

THE SAVIOUR OF SHARN

AN EBERRON SOLO ADVENTURE

BY PAUL BIMLER



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A SOLO EBERRON ADVENTURE
FOR DUNGEONS & DRAGONS (FIFTH EDITION)

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*Dedicated to the greatest Eberron DM of all time
James W. Starrett aka Diamond J.*

Your campaign brought me into Eberron, and I can't thank you enough for it.



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THE SAVIOUR OF SHARN: AN EBERRON SOLO!



INTRODUCTION

Welcome to our first solo adventure set in the captivating, rich setting of Eberron! Specifically, this adventure takes place in the city of Sharn (as you probably guessed from the title) and is aimed at Level 4 players. This is a D&D 5e adventure designed for one level 4 player, without a DM. It can also be played by two players without a DM, as a DM+1 adventure or even as a full campaign with multiple players, but it is primarily designed for a solo player. The written narrative entries in this book serve in place of the dungeon master, and guide you through the adventure.

All our solo adventures so far have been set in the Forgotten Realms, so it was a nice change to work on

something in the “new” setting offered on DM’s Guild. I’ve been playing in an Eberron campaign for quite a few months now and really enjoying the vibe, so was very excited when Eberron became DM’s Guild legal.

WHAT WILL YOU NEED?

All you will need for this adventure is a brand new Level 4 PC, ideally created using the guidelines in the *Player’s Handbook*, and *Wayfinder’s Guide to Eberron*. To get the full Eberron experience, it is recommended that you use the *Wayfinder’s Guide* supplement in creating your character, especially where race, and the concept of Dragonmarks is concerned.

Additional guidelines are laid out below.

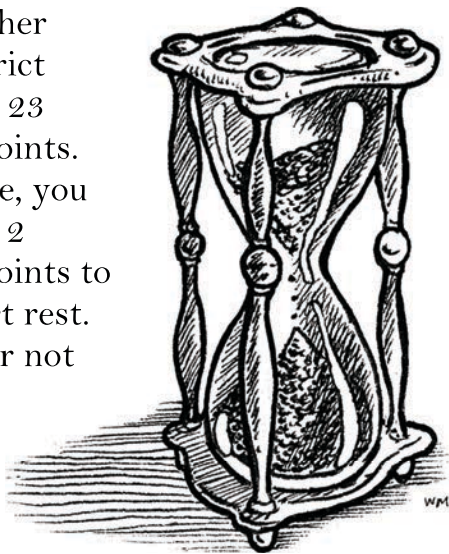
TOKENS

If you are playing a tabletop style of adventure with a printed maps booklet, find something to function as PC and monster tokens: game tokens, coins, dice, anything with a bit of weight.

PROGRESS POINTS

Now and then you will need to keep track of a new stat: *Progress Points*. This score measures time, and time is of the essence! Create a box on your character sheet marked *Progress Points* and leave it empty. If you accumulate 26 progress points, then you have, unfortunately, failed in your quest!

For a tougher quest, restrict yourself to 23 progress points. At any time, you may spend 2 progress points to take a short rest. Whether or not to use progress points to explore is a crucial question. You want to get the quest done in time, but exploration may reveal a boon or item that can significantly increase your chances of victory.



COMBAT SHEETS

All encounters in this adventure are managed via the use of custom combat sheets, which are found at the back of the Adventure Booklet (but don't look now!) They progress you through a series of events that make up each encounter, and which can take many different paths. You will need to roll dice, saving throws and all other appropriate rolls for yourself AND any enemies. Keep in mind that not every encounter is what you would call 'balanced'. You will enter some dangerous places in the course of this adventure, and if you blunder into somewhere you shouldn't be, you may end up paying for it with your life!

FLANKING

Unless otherwise stated, flanking rules are used in every combat encounter. See the *Dungeon Master's Guide*, p251, for rules on flanking.

FEATS

Every class has combat feats; a fighter's action surge, a bard's cutting words, a barbarian's rage, a rogue's cunning action... the list is long and varied. Use these in your combat encounters. You do not need to be prompted by the text to do this.

HOUSE RULES

Death saves:

There are no death saves in this adventure, unless there are two or more PCs (see below), or an NPC present. If you die, you will simply

have to roll up another PC and try again!

Max HP:

To balance out the above rule of no death saves, and to account for the fact that there is only one of you, we've added the additional rule that when you level up, you take max HP instead of rolling. It keeps the combat a bit more interesting and means you're not so squishy! So, take max HP for every level of your PC (and your con mod too).

MULTIPLAYER AND DM VERSIONS OF THE QUEST

If you are playing with a friend as a two-player party, **death saves are allowed**. To make the game more balanced, you should also double monster numbers, unless fighting a significant villain or final boss. In that case, you should increase the villain's / Boss's AC by 2, and its HP by half as much again. Also, ignore the max HP rule for your multiple PCs, unless you want a really easy adventure. When the narrative text calls for skill checks, both PCs will get to try, but the DC is raised by 2. Also, keep tabs on *who* is interacting with whatever is going on in terms of what's happening in the story - it could be both of you, or, if appropriate, it could be just one of you while the other stands a little way off observing.

You can also run this adventure as a DM+1 campaign. The DM keeps the Adventure Booklet to

themselves, runs the combat, and both DM and player have the maps visible. The DM controls the maps and reads the entries to the player. You could also combine both the above methods to run this as a DM'd adventure with two players. Beyond that, I'll leave the maths up to you! **DM IDEAS:** DMs, if you are running this adventure for any number of players then obviously you have free license to read whatever entries you want and examine the elements of the book in depth. Whole encounters of your own could easily be inserted into the adventure, as long as you know the start and end entry numbers. Theoretically, this adventure could serve as the framework for a multi-week campaign.



SPELLCASTING

I have given options throughout the adventure for casting spells (eg: “*Do you know the spell **Detect Magic**? You could use this to see whether this weapon is enchanted or not.*”). So if you’re playing a mage, think about what spells could be useful in a solo adventure. (Hint: combat spells are what you should probably focus on, although you will get occasional opportunities to use other spells as well). When in combat, you do not need to be prompted by the text entry to cast spells.

So, feel free to cast spells even if the text does not call for it. Use common sense. For example, if you want to cast *Feather Fall* to prevent fall damage, but the option is not given, still go ahead and cast it, avoiding the damage. Even if the options are not given, if you think the spell is appropriate for the situation and all the conditions are met, then go with it. Ask the question “What would a DM do?” Also, keep track of your spell slots.

RESTING AND HEALING

Opportunities will be given to rest at certain points. Follow normal rules for resting and recovering hp.

If you have healing abilities (Lay hands, Goodberry, Cure wounds etc etc), or healing potions, use those when you like and as appropriate, following normal 5e rules. You do not need to be prompted by the text to use these.

SKILLS

Skill checks will be asked for when appropriate.

NON-DARKVISION PCs

If you are playing a character *without* darkvision, then you will need torches. When you are in combat situations in dark places, you will not be able to wield a two-handed weapon or a shield and a weapon simultaneously, and you will not be able to use two-weapon fighting, unless that space is illuminated in some way. Outside there will always



be a small amount of light. So, when you are entering dark spaces, it is presumed you are always kindling a torch (otherwise entering such spaces and encountering scenarios is basically impossible). This rule is circumvented if you happen to find some aid to vision within the adventure.

USING DRAGONMARKS

If you are playing this adventure using a dragonmarked PC, make sure you are familiar with all your extra abilities. For example, if your PC has House Medani's Mark of Detection, then you can add your intuition die (d4) to all Insight and Investigation checks! Make sure you are fully aware of these added abilities that your dragonmark bestows. All such information is found in *The Wayfinder's Guide to Eberron*.



OTHER ISSUES

Any issues where you are not sure of the judgement or how you should play it, just exercise common sense and ask yourself...

WHAT WOULD A DM DO?

This should be your guide when in doubt.

GO WITH IT

Feel free to improvise. The last thing I want this adventure to be is too prescriptive. You might decide that the monster you are fighting does something different, even if its not so great for your PC. If it's in the spirit of the game, go with it.

Sometimes you may need to roleplay something your character would *definitely* do in this circumstance. In that situation, you have my permission to perhaps look an entry

or two ahead to see what the outcome is, and decide which is the fairest outcome for your character. Try to keep this sort of thing for an emergency, however, when you are certain you *must* play it in this way.

A QUICK WORD ON CURRENCY

In Eberron, the currency directly corresponds to that of the Forgotten Realms, only the names are different. Use the table below to convert.

Eberron Currency	FR Equivalent
1 platinum dragon	1 platinum piece (pp)
1 golden galifar	1 gold piece (gp)
1 silver sovereign	1 silver piece (sp)
1 copper crown	1 copper piece (cp)

CHARACTER CREATION

Please create a level 4 character, equipping them with gear according to class. In addition to that, let's say they've already completed one quest and received $(1d10+10) \times 100$ galifar (gold pieces), which you will get a chance to spend early on in the book. For ability scores, use point-buy. XP in this adventure is not awarded by defeating monsters, it is awarded by milestone. Expect to advance your PC to Level 5 at the successful completion of this quest.

Also, come up with a compelling personal backstory and background for your character as well, just because its fun, and helps you to enjoy the adventure. Your backstory will give the events within your quest a unique flavour and context, so this is highly encouraged.

There are no restrictions on race or class – go with whatever you're feeling, but keep in mind that this adventure is designed to be balanced with core classes. If you're new to D&D just stick with creating a

character using the Player's Handbook (and also, ideally, *The Wayfinder's Guide To Eberron*), as the PHB already contains numerous options for character creation. For the sake of my own sanity, I do not include feat options for non-core classes in the adventure text. I can't possibly account for every known class and their feats by level and still keep the adventure entries at a manageable size! So if you are playing a non-core class, and in general really, accept that you won't be able to do everything you can think of – that's just the nature of this style of play – and enjoy *The Saviour of Sharn* for what it is. Fair warning – in true gamebook style, there are one or two choices in this adventure that will result in sudden death, so choose your options wisely. Don't rush when considering your options, especially if the outcome appears to be potentially deadly. With all that out of the way, let's get into the adventure!



THE ADVENTURE BEGINS...

1.
You stretch your arms, working the crick out of your back. It is late, and the librarian looks like she is tired of your presence here and anxious to get home.
"Just a little longer, Foloria," you say. The matronly woman frowns at you over the top of her monocle, then sighs and busies herself with cataloguing the new arrivals.
You turn your attention back to your study, the history of Khorvaire's houses, and in particular House Cannith's innovations in the field of living constructs. The invention of the creation forge, and subsequently the warforged race, was an innovation that has had a ripple effect through the ages. Built to fight in the Last War, the first warforged were mere combat drones, but through the tireless efforts of Baron Merrix d'Cannith and his son Aaren, the warforged had been developed into fully sentient, self-sufficient beings. Incredible.
You hear a voice, speaking in hushed tones. "Oh. All right then. Thank you."
You glance up. Foloria is talking to someone at the door to the library, far over the other side of the vaulted chamber. Her footsteps echo off the walls as she walks back to her desk. But she doesn't stop. She continues past her desk and seems to be approaching you. Looking up, you are intrigued to see that she carries an envelope in her hand. She arrives

at your table and tosses it on top of the book which you are reading.
"A warforged was just here," she says. "She... well, I think it was a she.... told me to give you this."
"Really?" you say. Picking up the envelope, you immediately see that the paper grade is not the expensive kind, which leads you to make assumptions about the sender. You flip it over and see that it is sealed in wax, and stamped with a strange-looking sigil. Your heart jumps for a second - it bears a passing resemblance to a symbol of a Dragonmarked house. But no... this is something else. A complex, interwoven symbol... possibly initials of some kind.
"Five minutes," Foloria says. "Then I'm shutting. Please have your things packed up. We like having you here, but really... I need to be getting home!"
You look up and smile. "That's fine. I'll just read this and I'll be out of your way."
You tear into the envelope. Inside is a folded letter, which you immediately pull out and read.

Dear Friend

I don't know who you are. But I have been watching you. And it seems to me that you are possibly the only person in Sharn who can help me with this problem.

I've been to every Dragonmarked house, every society and guild I care to mention. Most will not even hear me out, and those that will laugh at my story. But on

my story, the fate of the entire city of Sharn rests.

A great evil threatens the safety of the citizens of Sharn. Will you hear my story? Will you step forward and rise to the challenge? This could make you a hero.

I apologize for my pleading language, my friend. But I am at my wit's end. Come and find me if you want to know more. And if you are serious, please don't dally. Time is of the essence.

I await your arrival.

Yours,

Kamiel Makker

Address:

Automaton & Construct Repairs

34 Neonis Way

Upper Dura

You sit back, pondering the words you have just read. Your heart is pounding. This is certainly out of the blue, and you have no idea what this implies. The saviour of Sharn... that has a certain ring to it, though! Perhaps the person who wrote this letter is a complete crackpot. But then again, perhaps this is the best opportunity to ever come your way. Foloria shoots you a glare.

"Sorry," you say, and quickly stand, gathering up your stuff.

"Not so late next time!" Foloria chides as you walk towards the exit.

"Sorry, Foloria," you say. "I'll make sure to keep an eye on the time in future."

Go to entry 70

2

Gingerly pressing on the Aboleth stone, there is a moment's pause, and then a whipping sound as darts fire at you from either side of the passage!

Make a dex save, DC 15, taking 4d4 piercing damage on a failed save.

Also, if you fail, make a constitution save, DC 12. On a failed save, take 2d6 poison damage, or half as much on a successful constitution save. If your character is still alive, continue reading below.

As you get yourself to your feet, you hear a scrape and a click as the trap resets itself.

Return to 164 without taking a progress point and choose another option.

3

"You!" comes an angry shout. "What are you doing in here?!"

The shifter has seen you and has risen from his throne.

"TURBINE!" he yells. "Intruders, ATTACK!"

The warforged titan turns its colossal head towards you. Shaking itself free of the scaffold support, it advances on you, massive weaponised arms rising into the air. Fortunately, this titan is only partially-built and thus probably won't pack as much punch as the finished version. But still, this is one battle that may just test you to your limits! Thank the gods you have Spanner by your side. Go to **Unfinished Warforged Titan Combat Sheet** and do battle with this towering construct. You'll find Spanner's NPC sheet on the following page.

4

The warforged regards you for the longest time, and you wonder what is going on behind that expressionless metal face, those glowing red eyes. Finally, wordlessly, he steps aside to let you in.
Go to 58.

5

Throwing caution to the wind, you emerge from hiding and walk out towards the middle of the chamber, Spanner close on your heels. Now that he is upright and mostly healed, he cuts an impressive figure, this tall, burly warforged.
Despite the fact that the shifter Xor is seated on the far side of the cavernous chamber, he is visibly shocked at your appearance and rises from his throne.
Go to entry 268.

6

If you managed to kill Xor but not Turbine, go to 253.
If you defeated both Xor and Turbine, go to 26.
If you captured Xor and have him restrained, and killed Turbine, go to 189.
If you captured and restrained Xor but Turbine is still alive, go to 212.

7

You inspect the gems closely, bringing all your magical knowledge to bear.
It appears that these gems are designed to interact with another relic of their sort, triggering some sort of effect, although it is

impossible to tell whether this effect is favourable or not.

Return to entry 82 and choose another option.

8

You feel something scratch your arm, and turn to see who might have done this, but no-one is there!

To your horror, you feel the effects of poison beginning to set in. And chances are, knowing where you've just been, it will be a particularly deadly poison...

Make a constitution save, DC 15.

If successful, go to 151.

If unsuccessful, go to 117.

9

You ask the warforged priest if he might bless your weapon in the name of Onatar.

He hesitates at first as if assessing your worthiness, but soon relents.

"If you make a small donation of 20 galifar to go towards the maintenance of this holy site, then yes, I will bless your weapon for you."

Make a donation, and then the priest will sprinkle a little water from the pool on your weapon. The effect of this will be to allow you to take an inspiration point which can only be used to make a weapon attack with advantage.

You thank the priest and return to the junction, setting out towards the entrance to the abandoned sewers.

Turn to entry 87.

10

"How do you know of this?" you ask. "Even the noble houses paid this no attention... what makes you any different?"

At this question, the man smiles slightly, and takes a seat at his desk. Turn to 130.

11

You proceed forward to the north-south passage. On reaching it you notice that while the passage to the south is well-lit, the passage to the north is plunged in darkness. Even if you have darkvision and can see up this tunnel, it appears empty.

You move forward into the gloom of the northern tunnel.

Turn to entry 85.

12

Your spell attack does not find the mark but certainly succeeds in attracting the shifter's attention.

Go to entry 248.

13

Shaking his head, the burly attendant fixes his glare on you. "Your feeble magic will not work on me, mage! The threat of my employer's wrath is greater than any spell you could weave. Now, I think it's time for you to leave."

The attendant grabs your arm and begins frog marching you towards the door!

To wriggle free of his grasp and make your way out without his escort, go to 270.

To turn and attack, go to 252.

If you choose to simply go along with this and be guided out the door, go to 94.

14

Unpleasant visions begin to crowd in on your mind, monstrous faces and horrific scenes. You spend at least an hour in this way, and when you finally wake from this stupor you feel utterly drained.

(Add 2 progress points and deduct 5 hp).

Finally, you regain your composure and decide you want to be out of this place.

Go to 131.

15

You make your way away from the market and back into the central area of Dura Bazaar.

Go to 193.

16

The gallery ends, and you make your way through a short, low-ceilinged section of tunnel, like a kind of through-way. Then you freeze: on the floor of this area is a skeleton, bleached bones, absolutely stripped of flesh. You move closer, and all of a sudden hear a chittering, scuttling sound coming from every side!



Before you know it, the floor has transformed into a seething mass of beetles, all crawling towards you, like some sort of nightmarish liquid! Apparently, the poor fellow on the floor was the entree, and if you don't act quickly, it looks like you're about to become the main course!

Go to **Carrion Beetle Swarm Combat Sheet**.

17

Taking a deep breath, you decide to go out on a limb. After all, this warforged and his people have just as much to lose as you do.

"You don't know me," you begin carefully, "but I'm on an important mission. A mission to save your people from grave danger. I came over here because I thought there might be someone in here who could help me, someone with some valuable information. Just a hunch. What do you say?"

Make a persuasion roll, DC 14. If successful, go to 4. If unsuccessful, go to 97.

18

(Add 1 progress point)

You step into the water, trying not to disturb the surface too much, lest you wake any creature that lurks in its depths.

You make your way through the first water-filled "room", and then turn east and progress through the second, not encountering anything. Here you see that the chamber continues to the north, opening up into two more large rooms.

You turn and continue this way, and notice that the water gets substantially deeper. It has gone from hip height to above-waist height, but you plough on, determined to reach the other side, which is now visible: a set of stairs leads up to an open exit into a tunnel at the far end of the watery chamber. Make a perception check, DC 15. Make this check with advantage if you noticed something earlier in this chamber.

If successful, go to 213.

If unsuccessful, go to 79.

19

As you cautiously press on the Beholder stone, there is a moment's pause, and then a whipping sound as darts fire at you from either side of the passage!

Make a dex save, DC 15, taking 4d4 piercing damage on a failed save.

Also, if you fail, make a constitution save, DC 12. On a failed constitution save, take 2d6 poison damage, and

half as much on a successful constitution save. If your character is still alive, continue reading below.

As you get yourself to your feet, you hear a scrape and a click as the trap resets itself.

Return to 164 without taking a progress point and choose another option.

20

Your ears pick up a sound which is slightly out of the ordinary. You hear breathing, shuffling, the sound of another creature somewhere nearby... But you can't tell where. The east passage? Perhaps. Or, perhaps in the darkness of the way north. Even if you have darkvision, however, you cannot actually see anything in that direction.

If you are a ranger, you could use Primeval Awareness here. Turn to entry 258.

If you are a paladin, you could use your Divine Sense to discern if there are celestials, fiends or undead anywhere nearby. Go to 51.

Or, you could cast Detect Evil and Good. Go to 62.

Otherwise, you could make your way forward cautiously, perhaps with an attack readied.

Take the codeword *forewarned*.

Turn to entry 57.

21

A sound from behind alerts you to the presence of an attacker, and you wheel around quickly, hand going to your weapon instinctively.

What you see gives you pause: an aberration, a twisted, malformed corruption of the laws of nature. This

strange creature is vaguely humanoid, with a muscular torso, and strange tentacles that appear to grow out of its back and come forward over its shoulders. These same tentacles come grasping towards you, and you ready yourself for combat with this malformed beast!

Go to **Dolgaunt Combat Sheet** and do battle now!

22

Conscious of recent events within The Jaded Sanctuary, the dream lily den, you keep a close eye on your surroundings and try to stay as inconspicuous as possible.

Make a stealth check, DC 14.

If successful, go to 221.

If unsuccessful, go to 8.

23

You notice that the joints of this warforged are not smoothly welded together. Rather, this appears to have moving joints, although they are currently fixed in place. If this is the case, then the blades that the statue are holding would make a lethal trap, if they suddenly started moving about! And the glyph-sigil... that obviously triggers the arms to start moving!

Armed with this knowledge, you move carefully around the base of the statue, staying low, and out of reach of the blades.

Take an inspiration point for deducing the nature of this trap, and then continue on your journey north down this passage.

Turn to entry 246.

24

You cannot perceive anything about this man's motives - he is entirely unreadable to you.

To ask him how he knows about the shifter, turn to 10.

To make your excuses and leave, turn to 83.

25

(Add 1 progress point)

This musty-smelling stall, consisting of rickety wooden tables groaning under the weight of piles of books, is run by a shabbily-dressed, grumpy old man who looks like he really doesn't want to be there. He reads distractedly while watching you out of the corner of his eye and puffing on a noxious-smelling pipe. When you inquire about the price of a book, he adds, "And you won't find it cheaper anywhere else in Sharn! If

someone undercuts my prices, I'll cut their throat!"

You think that a bit harsh, and decide not to ask him any more questions!

You get the impression that all this character cares about is making sales. Still, some of his titles look interesting.

Peruse the table below and see if anything catches your fancy out of the tomes you manage to dig up. Obviously, studying the contents of one of these books will take time (measurable in progress points), but could provide a great benefit in your quest ahead.

NOTE: The progress points to read the books *must* be spent if you are to use the benefit at any subsequent stage. You cannot stop to read the relevant book prior to a combat (or similar) situation.

BOOKS, TOMES & MAPS			
TITLE	COST	WT.	NOTES
<i>A Guide To Constructs</i>	125 galifar	6 lb.	Reading time: 2 progress points Effects: You may re-roll a History check on lore involving constructs. Once used, you must finish a short or long rest before using it again. Their types, construction and behaviour are covered in great detail in this handy guide, which contains a detailed history of House Cannith.
<i>A Sphinx's Guide to Puzzles</i>	200 galifar	4 lb.	Reading time: 3 progress points Effects: You may add your proficiency bonus to Intelligence and Investigation checks made to solve riddles and puzzles. Additionally, may add your proficiency bonus to an ability or skill check made to either detect or disarm a trap. Once you used, you must take a short or long rest before you may use it again.
<i>The Bowels of Sharn - An Atlas of the Lower Areas of the Tower City</i>	250 galifar	4 lb.	Reading time: 1 progress point Effects: This beautiful collection of maps shows many areas of the lower levels of Sharn. After reading this, you may add your proficiency bonus to Survival and Perception checks made to navigate any area in the Depths or below.

