

CURTAIN CALL
A SHARN ADVENTURE

Explore the City of Towers in this adventure for Dungeon Masters and 1st level characters new to the Eberron campaign setting

Curtain Call
A Sharn Adventure

A paying job in Sharn to find out what happened to a missing noble turns into a myriad of street chases, personal grudges, spy agencies, cultists, and charlatans as you take an exciting tour through the City of Towers.

An introductory Eberron adventure for 1st to 4th level characters

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Welcome to Curtain Call: A Sharn Adventure, a D&D 5th edition adventure set in the city of Sharn in the Eberron campaign setting. This adventure showcases the intrigue and adventure found in Sharn at every turn and plays best when used in conjunction with the *Wayfinder's Guide to Eberron* (*WGtE*) by Keith Baker. When appropriate, this adventure directs the Dungeon Master to the *WGtE* page number for more information. This adventure is designed for 1st to 4th level characters and is optimized for five characters of 1st level. Characters outside this level range would have far too easy of a time in this adventure as written.

Adventure Background

DREVAN IR'ROOLE, a nobleman of Brelish descent and ex-cultist, was kidnapped by the Cult of Shaped Fears — the very same cult he escaped from long ago. Four cultists, using stolen masks from a Callestan theater troupe, kidnapped Drevan from the **HALF-PINT TAVERN** in Middle Dura. Originally hired by **NORA IR'ROOLE**, Drevan's wife, the cult was supposed to kill Drevan, however, the odoriferous cult leader **ECHO** decided to kidnap Drevan as a sacrifice for a ritual instead, fulfilling some yet-unknown clause of the Draconic Prophecy. Nora's interest in having her husband killed is ostensibly for his wealth, but as with many things in the City of Towers, all is not what it seems and the noblewoman is a pawn for more powerful players.

Fearing her husband's fate is obscured and the body unrecoverable (and thus his wealth kept from her), Nora hired **MAX MURLOCK**, a fraudster posing as an investigator, to find him. Knowing he is out of his depth, Max reached out to local contacts and has gathered the characters to help him.

Adventure Overview

Mysteries and Clues

This adventure is structured as a mystery. In order for it to be interesting and engaging, the characters require clues. The Dungeon Master's responsibility is to give the characters a stream of clues for them to draw their conclusions. Any checks made are not to find the clues, but to add additional information for the characters (and players) to consider. Without information, the characters will become stuck and frustrated.

The characters are contacted by Max Murlock to meet him. Once he arrives, he explains that he needs the party to find Drevan ir'Roole for him and to start their search at the Half-Pint Tavern in Middle Dura.

The characters need to get past a member of the Sharn Watch, then search the tavern and the back alley for clues about Drevan's kidnapping. They have a chance to learn more about the clues and more about what happened to Drevan, as well as find out about the identities of the kidnappers.

The clues lead the characters to Callestan, Clifftop, or Upper Menthis, depending on which ones they follow. In Callestan they are lead on a chase through the street by **RHAZALA**. In Clifftop they are accosted by thugs looking to claim money from Max, and meet **JAYREE**, a halfling healer. In Upper Menthis, they need to deal with **THURIK DAVANDI**, a gnome merchant who has information they need. All three encounters lead to a theatre — Silvermist Theater, the Korranor, or Art Temple, respectively — where the Dungeon Master can initiate the final scene or plant additional clues towards a different district.

In the final scene, the party confronts Echo and his cultists inside the theatre, racing to stop them before they can kill Drevan in a dark ritual.

Hooks



To help the players develop an investment in the story, choose one or more of the characters to have a connection with Max Murlock. The most logical characters would have criminal or charlatan backgrounds, but a folk hero, urchin, or entertainer could easily know Max; a soldier could have served with him in the war. Identify these players and read or paraphrase the following:

> You are contacted by Max Murlock, an old acquaintance of yours. It is up to you whether you are actually friends, but you have certainly crossed paths a few times. Tell me about how you and Max met, or something about a previous interaction you have had with Max...

If the player(s) are struggling for ideas, the Dungeon Master can prompt them with one or more of the following:

- Served in the Last War together
- Fought in a bar fight
- Played cards or gambled with Max
- Ran a con together
- Pursued the same romantic interest

Once a connection is established between the character(s) and Max, continue to **Scene 1**.

Scene 1: A Charlatan's Call

The party gathers to meet Max Murlock in a bar:

Middle Menthis is one of the most diverse wards of Sharn. Down one street might be a row of halfling homes and down another might be orcs from the Shadow Marches. There is even a large Cyran population here, those wealthy enough to avoid the refugee camps. It is a great ward to sample different cultures and foods from all over Khorvaire.

You've been waiting for nearly an hour by the time Max Murlock walks through the door. You immediately notice his disheveled appearance and worried look as he makes his way over to the table. He drops his fedora onto the table and reaches for a drink, draining it quickly.

"Thank you for coming. My name is Max, and I'm in a spot of trouble. Lady Nora approached me and asked that I find her missing husband. She fears he is been kidnapped or worse, but the Watch isn't taking his disappearance seriously.

"That's where you come in. You see... I'm not actually a private investigator. I just sort of... play one. Ladies love a dark, brooding bad boy — *cough cough* anyway — the lady suspects he might have been slumming at a watering hole in Middle Dura when he was taken. I've had my run-ins with the law, so I can't get within one hundred feet of the place before being chased off by the Watch. I'm a lover, not a fighter.

"I've got 50 galifars (gp) with your names on it if you can get to the bottom of this mystery and make me look like the hero. What d'you say?"

Max is very concerned about protecting his reputation and image of a private investigator. He is especially motivated to keep Lady Nora happy. A character can press Max to increase his reward amount to 75 galifars (gp) with a successful DC 12 Charisma (Intimidation or Persuasion) check, but under no circumstances will he part with more than 25 gp up front.

What Max Knows. Max is truthful and knows nothing about Nora's involvement in the kidnapping. The characters can question Max and he can provide them the following information:

- Nora ir'Roole is a noble and is distraught. (She is the woman on the cover of this adventure!)
- Her husband, Drevan ir'Roole, did not come home two nights ago and she fears something has happened to him.
- She confided in Max and implored him to look for her husband, despite Max's insistence to leave it to the Inquisitives.
- Nora knows that Drevan occasionally heads down to the Half-Pint Tavern in Middle Dura when he needs to think and be alone.
- Drevan pays the Half-Pint Tavern's owner enough money to leave the keys and return in the morning.

The characters need to piece together the clues of Drevan's kidnapping and find out where he is being held, bringing them into direct conflict with the cultists and their leader, Echo.

Exiting the Scene. Give the characters time to ask any questions they can of Max. He gives them directions to the Half-Pint Tavern in Middle Dura. Traveling there takes about 30 minutes by foot (Getting Around, *WGtE* 132).





MIDDLE WARDS

Scene 2: Looking for Clues

Behind the Scenes

Drevan pays Kyvle Trothut, the Karnnathi owner of the Half-Pint Tavern, for the privilege of drinking privately. Drevan is drinking alone when four cloaked figures burst into the room. They brandish weapons and head straight for him. Drevan throws a drink and struggles with the figures until knocked unconscious, but not before badly injuring one of the kidnappers. The kidnappers take him out the back, discussing how to have their injured party healed discreetly. They split up with one group heading to Clifftop to find a healer, while the other group heads back to the theatre.

