Embers of the Last War:
What's Past is Prologue



An Eberron roleplaying adventure for brand new characters set in Sharn, the City of Towers


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WHAT'S PAST IS PROLOGUE

An Eberron *Embers of the Last War* Adventure

Sharn, City of Towers. They reach into the sky like the stone fingers of civilization that they are. They hold secrets and promises, and break the same just as quickly as they make new ones. You've got an opportunity to make a little coin by assisting with an expedition for Morgrave University; this should be easy money and not a lot of trouble... right?

A Roleplaying Adventure for Brand-New Characters

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Adventure Primer

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

Background

SHARN is a major city in **BRELAND**, a country in southern Khorvaire, and is arguably the greatest seat of civilization in Eberron. Trade flows regularly between the many nations and this place is widely considered to be a safe haven. Even so, a deadly **CIVIL WAR** has been in effect for nearly a hundred years. Countless lives have been lost in the bloody battles and deadly intrigues exist everywhere. Sharn is no exception; with the massive population and diverse cultures present, not everything is as it seems.

The **DRAGONMARKED HOUSES** provide their services to anyone with the right amount of coin. They also scheme and plot to further their own ends; some houses seek status, some seek revenge, some seek domination; the list is tangled and intricate. The knowledge that the houses pursue their own agendas is an open secret across the world.

PRIVATEERS are an issue for merchants that profit from the war, and in Sharn that is pretty much every merchant. Fortunes are made and lost in the time it takes to cast a spell or crack a wand, and the romance of it all is a siren's call to more names than history will ever be able to record.

Eberron and Timelines

The *Wayfinder's Guide to Eberron* and nearly all of the published materials from earlier editions assume that the current day is several years after the end of the Last War. However, the events of this adventure take place on the Day of Mourning – the catastrophic event that heralded the end of that bloody conflict and ended the Last War.

Episodes

The adventure takes place over two to four episodes and takes approximately two to four hours to play. These episodes are initially introduced by a Call to Action encounter.

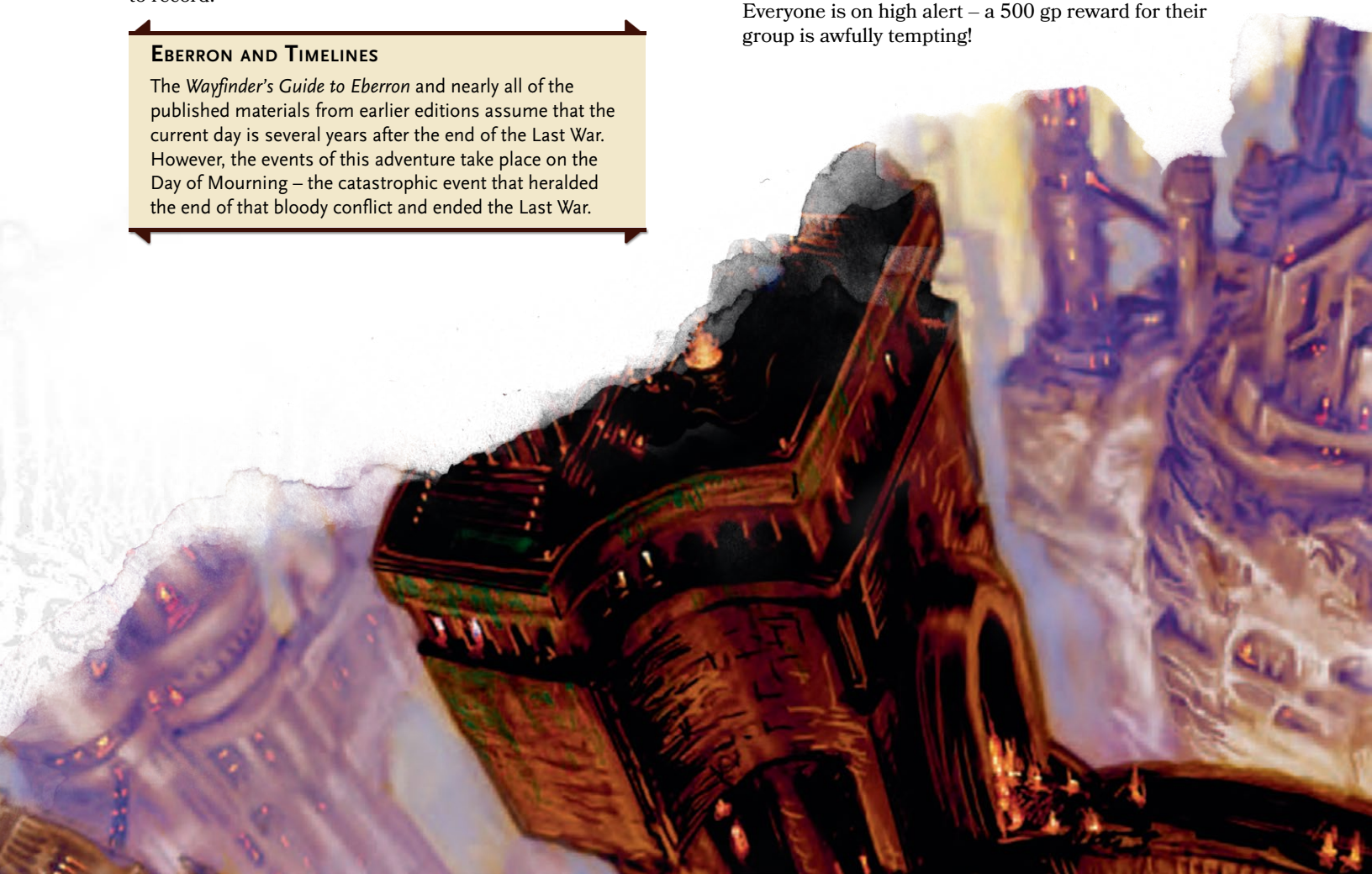
If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. If you plan to play them over several sessions, revisit the Call to Action each time you play.

- ***Episode One: Ramming Speed!*** In which the crew of the *Cloudsliver* discover that their employer has not been entirely forthright.
- ***Episode Two: The Darkest of Nights.*** Trapped aboard a damaged airship, the characters find that not everything is as it seems.
- ***Episode Three: The Light at the End...*** Armed with new knowledge, the characters have a destination and an opportunity to clear their names.

Bonus Objectives

This adventure contains bonus objectives that the characters can pursue if they have additional time to do so – earning additional advancement checkpoints in the process.

- ***Bonus Objective A - What Have We Here?*** The characters may discover some encrypted research notes. If they can find a member of House Sivis to translate them, the information may prove quite valuable.
- ***Bonus Objective B: I'm on a List?!*** This is optional and can raise the difficulty of the adventure. Wanted posters of the characters are plastered across Lower Dura. Everyone is on high alert – a 500 gp reward for their group is awfully tempting!



Episode Sequence

Depending on your time constraints, and play style and environment, this adventure takes 2 to 4 hours.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in the Call to Action each episode in order, however, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by as much as two hours by including opportunities for the characters to pursue the bonus objectives.
Episodes two and three each feature one bonus objective, which must be identified and resolved during that episode in order to gain the additional benefits.

Level 0 Gaming. This adventure requires the use of level 0 pregens

Call to Action

Estimated Duration: *15 minutes*

Sharn is a major cosmopolitan city on the continent of Khorvaire. All the known humanoid races can be seen here and while some – warforged and goblins, for example – may be treated with disrespect, the city maintains an exterior of peace and acceptance. This is all offset by the long-running civil war; the city maintains a mostly-neutral position on the overall progress of the war which makes it an ideal staging ground for eager merchants, travelers, and refugees.

The dragonmarked houses are especially fond of Sharn due to both its population and location; they can pursue their normal agendas while obscuring their hidden intra- and inter-house conflicts. The population treats the political system of the houses use as an open secret, and while they may not be intrinsically aware of the specifics, most people are quick to assume (and correctly) that the dragonmarked houses always serve their own agendas first and foremost.

Common Knowledge

As play begins, give the characters each a few moments to describe themselves and their backgrounds. Explain that they are surrounded by a dozen other people of various races. They are all seated in The Golden Horn, an upscale tavern near Morgrave University (see the *Wayfinder's Guide to Eberron*, chapter 6). Encourage each player to add a detail or two that they can see inside the tavern, then read or paraphrase the following points as they interact with or just observe the other patrons:

- The characters signed a short-term, easy money contract with the university; their task is to assist Professor Yarneth Moonsong, with the recovery of "certain arcane artifacts" from the University's recovery site. The professor is human and has striking good looks.
- The university assured the characters their efforts are appreciated and that the work, while short, is expected to prove lucrative.
- The university reassured all applicants that although the work may be hazardous, Professor Moonsong is a tenure-track instructor and is quite trustworthy.
- The worksite location is kept on a strictly "need to know" basis, which is not extended to anyone present in the room.
- On a successful DC 8 Wisdom (Insight) check, the characters can identify that many of the other people in the room as having a significantly dangerous air to them.

Level 0 Games

This adventure uses pregenerated characters that are all "level 0." This means:

- The character has chosen a name, race, and background.
- The character has NOT chosen a class.
- The character has gear plus weapons, up to one common magical item, and proficiencies granted by their race and background .
- A level 0 character has 6 + their Constitution modifier for hit points, 1d6 hit dice, and no proficiency bonus. Weapon and armor proficiencies may be granted by race and background; those are fine!
- You have communicated to the players that their characters will become NPCs in the upcoming campaign, and the events here are part of the story of the Last War – guaranteed to shape events for years to come! Encourage them to explore high heroics, play in their environments, and get cinematically narrative with their actions!

Level 0 games assume that the characters are more focused on roleplaying than critical, crunchy numbers. Feel free to adjust this content to suit the needs of your game. Characters at 1st level or above are not permitted in this adventure.