<p style="text-align: center;"><i>Calanster's Comprehensive Healing Arts for the Layperson</i></p>	<p style="text-align: center;">300 galifar</p>	<p style="text-align: center;">8 lb.</p>	<p>Reading time: 4 progress points Effects: This thick but otherwise small textbook contains sections on anatomy, medicine, potions, and many other topics. When rolling for hit points after drinking a healing potion or benefitting from a magical healing ability, one may roll an extra d6 and add this to their hp score. This effect can be used twice, after which one must finish a long rest before using it again.</p>
<p style="text-align: center;"><i>Dragonmarked Houses of Eberron</i></p>	<p style="text-align: center;">500 galifar</p>	<p style="text-align: center;">6 lb.</p>	<p>Reading time: 3 progress points Effects: This obscure tome is bound in black leather and trimmed with precious metals. It is a work of art in itself. It contains comprehensive and obscure knowledge regarding the history of Eberron's Dragonmarked houses. Reading this book grants the reader a +2 bonus on history and perception checks related to Dragonmarks, their provenance and powers.</p>

Once you have finished here, you may explore a different stall by returning to 55 without taking a progress point, and then take a progress point to choose a different stall to explore.

Or, if you are ready to leave the bazaar, go to entry 15.

26

The psychopath and his giant plaything both lie dead. As you watch, you see Xor's body begin to slowly transform. The shifter features and fur begin to disappear, and a new being appears in the space where Xor once was. This being is silver-skinned, almost translucent, with white hair and ghostly features.

"A changeling," Spanner whispers. "That... explains a lot."

After exploring the cavern thoroughly, you give a short message to the moth device Kamiel gave you, and then release it. Then, you and settle down to rest in the chair that belonged to Xor... or whatever that poor, tragic creature's name was.

Spanner keeps watch over you (if he is still alive) as you get some well-deserved rest.

You are woken some hours later by a commotion: Kamiel arrives, accompanied by a large detachment of the Sharn Watch, who commend you on your bravery. Kamiel tells you that he showed the intel from the moth device to the Watch, and finally they sat up and listened.

You also find some treasure in here, 559 galifar to be exact, which the Sharn Watch let you keep. Kamiel is overjoyed to see you (and Spanner), and cannot stop praising your bravery.

Now turn to entry 279.

27

On the wall is bolted a metal sign bearing the name "Neonis Way," and you sigh, glad to have finally found your destination.

You see a sign reading "Automaton & Construct Repairs" halfway down the alley, the letters fashioned from glowing Eberron shards, and you make your way up to the door,

noting that light emanates from the back of the shopfront. Pushing your way through the door, you call out, "Hello?" as you make your way past shelf upon shelf of mechanical parts of all descriptions. Dismantled drones lie about, as well as raw materials such as treated timber and bars of steel. All sorts of wires, tubes and other components are neatly organized into little boxes on shelves that reach to the ceiling. Slidable ladders accompany each set of shelves, and you pout in approval at the neatness and organization of this workplace. "Through here!" comes a high-pitched voice from the back of the shop, and you head in that direction. A warforged torso, just a chest and a head, seems to follow your progress as you walk towards the door that leads to the space behind the shopfront.

In the golden-lit room that leads off from the counter, you find a halfling, seated at a desk and reading a book almost as big as he is!

"By the Dark Six... you came. You actually came!" Leaping up, he pushes some books off a seat and thrusts it forward for you. "Please, sit, sit! Tea? Would you like something to drink." You smile graciously. "You must be Kamiel Makker," you say. "You have a strange way of making friends, I'll tell you that. Why didn't you just approach me personally?" The halfling's face becomes suddenly serious. "I'm being watched," he says gravely. "I'm sure of it. Besides that, I can't leave my shop. It would look

too suspicious." He busies himself getting you a drink, talking all the while. "It's good that you've come. No-one else will listen to me. I-



"Hey," you say, putting up a hand. "Easy there. I haven't agreed to anything yet. Just tell me what it is you've found. This great evil you talked about, in the note." Kamiel looks around at you. Walking forward, he hands you your drink and sits down opposite on a perfectly halfling-sized chair with a drink of his own. "As you might have guessed," he begins, "I repair warforged. Been doing it a long time. Contracts for House Cannith, mostly. "My family came to this city from the Talenta Plains with nothing, but we relied on each other and are doing pretty well for ourselves, although not all of us earn what you would call a... *reputable* income. Anyway, that's by the by..." He takes a long sip of his drink and continues.

“Nine days ago, I went to visit my brother Taviel in the Lower Districts. He runs a salvage yard, I go to him for parts all the time. When a warforged dies, its body goes to Taviel, he breaks it down... you get the picture. Anyways, when I walk in, the place is empty. Not a part in sight. I ask Taviel if he’s been robbed, he tells me he’s been bought out of everything. When I ask him who cleaned him out, he says it was this shifter... kept his face hidden most of the time he was there. Anyway, this shifter bought everything, every last nut, bolt, screw, tube, crystal... the works. And Taviel said he got... a *vibe* from this character. An evil, dangerous vibe, Taviel said.”

“What for?” you ask, your interest immediately piqued. “What did he need all the parts for?”

“Well, that’s what Taviel thought as well. So he tailed him. It wasn’t easy. But he’s like me, Taviel, he’s a tinkerer. He sent a little drone after him, insect-sized, and it followed him down into the Cogs. That little drone came back with a story... a horrific story. This shifter has an army of warforged down there, in the abandoned sewers beneath Blackbones, centuries old! Discarded, patched-together things, they are. According to Taviel, it’s enough to take the city.” Kamiel raises his hand to take a drink, and you see that it is shaking.

“I didn’t believe him at first,” the halfling continues. “I had to know for myself. So I sent my own Warforged in there, Spanner. I’ve had Spanner

since I was a kid, I...” At this, you see Kamiel’s eyes begin to well up. “What happened?” you ask gently. Kamiel drains the last of his drink and lets out a heavy breath. “I don’t know,” he says. “He hasn’t returned. I’m afraid this villain has taken him for his army!”

You shake your head, thinking.

“This... this doesn’t make sense.

Don’t warforged need souls to come alive? If this shifter character is going to a salvage yard in the Lower Districts to get his parts, that means he wants to stay hidden. But how is he animating them, these warforged?”

“Exactly!” Kamiel exclaims. “That’s what I thought. And House Tharashk, they don’t make warforged. They don’t own creation forges. So how is he imbuing them with life? I went to House Cannith with this, they laughed me out of there. Deneith, they didn’t want to know. *No-one* believed that such a thing was even possible!”

You lapse into deep thought, thinking back to your study in the library. Creation forges are outlawed now, and the amount of raw materials required to build one... you don’t accomplish that without being detected. There must be some other answer, some other way this shifter managed to amass his army. And the thought of that - an army of warforged, under the control of a shifter who was trying to keep his identity concealed - alarming stuff. “I’ll go,” you say. “I’ll find out what’s going on down there. Someone has to.”

Kamiel gets up and comes over, takes your hand in both of his. "Thank you, friend. I can't say how much this means to me."

Over the next hour, Kamiel gets you prepped for the quest ahead: drawing you a map of the route to the shifter's lair and filling you in on what you might expect.

"Large rats are a given, maybe even mutated vermin... you just don't know what you're going to find down there."

Kamiel then hands you a small device. Inspecting it closely, you see that it is a finely crafted, incredibly detailed mechanical moth, made out of steel and embedded with crystals. "If you get into trouble, friend, toss this in the air. It will carry a message to me."

"Do you have anything I could take with me that might be useful in combat?" you ask. "Like, I don't know, a warforged for example?" Kamiel grimaces. "Unfortunately no." He sighs, then thinks for a moment. "Wait," he says and begins rummaging around in a drawer. "Ah! Here it is." He produces a vial, filled with a whitish liquid. "It's a crafter's bonding agent, very strong. Toss it at a warforged's innards, it'll seize them right up. There's enough there to stop one normal-sized warforged." "OK," you say. "That's definitely useful. But, ah... *normal-sized*? What do you mean by that."

"Ah, nothing," Kamiel says, waving away your concerns. He produces another vial, this filled with a blue, swirling liquid. He regards you gravely. "If by any chance you see

Spanner, my warforged, make him drink this!"

"How will I recognize him?" you ask. "He has a sigil on his head," Kamiel replies and reaches for a nearby piece of parchment and a quill. Within moments he has sketched it out for you.

"Be careful in the Cogs," Kamiel says. "You may want to gather some intelligence perhaps, before going in there. Word of mouth can save your life down there. As long as it's the *right* information. And also, you might want to visit the Dura Bazaar before heading down. Who knows what they're selling that could be useful. If they don't have it, no one will!"

Kamiel presses a pouch containing 300 galifar. "For expenses," he says, and won't hear a word of protest. "Save some money for the skycoach, too," he adds. "They're likely to want a high fee for taking you down to the Cogs."

You talk over a few more details with Kamiel, and then you are ready to depart. Saying your farewells to the halfling, you depart his shop and are soon back out on the streets of Dura, but now with a pressing mission! You know sleep will not come now... it's time for action.

Go to entry 241.

28

You edge towards the row of bodies, noticing that they are all arranged so their backs are hard against the chest, and in such a way that it is impossible to get to the chest without moving them.

To move one of the bodies so you can get to the treasure, go to 150. Otherwise, return to entry 121 (without taking a progress point) and choose a new option.

29

Check out the table below to discover what effect your chosen beverage has.

<i>Ashgarth's Hearty Porter</i> (20 crowns)	<i>Make a constitution check, DC 10. If you succeed, the brew makes you feel invincible! Take 1 inspiration point.</i>
<i>Elven Eye- PA</i> (18 crowns)	<i>Bestows darkvision for 24 hours.</i>
<i>Karrnath Dead Man's Ale</i> (25 crowns)	<i>When you encounter your next creature that isn't undead or a construct, have it make a constitution check, DC 14. If it fails, then it can smell that you would be repulsive to eat, and it flees combat in disgust!</i>
<i>Sardath's Sultry Cider</i> (22 crowns)	<i>Bestows advantage on charisma checks for one hour.</i>

Take your brew and sip it slowly, or chug it if you wish, and then return to 260 (without taking a progress point) to choose another option (on visiting which, you will take a progress point).

30

You take a little of the water in your palm. It smells of nothing, and tastes of nothing. For all you know, it is simply water.

Return to 246 (without taking a progress point) and choose another option.

31

(Deduct a spell slot).

You make the motions and the incantations necessary for this spell, and cast your eye about... but the telltale aura that reveals the presence of magic is not to be seen anywhere. Return to 246 (without taking a progress point) and choose a different option.

32

You weave your subliminal magic, attempting to convince the guard to let you through.

Make a wisdom save for the attendant (d20+1) against your spell save DC.

If he makes the save, go to 13.

If he fails, go to 63.

33

(Add 1 progress point)

One dice game attracts your attention. It's called *Dura Dozens*, and the rules are incredibly simple.

The aim is to get a score of 12. First, you roll two dice. 1s count as 10 or 1, so a roll of 1 and 2, or two 6s automatically wins (if another player gets 12, you split the pot with them in this case). Otherwise, you roll and make as close to twelve as you can.

Then, you choose to either *stay* or *hit*. You can choose to *hit* only once.

STAY: You choose to stay when you are as close to 12 as you think you can manage.

HIT: You can also choose to roll an extra d6 to get closer to 12, although

if you go over, you're bust and automatically lose. Example: on the first roll, you get a 2 and a 5 for a total of 7. You decide to hit, hoping to get a 5 or less. Instead, you roll a 6 and are bust! If you had rolled a 5, you would have been on 12 and would have won the pot (unless someone else got 12 that round, in which case you would split the pot with them).

STAKE: The stake is 100 galifar per player per round. The winner is the player who has 12 or is the closest to it. In the case of a tie, both winners split the pot.

Will you play? If so, put up your 100 galifar stake then make your first roll, then choose to hit or stay *once* (getting as close to 12 as you can), then go to 204 to see what the two other players got.

If not, you could return to 260 (without taking a progress point) and choose a different option.

If you would rather leave the tavern now, go to entry 133.

34

The Dolgaunt inspects the item you have given it. "Worthless trash!" it spits. "You insult me with such an offer! Your words are nothing but lies and empty promises!"

It throws the item to the side and advances on you once more.

Return to **Dolgaunt Combat Sheet** and resolve this combat.

35

The powder hits your face, and immediately sets you to sneezing violently!

Make a perception save at disadvantage, DC 14.

If successful, go to 226.

If unsuccessful, go to 154.

36

"I think you should give up this path and come with me, right now," you say. "There are other ways for you to get the justice you seek."

The shifter's eyes narrow and he glares at you intently. "*Never,*" he hisses. "You'll have to kill me, meddler. And I think we both know that's not going to happen."

"Let's see, then," you say, dropping into a battle stance. "Either way, there's no way you walk freely out of here. Not while I'm still breathing."

Go to **Xor Combat Sheet** and do battle with this nefarious shifter!

37

Your mage hand is earning its due, dutifully bringing you handfuls of treasure. But this time, as it passes over the ring of seated warriors, a coin slips from its grasp. The coin hits the head of one of the warriors, and the skin, paper-thin, tears open. A low whooshing sound follows, and you see a green vapour escape, pouring out of the wound. It quickly begins to fill the chamber!

Terrified that this might be poison gas, you turn and bolt towards the north!

(*cont. over*)

Make an athletics check, DC 10. You should be able to outrun the gas cloud.

If successful, go to entry 257.

If unsuccessful, go to 215.

38

You ready an attack and stand your ground against the attendant. As you square up, you see two patrons, who you previously thought were comatose, suddenly shape-shift into menacing-looking human guards!

The three of them draw cleverly concealed scimitars and come at you.

Are you even sure of your own motives here? This might not end well! Still, something has led you to challenge the sanctity of this Dream Lily Den - perhaps you object to drug abuse. Either way, prepare yourself for battle and go to **Drug Den Enforcers Combat Sheet**.

39

Dropping and rolling, you stay beneath the blades and emerge unscathed on the far side of the warforged statue.

Taking a few deep breaths to calm your nerves, you watch as the blade-swinging effigy slows and becomes motionless once more, but in a different pose this time.

You turn and strike out north.

Go to entry 246.

40

Hearing this compliment, the enigmatic man bows his head slightly. "Thank you for that," he says in a cool, measured tone.

"Although, that's not really why you're here, is it now? Why don't you

tell me the real reason you're snooping around these rooms?"

Will you reveal something of your mission to this strange character?

If so, go to 194.

If not, you make your apologies and leave quickly. Go to 83.

41

From here, you see that the tunnel stretches off west and east, bending slightly south and north respectively.

To head west, go to 96.

To go east, turn to entry 56.

42

(Add 1 progress point)

Taking out Kamiel's map, you see that you must make your way to the area known as Cogsgate, and from there access Blackbones through a mining corridor. You get started, following the map which marks Cogsgate south of Terminus, where you arrived just a few moments ago. You soon arrive in Cogsgate, noticing a faint smell of sulfur in the air. Warehouses line each side of the street, many of them now darkened due to the late hour.

Ahead, you see a small group of dwarven priests emerge from a tunnel. By their vestments, you recognize them to be clergy of Onatar. Between them, they push a cart laden with tools, weapons and other metal implements. As they pass, one of the dwarves smiles hesitantly and greets you. "The blessings of Onatar on you, friend." You reason they must be coming from the Pool of Onatar's Tears, and seeing these dwarves lifts the gloom

of travelling through this grim area somewhat.

You enter the tunnel from which the dwarves emerged. It is lit down both sides by Everbright lanterns, placed regularly along the length of this corridor.

Travelling straight down this thoroughfare, you emerge in a large chamber which is filled with buildings - a kind of underground city. The smell of sulfur is overpowering, and nearby you see great open forges, which emit incredible heat.

A nearby post bears an arrow-shaped sign, which reads "This way to the Pool of Onatar's Tears." Consulting the map once more, you see that the entrance to the abandoned sewers (where the shifter is hiding his army) lies to the east. The Pool of Onatar's Tears is some distance to the north of your current location.

To go east to the sewer entrance, go to 87.

To divert your course to the Pool of Onatar's Tears (which will take precious time), go to 166.

43

You line up one of the creatures, flex your arm, and hurl your projectile at it.

Make a ranged attack vs AC 10, with advantage.

If successful, go to 181.

If unsuccessful, go to 210.

44

Your missile hits the gem at just the right spot, right in the brightest part of the pulsating violet light. Like a dam bursting, the gem explodes into

a thousand pieces, and a flood of violet light bathes everything in a vivid luminescence for a few moments. The creation forge shudders to a halt, and acrid smoke begins rising from different parts of it.

Go to entry 248.

45

You lapse quickly into a deep, meditative state, and visions begin floating before you... they almost seem like portents of a sort, although part of your mind knows this is the effect of a drug.

In your mind's eye, you fly downwards, down past the towering spires of Sharn which rush past like swarms of spears. You descend rapidly, down to the lower levels and quickly fly into a maze of tunnels. Then, a being materialises before you... translucent and silver in form, it solidifies into the form of a shifter, then morphs into a human, an elf, a kalashtar, a halfling...every race known to you... Then, you see this strange being before an army of warforged, all roaring in victory, as the towers of Sharn lay in ruins all around.

You awake sweating, haunted by this horrific vision, and realize that much time has passed since you took the dose!

(Add 2 progress points).

You realize that you need to be gone from this place, and your mission now feels more vital than ever! Go to 131.

46

(Add 1 progress point)
Cautiously you move forward into the gloom of the northern tunnel.
Turn to entry 85.

47

(Add 1 progress point)
Having slaughtered the rat, you give its festering carcass a wide berth and continue down the passage.
Taking out Kamiel's map yet again, you study it intently. According to the map, the entrance to the shifter's lair should be right in this area. But try as you might, you can't seem to locate it, at least not initially.
Make an investigation check.
If you score 0-10, go to 243.
If you score 11-16, go to 159.
If you score 17 or above, go to 78.

48

Taking out the yew leaf from your spell components, you utter the chant and make the gestures needed for this spell.
The knowledge of poison gas enters your brain, contained within the bodies of the strange, fish-like creatures. You look closer and see that their skin is paper-thin, translucent even. It looks like a strong breeze could break it and release that gas.
Armed with this knowledge, return to entry 121 without taking a progress point, and choose a new option.

49

Make a perception or nature check, DC 16.
If successful, go to 20.
If unsuccessful, go to 203.

50

"Hey!" you interject loudly. "He's only trying to do his job, loudmouth!"
The drunk rounds on you angrily. "Shut your piehole!" he yells, striding up to you. As you watch, the warforged comes up behind him, grabs the man by the scruff of his tunic, picks him up and carries him to the front door, where he is promptly ejected, to loud roars of approval from the bar.
The warforged walks back over to you.
"Thank you for sticking up for me, friend. I'm Trench. Can I buy you a drink?"
Go to 54.

51

You open your awareness and call on your deity to help you detect forces of good or evil nearby, fiends, undead, celestials... but you detect no such creatures. However, you cannot shake the feeling that something heinous lurks nearby, watching...
Slowly, you make your way forward.
Turn to entry 57.

52

Rifling the robe which the Dolgaunt was wearing on its lower half, you find a pouch containing 130 galifar! Perhaps this creature's mercenary services were hired by whoever is

maintaining these tunnels? The mystery deepens.
Placing the pouch in your pack, you continue north.
Turn to entry 164.

53

You make the gestures and incantations, and immediately see a purplish aura appear around the area of the door plate. Magic is at work here, that much is certain, although the nature of that magic is not yet apparent.
Return to 82 and choose a new option.

54

You sense real gratitude from this warforged for your noble gesture. "Sure," you reply.
A little while later, you and Trench are sharing a story or two over a beer. Well, over *your* beer, as Trench doesn't drink. Talk comes around to your quest, naturally. You try to ask a few subtle questions without letting on too much.
"Ah yes. The question of the soul," Trench says wearily. "The Treaty of Thronehold gave us our free will, but it was never established that we have souls... who can say? One thing I can say... when a warforged dies, it dies. No amount of repair can bring it back."
You take a sip of ale, pondering this. "So... there's no process by which a warforged can be re-animated?"
Trench shakes his head. "No non-magical process that I know of, no. Which... suggests that we really do have a soul."

You detect a note of tentative hope in his voice, which touches you, and you say nothing. After all, who can even say what a soul is? The question has baffled the brightest minds since the beginning of time.

After a while, you break the silence.

"What if someone found a way?"

What would it take?"

"Hmmm." Trench ponders this for a long time. "Perhaps, if someone discovered some secret of House Cannith... learnt something of the art of building creation forges... perhaps then, he might learn how to reanimate a dead warforged. It is said also that Xen'drik holds such knowledge."

You and Trench talk for a while longer, and then you inform Trench that work calls, and you must leave. Thanking him for the excellent company, you depart the table. Take the codeword *forge*, and then go to 260 without taking a progress point, and choose another option (which, upon visiting, you will take a progress point).

55

(Add 1 progress point)

A myriad of aromas and sounds crowd your senses as you shuffle through the bustling aisles of Dura Bazaar, a hectic market covering about a square mile. At the top of a slight rise, you look down over the canvas roofs of various stalls, and the tops of heads. It's not completely packed in there but the foot traffic is slow-moving as buyers casually peruse the merchandise on display. You see a few people tucking into skewered meat and

golkular, a popular fragrant vegetable, and this awakens your hunger, although it takes you a while before you find the stall where they are cooking it. You pass several people wearing garments made of fabric that shimmers with illusions of dancing flame, running water or tempestuous storms, and cannot help but stare at these moving spectacles, thinking to yourself that some people are so desperate for attention!

A troupe of wizards is putting on a coordinated display of illusions which has gathered a large crowd. You stop for a minute and watch. The display depicts The Last War in all its horrific glory. Spectral warforged clash against spectral humans and the undead armies of Karnath. You hear someone nearby remark, "All that blood and no victor... boggles the mind." "Only a matter of time before it starts again," comes the reply. The crowd is strangely silent, watching this, and the wizards have an air of instruction about them as if showing this might somehow prevent it from happening again... You tear yourself away from this compelling display and focus on your mission.

Within the Dura Bazaar are many goods, but three stalls in particular stand out to you. Visiting them will take time, but then who knows what you will face in the mission ahead? If you have the codeword *blacklist*, go immediately to entry 22.

The stall *Wands, Wards and Weapons Magical* has a small selection of magic items which could prove useful, but the prices look steep. To visit this stall, go to 262.

The unimaginatively titled *Books, Tomes and Maps* might have some useful information. To visit this stall, go to 25.

Finally, *Wesgoth's Weapons, Exotic and Mundane* has an interesting collection of weapons and other military paraphernalia. To visit this stall, go to 263.

56

(Add 1 progress point)

Pressing on east down this primordial stone tunnel, it doesn't take long before the passage reverts to the newer style you were travelling through earlier, circular and metal with a multitude of pipes running down either side. The tunnel, which had been tending slightly northeast, now turns due east once more, and is well-lit also. You walk for a while longer before reaching a north-south junction. Seeing little point in heading south - that would surely take you back to the first junction - you turn north, and press on, towards whatever fate awaits you in this accursed place. Turn to entry 121.

57

You move north towards the place where a tunnel branches off towards the right. Coming level with it, you peer down its length and see that, like the tunnels you have been travelling in so far, it is lit as far as you can see, but also that it curves towards the north at its end, so you cannot see its entire length. Standing at this juncture of passages, you consider your next course of action.

To head down the eastern tunnel, turn to entry 228.

To move into the gloom of the tunnel to the north, go to 46.

58

You make your way through the entrance and into a long, carpeted corridor. A subtle smell reaches your nose, and you can't really place it. It seems achingly familiar.

Everbright lanterns, their light set very low, are placed in alcoves all along this hallway. Finally, you see a curtain at the end and reach forward, moving it to the side and walking through.

