torture a cultist who is on a different plane. When the idol

uses this power, the target cultist suffers excruciating pain. The affected creature takes a -4 penalty on attack rolls, skill checks, and ability checks for 1 round per class level of the idol. A successful DC 21 Fortitude save reduces the penalty to -2 . The save DC is Charisma-based.

Kill Cultist (Su): A radiant idol can kill those who have sworn it a blood oath if they displease it. Distance is not a factor, but the idol cannot kill a cultist who is on a different plane. The affected creature must make a successful DC 21 Fortitude save or die. If the save is successful, the creature takes $3d6+6$ points of damage. This is a death effect. The save DC is Charisma-based.

Domain Powers (Su/Sp): Each radiant idol chooses one cleric domain to represent the portfolio it claims in its masquerade of divinity. The radiant idol gains the granted power of that domain, and can use each spell up to 6th level in that domain as a spell-like ability. It can use 1st-level spells at will, 2nd- and 3rd-level spells three times per day each, and 4th- through 6th-level spells once per day each.

For example, a radiant idol of fire (with the Fire domain) has the following additional spell-like abilities: At will—*burning hands* (DC 17); 3/day—*produce flame*, *resist energy* (fire); 1/day—*fire seeds* (DC 22), *fire shield*, *wall of fire*. The save DCs are Charisma-based.

Flightless (Su): A radiant idol cannot fly by any means. No spell intended to grant flight (even *levitate*) functions with a radiant idol as its target. A spell (such as *polymorph*) that changes a radiant idol into a form with the natural ability of flight works normally, but the radiant idol cannot fly in that form. If changed into a form that has only a



Radiant idol

fly speed (no land speed), the radiant idol can only move along the ground in that form.

Spells that grant flight to other characters fail within 30 feet of a radiant idol, as if it were at the center of an *antimagic field*, but only magic related to flight is affected. Magic items that grant the power of flight likewise fail. Even creatures with a natural ability to fly feel uncomfortable near a radiant idol.

The following spells in the *Player's Handbook* do not function on or near a radiant idol: *air walk*, *feather fall*, *fly*, *gaseous form*, *jump*, *levitate*, *overland flight*, *reverse gravity*, and *wind walk*.

Glibness (Su): A radiant idol continually uses this ability, as the spell (caster level 11th).

Tongues (Su): A radiant idol can speak with any creature that has a language, as though using a *tongues* spell (caster level 11th). This ability is always active.

Skills: *A radiant idol's glibness ability gives it a +30 bonus on Bluff checks made to convince another of the truth of its words.

RANCID BEETLE SWARM

Fine Vermin (Swarm)

Hit Dice: 10d8+10 (55 hp)

Initiative: +8

Speed: 20 ft. (4 squares), climb 20 ft.

AC: 26 (+8 size, +8 Dex), touch 26, flat-footed 18

Base Attack/Grapple: +7/—

Attack: Swarm (2d6 plus beetle rot)

Full Attack: Swarm (2d6 plus beetle rot)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, beetle rot, create spawn

Special Qualities: Dark-vision 60 ft., immune to weapon damage, swarm traits, tremorsense 40 ft., vermin traits

Saves: Fort +8, Ref +11, Will +2

Abilities: Str 1, Dex 26, Con 13, Int —, Wis 9, Cha 2

Skills: —

Feats: —

Environment: Warm land

Organization: Solitary or infestation (2–12 swarms)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

A thick carpet of glistening brown insects covers the floor, making a hissing sound as it advances and giving off a rancid odor.

Rancid beetles are disease-carrying cousins of common cockroaches, large and vicious-tempered with the instinct to form massive swarms that devour anything in their path. Worst of all, they animate the corpses of those they kill, transforming them into zombies that drip rancid beetles from every orifice.

COMBAT

A rancid beetle swarm seeks to surround and attack any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Beetle Rot (Su): Supernatural disease—swarm, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 16 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution-based.

Unlike normal diseases, beetle rot continues until the victim reaches Constitution 0 (and dies) or is cured. In contrast to mummy rot, beetle rot can be cured as if it were a normal disease.

Create Spawn (Su): A creature that is killed by a rancid beetle swarm immediately becomes a rancid beetle zombie (see below). A creature who dies of beetle rot becomes a rancid beetle zombie in 1d4+1 days.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 16 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to extra damage from critical hits or flanking. A swarm made up of Fine creatures is immune to all weapon damage.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). A swarm takes half again as much damage (+50%) from spells or

*Rancid beetle zombie
with rancid beetle swarm*



effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Fine creatures are susceptible to high winds such as that created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. Wind effects deal 1d6 points of nonlethal damage to the swarm per spell level (or Hit Die of the originating creature, in the case of effects such as an air elemental's whirlwind). A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not re-form until its hit points exceed its nonlethal damage.

Vermín Traits: A rancid beetle swarm is immune to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

RANCID BEETLE ZOMBIE

Medium Undead

Hit Dice: 12d12 (78 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

AC: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18

Base Attack/Grapple: +6/+11

Attack: Slam +11 melee (1d6+5 plus beetle rot)

Full Attack: 2 slams +11 melee (1d6+5 beetle roach rot)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, create spawn, animating swarm

Special Qualities: Undead traits, tremorsense 40 ft., darkvision 60 ft.