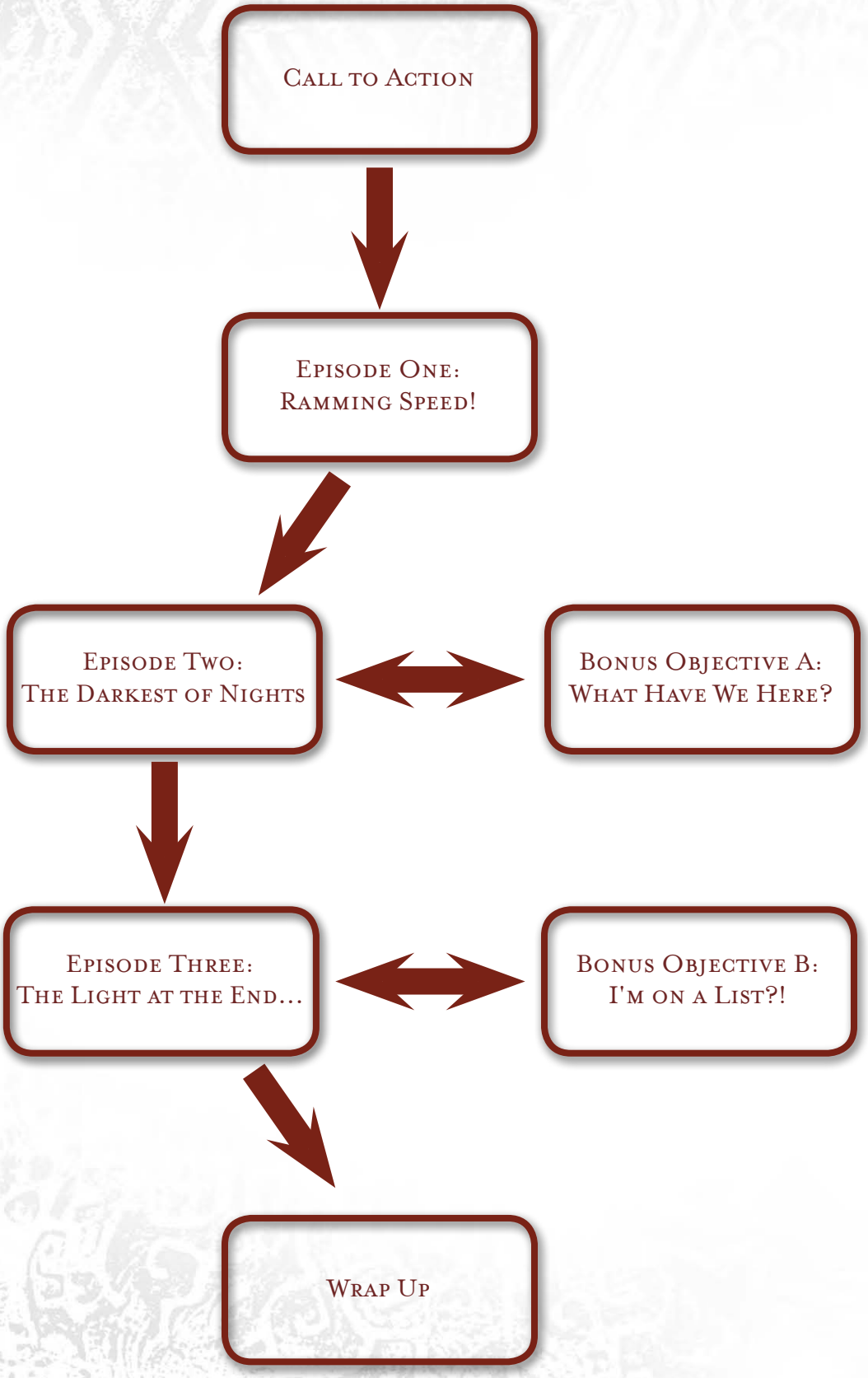
After the characters have had time to mingle, they are greeted by Professor Moonsong's surprisingly deep voice. He bellows out that everyone's tab has been closed and that they "should rest up; the airship leaves at dawn!" The characters are directed by the professor's assistants towards a low-rent inn nearby and given explicit instructions to report to the airship docks before dawn. They are informed that the bill has already been paid.

Uncommon Knowledge

As the characters file out to leave, a passive Perception score of 12 or higher overhears the professor speaking to one of his assistants about how "the Boromars have pulled a lot of strings and paid a lot of coin for this." Any character proficient in History or that succeeds on a DC 10 Intelligence (History) check knows that the Boromar Clan is a organized crime syndicate led by the Boromars, a family of halflings, with interests in Sharn and beyond. This section should provide you, the DM, with a basic

Episode Flowchart

understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their objectives..



Episode One: Ramming Speed!

Estimated Duration: 30 minutes

The following morning sees the characters and other contractors arriving at the airship docks. The professor is nowhere to be seen, but his assistants are loading everyone on an airship called the *Cloudsliver*. Some people are tasked with loading crates, but most of this is handled by the dockworkers.

Just after dawn the airship lifts off.

A Three-Hour Tour

The characters and other contractors are informed that the journey is roughly three hours, but until then they should make themselves comfortable. A few of the contractors are afraid of heights and sequester themselves belowdecks, while most prefer to stay atop the ship so that they can watch the journey. Airship travel is not cheap and most are unlikely to ever have this opportunity again. Professor Moonsong's assistants seem to be ever-present and happily talk about the ship, saying that House Lyrandar really outdid themselves with "ol' *Cloudsliver*."

House Lyrandar

House Lyrandar drives much of the innovation surrounding the elemental-powered airships and sea vessels, but not every captain or pilot is necessarily an heir of this dragonmarked house. It's common knowledge that the house provides signatory services that mark a vessel they don't operate as "satisfactory." For this adventure, the *Cloudsliver* is the property of Professor Moonsong and has no affiliation with House Lyrandar.

More information about this house and others can be found in *Wayfinder's Guide to Eberron*.

Prerequisites

This episode begins once the characters complete the Call to Action.

Area Information

The ship has the following features:

Dimensions & Terrain. The ship is extremely well-constructed. The wooden planks are tightly fit and magically treated to prevent aging, wear, and to self-repair from minor damage. The airship has statistics in "The Sea" in chapter 5, "Adventure Environments," of the *Dungeon Master's Guide*.

Lighting. As the airship is flying above the clouds, there is plenty of sunlight. The belowdecks areas have small globes with the *continual flame* spell cast inside of them. They can be dimmed (but not shut off) by simply touching them.





Objectives

The objective here is simple: survive the journey.

Creatures/NPCs

In addition to the characters, there are several other people present on the airship *Cloudsliver*:

- 12 contractors (N **commoners**, various races)
- Professor Moonsong (LN human **cult fanatic** of the Traveler, though his beliefs are held in secret)
- Professor Moonsong's assistants; three humans, two half-orcs, two halflings, and one bugbear (N or CN, six are **bandits** and two are **bandit captains**)

Scene A. What is the Ship's Cargo?

Inquisitive characters may wish to explore the ship's hold and check out the cargo. For those that do, tell them that the cargo hold is locked and ask how they would attempt to gain entry. For descriptive efforts, consider granting advantage on their skill checks; for players that simply want to roll dice and forego roleplaying is fine, too. Entering the cargo hold requires:

- moving there unnoticed by succeeding on a DC 14 Dexterity (Stealth) check
- unlocking the hold with a successful DC 14 Dexterity check made with thieves' tools or forcing it open with a successful DC 18 Strength check
- succeeding on a DC 10 Intelligence (Investigation) or Wisdom (Perception) check determines the best point of entry with the least amount of watchful eyes

If all three are successful (remember, only one person needs to unlock the cargo hold!) the characters can plainly see that the hold is entirely filled with explosive materials: big barrels of sealed alchemical components that are highly sensitive to movement. Once the characters see this, proceed to the **Impact, Dead Ahead!** scene.

Optional Complication

If the characters are seen trying to break into the hold, they may need to quickly resolve the situation. Add three of the professor's assistants (use **thug** statistics) and start off with them bellowing out "Oi, you lot! Who goes there?" then consider the following:

- The assistants are open to parley. A successful DC 14 Charisma (Persuasion) check to convinces them to walk away. Bribes of 1 gp or more grant advantage on the check.
- Roleplay attempts should be encouraged, especially if the characters are quick to take advantage of terrain or tactics that they describe.
- Combat is fast, but the assistants don't want to kill the characters. Instead, they want to render them unconscious and use them as the first assault wave in **Impact, Dead Ahead!**

Scene B. What do They Know?

Professor Moonsong remains locked away for most of the journey (see **Impact, Dead Ahead!**) and does not emerge from his quarters.

The professor's assistants also serve as the ship's crew. They speak openly of their love for the *Cloudsliver*, with several claiming to have gone out on it many times before. They all worked for the professor on multiple job sites before, but despite their obvious loyalty to him, they don't appear to harbor any true respect beyond what their paychecks provide. They refuse to speak of their destination with any specifics, but a successful DC 16 Charisma (Persuasion) check convinces them to say, "This job's gonna be a rich one, that's for sure," with a wink. If a character fails this check or simply asks too many questions, the assistants growl and wave them off.

The contractors come from many walks of life, but they all have a few things in common: they have few or no living relatives in Sharn; they're desperate for money; and they all make it clear that they're not here to ask questions. Feel free to embellish some names and background information if you like but move the story along sooner rather than later.

Optional Complications

Asking too many questions may land the characters in hot water – or earn them some valuable insight.

- If they ask too many questions or are rude in their pursuits, the assistants eventually make it difficult for the characters to continue doing so. They seed dissent through the contractors and other assistants; this causes the characters to have disadvantage on ability checks made to interact with the assistants.
- One of the contractors (a **bandit captain** with 35 hp) pushes one of the characters down, screaming to the assistants "Oi! This one was rootin' around in the hold! I found him up to no good!"
- The characters may be able to overhear the assistants discussion the professor's "Cannith connections, and how that ship is gonna bring us all home, right?" If they learn this, they must succeed on a DC 10 ability check of your choice that is appropriate to the setting or else be discovered.

Scene C. Impact, Dead Ahead!

Roughly three hours into the journey, the professor's assistants become very animated and set about a variety of tasks as Professor Moonsong emerges from his quarters. No longer is he clad in the clothing of an academic; he is now wearing a leather jerkin, a foppish hat with a cyan feather sticking out of it and has a bracer on each arm. Each bracer has multiple wands attached to it and a mechanical device that swings the wands from the bracer directly into his hands.

The assistants move quickly to press the contractors into labor pulling ropes, hoisting boxes, and such. The characters can observe the following:

- The professor moves fluidly around the deck, much like how a predator paces before attacking its prey.
- The contractors are now fully engaged in their work.
- While most of the assistants are focused on lashing down anything loose on the deck, two of them yell at the characters, saying "Get to work, you lot, or over the rail you go!"