Beyond the curtain is a large, circular room, with windows that look out over Sharn, although how this is possible you don't know. You're in the middle of the Bazaar district, certainly not on the edge. It must be some sort of clever illusion.

Placed regularly all around the outside of this red-carpeted chamber are plush armchairs, on which many wealthy-looking (and not so wealthy-looking) patrons are seated, in various stages of intoxication. Some are slumped forward, mumbling incoherently, some are smiling, laughing to themselves, and still others are either catatonic or utterly comatose. Attendants move about in wispy, see-through garments, delivering small doses of the drug in little silver vessels.

You see an attendant on the far side of this room, a large human who stands stoically, guarding an identical curtain at the opposite end of the room.

What will you do now?

Sit down and order some Dream lily?

Go to 171.

Go and talk to the attendant who stands before the curtain opposite?

Go to 232.

Try and stealth your way past the attendant and through the curtain?

Go to 223.

59

You step into a plushly furnished room, carpeted with the same rich red pile as the hallway.

Numerous mannequins are positioned around the rooms, each one adorned with a different outfit. But it is the variety of these outfits that catches your attention: some of them are simple, common clothes, such as you see adorning the bodies of Sharn townfolk every day. Other garments seem fit for a king, adorned with sequins and cut from fabric that shifts colours as you pass.

The portraits that hang on the wall are interesting too: there are portraits of humans, shifters, kalashtar, warforged, elves, drow...

What kind of person associates with such a wide variety of races? You do note, however, the absence of dwarves and halflings from this collection of artworks. There is also a large map, taking up nearly an entire wall, of the group of islands known as the Lhazaar Principalities.

"I see my art collection interests you," comes a voice from a far corner of the room, which makes you jump! From the shadows, a middle-aged human man, well-groomed and elegant, emerges. "They're not acquaintances of mine," he adds. "They're all by the same artist. I

collect her works. Anyway, friend, what brings you to my quarters?" A low growl accompanies this question, and your attention is drawn to a large leopard reclining on a cushion, its neck adorned with a diamond-studded collar.

You consider how to respond to this strange character's question.

"I was looking for the privy. I must have gotten lost." Go to 140.

"Do you run this place? I just wanted to compliment you on your fine establishment." Go to 40.

"I'm looking for information. What do you know about the Cogs, specifically the area below it?" Go to 112.

60

Squeezing yourself inside the portal, you shimmy down through a system of metal vents as Spanner whispers navigation instructions from behind. Eventually, you see light ahead, and a grille which covers an opening. Reaching it, you carefully remove the grille and extract yourself from the opening, lowering yourself down to the floor of the cavernous chamber beyond.

Quickly, you and Spanner move around the side of the room and conceal yourself behind a pillar. Go to entry 176.

61

You roll forward, wrenching yourself free of the tentacle which threatened to enwrap you, and turn to face your assailant!

Go to **Dolgaunt Combat Sheet**.

62

You concentrate your senses, physical and spiritual, and feel outwards, searching for the undead, the otherworldly and the powerfully good.

But you sense nothing, or at least nothing within the range of your spell. Perhaps further back in the shadows, something horrid lurks. Cautiously, you make your way forward.

Turn to entry 57.

63

The attendant falls under your spell. "Certainly," he says graciously, and steps to the side, pulling the curtain open for you. No-one bats an eyelid as you step through into a plushly-carpeted corridor.

Turn to entry 65.

64

You inspect the bodies closely, but cannot discern whether they are alive or dead. They are, however, completely motionless.

Return to entry 121 (without taking a progress point) and choose a new option.

65

Beyond this curtain is a brightly-lit passageway, the floor covered in deep red carpet.

Entering, you let the curtain fall behind you and quietly begin treading down.

There are five doors in this short passage, two left, two right, and one at the end, and each door is marked with a plaque bearing a single letter.

B is the first door you see, then *Z*. You notice that the door at the end of the passage is marked *H*. Finally, the last door on the left is marked *R*. All of them are locked except the door marked *H*, and the locks appear to be on the inside, so unpickable. To enter this room, go to entry 59. Or, you could return to the main den and choose another option. Go to entry 58.

66

You catch a scent on the air, the smell of sweat, unmistakably. Something is nearby. It must be a creature of some sort. Take the codeword *forewarned*. Slowly, you move forward, towards the T-junction, and turn north. South can only lead back to the first junction you encountered. You notice that, while the passage to the south is well lit, the passage to the north is plunged in darkness. Even if you have darkvision and can see up this tunnel, it appears empty. You move forward into the gloom of the northern tunnel. Turn to entry 85.

67

As you launch off the near side of the channel, you instantly know that you didn't build up enough speed before your jump to propel you all the way across the gap. You land in the sludge like a stone in a swamp, instantly sinking up to your waste in black, foul-smelling muck. Make a constitution save, DC 12. If you fail, go to 106. If you succeed, go to 115.

68

Wasting no time, you duck inside the large entranceway, both of you staying low, and move quickly off to the right around the edge of the room, staying in the shadows. Go to entry 176

69

(Add 1 progress point)
You feel the ground start to descend as you make your way down this tunnel, and also notice that the faint rumbling you heard earlier has now gotten louder. Water is lapping around your ankles once more, but you press on, determined to get to the bottom of this mystery. Suddenly, you hear a wet, slapping sound, and turn to see one of the strange, fish-like humanoids you saw in the previous chamber. Only, this one is very much alive, and brandishing a vicious-looking spear! You hear another splashing sound from behind you, and turn to see that another one of these creatures has cut off the way north, and he holds a spear too, and a net in his other hand. You must do battle with these piscine predators immediately!
Go to **Kuo-toa Combat Sheet**.

70

(Add 1 progress point)
The night air is warm, and the campus bustling as you exit the Morgrave University Library in Upper Menthis. On the upper levels of the buildings that surround the cloister, you see lights in windows where late-night lectures are in progress, and around you, acolytes

and students hurry here and there between dormitories and lecture halls.

You leave the university grounds and proceed towards the Skycoach station. It certainly makes getting from the Upper Districts down to the lower levels a good sight easier. The coaches are frequent, and it doesn't take long for one to show up. Hovering in the air alongside a boarding platform, the sleek vessel thrums with magical energy. You board and walk up to the attendant. "Upper Dura, please," you say, handing over 2 crowns.

The attendant raises an eyebrow. "What you want to go down there for?" he asks roughly. "Nothing down there but death and scum." "That's a bit harsh," you reply. He shrugs and hands you your ticket. "Find a seat," he says. "If you can." Moving back along the Skycoach, you can see he wasn't joking. Even at this late hour, the ship is jam-packed with people of all races and appearance, nobles and commoners alike.

You find a small space next to a woman who smells of incense. She glances at you nervously. You smile in return.

Slowly the ship makes its way from destination to destination, disgorging its inhabitants until it is just you and two others, a woman and her daughter who look like they might be servants for some rich family. The vessel suddenly pitches sharply downward, and begins a steep downward spiral, descending rapidly toward the lower levels. The pilot casts a glance back to check that



everyone is all right. He seems to be in a bit of a rush!

You watch as the lights and buildings of the Menthis Plateau come rushing up to meet you. This level of Sharn is so massive that it seems to stretch to the edge of vision. "Ooh, look at the lights Mummy!" the little girl says, leaning over the edge.

"Hmm? Yes dear, I - OH! Get back from the edge!" her mother cries, pulling the girl back down onto her seat.

You step off the Skycoach onto a crowded platform where passengers wait for the fast-moving ships to take them home. Warforged are elbow to elbow with drow, dwarves, halfling, and merchants loudly advertising their wares.

You ask around to see if anyone knows the whereabouts of Neonis Way, but turn up nothing. One kindly old man makes a useful suggestion.

"Try the information booth. I'm pretty sure they have maps of Sharn. They'll be able to find it for you." This sounds like a good idea, so you get in line and wait for your turn. The queue moves agonisingly slow, and you feel fatigue creeping into your bones. It's late, and you think to yourself that perhaps you should have left your visit to Kamiel Makker, whoever he is, until tomorrow. But you're here now, you reason, so you might as well go and see what all the fuss is about. You are three from the front when you feel a tug on your belt! Quickly you whip around to try and catch the thief, but they are quick. Make a dexterity check, DC 14. If successful, go to 236. If unsuccessful, go to 216.

71

Making the incantations and gestures necessary for this spell, knowledge comes to you. Poison gas is somewhere nearby, waiting to be triggered or released. Armed with this knowledge, return to entry 121 (without taking a progress point) and choose a new option.

72

Taking out the key you found on the body of the broken warforged, you inspect it, seeing that the gemstones and some of the engraving are identical to that found on the door plate.

To put the key in the lock, turn to 122.

To cast an *Identify* spell on the key, go to 238.

73

Roll a d100. Multiply your constitution modifier by 10 and add it to the roll.

If the result is 1-7 (or a negative number), go to 162.

If you score 8-39, go to 14.

If you score 40-71, go to 177.

If you score 72 or above, go to 45.

74

Parting with the exorbitant sum of 75 galifar, you find yourself a seat in the richly-appointed skycoach, alongside a wealthy who informs you he is "Journeying down there because I have to... I run several factories in the Cogs. The workers are getting restless! Blimmin' peasants! I'll show them restless. How about I halve their wages, see how restless they feel then!"

It is all you can do to tolerate this horrific individual. Hopefully the journey won't take too long!

Go to entry 118.

75

(Add 1 progress point)

Exiting the station, your senses are immediately assailed by the sights and sounds of Redstone, the merchant district of Upper Dura. Above the street, Everbright lanterns hang suspended on crisscrossing lines, emitting an eldritch red glow which casts a blood-coloured light over everything. Buildings tower five, six stories high on both sides of the narrow street, and in windows you see a multitude of transactions and exchanges taking place, even at this late hour. From high above, you hear a faint rumbling and look up to see a skycoach flying through the air, delivering people to various parts of the Menthis Plateau. You shake your head, marvelling at the ingenuity of House Oriel at installing this advanced urban transport system. Following the directions that you memorised from the map, you make your way through tight streets, your ears bending towards a myriad of conversations. Then a whisper catches your ear.

"Psssst! You, friend! Get over here! You interested in magic artefacts? Freshly looted from House Cannith!" You turn and see a dodgy-looking hunchbacked character holding out some sort of glowing thing towards you.

To walk over and see what this scoundrel has to offer, go to 206.

To decline and move on, go to 275.

76

(Add 1 progress point)

Exiting the station, your senses are immediately assailed by the sights

and sounds of Redstone, the merchant district of Upper Dura. "This way!" the girl cries merrily, leading the way rapidly forward. Above the street, Everbright lanterns hang suspended on crisscrossing lines, emitting an eldritch red glow which casts a blood-coloured light over everything. Buildings tower five, six stories high on both sides of the narrow street, and in windows you see a multitude of transactions and exchanges taking place, even at this late hour. From high above, you hear a faint rumbling and look up to see a skycoach flying through the air, delivering people to various parts of the Menthis Plateau. You shake your head, marvelling at the ingenuity of House Oriel at installing this advanced urban transport system. The young girl, whose name is Netta, agilely weaves through the foot traffic, and you have a hard time keeping up with her. She has lived her entire life on the streets, you can tell, and you are glad to have her to guide you to your destination. Hopefully it will save you some time, and you'll be able to get to the bottom of this mystery quickly! As promised Netta delivers you promptly to the bottom of Neonis way.

"Here we are," she says officiously, then turns with hand outstretched.

"One crown, you said. Pay up!"

To pay Netta the 1 crown, go to 174.

To refuse, telling her that her guiding duties were atonement for her trying to pickpocket you, go to 186.

77

You find a tight little alcove, set into the sewer wall, and you wedge yourself in there, back as far as you can. You are quite exposed here, and there is every chance you will be found. The thought crosses your mind that you should probably find a better hiding spot, when suddenly you hear the secret door slide open, further down the passage.

Boot-steps are coming your way... you stay absolutely still, holding your breath, trying to become one with the stone. You see legs approaching, steel-clad legs... the legs of two warforged.

Make a stealth check, DC 15.

If successful, go to 220.

If unsuccessful, go to 276.

78

As soon as you turn your attention to the task in earnest, you find the concealed entrance almost immediately: the faintest of outlines, cleverly concealed amongst the stonework. You push on a slightly raised stone that looks like it might be the mechanism, and the door scrapes open, quite loudly too! If anyone was nearby, they would definitely have heard it.

Carefully you step through the entrance and into a well-maintained, circular tunnel which leads off into the distance.

Go to 125.

79

Suddenly, you feel a horrible pain and look down to see a blurred shape attacking your legs! Something is trying to wound you from below, and

instantly you ready an attack, eager to dispatch the horrid thing as quickly as possible, whatever it might be!

Go to **Skum Combat Sheet**.

80

(Add 1 progress point)

An eerie green light pervades this area, perhaps from some phosphorescence lurking in the water. The smell of sulfur is particularly strong, mixed with another, fouler odour that you can't quite place. And will this passage ever end? It feels as if you have been walking in a straight line down this rancid sewer for an hour or more. Once again, you take out Kamiel's map. If his cartography is accurate, you should be coming up on the hidden entrance to the shifter's lair sometime soon.

Make a perception check, DC 18.

If successful, go to 135.

If unsuccessful, go to 185.

If you have the codeword *diagram*, go to 237.

81

Looking at the gem above the creation forge, you remember what Trench told you in *The Assassin's Eye* tavern, and you seem to remember him mentioning something about Xen'drik gemstones in relation to creation forges. The idea occurs to that if you destroyed this gemstone, you could disable this whole operation!

Who knows what would happen then - the shifter probably wouldn't be too happy - but at least you would have averted disaster.

You consider making a surprise, ranged attack on the gemstone. If you choose to do this, continue reading below and choose from one of the options. Otherwise, you may return to entry 176 and choose one of the options there.

Is your attack a standard ranged weapon attack, or a spell attack of some sort?

If an ordinary ranged weapon attack, go to 184.

If a spell attack, go to 218.

82

Moving up the passage, you see a door in the eastern wall. As you near, the plate on which the doorknob is situated catches your attention. It is astoundingly ornate: red gems are studded all around the keyhole and the doorknob itself is engraved with a coiled dragon. The gems themselves seem to glow slightly as if illuminated by some inner light. Carefully trying the door, you find it locked.

Do you possess a gem-encrusted key? If so, turn to entry 72.

If not, you could attempt to pick the lock. (You will need thieves' tools to do this). Go to entry 175.

You could investigate for traps. Go to 247.

You could make an arcana check on the gems. Go to 7

Or, you could cast a spell to determine if magic is at play here. Go to 269.

To leave the door and continue north, go to 149.

83

"Sorry, but I really have to be going," you tell him.

He looks confused for a moment but then shrugs. "Have it your way," he says. "Perhaps you don't trust me. I don't blame you. I do have something of a reputation in Sharn, but not entirely of my own making, I might add. Best of luck in your travels, my friend."

Wondering what these cryptic words mean, you stand, leave the room, and make your way out of The Jaded Sanctuary.

Turn to entry 131.

84

What was the worth of the item gifted to the Dolgaunt? If it was worth 50 galifar or less, go to 34.

If the item was worth more than 50 galifar, turn to entry 100.

85

With every step, you feel yourself moving deeper into danger, drawing nearer to the conclusion of your mission. You are deep in it now. Gritting your teeth, you continue forward, towards whatever fate awaits you within this accursed place.

Courage swells in your chest as you think of all your fellow Sharn citizens and the threat posed to them by the scoundrel Kamiel told you of.

Roll a d20+6 and match this against your passive perception. If you have the codeword *forewarned*, make the roll at disadvantage.

If the result is higher than your passive perception, go to entry 239.

If lower, go to entry 21.

86

Searching around the statue, you see that the joins, where the arms to connect to the body of the statue, do not appear fused. This suggests that perhaps these arms move, swinging the swords that they hold!

But what could trigger such a trap? That much remains a mystery. At least now, you will be a little more cautious as you pass it.

Take the codeword *glyphlore*.

To proceed cautiously past this warforged, primed to move quickly in case you trigger a trap, go to 180. Or, you could return to the junction and take the western passage, which will take time. Go to 192.

87

(Add 1 progress point)

Following the map, you proceed deeper into the tunnels of Blackbones. The area is deserted, and you reason that most of the workers who toil in the forges and factories here must have returned to their homes in the slums of Sharn for a few hour's rest before they return to these hellish pits of heat and sulfur. You walk on, consulting the map, searching for the entrance to the abandoned sewer. It takes you some time, but eventually you find it: a large hole at the end of a stormwater canal, covered by a metal grate and emitting a foul stench.

Removing the grate, you drop down into the tunnel below. Ahead, you see a long passage, about forty feet wide, extending as far as the eye can see. A stream of fetid water runs along its bottom in a channel about

ten feet wide, with pathways either side of it.

Shaking your head at your foolhardiness, you make your way forward into the gloom.

Turn to 113.

88

Paying the pilot, and seating yourself in one of the four available spaces, you prepare yourself for what might be quite a hair-raising ride if the style of landing you have witnessed is anything to go by.

Two more people join you in the glidewing and begin a quiet conversation as they wait for the pilot to take off.

Suddenly without warning, the Talenta halfling kicks his craft into gear, and it jolts violently up into the air, giving you all a start.

"Hey!" one of your fellow passengers, a portly merchant, exclaims.

"Sorry about that!" the halfling replies jovially, fixing his goggles in place. "Hang on!"

You grab hold of the side of the craft with white knuckles as it lurches out into the empty space that leads down to Lower Tavick's Landing. Pitching steeply downwards, the pilot accelerates and the craft drops like a stone, to squeals of terror from the merchant and his female friend.

Your heart is racing and you wonder if you will get out of this alive!

Levelling the craft out as he nears Lower Tavick's Landing, the halfling suddenly banks the glidewing sharply right, and you lose balance in your seat and topple towards the edge of the craft!

(cont. over)

You are about 40 ft. off the ground when this happens.

Make a dex save, DC 10.

If you succeed, go to 91.

If unsuccessful, go to 245.

89

(Add 1 progress point)

You turn down this slightly narrower tunnel and make your way forward. Initially it is well-kept and well-lit, like the earlier tunnels, but you soon find that it reverts to a passage more like the sewer tunnel: old stone, crumbling in places, and not lit at all. It appears you have stumbled on a more ancient part of the dungeon.

It also starts to slope downwards, and you sense that you are also turning ever so slightly south. Isn't this taking you away from your goal? To continue down this passage, turn to 178.

Or you could return to the junction you just came from and go north instead. Take a progress point and turn to entry 121.

90

At mention of Rodigan's name, the warforged steps aside, making way for you to enter.

Go to 196.

91

Just in time, you catch hold of a rail that runs down the middle of the glidewing and stop yourself falling out. Your heart pounding, you scold the halfling severely for his carelessness. He smiles sympathetically, but doesn't look particularly remorseful.

"You should have your license removed!" the merchant's wife rebukes the pilot as you disembark at Terminus.

"My license?" the halfling replies, perplexed. "What... oh yeah, right. License, sure."

Shaking your head, you step out of the glidewing and survey the scene before you.

You are at Lower Tavick's Landing, in the area known as Terminus. Here you see travellers arriving by land on the lightning rail, all of them invariably staring up, google-eyed, at Sharn's lofty towers, ascending far into the hazy heights above.

You set about finding your bearings, taking out the map that Kamiel drew for you.

Go to 42.

92

The tentacle wraps itself firmly around your neck and quickly begins to tighten. Turning around with some effort, you come face to face with your assailant!

Go to **Dolgaunt Combat Sheet**, giving the monster 1 free tentacle attack before you enter initiative.

Then proceed with combat, noting that you are grappled and will probably want to try and escape on your first turn.

93

Moving slowly and carefully, you edge your way closer and closer towards the shifter on his ornate throne, until you are about 30 feet away, Spanner behind you, and have still not been spotted.

You prepare a ranged attack.

Make an attack against AC 15, with advantage. If it hits, take note of damage, and then regardless of the result, proceed to 271.

94

Allowing yourself to be ushered out, you move with the attendant to the entrance and leave the den peacefully.

Moving away from the den's entrance, you survey your options. Go to 193.

95

You conjure the spectral hand and direct it to float over to the chest, surrounded by the strange fish-like humanoids. Then you give the command for the hand to open the lid of the chest.

It does so, and the room is slightly brightened by the wealth within: a pile of galifar and crowns, amidst various small gems. Your heart skips the beat at the sight of such a hoard. You may direct the mage hand to start transporting the wealth to you, but it will take time. Each 3 trips of the mage hand will take 1 progress point, but will yield 2d100 worth of galifar (gp) in treasure value (a mixture of gems and coins). If you choose to only have it make 1 or 2 trips, you still take a progress point. Ditto if you choose to have it make 4 or 5 (take 2 progress points).

For every trip the mage hand makes, roll a d100. If ever you get a roll of 10 or below, turn immediately to entry 37.

When you are done, you leave this room via the north exit. Turn to entry 69.

96

(Add 1 progress point)

Pressing on west down this primordial stone tunnel, it doesn't take long before the passage reverts to the newer style you were travelling through earlier, circular and metal with a multitude of pipes running down either side. The tunnel, which had been tending slightly southwest, now turns due west once more, and is well-lit. Eventually you see a t-junction ahead. You are headed towards a north-south passage.

Roll perception, DC 16.

If successful, go to 66.

If unsuccessful, go to 11.

97

The warforged shakes his head. "I've heard so many stories from addicts trying to gain entry to this place, friend. And even more from those trying to disrupt the business of my employer. You'd be amazed the stories they come up with - very creative. I have to say, yours is up there. But, unfortunately, you're not getting past this door tonight." Seeing little else for it, you leave the warforged to his duties and consider your options.

Return to the entry 241 without taking a progress point, and then choose a new destination (arriving at which, you will take a progress point).

98

Feeling that you can trust this priest, you launch into a condensed version of your story, and your mission, and

immediately have the priest's rapt attention.

When you finish, the warforged priest is at first speechless.

"This goes against everything that I believe my people stand for," he says.

"This... shifter you speak of... how has he found this ability, to reanimate our dead? It beggars belief!"

You tell the priest that you do not know yourself, but that you would appreciate any help he might be able to give.

Considering this for a while, the priest goes to one of the other clergy from whom he takes a small bottle. Moving to the edge of the pool, he fills the bottle with water from the Pool of Onatar's Tears and then returns to you.

"I normally never permit anyone to take water from our sacred pool. But your mission is worthy, more than worthy. I don't even know if this will be any help, but it is all I can offer." Taking the bottle of sacred Onatar water (add to inventory), you thank the warforged priest, and depart this holy place, returning to the junction. From there, you proceed towards the entrance to the abandoned sewer, following the map which Kamiel drew for you.

Go to 87.

99

Make an investigation check, DC 14. Make it quick! Those guards could be out here any second.

If successful, go to 77.

If unsuccessful, go to 244.

100

The Dolgaunt inspects the item you have given it, nodding appreciatively.

"A fine gift," it hisses slowly.

"Perhaps I shall let you pass... for now."

Speaking thus, the Dolgaunt retreats into the shadows from which it emerged.

The way north is clear once more.

You may proceed north by going to entry 164.

101

Unfortunately you cannot discern what these markings might mean. You give up trying to decipher the runes and continue east down the abandoned sewer passage.

Turn to entry 80.

102

Your spell detonates, and the gem shatters into a thousand pieces! It looked like it was barely containing itself anyway, and now an eruption of bright violet light floods the room, illuminating everything with a purplish glow for a few seconds.

