

EXPLORE FAIRHAVEN

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“Crown jewel and crown seat of Aundair. Envy of Galifar, far and wide. Fairhaven, city of white spires and crystal waters, your name rings as modest to all who behold you.”

Aundair is a land of rolling plains and forests. Its people are earthy, idealistic, patriotic, and hungry for knowledge. Respect for arcane magic runs deep in them, and their nation produces some of the finest arcanists on the continent. In the intellectual and spiritual center of this diversity stands Fairhaven, capital of Aundair.

FAIRHAVEN

Its ancient foundations set on a riverside, Fairhaven is the cultural and symbolic heart of Aundair.

Population: 90,000; 20,000 in the nearby countryside.

Humans are populous within the city, followed in order of population by half-elves, gnomes, and elves. Other races are far less numerous.

Government: Prince Aurad ir'Wynarn is the city's governor.

Nobles and other influential individuals who have interests within or near the city advise the governor when called to do so. A network of bureaucrats, some of them landless nobles, helps run the city.

Defense: Fairhaven maintains an extensive constabulary called the Fairhaven Watch, and it includes arcanists trained in Aundair and ex-soldiers. The Knights Arcane maintains its garrison within Fairhold, with divisions including the royal Arcane Guard, Fairhaven Wands, Knights Phantom, and Sky Knights (dragonhawk riders). Royal and noble armies have similar holds within or near the city. Also within Fairhold is the Tower of the Eyes (*EBERRON® Campaign Guide*, page 71) where the queen's intelligence agents work and train. Capable students from numerous arcane schools and brave citizens willing to take up arms supplement these considerable defenses.

Inns: Fairview Inn (Fairhold), University Place (Knowledge Ward), Ghallanda House (Chalice Center), Hooked Inn (Whiteroof), Wayfinder's Rest (Sunset Ward), Red Maple (Wood Ward), Saint's Hall (Sovereign Ward).

Taverns: Royal Vintners (Fairhold), Ghallanda House Restaurant (Chalice Center), The Topsy Nixie (Whiteroof), University Place Alehouse (Knowledge Ward), Wayfinder's Brewery and Spirits (Sunset Ward), Red Maple (Wood Ward), Row's End Tavern (Wood Ward), The Ribald Rector (Knowledge Ward).

Supplies: Distant Exchange (Wood Ward), Dragonhawk Reagents (Knowledge Ward), Fairhaven Consortium (Chalice Center), Haldran Books (Sovereign Ward), Riverside Supply (Whiteroof), Wayfinder Foundation Surplus (Sunset Ward).

Temples: Hall of the Assembled Host (Sovereign Host; Sovereign Ward), Shrine of the Giver (Traveler; Chalice Center), Dome of Light (Path of Light; Knowledge Ward).

LORE

Common Knowledge: Fairhaven has an orderly design, with brick- or stone-paved streets and stunning towers and minarets. Its grand style hints of something other than human thought, and its layout suggests careful planning. None can miss the pale towers of the city's central fortress and royal palace, Fairhold (*EBERRON Campaign Guide*, page 69). Elsewhere about the city, other buildings, particularly municipal ones, echo the style of these spires. Magic as much as muscle shaped numerous buildings.

From the uplands about 50 miles southwest of the city spills the Aundair River. The river is wide, slow, and deep by the time it reaches Fairhaven, and then it meanders northeasterly down the plains toward Scion's Sound. Its position on the river makes Fairhaven a trade gateway to western Khorvaire. Other cities in the region are less hospitable, and the river becomes too shallow and treacherous for larger merchant vessels to fare beyond the city. As a mercantile hub, Fairhaven is also a place full of opportunities, legal and otherwise.

Fairhaven offers much more than moneymaking prospects, however. It is a focus of adventure, learning, and magic. Fey are common here, harkening to the time when Aundair was a wilder place. The University of Wynarn (*EBERRON Campaign Guide*, page 69) also brings a diverse population into the city from across Khorvaire. Major holds of several dragonmarked houses stand in or near the city, including Cannith West. The Wayfinder Foundation has its headquarters within the city, bringing in all sorts of venturesome folk.