Spend a few moments describing a rapid increase in the ship's movement and allow the characters to either help their fellow contractors or hide on the ship's deck; any that try to return to the lower decks find that the door has been locked and barred (so it cannot be picked or broken down). Within minutes a sleek airship emerges from a nearby cloud. It does not have a name on its hull and:

- The professor bellows out "Impact, dead ahead!"
- Previously-hidden artillery from the belowdecks area of the *Cloudsliver* launch barrels of explosives at the new vessel, but the explosives don't seem to have much effect save for reflecting them back at the *Cloudsliver*.
- As the ships collide, several contractors and assistants are thrown overboard. The remainder throw grappling hooks to secure the ships together
- The professor, a wand in each hand, begins firing spells at the crew members on the other vessel. The remaining assistants cross to the other vessel and begin their attacks as well

Allow the characters a few moments to describe the chaos of what they see and to possibly even participate in the fighting. It should be clear that the professor is especially savage during this event and that he expects the characters to be assisting, even going so far as to say, "This is what you were hired for, you curs!" Take some time to describe the violent exchange between the crews, and that the entire battle is over within two or three minutes – with only a handful of survivors on the *Cloudsliver*, including the characters and the Professor. The crew of both vessels have been killed off in the fighting.

Optional Complication

If the characters are itching for a fight, consider having two or three deckhands (use **bandit** statistics) from the other ship, or a group of two **bandits** and one **acolyte**.

A moment after the fighting concludes, an ominous groaning and cracking emanates from the belowdecks as the *Cloudsliver* begins to break from the damage!

- Characters can each take a single action and attempt to scramble up the deck and leap for the new vessel, reach for the grappling hooks and ropes, or any other reasonable escape method. If they can describe it, let them do it! Make it cinematic!
- The professor has a look of panic and screams out, "No, no, no! This was not in the plan!" while running for his quarters.

Upon arriving on the deck of the new ship:

- The *Cloudsliver* breaks in half and begins to fall to the ground far below.
- Professor Moonsong emerges from his quarters with a satchel and a look of abject horror as he realizes that he can't get to the new ship.
- The characters find two armbands on the deck of the new ship. These armbands match the cloth that the professor's assistants had been wearing, and each sport the sigil of the Boromar Clan.
- The dead crewmembers of the new vessel all have the emblem of House Cannith on their tunics. There are no survivors.

Concluding the Episode

As the characters catch their breath they can watch the professor sink out of view. No other living creatures are visible, and then...

Playing the Pillars

Combat

Getting into a fight is unlikely. The assistants quickly reveal their nature as pirates by throwing an instigator over the railing and asking, "Who else?" If an instigator cannot be caught, they throw contractors overboard until the combat stops.

Exploration

Sneaky explorers are almost guaranteed to find that the *Cloudsliver* is carrying a payload of explosives and nothing else.

Social

It should be abundantly clear that the crew is comprised of cut-throats and ne'er-do-wells. Speaking about the explosives, asking too many questions, or being discovered in secured areas leaves the characters in a rough spot – a challenge to diplomacy, for certain!

Episode Two: The Darkest of Nights

Estimated Duration: 30 minutes

... as the *Cloudsliver* drops out of sight, the characters are left with only the sound of the howling wind. The new vessel has stopped moving and hovers silently above the clouds.

The Sound of Silence

The ship is dead in the air. It is not moving, and above the clouds the temperature is fine – for now. No sound reaches the ears of the characters other than what they make, and no help is coming.

Prerequisites

This episode can only begin after the *Cloudsliver* has separated from the Cannith vessel and crashed.

Area Information

The ship has the following features:

Dimensions & Terrain. The House Cannith vessel is constructed of mithril and an exotic black wood. Its dimensions are indicated on the map. The airship has statistics in "The Sea" in chapter 5, "Adventure Environments," of the *Dungeon Master's Guide*.

Lighting. While the sun is up, there is plenty of daylight on the deck. Once the characters go belowdecks they will need to provide their own light.

Objectives

Discover how to operate the ship and then fly it to safety.

Creatures/NPCs

There are no other creatures on the ship.

Taking Stock of the Situation

The Cannith airship has taken significant damage, but the elemental ring that keeps the ship aloft is still functioning. No helm is obviously visible, so the characters need to explore the ship to find out how they can get moving again. A successful DC 10 Intelligence (Arcana) check knows this is no ordinary airship, which means it can be piloted without the use of the House Lyrandar dragonmark, the Mark of Storms.

Allow the characters some time to explore the environment and give them room descriptions as they uncover them. Some rooms will need to be repaired (such as patching holes in the hull) while others may just have a narrative description. When the characters discover the pilot's room, they need to figure out how to open it and get the vessel to fly once more.

Objectives

Access the pilot's cabin and get the ship moving again.

C1. Main Deck

The main deck is littered with debris. Several dead bodies of the original crew can be seen, and one of Professor Moonsong's assistants is dead, slumped over the rail. The access hatch leading to **area 8. Cargo Main** is unlocked but extremely heavy and requires a successful DC 16 Strength (Athletics) check to open.

It is easy to see the amount of damage that the ship has taken. Portions of the deck are broken, and characters that look over the edge can see holes in the hull that lead to **areas 7, 8, and 11.** If the characters wish to repair the damage, they can use the raw materials in area 8 to do so. Encourage them to describe or roleplay how they would patch the holes or ask them to make some DC 10 Strength (Athletics) checks to nail the replacement boards in place. If the characters have any helpful tool proficiencies, grant them advantage on this check.

C2. Fire Ring

All airships use bound elementals to power their flight. The fire elemental bound here encircles the ship, but the flame is a dull pulse unlike its usual raging flame and flickering colors. More information on the binding of elementals can be found in the *Wayfinder's Guide to Eberron* and is generally considered to be common knowledge but is not necessary for the flow of the adventure.

C3. Weapons Deck

A massive harpoon turret stands here, ready to fire. Six unused harpoons are on the decking and the weapon is loaded and cocked. There are anchor points for additional weapons.

C4. Crew Quarters

The crew quarters are unlocked. Bunk beds and chests full of clothing have been scattered across the room.

A quick search and successful DC 12 Intelligence (Investigation) check yields the following:

- Many insignias of House Cannith; some are embroidered on clothes, some printed on journals, and so on
- No evidence of weapons or armor
- A collection of research notes written in an encrypted shorthand. A successful DC 14 Intelligence (Arcana) check confirms that the notes have been sealed by the gnomes of House Sivis (see **Bonus Objective: Translations are Funny**).

Bonus Objective A – What Have We Here?

Acquiring the encrypted notes unlocks the bonus objective. To successfully complete it, the characters need to get the book translated by a member of House Sivis.

House Sivis

House Sivis possesses the Mark of Scribing; only gnomes can manifest it. The members of this house are often employed as scribes, lawyers, or signatories on matters of society. Some of the more senior members have earned attractive salaries performing as encryptors and transcribers of sensitive military communications during the current war.

More information about this house and others can be found in *Wayfinder's Guide to Eberron*.

C5. Pilot's Nest

The pilot's nest is locked and cannot be opened from the outside without additional help. There is no obvious lock on this side and attempts to break it down confirm that it is too securely made. The door can be dissolved by using chemicals found in **area 10. Laboratory**.

If the door is removed, the characters can see the pilot slumped over the helm, dead; a dagger protrudes out of his back. The pommel of the weapon sports the sigil of the Boromar Clan and matches the insignia that the professor's assistants all had. There are six magical crystal platters along the walls (three on the port, three on the starboard), each showing an alert and details as follows:

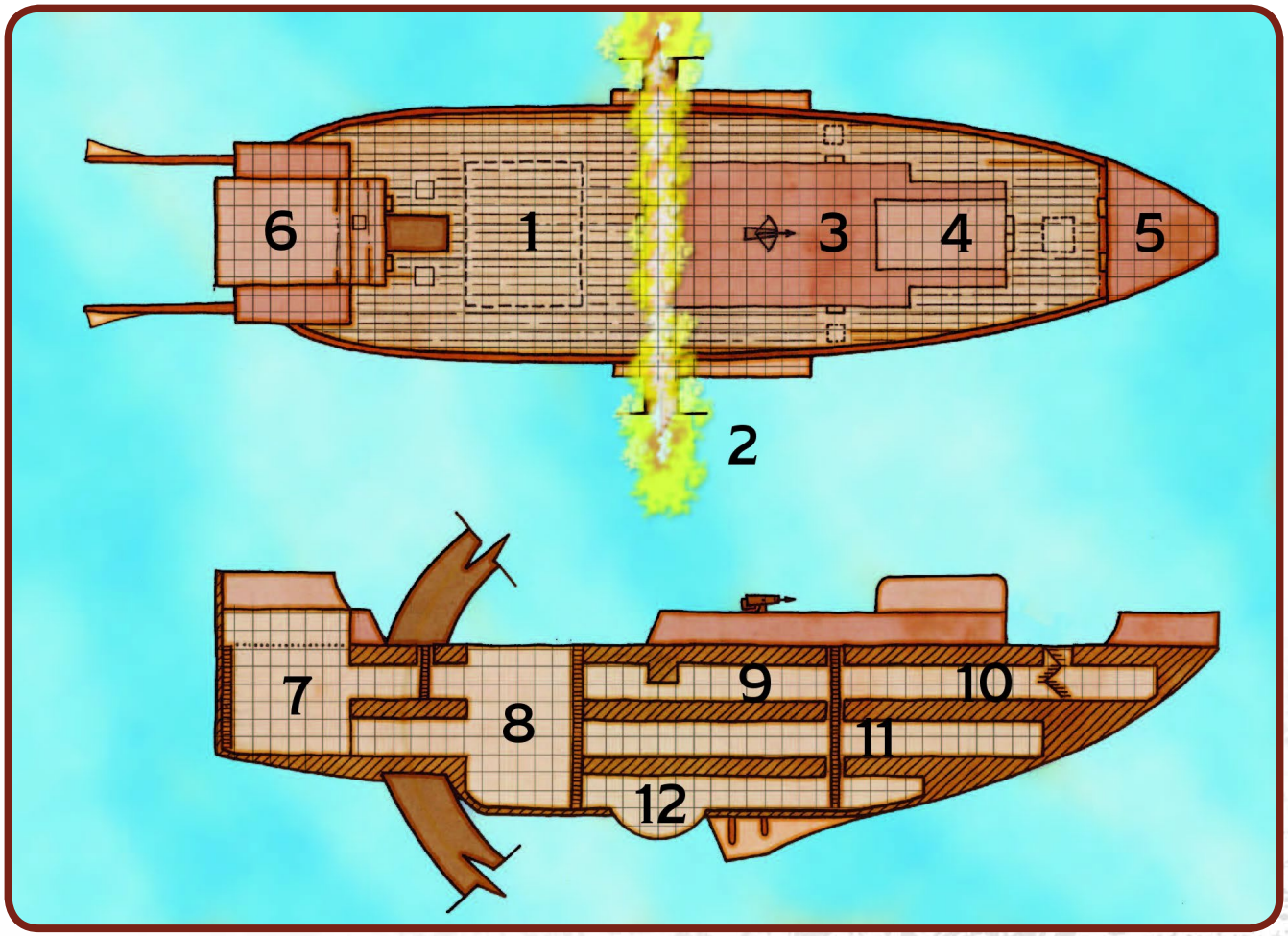
- Unless the hull is already repaired, three of them indicate that the vessel cannot move until the holes are all patched
- One indicates that the cargo hold (**area 7**) is dangerously off-balance. The characters can rectify this by succeeding on three DC 10 Strength (Athletics) checks when attempting to re-secure the warforged behind the chains.
- Unless the characters left the orrery in **area 12** in full planar convergence, one of the crystals indicates that room as being "Out of alignment."
- One simply shows "Pilot missing." Looking at the dead pilot's position, the characters can see that there are shallow indentations on the floor where the pilot's feet should be positioned, and once in position that person could easily grasp the helm.