The Watch arrives at the Half-Pint Tavern hours later and secures the scene, but no Inquisitive is available to investigate. Two Watchmen rotate guard, waiting to be relieved, as hours tick by.

Scene 2A: Standing at the Door

The characters need to get inside the Half-Pint Tavern to look for clues, however, they need to get past the watchman (human **guard**) first.

Dura Quarter is the oldest in Sharn, and it shows in the cracks in both stone and enchantments never restored. Middle Dura is closer to a lower ward than other quarters, catering to the working and lower class. It is not where you imagine Drevan, a nobleman, would decide to spend his evenings.

The Half-Pint Tavern looks no different on the outside than any other storefront. It sports a faded sign, scarred exterior, and a sturdy door with a good lock. It is immediately forgettable, except for the people by the door.

A member of the Sharn Watch stands in front of the Half-Pint Tavern, a look of fatigue and annoyance on his face. In front of him, a nervous half-elf paces back and forth. As you watch, the half-elf turns to say something to the guard, which only brings a scowl to the human's face. He decides against it and heads off down the street.

The characters can try any of the approaches listed below or any other as approved by the Dungeon Master, but if they fail, they cannot attempt the same one again.

- ***Persuasion***. The Sharn Watch is known to be riddled with corruption. That works to the characters' advantage if they offer the watchman some coin to let them in. If the characters offer the watchman at least 1 gp and they succeed on a DC 10 Charisma (Persuasion) check, they convince the watchman to look the other way. Offering 5 gp gives them advantage on the roll, while 10 gp gets them in without the check (automatic success).
- ***Stealth***. The watchman has been standing guard all night and he is tired. A successful DC 10 Dexterity (Stealth) group check allows the characters to sneak past him. Any reasonable distraction will give the characters advantage. If more than half the characters succeed, they are able to enter undetected. If more than half the characters fail, the watchman returns or notices them before they are able to get inside.
- ***Deception***. (This approach cannot be used if any of the others failed beforehand.) The characters can pretend to be Inquisitives or otherwise bluff their way past the watchman with a successful DC 15 Charisma (Deception) check. However, if they are able to present forged papers or identification, they can get in without a check.
- ***Intimidation***. The watchman is steeled against threats and a successful DC 20 Charisma (Intimidation) check is required to make the watchman bow to the characters will. If the characters fail to intimidate the watchman, they make any other checks in the scene with disadvantage as the watchman becomes angry and alert.
- ***Violence***. Attacking the Sharn Watch is a very bad idea and is categorized under the most serious transgression of the law. Warn the characters before they do this!

Exiting the Scene. Once inside, go to **Scene 2B**. If the characters are unable to get past the watchman, give the characters a hint to search around the building for clues before trying a different way to get inside. This will take them to **Scene 2C**.





Scene 2B: Scene of the Crime

The inside of the Half-Pint Tavern has obvious signs of a struggle. There are knocked over chairs and an overturned table. The commotion seems to be focused around one particular corner where broken glass from a bottle and goblet lies on the floor. You find dried liquid on the ground and you see some darker spots that might be blood.

The characters can search several places inside the tavern to find out more about what transpired. The areas below are not exhaustive. However, the focus of this area is to give the characters clues to the mystery and they should be freely given if prompted. See the List of Clues sidebar for a list of things the characters should find. Dungeon Masters can ask for Intelligence (Investigation) rolls, but they are not strictly required. Success can grant advantage on the checks made to gain more information from a clue.

List Of Clues

- Broken mask with red dragonmark symbol
- Torn *glamerweave* clothing with a distinct smell
- Blood
- Blood trail or tracks to the back alley
- Full purse and identification papers of Drevan ir'Roole
- Signs of struggle

The Struggle. Characters searching the overturned table and chairs gain the following information:

- Amongst the chairs and table is a large scrap of cloth that shifts in color. It has intricate stitching on the inside and the colors indicate *glamerweave*.
- Someone fought hard to rip this cloth and probably damaged the entire garment.
- What is most striking is the pungent smell of sour perfume and rot.

A character that succeeds on a DC 12 Intelligence (History) check (with advantage if they have the Guild Artisan background) learns the following:

- The scrap of cloth contains a maker's mark, a high end tailor that deals with exclusive clientele in Upper Menthis, near Morgrave University.

A character that succeeds on a DC 18 Wisdom (Survival) check learns that:

- It looks like there were four assailants.
- None exited out the front door and there is evidence someone was dragged out the back.

The Floor. A character searching the floor receives the following information:

- A fallen purse is stuck in the corner of the room, coins spilling from it. The identification papers for Drevan ir'Roole are inside.
- There are 211 gp in various coinage (mostly galifars and platinum dragons) in the purse, so robbery does not appear to be a motive.

What is Glamerweave?

Magic is a part of life in Eberron. It's used for important things, but also incorporated into entertainment and fashion. *Glamerweave* clothing has illusions woven into the fabric, allowing for fantastic effects. Depending on the quality of the clothing, this can range from impossibly vivid colors to dramatic animated effects: a cloak lined with stars, a gown that appears to be wreathed in flames. (*WGtE* 44)

The Broken Glass. A character that looks through the broken shards on the floor finds the following:

- Mixed in with the broken shards of glass and silverware (not actually silver) are pieces of porcelain.
- Picking through the larger pieces, it appears to be part of a mask with red paint, patterned like a dragonmark.

A character that succeeds on a DC 10 Intelligence check (with advantage if they have the Criminal or Urchin backgrounds) gains the following additional information:

- You have seen this pattern on posters around a few parts of the city, mostly concentrated in the Middle and Lower Dura area. A group of performers wears masks with red dragonmark patterns, with sporadic shows in Callestan in Lower Dura.

The Blood. A character looking at the blood on the floor gains the following information:

- There is a lot of blood splatter and small spots of blood, but no large pools to indicate someone died here.
- The blood trail leads behind the counter and out the back door.

A character that succeeds on a DC 10 Wisdom (Medicine) check learns the following additional information:

- The injured person was still alive afterwards and hurt bad enough that they would need medical attention and healing.

If the characters ask about where injured can receive healing, reveal the information in the Healing in Sharn sidebar.

Healing in Sharn

House Jorasco is the face of healing throughout Khorvaire, not priests or clerics. However, that healing comes with a cost, and with uncomfortable questions that kidnappers would rather not answer.

Clifftop, with its high concentration of adventurers and their accident-prone lifestyle, is the best place to find a medic or healer—especially one that operates at all hours of the day or night. It is also the quickest and closest place to find a healer that does not ask unwanted questions.

Exiting the Scene. The characters should have sufficient information to check out the back alley to look for more clues and follow the trail. Go to **Scene 2C**.

Scene 2C: Back Alley

The characters can enter the scene by following the clues from **Scene 2B** or if they failed to bypass the watchman in **Scene 2A**, then they might come by the back alley looking for clues.

> The back door of the Half-Pint Tavern leads into a narrow alley. The smell is unpleasant and there are puddles of stagnant water that lead from the mouth of the alley to the door. You can see a few spots of dried blood and even a smear along one wall. A figure sits huddled behind some crates where the alley meets the street, partially obscured from view.

Bort the beggar witnessed the kidnappers after they exited the Half-Pint Tavern and overheard some of their conversation. If the characters approach him, he is hesitant to speak with them at first, but opens up with a DC 9 Charisma (Persuasion) check or a small token (1 sp) of trust.