History DC 15: After a spy loyal to the Church of the Silver Flame divulged Aundairian battle plans,

Aundair lost Thaliost in 926 YK. Aundair's citizens responded with a passion, sacking Silver Flame temples and killing priests. In Fairhaven, citizens looted the Silver Flame Cathedral and lynched any clergy who failed to renounce the Flame. The ruler of Aundair at the time, Regent Marlex, declared the religion anathema to the Crown. By the regent's order, the Silver Flame Cathedral of Fairhaven was closed but left standing as a reminder to Aundairians of what they had lost to Thrane. As the Last War ground on, Marlex's edict became tradition. The abandoned and crumbling cathedral still stands today. Fairhaveners avoid it and its long shadow.

History DC 20: To those knowledgeable on city building, Fairhaven has the appearance of a young city. Old cities meander beyond their original layout, becoming chaotic. Fairhaven has the geometric layout of a settlement that has yet to escape its reins.

Fairhaven started as a military installation and became a trade port. The military leaders at the time planned it from the beginning and controlled its growth. Later, when the needs of the city called for new construction, such as the recent addition of Fairhaven's three airship towers, those with a voice in the city made a way clear to build the necessary structures.

Fairhaven has also had its share of river floods in its history. Civic mageswrights and their magic keep the city dry now, even when the Aundair River rises to flood fields near the city. In the past, however, the waters washed away the old and made way for the new.

History DC 25: When the majority of Tairnadal elves abandoned their colonies to goblins thousands of years ago, a few clans of elves remained in Khorvaire. As mobile as their counterparts in Aerenal,

some of these elves migrated north to put distance between them and the power centers of the Dhakaani goblins. Over time, their nomadic ways took them amazing distances and their culture changed. Sarlonan immigrants met these elves in Khorvaire and absorbed them, which led to the half-elves of modern Khorvaire.

Among these elves were those who plied the waters around Scion's Sound and the Aundair River when humans and other half-elves came and established

Thaliost, Aundair's earliest city. Fairhaven served as one of the harbors of the "river elves" in those days. Numerous half-elves of Fairhaven and western Scion's Sound still bear the traditions and fiery spirit of these elf ancestors.

The river elves are still fine riders. Many believe that the horses of Aundair might have descended from those the migrant Tairnadal elves brought with them. Some claim that the elves also influenced the dueling and singing traditions of Aundair.

CHARACTERS

The following characters play a large role in Fairhaven.