Saves: Fort +4, Ref +5, Will +7

Abilities: Str 21, Dex 12, Con —, Int —, Wis 9, Cha 2

Skills: —

Feats: —

Environment: Warm land

Organization: Solitary (1 plus 1 rot roach swarm), clutch (2–5 and the same number of rot roach swarms), or plague (6–13 and the same number of rot roach swarms)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 13–24 HD (Medium)

Level Adjustment: —

You can see bulges on the flesh of this humanoid form, like creatures moving around underneath its hardened, almost chitinous skin. Its eye sockets are gaping holes through which movement is visible, and it moves with the shuffling gait of the walking dead. As it moves closer, a large insect spills out of its slack-jawed mouth and scurries away. A rancid smell clouds the creature.

Rancid beetle zombies are the animated forms of humanoids who died from beetle rot or the swarm

attack of a rancid beetle swarm. The growth of a rancid beetle swarm inside the corpse has caused its skin to harden like chitin, and the body is incredibly resilient.

COMBAT

Little more than a vehicle for a swarm of rancid beetles, a rancid beetle zombie shambles toward opponents and attacks with no planning or forethought, simply intending to procreate by spreading beetle rot.

Animating Swarm (Su): A rancid beetle zombie is animated by the rancid beetle swarm inside it, though they are separate creatures. The swarm takes damage normally from area spells that affect the zombie, but not from targeted spells or other attacks on the zombie. When a rancid beetle zombie is destroyed, the rancid beetle swarm inside it pours forth, if it survived its host's destruction.

The animating swarm counts as a separate creature for purposes of XP awards.

Beetle Rot (Su): Supernatural disease—swarm, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 16 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution-based.

Unlike normal diseases, beetle rot continues until the victim reaches Constitution 0 (and dies) or is cured. In contrast to mummy rot, beetle rot can be cured as if it were a normal disease.

Create Spawn (Su): A creature killed by a rancid beetle zombie rises as a rancid beetle zombie in 1d4+1 rounds. A creature that dies of beetle rot becomes a rancid beetle zombie in 1d4+1 days.

Undead Traits: A rancid beetle zombie is immune to mind-affecting spells and abilities, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. It has darkvision out to 60 feet.

ROACH THRALL

Medium Aberration

Hit Dice: 3d8+3 (16 hp)

Initiative: +6

Speed: 30 ft. (bipedal) (6 squares) or 40 ft. (as insect)

AC: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Base Attack/Grapple: +2/+2

Attack: Claw +2 melee (1d4)

Full Attack: 2 or 4 claws +2 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —**Special Qualities:** Humanoid host, multiple limbs, darkvision 60 ft.**Saves:** Fort +2, Ref +3, Will +4**Abilities:** Str 11, Dex 14, Con 12, Int 14, Wis 13, Cha 7**Skills:** Bluff +5*, Climb +4, Disguise +5*, Jump +4, Listen +6, Sense Motive +5, Spot +6, Swim +4**Feats:** Alertness, Deceptive, Improved Initiative**Environment:** Warm land**Organization:** Solitary or camp (2–8)**Challenge Rating:** 2**Treasure:** None**Alignment:** Usually neutral evil**Advancement:** 4–9 HD (Medium)**Level Adjustment:** +2

What seemed a normal human now sheds its human flesh like a soiled garment, and a massive cockroach emerges from the husk. It has six limbs topped with sharp-looking claws, whiplike antennae, and a thick carapace of milky white color. It continues standing upright while waving four limbs menacingly.

Roach thralls are giant cockroaches that wear human skin, masquerading as humans in order to perpetuate their reproductive cycle. When threatened, they shed their human skin to fight with their claws in melee.

Roach thrall



A roach thrall begins life as an egg implanted inside a human body. When it emerges from the egg, a juvenile roach thrall consumes the brain and internal organs of its host—a process that takes 6 to 8 hours and is usually performed while the host sleeps. The roach thrall leaves the skin and muscle of the host untouched, attaching its own feeding mechanisms to the host so that the flesh doesn't decay. The roach thrall also taps into what's left of the nervous system, enabling it to walk around among humans. It can see and hear through the host's eyes and ears, and it can even speak by stimulating the host's vocal cords. It retains no memories, however, so it rarely tries to fool close friends and associates of the host. It blends into human society as best it can until it grows eggs of its own over the next 6 months to 2 years. Then it seeks to implant the eggs in new victims.

A roach thrall can't fight well in its human form, so it sheds its host when seriously threatened. Over the first few minutes after it emerges, its carapace darkens to a deep brown color, and after a few days it begins to use all six limbs for locomotion. Once it has emerged, it can't ever return to a human host or reproduce, so it spends the rest of its life seeking out the garbage it craves for food and protecting other roach thralls.

Roach thralls learn Common within a few weeks of hatching from their eggs. They lose the ability to speak if they emerge from their human hosts, but they still understand any languages they have learned. In their roach forms, roach thralls can wordlessly communicate by linking their antennae.

In roach form, a roach thrall is about 5 feet long and weighs about 150 pounds.

COMBAT

Roach thralls fight in roach form, making use of razor-sharp claws to kill their enemies.

Human Host (Ex): When inside its human host, the roach thrall can't use its natural weapons or darkvision. The host body has 10 hit points; if it's reduced to 0 or fewer hit points, the roach thrall automatically spends a full-round action emerging from the ruined host. The roach thrall can voluntarily cast aside its host body as a full-round action.

Multiple Limbs: Once emerged from its human host, a roach thrall walks upright for a few days before reverting to the gait of a cockroach. This is a preference, not a mandate; the roach thrall can choose whether to be upright or not once per round as a free action. An upright roach thrall has a speed of 30 feet and can use four limbs to attack. Otherwise it has a speed of 40 feet and can only use two limbs to attack.