> "Two nights ago? Yeah, I remember. Five of them came out, a couple of them wearing those fancy theatre masks with red markings on them like dragonmarks. One of them was hurt pretty bad, bleeding over there, another was out cold, being carried by two others.
>
> "I followed them a bit, none the wiser, as they went straight for the lifts. Maybe have a chance to pocket something of value as they hurried along. The bleeding one wanted to go straight up to Clifftop to find a healer, so they split up. Nowhere to hide on a lift, so I watched them go from the shadows. Returned to my spot later on, none the wiser."

The characters may ask some questions:

Did the kidnappers say anything?
"Yes, some sort of weird nonsense as they split up, 'fear reveals truth', like it was a greeting. The one with the fancy cloak also said something about the 'Shaper of Nightmares' — brought chills to my spine the way he intoned it."

Was there anything distinctive about the kidnappers?
"The one with the fancy cloak had a weird smell about him. The injured one was missing his mask, but I didn't get a good look at his face — not too good with the lights around here."

Did the kidnappers drop anything?
A character that succeeds on a DC 10 Wisdom (Insight) check senses that the beggar is holding something back. The beggar is hesitant to show the symbol of a Cult of the Dragon Below made of obsidian that one of the kidnappers dropped. If a character succeeds on a DC 10 Charisma (Intimidation) check or offers 1 gp to the beggar he will give up the holy symbol.



A character that examines the symbol and succeeds on a DC 20 Intelligence (Religion) check recognizes it as an icon dedicated to the Overlord Val Gultesh, the Shaper of Nightmares. See page 58 in *WGtE*.

Exiting the Scene. The characters need enough clues to make a decision on where to go next. The clues should lead them to visit Lower Dura, Upper Dura, or Upper Menthis in the next step of the investigation.


N
W
E
S
DAGGER RIVER
Malleon's Gate
Goblinoid Tenements
Old Keep
Apartments
Gate of Gold
Tenement District
Longstairs
Apartments
Stonegard
Apartments
North Market
Marketplace
Precarious
Warehouse District
Grayflood
Waterfront District
North Towers
Shops
Callestan
Inn District
Myshan Gardens
Average Residential
Boldrei's Hearth
Inn District
Lightning Rail Line
Orien Trade Road
Vallia Towers
Average Residential
Olladra's Kitchen
Tavern District
Wroann's Gate
Caravan District
Terminus
Caravan District
Granite Halls
Shops
The Stores
Warehouse District
Cogsgate
Warehouse District
Torchfire
Theater District
Forgelight Towers
Average Residential
Center Bridge
Average Residential
Firelight
Red Light District
High Walls
Refuge Tenements
Downstairs
Tavern District
Sharn's Welcome
Red Light District
Fallen
Slum
Dragoneyes
Red Light District
Foundation
Apartments
Black Arch
Garrison
Ship's Towers
Waterfront District
THE HILT
Mud Caves
Slum

LOWER WARDS

Scene 3: Sharn Tour

In this Scene of the adventure, the characters decide which clues to follow into different wards and districts of Sharn. If the Dungeon Master is pressed for time, any single scene can lead to the final encounter, detailed in Scene 4. Otherwise, the clues lead to additional encounters, reveal more information, and point to a different ward for the characters to travel to.

Scene 3A: Tread Carefully

More information about Callestan is available starting on page 148 of the *Wayfinder's Guide to Eberron*.

> You are now willingly entering the district that people actively try to escape from and fail. The Sharn Watch does not set foot in Callestan. Best tread carefully and keep a close eye on your purse... and your back.
>
> You were instructed by everyone - after being told how dangerous it was to enter - to start your search at the Bridge, a central plaza that serves as a market and town square.

This is a great opportunity to roll on the Streets of Lower Sharn table (*WGtE* 158) and give the district some color. Let the characters search and ask around for a few minutes before thieves and cutpurses take notice of their "fancy" clothes and demeanor. A character that says they are keeping watch can make a DC 10 Wisdom (Insight or Perception) check to notice they are very out of place and are attracting attention.

Pickpocket. As the characters are searching around, a little goblin girl named Rhazala (goblin **scout**) walks by the character holding or carrying the porcelain mask and steals it, along with 1d10 coins (determined randomly). If the character succeeds on a DC 16 Wisdom (Perception) check, they notice Rhazala before she gets too far and can give chase. Start the chase with Rhazala 50 feet ahead of the party. If they fail, the party starts the chase much further behind — start the chase with Rhazala 80 feet ahead.

Running the Chase. Roll initiative to determine order for the characters and assume Rhazala goes on initiative count 15. The chase ends if at the end of the round, the distance between the lead pursuer and Rhazala is 0 feet, or after 5 rounds when Rhazala ducks into the Silvermist Theatre to warn the cultists. During the chase, a participant can freely use the Dash action a number of times equal to 3 + its Constitution modifier. Each additional Dash action it takes during the chase requires the creature to succeed on a DC 10 Constitution check at the end of its turn or gain one level of exhaustion.

Chase Complications. At the top of each round, each person in the chase must contend with a complication as they race through the streets of Callestan. The Dungeon Master can roll on the Urban Chase Complications table (*DMG* 254) or use the predetermined sequence below:

- **Round 1**. A crowd blocks your way. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to make your way through the crowd unimpeded. On a failed check, the crowd counts as 10 feet of difficult terrain.
- **Round 2**. You come upon a pack of dogs fighting over food. Make a DC 10 Dexterity (Acrobatics) check to get through the pack unimpeded. On a failed check, you are bitten and take 1d4 piercing damage, and the dogs count as 5 feet of difficult terrain.
- **Round 3**. The ground beneath your feet is slippery with rain (or perhaps other unsavory liquid). Make a DC 10 Dexterity saving throw. On a failed save, you fall prone.
- **Round 4**. A maze of barrels and crates stands in your way. Make a DC 10 Dexterity (Acrobatics) or Intelligence check (your choice) to navigate the maze. On a failed check, the maze counts as 10 feet of difficult terrain.
- **Round 5**. No complication.

Rhazala makes all checks and saves with advantage. Callestan is her home turf and she knows the lay of the land.