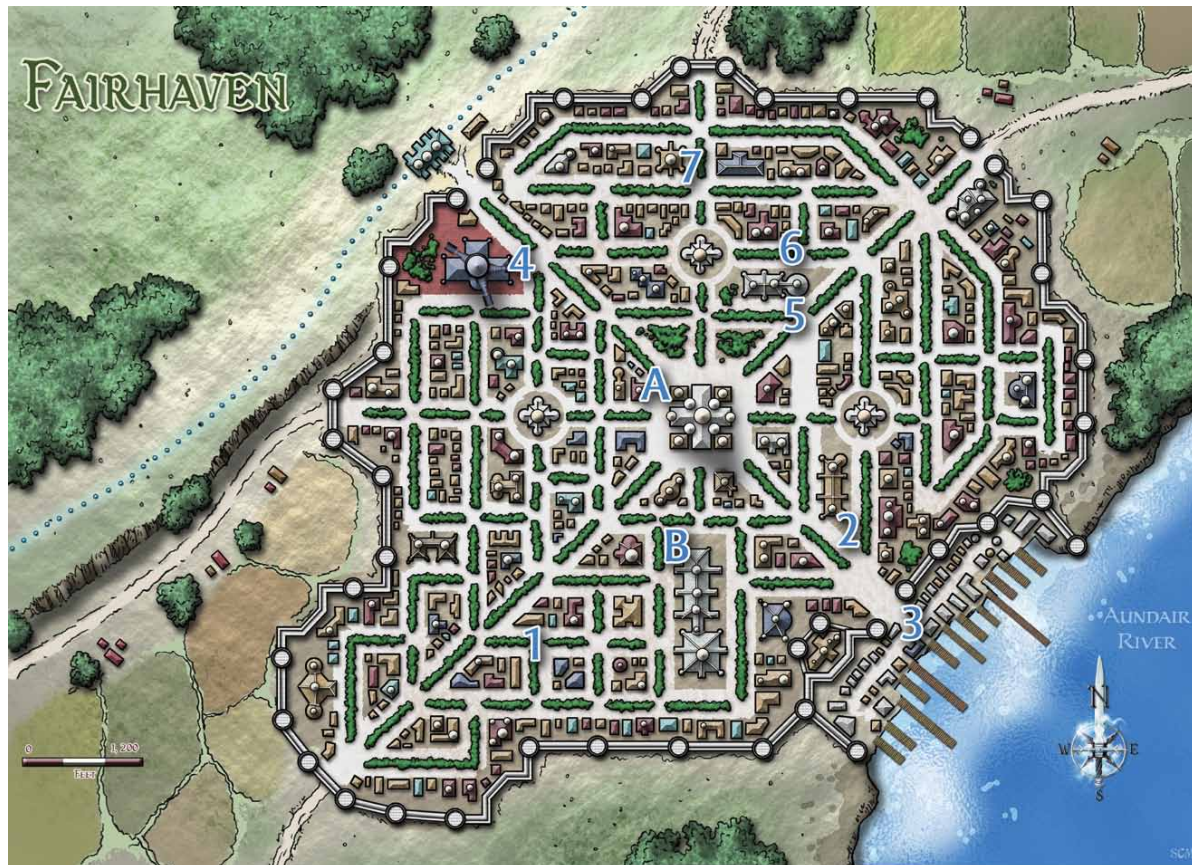
QUEEN AURALA IR'WYNARN

An imposing woman with diplomatic skill unmatched among her peers, the Queen of Aundair is agile with the intricacies of ruling her land. She bends just enough to keep her vassals loyal while keeping a firm grasp on royal power. With public edicts and private discourse, she supports the ambitions of others enough to keep them content and, perhaps, lead them into underestimating her. When she makes mistakes, such as her mishandling of Cyran refugees, she does her best to turn the tide back in her favor. Aurala advocates for peace, but such ideals are secondary to her ambition to rule all Khorvaire with the crown of Galifar on her head.

Queen's Gambit: Aurala is a masterful politician, and she is no warrior. She relies on the Royal Eyes and other agents to help her with the dirty and bloody work of maintaining Aundair. To keep tabs on her warlords and to circumvent any possible leak from within official channels, she uses independent operatives. An autonomous team might serve the queen and her loyalists in all sorts of ways, including against other nations. Thrane suffers Aurala's secret opposition at every turn, but Aurala encourages any action likely to weaken others among the Five Nations.

PRINCE ADAL IR'WYNARN, FIRST WARLORD

Aurala's younger brother Adal is the Royal Minister of Magic, First Warlord of Aundair, and an arcanist of considerable might. He is also ambitious. He maintains his home within Arcanix, where he oversees the



A - Farhold (*Eberron Campaign Guide*, page 69)

B - University of Wynarn (*Eberron Campaign Guide*, page 69)

FAIRHAVEN IN YOUR CAMPAIGN

Fairhaven is the center of Aundair, and, due to many of the topics covered by this article, it fits well with any D&D setting that cleaves close to the game's core conceits. If you need a river or coastal city, Fairhaven can serve you well. Alternatively, you can use the map as a plan for an adventure site.