Go to entry 248

103

Your ranged attack hits the gem, knocking a small shard off it! The creation forge jolts, judders violently as if about to explode, but somehow holds itself together. However, the noise attracts the attention of Xor, who throws his goblet aside and rises from his throne.

Go to entry 248.

104

Spanner lays out for you what he has seen while imprisoned inside the chamber beyond the large doors.

"There are two ways in," he tells you. "The first, obviously, is through those doors. We could wait until the big one comes through, then scuttle in behind him."

"OK," you say. "And the second way?"

Spanner points to the northeast corner of the room. "Over there is a vent," he says, "which keeps fresh..." - he sniffs the air - "well, keeps *air* ventilating into the room from outside. It gets warm in there. The vent tunnel goes around and comes out on the east side of the chamber."

"How far is that from the creation forge?" you ask.

"Quite a way," he says. "We should be able to slip in unnoticed.

Knowing all this, which way will you choose to enter the chamber?

To use the large door, go to 127.

To enter via the vent, go to 60.

105

Are you aiming for one of the strange creatures, or aiming to make the object land nearby?

If aiming for one of the creatures, go to 43.

If aiming to make the object land nearby, go to 126.

106

The smell of decades of unnameable waste reaches your nostrils, permeates your senses, and you cannot control your reaction. You vomit violently, retching against the sickly, disgusting stench.

Quickly you pull yourself from the sewer channel and crawl towards the shadows on the far side, just as the secret entrance slides open.

Fortunately, as you are largely coated in black muck, the two warforged who emerge do not see you, and turn down the passageway, moving jerkily away in a kind of awkward lockstep. They seem... wrong. Broken.

Falling in the sewage has affected your constitution, and also made you smell absolutely terrible. For the rest of the quest, make all constitution saves and checks, and all stealth checks, at disadvantage. This effect will be dissipated if a spell or artefact of some sort negates it.

If you have some water from the Pool of Onatar's Tears, go to entry 153.

Read that entry and then return here.

Waiting until the broken warforged have disappeared, you get to your feet and make a return jump back over the channel. This time you launch yourself properly and land safely on the other side. Wasting no time, you return to the secret entrance, determined to continue your quest.

Go to entry 267.

107

Now that you have dispatched it, you have time to inspect the bizarre amphibian. But it wears no clothing, and carries no possessions. Who knows how it got in here?

It matters not. Only the quest ahead concerns you, and you quickly wade the rest of the distance to the set of stairs that lies at the far end of the

chamber. Ascending these stairs, you dry yourself off as best as you can and then leave this room through the open north exit.

(Add 1 progress point)

You walk for some time before coming across a tunnel which runs to the west. To turn down this tunnel, go to entry 89.

To continue north, turn to entry 121.

108

You make the motions and incantations, and wait for knowledge about the doorplate to be revealed. What you discover is that the plate is one part of a magic artefact. When the other part is added (a key, presumably), it triggers a deadly trap! The door is secondary - its only purpose is to serve as the platform for the trap.

You shake your head, astounded at the malicious intent behind this cunning deception.

Turning north once more, you continue up the eerily quiet tunnel.

Turn to entry 149.

109

Touching your hand to the Mindflayer stone, you see it sink in. There is a creaking noise, and then to your horror, you feel the ground giving way beneath you!

Make a dex save, DC 15. If you are successful, go to 120.

If unsuccessful, go to 274.

110

You insist that the shifter came this way, and tell the Chief of the Watch that he must have evaded capture somehow.

Kamiel comes forward. "Let's keep in mind, our friend here has forestalled a major catastrophe befalling this city!" Then the halfling turns to you, "Sharn is safe thanks to you, my friend."

Turn to entry 279

111

Moving closer, you see that the humanoids appear dead. They do not react to your presence in any way, and their eyes do not possess the light of a living creature.

To move past the creatures towards the treasure chest, go to 28.

Or, return to 121 (without taking a progress point) and choose a new option.

112

As soon as you ask this question, the man's whole demeanour changes, and his face assumes an expression you have not seen before, at least not on a human.

"Who do you seek?" he asks plainly.

"I think I know who you seek. A shifter with plans to dominate Sharn? I'm right, aren't I?"

You have no idea who this person is, and no idea whether you can trust him. For all you know, he could be in cahoots with the shifter. But you are curious to know how he knows of your quest.

How will you proceed? You could make an insight check (DC 14).

If successful, go to 266.

If Unsuccessful, go to 24.

Or you could ask him how he knows what he knows. Go to 10.

113

(Add 1 progress point)

You walk for what seems like a long time, every now and then hearing skittering or scratching noises that make you jump. But despite these unsettling sounds, you see nothing. It is lonely down here, in these endless, forgotten tunnels. You find it hard to imagine that someone would make their home down in this forsaken place.

Then, after about half an hour of walking, you see some markings on the wall which attract your attention. Do you know Goblin? If so, turn to 123.

Alternatively, make a history check, DC 15. (If you have read a book about the lower levels of Sharn, make this check with advantage).

If successful, go to 250.

If unsuccessful, go to 101.

114

Despite your attempts, the attendant keeps a firm grip on you, and then from seemingly nowhere, two more appear. All three of them grab hold of you and begin moving you forcefully to the door.

With a hefty shove, you are ejected onto the streets of Dura.

"Did you enjoy your stay?" the warforged doorman remarks, with just the slightest hint of sarcasm.

Grimacing, you stand and walk away from the den's entrance, back out into the square that sits in the middle of Dura Bazaar.

Go to entry 193.

115

The smell of decades of unnameable waste reaches your nostrils. It is utterly vile, but you are made of sterner stuff, and you do not allow it to make you violently ill.

Quickly you pull yourself from the sewer channel and crawl towards the shadows on the far side, just as the secret entrance slides open.

Fortunately, as you are largely coated in black muck, the two warforged who emerge do not see you, and turn down the passageway, moving jerkily away in a kind of awkward lockstep. They seem...

wrong. Broken.

Falling in the sewage has made you smell absolutely terrible. For the rest of the quest, make all stealth checks at disadvantage. This effect will be dissipated if a spell or artefact of some sort negates it.

If you have some water from the Pool of Onatar's Tears, go to entry 153.

Read that entry and then return here.

Waiting until the broken warforged have disappeared, you get to your feet and make a return jump back over the channel. This time you launch yourself properly and land safely on the other side. Wasting no time, you return to the secret entrance, determined to continue your quest.

Go to entry 267.

116

You make the incantations and the gestures, and wait for the telltale aura to appear... but no aura appears. There is no magic in or near this area. (*cont. over*)

Return to 121 (without taking a progress point) and choose a new option.

117

Too late, you realize that this poison will end you. You say silent prayers to your gods, if any, as you feel your life-force ebbing away...

You should have known better than to kill those enforcers at the Jaded Sanctuary! There are few who can dabble in the Sharn underworld and come away unscathed! You'll just have to roll up another PC and try again. Better luck next time!

118

Soon after, you feel the craft rise, and the square shrinks beneath you. Slowly the skycoach moves towards a space where the ground drops away, and it pitches gently downwards, beginning a long, gentle spiral towards the lower levels.

The smoke of industry comes up to meet you long before you near the Cogs. This is a dirty, grimy area, and as you near the lower levels you see that a greyish soot coats many buildings and streets. Several passengers cover their faces with handkerchiefs and begin coughing. It doesn't bother you too much.

The skycoach deposits you at Lower Tavick's Landing, in the area known as Terminus. Here you see travellers arriving by land on the lightning rail, all of them invariably staring up, google-eyed, at Sharn's lofty towers, ascending far into the hazy heights above.

You thank the pilot and set about finding your bearings, taking out the map that Kamiel drew for you.

Go to 42.

119

Backing up, you prepare to jump the sewer channel, which is rather wide. You put your head down, and try to build up as much speed as you can in the fifteen or so feet before the channel.

Make an athletics check, DC 13.

If successful, go to 142.

If unsuccessful, go to 67.

120

You manage to hurl yourself to the side just as the trap doors open before the door. A yawning abyss would have been your fate if you had not moved so quickly.

Carefully you move around the side of the gaping hole and a little further down the passage. A while later, you watch as the trapdoors slowly and smoothly snap back into place, appearing just as the normal floor of the passage!

Return to 164 without taking a progress point and choose another option.

121

(Add 1 progress point)

Walking further up this tunnel, you notice that the passage seems to be widening gradually, and then pillars appear, running down either side of the tunnel. The walls are stone now, damp stone upon which numerous mosses and lichens grow, and the floor is wet and slippery. The air seems to also be growing more

humid. Aquatic-looking vines grow on the pillars, twisting and ascending to a ceiling. Is this the lair of the shifter? You have no way of telling. It doesn't appear to be inhabited.

Then, on the left, you see something odd. A group of bodies, motionless. They are all in a cross-legged sitting position, sitting in a circle facing outwards, but they do not react to your presence in any way. Are they even alive?

Making your way carefully forward, you see that the bodies are strange, almost fish-like things. Humanoid, certainly, but with the head of a fish, webbed feet, and gills! Perhaps you have seen creatures like this before, but you certainly weren't expecting them down here. Still though, it is a sewer, and there is a lot of water... perhaps these sewers connect to the Dagger River, which might explain how these aquatic-looking creatures came to be here. Each one of them is armed, warrior-like, mostly with spears. You see the occasional shortsword as well.

Then, your eyes catch the glint of gold! Inside the ring of seated bodies is a chest, slightly open, just enough to reveal riches within.

To move a little closer and inspect this weird phenomena, go to 111.

If this whole situation just feels wrong, and you would rather be on your way, go to 167.

You could cast a spell to determine what is going on here. Turn to entry 219.

Or, you could throw something at the creatures to see if they react. Go to 240.

To make a nature check to determine whether these warriors are alive, go to entry 152.

122

Placing the key in the lock, you turn firmly.

Instantly, a huge ball of flame billows out from all sides, engulfing the tunnel in fire!

Make a dexterity save, DC 17, taking 4d6 fire damage on a failed save or half as much on a successful one. If you are still alive, continue reading below.

Nursing your wounds, you are astounded at the ferocity of this trap. Who would concoct such a calculated and deadly deception? The mind behind this must be truly vengeful. You try the door, but it is still locked.

Gradually you recover and continue making your way north up the tunnel.

Turn to 149.

123

You try to make sense of the Goblin runes. Centuries of erosion has worn away many of the markings, but you can make out enough to get the general idea.

It warns that there is a trap ahead, a devilish goblin invention that takes advantage of the naturally-occurring noxious gasses in this area. You take extra time to read the section detailing the trap's location. "An eighth of a mile east of here," it reads. Forewarned of this peril, you set out once more.

Take the codeword *diagram*.

Turn to entry 80.

124

The Kuo-toa lay dead at your feet. You search their belongings, but find little of worth. Their sticky shields are unusable, being suited to Kuo-toa anatomy, rather than your own. You may take a spear or a net if you wish. The creatures carry no money. You turn north once more, noticing that the deep rumbling you have heard since arriving in these tunnels is now louder than ever. You strike out once more, feeling like you are drawing ever nearer to the end goal of your quest... whatever you find, you will face it with courage and determination. The fate of Sharn rests on your shoulders! (Add 1 progress point).

After a while, the tunnel is joined by another coming from the southwest. You peer down this but see nothing, and continue north. Turn to entry 129.

125

A circular, well-kept tunnel extends before you. Small Everbright lanterns, set into the ceiling, shed ample light through this passage, and this puts you immediately on guard: these tunnels look lived-in, despite their isolated location. This can be none other than the lair of the shifter Kamiel told you about. Carefully, you move forward, listening hard for any sign of movement coming from ahead. And it doesn't take long before you hear it... the sound of heavily booted

feet, tramping towards you from somewhere up ahead!

Just ahead, you can see that the passage splits in two. You think you are currently headed north, but you can see where a passage branches off to the west. The booted feet are definitely coming from up ahead, and you definitely do not want to be found. It sounds like three, four, possibly even more. A patrol of some kind?

To run ahead and attempt to make it down the western passage before the patrol, or whatever it is, appears, go to 197.

To backtrack and move back out into the sewer tunnel, go to 191.

**126**

You choose a spot near to the warriors, and gently lob your projectile there.

The missile lands and skitters on the floor, coming to a stop. None of the warriors react, even slightly, which would suggest that they are dead.

Return to 121 (without taking a progress point) and choose another option.

127

Quickly you get up, and Spanner, who has recovered to almost full health as a result of the liquid you gave to him, does the same. You both move over to the large door and press yourself flat against the wall on either side, waiting for the large warforged to come through.

You wait for some time... a long time, really, and are on the verge of giving up when suddenly, and with a loud scraping sound, the huge door slides open and the massive warforged enters.

Seizing the opportunity, you look pointedly at Spanner, and quickly move to slip through the door before the colossal, partially constructed machine - or whoever is in the next room - notices.

Make a stealth check, DC 13.

If successful, go to 68.

If unsuccessful, go to 155.

128

Your two opponents scored 8 & 9. By now you understand the rules. 10 or above=300 galifar, 9=150, less than 9 = 0 (lose).

The drow and the human depart, happy or sad depending on how they fared at the table.

To choose another option within the tavern, go to 260 (without taking a progress point) and choose a new option.

If you would rather leave the tavern now, go to entry 133.

129

(Add 1 progress point)

The passage begins to slope downwards, and the sound of

industry is now overpowering, clanging and banging. The tunnel is straight and lined with all manner of pipes and tubes from which the sound of rushing liquid is coming. There is nowhere to hide in here, but right now you are the only being present.

After a short while, you reach the top of a large staircase and look down. At the base of the staircase is a horrific sight. Piles of wrecked, broken warforged, and discarded pieces of warforged, lie in a jumbled mess.

Slowly, stealthily, you descend, keeping a careful watch everywhere.

As you near the bottom, you see that this chamber is large, but not huge.

At the far end of the chamber is a large door, big enough for two cards to pass through abreast when open.

The sounds appear to be coming from the other side of those doors.

You make your way carefully through this room, marvelling at the piles of warforged wreckage. It seems Kamiel's story was true! You

remember the little moth that he gave you and take it out, inspecting it. If anything happens to you, you

tell yourself, you will remember to release this thing so your story can

be told. You may even use it before then, to pass a message, or in case

you don't get a chance later.

As you move through this chamber of discarded warforged, something

catches your eye... a sigil! The same sigil that Kamiel showed you.

Climbing and clambering up a pile of broken warriors, you finally reach

the warforged who bears this sigil.

This must be Spanner, Kamiel's

personal warforged bodyguard! You

take out the vial of blue liquid that Kamiel gave to you and hold it up to Spanner's lips. Gently prying his mouth open, you pour the liquid inside, tipping the vial up so that every last drop drains out.

You wait.

Nothing happens.

Suddenly the double door at the far end of the cavern slides open, and a bizarre machine comes lumbering through, a gigantic warforged, but with many parts missing. You drop, and hide amongst the metal limbs and torsos, watching as the titanic creature picks up the limp bodies of broken warforged until it has a handful, about three or four. It then lumbers back through the double doors, which slide shut behind it, shutting off the noise from beyond.

"I.. who... who's that?" a clear, slightly panicked voice asks.

You emerge from hiding to see that Spanner has woken and is sitting up. "Spanner!" you say. "Kamiel sent me." You show him the empty vial and he nods, and then proceed to tell him everything you know.

"Yes," he says, nodding gravely.

"This shifter must be stopped.

However... I'm not sure he is a shifter."

"What do you mean?" you ask.

"Well, sometimes he is a shifter... and then at other times, a different being is here. A greyish, silvery thing, almost transparent..."

"You mean... there are two people running this operation?"

The warforged searches his memory.

"I'm not sure," he says. "I took a few knocks since I've been down here. I was about to be... re-assigned."

Spanner tells you that this shifter, or whatever it is, has the broken pieces of a creation forge in the next chamber that he obtained from Xen'drik. He is continually poring over old Xen'drik manuscripts of drow and giant origin and experimenting with strange gemstones.

This is enabling him to reanimate broken warforged, which he is amassing in a huge chamber that Spanner thinks is some distance off, nearer to the surface, readied for an invasion of the city. But he is some way off completing his army. At present, the creation forge is slow, and he can only reanimate about three or four warforged a day. But he has been working for some weeks now and has close to a hundred already, by Spanner's reckoning.

"So," you say, jabbing your thumb back at the large door, "the question is, how do we get in there?"

Turn to entry 104.

130

As you watch, the individual you presumed was human slowly morphs into a shifter, his expression and the shape of his features unchanging even as he does so. He appears exactly as a shifter version of the human you beheld previously.

"You're a changeling," you say coolly.

"Correct," he replies. "And so is the one you seek. He came here, some months ago, seeking financial aid. He must have heard of me."

"Why?" you ask plainly. "Who are you?"

"You could say," the shifter replies, inspecting his nails, "that I'm kind of a big deal around here. I'm known." Suddenly it comes to you. This is the infamous Haze, of the Dura underworld, a drug baron and gang lord hunted by the authorities. You stay quiet, listening.

"Amongst changelings, and in the underworld, I'm known as someone who can be helpful in aiding... shall we say... unorthodox enterprises."

"Right," you say, getting his general drift. "Go on."

"And so, the one you seek came to me, in the shape of a shifter, asking for money. I recognized, straight away, a little scar above his left eyebrow. A universal sign, from one of our kind to another. But when he laid out his scheme, I saw quite plainly.... he was mad. Insane, utterly. So I sent him away. He wasn't happy."

There is a long silence between you, then Haze rises from his desk. "I am prepared to give you help, friend," he says. "I want stability as much as the next citizen. Sharn invaded from below by an army of warforged, corrupted warforged at that? Bad for business."

Haze goes to a cupboard at the back of his room. Carefully, he removes a small silver box, and returns to his desk. "Here," he says. You come close, transfixed as Haze slowly opens the box. Inside the purple velvet interior of the box is an amulet: a stone of deepest blue set in silver.

"This was given to me by my grandmother, a powerful druid. She crafted it herself. You must promise

to guard it with your life. It is usable once per day. Take it with you on your quest, and then return it to me."

"What does it do?" you ask.

"Listen," Haze says. "You must attune to this relic if you wish to use it, which you may do here, although it will take a little time. When you have attuned to it, you can use it to cast a powerful spell that will reveal a changeling in its true form... as long as that changeling does not have the will to resist you."

Calmly, Haze then takes the amulet from the box and presents it to you.

"Take it," he says, quite forcefully.

You suddenly realize the situation you are in. Becoming beholden to a powerful drug baron might not be the best course of action. But then, this relic could be invaluable in the quest ahead.

To take the amulet, go to 231.

To politely refuse, go to 187.

131

Quickly, you leave The Jaded Sanctuary, and head back out into the middle of the Dura Bazaar area.

Go to entry 193.

132

(Add 1 progress point)

Having investigated Dura Bazaar to your heart's content, your thoughts turn towards the mission entrusted to you by the halfling Kamiel Makker.

Casting your eyes about this crowded marketplace, you wonder how you are going to get yourself transported down to Lower Tavick's Landing, from where you will access the Cogs. Tall, multi-storied buildings crowd

around this market area on all sides, and smoke rises from a myriad of impromptu fires and cooking stalls. In the centre of the marketplace, a large statue of Breggor, first ruler of Breland, towers, surveying the crazy sprawl of the city he helped establish. Then, past the markets, at the edge of a wide courtyard area, you see glidewings landing – the favoured transport of Talenta halflings. One craft comes pitching in hot, hits the ground hard, losing its landing gear and skidding to a stop. The four passengers that the small craft holds then begin to severely chide the pilot for almost killing them. You shake your head – perhaps one of them could be persuaded to take you down below, but can you trust them to get you down there safely?

As you make your way over, you also see a skycoach smoothly alight in the same area, but this craft takes up three times the space of a glidewing, and the price probably reflects the added luxury that these craft provide. You reach the landing area and begin making enquiries. As you suspected, transport is expensive. “40 galifar to the Lower Tavick’s Landing,” one halfling pilot, reclining behind the controls of his glidewing, tells you. “And you’ll not barter me down.” The skycoach is even more expensive. “Lower Tavick’s? 75 galifar.”

You balk at these prices, but you are running out of options, and these are the only two on offer.

If you possess a special token from House Orien, go to 172.

Otherwise, choose from one of the two options below.

Talenta Glidewing (40 galifar). Turn to entry 88.

Skycoach (75 galifar). Turn to 74.

133

You leave the raucous tavern and head back out into the middle of the square that adjoins the bustling market, in the middle of the area known as Dura Bazaar.

Turn to entry 193.

134

(Add 1 progress point)

Try as you might, you cannot make sense of this lock. Finally you give up and put your tools away. Dismayed at the time you have wasted here, you shoulder your pack and head north once more.

Turn to entry 149.

135

Your instincts are going off, screaming danger. Something doesn't feel quite right about this area. On closer inspection, you find a row of flagstones that look out of place. Moss grows thicker on them, as if someone had been purposely avoiding treading on them.

You also find holes in the ceiling, holes at regular intervals, big enough for bars to drop down and block a retreat. All the hallmarks of a deadly trap.

Avoiding the untrodden flagstones, you move carefully beyond this area. Who knows what deadly delights were primed to skewer you there!

You move further down the passage.
Turn to 138.

136

You move to a table and sit yourself down, hoping that someone might come and serve you as you listen in on some conversations. So as to not look too conspicuous, you take out a book and begin reading.

You are beginning to get quite engrossed in your book when a loud disturbance attracts your attention. Looking up, you see that a warforged, serving an adjacent table, has just had drinks spilt all over him. A dishevelled-looking human, very drunk, loudly announces. "I'm not having that soulless - thing - serving my ale to me! My Thranian brothers died at the hands of these metal butchers! Get away, you soulless vessel! AWAY!"

The poor warforged stands there impassively. "You will still have to pay for those drinks, sir," it says in a composed voice. "That will be four crowns."

What will you do? Stay seated and watch what happens? Go to 222.

Or will your nature compel you to intervene, before something bad happens? Go to 225.

137

(Add 2 progress points)

You walk back towards the junction, passing the statue, heading south for quite some time until you reach the first junction. From there, you take the west tunnel.

Turn to entry 264.

138

(Add 1 progress point)

As you move further down, you hear a skittering and scratching noise coming from ahead. Something is up there! However, you do not know if it has detected you just yet.

Roll stealth, DC 14.

If successful, go to 259.

If unsuccessful, go to 224.

139

"Get off!" the drunk shouts, pushing you backwards. At this, the warforged strides forward, grabs the man by the scruff of his tunic, picks him up and carries him to the front door, where he is promptly ejected, to loud roars of approval from the bar.

The warforged walks over to you.

"Thank you for coming to my aid, friend. I'm Trench. Can I buy you a drink?"

Go to 54.

140

"Looking for the privy?" the man enquires. "My, you have gotten off track, haven't you? Back in the main parlour, to the left."

Quickly you thank this strange individual and leave his quarters. Something about this situation just doesn't feel right...

Making your way back down the carpeted corridor, you walk through the lounge and back towards the front entrance, leaving The Jaded Sanctuary.

Go to entry 131.

141

Your knowledge of constructs in general, and of warforged in particular, tells you that this is a statue of the famous warforged known as the Lord of Blades!

Amongst many warforged, he is considered a hero, destined to lead to warforged race to a glorious destiny. And the glowing symbol on his head, that is obviously meant to represent the sigil that all warforged bear on their heads. However, this does not appear to be any ordinary sigil. In fact, it looks more like a glyph.

Then it dawns on you - it is a glyph, designed to trigger a trap of some sort. Cautiously, you begin searching around the statue to try and see if you can discover the nature of this trap, if in fact that is what the glyph signifies.