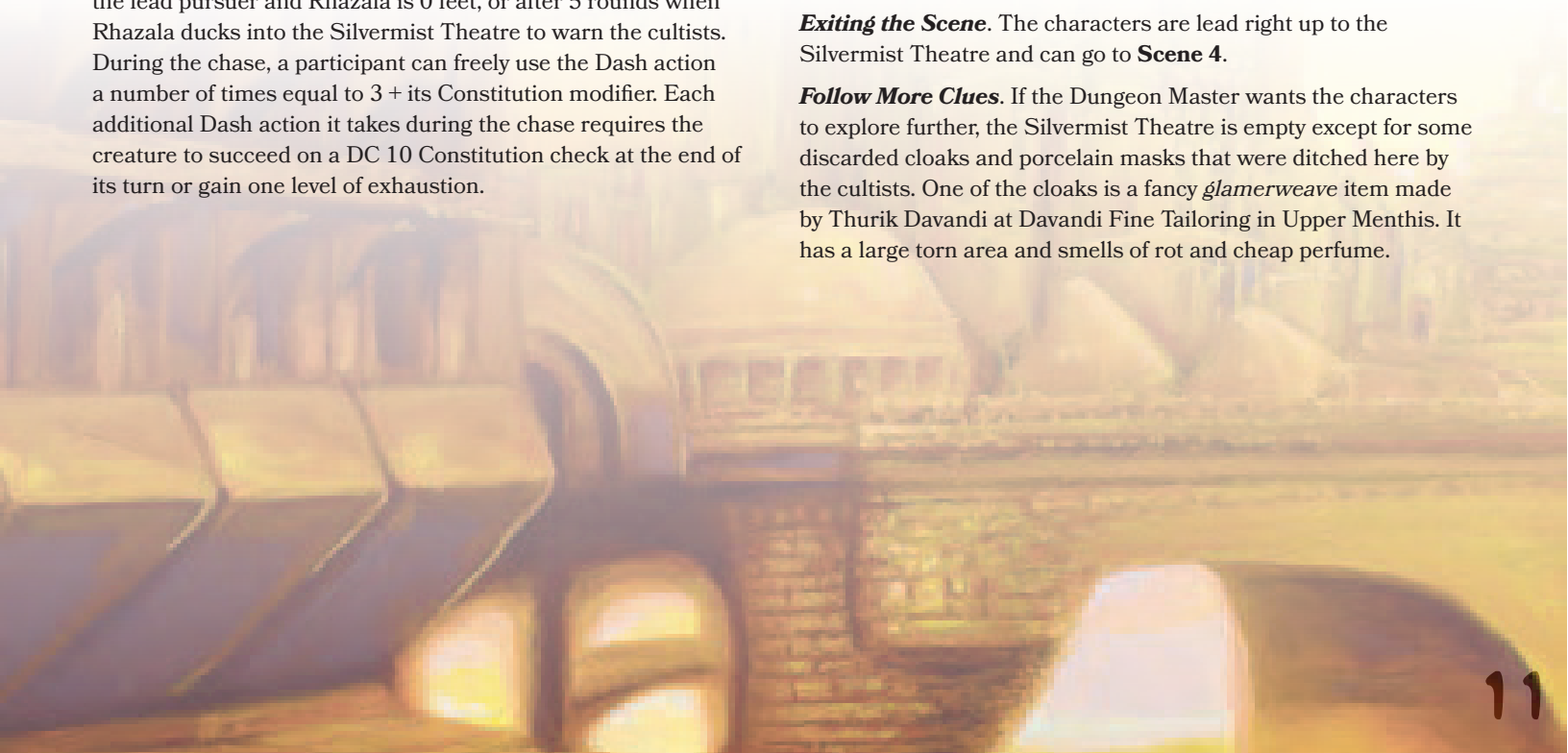
Attacking Rhazala. If a character attacks or casts a spell at Rhazala during the chase, they are subject to an attack of opportunity from the locals as they move. Make an attack roll with +3 to hit and 1d4+1 slashing or bludgeoning damage. The denizens of the district take offense to outsiders attacking their own.

Ending the Chase. If the characters catch up to Rhazala, she quickly cowers, dropping the mask and coins. She immediately tells the party that she was paid by a "bad smelling man" that if outsiders came by and asked about the mask, she was to steal it immediately and tell the cultists at the Silvermist Theatre.

If the characters fail to catch Rhazala, they are able to discern that she fled into the Silvermist Theatre, but the cultists inside are warned of their arrival and are prepared to ambush the party.

Exiting the Scene. The characters are lead right up to the Silvermist Theatre and can go to **Scene 4**.

Follow More Clues. If the Dungeon Master wants the characters to explore further, the Silvermist Theatre is empty except for some discarded cloaks and porcelain masks that were ditched here by the cultists. One of the cloaks is a fancy *glamerweave* item made by Thurik Davandi at Davandi Fine Tailoring in Upper Menthis. It has a large torn area and smells of rot and cheap perfume.



Scene 3B: No Friend of Mine

More information about Clifftop is available starting on page 150 of the *Wayfinder's Guide to Eberron*.

Even though Clifftop is in an upper ward, it is still part of Dura Quarter. Where other upper wards are bright and free, Clifftop is made up of drab granite and simple towers. However, the heart of the district is the Clifftop Adventurer's Guild and adventurers make up for what the buildings lack in color and tone.

This is a great opportunity to roll on the Streets of Middle Sharn table (*WGtE* 160) and describe some happenings in the city.



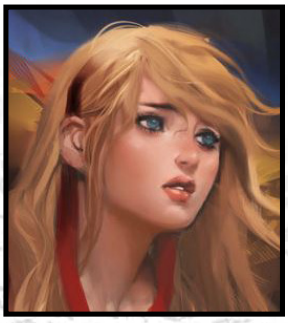
The district attracts adventurers from all over and represents all sort of races and classes. Characters might be interested in visiting and joining the Clifftop Adventurer's Guild (*WGtE* 151).

Unwanted Attention. Two half-orc **thugs** (*MM* 350), Burns and Patch, accost the characters a little while after they start wandering around the district. They are clutching their cudgels ready for a fight.

"You there! We know you met with Murlock top of the morning! That snake owes us money, and since he gave us the slip, we're going to collect from you! Your purses now or after we knock you down, your choice!" His words are punctuated by meaty slaps of his club.

Neither thug is looking for bloodshed and will knock unconscious any character that drops to 0 hit points. They know there is a limited time for their combat to get away with purses (10 rounds) before the Watch or more adventurers from the Guild show up.

Treasure. Burns and Patch each have 12 sp and a potion of healing. If the characters defeat the thugs before guards from the Adventurer's Guild arrive, they can keep the treasure, otherwise the thugs are hauled off with all their gear.



Healer! A young halfling woman named **Jayree** is called to the scene of the fight. She bandages the injured, but her hands seem to shake at the sight of blood. If any of the characters notice, she smiles politely, "*It's only my second day and I'm a bit nervous, but I assure you I am well-trained! First it was those performers early morning yesterday, now this today.*"



If pressed about the performers, she tells the characters she treated them inside the Korranor Arena, a theatre nearby. She describes the troupe as wearing dark cloaks and porcelain masks with red markings.

Exiting the Scene. After encountering the thugs and speaking with the healer, the characters can head over to the Korranor and confront the cultists. Go to Scene 4.

More Clues. If the Dungeon Master wants the characters to explore further, the healer explains that she overheard the "performers" talking about going back to the Silvermist Theatre in Callestan. When she went to check on them as follow-up the next morning, the performers were gone.


N
W
E
S
Dragon Crypts
Necropolis
Clifftop
Adventurers' Quarter
Highwater
Average Residential
Hope's Peak
Temple District
Shae Lias
Elf Neighborhood
Oak Towers
Wealthy Residential
Crystal Bridge
Wealthy Residential
Platinum Heights
Fine Shops
Overlook
Apartments
Redstone
Shops
Halden's Tomb
Necropolis
Korranath
Finance District
Korran-Thiven
Finance District
Pinnacle
Temple District
Mithral Tower
Wealthy Residential
Skysedge Park
Park District
Silvergate
Fine Shops
Daggerwatch
Garrison
Highest Towers
Civic District
Twelve Pillars
Professionals
Highhold
Dwarf Neighborhood
Deniyas
Gnome Neighborhood
Ivy Towers
Average Residential
University District
Platinate
Wealthy Neighborhood
Copper Arch
Professionals
Seventh Tower
Fine Shops
Dalani's Refuge
Wealthy Residential
Sunrise
Average Residential
Ocean View
Wealthy Residential

UPPER WARDS

Scene 3C: Zil Intrigue

Clues have led the characters to Den'iyas, a gnome neighborhood on the Upper Menthis, in search of Davandi Fine Tailoring. Asking for directions embroils the characters in the intrigue between two gnome sects and once the tailor is found troubles between the Sharn Watch and the Boromar Clan come into focus. This is also a great opportunity to roll on the Streets of Upper Sharn table (*WGtE* 162). More information about Upper Menthis is available starting on page 136 of the *Wayfinder's Guide to Eberron*.