If you wish to do so, removing the **EBERRON** elements is simple. Queen Aurala's ambitions can be to unite other states with hers with as little bloodshed as possible. Her advisors can have aims similar to what they have now. The lightning rail station can disappear, and the airship towers can become centers for the Knights Arcane or other military interests. You can rename the dragonmarked house facilities to suit your campaign, using the general information and hooks as you wish. Perhaps Cannith West is an independent arcane school and arcanist guild, and the House Jorasco citadel is the center for an order of healers. Other factions and NPCs can fall in line with your campaign. For instance, the Adarans can become Shou in a **FORGOTTEN REALMS**® conversion.

Arcane Congress and Ministry of Magic. He returns to Fairhaven at regular intervals to speak with his sister and to oversee magical matters important to the military. Although he is discontent with allowing Lord Darro too much influence in either area, he sees Darro as a capable but misguided warmonger rather than a rival. Adal believes unhappy chance placed the crown on Aurala's brow, and that he should have it and, eventually, the crown of Galifar. Through a great arcane attack, he plans to retake Thaliost

FORGOTTEN REALMS FAIRHAVEN

Since the **FORGOTTEN REALMS** setting focuses on medieval fantasy, Fairhaven can work as suggested above. It could be Crimmor in Amn, or central Baldur's Gate within the old walls. It could be Suzail of Cormyr, with King Foril and his court replacing Aurala and hers. Darromar of Tethyr is another royal city for which Fairhaven could serve. Scornubel in Elturgard is a possibility, as is Gheldaneth of High Imaskar. Fairhaven also makes a good analog for Everlund of Laruar, which is a river city centered on the Bell Market that has five gates and spokelike streets. It could instead be Silverymoon, a magical and cultural center in the same region. As an adventure site, Fairhaven could be Wheloon, Old Valaen, or another ruined city such as those in Dambrath. The contents of this article can then guide you in creating encounters and locales in the city.

from Thrane to gain popular support and cow other nations into submission. If Aurala and her troublesome heirs disappear during the upheaval, all the better.

Arcane Plots: Adal's agents keep watch for any arcane item, power, or ritual that might advance Adal's ambitions. He keeps strong ties to the Wayfinder Foundation for this purpose. Through go-betweens, he hires agents to test his theories and to operate against Thrane—especially in and around

Thaliost. Adal also has double agents who work for him and his sister.

PRINCE AURAD IR'WYNARN, HIGH CHANCELLOR

Unlike Adal, Prince Aurad, the queen's youngest brother, devotes himself to the crown. Like Aurala, Aurad is a politician rather than a warrior. He serves as Aurala's chief advisor, leader of her diplomatic corps, and governor of Fairhaven. Aurad's morals place him above intrigue and outside the grasp of corruption. The queen can rely upon him to render advice that holds at its foundation the best interests of Aundair and its ruler. Aurad prefers peace, however, and this colors his counsel. He counts himself and Aundair lucky that his sister believes that the crown of Galifar must be acquired through strategies better than outright warfare.

Fair Governance: When it comes to taking care of the city's problems, the queen can overrule Prince Aurad's decisions, but she seldom involves herself in such matters. Player characters who help Fairhaven maintain its peace and prosperity can count on great rewards from Aurad's even hand. Conspirators, criminals, and cultists abound in Aundair's capital, and PCs can come to Aurad's attention by opposing such illicit activity or by being caught participating in it.

LORD DARRO IR'LIEN, SECOND WARLORD

Lord Darro is a bold warrior who has augmented his martial skill with considerable arcane power. He leads Aundair's Knights Arcane and is captain among the order's elite Knights Phantom, dragoons who ride steeds conjured with the Phantom Steed ritual. Darro's ambition to retake a section of the Eldeen

Reaches is well known, and he intends to reclaim Aundairian territory and harden the nation's troops for the inevitable resurgence of war. He splits his time in Fairhaven between currying the queen's favor and that of Prince Adal.