C6. Cargo — Upper Reaches

Several chains and pulleys dangle here, and ropes crisscross the open space that descends into **area 7**. Looking down, the characters can see many warforged bodies scattered across the floor, unmoving.

C7. Cargo — Lower Reaches

Two dozen intimidating-looking warforged are scattered across the room. A successful DC 10 Intelligence (Medicine) or (Arcana) check confirms that these are inert warforged – they've never been alive. Loose chains dangle from the walls, as if the warforged were restrained but had shaken loose during the fighting.



Map: Cannith Airship

C8. Cargo Main

This cargo hold contains a significant amount of raw materials that could used to repair the ship. Planks, tools, nails, and buckets of adhesives dot the area, and many other boxes are present as well. The ship had been transporting fruits and grains in addition to the contents of **areas 7**, **9**, **10**, and **11**, which are now scattered and worthless due to being destroyed by the conflict.

C9. Warforged Loadout

Dismembered warforged bodies are anchored to the walls, all in various states of vivisection; some even show signs of damage from improperly-installed components. A DC 10 Intelligence (Medicine) or (Arcana) check confirms that these are inert warforged – they've never been alive. If the characters already explored **area 10. Laboratory**, they can determine that the items created there were being used on the bodies here. The chamber in the back contains a single, semi-humanoid-shaped warforged juggernaut that is still inert; regardless, it is the largest warforged that the characters have ever seen and is positively bristling with armor spikes and weaponry.

The characters may wish to find a way to activate the juggernaut, but without access to a Cannith *creation forge* it's simply not possible.

C10. Laboratory

All manner of arcane contraptions can be spied here, though most are broken now because of the recent fighting. Puddles of still-bubbling liquids are pooled on the floor, scorch marks can be easily seen on the walls and ceilings, and shards of glass are embedded here and there.

A successful DC 10 Intelligence (Arcana) check confirms that item creation experiments were taking place here, with most of the efforts being focused on the creation of warforged components. Unfortunately, no enchanted items remain.

If the characters have already examined the door to **area 5. Pilot's Nest**, they realize that the caustic chemicals could be scooped up here and used to eat through the wooden doorway.

C11. Dragonshards

This entire deck is filled with boxes that all contain various sizes, shapes, types, and qualities of dragonshards. These magical items are harvested from many locations, and it is immediately clear that this many dragonshards represents a significant investment – likely what Professor Moonsong and his cohorts were after.

However, the characters also realize that bringing this many dragonshards to a dock in Sharn (or elsewhere) is guaranteed to raise a lot of questions with all the wrong sorts of people.

Treasure. The characters can recover one functional *spellshard* if they spend ten minutes searching the boxes or succeed on a DC 14 Intelligence (Arcana) check.

C12. Inverted Orrery

The concave portion of this chamber is decorated with incredibly detailed paintings of the various planes of existence. Scrawled across the walls are complex formulae, almost maddening in their presentation.

Anyone that walks across the planar bowl or that succeeds on a DC 14 Wisdom (Perception) check can identify that the various planes are actually separate elements that can be interacted with. Moving one causes the others to rotate, eventually resulting in a full planar convergence. When this happens, the magical lights in the room dim and the sigils representing Xoriat, the Far Realm become highlighted on the walls. While it's not entirely clear, a successful DC 14 Intelligence (Arcana) check suggests the following:

- A total planar convergence may unlock Xoriat, the Far Realm
- Not much is known of Xoriat, save that the unknowable horrors of Eberron are rumored to come from that place.

Concluding the Episode

The ship automatically restarts when the damage is repaired, the warforged are secured, the orrery is realigned, and a pilot takes position as described in **area 5. Pilot's Nest**. When they do, they immediately feel a connection to every aspect of the ship – as if they have become a part of it. They can identify the presence of the other characters, the inert warforged, and each piece of cargo. As these sensations threaten to overwhelm the pilot, the ship shudders into motion and a flat, monotone message is broadcast into their mind:

> *"This unit will take you to Sharn and then dock. Further repairs are needed, and this unit requires significant repairs and upon arrival will slumber until they are complete."*

No further messaging or communication is possible. The pilot can wriggle the ship's course, but it proceeds as if on a track. Proceed to **Episode Three. The Light at the End...**

Playing the Pillars

Combat

There is nothing to fight in this episode. Martial-minded characters could feasibly busy themselves with cutting planks for repair, moving things around, disposing of corpses, and so on though.

Exploration

This entire episode is geared for exploration. The characters may hear creaking beams, breaking chains, the crash of the warforged in the hold slamming to the group, or more. Inspire them to travel and play with their interactions!

Social

Socially-minded characters may enjoy interacting with the dragonshards, House Sivis, and House Cannith elements on the ship. Consider reviewing those entries in the *Wayfinder's Guide to Eberron*, and if needed simply hand those entries to the characters so that they can review at their leisure.

Episode Three: The Light at the End...

Estimated Duration: 30 minutes

The characters have returned to Sharn, whether they like it or not. Their ship has spoken to them, they have a cargo hold full of warforged, and a wealth of dragonshards that would put the combined income of Sharn to shame.

Safe Harbor: Not Just for Fugitives Anymore

As the ship brings itself to a remote dock in the Lower Dura section of Sharn, one final message flutters across the crystalline panels in the pilot's nest:

"Shutting down. Repairs required. This unit will slumber until this unit is restored."

Prerequisites

This episode can only be run when the characters have returned to Sharn with the Cannith vessel.

Area Information

The docks have the following features:

Dimensions & Terrain. The ship has docked at a low-use, run-down section. Many of the buildings show signs of disrepair, and the taverns nearby – their signs easily visible from the ship – indicate all manner of seedy delights.

Lighting. It is late in the day, and shadows grow long. The docks keep magical lanterns along the major roads and walkways, but there are plenty of alleys and unlit sections as well.

Illicit Goods and Cargo

During the journey, the characters should be able to piece together that a cargo hold full of dragonshards and inert warforged would bring them all sorts of the wrong kind of attention. You can call for Wisdom (Insight) checks or roleplay this out if you like, but you can also safely consider this to be common knowledge.

Lower Dura is known as a lawless place that Sharn has left to rot. There are plenty of places to get vessels repaired and services rendered, but it should be impressed upon the characters that the dangers of this place are many and they will likely be outclassed if they attempt to get combative. Additional details can be found in *Wayfinder's Guide to Eberron,* but consider the following:

- The corrupt Sharn Watch have essentially sealed the tunnels that lead away from Lower Dura.
- Crime is rampant.
- Fencing the dragonshards, warforged, and/or the ship would take a lot of time and draw a lot of unwanted attention.

If the characters wish to abandon the cargo and ship, you may need to adjust the following encounters. Speaking truthfully to anyone about the cargo results in the professor learning of it, and he sends thugs and assassins to deal with the characters after the conclusion of the adventure as he wants this to stay a secret.





Objectives

Repair the vessel and escape with the cargo and their lives.

Optional Scene. Most Wanted

As the characters disembark they see some familiar faces on broadsheets throughout the quarter – their own!

> **Bonus Objective B – I'm on a List?!**
>
> Morgrave University and Professor Moonsong blame the characters for the destruction of the *Cloudsliver* and placed wanted posters with their likenesses all over Sharn. This bonus objective can make the adventure very challenging, so proceed with extreme caution.

Prerequisites

This scene should take place after the characters have their initial interactions with Shalindra.

What Do We Do Now?

The characters are faced with the fact that their reputations have preceded them: their faces are plastered on "Wanted!" broadsheets and flyers throughout the district. This effectively sets the entire district on high alert, as the reward offered by Morgrave University is substantial – 500 gp per person, paid upon surrender of the entire group... dead or alive!

For the remainder of the adventure, all Charisma-based skill checks the characters make against residents of the docks and NPCs other than Geryn and Xen have their DCs increased by 2 (or made with disadvantage for particularly adept groups; DM's discretion). Additionally, for every 5 minutes that the characters spend in the docks they risk being spotted by the Sharn Watch:

- The Sharn Watch patrols are comprised of one **acolyte** of the Sovereign Host, two **scouts**, and two **thugs** (the thugs have 35 hp each). They are mostly human, but a few half-elves and half-orcs sometimes join them. They are all of neutral alignment.
- The Watch can be bribed at a rate of 3 gp per patrol member, or 1 gp if the characters succeed on a DC 12 group Charisma check (using a skill of their choice).
- The Watch is actively searching for the characters, so the characters need to succeed on a DC 14 group Dexterity (Stealth) check every 5 minutes or else they are discovered.
- One human Watch **thug** joins every non-Watch combat that the characters get into for the remainder of the adventure.

Scene. Prying Eyes

There aren't many ships that dock here, and the harbormasters are an offshoot of the Sharn Watch. As with the Watch, the dockworkers are notoriously corrupt. The characters need to somehow convince the workers that their ship does not need to be manually inspected.

Creatures/NPCs

The harbormaster for this part of the docks is Shalindra Essenstone (LE female Brelish human **commoner**). She is a no-nonsense sort of person, but highly superstitious. She is quick to suggest that damaged vessels talk to Sebastian at Half-Tusk Fabricators, as she gets a small kickback on services rendered.

Objectives. Shalindra and her crew of six workers take their tasks seriously. They monitor the docks, query inbound vessels for their shipping manifests, and perform spot-checks as-needed. Shalindra wants to perform a manual spot-check on the contents of the airship that the characters arrived in.