> Upper Menthis is home to Morgrave University as well as the Den'iyas district, often called Little Zilargo. Den'iyas is home to a good number of gnomes and the architecture shows this with many buildings built on gnomish scale, making them cramped for larger races.
>
> As you walk the streets in search of Davandi Fine Tailoring, you see a number of gnomes that could be helpful. The first is a studious looking gnome fellow with a stack of books, next is a female gnome with ink stained fingers carrying a large ledger, and lastly you also see a flamboyant young gnome wearing a feathered cap strolling along while strumming a lute.

Each of the following characters knows where Davandi Fine Tailoring can be found, but they also know much more.



Castar Torralyn Sivis (gnome **apprentice wizard**) is affiliated with House Sivis. He is a translator and recently translated a document that has dire consequences for the gnomes of Zilargo. He is under the watchful eye of the Trust (*WGtE* 38) and characters interacting with Castar become persons of interest for the shadowy gnome organization. After any interaction a Trust operative begins tailing the characters. A character that has a Passive Perception of 16 or higher or succeeds on a DC 16 Wisdom (Perception) check notices they are being followed by a gnome **scout**. This scout will continue to follow them around Sharn and may become involved in later events at the Dungeon Master's discretion.



Dalia Dorian Korran (gnome **spy**) is a member of the Trust, the secret gnome sect who work to keep Zilargo safe from threats. Dalia carries a ledger that she recently liberated from a House Tarkanan thief who stole it from the Zil ambassador to Sharn, Tasho Mo Doras. If approached Dalia will play it cool for as long as possible, but ultimately believes the characters are from House Tarkanan and in search of the ledger. Characters with a Passive Perception of 18 or higher or who succeed on a DC 15 Wisdom (Insight) check notice she is being evasive. If called out she will attempt to flee due to the overwhelming odds. At the Dungeon Master's discretion the House Tarkanan gnome **spy** may use the characters interaction as an opportunity to steal back the ledger.

Elymat Lyrriman Dalian is a gnome student (**commoner**) at Morgrave University. They were recently awarded high marks and praise for crafting a song that tells of exploring the depths of Tower 13 and the Deep Hollows. However, they completely fabricated their involvement in the adventures. As the characters finish up talking to Elymat, the party is approached by one **Vassilia Kan Santiar** (human **commoner**) a reporter from the Korranberg Chronicle who is investigating Elymat's faked song. In an attempt to fish for information, she wildly posits that Elymat paid the characters to give information about the Deep Hollows.

Vassilia can be convinced that the characters were not involved with a successful DC 14 Charisma (Persuasion) check. A successful DC 12 Charisma (Intimidation) check will get her to back down, but will not convince her that the characters have not had prior dealings with Elymat.

If the characters believe Vassilia and join her questioning of Elymat, a successful DC 14 Charisma (Persuasion), Strength (Intimidation), or Charisma (Deception) check will get Elymat to admit to having paid a Sharn Watch member for the information on the Deep Hollows. Regardless of the outcome Vassilia finds the characters interesting and follows them around Sharn looking for a story. A character with a Passive Perception of 15 or higher detects Vassilia's stalking at a time decided by the Dungeon Master.

Davandi Fine Tailoring

Davandi Fine Tailoring is run by Thurik Davandi, an accomplished tailor who specializes in *glamerweave*. Unfortunately for the characters Davandi is also under surveillance by the Sharn Watch for suspected ties to the Boromar Clan. Despite his status as a member of the Sharn city council, some influential watch commanders suspect that he has ties to the criminal underworld and they have placed a few **guards** to covertly watch the tailor's goings on. The guards are not terribly sneaky so a character with a Passive Perception of 11 or higher notices that the shop is being watched as they enter.

> Once inside, the characters are exposed to a very fine establishment. It is impeccably clean and smells of crushed lavender. Several salespeople walk the floor, displaying some of the finest clothes in Sharn.

If the characters ask to see Thurik or the owner they are told that they meet on scheduled appointments only. A successful DC 13 Charisma (Persuasion) or Charisma (Intimidation) check, or a 10 gp bribe is sufficient to have a salesperson fetch Thurik, who's working in the back of the shop.

Glamerweave Questions. Thurik Davandi is an accomplished tailor and magewright, talented enough to make *glamerweave*. He is a middle aged gnome with long luxurious blonde hair. He is not particular about his clientele, as long as they have the gold. He is however, particular about the cleanliness of the shop. Thus when the characters bring up the scrap of cloth and it's accompanying smell Thurik wrinkles his nose. The gnome is honestly offended that his fine *glamerweave* has been destroyed.

When questioned about the scrap of *glamerweave*, a successful DC 13 Wisdom (Insight) check alerts the characters to the fact that Thurik recognizes the smell and the clothing. However, the gnome will not reveal his client offhand, as the Sharn Watch suspects Thurik has dealings with the Boromar crime family and as a result he is not easily intimidated. A successful DC 18 Charisma (Intimidation) check will push Thurik to give the name of the buyer, however, it makes him take note of the characters for future interactions. Honeyed words and the jingle of coin are more likely to convince him to give up his client. A successful DC 15 Charisma (Persuasion) check, with advantage if 25 galifars (gp) or more is offered, results in the tailor giving his client's name — Echo. A failed check to convince Thurik to talk results in the gnome offering the characters the information they seek, for a favor (see below).

In an offhand comment Thurik mentions that Echo reeks of pungent body odor and too much perfume to cover up the smell. Thurik also reveals that Echo usually picked up his finished clothing, however, one time it was delivered to him at an old austere theater called the Art Temple. In addition, Thurik adds that Echo was a strange client. He would not let the tailor touch him, which made it difficult to measure him.

The Favor. Thurik knows the Sharn Watch is watching him, and he knows they will likely want to question the characters after they leave his establishment. He wants the characters to throw the Watch off his trail by having one of the characters look like him and lose the watch tail. A small character could use a disguise kit or *disguise self* spell, or if no other options are thought of Thurik offers the use of a *wand of polymorph* to transform a character into a copy of himself for a short while.



Leading the Watch. Leaving Davandi Fine tailoring, the Watch will move to question the characters or follow them. In order to lose the Watch, at least half the characters must succeed at a DC 12 Strength (Athletics), Dexterity (Stealth), or Charisma (Deception) check. If successful, the group loses the Watch in the streets of Upper Menthis. During the chase Thurik drops concentration on the *polymorph* spell.

If more than half the characters fail in the checks above, the Sharn Watch (four guards) catches up to the characters. If confronted, a successful DC 12 Charisma (Deception or Intimidation) check convinces the Watch to look elsewhere. However, a failed check means the Watch attempts to take the characters in for questioning, by force if necessary.

Exiting the Scene. The characters are given directions to the Art Temple and can go to **Scene 4**.

Follow More Clues. If the Dungeon Master wants the characters to explore further, the Art Temple is closed for repairs and renovations after there was an accident with one performing troupe. The performers were moved to the Korranor in Clifftop until further notice. Go to **Scene 3B.**

Scene 4: Life's a Stage

This final scene takes place at one of the following three theatres, determined by the ward and district the characters find themselves in. Here the characters will face off against Echo and come face-to-face with the adversary they have tracked through the city. Each of the theatres has approximately the same physical dimensions, but have unique aspects, depending on the theatre.