Eyes in the Woodlands: Through sympathetic intermediaries, Lord Darro hires willing mercenaries and patriots to enter the Eldeen Reaches. Those who take these missions might spy on fortifications and military targets, disrupt trade, foment dissent, destroy key resources, or even assassinate leaders. Lord Darro maintains deniability, taking only the most successful agents into his inner circle.

ROYAL FAMILY

Prince Consort Sasik d'Vadalis, whom the queen's supporters claim she married for love, lives in Fairhold with the queen and two of her children. One of these children is Crown Prince Wrogar, who is a proper young man and stands to inherit the throne. The other is Princess Corrine, a rebellious teenager who abuses her authority upon occasion. Sasik keeps a low profile so that no one can use his actions against the queen.

Prince Jurian, Aurala and Sasik's middle child, has a libertine reputation. He is currently living abroad in self-imposed exile for breaking his mother's decree against honor dueling. In truth, the prince is a top agent for the Royal Eyes, and he shares Aurala's penchant for encouraging others' misjudgment and underestimation.

Prince Aurad also lives in Fairhold with his wife, Wrenya, and five children. Adal has no spouse and no legitimate children, although he has had numerous paramours.

CASTELLAN ADELE FULIRNO

Those who seek an audience with the queen or any important royal advisors must first meet with Castellan Fulirno. The castellan once acted as an agent for the Royal Eyes of Aundair, but she tired of leaving the country she loved behind. A serious and polite woman, Fulirno knows the queen well and knows when to send matters before Aurala or others in the court.

Political Nexus: Castellan Fulirno is loyal to Queen Aurala, but she plays a duplicitous game. Each warlord believes her to be an ally, and she pretends to have a secret, stormy, on-and-off relationship with each. In truth, she and Aurad work to keep the warlords off balance. Through numerous avenues that include the castellan, PCs might become double or triple agents loyal to the queen. The castellan might instead employ the characters to help keep up appearances to the warlords. If Fulirno can be counted on for any one thing, it is that Aurala and Aurad know everything the castellan learns.

UBETH GRATIOS

A wealthy human wine merchant and known rake, Ubeth specializes in exotic drinks from southern lands, including Aerenal and Xen'drik. He's also not all he seems. Ubeth is Jabreki Osluuhn, an elf master of disguise and operative for the Order of Vigilant Sentinels—elite agents of the Sibling Kings of his homeland. Although he frequents the Aereni Embassy in Fairhaven, ostensibly to secure his shipments, he is independent and answers to no one there.

Elven Interests: Other than his Aerenal connections, Ubeth has contacts among the river elves, in the Wayfinder Foundation, among Fairhaven's criminals,

and within the University of Wynarn. He has seen signs that the Blood of Vol has an established cult in Fairhaven. Whisper Rock has piqued his interest, although he suspects the site hides great evil. As a Wayfinder sponsor and investor, he pays close attention to events that involve Aerenal, Valenar, Xen'drik, drow, or giants. He's a likely patron or companion for those who support Aereni interests, but he's an enemy to any who oppose the same.

FACTIONS

Player characters might have to deal with one or more of the following factions while in Fairhaven.

1 - ADARAN ENCLAVE

Kalashtar make up a tiny minority in Fairhaven, and most of them live in the Adaran enclave in the city's Knowledge Ward. Within the enclave, the Adarans share their traditions and offer whatever help they can to their fellow citizens. Citizens in the city consider the kalashtar and other Adarans to be valued neighbors. The Dome of Light, a shrine to the Path of Light, offers facilities for meditation, psionic training, and even magical healing. Adarans, kalashtar and otherwise, also go to the university as teachers and students. Partially because of this population, Fairhaven is an Aundairian center for martial arts.

Fair Inspiration: Wherever the kalashtar gather, the Dreaming Dark can be expected to have eyes. Fairhaven is no different. New to the court of Fairhold are Riedran Ambassador Sharaktavi, an Inspired diplomat, and her entourage. With them, inside the Riedran embassy, the Dreaming Dark has gained a foothold in Aundair. Sharaktavi has stirred darker dreams in Queen Aurala by suggesting that Aundair

might have allies in Riedra if war erupts anew among the Five Nations.