What Do They Know? Shalindra knows that the Boromar halflings are the true controllers of these docks, and she is eager to keep them appeased. With a little prodding and coin (DC 10 skill checks of the character's choice; grant advantage if they bribe 1 gp or more), she can be convinced to skip the manual inspection. Regardless, she is a good source of information about the general area and can direct the characters to a nearby magewright's shop that is known to work on airships "when the money is right and the questions are few."

If the characters are unable to convince Shalindra to not perform an in-depth investigation of their vessel, she does so. This results in her defaulting to the events listed in the "Optional Complications" sidebar

Optional Complication

There is a chance that Shalindra reports the characters and their vessel to the Boromar Clan, especially if they try to intimidate her or disrespect her and her staff. If this happens, the characters are faced with three Boromar toughs (**bandits**) and one Boromar captain (a **bandit captain** with 35 hp) when next they return to their ship. If the group is especially powerful, the Boromar may bring along an Acolyte of the Sovereign Host (**cult fanatic**). She also reports the ship if she discovers the true cargo that the ship is carrying, even if the characters were respectful in their interactions.

Scene. Finding a Mechanic

There are many talented craftsmen around Sharn, but in the docks only one has earned Shalindra's vote of support – Half-Tusk Fabrications. In lieu of Shalindra's advice, the characters can determine this for themselves with a successful DC 8 ability check as you deem appropriate such as Charisma (Persuasion) if asking around, Intelligence (Investigation) if looking around, etc.

Creatures/NPCs

Half-Tusk Fabrications is a repair shop that is open for business so long as the Boromar clan allows it to be. Sebastian "Xen" Krailes (N half-orc **scout**), a broken-tusked half-orc that could easily pass for male or female, operates the facility but is deeply in debt to the halflings thanks to a gambling problem.

Objectives. The characters need to get their ship repaired, and Sebastian is the best – and only available – shipwright and fabricator in the area. However, Sebastian has a keen eye and wants to use the characters and their ship as their ticket out of Sharn away from the Boromar Clan.

What Do They Know? The ship is going to need many repairs, and Sebastian has all the basic materials. Consider the following points in conversation:

- Sebastian makes small talk but has already identified the characters as adventurers – and the most likely chance to get away from Sharn before the Boromar Clan shows up.
- Trust still needs to be established; sharing tales of exploits or a successful DC 10 Charisma (Persuasion) check should suffice.
- Sebastian makes it clear that much time is needed to finish everything, but basic repairs make the ship flight-worthy in a few hours.

Once a deal is reached, Sebastian sets about working on the ship. If the characters do not wish to bring Sebastian into the crew, they are free to trade some dragonshards or other goods in exchange for the work – especially if they leave enough to pay off their debts, with a little extra "for discretion."

Optional Complication

If time allows or if the characters are especially eager for combat, consider having two Boromar toughs (**bandits**) show up and demand, "Your payment or your life; three months is long enough!" from Sebastian.

Optional Scene. Translations are Funny

As they prepare to return to the ship, they see a gnome with the Greater Mark of Scribing on his bald head get tossed out of a tavern near the docks.

Prerequisites

This scene can only be run if the characters obtained the encrypted research notes from the crew's quarters in Episode Two.

Creatures/NPCs

Geryn d'Sivis, (NG gnome **mage**, no prepared spells) gnome dragonmarked heir of House Sivis, is not quite entirely drunk. If the person that bears the notes comes close, his head spins around and he looks them square in the eye, saying "I can feel it. That's one of mine, isn't it? My encryption?"

If the characters acknowledge that they bear the encrypted notes, he is quite eager to work with them. He has the following to share, provided that the characters do not mistreat him:

- He has trained dozens of dragonmarked members of House Sivis to use his encryption technique
- House Sivis is known to provide translation and encryption services for matters of business and, "er, other discretions."
- He has recently run afoul of other senior members of his house and offers to translate the notes if the characters promise to get him safely out of Sharn. If pressed for information, he only adds "I wrote something down that I shouldn't have, and now the Boromar Clan really wants to make sure that I don't write down anything further."

If the characters refuse to take him along he is upset but wanders away, muttering about "finding my own way, with lightning rails and fewer halflings!"

If the characters agree to bring him along, three Boromar toughs (**bandit**) and one Boromar captain (**bandit captain**) accost the group. These halflings demand Geryn's head and attack unless he is surrendered to them.

Treasure

The Boromar toughs each carry a handful of coins, and the captain has a silver short sword in his possession.

Additionally, this counts as a successful completion of **Bonus Objective A - What Have We Here?**

Final Scene. A Familiar Face

As Sebastian prepares to complete the basic repairs, the ship is approached by a familiar face.

Prerequisites

This scene can only be run after all previous scenes have been resolved.

Creatures/NPCs

Professor Moonsong (LN human **cult fanatic** of the Traveler) has survived his drop from the *Cloudsliver* and is here to collect the Cannith ship. He is incredulous that the ship has returned to Sharn at all and seeks to keep this as quiet as possible.

Objectives. Professor Moonsong is arrogant and believes that he can fend off any pushback from the characters by offering them gainful employment and protection, or failing that, simply killing them in short order.

What Do They Know? The professor has not been entirely truthful with his identity. He has the following to share:

- This ship, the *Platinum Egret*, was created based on his schematics. He claims to be a Cannith by blood.
- He starts with profuse thanks and attempts to walk onto the deck as if he owns the ship; if barred from this, he quickly becomes hostile.
- He claims to have been abandoned by his family "much like you lot abandoned me, though I see that you have returned with the most exquisite of presents to make up for it". A successful DC 10 Wisdom (Insight) check confirms that he believes he is telling the truth.
- He explains that he wishes to take the ship and its experimental equipment to the highest bidder, and then "we can all live like kings."
- He says that he survived the drop thanks to his *feather token*, a magic item that casts *feather fall.*

If the characters offend him or if he sees that he is not going to get what he wants, he begins combat. He dual wields wands, a *wand of magic missiles* and a *wand of web;* he can use both wands with a single Action but all attacks made against him have advantage until the start of his next turn.

Just when the combat appears to be going in the professor's favor, when a character may be subject to particularly gruesome end, or before a character strikes a killing blow on the professor, a click is heard and is immediately followed by a loud thrum: a crossbow turret on the deck has fired a magical harpoon that pierces the professor's chest, flinging him out of sight!

Moving Forward

As the absurdity of the weapon hit washes over the characters, they spy a large group (twelve or more, depending upon party strength) of very angry Boromar halflings and thugs (mostly **bandits** and **bandit captains**, with some **acolytes** and a **thug** as-needed) approaching the ship. Sebastian appears from the hold, bellowing out "the ship is ready, let's go, let's GO! Whitehearth beckons!" and frantically waving for everyone to get on board.

The characters can scramble up the side of the ship, rush up the gangplanks, climb the hanging ropes, or even clamber atop nearby boxes and jump for the rails – encourage them to narrate their experience, or simply call for a DC 8 Strength or Dexterity check (including skills) that best suit each character. Once aboard the ship, it lurches into action – even without a pilot attaching to the helm. Any character by the railing can see that the sides of the ship separate in vaguely arm-like appendages that violently punch the docks, shattering them beyond repair and cutting off the Boromar Clan from pursuing.

If the characters do not board the ship, they see the above – but must fend for themselves as they flee the very angry halfling mob and the shattered remains of the dock.

Where Do We Go From Here?

So concludes *What's Past is Prologue*. Be sure to retain the following information:

- The character names and races. Explain to the players that these characters and the *Platinum Egret* are going to reappear in later adventures of the *Embers of the Last War* storyline, and that they've just helped create some of the adventure narrative!
- If the ship is not in their possession, reassure them that everything is still relevant – they're just at the beginning of the story.
- The status of Geryn and Sebastian. A translator and a mechanic are an indispensable part of the crew.

Playing the Pillars

Combat

There are several potential combat encounters, but excessive combat may draw unwanted attention from the Sharn Watch and the dockworkers. If this happens, encourage the characters to interact with their environments: hide in trash piles, snipe from rooftops, and so on!

Exploration

If the characters take some time to explore the docks they may find that they can arrange for debris and miscellaneous packages to block their gangway. The ship itself cannot be hidden but they can make pursuit difficult with some creative ability uses!

Social

Characters that keep an ear to the ground may learn about Xen's gambling debts, Geryn's trouble with House Sivis, or even Shalindra's own desires. Information gathering is a valuable tactic; be sure to reward the characters with inspiration and additional knowledge if they do this.



Wrap Up

Once the ship lifts off, the adventure ends. Summarize the information from below, and then read the "Next Time!" points to the players.

Main Objective: Secure the Platinum Egret. The *Platinum Egret* sails away from Sharn and back towards the kingdom of Cyre. As the sun touches on the western horizon, a massive explosion and wave of energy rips through the landscape, and an ominous plume of smoke in the distance is joined by dozens of smaller explosions and eruptions of smoke and fire. Where the characters go from here is up to the DM and the players if they wish to continue, but the adventures in this series account for these characters becoming NPCs. Regardless, the characters have just witnessed what would later be referred to as the Day of Mourning – a day in which a mysterious explosion wiped out the nation of Cyre and ended the Last War.

Bonus Objective A: What Have We Here? If the characters were able to get Geryn d'Sivis on board the ship safely, he is willing to break the encryption on the notes. This process takes him a few days and while the arcane notes are well beyond the ability of both him and the characters to fully digest, the research indicates that that House Cannith had been working on turning this ship into an "automated, self-piloted warship of death and despair. Or a warforged, but that's impossible, right?" Regardless, Geryn is worried – and the characters should be, too, as such work is illegal by Brelish law.

Bonus Objective: I'm on a List?! If the characters found the wanted posters and managed to escape Sharn, the truth eventually comes out that the University was acting on the false information as provided by Professor Moonsong. Their names are legally cleared, but the community may think otherwise of them in the future. Not everyone has a glowing opinion of Morgrave University...

Treasure & Rewards

So long as the characters are on board the *Platinum Egret*, they have earned their own airship with its own personality and curious abilities. Unfortunately, the professor's body cannot be recovered before the ship leaves, and it is taken by the Boromar Clan even if the characters don't get on the ship and attempt to disappear into the guts of Sharn.

Next Time!

Give the players the following information:

- These characters are now retired. Their story isn't necessarily over, but they are no longer player characters.
- *Murder in Skyway*, the next adventure in the *Embers of the Last War* storyline, picks up four years after this adventure.
- The players can make new 1st-level characters to be used in the rest of the *Embers of the Last War* storyline, which takes place in Sharn. The rewards they earned in this adventure can be applied to those new characters.