Magic is an everyday part of Eberron, and theaters make use of a variety of mystical features to help with performances. A stage often includes effects similar to *thaumaturgy*, enhancing the volume of artist's voices and allowing for dramatic bursts of cold fire or flashes of light. A stage may have a *glamerweave curtain* that can be set to one of a number of illusionary backdrops, quickly creating an image of a forest or a tower. *Shiftweave* costumes allow an actor to instantly change costumes. In thinking about the stage, keep these ideas in mind.

Lower Dura: Silvermist Theater

In the first days of the City, the Silvermist Theatre was the finest theatre in Sharn. But as the towers rose, the Silvermist was forgotten. The curtains are faded and moth-eaten, and the silver gilt is peeling from its walls. Still, a handful of entertainers have managed to keep the old theater afloat, staging daring performances you won't see anywhere else in Sharn.

The Silvermist Theatre is located in the Callestan district of Dura; this district is discussed in more detail on page 148 of the *Wayfinder's Guide to Eberron*. The Boromar Clan keeps the theatre open and runs a dreamlily den in the basement, but the performers are devoted to their craft and love the old stage. If the scene occurs in the Silvermist, consider the following things.

- **Dim Lighting**. Many of the everbright lanterns in the Silvermist are missing or failed. There are large stretches of dim illumination.
- **Crumbling Infrastructure**. If someone swings on the chandelier, it will probably come down. Curtains could fall. You could even set a space on the stage that is secretly ready to collapse — a trapdoor that has finally had too much, dropping a character ten feet into a storage pit.

Upper Dura: The Korranor

Shekkal Korranor was the founder of the Clifftop Adventurer's Guild, and he loved nothing more than a tall tale. After he retired from adventuring, he established the Korranor as a stage focused on tales of adventure — stories based on the heroes of the Clifftop Guild. Performances at the Korranor are sure to be filled with acrobatics and wild action.

The Korranor is located in the Clifftop district of Dura (*WGtE* 150). While small, it has an exceptional array of prop weaponry and pyrotechnic magics. If the scene occurs in the Korranor, consider the following.

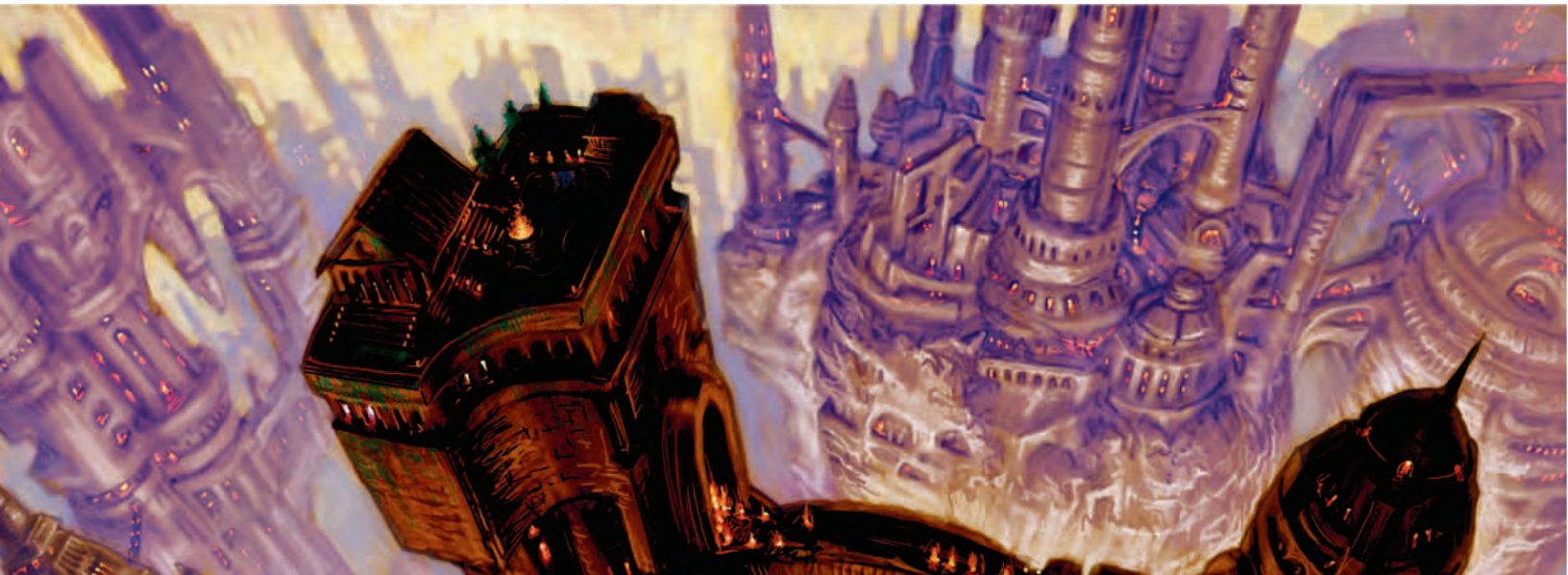
- **Stage weaponry**. There's a vast array of armor and weaponry. It's all for show — the armor offers half the usual protection and the weapons inflict half damage — but it could be useful for color.
- **Trampolines**. The Korranor has a few bouncing mats. Anyone who stands on one of these mats can trigger the effect of the *jump* spell as a free action that lasts one turn.
- **Explosions!** The Korranor has a variety of illusionary pyrotechnic effects. These could be controlled from a conductor's podium... or they could be randomly triggered by character action. *Any time someone is reduced to 0 hit points, it triggers a mournful tune!*

Upper Menthis Plateau: Art Temple

The Art Temple is the most innovative theatre in Sharn. It only stages original works, often dealing with political or social issues. Its walls and furniture are bare white, but when a performance occurs, they can be infused with illusion.

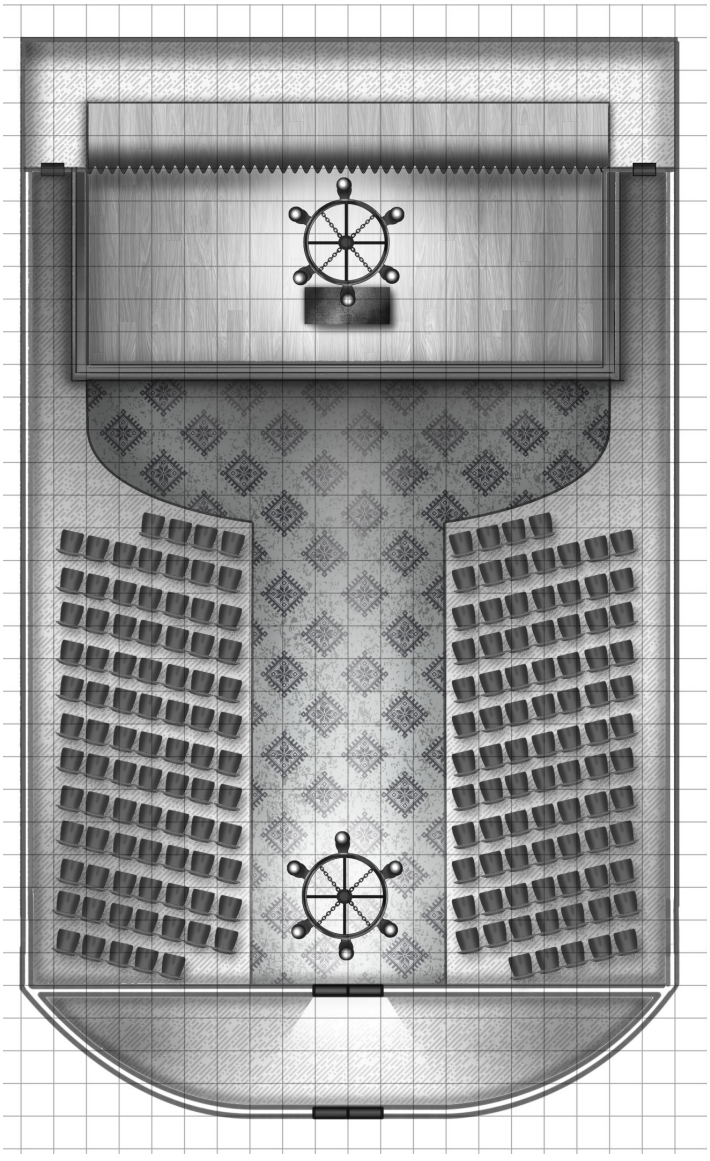
The Art Temple is located in the University district of Sharn (*WGtE* page 152). While it is well maintained, it is extremely barren and austere. Consider the following things while running the scene.