The Riedrans have yet to work directly against the kalashtar, since little would be gained. Prince Aurad has heard the basics of both sides of the Sarlonan conflict—the Adarans are criminals and terrorists, and the Riedrans are oppressive autocrats. Given the reputation of the kalashtar in Fairhaven and the queen's favor for the Riedran ambassador, the governor has no wish to take sides in such foreign concerns.

CANNITH WEST

Jorlanna d'Cannith (*EBERRON Campaign Guide*, page 211) is considered a citizen of Fairhaven although the main Cannith compound stands outside Fairhaven's sturdy walls (*EBERRON Campaign Guide*, page 210). Members of this Cannith branch receive training in social skills, and as a result of their diplomatic abilities, the house has a good reputation in Fairhaven, Aundair, and the Eldeen Reaches. Much to Zorlan d'Cannith's vexation, Jorlanna and her branch have a better relationship to the Twelve in Korth than Cannith East does.

Amorous Tinkering: Jorlanna's colorful indiscretions are far from over. She has many friends in other houses, which is a fact her enemies would like to change. They could do so if they found out about her romance with a young scion of House Orien, Kkressd d'Orien. Whether Kkressd's feelings are true or he is manipulating the matriarch remains to be seen. He might be more than he seems.

CULT OF LIFE

A widespread sect of the Blood of Vol, the Cult of Life operates in secret within Fairhaven. Its members are skilled and ruthless individuals who work to take

positions of power, whether mercantile, religious, or political. Seekers who serve the Cult of Life sometimes meet to practice the rites of their religion and trade secrets. Only the most powerful Seekers know the truth at the center of their religion, and many of them possess dark powers that allow them to steal life energy or kill from the shadows.

Blood Web: Torven “the Ageless” d'Medani is a half-elf vampire lord, the leader of the Cult of Life in Fairhaven, and one of the cult's principles in Khorvaire. Although House Medani's authorities believe he is dead, he maintains power and influence over a few choice house scions in the Fairhaven enclave and elsewhere. He also has a network of sinister connections among influential persons in Fairhaven, Arcanix, and wider Aundair, Karrnath, and Thrane. The PCs might follow any of these strands to the Cult of Life and, possibly, to Torven's lair. He has established his lair in ancient catacombs under the Sovereign Ward.

2 - DARK DAGGER GANG

Strongest among the criminal gangs of Fairhaven, the Dark Dagger Gang operates out of the abandoned Silver Flame cathedral on the southern side of the Sovereign Ward within eyeshot of the university. Kreeo, a changeling who is the most wanted person in Fairhaven if not Aundair, leads this band of smugglers, extortionists, and cutthroats.

Numerous Knives: The Dark Dagger Gang has its filthy fingers in all sorts of black-market trade, which can involve any PC interested in trading in illegal goods. Characters might run into Dark Dagger members shaking down merchants, running a kidnapping outfit, or any other sort of illicit activity. Without drawing attention to the place itself, the gang

members perpetuate the urban legend that the cathedral is haunted and looted. This could backfire if any hero types take the danger seriously and decide to investigate or remove the threat.

3 - RIVER ELVES

Half-elves common in the Whiteroof Ward add local color to Fairhaven and points east into Scion's Sound. Dressed flamboyantly in loose clothing reminiscent of Valenar elf dress, these quixotic, itinerant people are fishers, ferry folk, shippers, and even pirates on the Aundair River. Such “river elves,” as they are called, are rumored to descend from Fairhaven's earliest inhabitants, and they keep contact among diverse clans up and down the waterways around the sound. River elves are vibrant and independent, and they are savvy and bold in business and other interpersonal dealings. The half-elves also look to the protection of their kind, and they have a reputation for duping the unwary.