Embers of the Last War

This prologue adventure sets up the coming adventures in the *Embers of the Last War* storyline. The new characters the players create find themselves at the center of a mystery that involves the fractured branches of House Cannith, the Boromar Clan, the Church of the Silver Flame, the Lord of Blades, and many other factions.

The Embers of the Last War Storyline

Two years ago, the Treaty of Thronehold ended the Last War, emancipated the warforged, and outlawed the use of *creation forges*. Merrix d'Cannith, head of Cannith South, keeps a secret *creation forge* in a hidden laboratory beneath Sharn. In this lab Merrix creates new, more powerful and obedient warforged to secretly sell to the governments of Khorvaire that each fear the end of peace.

Merrix's enemies in Cannith West are onto his plot. They hope to find evidence of his violation of the treaty so they can ruin him and rise as the true leaders of their fractured house. Without a presence in Sharn, Cannith West has contracted the Boromar Clan crime syndicate to aid them in their nefarious task.

When the characters find a House Orien courier's corpse in Sharn's elite Skyway district, to clear their names, they must get embroiled in the *Embers of the Last War* storyline...

Adventure Rewards

Upon completing the adventure, the characters are retired, however players can use rewards received rewards based upon their accomplishments toward brand new characters they create for the rest of the Embers of the Last War storyline. These rewards may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 2 advancement checkpoints and 2 treasure checkpoints for completing the adventure's main objective, Secure the *Platinum Egret*.

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each bonus objective that they complete, as follows:

- Bonus Objective A. What Have We Here?
- Bonus Objective B. I'm on a List?

Player Rewards

The characters earn the following rewards for **completing the adventure**:

Magic Item Unlock

Characters completing adventure's main objective unlock this magic item.

Spellshard. This polished dragonshard is bright red and cut by the finest House Cannith artisan. It can hold your favorite work of literature or be a blank slate for your own writing. This item can be found in **Appendix 2: Player Handouts**.

DM Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** as though you played the adventure, but receive none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Level Progression in Embers of the Last War

Between *Encounters in Sharn* and the *Embers of the Last War* story arc, the Adventurers League Eberron campaign has many play opportunities. If you plan to play regularly and take in the entire *Embers of the Last War* story, strongly encourage the players to use the Slow Progress option where they voluntarily halve the rewards received for playing. If you plan to play only some of the adventures, or not take part in the bonus objectives, the Normal Progression of rewards may be more appropriate. Because the *Embers of the Last War* adventures are produced as a serial, managing character level accordingly to play style is important.

Appendix 1: NPCs

The following NPCs and locations feature prominently in this adventure.

Professor Yarneth Moonsong

Human male, 41. This devilishly handsome man has dark, slicked-back hair, a permanent five o'clock shadow, and a cleft chin. He has been a professor in the History and Acquired Cultures department at Morgrave University for almost 20 years, and is secretly Merrix d'Cannith, a lost heir to the Cannith empire.

- **Personality:** Everything is better through bravado, especially my own. But don't you dare do that to me!
- **Ideal:** There is no stronger bond than family – or more virulent poison.
- **Bond:** Legacy drives me, shapes me, controls me.
- **Flaw:** I believe that I have been chosen by destiny.

Geryn d'Sivis

Gnome male, mid-50s. Geryn is a scion of House Sivis, the dragonmarked house that has gained the Mark of Scribing. He is an adept translator and enjoys playing with puzzles, codes, and brain teasers. Has a soft spot for lemon tea and thrice-distilled dwarven spirits (especially if served at room temperature with a side of crispy bacon).

- **Personality:** I know that I'm the smartest one in the room, but I hate sharing that knowledge.
- **Ideal:** Life and love are the two puzzles that should never be solved.
- **Bond:** Everything has a pattern and rhythm, and I bond with those that keep regular schedules and practices.
- **Flaw:** I can't turn down a good puzzle.

Sebastian "Xen" Krailes

Half-orc genderfluid, late 20s. Xen is closer to their tools and vehicles than any living person. They currently operate Half-Tusk Fabrications near the docks but is desperately underwater on bad gambling debts with the Boromar Clan. Does not take offense to being called "he" or "she" and enjoys playing both sides of that perception.

- **Personality:** Gruff exterior and extremely loyal. I will go to the ends of Eberron for their friends.
- **Ideal:** I want to live a life that permits me to explore mechanics and engineering.
- **Bond:** Tools and objects never betray me, so long as I do my part.
- **Flaw:** I WILL fix it.

Appendix 2: Player Handouts

The following handouts can be given to the players when the adventure calls for it.

Player Handout 1: Magic Item Unlock

You have unlocked the following magic item, which can be purchased for 1 treasure checkpoint.

Spellshard

Wondrous item, common

This polished dragonshard is bright red and cut by the finest House Cannith artisan. It can hold your favorite work of literature or be a blank slate for your own writing.

A spellshard is a polished Eberron dragonshard, sized to fit into the palm of a hand. The shard is imbued with a particular work of literature. By holding the shard and concentrating, you can see its pages in your mind's eye. Thinking of a particular phrase or topic will draw you to the first section that addresses it, and a simple ritual allows you to add content to the shard.

An arcane caster can use a *spellshard* instead of a spellbook; the spellshard costs 1 gp per "page" in the shard, and otherwise functions as a mundane spellbook. Spellshards can also be used as diaries or journals.

Appendix 3: Dungeon Master Tips

This adventure is designed for **three to seven 0 level characters**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

Welcome to the D&D Adventurers League! You can learn more about this global organized play campaign on our website.

New to Eberron?

Eberron adventures are truly adventurous. They are noir and action, humor and intrigue, and so much more. If you have not already purchased a copy of the *Wayfinder's Guide to Eberron*, doing so is strongly encouraged.

New to being the Dungeon Master?

A plethora of great Dungeon Master advice can be found all across the internet. New DMs are urged to purchase a copy of the Dungeon Master's Guide and join our Facebook (player group and DM group) and Twitter discussions.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

If this adventure proves too easy for your players, consider adding more combats using the provided encounters in the adventure, or if the players want more roleplaying encourage them to narrate through combat in the most cinematic way possible! Endeavor to convince the players to interact with their environments whenever possible: twirl the chains, swing on ropes, push over stacks of crates, and so on so that they can realize their heroic intentions.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the party strength for the adventure, consult the table below.

Determining Party Strength

Party Composition Party	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

A Note on Prerequisites and Objectives

D&D Players love to do things that their DM's can't possibly anticipate, and at the same time, Dungeon Masters are encouraged to customize the content of our adventures, mixing and matching bits here and there to make the final story as-played, their own.

This adventure focuses on roleplaying and encourages heroic antics, so if the players do something to surprise you that might "break" an encounter... roll with it! Be ready to adjust details on the fly and you should endeavor to have this adventure play out like a combination of an action movie where the protagonist is just a normal person, a crime or heist movie where the odds are stacked against them, and just a touch of heroic cinematic experiences like Indiana Jones and Zorro.

A Word to the Wise

Although this adventure intends the use of level 0 characters with basic races and backgrounds, some intrepid players may be using dragonmarks or criminal ties to groups like the Boromar clan. Be sure to work with them so that their narrative can be woven into the story without too much interruption.

DUNGEONS & DRAGONS®

Dorius Til	0	Guild Artisan	
CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	Rock gnome	neutral good	0
	RACE	ALIGNMENT	EXPERIENCE POINTS

+0 PROFICIENCY BONUS

INSPIRATION

10 +0 STRENGTH
- +0 SAVING THROWS
- +0 ATHLETICS

8 -1 DEXTERITY
- -1 SAVING THROWS
- -1 ACROBATICS
- -1 SLEIGHT OF HAND
- -1 STEALTH

14 +2 CONSTITUTION
- +2 SAVING THROWS

14 +2 INTELLIGENCE
- +2 SAVING THROWS
- +2 ARCANA
- +2 HISTORY
- +2 INVESTIGATION
- +2 NATURE
- +2 RELIGION

14 +2 WISDOM
- +2 SAVING THROWS
- +2 ANIMAL HANDLING
- +2 INSIGHT
- +2 MEDICINE
- +2 PERCEPTION
- +2 SURVIVAL

15 +2 CHARISMA
- +2 SAVING THROWS
- +2 DECEPTION
- +2 INTIMIDATION
- +2 PERFORMANCE
- +2 PERSUASION

12 PASSIVE WISDOM (PERCEPTION)

9 ARMOR CLASS

-1 INITIATIVE

25 SPEED

HIT POINT MAXIMUM 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d6 + 2

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Walking stick (club)	+0	1d4 + 0 (bludgeoning)

ATTACKS & SPELLCASTING

I'm rude to people who lack my commitment to hard work and fair play.

PERSONALITY TRAITS

I'm committed to the people I care about, not to ideals.

IDEALS

I created a great work for someone, and then found them unworthy to receive it. I'm still looking for someone worthy.

BONDS

No one must ever learn that I once stole money from guild coffers.

FLAWS

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

FEATURES & TRAITS

Tool: calligrapher's tools
Languages: Common, Gnomish, Goblin
Armor: none
Weapons: none

OTHER PROFICIENCIES & LANGUAGES

one item from the Tinker list on the next page, a set of calligrapher's tools, a letter of introduction from your guild, a set of traveler's clothes, and a belt pouch containing 15 gp

walking stick (club)

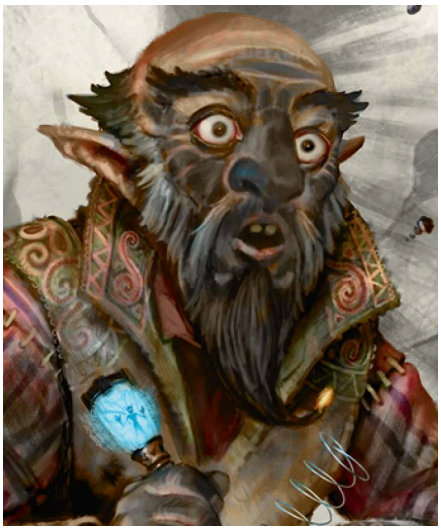
EQUIPMENT & CHARACTER NOTES

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Dorius Til

CHARACTER NAME

44	3'5"	42 lbs.
AGE	HEIGHT	WEIGHT
brown	grayish	white
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Due to a niche complication in local law, Dorius Til shares his name with several other gnomes - and because of this, they are all considered to be the same person. Dorius has decided to work this to his advantage and has begun to seek out methods by which he can grow his own wealth and eventually escape from what he perceives to be a live of servitude in Sharn, especially in the employ of House Sivis.

