EBERRON RANDOM EVENTS

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SHARN AND THE FIVE NATIONS

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Introduction

"Opportunities are abundant, if you're willing to dig into the wounds of the Last War."
- Rix-with-pale-lips, changeling spy, when asked why she travels across Khorvaire.

"The enemies outside of Eberron are always looking for a way in. The Dimensional Seals in every land must be found and maintained."
- Grishnash, half-orc Gatekeeper, when asked why he explores other nations.

"Everywhere, everywhere, everywhere. Stuff to kill."
-Kaska, halfling barbarian, unprompted.

What is a Random Event?

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

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

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

"How often are you willing to break the law?"

"Do people deserve second chances?"

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

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

XP

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

Areas, Regions, and Nations

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

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

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

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

When to Use

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

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

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

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

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

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

Who participates in a random event?

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

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

EXAMPLE: Hargar the dwarf cleric and Resma the human fighter try to convince a town to prepare for an imminent threat. Oloru the half-elf sorcerer has been treated poorly by the townsfolk and doesn't care if they believe in the threat or not. Characters who decide not to make a check miss out on the rewards but also avoid any penalties.

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

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

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

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

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

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

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Opposed checks within the party. It is entirely possible that two characters will decide they would act on different sides of an event. In these cases, the higher result succeeds and the lower result fails, regardless of the DC.
EXAMPLE 5: A town has locked its gates to search for a werewolf in their midst. The druid wants to help the werewolf escape to the Eldeen Reaches. The paladin decides it is their duty to help the townsfolk. Both players make a check, Investigation for the paladin, Stealth for the druid. The paladin rolls a 7 and the druid rolls a 9. Even though both of these results are below their respective DCs (10 to find, 12 to sneak her out) the druid's roll succeeds and the werewolf escapes as though the druid had succeeded. Whether the paladin knows what the druid did or not is up to the DM.

How to Use

The Dungeon Master should:

- **ASK** what each character is doing at the time of the event. Are they riding a horse, composing a song, shopping, looking for something, or running from enemies? Have a good idea of which characters are walking, riding on horseback, driving a cart, or otherwise moving during an event. Do they have any other business they should be attending to that might be disrupted by an event (ex. service at a temple or paying off a loan shark)?
- **ROLL** 1d20 and consult the relevant table.
- **READ** the entire entry to yourself.
- **THINK** about the party and how such an event would fit into your campaign. If it just doesn't make sense, consider rerolling or altering the event to fit the needs of your game. Think about how such an event would affect every member of the group.
- **SPEAK the bolded, first part of the entry out loud.** The double slash (//) indicates that you should wait for a response from the characters before reading further or narrating how the rest of the event plays out.
- **CALL for checks or saves.** Checks which don't result in immediate success or failure (such as using Survival to track someone or Investigate to gather clues) are usually allowed once per day unless stated otherwise. Consider granting players advantage for asking if they can incorporate spells or special abilities into the event (for instance, using the *Invisibility* spell to help with a Stealth check). If an ability is not listed before a skill ["Nature" instead of "Wisdom (Nature)"], then the character must be proficient in that skill to make the check.
- **RESOLVE** the results of checks or saves, reading out loud any applicable Success or Failure text.

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

How did we get here?

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

Altering and Rerolling

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

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

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

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

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

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

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

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

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

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

Eberron Coinage

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

Play It Out or Narrate

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

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

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

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

Explore the World and Write Your Story

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

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

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Sharn: The City of Towers

D20	Event
Sharn 1	**A member of the party wakes up with a thorny, twisting tattoo that appears to be an Aberrant Dragonmark. It goes from their lower jaw to their left wrist and glows faintly red in dim light.** // Have all members of the party roll 1d20. The character with the lowest result has the mark. *Detect Magic* or a similar effect reveals an aura of faint transmutation magic. Any attempt to activate the mark fails. If the party seeks out an expert in Dragonmarks, or they do the research themselves (DC 18 Arcana or History, one check allowed per week), they discover that the mark is fake and that House Lyrandar once dealt with a rash of fake Dragonmarks. The mark will not come off using any spell less than 7th level. If anyone sees the false mark, there is a 50% chance they will tell authorities about it, raising that character's Wanted Score by 1 in whichever nation their Mark was revealed. Commoners probably won't confront them, but law enforcement and Dragonmarked Houses take an immediate and negative interest. If the party seeks out House Tarkanan, the rumored "aberrant" House, they face mocking laughter at best and violent hostility at worst. If they travel to Stormhome to speak with members of House Lyrandar there, the House agrees to remove the mark if the character will consent to a week of being studied first. If refused, the House might very well insist.
Sharn 2	**Remnant Home, a low income apartment building for families of soldiers who died in the Last War, is in danger of closing down. Without funds or patronage, they will end up in the slums or on the road as refugees. They have enough to stretch for a couple of months, but then they have to start asking people to find somewhere else to live.** // It costs 15 galifars a day to maintain Remnant Home, which means it needs 5,500 galifars to run for a year. Anyone who funds the house will be respected throughout Khorvaire by those who lost someone during the war. **Convince a wealthy person or organization in any nation to patronize Remnant House:** DC 17 Charisma (Persuasion) or Religion. One check allowed per organization, family, or person. Each success grants Remnant House 1d6x500 galifars of funding per year. If a character has a good personal relationship or history with a certain person of appropriate means, you may grant can have advantage on the check. If the party succeeds, it's likely that someday someone will repay them tenfold by giving them a fortune, an artifact, or support during a critical time. Party members with a Breland Wanted Score of <5 may reduce their score by 1.

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