Skills: *While it lives inside its human host, a roach thrall gains a +10 racial bonus on Disguise checks and on Bluff checks when attempting to pass itself off as its human host.

SPIRETOP DRAGON

Tiny Dragon

Hit Dice: 2d12+2 (15 hp)

Initiative: +4

Speed: 10 ft. (2 squares), climb 10 ft., fly 60 ft. (good)

AC: 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14

Base Attack/Grapple: +2/−8

Attack: Bite +8 melee (1d3−2)

Full Attack: Bite +8 melee (1d3−2)

Space/Reach: 2-1/2 ft./0 ft. (flock 10 ft./0 ft.)

Special Attacks: —

Special Qualities: Blindsense 60 ft., darkvision 60 ft., evasion, fog cloud, immunity to magic sleep effects and paralysis, low-light vision

Saves: Fort +4, Ref +7, Will +3

Abilities: Str 7, Dex 18, Con 12, Int 6, Wis 11, Cha 8

Skills: Climb +17, Listen +5, Spot +9, Swim +3

Feats: Weapon Finesse

Environment: Warm land

Organization: Solitary, pair, flock (8–18)

Challenge Rating: 1

Treasure: None

Alignment: Usually chaotic good

Advancement: 3–4 HD (Tiny)

Level Adjustment: +2

This small reptile resembles a pseudodragon, though it has no stinger. Its scales are iridescent white, like a pearl, and its tail is as long as its snakelike body. Its wings are long and wide, but they fold close to its body when it is not in flight.

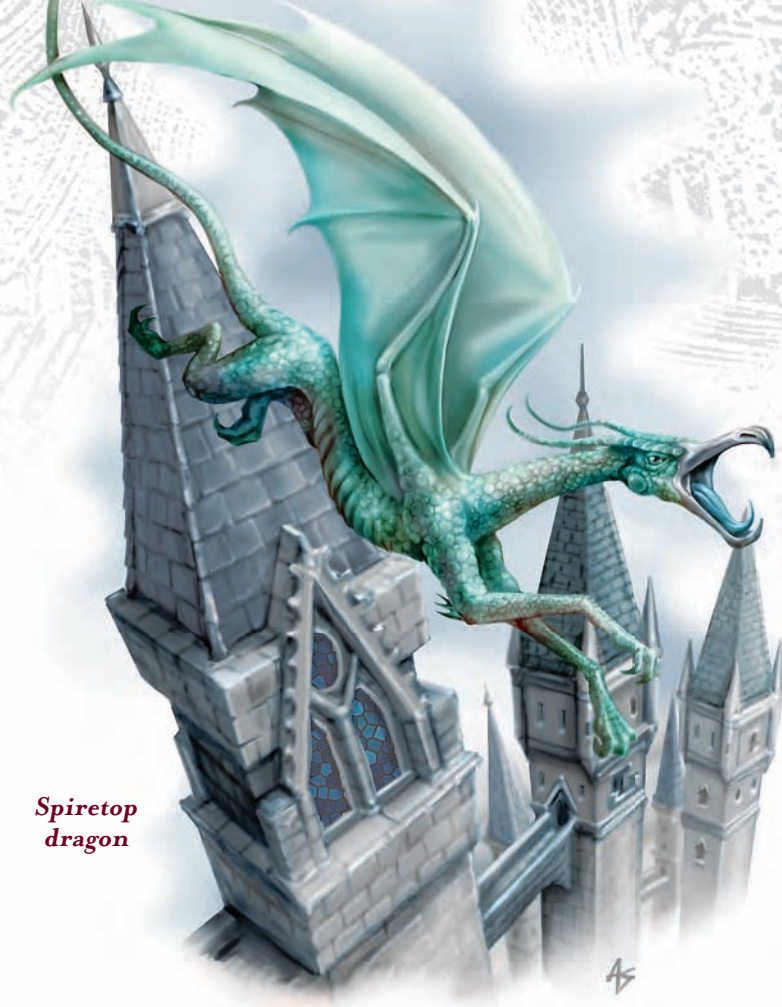
These dragonets are known for their habit of following ships in order to feed on the fish disturbed by the vessel's passing, much like sea gulls. Sailors sometimes call them crow's nest dragons, since they tend to swoop around the crow's nest of a ship and sometimes perch on it. In Sharn, they build their nests on the very tops of the city's towers, giving them their local name. They are often encountered as companions or familiars.

A spiretop dragon is about 18 inches long, with an additional 18 inches of tail. Its wingspan is about 3 feet, and it weighs about 2 pounds.

COMBAT

Spiretop dragons have large, powerful jaws with which they can inflict fierce bites. Their favorite tactic is to dive from a great height onto their prey (as a charge). Their small front claws are useless in combat, though they can pick up and manipulate small objects with them. When threatened, these dragonets usually simply fly away.

Evasion (Ex): If a spiretop dragon is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.



*Spiretop
dragon*

Fog Cloud (Su): A spiretop dragon can breathe out a cloud of billowing vapors equivalent to a *fog cloud* spell cast by a 3rd-level sorcerer. It typically uses this ability in order to escape from flying opponents. After breathing a fog cloud, a spiretop dragon cannot use this ability again for 1d4 rounds.

Flock: In a flock, spiretop dragons behave as swarms. A spiretop dragon flock seeks to surround and attack anyone who threatens them. A swarm deals 2d4 points of damage to any creature whose space the flock occupies at the end of its move.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to extra damage from critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

The body fell from one of the higher towers. Now it lay sprawled at the feet of the shifter Zagis and his two companions.