He has taken a keen interest in testing his own limits and despite the fact that he has lived most of his life in an office chair, he desires to have a more adrenaline-filled life. Having recently discovered that Morgrave University often requests "no questions asked" labor for their expeditions, he has set out to see what they have to offer...

CHARACTER BACKSTORY

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply. (For level 0 characters, add +1 to such checks instead.)

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.
- Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Guild membership: Sharn calligrapher's guild, and junior intern of House Sivis

ADDITIONAL FEATURES & TRAITS

A sheet of parchment upon which is drawn a complex mechanical contraption, seemingly powered by exposure to lava

TREASURE

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DUNGEONS & DRAGONS®

Flash	0	Acolyte	
CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	Goblin	lawful good	0
	RACE	ALIGNMENT	EXPERIENCE POINTS

+0 PROFICIENCY BONUS

INSPIRATION

8 (-1) STRENGTH
- ◇ -1 SAVING THROWS
- ○ -1 ATHLETICS

16 (+3) DEXTERITY
- ◇ +3 SAVING THROWS
- ○ +3 ACROBATICS
- ○ +3 SLEIGHT OF HAND
- ○ +3 STEALTH

11 (+0) CONSTITUTION
- ◇ +0 SAVING THROWS

15 (+2) INTELLIGENCE
- ◇ +2 SAVING THROWS
- ○ +2 ARCANA
- ○ +2 HISTORY
- ○ +2 INVESTIGATION
- ○ +2 NATURE
- ◉ +2 RELIGION

13 (+1) WISDOM
- ◇ +1 SAVING THROWS
- ○ +1 ANIMAL HANDLING
- ◉ +1 INSIGHT
- ○ +1 MEDICINE
- ○ +1 PERCEPTION
- ○ +1 SURVIVAL

12 (+1) CHARISMA
- ◇ +1 SAVING THROWS
- ○ +1 DECEPTION
- ○ +1 INTIMIDATION
- ○ +1 PERFORMANCE
- ○ +1 PERSUASION

11 PASSIVE WISDOM (PERCEPTION)

14	+3	30
ARMOR CLASS	INITIATIVE	SPEED

HIT POINT MAXIMUM 6

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

PERSONALITY TRAITS

I trust that my deity will guide my actions. I have faith that if I work hard, things will go well.

IDEALS

I would die to recover an ancient relic of my faith that was lost long ago.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+3	1d4 + 3 (piercing)
Dart (thrown only)	+3	1d4 + 3 (piercing)	

The dagger can also be thrown 20 feet (or 60 feet with disadvantage) using the same attack bonus and damage.

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

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

Goblins are Small creatures.

FEATURES & TRAITS

Tool: none
Languages: Common, Elvish, Goblin, Orc
Armor: none
Weapons: none

OTHER PROFICIENCIES & LANGUAGES

a holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 2 gp, ball bearings (1,000)

leather armor, dagger, 2 darts

EQUIPMENT & CHARACTER NOTES

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Flash

CHARACTER NAME

12	4'4"	35 lbs.
AGE	HEIGHT	WEIGHT
pink	orange	wispy, changes color in the light
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Goblins are known throughout Sharn, and in many cases their presence is accepted or at least tolerated. For some goblin clans in the Cogs, though, this is not the case - they are often faced with severe adversity and outright hostility; the environment of the Cogs is not known for peaceful living.

Flash was surrendered to the Church of the Silver Flame as an infant, and has spent his life in contemplation and in pursuit of peaceful resolution to life's problems. During a particularly stirring sermon, Flash muttered to himself that he wished that he could be rid of all the ne'er-do-wells in the Cogs, and two things happened: he knew it was false when he said it (he didn't honestly wish ill of anyone), and one of his teeth fell out. Whether this was because he was still a child and his adult teeth were growing in or because the gods saw fit to punish him for his idle wish is not entirely clear.

Since that day, Flash has been keeping his teeth in a bag as they fall out and will sometimes consult them for whatever messages they might impart. Most recently, he discerned that he should be on the lookout for a motley group on a mission for Morgrave University.

CHARACTER BACKSTORY

Feature: Shelter of the Faithful
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

ADDITIONAL FEATURES & TRAITS

a bag containing forty-seven goblin teeth, one of which is rotten.

pole of collapsing (common magic item, Xanathar's Guide to Everything)

While holding this 10-foot pole, you can use an action to speak a command word and cause it to collapse into a 1-foot-long rod, for ease of storage. The pole's weight doesn't change. You can use an action to speak a different command word and cause the rod to revert to a pole; however, the rod will elongate only as far as the surrounding space allows.

TREASURE

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DUNGEONS & DRAGONS®

Grannok Twinpines

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
0	Soldier (Infantry)	
RACE	**ALIGNMENT**	**EXPERIENCE POINTS**
Half-orc	neutral	0

+0 PROFICIENCY BONUS

INSPIRATION

16 +3 STRENGTH
- +3 SAVING THROWS
- (•) +3 ATHLETICS

12 +1 DEXTERITY
- +1 SAVING THROWS
- ( ) +1 ACROBATICS
- ( ) +1 SLEIGHT OF HAND
- ( ) +1 STEALTH

14 +2 CONSTITUTION
- +2 SAVING THROWS

8 -1 INTELLIGENCE
- -1 SAVING THROWS
- ( ) -1 ARCANA
- ( ) -1 HISTORY
- ( ) -1 INVESTIGATION
- ( ) -1 NATURE
- ( ) -1 RELIGION

15 +2 WISDOM
- +2 SAVING THROWS
- ( ) +2 ANIMAL HANDLING
- (•) +2 INSIGHT
- ( ) +2 MEDICINE
- ( ) +2 PERCEPTION
- ( ) +2 SURVIVAL

10 +0 CHARISMA
- +0 SAVING THROWS
- ( ) +0 DECEPTION
- (•) +0 INTIMIDATION
- ( ) +0 PERFORMANCE
- ( ) +0 PERSUASION

12 PASSIVE WISDOM (PERCEPTION)

11 ARMOR CLASS

+1 INITIATIVE

30 SPEED

HIT POINT MAXIMUM 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d6 + 2

HIT DICE

SUCCESSES ( ) ( ) ( )

FAILURES ( ) ( ) ( )

DEATH SAVES

I have a crude sense of humor.

PERSONALITY TRAITS

Ideals aren't worth killing over or going to war for.

IDEALS

Someone saved my life on the battlefield. To this day I won't leave an ally behind.

BONDS

I'd rather eat my armor than admit when I'm wrong.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Greatclub	+3	1d8 + 3 (bludgeoning)

ATTACKS & SPELLCASTING

Darkvision. Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it lo the extra damage of the critical hit.

FEATURES & TRAITS

Tool: volatile cargo cart (land vehicle), Three-Dragon Ante (card game)
Languages: Common, Orc
Armor: none
Weapons: none

OTHER PROFICIENCIES & LANGUAGES

an insignia showing the rank of private, a trophy taken from a fallen enemy (an old divination card showing your face), a set of bone dice or deck of cards, a set of common clothes, and a belt pouch containing 10 gp

greatclub

EQUIPMENT & CHARACTER NOTES

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Grannok Twinpines

CHARACTER NAME

17	7'2"	260 lbs.
AGE	HEIGHT	WEIGHT
ice blue	gray	bald, black eyebrows
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Grannok originally hails from the Shadow Marches, and a year ago discovered the corpse of a human soldier from Breland. The corpse held little of value, save for a fortune-teller's card that clearly showed Grannok's face. For some reason, the elements had not seemed to affect the card at all.

Grannok left his tribe and sought to explore this curious card's origin. During his travels he was pressed into service in the Brelish army, receiving training on the "volatile cargo" cart (really, the rolling mess hall for the soldiers). After becoming fed up with the rampant disrespect that the mostly human soldiers showed him, he deserted and made his way to Sharn.

Now, he seeks allies in his quest to discover just what fate has in store for him.

CHARACTER BACKSTORY

Feature: Military Rank (private)
You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

ADDITIONAL FEATURES & TRAITS

an old divination card showing your face

everbright lantern (common magic item, Wayfinder's Guide to Eberron)

An everbright lantern contains an Eberron dragonshard imbued with the effect of a continual flame spell. This bright light is mounted inside a normal bullseye lantern, allowing the light to be shuttered off. An everbright lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone, just like a mundane bullseye lantern, but its flame never goes out.

TREASURE

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DUNGEONS & DRAGONS®

Jindox

CHARACTER NAME

0	Folk Hero	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Changeling	neutral good	0
RACE	ALIGNMENT	EXPERIENCE POINTS

+0 PROFICIENCY BONUS

INSPIRATION

STRENGTH 8 (-1)
- -1 SAVING THROWS
- -1 ATHLETICS

DEXTERITY 14 (+2)
- +2 SAVING THROWS
- +2 ACROBATICS
- +2 SLEIGHT OF HAND
- +2 STEALTH

CONSTITUTION 12 (+1)
- +1 SAVING THROWS

INTELLIGENCE 10 (+0)
- +0 SAVING THROWS
- +0 ARCANA
- +0 HISTORY
- +0 INVESTIGATION
- +0 NATURE
- +0 RELIGION

WISDOM 14 (+2)
- +2 SAVING THROWS
- +2 ANIMAL HANDLING
- +2 INSIGHT
- +2 MEDICINE
- +2 PERCEPTION
- +2 SURVIVAL

CHARISMA 17 (+3)
- +3 SAVING THROWS
- +3 DECEPTION
- +3 INTIMIDATION
- +3 PERFORMANCE
- +3 PERSUASION

12 PASSIVE WISDOM (PERCEPTION)

12	+2	30
ARMOR CLASS	INITIATIVE	SPEED

HIT POINT MAXIMUM 7

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d6 + 1

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I have a strong sense of fair play and always try to find the most equitable solution to arguments.

PERSONALITY TRAITS

Tyrants must not be allowed to oppress the people.

IDEALS

My tools are symbols of my past life, and I carry them so that I will never forget my roots.

BONDS

I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+2	1d4 + 2 (piercing)
Sling	+2	1d4 + 2 (bludgeoning)

The sling has a range of 30 feet, but can be used to attack a target up to 120 feet away with disadvantage.

The dagger can be thrown 20 feet (or 60 feet with disadvantage).