River Running: No better guide than a river elf can be had for the environs of the Aundair River all the way to Scion's Sound. Anyone who needs to move something in or out of Fairhaven without the notice of the authorities can turn to the river elves. Some Aundairians consider the half-elves, who have downriver dealings in Thrane and Karrnath, a little too liberal and worldly. This tolerance works two ways. PCs might run afoul of river elf buccaneers or thwart smugglers in Thrane's employ, but they might as easily work with the half-elves to root out river monsters or gather intelligence in Thaliost or Korth.

PLOTS

Where people live and work, some seek goals that come at the expense of others. Fairhaven is no exception.

GREENKEEPERS

The Greenkeeper Guild maintains a stable of gardeners and animal handlers who keep the city's numerous parks and street beds clean, healthy, and safe. In doing so, they also help maintain Fairhaven's status as one of the most beautiful and tidy cities in all Khorvaire. House Vadalis sanctions the guild, some of whose members use primal magic. Prominent members work on the grounds in Fairhold, although the queen's personal retainers handle similar duties within the fortress.

Roots of Ash: The Ashbound have infiltrated the Green Keepers extensively, although these radicals do not control the guild. Disguised as simple if skilled guild members, the Ashbound spy and cause problems when and where they can. Rather than acting too directly, these spies use scapegoats and pass information to strike teams that come to Fairhaven only for specific missions. Dealings with the Ashbound in or near the city might lead the PCs to those within the Greenkeeper Guild.

LINEAGE OF DUST

The half-elf ir'Lantar family has enjoyed success within Aundair since before Galifar was sundered. Extensive holdings outside Fairhaven, as well as its manor and grounds within, attest to this success. Family history has it that ir'Lantar ancestors lived here when the foundations of Fairhaven were being set. Countess Tensyn ir'Lantar, a well-known sorcerer, has encouraged all her children into service to the

Aundairian Crown. Her youngest twins, Alais and Helais, serve as the queen's ambassadors to Breland in Sharn.

Fiends in Fairhaven: The truth is that the ir'Lantar family has been in league with rakshasas for generations. They owe numerous triumphs to their affiliation with the Lords of Dust. All the adults know of the family's true history, and the children are raised to be decorous in appearance but cruel. Helais, one of the Royal Eyes of Aundair who regularly returns to Fairhaven, is a guise used by two rakshasas, Zathara and Nethatar. The ir'Lantirs are willing to go to any length to protect their secret, and their public actions are rarely suspicious.

PRECOCIOUS PRINCESS

Prince Aurad's adolescent daughter Austasia has taken it into her head that she can become a great explorer. Princess Corrine, rascal that she is, has encouraged Austasia to run away to pursue her dreams, despite the latter's youth and incomplete training. Austasia, who has shown promise, might be hero material one day.

Royal Runaway: Austasia, possibly along with Corrine, leaves Fairhold, disguises herself, and attempts to travel to Sharn. The royal family dispatches trusted agents, perhaps the PCs, to recover the girl. If a foreign power or disreputable organization were to "acquire" the wayward lady, repercussions could be dire. Nationalistic loyalties being what they are, the characters might instead be looking for the princess for Thrane or Karrnath. Adventure could ensue if the PCs just happen to meet Austasia during or after her trip. They could even be implicated as kidnappers if they aren't careful.

SITES

Several notable sites might provide the PCs with interesting tasks to accomplish.

4 - CHALICE CENTER

This district is a major center of travel and shipping in Fairhaven. The House Orien lightning rail station stands just outside its northern gate. A House Lyrandar airship tower, one of three similar towers in the city, marks the ward's southern side. Both dragon-marked houses maintain their enclaves in Chalice Center.

Democracy: Chalice Center is among the most cosmopolitan in Aundair, and one of its well-known citizen philosophers is Thothar Ostren. Thothar advocates for peaceful revolution—the overturning of the crown in favor of populism. Although the Royal Eyes keep tabs on him and have questioned him on occasion, Thothar is too popular in intellectual circles and too peace-minded to silence. Thothar and his patrons might sponsor progressive PCs, and the man is a great source of information within the city. However, those who intend harm to the Aundairian Crown could use Thothar for unwholesome ends.