"It's raining bodies," Kevem Half-Elven said, drawing his sword. "Only in Sharn."
"Someone has called for the Watch," Flametouched the warforged warned them.

Zagis ignored them both and studied the dead body. Its fingers unfurled and a strange amulet slipped to the cobbled street ...



A SHARN CAMPAIGN

Sharn makes a fine adventure locale as well as a great place to set a long-running campaign. It might be just one exciting stop in a grand adventure that takes characters from one end of Khorvaire to the other, and then off to Xen'drik—a labeled point on the dotted red line that shows the course of their travels. On the other hand, Sharn can also be the primary setting for an entire Eberron campaign. Whether the characters are native to Sharn or visitors from the Lhazaar Principalities or Adar, Sharn holds enough wonders, intrigue, and danger to host an endless series of adventures.

The *Dungeon Master's Guide* includes plenty of information and suggestions for running urban adventures. The goal of this chapter is to address additional issues that arise when structuring a whole campaign around adventures set in the City of Towers. Issues of pace and advancement, of treasure and other rewards, of the dynamic, changing nature of a city, and of the PCs' civic responsibility set a Sharn campaign apart from one less focused on urban adventures.

THEMES AND FLAVOR

Sharn (and Eberron in general) owes a great deal to classic crime and detective films and novels, such as *The Big Sleep* and *The Maltese Falcon*. A campaign set in Sharn might echo some of the themes of these works, as well as their overall dark tone—while always remaining both medieval and fantastic.

Much of any adventure in Sharn takes place indoors or in dimly lit areas, such as inside a vast tower or in dark streets bathed in shadow. When characters do venture outdoors, even just onto a bridge spanning two towers, it might well be nighttime, and it is probably raining. This dark atmosphere is conducive to a brooding, melancholy tone, and is reflected in the corruption and cynicism of many of the nonplayer characters the PCs meet in their adventures.

Sharn is a city full of sinister, jaded, down-and-out, obsessive, morose, and disillusioned people. The characters in a Sharn campaign might choose to adopt

a similar kind of personality and background—they could play hard-boiled inquisitives, haunted aristocrats hiding dark secrets, and fugitives on the run from past patrons. Or they might be idealistic crusaders trying to bring law and morality to the City of Towers. In any case, the city itself conspires to bring an edge of hard-bitten realism to their adventures, however lofty and hopeful their ideals start out.

PACE AND ADVANCEMENT

For many adventurers, intense periods of constant struggle in a dungeon environment alternate with long stretches of wilderness travel, moving from one dungeon to the next. In a city-based campaign, it can be easy to forget that characters need down time, and impel them forward from one adventure to the next with little or no lag time between their escapades. This can result in some problems suspending disbelief, much like in television shows that rely on a new murder happening in a sleepy rural town every single week: "What do you mean, the councilor's son has been kidnapped? Doesn't a day go by in this place without something going wrong?" It also can mean that characters skyrocket in levels much faster (in terms of game time elapsed, rather than play time) than normal, which can make players wonder why there aren't more high-level characters in the city.

To prevent these problems—which amount to continuity problems, ultimately threatening the fabric of the campaign—your best bet is to enforce down time between adventures. This can be as simple as starting a new adventure with a brief account of how much time has passed since the end of the last one. The events tables later in this chapter work on a monthly basis, so if you often structure adventures around monthly events, there should be some time between adventures.

If your players don't like glossing over game time, then make use of some time constraints that exist in the rules. Spellcasters can expend a great deal of between-adventure time creating magic items or adding spells to their spellbooks. Using the variant rule for time required to learn skills and feats (see How PCs Improve in Chapter 6 of the

Dungeon Master's Guide) also helps enforce some down time between adventures.

If rate of advancement is the biggest obstacle to suspending disbelief in a city-based campaign, you can simply slow character advancement. This is a particularly good option if your plot demands that the villains of the adventure are moving quickly—their schemes for domination of the city might not wait for the PCs to take down time. The most straightforward way of slowing advancement is to halve experience awards, or multiply them by some other fraction. The *Dungeon Master's Guide* provides some guidance for slowing experience (see “Variant: Faster or Slower Experience” in Chapter 2).

There are always some players who can't stand the idea of having their characters inactive for a single day of game time. For these players, try the following techniques:

- Don't spend game time dealing with time between adventures. Deal with spell research or magic item creation between game sessions.
- Allow players who aren't involved in item creation or other activities to use Profession or Craft skills to earn money between adventures.
- Invent an interesting diversion to distract a character during down time. He could pursue a romance, accidentally offend someone in a tavern, stumble upon a clue for the next adventure, make a friend (a possible cohort), do an important person a small favor, or fall ill.

ADVANCEMENT AND TREASURE

The treasure values per encounter presented in Chapter 3 of the *Dungeon Master's Guide* are designed so that a character who survives 14 encounters whose Challenge Rating equals his level, and on average gains treasure appropriate to his level for each encounter, ends up with the amount of wealth indicated in Chapter 5 as appropriate for his level. This assumes that characters spend some of their money each level on expenses—food and lodging, single-use magic items, and so on. This formula breaks down, however, when many of the opponents the PCs end up fighting are NPCs, as is often the case in a city-based campaign. NPCs have gear worth nearly three times the average treasure value for an encounter of their CR. Even if the PCs have to sell all of that gear at half price (keeping nothing for their own use), they end up with half again as much treasure than they would defeating opponents with standard treasure values.