ATTACKS & SPELLCASTING

Unsettling Visage. When a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You must use this feature before knowing whether the attack hits or misses. Using this trait reveals your shapeshifting nature to any creature within 30 feet that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

FEATURES & TRAITS

Tool: carriage (land vehicle), woodworker's tools
Languages: Common, Gnomish, Goblin
Armor: none
Weapons: none

OTHER PROFICIENCIES & LANGUAGES

a set of woodworker's tools, a shovel, an iron pot, a set of common clothes, and a belt pouch containing 10 gp

dagger, sling

EQUIPMENT & CHARACTER NOTES

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Jindox

CHARACTER NAME

unknown	variable	variable
AGE	HEIGHT	WEIGHT
variable	variable	variable
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Jindox ("Jin", for short) was once a simple woodworker and lived near the southern shoreline of Khorvaire. As the war began to exert its influence on everyone and everything, Jin was pressed into Breland's military service. As they were in a human form at the time - hiding their heritage as a changeling - no one thought anything of their addition to the infantry. Jin would spend the next several months changing shape in order to shy away from active service and attempting to escape, but always found themselves back with the troops - alas, safety in numbers.

Eventually Jin found that they had a knack for defusing stressful situations and often scouted ahead of the army and would convince the local population to calm down before their arrival. In return, Jin would sneak supplies back to the farmers and citizens as the army left.

One day a half-orc showed up, impressed of his own role in destiny and bearing a fortune-teller's card that clearly showed his face. Jin took an interest in the half-orc's presence and took it upon themself to guide the half-orc out of the military and into Sharn. This half-orc is named Grannok Twinpines, and Jin has been following him ever since.

CHARACTER BACKSTORY

Change Appearance. As an action, you can transform your appearance or revert to your natural form. You can't duplicate the appearance of a creature you've never seen, and you revert to your natural form if you die.

You decide what you look like, including your height, weight, facial features, the sound of your voice, coloration, hair length, sex, and any other distinguishing characteristics. You can make yourself appear as a member of another race, though none of your game statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this trait to become quadrupedal, for instance. Your clothing and other equipment don't change in appearance, size, or shape to match your new form, requiring you to keep a few extra outfits on hand to make the most compelling disguise possible.

Even to the most astute observers, your ruse is usually indiscernible. If you rouse suspicion, or if a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

FEATURE: RUSTIC HOSPITALITY
Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

ADDITIONAL FEATURES & TRAITS

a tiny portrait of a goblin that looks a lot, but not exactly, like Flash; this portrait seems to move ever so slightly when someone looks at it directly

TREASURE

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DUNGEONS & DRAGONS®

Sharyl Fiennes

CHARACTER NAME

0	Charlatan	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human (variant)	neutral	0
RACE	ALIGNMENT	EXPERIENCE POINTS

+0 PROFICIENCY BONUS

INSPIRATION

8 (-1) STRENGTH
- -1 SAVING THROWS
- -1 ATHLETICS

14 (+2) DEXTERITY
- +2 SAVING THROWS
- +2 ACROBATICS
- +2 SLEIGHT OF HAND
- +2 STEALTH

11 (+0) CONSTITUTION
- +0 SAVING THROWS

14 (+2) INTELLIGENCE
- +2 SAVING THROWS
- +2 ARCANA
- +2 HISTORY
- +2 INVESTIGATION
- +2 NATURE
- +2 RELIGION

12 (+1) WISDOM
- +1 SAVING THROWS
- +1 ANIMAL HANDLING
- +1 INSIGHT
- +1 MEDICINE
- +1 PERCEPTION
- +1 SURVIVAL

16 (+3) CHARISMA
- +3 SAVING THROWS
- +3 DECEPTION
- +3 INTIMIDATION
- +3 PERFORMANCE
- +3 PERSUASION

11 PASSIVE WISDOM (PERCEPTION)

12 ARMOR CLASS

+2 INITIATIVE

30 SPEED

HIT POINT MAXIMUM 6

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

Sarcasm and insults are my weapons of choice.

PERSONALITY TRAITS

I distribute the money I acquire to the people who really need it.

IDEALS

A powerful person killed someone I love. Some day soon, I'll have my revenge.

BONDS

I'm convinced that no one could ever fool me the way I fool others.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Witch Bolt	+0	1d12 (lightning)
Dagger	+2	1d4 + 2 (piercing)

You can also throw your dagger 20 feet (60 feet with disadvantage) using the same attack bonus and damage.

ATTACKS & SPELLCASTING

Aberrant Dragonmark. Can cast true strike (cantrip) as an action. You can also cast witch bolt (1st level) as an action once per long rest.

Shiftweave Clothes. You can utter the command word "incognito" and shift your clothing into one of five distinct outfits (fine clothes plus four that you choose).

FEATURES & TRAITS

Tool: disguise kit, forgery kit
Languages: Common, gnomish
Armor: none
Weapons: none

OTHER PROFICIENCIES & LANGUAGES

set of fine clothes made of shiftweave (common magic item from Wayfinder's Guide to Eberron), a disguise kit, a set of weighted dice, belt pouch containing 15 gp

dagger

EQUIPMENT & CHARACTER NOTES

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Sharyl Fiennes

CHARACTER NAME

28	5'8"	155 lbs.
AGE	HEIGHT	WEIGHT
Hazel	pale	flowing, brown
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

"Sharyl Fiennes" is just the most recent in a long list of aliases that this person has had. She has a mix of memories, including being male, female, nonbinary, and even of being non-human. From time to time she recalls bits and pieces of training, including the use of disguise kits, magic, and interrogation techniques. Most of her background is a foggy mystery, even to her.

The only thing that she is certain of is that she is fleeing something - something big and terrible, and that the Dragonmarked Houses want her dead. She takes great lengths to keep her aberrant dragonmark hidden from all but her most trusted allies, and even then she is reluctant to reveal its nature and abilities.

She fears that she may actually be marked (or cursed, as she says with a sneer) "for something greater in the Draconic Prophecy."

CHARACTER BACKSTORY

Feature: False Identity
Sharyl has created a second identity (player chooses what it is) that includes documentation, established acquaintances, and disguises that allow her to assume that persona. Additionally, she can forge documents including official papers and personal letters, as long as she has seen an example of the kind of document or the handwriting she is trying to copy.

The skin around her aberrant dragonmark is withered, angry, and dry to the point of flaking.

You learn a cantrip from the sorcerer spell list. In addition, choose a 1st-level spell from the sorcerer spell list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. Constitution is your spellcasting ability for these spells.
• You can increase the power of your aberrant spells at the risk of your own vitality. When you cast a spell with your aberrant mark, you can use one of your Hit Dice to increase the spell's level by 1. Immediately after you cast the spell, roll the Hit Die. You take damage equal to the number rolled. A level 0 character has 1 Hit Die.

ADDITIONAL FEATURES & TRAITS

TREASURE

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DUNGEONS & DRAGONS®

Silver Codex

CHARACTER NAME

0	Sage (Scribe)	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Warforged Envoy	neutral	0
RACE	ALIGNMENT	EXPERIENCE POINTS

+0 PROFICIENCY BONUS

INSPIRATION

14 +2 STRENGTH
- +2 SAVING THROWS
- +2 ATHLETICS

10 +0 DEXTERITY
- +0 SAVING THROWS
- +0 ACROBATICS
- +0 SLEIGHT OF HAND
- +0 STEALTH

16 +3 CONSTITUTION
- +3 SAVING THROWS

14 +2 INTELLIGENCE
- +2 SAVING THROWS
- ◉ +2 ARCANA
- ◉ +2 HISTORY
- +2 INVESTIGATION
- +2 NATURE
- +2 RELIGION

12 +1 WISDOM
- +1 SAVING THROWS
- +1 ANIMAL HANDLING
- +1 INSIGHT
- +1 MEDICINE
- +1 PERCEPTION
- +1 SURVIVAL

8 -1 CHARISMA
- -1 SAVING THROWS
- -1 DECEPTION
- ◉ -1 INTIMIDATION
- -1 PERFORMANCE
- -1 PERSUASION

11 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Tool: calligrapher's supplies
Languages: Common, Goblin
Armor: none
Weapons: none

11 ARMOR CLASS

+0 INITIATIVE

30 SPEED

HIT POINT MAXIMUM 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d6 + 3

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Saber (shortsword)	+2	1d6 + 2 (piercing)

ATTACKS & SPELLCASTING

I am horribly, horribly awkward in social situations.

PERSONALITY TRAITS

Self-Improvement. The goal of a life of study is the betterment of oneself.

IDEALS

I work to preserve a library, university, scriptorium, or monastery.

BONDS

I am easily distracted by the promise of information.

FLAWS

Quirk: You try to apply wartime tactics and discipline to every situation.

Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection. Your body has built-in defensive layers, which determine your armor class. You gain no benefit from wearing armor, but if you are using a shield, you apply its bonus as normal.

FEATURES & TRAITS

Integrated Protection: darkwood core (unarmored). 11 + dex

Integrated Tool: Calligrapher's tools have been integrated into your body, and you double your proficiency bonus for any ability checks you make with it. You must have your hands free to use this integrated tool.

saber (shortsword), a bottle of black ink, a quill, a small knife, a letter from the previous Silver Codex imploring you to find "the truth of Whitehearth," a set of common clothes, and a pouch containing 10 gp

EQUIPMENT & CHARACTER NOTES

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Silver Codex

CHARACTER NAME

6	4'10"	175 lbs.
AGE	HEIGHT	WEIGHT
Brown	Darkwood & steel	none
EYES	SKIN	HAIR



CHARACTER APPEARANCE

The warforged were not considered to be free people until after the Last War's conclusion. As Silver Codex is effectively a deserter, removing the hat of disguise will reveal this fact and may draw unwanted attention.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Silver Codex is a warforged envoy that had been tasked with the indexing and maintenance of all of the Brelish army's personnel files in Sharn. In truth, "Silver Codex" is more of a title than anything; every year, a new Silver Codex is introduced and the previous one is decommisioned - the specifics of this practice are known only to the Cannith artificers that perform it.

When you assumed your mantle, you discovered a journal that had been left for you, hidden away in a box. This journal includes notes from at least two previous Silver Codexes, and hints that "there is ultimate truth for all warforged in Whitehearth." Also inside the box was a crystal doorknob and a fancy plumed hat.

CHARACTER BACKSTORY

Feature: Researcher
When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a safe or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

As a warforged envoy, you have advantage on saving throws against being poisoned and you have resistance to poison damage. You are immune to disease, you don't need to eat, drink, or breathe, you don't need to sleep and you don't suffer the effects of exhaustion due to lack of rest. Finally, magic can't put you to sleep.

ADDITIONAL FEATURES & TRAITS

a crystal doorknob that was given to you by the previous Silver Codex

hat of disguise (uncommon magic item, requires attunement)

While wearing this hat, you can use an action to cast the disguise self spell from it at will. The spell ends if the hat is removed.

TREASURE

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