Take the codeword *glyphlore*.

Roll investigation, DC 10.

If successful, go to 23.

If unsuccessful, go to 249.

142

You make the other side, feet skidding slightly on the damp surface, but thankfully avoiding the foul sludge that runs in the channel, which you are grateful for.

Quickly you search for a hiding place, and soon find one. Tucking yourself into a low alcove, you turn and watch to see if the footsteps you heard earlier follow you out here into the sewer.

Sure enough, you see the panel of the secret entrance slide open, and two warforged emerge, walking in a kind of jerky, awkward lockstep. They look broken, wrong somehow.

They turn and walk off down the sewer passage, back the way you came earlier.

You wait until they have completely disappeared, and then emerge from your hiding place. Familiar with the dimensions of the channel, you easily make the jump a second time and walk over to the secret door, determined to continue your quest. Turn to entry 267.

143

Grappling the man and wrapping your arms around his chest from behind, you lock him up so he can't move. The warforged looks on impassively.

"Let me go!" the drunk roars at you.

"Not on your life," you growl. "Not till you apologize."

"What? To that thing?"

"Hey! He's got a job to do, just like everyone else. What makes you any better than him?"

Eventually the drunk cools down and you release him. He mutters a sullen apology to the warforged server, and you return to your table.

Moments later, you are surprised to see the warforged standing before you.

"Thank you, friend," he says. "I'm Trench. Can I buy you a drink?"

Go to entry 54.

144

Silent as a ghost, you slip past the attendant and through the curtain, barely disturbing the velvety fabric. You emerge in a corridor.

Turn to entry 65

145

You look around at the mayhem you have just created. Three Dream Lily Den enforcers lie dead at your feet! It is probably not a good idea to hang around, you think, and you decide you had better leave before a boss or cartel member appears! Take the codeword *blacklist* and go to 131.

146

Your ranged projectile soars past the gemstone, missing it entirely. You hold your breath, hoping that it does not give away your position. But, it lands somewhere out of earshot, and the noise of the chamber masks any sound it might have made. Breathing a sigh of relief, you consider your options once more. Try to hit the gemstone again? Return to entry 176 and choose a new option.

147

Taking out the amulet that the changeling Haze gave to you, you focus it on the ranks of standing warforged, and immediately a pillar of silvery light appears. Focusing your attention, you move it about, much to the amazement of the others in the room. Flames begin to engulf the warforged, who do not flinch as the magic fire sears their bodies. Then, the moonbeam pillar settles on one warforged, and something incredible happens. The warforged figure melts away, and a silvery, ghostly being is revealed. "Aaaahh!!!!" it screams as the magic fire burns its skin. It is a voice you

recognize: the voice of the creature you formerly knew as the shifter Xor. "A changeling!" Kamiel exclaims. "Make it stop!" the creature screams. You oblige, withdrawing the moonbeam spell into the amulet. . The changeling is bound and taken away. You feel mixed emotions. Defeated, the ethereal humanoid seems like such a pitiful, diminutive creature.

Kamiel is full of praise for you. "You've saved this city!" he gushes. "You truly are the Saviour of Sharn!" You shake your head. Such accolades are meant for those who care for them. Now that this is done, your only thought is, what will your next quest be? Turn to entry 279.

148

The drow got a 12! If you also got a 12, split the pot with him for 150 galifar each. Play one last round? If so, put up your 100 galifar stake then make your final roll (getting as close to 12 as you can), then go to 128 to see what the two other players got. If you are ready to leave the table, you could either return to 260 and choose a different option within the tavern, but be aware that this will cost you a progress point. Or, if you would rather leave the tavern now, go to entry 133.

149

(Add 1 progress point)
You leave the door behind and continue north, down a tunnel which bends left, right, and then straightens out. You seem to walk for

quite some time down this abandoned tunnel, and start to wonder whether you will encounter anything, or whether this tunnel simply stretches on endlessly. You fall to wondering what part of the Cogs you are now under, and are deep in thought when suddenly you freeze in your tracks.

Ahead, you see a tunnel, branching off to the east. Its sudden appearance has shocked you somewhat, but you consider your options. Should you take it? Where might it lead? And just beyond this branching tunnel, you see that the light sources that keep these tunnels illuminated come to an end. The tunnel that continues to the north is utterly dark. To walk up to the junction, go to 57. To see if you can discern anything else about this area, go to 49.

150

You gently grasp one of the fishy humanoids, taking hold of its torso, and try to slide it towards you so that you can get to the treasure. But as you do so, the skin of the thing, apparently paper-thin, tears, and a green gas billows out, engulfing you!

Make a constitution save, DC 18, taking 3d6 poison damage on a failed save or half as much on a successful save. If you are still alive, continue reading below.

(Add 1 progress point for recovery time).

Eventually you recover, and stand shakily, surveying your options. With a small gap cleared, you may help yourself to some of the treasure! But you must be careful as you are

removing it from the chest, that you do not disturb any other bodies. Every time you remove 3d100 worth of galifar (in coins and gems) from the chest, make a dexterity check, DC 10. On every fail, make a new constitution save (as detailed above) and apply damage as it was applied following that check.

For every three attempts at gaining treasure in this way, add 1 progress point.

Eventually, you realize you must press on. You've come this far, after all - to give up now would be the coward's choice.

Steeling your resolve, you set off north once more. Eventually you find your way to the far end of the chamber and enter the tunnel beyond.

Turn to entry 69.

151

You feel the poison coursing through your veins and have to find a place to sit down, your heart is beating so fast.

Take 1d6 poison damage and add 1 progress point for the time it takes you to recover.

Then, if you are still alive, you may go to 55 and choose which stalls you would like to inspect.

152

Make a nature check, DC 12.

If successful, turn to entry 229.

If unsuccessful, go to 64.

153

Taking out the sacred water given to you by the warforged priest, you pour it over your bottom half,

desperate to wash some of the disgusting filth off of yourself. To your surprise, as soon as the blessed water touches you, the smell begins to dissipate. Standing up, you stamp a few times and manage to get most of the sludge off your clothes. Remove this item from your inventory, and ignore all listed effects from the rest of the previous entry. You will not suffer disadvantages of any kind from falling in the sewage. Return to the last entry and continue reading from where you left off.

154

Finally the powder clears and you get your bearings again. Looking around, you see Netta has vanished... along with a good chunk of your money!

Subtract 2d20 galifar from your inventory and proceed to entry 27.

155

Despite your best efforts, your entry into this cavernous chamber does not go unnoticed!

A shout comes from the far side of the chamber. "You there! Stop!"

Quickly you take in your surroundings, scanning the room in a couple of moments. Towards the back of the chamber, you see a huge pile of warforged parts, and around this mound of detritus, an army of small automatons, busy sorting the parts by type and moving them to shelves where they are stacked neatly.

Directly in front of you, not twenty metres away, is a colossal, thrumming piece of machinery that

can only be the creation forge. A warforged lies on a gurney before a stone archway which sits at one end of the machine. At the top of the archway, a large violet gem is set into the stone and glows with a volatile light. The machine judders spasmodically and makes creaking and groaning spasmodically, as if barely holding together.

And at the far northwestern corner of the chamber, you see a tall, elegant shifter, dressed in flowing robes, walking towards you quickly. He looks angry.

"That's him," says Spanner, who stands by your side. The burly warforged cuts an impressive figure. "That's Xor."

Turn to entry 268.

156

(Add 1 progress point)

Making your way up this passage, the rumbling you have been hearing all along grows louder, and now and then you also hear loud metallic clanking. Whatever is going on in this place, it appears you are getting closer to it.

You also notice that this part of the tunnel appears more well-used. Here and there, parts of the wall are damaged, torn as if by the passage of some huge creature.

The passage begins bending, turning in a north-eastern direction, and the rumbling turns into more definable sounds - that of large machines if you are not mistaken.

You are in the midst of trying to discern the nature of these sounds when a horrific creature appears from one of the ragged openings in the

eastern wall. Scuttling forward on needlepoint limbs, it appears like some malformed spider-crab hybrid. Its single eye is focused on you, and it is coming quickly.

Turn to **Mad Slasher Combat Sheet** and do battle with this nightmarish beast!

157

(Add 1 progress point)

You start down the wide, well-lit tunnel, your senses finely tuned for any sound out of place. But it is utterly quiet in here. From far off, you hear a rumbling of some sort, although it is impossible to tell what it might be.

In places, clear water runs in channels at the bottom of the passages. You find yourself grateful to be out of that horrid, foul sewer, but also on a razor's edge, as it obvious that these well-kept tunnels house some being or beings. And if Kamiel's drone brought back an accurate report, then you could soon have more on your hands than you bargained for.

A corner is ahead, and you edge towards it. Stopping right at the corner, you lean forward, and dart your head out and back again. From a quick glance, you see that the passage is empty, but something immobile stands halfway down. You risk another look, peering out more slowly this time.

Yes, right at the middle point of this straight, a large metallic statue is positioned. It appears to be of a warrior clad in armour. You round the corner and begin edging slowly towards it.

As you near the statue, you see that it is a statue of a bulky warforged, wielding multi-bladed swords in its hands. It stands in a battle pose, looking like it is about to spring into action. It truly makes for a formidable sight.

You search for any familiar sign, any indication why this monument might be here, and strangely, your attention is drawn to a mark on the statue's head, a symbol of some sort which appears to glow slightly.

Make an arcana or religion check (DC 16) on this motionless construct statue. Perhaps you have special knowledge which will give you a bonus on this check (if so, you would have been informed of this during this adventure).

If successful, go to 141.

If unsuccessful, go to 255.

158

Despite a thorough investigation, you cannot find anything resembling a trap on this statue.

To proceed cautiously past this warforged, primed to move quickly in case you trigger a trap, go to 180. Or, you could return to the junction and take the western passage, which will take time. Go to 192.

159

(Add 1 progress point)

It takes only a little while inspecting the slime-covered walls of the sewer passage, but eventually you spot it - the faintest of outlines, cleverly concealed amongst the stonework.

You push on a slightly raised stone that looks like it might be the mechanism, and the door scrapes

open, quite loudly too! If anyone was nearby, they would definitely have heard it.

Carefully you step through the entrance and into a well-maintained, circular tunnel which leads off into the distance.

Go to 125.

160

You scoop a little of the water up in your palm and bring it close to your face. It smells of nothing and touching your tongue to it, you find that it tastes like nothing also. Pure water, nothing more, nothing less. Return to 246 (without taking a progress point) and choose another option.

161

You try vainly to dodge the blades, but the mechanised weapons are too fast and catch you, wounding you in several places.

Take 2d8 slashing damage. If you are still alive, continue reading below.

You manage to get past the statue eventually, and you spend a few moments tending to your wounds as the statue's movements slow and finally come to a halt.

Turning, you survey the way north once more. What other perils does this place have in store for you? You shudder to think.

Taking a deep breath, you press on north.

Turn to entry 246.

162

You feel a rushing sensation, taking you out of yourself, but it quickly gets out of control. Too late, you

realize that the dose you have taken is lethal!

You should have known - the Dream Lily can be lethal even to hardened addicts. It's a roll of the dice every time you indulge. You will have to roll up another PC and try again!

163

(Add 1 progress point)

You work on, and suddenly hear something click and release. Trying the door handle, you pull it open... and find nothing but a solid wall of brick on the other side.

Shaking your head, and dismayed at the time you have wasted here, you put your thieves' tools away and continue north.

Go to 149.

164

(Add 1 progress point)

The Everbright lanterns reappear - perhaps the Dolgaunt found a way to deactivate them, so he could launch his surprise attack - and the tunnel is well-lit once more. It occurs to you, not for the first time, that perhaps the scoundrel who you are attempting to find has some way of keeping an eye on his tunnels, and this is why they are so brightly illuminated.

You are somewhat shocked to see the passage end abruptly ahead. A sturdy-looking stone door sits at the end of the passageway, barring your path.

Nearing the door, you see that it has no lock, door handle or anything that could be used to gain entry.

However, above the door, set in the arch above it, are four stones, each

bearing an image of a beast or monster of some kind. You pause and survey the images. Perhaps pressing on one of these will cause the door to open. But, which one?

In your studies of eldritch creatures in the Morgrave University Library, you have read about and know the names of all these creatures. To the far left is the horror known as the Aboleth. Then, a Beholder is depicted. The third and fourth images are a Basilisk and a Mindflayer.

You consider for a long time which stone to press. The Gods only know what effect will result from pressing the wrong stone!



Choose a stone to press.

Aboleth: go to 2.

Beholder: go to 19.

Basilisk: go to 227.

Mindflayer: go to 109.

Alternatively, you could make an Intelligence check to see if you can deduce the nature of this puzzle. The DC is 18. If successful, go to 183. If unsuccessful, go to 277. (cont.over)

If you cannot decide which to press, you could always return to the earlier junction and take the east passage. If you decide to do this, go to 217.

165

Your powers of observation and investigation are finely tuned, and you immediately home in on the keyhole as being the most likely place where a trap would be located, if one existed.

Sure enough, peering inside the ornate aperture, you see a tiny glyph of some sort. You've seen this sort of thing before - such glyphs can trigger powerful magical effects, such as fireball traps and scything blade traps. If you're not mistaken, this

glyph was craftily concealed here with the express purpose of causing harm to anyone who attempted to unlock this door! Indeed, it might even be that the door is just for show.

Shaking your head at the deviousness of this trap, you

heft your pack once more and continue north down this silent tunnel.

Turn to entry 149.

166

(Add 1 progress point)

Making your way south, you pass a steady stream of pilgrims returning from the Pool of Onatar's Tears.

“Service has just finished, friend,” someone tells you, but you press on regardless, curious as to what help you might find in this sacred place. You emerge in a peaceful oasis – a large cavern, with a pool of crystal-clear water at its centre. Strangely, the smell of sulfur is much less apparent here, and you find you can breathe quite easily. A few dwarven clerics attend to shrines around the edge of the pool, and a warforged, also dressed in the robes of a cleric, moves back and forward, talking to the other clerics. This is an exceedingly odd sight: a warforged priest? You have never heard of such a thing.

The warforged catches sight of you and approaches.

“Many apologies, friend, but the service to Onatar has concluded for the evening. You could return tomorrow morning if you so wished.” How will you respond to this gentle warforged priest?

To ask him for a blessing, go to 9.

To tell him something of your quest in the hope that he might be able to assist, go to 98.

167

Spooked by this weird scenario, you turn and move north through the chamber. Eventually you reach the tunnel exit at the far end, and press on northwards, eager to complete your mission.

Turn to entry 69.

168

(Add 1 progress point)

Navigating your way through a maze of narrow streets, you finally arrive

at the end of a narrow, alley-like thoroughfare.

Go to entry 27.

169

Finally the iron bars that had you trapped in this area raise, retracting back into the ceiling, and you stagger forward out of the poisonous gas cloud. Rancid sewer air has never tasted so sweet!

You gather your wits, then stand and fix your mind on the task ahead once more.

Turn to entry 138.

170

(Add 1 progress point)

Walking up to the entrance, your progress is suddenly halted by a thick, metallic arm. “No entrance without the password, friend,” the warforged informs you. The construct is immaculately groomed, the metal of its face polished to a reflective sheen and, and its body fitted with opulent clothes. “This is The Jaded Sanctuary, not some common tavern. I’m afraid we can’t have just anyone walking in here.” To cast *Charm Person* on this burly fellow, go to 278.

To tell him you’re here to see someone, go to 205.

To try and finesse your way in with a bit of smooth talking, go to 234.

To be frank with him and tell him something of your mission – after all, it does involve warforged – go to 17.

171

You find yourself a chair and sit down, wondering what all the fuss is about this supposedly potent drug. A

thin, waif-like attendant soon appears carrying a silver tray on which are a number of silver vessels.

"120 galifar per dose," she says quietly, so as not to disturb the other patrons.

Will you pay for the Dream Lily? If so, deduct the money from your inventory then proceed to 73.

If you would rather try something else, return to 58 and choose a new option.

172

You show the skycoach pilot the House Orien token given to you by Rodigan, and his expression changes immediately.

"Find yourself a seat, your eminence," he says deferentially, addressing you as if you were a noble. "We'll be leaving very shortly."

You are taken aback by this treatment. Well, the saying is true, It's who you know, not what you know!

Go to 118

173

You make a quick inspection of the warforged bodies, curious to see what they are carrying. The armlades are crude, fashioned from pieces of old weapons. They appear to have been fused on by a novice repairman. The joints, although solid, are messily welded and the work looks amateur. Then, you find a panel on the side of one of the constructs. It opens quite easily.

Inside, you find a curious item. It appears to be a key of some kind, although the workmanship is unlike

anything you have ever seen. It is large, like a key used in a ceremony, and the bow (the bit you hold to turn it) is encrusted with fiery red gemstones. The metal appears to be adamantine, one of the hardest known metals. If you don't find the door that this fits into, you could perhaps sell its raw materials. It looks valuable.

Puzzling over this, you make your way back to the secret entrance, determined to continue your quest. Turn to entry 267.

174

You fish out a coin and toss it to Netta. She deftly catches it and pockets it in her belt pouch.

"Thanks," she says and goes to leave.

"Oh, by the way... if you ever visit The Jaded Sanctuary, ask for Rodigan. If anyone can help you, it's Rodigan. With all kinds of things."

You frown at this cryptic information. "That's all you're giving me?" you ask.

Netta gives you a broad grin and a wink. "That's all!" she says cheerfully, and in the blink of an eye, the roguish little girl is gone.

Shaking your head, you turn to look up Neonis Way.

Go to 27.

175

You take out your thieves' tools and get to work on the lock, which appears very complicated.

As you try to work the mechanism, you see it is unlike anything you have encountered before. Indeed, you struggle to see how even your thieves' tools will get this unlocked.

To persist, make a thieves' tools check, DC 18.

If successful, go to 163.

If unsuccessful, go to 134.

176

You quickly find a position behind one of the wide pillars that run around the room's perimeter and proceed to get your bearings in this huge chamber.

Peering out, you see that you are in a high-vaulted, cavernous room, consisting of several distinct areas. Towards the back of the chamber, you see a huge pile of parts, and around this mound of detritus, an army of small automatons is busy sorting the parts by type and moving them to shelves where they are stacked neatly.

Directly in front of you, not twenty metres away, is a colossal, thrumming piece of machinery that can only be the creation forge. A warforged lies on a gurney at one end before a stone archway that marks the entry point to the forge. At the top of the archway, a large violet gem is set into the stone and pulses with a volatile light. The machine judders and creaks spasmodically, as if barely holding together.

"It looks like it's about to blow!" you whisper to Spanner. "Where is the shifter you spoke of?"

By way of reply, Spanner nods towards the far northwestern corner of the chamber. You turn and look in that direction, and see him for the first time. Reclining on an ornate, upholstered throne, a tall, well-

proportioned male shifter sits, holding a goblet in his left hand.

"Odd," Spanner says. "He's usually got his nose buried in some ancient tome."

"Maybe he's taking a break," you suggest.

As you watch, you see the giant warforged, parts falling off him, re-enter the room, the massive door sliding downwards behind him. He carries the wrecked bodies of three discarded warforged in a single hand. Walking over to the pile where the drones work, he sets the machine-corpses down and then turns to face the shifter.



"That's enough for today, Turbine," the shifter shouts across the chamber. "Go get yourself fixed up now."

The creature lumbers off towards the southwestern corner towards a scaffold structure. He backs into this framework and then more drones scurry towards him and begin working on his massive bulk, adding parts and replacing those which fell off.

"That's a titan," Spanner tells you. "Xor's crowning jewel. He says that Turbine will lead the army in the invasion to take Sharn. Unless he's stopped, this city is doomed."

Concealed here behind the pillar, you take a few moments to consider your options.

Do you have the codeword *forge*lore? If so go to entry 81.

To emerge and announce your presence, go to 5.

To join with Spanner in making a surprise attack on Turbine, the unfinished warforged titan (before it attacks you), go to 242.

Or, to try and make a surprise attack on the shifter Xor, go to 272.

177

The drug begins to take hold, and pleasant, beautiful visions begin to swim before you, entering your body and mind. You feel yourself lapse into a state of pure bliss, and spend a long time in this way.

(Add 2 progress points).

When you wake, you realize you have wasted much time here, and decide you need to be gone from this place!

Go to 131.

178

You follow this tunnel, and note that it is definitely sloping downward,

and also that you appear to be entering a more ancient part of the complex. The walls have turned from metal to stone, and a strange, damp smell pervades the air. Ahead, you see a low tunnel that appears to go through to a further stone passage on the other side.

Turn to entry 16.

179

You focus your awareness on the environment before you, and extend your senses throughout the chamber, searching for anything that might be present... and your awareness suddenly rings like an alarm, sensing the presence of an aberrant life-form! Something lurks in these depths, an abomination of nature.

Primed in this way, you could begin wading through the water, with this awareness giving you protection against being surprised. Turn to 18. Or, you could retrace your steps and return to the first junction and choose the west tunnel, which will take quite a while. Turn to 137.

180

Gingerly, you creep past the giant, blade-wielding statue.

You are level with it when suddenly the metal monolith jolts awake, swinging its multi-bladed weapons in a wide circumference around its body. You move quickly to avoid being sliced to pieces!

Make a dexterity save, DC 16. If you have the codeword *glyph*lore, make the save with advantage.

If successful, go to 39.

If unsuccessful, go to 161.

181

The projectile hits the head of the warrior you were aiming at, and the skin, paper-thin, tears open. A low whooshing sound follows, and you see a green vapour escape, pouring out of the wound. It quickly begins to fill the chamber!

Terrified that this might be poison gas, you turn and bolt towards the north!

Make an athletics check, DC 10. You should be able to outrun the gas cloud.

If successful, go to entry 257.

If unsuccessful, go to 215.

182

You move over to the press of bodies at the bar and try to listen in on some conversations, but soon realize your efforts are futile. There is just too much noise here! However, your attention is drawn to the drinks board where some very interesting beverages are on offer.

***Ashgarth's Hearty Porter** (20 crowns): A formidable brew that will put hairs on your chest and make you feel like you're invincible!*

***Elven Eye-PA** (18 crowns): A sweet and subtle brew made a family of elves from the district of Dancing Shadows. Said to actually enable you to see in the dark, if that ability doesn't come naturally to you.*

***Karrnath Dead Man's Ale** (25 crowns): A bitter brew that will make you repulsive to creatures who might otherwise eat you! And there's a few of those roaming the Eberron underworld...*

***Sardath's Sultry Cider** (22 crowns): A sweet, seductive tonic known*

to imbue otherwise charmless characters with an irresistible aura.

"Are those descriptions for real?" you ask the bartender, who answers with a smile.

"Who's to say?" he replies. "I don't brew the stuff, I just pour it!"

To buy a tankard of one of these brews, choose and pay now, then go to entry 29 to discover what effect it has!

Otherwise, you may return to 260 (without taking a progress point) and choose a new option (but this will cost you a progress point once you visit this option).

Or alternatively, perhaps you want to leave the tavern, in which case turn to entry 133.

183

You spend some time racking your brains, trying to deduce this puzzle... and then it all falls into place.

How could you have missed it?

Amongst those who study such creatures, the aboleth, beholder and illithid are known as aberrations, whereas the basilisk is known as a monstrosity. The basilisk is the odd one out.

Armed with this knowledge, return now to entry 164 (without taking a progress point) and choose your option.

184

Using your normal ranged weapon, make an attack against AC 14.

If successful, go to 103.

If you crit the attack, go to 44.

If unsuccessful, go to 146.