There are several solutions to this problem, ranging from varying encounters to the specific types of gear that NPC opponents use.

Even in an adventure that focuses entirely on combating the schemes of humanoid NPC opponents, not every encounter need be with an NPC. Even in a city, NPCs protect their assets the same way creatures in a dungeon do. They build or buy

traps to ward their homes, and they use guard animals (or more exotic creatures, such as oozes or bound demons) to guard their property. These can be important and exciting encounters that offer no treasure, providing a counterbalance to the excess treasure won from NPC foes.

It is also important to remember that, in many situations, the PCs cannot or should not loot the bodies of fallen NPC opponents. When the characters catch a criminal in the act of attempting a murder, they're not entitled to all of the criminal's gear because they kill him in combat. (In such a case, the City Watch confiscates the deceased's possessions.) As DM, you should avoid creating these situations too often, since they become frustrating for players who feel they're being denied their rightful reward for their actions. On the other hand, sometimes having the Watch confiscate an important item can be an interesting subplot, or even a key element of the adventure.

One last way to keep treasure from outpacing experience awards is to equip NPC opponents with a significant amount of disposable gear—potions, scrolls, and wands with only a few charges that get used up in the fight, or at high levels a *ring of three wishes* with only one *wish* remaining or even a *staff of power* the opponent breaks in a retributive strike before the PCs finish him off. Disposable (single-use and charged) items ensure that NPCs are an appropriate challenge to the party without unduly inflating their treasure. Furthermore, items such as a *potion of shield of faith* make NPC opponents slightly tougher (perhaps more in keeping with their stated CR) while preventing treasure rewards from outstripping character level advancement.

If you decide to alter the rate of advancement in your campaign by reducing experience awards, you need to be particularly careful about limiting treasure. If you halve experience awards, you should also halve the amount of treasure you award. One way to accomplish this, besides scaling back the amount of treasure PCs acquire, would be to change the percentage of an item's market price that PCs get when they sell gear, reducing it to 25% or perhaps 30%.

NONMONETARY REWARDS

A city offers more meaningful ways to reward player characters than just money and items. The gratitude or patronage of an important NPC is a concrete and valuable resource in Sharn.

A typical nonmonetary reward is the promise of a favor in return for services performed. In game terms, this is equivalent to the Favored in House feat, except that it can typically only be used once. The nature of the favor depends on the person who grants it. It is possible to put a price on many nonmonetary rewards using Table 3–3: Treasure Values per Encounter in the *Dungeon Master's Guide* as a guideline.

Other nonmonetary rewards include free services, such as an inn that promises free lodging or

an armorsmith who promises free armor repair. Depending on the value of the service and the size of the debt of gratitude, the promise can be a one-time offer or a lifetime of service.

A DYNAMIC SETTING

In a city such as Sharn, much more than in any other type of adventure setting, player characters have the potential to be strongly affected by other people's actions, political events, and even natural disasters. A city presents a dynamic, constantly changing setting where events such as an ambassador's visit, the death of a ruler, or war can provide endless adventure hooks.

Some of these events might simply occur in the background of your campaign. If nothing else, such events give the players a feeling that the city changes, sometimes in ways that have nothing to do with their own actions. In a campaign that focuses on exploring the ancient ruins and the sewers below Sharn, it is possible that a visiting Karrnathi dignitary might get mentioned once and have no impact on the rest of the game, but the visit serves as a reminder to the players that other things are happening in the city besides what they are doing. On the other hand, if the Karrnathi dignitary suddenly disappears, leaving behind a pool of sewage and a webbed footprint, the work the characters have been doing in the sewers might suddenly appear in the public spotlight as the whole city looks to them to rescue the diplomat.

Other events, however, are both more common and more likely to impact the day-to-day life of the player characters. If a ghost appears to haunt the characters' favorite magic item dealer, that merchant might ask the characters for help.

Table 8–1: Random Events is intended for use approximately once every month in game time. An event from the table can serve to jump-start a new adventure, as a subplot in an ongoing campaign, or as background texture. Don't use the same event more than once a year, at least not the particularly city-shaking ones (such as an earthquake or a plague)—except to build an adventure around an unexplained series of such calamities.

TABLE 8–1: RANDOM EVENTS

Roll	Event	Roll	Event
01–09	Accident	53–59	Famine
10–14	Assassination	60–67	Famous Person
15–22	Bad Weather	68–74	Fire
23–30	Crime Wave	75–81	Flood
31–38	Death	82–87	Monster
39–45	Discovery	88–93	Plague
46–52	Earthquake	94–100	Political Plot

Accident: Some type of terrible accident occurs in the city. A bridge or even part of a tower collapses,



When a tower crumbles ...

a waterfront crane topples, part of a cliff crumbles, or a level or sewer below the city caves in. At best, the accident causes inconvenience until the damage can be repaired (d%: 01–85); at worst, it is a disaster on an epic scale (86–100).

Assassination: A prominent person in Sharn is assassinated. This person could be a member of the city council (d%: 01–30), a leader of a dragon-marked house (31–55), a religious leader (56–80), or a leader in another organization (81–100).

Bad Weather: The weather is particularly foul for a stretch of approximately a month. Torrential rains flood bridges and platforms, or intense heat bakes the city. The weather is a major topic of conversation, and might have harmful effects (see the *Dungeon Master's Guide*). This might be simply a cold snap (d%: 01–40), a week of thick fog (41–60), a series of violent thunderstorms (61–80), a hurricane (81–85), an acidic rainstorm that deals 1d3 points of damage every 10 minutes to exposed creatures (86–90), a thunderstorm accompanied by rampaging air elementals (91–95; create elemental encounters appropriate to the PCs' level), or a *storm of vengeance* cast by an angry Ashbound druid (96–100).