- **Illusion**. Every surface of the stage can be infused with illusion. The stage could suddenly appear to be on fire, or be transformed into a battlefield scene or a perilous arrangement of pits. Are the player characters willing to walk through the flames?



The inside of the theatre is spacious, especially without a crowd inside at the moment. The area is 100 feet wide and 95 feet from the lobby doors to the edge of the stage. One wide aisle runs down the middle of the room, and two narrow ones along each wall. The audience chairs are affixed to the floor, row upon row. There are two chandeliers hanging from the ceiling, one about 30 feet above the stage, the other about 10 feet above the lobby entrance.

On stage is an altar of some sort, with a male in fine, if somewhat disheveled, clothes tied to it. Standing behind him, a figure in a glamerweave cloak holds a dagger above his body. The acoustics of the theatre carry the sound of repetitive chanting that is slowly increasing in intensity!



Surprise or Ambush. There are three **cultists** armed with hand crossbows and scimitars, along with **Echo**, inside the theatre. If the characters are detected before they arrive at the theatre, all the cultists are hiding backstage or behind the curtains. If the characters are stealthy and do not announce their presence, the cultists are gathered on stage alongside Echo. They use the stage, curtains, and seats for half cover until they engage in melee, but are otherwise not coordinated in their tactics.

The Ritual. Echo is trying to complete the ritual sacrifice before the characters can save Drevan. Drevan is at 0 hit points and is stable (does not require death saves). To complete the ritual Echo must continue chanting and concentrating for 3 rounds. If he is distracted or takes damage, he needs to roll a successful Constitution saving throw as if concentrating on a spell. On a failure, the ritual stops! However, he angrily joins combat at that point, fighting until death.

If Echo completes the ritual without the characters stopping him, he plunges the dagger into Drevan's chest, killing him instantly. A wave of dark energy bursts from the makeshift altar and hangs over the entire theatre. All characters receive disadvantage on ability checks and attacks while inside the theatre.

Chandeliers. Rejoice! There are two chandeliers in the theatre, one above the entrance from the lobby and one directly above the stage. A character that climbs up 10 feet to the entrance chandelier and succeeds on a DC 10 Dexterity (Acrobatics) check can swing right up to the stage with their movement! The first character to swing successfully gains advantage on their next attack on their turn. A failed check means they still swing to the stage, but land prone and are incapacitated until the beginning of their next turn. Only one character may use the chandelier per round.

The second chandelier can be dropped onto the stage by cutting the ropes at stage right as an action. Anyone beneath that chandelier must make a DC 15 Dexterity saving throw or take 3d6 bludgeoning damage. Unless Drevan is moved from the altar, he immediately fails one death save from the damage and must begin making death saves again at the beginning of his turn.

Final Messenger. When Echo drops to 0 hit points, Echo's skin and features melt and putrefy, leaving a rotting warforged-esque frame of metal, stone, and decayed wood in a pool of goo. His chest and clothes tear open and a small metal object flies out and away at great speed on the same initiative turn. The *messenger* moves 120 feet per round and is quickly gone. The characters hear Echo's voice, "The Shaper of Nightmares will ensure my return and I will have my vengeance in your pain!"

Treasure. The characters find an obsidian dagger with a black Khyber dragonshard embedded in the hilt worth 150 gp. This is the dagger Echo was using during the ritual. Echo's body also has a *wand of entangle* on it. Each cultist has 23 sp in their coin purses. One of them is wearing a gold ring set with a pearl worth 100 gp. They do not have identification papers.

The characters also find a letter on Echo's "corpse" requesting that he kill Drevan ir'Roole when Drevan next visits the Half-Pint Tavern for the sum of one thousand galifars (gp).

Exiting the Scene. The characters may need to deal with the Watch and their questions, but Drevan can smooth things over if he is brought to consciousness. Drevan recalls overhearing a conversation that his wife, Nora, paid for the cultists to kill him.

Conclusion

Complete Success? Lord Drevan ir'Roole is grateful to the characters, however, it now appears his wife is missing. He invites them to his manor in Upper Northedge in gratitude and rewards the characters with a letter of recommendation (DMG 228-229) bearing his seal, as well as 250 gp. If the characters are to stay in Sharn, he plans to call upon them soon, once he has resolved the issues with his house, or he may have something for them regarding his wife.

Apparently Lady Nora ir'Roole walked into House Kundarak's bank in Upper Central with papers and requested that her late husband's personal safe deposit box be turned over to her. She presented the proper papers, certified by House Sivis, and walked out with the contents of the box. Since then, she has vanished and all attempts to locate her have failed. Drevan immediately contacts House Tharashk and the Finder's Guild to have a contract opened to track her down. How did she get certified Sivis papers? What did she take that has Drevan so deathly concerned?

The characters have a more difficult time tracking down Max Murlock — the Dungeon Master can make this a whole adventure in itself. Once found, he grudgingly pays the characters what he promised (50gp). He is embarrassed at being conned by Lady Nora and is laying low, contemplating his next plan and conquest. The characters can maintain ties with him and he is sure to call upon them again.

Meanwhile, Echo has entered and possessed a new body. He remembers the characters and he is not pleased...

Drevan Dies. Lord Drevan ir'Roole is dead and his house falls into disarray. His presence was the only thing holding the vultures at bay. Lady Nora disappears, many believing that she fell to one of Lord ir'Roole's enemies.

Max is shocked by the unfolding story of Drevan's death and Lady Nora's disappearance. He begrudgingly pays the 50 galifars he offered.

The Ritual is Successful. The theatre in which the ritual takes place shudders with eldritch energy as various groups investigate. Anyone who enters is struck with an overwhelming sense of fear and foreboding. The worst affected are brought outside babbling their worst fears and darkest secrets aloud. The energy seemingly fades after a few days. What was the purpose of the ritual?

Ongoing Questions. Who was behind the ritual and what was it for? What happened to Echo? Where is Lady Nora ir'Roole?