185

Suddenly you feel a flagstone sink beneath your foot as you tread on it. There is an audible click, and bars slide quickly down to the west and east, trapping you in a small section of the passage. To your horror, you then hear the soft hiss of gas being released! The area you are in begins filling with a sulfuric greenish vapour, and you cover your mouth with your hand. But there is no escaping the gas, and your lungs start to burn with pain!



Make a constitution save, DC 16, taking 4d6 poison damage on a failed save, or half as much on a successful one.

If you are still alive, go to 169.

186

"You tried to pickpocket me," you tell the street urchin. "I think you should consider guiding me here as your good deed for the day." Netta scowls at these words and looks you up and down disgustedly. Then, with a flourish, she reaches into a pouch and tosses some strange, purplish powder into the air!

Make a dex save, DC 14.

If successful, go to 200.

If unsuccessful, go to 35.

187

"Thank you, but I'll have to decline," you tell Haze.

The changeling looks confused for a moment but then shrugs. "Have it your way," he says. "Perhaps you don't trust me. I don't blame you. I

do have something of a reputation in Sharn, but not entirely of my own making, I might add." He smiles, shifting back into a human as he does so, which you find slightly disconcerting. "Best of luck on your quest, brave one. I will be watching your progress with interest."

Wondering what these cryptic words mean, you stand, and thanking Haze for his help, make your way out of the Jaded Sanctuary. The attendants and guards view you with some awe as you leave, knowing now that you just had an audience with their employer!

Turn to entry 131.

188

You laugh at the creature's demands for a toll.

"If my reason won't convince you," you say, "then perhaps you really are prepared to die for your so-called master!"

Thus resolved, you throw yourself back into battle.

(cont. over)

Return to **Dolgaunt Combat Sheet** and resolve this combat.

189

Having captured and restrained the shifter Xor, you proceed to explore the chamber, and soon find Xor's notes and his detailed plans for the invasion of Sharn. This is shocking material, and the realization of the atrocities this psychopath was planning to commit shakes you to the core.

You release the moth device which Kamiel gave to you, and some hours later are relieved to see Kamiel appear, accompanied by a large detachment of the Sharn Watch, who commend you on your bravery. Kamiel tells you that he showed the intel from the moth to them, and finally they sat up and listened.

You also find some treasure in here, 559 galifar to be exact, which the Sharn Watch let you keep. Kamiel is overjoyed to see you, and cannot stop praising your bravery.

Now turn to entry 279.

190

Make a strength check, DC 13.
If you are successful, go to 143.
If unsuccessful, go to 139.

191

(Add 1 progress point)
You turn and scurry quickly back to the secret entrance that leads out into the tunnels. It takes you a few seconds of panicked searching to find the mechanism, but finally you do. The stone slides away and you exit out into the tunnel, closing it behind you.

You reason to yourself that you should probably hide. If that patrol comes out into the sewer, they'll see you straight away!

To search for a hiding place on this side of the channel, go to 99.

To attempt to jump the sewer channel and hide on the other side, which would probably result in a lower chance of being found, go to 119.

192

(Add 1 progress point)

You walk back towards the junction. It takes a little while, but eventually you reach the junction where you may take either the northern passage (turn to entry 157) or the west passage (turn to 264).

193

You stand in the midst of the Dura Bazaar district.

To visit the famed Dura Bazaar, a large, bustling nighttime market, go to 55.

To visit *The Assassin's Eye*, a nearby tavern, go to 260.

Nearby, you also spy what looks like a Dream Lily drug parlour. To move over to the entrance (which is guarded by a warforged doorman), go to 170.

If you are ready to leave this area and progress down to the Cogs, where your mission awaits, go to 132.

194

Something about this odd individual tells you that you should reveal something of your mission to him - perhaps he can help.

To your own surprise, you find yourself revealing a large part of the quest Kamiel entrusted you with. To your even greater surprise, your audience does not seem in the least surprised by your story, nodding sagely at various points, as if this was exactly the story he was expecting from you.

Finally you conclude your tale, and wait for his response. Then, something bizarre happens.

Turn to entry 130.

195

You read the Elvish script aloud to yourself.

This little trinket was crafted by the wizard Galan Rychell for the use of his son, Turan Rychell, to aid him in his studies. Once per day, if a magical conundrum puzzles you, this Ring of Magelore will help you find the knowledge. But if you don't know, dear son, you should study harder!

Apparently the bones of Turan Rychell lie on the floor before you. Who knows how long he has lain here, awaiting discovery. You feel somewhat moved by this. Perhaps after you leave, you can seek out his father.

(This ring will grant you advantage on an arcana or intelligence check, once per long rest).

Slipping the ring on your finger, you consider your options.

Turn to entry 41.

196

You make your way through the entrance and into a long, carpeted

corridor. A subtle smell reaches your nose, and you can't really place it. It seems achingly familiar.

Everbright lanterns, their light set very low, are placed in alcoves all along this hallway. Finally, you see a curtain at the end and reach forward, moving it to the side and walking through.

Beyond the curtain is a large, circular room, with windows that look out over Sharn, although how this is possible you don't know. You're in the middle of the Bazaar district, certainly not on the edge. It must be some sort of clever illusion.

Placed regularly all around the outside of this red-carpeted chamber are plush armchairs, on which many wealthy (and not so wealthy) patrons are seated, in various stages of intoxication. Some are slumped forward, mumbling incoherently, some are smiling, laughing to themselves, and still others are either catatonic or utterly comatose.

You see an attendant on the far side of this room, a large human who stands stoically, guarding an identical curtain at the opposite end of the room.

You move casually over to the human and say, "I'm here to see Rodigan."

The attendant looks down at you quizzically, as if not believing what you've just said. Then, with a slight, almost imperceptible nod, he moves aside and pulls the curtain open for you.

Beyond this curtain is another, more brightly-lit passageway. Entering, you let the curtain fall behind you and quietly begin treading down.

There are five doors in this short passage, two left, two right, and one at the end, and each door is marked with a plaque bearing a single letter. *B* is the first door you see, then *Z*. You notice that the door at the end of the passage is marked *H*. Finally, the last door on the left is marked *R*. You knock gently. A moment later, the door unlocks and opens, and an attractive woman stands facing you.



“Yes?” she demands. “Who are you?” You are taken aback. “I... I’m a friend of Netta’s. I’m here to see Rodigan.” “Netta,” the woman says, her expression softening. “Yes, I remember. Poor little thing. I looked after her, many years, gave her much work. Until Yzagul stepped in, of course. Scumbag. Please, come in.” The woman, evidently Rodigan, motions that you step inside. “So... what brings you here?” she asks, plonking herself down behind a large, opulent leather desk. The walls

are bedecked with bookshelves containing all manner of objects. Weapons racks are on the left wall and fascinating maps of the continent of Khorvaire decorate the walls. “Netta thought you might be able to help me,” you say. “She said you can help with... anything.” Rodigan nods, pouting thoughtfully. She pours herself a drink from a large decanter and takes a sip. “That’s true,” she says. “And for Netta, I would do anything. But I’d like you to tell me a little about exactly what it is you need help with.” “I need safe transport,” you say. “To Lower Tavick’s Landing.” Rodigan takes another sip, eyeing you carefully. “Hm. What for?” “There’s a great evil down there, beneath the Cogs,” you say. “My friend, he’s seen things... he’s asked me to go and put a stop to it. I’m not sure I can, not without help.” “There is much evil in the Cogs,” Rodigan says, and pauses, for a long while. The silence is uncomfortable. “But I like you. I like that you haven’t given everything away, yet you haven’t lied either. I’ll arrange passage for you, certainly.” Rodigan reaches into a drawer and takes something out. She tosses it to you, and you catch it. It is a coin, but unlike any coin you’ve seen before. “This is a special token belonging to House Orien. Show this, and any driver will take you anywhere you want to go, no questions asked.” Thanking Rodigan profusely, you make your way out of the Dream Lily Den and back out onto the streets of the Bazaar District.

Go to 241. Do not take a progress point from that entry, but do take a progress point on proceeding to a new entry from there.

197

As quickly and as quietly as you can, you sprint forward towards the tunnel branching off to the west. The footsteps are definitely getting louder, and you grit your teeth, willing yourself on.

Finally you make the tunnel and duck down it, putting some distance between you and the junction.

You wait, listening... the footsteps appear to go past the western passage and continue south, towards the exit out into the sewers.

Breathing a little easier, you survey the way forward and consider your options.

To continue down this western passage, go to 264.

To return to the junction and take the north passage instead, go to 157.

198

Make a nature check, DC 12.

If successful, go to 160.

If unsuccessful, go to 30.

199

Taking out the small silver mirror required for this spell, you make the incantations and gestures required to protect yourself from attacks.

Thus protected, you may now return to 121 (without taking a progress point) and choose a new option.

200

You move out of the way just in time to avoid the powder, which hangs in

the air where you stand. Giving a few coughs - the stuff smells rancid! - you straighten up, and look for Netta to give her a good scolding. But Netta is long gone.

Turn to entry 27.

201

Mindful that you are in a pretty public area, you quickly rifle the dead thugs' clothes. Evidently their con has proven pretty lucrative. You find 77 galifars and a Potion of Healing. You look around for the hunchback who led you in here, thinking he might have hidden out of fear. But he has apparently fled, and is nowhere to be seen.

Chiding yourself for your foolishness at having been led into this trap, you make your way back out onto the street and continue your journey towards Neonis Way.

Go to entry 168.

202

Make an investigation roll, DC 17.

If successful, go to 86.

If unsuccessful, go to 158.

203

You stop and listen, straining your senses to pick up anything out of the ordinary, any sound, smell or sight... but nothing is apparent.

Cautiously, you make your way forward.

Turn to entry 57.

204

Your two opponents, a human and a drow, got 8 and 10 respectively. If you got 10, take 150 gp. If you got

11 or 12, take 300! If you got less than 10, you lose your stake. Play again? If so, put up your 100 galifar stake then make your next roll (getting as close to 12 as you can), then go to 148 to see what the two other players got.

If you are ready to leave the table, you could either return to 260 (without taking a progress point) and choose a different option within the tavern, but be aware that you will take a progress point on moving to the new option.

Or, if you would rather leave the tavern now, go to entry 133.

205

Do you have a name in mind to mention here? If so, take the first letter of that name, and count its place in the alphabet. Halve that number and put a zero on the end. This provides an entry number. Go there now.

206

(Add 1 progress point)

You move into the alleyway where the shady dealer is standing. "All right then," you say. "Show me what you've got."

The miscreant's face crinkles up maliciously, and he snaps his fingers. "Nothing but time for saps like you, friend." To your alarm, you see two burly-looking thugs emerge from the shadows further down the alley. You turn to quickly depart, but the way behind is likewise cut off by another two thugs wielding nasty-looking clubs. The hunchbacked one who lured you in slinks back into the shadows, and the muscle advances!

These hoodlums don't look like they can be bargained with. You're going to have to fight your way out of this one! Go to **Dura Street Hood Combat Sheet**.

207

You produce the mica chip, then make the incantations and gestures required, moving closer to the humanoids so that they are caught in the spell's range. Feeling the thunderous energy building in your arms, you release it, and watch with satisfaction as the bodies of the fish-like humanoids are utterly disintegrated.

But your elation turns to horror as you see a huge ball of green gas billow out from the carcasses, and come towards you. Too late, you realize you have been the victim of a heinous trap. Even puncturing one of these gas-filled bodies might have been enough to kill you, but all of them? The gas overpowers you, inflicting massive damage to your lungs and vital organs, and you feel your soul leave your body as you go to join your ancestors.

Your quest ends here! You will have to roll up another PC and try again. Best of luck next time!

208

You creep around the north side of the room, keeping to the shadows, slowly making your way to the northwestern corner where the shifter Xor sits, his face now buried in a huge tome.

Make a stealth check, DC 14.

If successful, go to 93.

If unsuccessful, go to 211.

209

You investigate the area where the levitation disc ascended upwards, allowing the shifter Xor to escape. Obviously Xor has kept the disc up there somehow, as it has not descended. You struggle to see how anyone could get up there, even a mage with levitation powers or a creature that could fly. The roof appears solid.

“Perhaps it’s too late,” Spanner says, a note of despair creeping into his voice. “Perhaps he has already released his corrupted warforged into Sharn. Even now, they could be running rampage, killing innocent civilians at will.”

“I can’t believe that,” you say. “I won’t believe that.”

Then you remember the moth device given to you by Kamiel, and you give it a quick message to deliver to the halfling repairman before releasing it, detailing your exact location and Spanner’s suspicions about the chamber above.

Many hours later, Kamiel appears with a large detachment of Sharn Watch, armed to the teeth.

Apparently the intel you gave to the moth device made them sit up and listen.

Soon after, a panel opens in the roof and you see the face of several Sharn Watch warriors peering down into the chamber, eyes wide as they take in the dimensions of the chamber below. These warriors obviously found an access point to that chamber from above.

A rope is let down, and one by one you all ascend.

The chamber you reach, as Spanner suspected, is filled with rows of warforged, all in a dormant state, but apparently reanimated and armed to the teeth, Prepped for invasion.

No sign of the shifter Xor, however. “It appears our culprit has escaped,” the Chief of the Watch says gruffly. He comes before you and addresses you directly. “Are you sure he came this way? Perhaps you saw wrong... an illusion perhaps. Or, maybe there’s something you’re not telling me, eh?” To insist that the shifter came this way, go to 110.

If you possess an Amulet of Moonbeam, go to 147.

210

Your missile lands short of the creature, skittering to a stop on the floor. Cursing your poor aim, you consider your next course of action. You do note, however, that none of the creatures reacted. At all. Which suggests that they are probably dead. Return to 121 (without taking a progress point) and choose a new option.

211

As you are attempting to stealthily approach the shifter’s position, you accidentally knock over a small pile of warforged parts, which clatter to the ground noisily!

Go to entry 271.

212

Having the shifter bound, you quickly search him and find the amulet that he uses to control the warforged titan. Removing it from his neck, Turbine shudders to a stop.

While Spanner watches over the shifter, you explore the chamber, find Xor's notes and his detailed plans for the invasion of Sharn. This is shocking material, and the realization of the atrocities this psychopath was planning to commit shakes you to the core.

You release the moth device which Kamiel gave to you, and some hours later are relieved to see Kamiel appear, accompanied by a large detachment of the Sharn Watch, who commend you on your bravery.

Kamiel tells you that he showed the intel from the moth to them, and finally they sat up and listened.

You also find some treasure in here, 559 galifar to be exact, which the Sharn Watch let you keep. Kamiel is overjoyed to see you, and cannot stop praising your bravery. The shifter Xor is manhandled to his feet and then taken to face the consequences of his crimes. For some reason, you are perhaps inclined to suggest leniency to those who have him in custody. As he is led away, you catch his eyes, unblinking, focused on you...

"See you soon," he says with a smile, as the Sharn Watch lead him away. Now turn to entry 279.

213

Something catches your eye - a fast-moving shape, coming quickly towards you in the water! Heart pounding, you ready yourself for an attack, a small part of you glad that you weren't caught by surprise.

Go to **Skum Combat Sheet**.

214

The loathsome entity dead, you calm your nerves and proceed north. With every step, the sounds of industry grow louder, deep rumbling, the clank of metal, the sound of machinery, gears and cogs. Surely whatever is making this racket cannot be far off.

The north-eastern passage meets another tunnel coming from the south, and as these join together the tunnel that continues on turns due north.

Turn to entry 129.

215

You sprint as hard as you can, but the cloud is fast moving and overtakes you. You fall to the ground, lungs burning, as the poison invades your body.

Make a constitution save, DC 18, taking 3d6 poison damage on a failed save or half as much on a successful save. If you are still alive, continue reading below.

(Add 1 progress point for recovery time).

Eventually you recover, and stand shakily, surveying the way ahead.

You must press on. You've come this far, after all - to give up now would be the coward's way.

Steeling your resolve, you set off north once more. Eventually you find your way to the far end of the chamber and enter the tunnel beyond.

Turn to entry 69.

216

You turn just in time to see a young girl disappear into the crowd with your money pouch.

(Deduct 2d20 galifar from your inventory).

The little sneak! You peer over the crowd, but realize there would be no hope of finding her in here. The thieving tyke is long gone. Cursing your loss, you sigh and turn back to face ahead in the queue.

Turn to entry 261.

217

(Add 1 progress point)

Stumped by the door puzzle, you turn south and retreat to the junction, taking the east passage.

Turn to entry 228.

218

Make your ranged spell attack. The gem has an AC of 14.

If you hit, go to 102.

If your attack misses, go to 12.

219

Choose from one of the following spells. It must be in your spell list.

Detect Magic: turn to entry 116.

Detect Poison & Disease: turn to entry 48.

Find Traps: turn to entry 71.

Mage Hand - to lift the chest lid and retrieve some treasure: turn to entry 95.

Sanctuary: turn to 199.

Shatter - to destroy these humanoids, whether they are alive or dead: turn to 207.

Unseen Servant - to move over and try to get to the chest: turn to entry 256.

220

Not daring to move a muscle, you allow only your eyes to move as two warforged, silent and stoic, pass your hiding place. They do not see you, and now you notice their movements: stiff and unnatural, unlike other warforged you have seen, who have a certain grace to their movements despite their mechanical nature.

The patrol continues down the passage, not conversing or interacting with each other in any way, just focused on carrying out their patrol duties.

Almost as if they didn't have souls, you think to yourself.

When they are well out of range, you emerge from your fox-hole and pad back to the secret entrance, glancing over your shoulder to make sure you are unseen.

You return quickly to the secret entrance, determined to continue your quest.

Turn to entry 267.

221

You keep an eye out, but don't see anyone following you or acting suspiciously.

Return to 55 and choose which stalls you want to examine.

222

You stay where you are and watch the events unfold. As you watch, you see the loudmouth stand and draw his fist back, and you watch, glued to this drama. He throws his punch, which bounces harmlessly off the metal jaw of the warforged, and cries out in pain, cradling his hand.

The warforged server grabs him by the arm, walks him to the door, and ejects him onto the street, to a mixture of booing and roars of approval from the bar.

To do something else within the tavern, return to entry 260 (without taking a progress point) and choose a new option (which will cost a progress point).

If you have had enough of this place and would like to leave, turn to entry 133.

223

Sticking to the walls, you move around the circular room towards the curtain, trying to stay as stealthy as possible. This will not be easy.

Make a stealth check, DC 17.

If successful, go to 144.

If unsuccessful, go to 254.

224

You creep forward, trying your best to stay hidden from whatever lurks ahead. However, you misstep and your foot slips on a patch of slime by the sewer channel's edge. You look up and see a malformed, sickly-looking rat, looking straight at you! Go to **Horrid Rat Combat Sheet**.

225

As you stand up and move over towards the loudmouth's table, he too stands, and draws his fist back, ready to punch the warforged square in his metal jaw.

(cont. over)

Will you try and restrain him, making a gesture of protecting the warforged (although it clearly doesn't need your help)? Go to 190. Or will you address him loudly, trying to divert his attention? Go to 50.

226

You feel another tug at your belt, and catch hold of Netta's hand. The cheeky little scamp! But she is quick, and as you are sneezing, you feel teeth sinking into your hand. You roar in pain and quickly release her before she can do any real damage. When the powder clears, Netta is gone... but at least your coinage is still safe!

Turn to entry 27.

227

Pausing for a second, wondering whether you have chosen the right option, you throw caution to the wind and press the basilisk stone. There is a moment's pause, and then the door releases and swings open before you, revealing a passageway beyond.

Breathing a sigh of relief, you step through the door and continue your journey.

Turn to entry 156.

228

(Add 1 progress point)

You turn down this eastern tunnel and make your way down a circular passage illuminated by regular Everbright lanterns. It seems whoever lives around here wants to remove all hiding places within this complex of tunnels. Not lingering at

all, you press on down this strangely silent corridor until it begins to bend towards the north. After some time, the tunnel - which appears to be recently constructed to your eyes - abruptly changes to a more ancient, stone style of dungeon, and the light drops to near darkness.

Slowly you make your way forward. The path seems to be descending, and the ground growing damp. There is a foul smell here too, slightly reminiscent of death and decay.

Ahead, you see an area where the tunnel widens out into a sort of gallery. You press on, primed for any movement in your peripheral vision. Turn to entry 16

229

You discern that these fish-like humanoids are most certainly dead. Their eyes have lost all their gloss, and they give off a faint rotting aroma.

Return to entry 121 (without taking a progress point) and choose a new option.

230

Finally you crunch the last of the hideous beetles underfoot and survey this scene. You inspect the bones of the last hapless victim, but find nothing. At least initially. Then, surveying the bones closely, you see that a gold ring adorns one bleached finger. Carefully you wiggle the ring off and hold it up. It is ornately crafted and bears inscriptions.

If you know Elvish, go to 195. Otherwise, proceed to entry 41.

231

You extend your hand. Haze turns his shifter-like paw and drops the magic item into your waiting palm. The weight of it catches you slightly off-guard, but it is not more than a heavy gem or piece of gold. You stow the amulet carefully with your other belongings.

Spend 2 progress points attuning to this magic item, and add it to your inventory.

Amulet of Moonbeam

Wondrous item, rare (requires attunement).

When you are wearing this amulet, you can use an action to cast the spell Moonbeam, once per day, at 2nd level. Moonbeam: A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centred on a point within range. Until the spell ends, dim light fills the cylinder. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw (DC 15). It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

You thank Haze for his help and prepare to leave. He shakes your hand and wishes you the best of luck in your journey, shapeshifting back into his first, human form as he does so. You think he might do this for effect, but strangely, this criminal overlord has made quite an

impression on you in your short time here!

You leave The Jaded Sanctuary unmolested. The attendants and guards view you with some awe as you leave, knowing now that you just had an audience with their employer! Turn to entry 131.

232

You move over to the burly human attendant. "What's behind the curtain?" you ask, peering past him. He eyes you dismissively. "Nothing you need concern yourself with, friend. Be on your way." To cast Suggestion or Charm Person on this attendant, go to 32. To leave the den and return outside, go to 131.

233

"Who is your master?" you demand, manoeuvring away from the creature. "You are a skilled warrior... surely this master of yours is not worth dying for!" "What do you know of it?" the creature hisses. "Xor has promised me a general's rank in his army... what can you offer me?" The creature comes rushing at you. "And you believe him?" you shout, dodging out of his way. "This Xor, as you call him, has only his own interests at heart. Your loyalty is misplaced!" The creature stops in its tracks. "What do you know of this Xor, of his background? Probably as little as I. And if you do not know someone, how can you trust them? Or be prepared to lay down your life for them?"

The creature's eyes narrow, and it curses in some bizarre, eldritch-sounding language.

"Perhaps what you say has a grain of truth in it," it says, and considers for another long while. "But I will not let you pass so easily. Give me something, one of your possessions." If you agree to give the Dolgaunt one of your possessions, choose an item from your inventory now, then go to 84.

If you refuse, go to 188.

234

You start trying to finesse your way through the door, making some comments about "connections" and "you don't know who I am but..." The warforged puts a hand up, stopping you mid-sentence. "I am afraid, friend, that you are wasting your time. There is no way you will ever be able to convince me to abandon my duty to my employer. And now, on your way please." Seeing little else for it, you leave the warforged to his duties and consider your options. Return to the entry 241 without taking a progress point, and then choose a new destination (arriving at which, you will take a progress point).

235

"Nothing you do will bring your family back," you say to Xor. "And the people up there," you point up at the ceiling to indicate the population of Sharn, "They had no say in the matter, no control over what the soldiers of Breland did to your

people. They are innocent of the crimes you accuse them of.”