Crime Wave: One of the four organized crime gangs in Sharn dramatically increases its activities. In addition to the increased crime, violence between the active gang and the other three gangs rises sharply, and street brawls become common. Treat a result of 12–15 on Table 3–28: Urban Encounters in the *Dungeon Master's Guide* as a result of 14, Brawl/street fight/gang war in progress.

Death: A prominent person in Sharn dies of either natural or accidental causes. This person could be a member of the city council (d%: 01–30), a leader of a dragonmarked house (31–55), a religious leader (56–80), or a leader in another organization (81–100).

Discovery: A site of significant historical importance is discovered, either in Sharn (d%: 01–75) or on a Sharn-based expedition to Xen'drik (76–100). In addition to major academic organizations (Morgrave University and the Wayfinder Foundation), private scholars and collectors, treasure-hunters, and more sinister forces (the Order of the Emerald Claw or the Cults of the Dragon Below) take an interest in the discovery.

Earthquake: An earthquake rattles Sharn. Most of the time (d%: 01–90), the earthquake is minor, affecting only one quarter of the city and causing only minor damage. Even in a minor earthquake, however, there is a 50% chance that the earthquake starts a fire. The effects of a minor earthquake are similar to an *earthquake* spell, though the area is larger and the quake lasts longer (2d4+4 rounds).

Occasionally (91–100), a more severe earthquake hits Sharn. A major earthquake affects every quarter of the city and causes significant damage everywhere. The towers are strong enough not to topple in a quake,

but bridges and suspended sidewalks might collapse, cliffs crumble, and tunnels collapse in the Depths.

Famous Person: A person renowned beyond Sharn arrives in the city, causing a bustle of activity and a hubbub wherever the person travels. Famous people might include nobles, scholars, bards, or war heroes, such as:

- King Boranel or another well-known noble of Breland arrives and sparks a parade through the city. After the parade, the noble confines himself to Highest Towers and possibly a few other districts of Upper Central. There he meets with the Lord Mayor and the City Council for a day or two, then returns to Wroat.
- A famous war hero arrives, such as General Thaska Kallaphan. Known as "The Tigress" for her ferocity in combat, Kallaphan is an outspoken opponent of freedom and citizenship for warforged, and makes several public comments along those lines, sparking off a series of crimes directed against the warforged of the city.

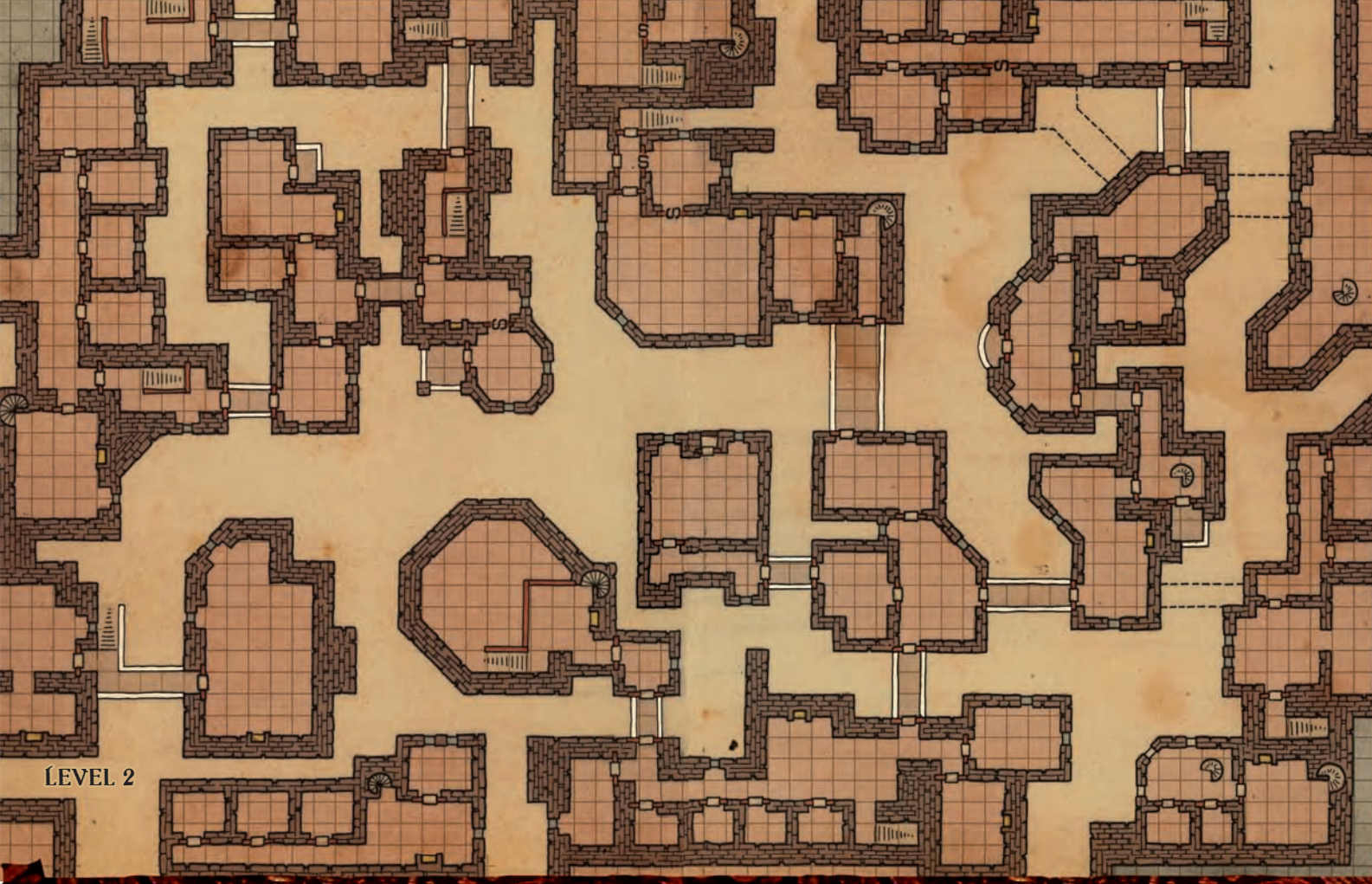
Famine: Crop failings in the surrounding countryside cause food shortages in Sharn. Food prices start creeping up, increasing 5% per week for about a month, and then skyrocket, increasing 100% per month until the famine ends 2d4 months later.