Awarding Experience Points. For solving the mystery of Drevan ir'Roole's kidnapping and defeating Echo and his cultists, award each character 300 XP. This should provide enough XP for 1st level characters to attain 2nd level.



Appendix 1: NPCs

Dalia Dorian Korran. A member of the Trust, the secret gnome sect who work to keep Zilargo safe from threats. Dalia is a female gnome with ink stained fingers carrying a large ledger.

Drevan ir'Roole. Nobleman assumed dead.

Castar Torralyn Sivis A translator for House Sivis. He is a studious looking gnome fellow with a stack of books.

Echo. Fanatical cult leader with a secret. He is a flesh covered warforged, an infiltrator with a unique ability to transfer his soul to other warforged bodies. Echo believes that "fear reveals truth". He is overconfident in his abilities and believes he is beyond pain.

Elymat Lyrriman Dalian. A gnome student at Morgrave University. They have recently been given high marks for crafting a song that tells of exploring the depths of Tower 13 and the Deep Hollows. The thing is, they completely made up their involvement in the adventures. Elymat is a flamboyant young gnome wearing a feathered cap strolling along while strumming a lute.

Jayree. Halfling healing in Clifftop who is new to the healing arts.

Max Murlock. Charlatan investigator and acquaintance of the characters and Nora ir'Roole.

Nora ir'Roole. Half-elf noblewoman who hired the cultists to kill her husband. She has secrets and plans that are yet to be revealed...

Rhazala. Goblin thief currently residing in Castellan.

Thurk Davandi. Gnome tailor with luxurious blonde hair. His skill and dealings in *glamerweave* put him on the ins with the Boromar Clan and out with the Sharn Watch.

Vassilia Kan Santiar. A female gnome reporter from the Korranberg Chronicle. She is always looking for the next story.

Appendix 2: Creature Statistics

Cultist

Medium humanoid, any

Armor Class 12 (leather armor)
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Deception +2, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

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

Actions

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

Hand Crossbow. *Ranged Weapon Attack*: +3 to hit, range 30/120 ft., one creature. *Hit*: 4 (1d6 + 1) piercing damage.

Rhazala (Goblin Scout)

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Nature +4, Perception +5, Selight of Hand +6, Stealth +6, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin
Challenge 1/2 (100 XP)

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

Nimble Escape. Rhazala can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

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

Half Orc Thug

Medium humanoid (orc), lawful evil

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	8 (-1)	8 (-1)	11 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

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

Guard (Sharn Watch)

Medium humanoid, any

Armor Class 16 (chain shirt, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Actions

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

Scout

Medium humanoid, any

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses Passive Perception 15
Languages Any one language (usually Common)
Challenge 1/2 (100 XP)

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

Actions

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

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

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

Spy

Medium humanoid, any

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Senses Passive Perception 16
Languages Any two language
Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. ***Ranged Weapon Attack***: +4 to hit, range 30/120 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

Echo

Medium humanoid (warforged), neutral evil

Armor Class 17 (composite plating)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +3
Senses Passive Perception 12
Languages Common, Infernal
Challenge 2 (450 XP)

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

Spellcasting. Echo is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *light, thaumaturgy, toll the dead*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

Warforged Resilience. Echo has advantage on saving throws against being poisoned and he is immune to disease. He does not need to eat, drink, or breathe. He doesn't need to sleep and doesn't suffer the effects of exhaustion due to lack of rest, and magic can't put him to sleep.

Actions

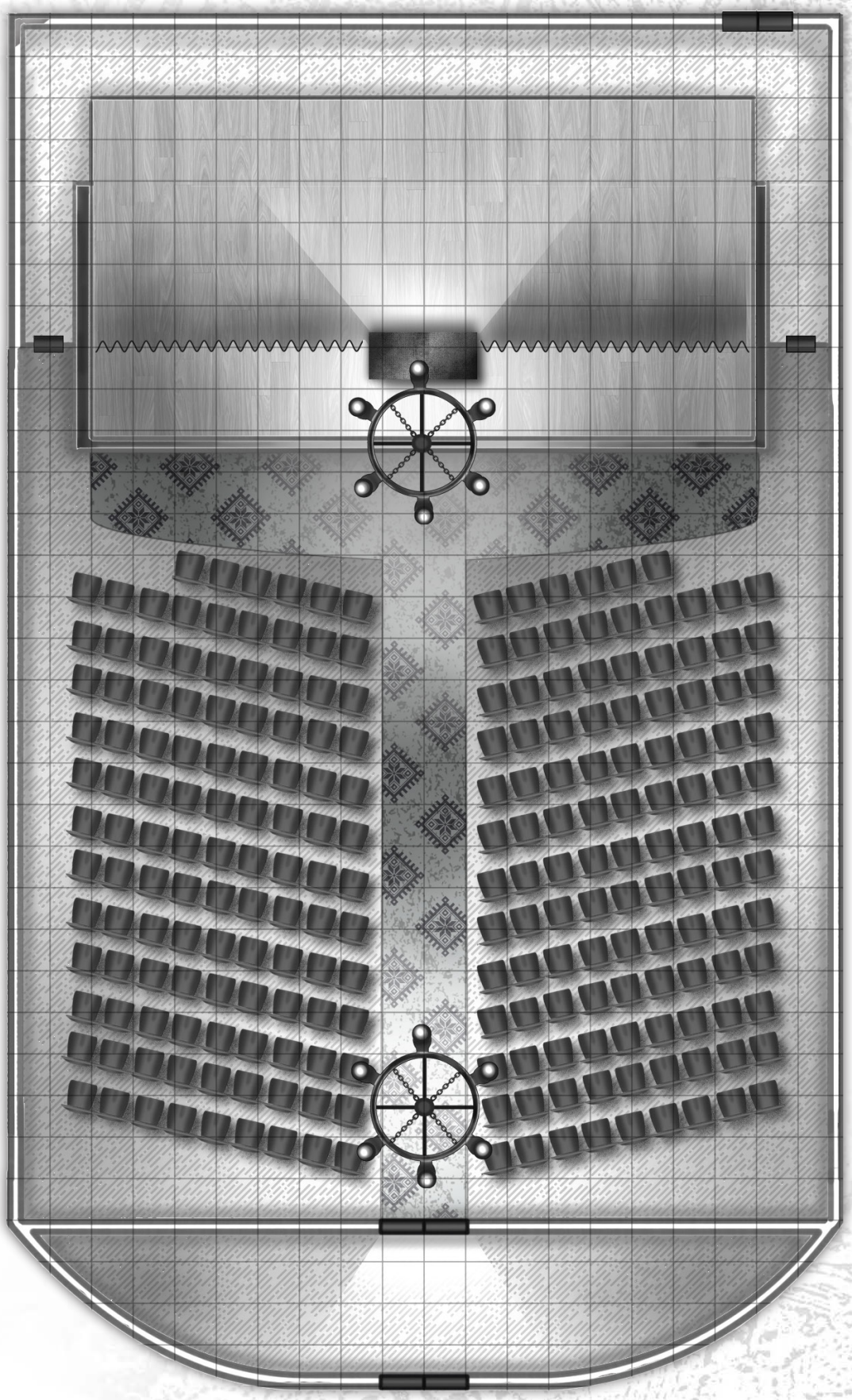
Multiattack. Echo makes two melee attacks.

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

Scene 3B: No Friend of Mine



Scene 4: The Theater



Appendix 4: Magic Items

Wand of Entangle

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the entangle spell (save DC 13) from it.

The wand regains ld6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.