The shifter’s expression seems to harden at these words. “All you seek to do is delay what must happen,” he says. “I suspect you do not care at all to hear my history. The simple version is this: soldiers of Breland, during the Last War, utterly destroyed my tribe. For no other reason than we just happened to be in their path when they passed, and they felt like killing something. Nothing more. Centuries of culture and history, erased on a momentary whim. That, my friend, is why I do what I must do!”

You begin to protest the innocence of the people of Sharn to this shifter, but he is not hearing a bar of it. You even invoke the topic of war crimes, and tell him that operating a creation forge is a serious offence, possibly punishable by death.

“I care nothing for the laws of this land!” he roars. “Nothing you say will change my determination. And now, for better or worse, I go to fulfill that destiny!” Then, raising his voice, he yells, “TURBINE! KILL!!”

You turn and see, to your horror, the huge warforged titan shudder into life, and begin lumbering towards you. “He’s escaping!” Spanner exclaims, and you turn back to see that the shifter has made his way to the back of the room, towards what looks like a levitation disc. But the warforged is upon you now....

Go to **Unfinished Warforged Combat Sheet** and do battle!

236

"Gotcha," you say, grabbing hold of the kid's arm. You look down and see that the young girl couldn't be more than 12 years old. But she doesn't look frightened, only resigned to the fact that you've caught her.

"Right, I'm handing you over to the guard," you say, motioning to the lone guard that mans the door out to the platform.

The girl smiles. "Gregius? Oh. All right then." She doesn't seem too perturbed about this, and you immediately surmise that the old guard will probably just let her off with a warning.

Then it occurs to you.

"Hey... do you know where Neonis Way is?"

She shrugs. "Yeah, sure. I know every street in Sharn."

You grin. "Take me there, and I won't hand you in. There might even be a crown in it for you."

The girl beams broadly and straightens up, then gives you a mock salute. "Right - this - way - sir!" she exclaims, then turns and leads the way towards the station exit.

Struggling to keep up, you run after her.

Go to 76.

237

You immediately recognize this area as the trap described in the diagram you found earlier. Carefully, you move around the flagstones that obviously trigger the mechanism, and continue on your way down the long, forgotten passage.

Go to 138.

238

You make the motions and incantations, and wait for knowledge about the key to be revealed.

What you discover is that the lock and the key are two parts of a magic artefact that triggers a deadly trap! The door is secondary - its only purpose is to serve as the platform for the trap.

You shake your head. Oh well, perhaps the key will be worth something.

You turn and leave, continuing north up the tunnel. Go to entry 149.

239

Too late, you hear a sound behind you and feel something cold and clammy start to wrap around your neck!

Choose either an athletics or acrobatics roll for your PC, then make a grappling roll for your attacker (d20+2). Compare the two rolls.

If the target's roll is higher, you are grappled! Go to 92.

If your roll is higher, go to 61.

240

(If this is not your first visit to this entry, add a progress point).

You look around for something to throw, but cannot see any stones or other projectiles.

Perhaps you could throw something from your inventory. A caltrop, a torch, or even a weapon.

Choose an item to throw, and then proceed to entry 105.

241

(Add 1 Progress Point)

It is now midnight, but the streets of Upper Dura are certainly not deserted. Everyone seems to be heading in the same direction, and you remember Kamiel's recommendation about visiting the Dura Bazaar.

You make your way along the street, considering how you will get down to the Cogs. A skycoach or a Talenta glidewing down to Lower Tavick's Landing seem to be the obvious options, and you start keeping an eye out for a transport station.

It doesn't take long before you near the famed Dura Bazaar. Nearby, you also spy a doorway where many people come and go, and note that those leaving look very unsteady on their feet. You've heard of this. This is one of the ill-reputed Dreamlily Dens that Dura is famous for. A sign over the door reads "The Jaded Sanctuary."

Ahead is the bustling market, row upon row of stalls, food vendors and all manner of tricksters, buskers and opportunists... A little way back from the market, you also see the entrance to a tavern, *The Assassin's Eye* - possibly a good place to listen for chit-chat and rumours. But you are aware that time is of the essence, and so you consider where your time will be best spent.

(cont. over)

Where will you go? Remember that there is only a limited time to complete your mission.

To visit the Dura Bazaar, go to 55.

To inspect the Dreamlily Den, go to 170.

To visit the tavern, go to 260.

If you are ready to leave the Bazaar District and make your way down to the lower levels of Sharn, go to 132.

242

You tell Spanner of your idea to take out the titan first, and he agrees.

“It’s dangerous, yes... but tactically, a smart move.”

You make your way around the south wall towards the scaffold framework where Turbine the warforged titan is being attended by a swarm of small, harmless-looking drones.

Now absorbed in a huge tome of some sort, Xor, sitting on his ornate throne, has not noticed you approaching his pet project. The titan also appears in a temporarily dormant state.

You are about 40 ft away from it, and hidden in the shadows by the wall.

Make a stealth check, DC 12.

If successful, go to 273.

If unsuccessful, go to 3.

243

(Add 2 progress points)

It takes some time inspecting the slime-covered walls of the sewer passage, but eventually you spot it - the faintest of outlines, cleverly concealed amongst the stonework.

You push on a slightly raised stone that looks like it might be the mechanism, and the door scrapes open, quite loudly too! If anyone was

nearby, they would definitely have heard it.

Carefully you step through the entrance and into a well-maintained, circular tunnel which leads off into the distance.

Go to 125.

244

You desperately search for a hiding place, but in vain. You cannot find anywhere to conceal yourself, and then you hear the secret door slide open. You watch, rooted to the spot, as two warforged emerge in the sewer tunnel.

They see you and stop. Then, one lifts its arm to point at you and cries, in a metallic, abrupt voice: “Intruder! Attack!”

There is something wrong with these warforged. They move as if broken.

Go to **Broken Warforged Patrol Combat Sheet** and do battle.

245

You desperately grab for the glidewing’s railing, but to no avail. You go toppling out of the craft, and find yourself thinking as the ground comes rushing up towards you that you should have ponied up the extra galifar and taken the skycoach!

You hit the ground hard.

Take 4d6 fall damage.

If you are still alive, you slowly pick yourself up and gather your bearings.

You had the foresight to have your backpack on when you fell, so all your belongings are with you.

Gradually you recover and inspect your surroundings.

Turn to entry 42.

246

(Add 1 progress point)

You press on north, senses on high alert as you journey ever deeper into this strange network of tunnels.

Then you turn another corner, and see that up ahead the passage opens out into a space which appears to be a series of interconnected, water-filled rooms. As you near the chamber you see that just inside the entrance, a smooth staircase descends into waist-high water, filling multiple sections of this partitioned space. If you want to progress through here, you are going to have to wade all the way through!

The chamber is well-lit, and you cannot see anything lurking underneath the water from your current vantage point.

You could cast Detect Magic to see if anything of an arcane nature lurks in this room. Turn to 31.

If you are a ranger, you could use your primeval awareness to sense if there are any dangerous creatures lurking in these jade-coloured waters. Turn to entry 179.

You could investigate the water, to see if it dangerous or poisoned in any way. Go to 198.

Or, you could begin moving cautiously wading through the room, primed for anything out of the ordinary. Turn to entry 18.

247

Make an investigation check, DC 18.

If successful, go to 165.

If unsuccessful, go to 265.

248

“Nooooo!!!” the shifter cries, abandoning his throne and running towards the machine. “My forge!” Then, he sees you and Spanner standing by the east wall. “You!” he growls, stopping in his tracks. “You destroyed my forge! You have no idea what you have done, you fool! TURBINE, ATTACK!”

The huge warforged shudders into motion and begins lumbering towards you and Spanner. You watch as Xor himself takes off towards the back of the chamber.

“He’s going to the chamber where he keeps his completed soldiers!”

Spanner says. “He means to escape!” The titan is now almost upon you, and Xor is escaping!

Go to **Unfinished Warforged Titan Combat Sheet** and do battle now!

You will also find Spanner’s NPC stat block there, on the page after.

249

Try as you might, you cannot find anything resembling a trap on this statue.

To proceed cautiously past this warforged, primed to move quickly in case you trigger a trap, go to 180.

Or, you could return to the junction and take the western passage, which will take time. Go to 192.

250

You have no knowledge of the Goblin language, just enough to recognize it, but you do know something of this area, perhaps from something you have read on the history of the lower levels of Sharn.

It is Goblin, you know that, and you also know that this sewer was built using part of a tunnel that used to form a subterranean Goblin settlement. The area you're in right now, in particular, is the notorious "Temple of Death," a famed area riddled with traps to keep out intruders.

And from this scant knowledge, you can decipher the rest of the markings. A crude diagram shows a particularly deadly trap, and its position relative to where you are now: about an eighth of a mile to the east. This trap appears to use a type of noxious gas prevalent in the area.

Armed and forewarned, you proceed on down the foul-smelling, damp-walled passage.

Take the codeword *diagram*.

Turn to entry 80.

251

The colossal warforged titan collapses to the ground in a massive pile of twitching steel wreckage. Immediately his wrecked bulk is swarmed by drones who begin a futile effort to try and piece him back together. Spanner walks up and kicks a few off them off. They arc off screaming, hitting the wall and disintegrating.

If Xor has escaped the room, go to 209.

If Xor is dead also, go to 26.

If Xor is restrained, go to 189.

252

Simultaneously you turn and push the attendant, going for your weapon.

Make a dexterity or strength check, DC 15.

If successful go to 38.

If you fail, go to 114.

253

As soon as Xor drops dead to the ground, Turbine stops dead in his tracks also. Examining Xor's corpse, you see he wears an amulet of some sort, which evidently was allowing him to control the giant construct. As you watch, you also see Xor's body slowly transform. The shifter features and fur begin to disappear, and a new being occupies the space where Xor once was. This being is silver-skinned, almost translucent, with white hair and almost ghostly features.

"A changeling," Spanner whispers.

"That... explains a lot."

After exploring the cavern thoroughly, you release the moth device given to you by Kamiel, and settle down to rest in the chair that belonged to Xor... or whatever that poor, tragic creature's name was. Spanner keeps watch over you (if he is still alive) as you get some well-deserved rest.

You are woken some hours later by a commotion: Kamiel arrives, accompanied by a large detachment of the Sharn Watch, who commend you on your bravery. Kamiel tells you that he showed the intel from the moth to them, and finally they sat up and listened.

You also find some treasure in here, 559 galifar to be exact, which the Sharn Watch let you keep. Kamiel is overjoyed to see you, and cannot stop praising your bravery. Now turn to entry 279.

254

The attendant turns just as you are about to slip through into the corridor. Shaking his head, the burly attendant fixes his glare on you. "You won't get past me so easily, you little sneak! Now, I think it's time for you to leave."

The attendant grabs your arm and begins frogmarching you towards the door!

To wriggle free of his grasp and make your way out without his escort, go to 270.

To turn and attack, go to 252.

255

You rack your brains, but cannot remember any bit of lore referring to a warforged such as this. Is he famous in some way? And what is a statue of him doing in the middle of an abandoned sewer?

To search around this statue, go to 202.

To proceed north down this passage, go to 180.

256

You conjure your magical minion and direct the shapeless force towards the chest, with the simple command, "Open."

You see it as a shimmer, a disturbance on the air, as it moves over towards the chest. It pauses for a moment before the ring of bodies,

and then you see it gently moving the corpse aside. The body appears dead, not simply motionless. It makes a gap, and moves through.

But as it does so, the body pitches to the side and lands on the stone floor with an audible "thwack!" The skin of its head, paper-thin, splits, and you see a green vapour escape, which quickly begins to fill the chamber! Terrified that this might be poison gas, you turn and bolt towards the north!

Make an athletics check, DC 10. You should be able to outrun the gas cloud.

If successful, go to entry 257.

If unsuccessful, go to 215.

257

You lean forward, sprinting for all you're worth, across the whole length of the chamber and into the tunnel beyond.

Finally pausing, you turn to look back. The poisonous cloud has not followed you this far.

Catching your breath, and feeling an overwhelming sense of release, you turn and continue north.

Turn to entry 69.

258

Using your finely honed ranger skills, you cast your senses forward, feeling around for any dangerous creatures. And there, somewhere beyond sight but not too far away, you sense an aberration, an abomination of a life-form.

Trying not to appear too alarmed (which might put it on guard) you bring the magic to its conclusion and

then begin to slowly make your way forward towards the east junction. Take the codeword *forewarned*. Turn to entry 57.

259

Softly you creep forward, eyes probing the darkness. And then you see it! There, feasting on some unnameable foul dead thing, you spy a yellow-toothed, diseased-looking rat. But this is no ordinary rat - it appears to be the result of some sort of genetic experiment gone wrong! Go to **Horrid Rat Combat Sheet** and read the encounter. You may make one surprise attack against this enemy before entering combat proper.

260

(Add 1 progress point)

You keep your head down and quickly walk towards the tavern. Glancing up, you read the sign hanging over the door - *The Assassin's Eye* is the name of the place - and ascend the stone steps that lead up to the open entrance. On the balcony, drinkers watch the living flotsam of Dura go by.

Entering *The Assassin's Eye* Tavern you see that it is packed with all manner of adventurers and likely sorts. A harried-looking proprietor pours drinks as quickly as he can for the mob that presses forward at the bar. Tabaxi rub shoulders with kalashtar, humans, dwarves and a dozen other races, all vying for attention. The din is intense. At various shady tables you see covert conversations, solicitations and deals being made. There's a fair bit of

gambling going on too... In fact, a whole area of the bar is devoted to it, and the clink of crowns and galifars fills the smoky air.

To go over to the bar, turn to entry 182.

To try your hand at the chance tables, go to 33.

To hang around and see what you can overhear, go to 136.

To leave the tavern, go to 133.

261

Cursing the thief who stole your crowns, you take a few deep breaths to calm yourself and remain in the line, not letting some petty thief distract you from your mission - whatever that might be!

Finally, the last person in front of you departs, and you are face to face with the booth attendant, a wrinkled old dwarf with a look of supreme indifference.

"Yes?" he asks in a monotone.

"Neonis Way. Can you tell me where it is?"

The old man frowns for a second, then turns in his chair and reaches back towards a shelf, from which he produces a folded piece of parchment. With a deft flick, he opens out a map of Menthis Plateau, intricately detailed. He seems pleased to have a change from the monotony of selling skycoach tickets.

"Yes, I do know that one... hmmm... ah, here!"

He holds the parchment up for you, pointing to a tiny spot.

"Just there," he says. "You've got a bit of a walk, but it's not too far."

Gazing at the parchment, you memorize the location and how to

get there from the station and then, thanking the dwarf, head towards the station exit.

Go to 75.

262

(Add 1 progress point)

Wands, Wards & Weapons Magical (main shop *Dava Gate*) is a neatly-arranged stall attended by a youngish female elf, who wears the robes of a sorcerer and gold-rimmed spectacles. She has her head in a ledger as you peruse her wares, only glancing up occasionally to check on her customers.

"Everything all right? Any questions?" she asks you, with a gentle smile. You reply, "No, just browsing," and she goes back to her numbers.

Not everything here is useful - some of the items on display are designed to make day-to-day life easier, not to aid adventurers in their search for corrupted warforged! However, there are a few items that could prove useful. Peruse the wares below to see if there is anything that takes your fancy.

WANDS, WARDS & WEAPONS MAGICAL			
ITEM	COST	WT.	NOTES
<i>Potion of Healing</i>	100 galifar	-	<i>Standard healing potion.</i>
<i>Everbright Lantern</i>	150 galifar	2 lb	<i>Wondrous Item, common.</i> 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.
<i>Band of Coils</i>	300 galifar	-	<i>Wondrous item, uncommon (requires attunement - 3 progress points)</i> A small jade ring, cast in the form of a tentacled sea beast. It leaks a black oily substance that stains your fingers like those of a scribe. Once per day, you can use your reaction when you are attacked by a creature within 5 feet of you to shoot a spray of ink from the ring, dealing 1d4 acid damage to that creature. They must succeed a DC 15 Dexterity saving throw or be blinded until the start of their next turn.
<i>Breeches of Swiftmess</i>	200 galifar	2 lb.	<i>Wondrous Item, uncommon.</i> These dark-coloured leather breeches require the Mark of Passage (House Orien) to use. When moving to new locations, roll a d20. On a roll of 15 or above, you may disregard the instruction to take a progress point.

<i>Monocle of Trap Finding</i>	400 galifar	0.5 lb.	<i>Wondrous Item, uncommon, requires attunement (3 progress points).</i> To attune this item, you must possess the Mark of Finding (House Tharashk). When actively searching for traps and other hidden hazards, you may add your intuition die to the Investigation / Perception check.
<i>Staff of Flurried Blows (Monk Weapon)</i>	500 galifar	4 lb.	<i>Weapon (Quarterstaff), very rare, requires attunement by a monk (3 progress points)</i> This magical quarterstaff is a simple shaft of worn wood. While attuned to this weapon you may use your action to make a single melee attack against any number of creatures within 5 feet of you, spending 1 ki point for each creature beyond the first.
<i>Morbid Doom</i>	800 galifar	3 lb.	<i>Weapon (Longsword), very rare, requires attunement (3 progress points)</i> Morbid Doom scores a critical hit on a roll of 15 or higher. After you score a critical hit with it, Morbid Doom becomes a non-magical longsword until the next sunrise.

Once you have finished here, you may explore a different stall by returning to 55 without taking a progress point, and then take a progress point to choose a different stall to explore.

Or, if you are ready to leave the bazaar, go to entry 15.

263

(Add 1 progress point)

Wes is an exuberant, expansive character, the type of merchant who always has a story for his customers. As you browse, you listen in on his banter. It seems he has visited every

corner of Eberron, and fought in many battles, although his joyous nature runs contradictory to that. Perhaps it is to mask an underlying pain, but you sense not. Wearing loose, colourful robes, Wes greets everyone who visits his stall with a warm hug (including you), and promptly hands them a skewer of sizzling meat, cooked by his son who stands at a grill nearby. The tactic is working - Wes's stall is one of the busiest in the whole market, and there is a good selection of exotic weapons as well. His wares are listed below.

WESGOTH'S WEAPONS, MUNDANE & EXOTIC				
WEAPON	COST	DAMAGE	WT.	PROPERTIES
Rapier	25 galifar	1d8 piercing	2 lb	Finesse
Scimitar	25 galifar	1d8 slashing	3 lb	Finesse, light
Longsword	15 galifar	1d8 slashing		Versatile (1d10)
Shortsword	10 galifar	1d6 slashing	2 lb	Finesse, light

Javelin	5 sovereign	1d6 piercing	2 lb	Thrown, range 30/120
Darts	5 crowns	1d4 piercing	¼ lb	Finesse, thrown, range 20/60
Cyrrian Poison	100 galifar	See description	-	Use to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying it takes an action. A creature hit by it makes a DC 12 con save or take 1d10+2 poison damage. The poison lasts for 1 minute before drying.
EXOTIC WEAPONS				
Three-Sectioned Staff	4 galifar	1d8 bludgeoning	8 lb.	Finesse, Special, Two-Handed
Breland Bastard Sword	125 galifar	1d10 slashing or piercing	6 lb	Heavy, Special, Versatile (1d12)
Bolas	1 galifar	1d4 bludgeoning	2 lb.	Finesse, Light, Special, Thrown (Range 10/30)
Drow Bladed Boomerang	10 galifar	1d4-1 bludgeoning + 1d4 piercing	2 lb.	Finesse, Light, Special, Thrown (Range 20/60)
Wrist Crossbow	250 galifar	1d6 piercing	2 lb.	Ammunition (Range 25/90), Light, Loading, Special

Boomerang: This weapon will return to you if you fail to hit your target. Using your reaction, you can catch it by succeeding a DC 10 Dexterity check.

Three-Sectioned Staff: Enemies have disadvantage on any saves from an attack that would allow you to disarm them when attacking with this weapon. This can be utilized as a monk weapon.

Breland Bastard Sword: This particular weapon is too large to wield in one hand normally unless

you meet a specific strength requirement. You must have a Strength score of at least 18 or suffer disadvantage on all attacks made with this weapon.

Bolas: Enemies have disadvantage on any saves from an attack that would allow you to knock them prone when attacking with this weapon.

Wrist Crossbow: You cannot be disarmed of this weapon.

Once you have finished here, you may explore a different stall by

returning to 55 without taking a progress point, and then take a progress point to choose a different stall to explore.

Or, if you are ready to leave the bazaar, go to entry 15.

264

You make your way down this well-lit passage, unnerved by the utter quiet that pervades these corridors. Far off, you hear a rumbling, but there is no way of telling what is causing it. You press on, and it seems to you that your heart is beating incredibly loud, so loud that you think it could very well be announcing your presence to anyone or anything that lurks nearby! Eventually the tunnel angles towards the north, and you follow this direction, senses on the alert for any sound or motion.

Then, you catch sight of an irregularity on the east wall of the passage, up ahead. Cautiously, you approach.

Turn to entry 82.

265

You spend a while examining the door from top to bottom, but don't find anything that alerts your attention. If there is a trap here at all, you can't see it.

Return to entry 82 and choose another option.

266

You get a strong feeling that this enigmatic individual bears you no ill will. If anything, he only seems concerned with his own interests, not with causing you any harm.

"How do you know of this?" you ask. At this question, the man smiles slightly and takes a seat at his desk. Turn to 130.

267

(Add 1 progress point)

Triggering the mechanism once more, you enter and return to the junction.

To take the north passage from the junction, go to 157.

To take the west passage, go to entry 264.

268

"Who are you, to come unbidden into my chamber?" he demands angrily.

"How dare you disturb my preparations!"

"It's not your chamber!" you counter.

"You're an intruder here. This chamber, these tunnels, this whole place, is the property of the city of Sharn and you have no business being here! I know what you're up to, preparing an army of warforged. The game is up, Xor."

Xor is silent as he digests this information. He rises from his throne and comes forward, a look of grim determination on his face.

"You know nothing, stranger," he hisses. "Breland has taken everything from me. My family, my home, my life and dignity. I am simply reciprocating in kind."

There is a note of tragedy, of utter despair in Xor's voice. "Look," you say, "I don't know what hap-"

"Tell me," Xor cuts you off, "If someone killed your entire family, your tribe, razed your village to the ground, would you be fine with that?"

Or would you do the honourable thing, the only thing, and seek revenge?"

Xor's logic is hard to refute here. What is your next course of action? Try to reason with this obviously highly motivated character? Go to 235.

Or, move in to apprehend him, going to combat if necessary? Go to 36.

269

To cast *Detect Magic*, go to 53.

To cast *Identify* on the door plate, go to 108.

270

You try to shake the attendant loose - you don't need his hands on you, guiding you towards the door! That's just annoying, and an affront to your dignity.

Make a dexterity or strength check, DC 15, to get free of the attendant's grasp.

If you succeed, you walk to the door unaccompanied. Take an inspiration point for not allowing yourself to be manhandled in that way!

If you fail, you are escorted out!

Either way, you find yourself out on the street again.

Go to 131.

271

The shifter jumps to his feet, and it doesn't take long for him to spot you and Spanner.

"You again!" he says, pointing at Spanner. "I thought I'd gotten rid of you!"

"You thought wrong," Spanner says determinedly.

"And you've brought a friend this time, I see..." he looks you up and down. "You have no idea of what you are meddling in, stranger," Xor says in a low tone. "No idea of the crimes perpetrated by those you seek to protect. But I will not let you THWART MY PLANS! TURBINE! ATTACK!!!"

To your horror, you see the giant warforged titan heave into motion and begin lumbering towards you. While you are so distracted, Xor makes a bolt for the back of the cavern, where you see a levitation disc hovering.

"He's trying to escape!" Spanner cries. "He's going to the chamber where he keeps his army!"