Fire: A major fire rages through part of the city—usually (d%: 01–80) just a single district, but occasionally (81–95) a whole ward or even (96–100) a whole quarter. An urban fire is much like a forest fire, as described in the *Dungeon Master's Guide*—except that many more people are in harm's way.

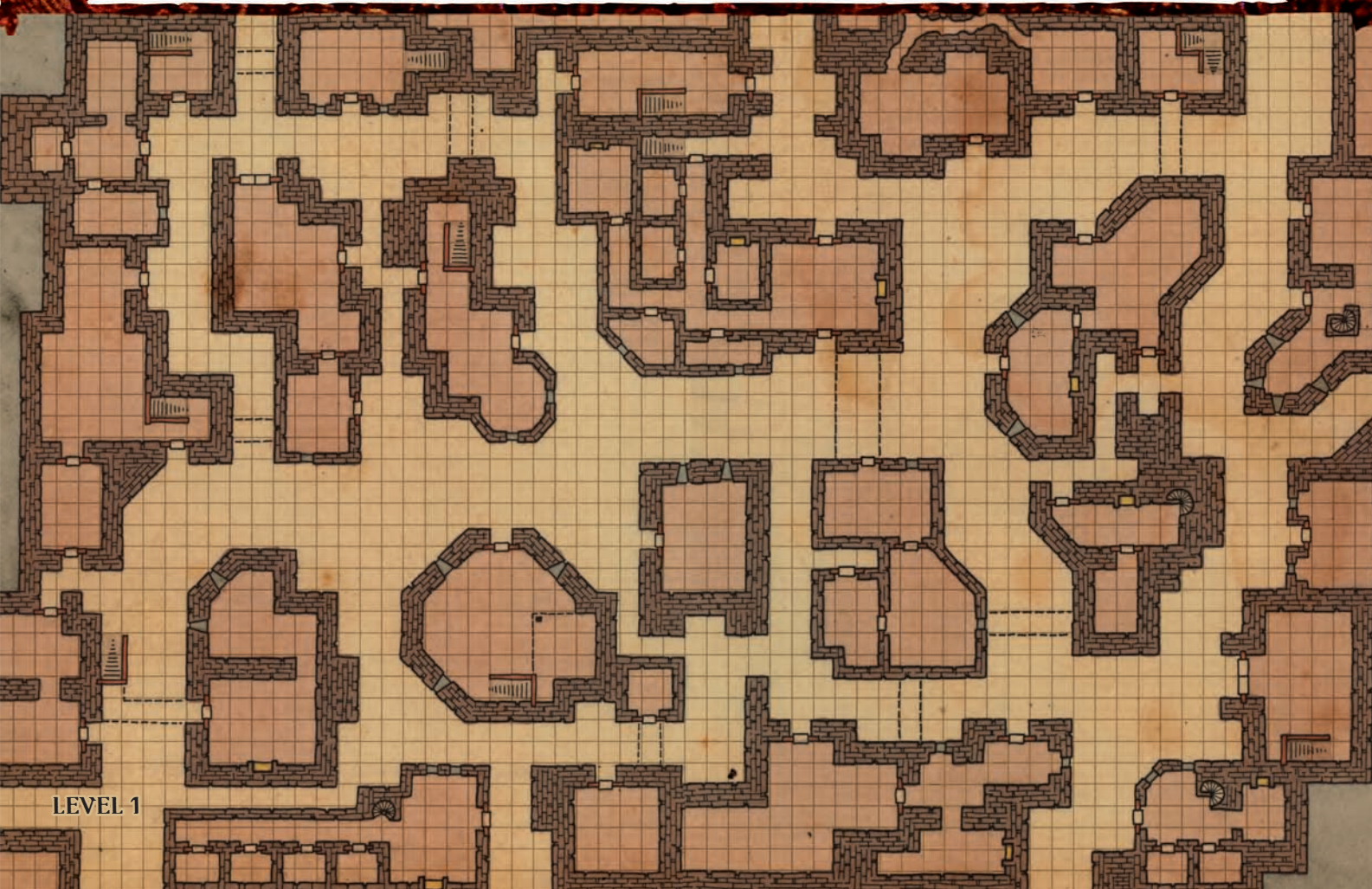
Flood: The Dagger River rises high, causing some areas of the city to experience flooding. Affected wards are limited to Cliffside (particularly the waterfront districts, Grayflood and Ship's Towers), and possibly the Depths, as sewer systems back up.