5 - DISTANT EXCHANGE

Near the city center, at the base of an airship tower and beyond the customs houses of Chalice Center and Whiteroof, stands the huge bazaar known as Distant Exchange. Local law decrees that nothing native to Aundair can be sold within Distant Exchange. People visit here to purchase foreign goods and rarities, as well as to meet unusual folk such as dragonborn from Q'barra.

Information Exchange: Close to the embassies near Fairhold and several minority districts, Distant

Exchange is also a trading place for information. More than one merchant is loyal to a foreign interest, and agents can talk within the exchange under the guise of doing business. Further, some minorities within Fairhaven use Distant Exchange as a meeting place. Those who know the right person to ask can learn obscure news of distant lands here. Occasionally the intrigue seething under the market's alien atmosphere breaks out in violence for one reason or another.

6 - HOUSE JORASCO CITADEL

Just north of Distant Exchange, House Jorasco maintains its Fairhaven citadel. Within the walls and tower is a hospital, an extensive herb garden, a medicinal and potion dispensary, and a center of medical learning. Field medics make themselves available for hire within the enclave, but the most potent healers choose to remain inside the enclave as much as possible. Among the latter is Haneela d'Jorasco, who has been known to bring back the dead.

The Grasping of Healing Hands: House Jorasco treads risky political ground within the Fairhaven citadel by engaging in research into healing herbs, reagents, and techniques from the Eldeen Reaches. Those who come into possession of medicinal secrets from the Reaches can find a buyer in House Jorasco. For such treasures, house employees take some risks. They're also willing to use the unpopularity of Reachers against any who claim the house has taken or acquired goods unfairly.

7 - WAYFINDER FOUNDATION HEADQUARTERS

Lord Boroman ir'Dayne had this four-story building constructed as the major center for the Wayfarer Foundation. It houses a museum, also known informally as the "trophy room," on the first two floors. Upper floors house offices, lecture halls, and meeting rooms, including the Conclave Chamber where the foundation's most prominent members and stewards, the trustees, meet. On these floors, explorers and members of the foundation can arrange or invest in expeditions, as well as trade in relics and monster carcasses. Either sort of object might find its way into the permanent collection in the trophy room.

Lordly Wasting: Lord Boroman ir'Dayne is dying. While on an expedition to Xen'drik, the affable and capable halfling contracted a wasting curse. The curse is slowly destroying the lord's body. Boroman uses his vast wealth to find countermeasures and delay the inevitable, but he is weakened enough that he must use a cane to make his daily walk to and from his manor to the foundation headquarters. Boroman might employ the PCs to travel to any site in which a cure might be located, including back to the mysterious Xen'drik ruins in which the lord contracted the curse.

Mislaid Trust: Clandestine organizations of all sorts have reason to infiltrate the Wayfinder Foundation. A spy, especially among the trustees, could gain a vast array of valuable knowledge and resources. A double-dealing trustee might also plot to help Boroman ir'Dayne into the grave and seize leadership of the foundation. The PCs might be caught in one of these plots, especially if they succeed at finding help for Boroman's curse.

Relic Raiders: Items and valuables from the trophy room have gone missing. No one can find any sign of breaking and entering. Are the thieves working within the foundation building or coming from outside? Perhaps a creature in the trophy room isn't a stuffed model after all? Then again, maybe the trustees have set up an elaborate hoax to test potential recruits or existing members.

About the Author

No one knows what **Chris Sims** actually is. He dwells in dark places and works words. His flesh is nearly as hard as granite, and he is immune to petrification. He has Contributed to titles such as *Dungeon Master's Guide*, *Monster Manual*, *Monster Manual 2*, and *EBERRON Campaign Guide*, plus he has worked on *D&D Insider* articles too numerous to mention. He lairs with his wife in the Seattle exurb of Covington, where he keeps his treasure.