Monster: A monster begins a rampage through the towers. It might be an outsider or elemental summoned from another plane (d%: 01–25), a construct or other companion monster gone berserk (26–50), one or more undead from the City of the Dead moving into Sharn (51–70), an exotic monster brought back from Xen'drik that escaped (71–85), or a creature native to the surrounding wilderness or the river driven into the city by a food shortage (86–100).

Plague: A terrible disease sweeps through the city faster than House Jorasco can control it. The plague lasts for 2d6 months. The disease is blinding sickness (d%: 01–15), cackle fever (16–50), mind-fire (51–80), the shakes (81–90), or slimy doom (91–100). There is a 40% chance per day spent in the city that a character comes into contact with a carrier of the disease and must make a Fortitude save to avoid contracting it. The people of Sharn become highly suspicious of strangers, and folk in the surrounding area avoid entering the city. The cost of goods doubles since traders avoid the city.



Sample Streets



Political Plot: A plot against the king of Breland is uncovered in Sharn, or so the Citadel claims. Whether the threat is real or not, the Citadel uses it as an excuse to remove real or potential enemies from positions of power in the city. It is possible that characters may fall under suspicion if they have angered the Citadel or been involved in politics at all. The turmoil lasts for 1d3 months before the Citadel declares the threat eliminated.

PCs AS CITIZENS

If the player characters live in Sharn for any length of time, they acquire a reputation. Most people in Sharn are not high-level characters, and almost no one can muster the power they display. People talk about the exploits of powerful characters, and come to rely on them stepping in when the city is threatened by some evil plot.

Citizenship is a system of shared benefit. Characters have much to gain from living in a city, including easy access to resources and a relative degree of security that two hundred thousand fellow citizens provide. In return, the city can come to expect a degree of civic responsibility. The City Watch turns to powerful PCs when some new threat rears its head and proves too tough for them to handle. This level of give-and-take is one that most player characters are comfortable with.

Sometimes, civic responsibility goes one step farther, with a more explicit give-and-take. For example, a guild of wizards contracted to help with a construction project in Sharn might offer to teach a PC wizard *wall of stone* (allowing her to copy it into his spellbook) if she is willing to come to the construction site and cast it at a specific time. Sharn is still undergoing a great deal of rebuilding in the wake of the Last War, dealing with combat damage and years of neglect, as well as coping with a flood of refugees and similar problems. Not every threat to the city is monstrous or supernatural, and the characters can help the city in many ways.

Community service can actually be the hook that draws characters into adventures, or it can provide important clues to a mystery. When the PC wizard shows up at the construction site, where workers are restoring a tower damaged during the war, she might be just in time to defend the workers from a fiend they accidentally released from its bindings, or the foreman might be able to provide crucial information to a current mystery.

CORPSES

Adventurers find a lot of corpses in Sharn. Whether you generate a corpse on the Urban Encounters table in the *Dungeon Master's Guide* or need a corpse to generate an adventure seed, you can roll on the following table.

TABLE 8-2: CORPSES

d%	Corpse
01–08	The victim of a mugging that got out of control, the corpse is a male human expert carrying nothing valuable (all his gear was stolen).
09–15	A mugger who took on more than he could handle, the corpse is a male changeling warrior. The intended victim panicked and fled after killing his attacker.
16–22	The victim, a male human expert, was drained of blood and life energy by a vampire. A successful DC 15 Knowledge (religion) check recognizes the cause.
23–28	The victim, a female half-elf warrior, was killed by a mind flayer and is missing her brain. A successful DC 15 Knowledge (dungeoneering) check recognizes the mind flayer's handiwork.
29–35	The victim, a female human sorcerer, clearly fell from a great height. She has a working <i>feather fall</i> <i>talisman</i> , but something prevented her from using it.
36–44	The victim is a middle-aged male human who seems to be quivering and choking while lying in a pool of bright red blood. His skin is red, bloated, and quite warm though the victim is dead, a victim of red ache. The quivering of his corpse comes from the action of the masses of maggots and other insects just underneath the skin. The skin won't decay properly because of the effects of the red ache (a successful DC 12 Heal check reveals this).
45–53	The victim was a female dwarf. The corpse's skin has shrunk to the skull and bones. A successful DC 10 Heal check shows the numerous puncture marks in the back and suggests the cause of death: a swarm of stirges that had enough time to suck the body dry of virtually every fluid.
54–58	The body belongs to a young human woman. A gaping wound in her abdomen was certainly the cause of death. Closer examination and a successful DC 15 Heal check reveals that the wound was caused from the inside—and a successful DC 16 Search or Survival check finds small bloody footprints leading away, as if three Tiny creatures had burst from the woman's body and scurried away into the alley.
59–65	The corpse looks very much like one of the PCs. An assassin is after them, and killed the wrong person.
66–74	The victim was a down-on-his-luck male half-orc. He appears to have been run over by wagons, at least twice. But who dragged him out of the street?
75–84	The victim is a male dwarf warrior. The front half of his body is charred from fire, while the back half is pulped as if by repeated sonic blasts.
85–94	The victim at first appears to be a human child. In fact, it is a male human child dressed in rags and wearing a brass tag with these words in Goblin: "Property of Guthik." The cause of death was apparently exposure.
95–100	The victim is a male human wizard whose clothes appear to have been rifled. All his spell component pouches have been emptied. Someone has put coins over his eyes and a blue feather in his mouth.

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