You are deep in it now! Can you fend off the titan and somehow apprehend this criminal at the same time?

Go to **Unfinished Warforged Combat Sheet** to find out!

272

You tell Spanner of your plan to attack the shifter Xor directly, but the warforged disagrees with this tactic.

"He'll just set Turbine on us and try to escape," he tells you. "Turbine does all his dirty work for him - handling the warforged bodies, fending off any monsters that wander in..."

"But if we capture him first," you say, "then he can face justice for his crimes."

Weighing Spanner's words, you consider your course of action.

(cont. over)

To proceed with attempting a surprise ranged attack on Xor, go to 208.

To try and make a surprise attack on the titan instead, go to 242.

273

If you wish to, make a surprise ranged attack on the titan with advantage. If it hits, take note of damage. Then, regardless of the outcome, read below.

Alerted to your presence, the shifter jumps to his feet. "Turbine, ATTACK!" he yells, then runs towards the back of the room, where you see a levitation disc hovering. The massive, partially-built warforged creaks and groans into life, emerging from its scaffold framework. Uttering a horrific, metallic cry, it comes lumbering towards you, its weaponised hands raised in the air!

Go to **Unfinished Warforged Titan Combat Sheet** and do battle, alongside Spanner as an NPC. His stats are found on the page after the Unfinished Warforged Titan.

274

You try to throw yourself to the side, but too late... trapdoors drop beneath you and you fall to your doom. You have plenty of time to pray to your gods as you plummet to your death down into a seemingly bottomless abyss!

Unfortunately, your adventure ends here. But all is not lost! Roll up another PC and try again. Sharn needs a saviour!

275

The hunchbacked fence hisses his disapproval.

"Your loss, friend," he snarls, slinking back into the shadows.

You take a breath and move on down the street. You weren't born yesterday.

Go to entry 168.

276

You wedge yourself back into the hole as far as possible, listening as the sound of footsteps closes in.

Then, to your horror, they stop. And you hear two words, two brutal, machine-like accusations.

"There! In-truder!"

Emerging from your hideout, you see two warforged, striding towards you with jerky, spasmodic movements. In unison, they raise their armbldades and quickly close in on you!

Go to **Broken Warforged Patrol Combat Sheet** and do battle.

277

Despite a thorough study of the puzzle, racking your brains all the while, you cannot make head or tail of it!

Return to entry 164 (without taking a progress point) and choose which option you would like to take.

278

You begin to make the incantations and gestures necessary for the spell, as subtly as you can. But the warforged seems to notice, and the slightest of smiles - if there is such a thing as a warforged smile - seems to cross his face.

“Do not waste your time, stranger. Such enchantments do not work against me, only on your fellow humanoids. I am what they call a construct, after all...”

You realize he is right. How could you have forgotten that?!

“I think you’d best be on your way,” he says coolly. “You don’t want to go making a scene around here.

Wouldn’t look good”

Realizing he is right, you quickly move away from the doorway to The Jaded Sanctuary. Interactions with Sharn drug cartels generally don’t end well, if the street talk is anything to go by.

Returning to the square at the centre of this area, you assess your options. Where will you go? Remember that there is only a limited time to complete your mission.

To visit the Dura Bazaar, go to 55.

To visit the tavern, go to 260.

If you are ready to leave the Bazaar District and make your way down to the lower levels of Sharn, go to 132.

279

Your hero has successfully completed the quest! Congratulations on getting to this entry, and becoming *The Saviour of Sharn*.

If not already awarded, the Sharn Watch let you keep the 559 Galifar which you found in Xor’s lair.

In the days that follow, you are lauded as a champion, toasted by the nobility and congratulated by the Dragonmarked houses. House Cannith holds a feast to celebrate your uncovering of the plot,

squadrons of bards sing your praises, and for a few weeks at least, you are the hero of this city.

But all things must come to an end, and after the fanfare dies down and people forget who you are once more, your mind turns to adventure once more...

As reward for this quest, advance your character to Level 5.

Continue to the Epilogue, below.

EPILOGUE

The author sincerely hopes you have enjoyed *The Saviour of Sharn*, and hopes you will recommend it to your fellow Eberron Enthusiasts, or any who are curious about this amazing setting. Hopefully, if demand is evident, more Eberron solo adventures will be written. In the meantime, you could perhaps pick up the very-soon-to-be-released product *The Solo Adventurer’s Toolbox* which will enable you to solo freeform through Eberron.

Or, if you don’t mind a bit of Forgotten Realms action, 5e Solo Gamebooks has a series of solo gamebooks for that setting: *The Death Knight’s Squire*, *Tyrant of Zhentil Keep*, *Citadel of the Raven*, and *Tables of Doom*, as well as two adventure conversions: *Rage of the Rakasta* and *Menace of the Icy Spire*.

Lots to play and enjoy.

See you next time.

COMBAT SHEETS

COMBAT SHEET: DURA STREET HOODS

DURA STREET HOODS

(x4)

Medium Humanoid, Neutral Evil

Armour Class 12

Hit Points 7

Speed 30 ft.

STR 15 (+2)	DEX 13 (+1)
CON 9 (-1)	INT 10 (+0)
WIS 10 (+0)	CHA 13 (+1)

Senses Passive Perception 10

Skills Intimidation +3

Languages Common

CR 1/8

Rally Any time a melee attack misses an ally, a hood will hear shouts of encouragement from his fellow hoodlums. The hood makes a wisdom check, with the DC being the target's dex score. If successful, the hood may make an attack as a reaction.

ATTACKS

Spiked Club +4 to hit, 1d6+2 piercing damage



COMBAT NOTES (USE MAP: DURA ALLEY)

1. Place tokens. H: Hoods. PC: You. Note that there are two in front and two behind. You might have to get creative here to escape their flanking maneuvers.
 2. Roll initiative.
 3. The hoods will attempt to flank you to gain combat advantage.
 4. Battle to the death!
- ◆ *If you are victorious, go to entry 201.*

COMBAT SHEET: DRUG DEN ENFORCERS

DRUG DEN ENFORCERS

(x3)

Medium Humanoid, True Neutral

Armour Class 16

Hit Points 11

Speed 30 ft.

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

Senses Passive Perception 12

Skills Perception +2

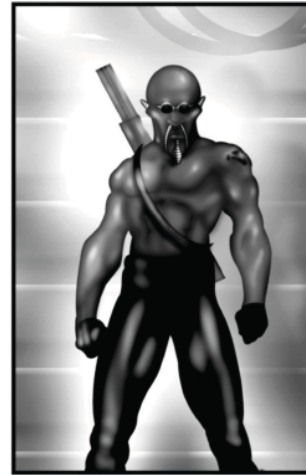
Languages Common

CR 1/4

Drive Back Any time makes an enforcer makes a successful melee attack, the target must roll a strength save, DC 13. On a fail, they must move back 5 ft. The enforcer moves with them, pressing them towards the door. This movement does not provoke an attack of opportunity.

ATTACKS

Scimitar +3 to hit, 1d6+1 slashing damage



COMBAT NOTES (USE MAP: DRUG DEN)

1. Place tokens. E: Enforcers, PC: You. Roll initiative.
 2. The hoods will attempt to flank you to gain combat advantage, and also use their Drive Back feat to edge you towards the door.
 3. If you reach the door, all three will attempt to push you outside on their turn. Make a strength save, DC 18, at disadvantage. If you fail, you fall backwards out the front door, which is promptly shut and locked!
- ◆ *If you are victorious, go to entry 145.*

COMBAT SHEET: HORRID RAT

HORRID RAT

Small beast, Neutral Evil

Armour Class 15

Hit Points 11

Speed 30 ft.

STR 7 (-2)	DEX 15 (+2)
CON 15 (+2)	INT 2 (-4)
WIS 10 (+0)	CHA 4 (-3)

Damage Immunities Acid

Condition Immunities Charmed

Senses Passive Perception 11

Languages -

CR 2

Ill-Tempered Animal handling checks involving a horrid rat are always made with disadvantage.

Keen Hearing and Smell The rat has advantage on Perception checks that rely on hearing or smell.

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

ATTACKS

Multiattack The horrid rat makes two attacks.

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft, one target. *Hit* 2d4+2 piercing dmg, and the target must make a DC 12 con save or contract a disease. Until cured, the target can only regain hp by magical means, and their max hp decreases by 1d6 every 24 hours. If the target's max hp drops to 0 as a result of this disease, the target dies.



COMBAT NOTES (Use Map: SEWER PASSAGE 1)

1. Place tokens. R: Horrid Rat, PC: You. Roll initiative.
 2. If you managed to sneak up on the rat, then you can make a surprise attack (with advantage).
 3. The sewer channel is full of nasty, toxic sludge. If you go in it, you will need to make a constitution save, DC 13, or suffer disadvantage on constitution and stealth checks for the rest of the adventure, or until you find some remedy for this condition. The rat is immune to such effects. If you do wind up in the channel, it counts as difficult terrain for both you and the rat.
- ◆ *If you are victorious, go to entry 47.*

COMBAT SHEET: BROKEN WARFORGED PATROL

BROKEN WARFORGED SOLDIER (x2)

Medium Construct, Unaligned

Armour Class 15

Hit Points 36

Speed 30 ft.

STR 13 (+1)	DEX 13 (+1)
CON 14 (+2)	INT 6 (-2)
WIS 6 (-2)	CHA 4 (-3)

Skills Athletics +5

Damage Resistances poison

Condition Immunities poisoned

Senses Passive Perception 9

Languages Common

CR ¼

Living Construct The warforged is immune to disease, and is both a construct and a humanoid. It regains half hp from a magical effect that would not benefit a construct. If reduced to 0 or fewer hit points and not outright destroyed, it becomes stable but inert until repaired. Any further damage while inert destroys it.

ATTACKS

Armblade *Melee Weapon Attack* +3 to hit, reach 5 ft, one target. *Hit* 1d6+1 slashing dmg.



COMBAT NOTES (USE MAP: SEWER PASSAGE 2)

1. Place tokens. B: Broken warforged, PC: You. Roll initiative.
2. The warforged spew out sparks and clouds of smoke intermittently. They are standing and moving, but are unstable and prone to spasmodic movements!
3. If you have Crafter's Bonding Agent, you may use this to sieze up the innards of one of these warforged! If you do so, choose a warforged and make a dex save, DC 13. If successful, it becomes siezed up and cannot function.
4. At the beginning of each warforged's turn, roll a d20. On a roll of 1 or 2, it experiences a malfunction and jerks violently either 5 ft toward or away from you. (d4: 1-2=toward, 3-4=away). If toward, and the warforged enters your square, make a DC 12 dex save, taking 1d4 bludgeoning damage on a failed save. If away, and the warforged leaves melee range, take no damage, and make an attack of opportunity on it.
 - ◆ *If you are victorious, go to entry 173.*

COMBAT SHEET: SKUM

SKUM

Medium Aberration (Aquatic), LE

Armour Class 13

Hit Points 17

Speed 20 ft., swim 40 ft.

STR 19 (+4)	DEX 13 (+1)
CON 13 (+1)	INT 10 (+0)
WIS 10 (+0)	CHA 6 (-2)

Skills Stealth +3 (+5 underwater), Perception +2 (+4 underwater)

Senses Darkvision 60 ft, Passive perception 10

Languages Aquan

CR 1

ATTACKS

Multiattack The skum makes two rake attacks with its rear claws while it is underwater, otherwise above ground it only makes one.

Rake *Melee Weapon Attack* +6 to hit, reach 5 ft, one target. *Hit* 1d6+4 slashing dmg.



COMBAT NOTES (USE MAP: WATERY CHAMBER)

1. Place tokens. S: Skum, PC: You. Roll initiative.
 2. If you were surprised, the Skum gets a free attack at advantage before turn order starts.
 3. The skum makes darting attacks, hitting you quickly and then moving away, as far as it can up to its movement allowance (40 ft. swim). Opportunity attacks will be hard, however. The water is moving, blurring the creature's shape. The skum is also a fast swimmer. Because of these factors, you will need to make a dex check (DC 16) every time it makes one of these attacks, to see whether you can make an attack of opportunity on it.
 4. Any acid- or fire-based attacks are useless here. The skum stays underwater, knowing that it has the advantage if it does so.
 5. There is a raised area to the north where you could take a breather, and the skum will not touch you here. In order to progress out of this chamber, however, you will need to enter the water and continue north (the exit is off the map, to the north). You could even try fleeing, if you have swim speed. The skum will not pursue beyond the water's edge (just off the map to the north).
 6. The water you are wading through counts as difficult terrain for your PC (unless some feat negates this).
- ◆ *If you are victorious, go to entry 107.*

COMBAT SHEET: KUO-TOA

KUO-TOA (x2)

Medium Humanoid, NE

Armour Class 13

Hit Points 18

Speed 30 ft., swim 30 ft.

STR 13 (+1)	DEX 10 (+0)	CON 11 (+0)
INT 11 (+0)	WIS 10 (+0)	CHA 8 (-1)

Skills Perception +4

Senses Darkvision 120 ft, Passive perception 14

Languages Undercommon

CR ¼

Otherworldly Perception Kuo-toa senses any creature within 30 ft. of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery Adv. on checks / saves to escape a grapple.

ATTACKS

Bite *Melee Weapon Attack* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

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

Net *Ranged Weapon Attack* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit* Target is restrained. Creature can use an action to make a DC 10 Strength check to free itself or another creature, ending effect on a success. 5 slashing damage to the net (AC 10) frees target without harming it and destroys the net.

REACTIONS

Sticky Shield When a creature misses it with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. Attacker must make a DC 11 Str save or the weapon adheres to the kuo-toa's shield. If the wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, it can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.



COMBAT NOTES (USE MAP: DAMP TUNNEL)

1. Place tokens. K: Kuo-Toa, PC: You. Roll initiative.
 2. The Kuo-toa with the net (to the north) will stay at distance, and throw the net as his first attack.
 3. The Kuo-toa to the south attacks with spear. Both of them have sticky shields (read under “Reactions”)
- ◆ *If you are victorious, go to entry 124.*

COMBAT SHEET: DOLGAUNT

DOLGAUNT

Medium Aberration, LE

Armour Class 16

Hit Points 22

Speed 30 ft.

STR	DEX	CON
14 (+2)	19 (+4)	12 (+1)
INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)

Saving Throws Dex +6

Skills Acrobatics +6, Stealth +6

Damage Resistances Damage from non-magical weapons

Senses Blindsight 360 ft (blind beyond this radius), Passive perception 12

Languages Common, Undercommon (Khyber's Tongue), Tentacle Sign Language 30 ft.

CR 1

ATTACKS

Multiattack The dolgaunt makes two tentacle attacks. In place of any attack, it can attempt to grapple an opponent up to 10 feet away.

Tentacle Melee Weapon Attack +5 to hit, reach 10 ft., one target. *Hit* 3 bludgeoning damage

Vitality Drain Melee Weapon Attack +5 to hit, reach 10 ft., one target that is incapacitated, restrained, or grappled by the dolgaunt. *Hit* 3 piercing damage and 2d6 necrotic damage. The target's hp maximum is reduced by the amount of necrotic damage taken, and the dolgaunt regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.



COMBAT NOTES (USE MAP: TUNNEL 1)

1. Place tokens. D: Dolgaunt, PC: You. Roll initiative.
 2. The Dolgaunt's tactic is to use multiattack, but to use one of its attacks to attempt to grapple with you. It will make a plain tentacle attack with its second attack.
 3. If the player is unable to escape a grapple during its turn, on the Dolgaunt's next turn it will use its *Vitality Drain* feat.
 4. The Dolgaunt addresses you during combat, "You are foolish to trespass here, in the realms of my master!" To attempt to converse with it, make a charisma check, DC 15. If successful, go to entry 233.
- ◆ *If you are victorious, go to entry 52.*

COMBAT SHEET: CARRION BEETLE SWARM

CARRION BEETLE SWARM

Large swarm of tiny beasts, Unaligned

Armour Class 13

Hit Points 50

Speed 20 ft., burrow 5 ft., climb 20 ft.

STR 3 (-4)	DEX 13 (+1)	CON 10 (+0)
INT 1 (-5)	WIS 7 (-2)	CHA 1 (-5)

Damage Resistances Bludgeoning, piercing, slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 10 ft., passive perception 8

Languages -

CR 1/2

Engulf Whenever the target misses an attack, the beetle swarm gains “territory” on the body of the target, aiming to completely engulf it. For each missed attack, the target takes 1 hp piercing damage at the start of each of their turns thereafter (max 5 hp per turn). This effect ends when the swarm’s hp has been reduced by half or more.

Nauseate A living creature that begins its turn in the same space as the swarm must make a DC 16 constitution save. If they fail, they make every subsequent attack at disadvantage. Once two such constitution saves are made, the creature becomes immune to this effect.

Swarm As its movement, the swarm occupies the same space as its target.

ATTACKS

Bites (more than half hp) *Melee Weapon Attack* +3 to hit, reach 0 ft., one target in the swarm's space.

Hit (4d4) piercing damage.

Bites (half hp or less). *Melee Weapon Attack* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit* (2d4) piercing damage.



COMBAT NOTES (Use MAP: TUNNEL 2)

1. Place tokens. B: Beetle swarm, PC: You. Roll initiative.
 2. The swarm will immediately move into your space and begin trying to gain “territory” on your body. Take note of the *Engulf* feat, and the *Nauseate* feat also.
 3. Several feats change in nature once the swarm drops below half hp (25). Read the stat block thoroughly to see how this plays out.
- ◆ *If you are victorious, go to entry 230.*

COMBAT SHEET: MAD SLASHER

MAD SLASHER

Medium Aberration, CE

Armour Class 15

Hit Points 33

Speed 40 ft.

STR 13 (+1)	DEX 17 (+3)	CON 15 (+2)
INT 6 (-2)	WIS 10 (+0)	CHA 6 (-6)

Skills Survival +7

Senses Darkvision 60 ft., passive perception 10

Languages -

CR 1

Combat Reflexes Whenever a melee attack misses the mad slasher, it may make one claw attack as a reflex.

ATTACKS

Multiattack The mad slasher makes two claw attacks.

Claw *Melee Weapon Attack* +5 to hit, reach 5 ft., one creature. *Hit* 1d4 + 3 slash. dmg,

Whirlwind Attack (Recharge 4-6) As an action, the mad slasher activates its many limbs, which attack rapidly in a whirlwind of slashing strikes. It makes six fast claw attacks at advantage on any creatures within melee range (multiple targets possible). Attacks on the slasher have advantage until the start of its next turn. It uses this attack whenever successfully recharged.



COMBAT NOTES (USE MAP: TUNNEL 3)

1. Place tokens. M: Mad Slasher, PC: You. Roll initiative.
2. The slasher uses its *Whirlwind Attack* feat on its first turn, and every time it is successfully recharged thereafter.
3. This monster is skittish. It will attack you every turn, but will then retreat, invoking an attack of opportunity if necessary. It will move away to its full allowance, unless it used up its movement earlier during its turn, in which case it will stay in melee range.
4. Note the *Combat Reflexes* feat.
◆ *If you are victorious, go to entry 214.*

COMBAT SHEET: "TURBINE"

UNFINISHED WARFORGED TITAN

UNFINISHED WARFORGED TITAN

Huge Construct, Neutral

Armour Class 17

Hit Points 64

Speed 40 ft.

STR 15 (+2)	DEX 10 (+0)	CON 15 (+2)
INT 3 (-4)	WIS 11 (+0)	CHA 1 (-5)

Damage Immunities Poison

Condition Immunities Charmed, exhausted, frightened, paralyzed, petrified, poisoned.

Senses Darkvision 60 ft., passive perception 10

Languages Common

CR 2

Charge If the titan moves at least 20 feet straight toward a target and then hits it with an attack on the same turn, the target takes an extra 2d8 bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

The titan may move through the space of prone creatures. A creature whose space the warforged titan enters for the first time on a turn must make a DC 14 dex save throw, taking 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

Unfinished Due to Turbine being not quite complete, parts of him are falling off. Every time he moves through the PC's or Spanner's space, roll a d20. On a roll of 1-3, a metal part drops off above your PC. Have your PC make a dex save, DC 12, taking 1d6 bludgeoning damage on a failed save.

ATTACKS

Multiattack The warforged titan makes two attacks: one with its axe arm and one with its hammer hand.

Axe Arm *Melee Weapon Attack* +4 to hit, reach 15 ft., one target. *Hit* 2d6+2 slashing damage.

Hammer Hand *Melee Weapon Attack*: +4 to hit, reach 15 ft., one target. *Hit* 3d4+2 bludgeoning damage.



COMBAT NOTES (USE MAP: XOR LAIR)

- Place tokens. T: Titan, X: Xor, PC: You, S: Spanner. Roll initiative.
 - Note Turbine's improved reach of 15 ft. He can hit anything up to 15 ft away.
 - Turbine tries to stay at least 15 ft away. If he is 15 ft away from any one character at the start of his turn, he will back up by 5 ft, then move 20 ft towards the target and attack, using the *Charge* feat, even if this incurs an attack of opportunity. He will then try to move 20 ft past the target so he can use this feat again next round.
 - Opportunity attacks: Since Turbine occupies 3X3 squares, the only time he provokes an opportunity attack is if his whole body moves out of melee range of another player.
 - Xor is trying to escape by reaching his levitation disc. To capture Xor or engage him in combat, use his stat block (refer notes, 2 pages ahead).
 - If you still have any Crafter's Bonding Agent available, you may use an action to spray some of this into Turbine's innards, partially siezing up his functions. This is a melee action. From that point on, every round Turbine must make a strength save, DC 12. If he fails, he will only be able to use one of his arms for attack (roll d4. 1-2: Axe Arm, 3-4: Hammer Hand).
 - If you are out of range to approach for melee, Turbine will pick up and throw one of the many available drones at you! He can hurl the drones up to 120 ft, a standard ranged attack, and if they hit they will do 1d6 bludgeoning damage.
- ◆ *If you are victorious, go to entry 251.*

SPANNER (NPC)

Medium Humanoid (Warforged)

L4 Fighter – Champion, LG



Armour Class 17

Hit Points 36

Speed 30 ft.

STR
18 (+4)

DEX
13 (+1)

CON
15 (+2)

INT
10 (+0)

WIS
12 (+1)

CHA
12 (-1)

Saving Throws Str +6, Con +4

Skills Animal Handling +3, Athletics +6, Intimidation +1, Perception +3,

Senses Passive Perception 13

Languages Common, Halfling

Fighting Style: Duelling Add 2 damage to each melee weapon attack if no weapon in the other hand (mad has been accounted for in armlade attack stats).

Living Construct Immune to disease, does not need to eat or breathe, but can ingest food and drink if he wishes.

Second Wind If Spanner falls to 15 hp or below, he will use a bonus action on his turn to regain 1d10+4 hp.

Action Surge Extra action during turn once between short rests.

Improved Critical Spanner's attacks crit on a 19 or 20.

ACTIONS

Armlade *Melee Weapon Attack*, +6 to hit, range 5 ft, one target. Hit: 1d8+6 slashing damage

COMBAT SHEET: XOR

XOR

Medium Humanoid (Arcane Trickster Rogue), TN

Armour Class 15

Hit Points 33

Speed 30 ft.

STR 8 (-1)	DEX 18 (+4)	CON 13 (+1)
INT 14 (+2)	WIS 10 (+0)	CHA 13 (+1)



COMBAT NOTES (USE MAP: XOR LAIR)

1. Place tokens (see Turbine encounter, above). Roll initiative.
 2. On his first turn as a free action, Xor will summon Turbine (the warforged Titan) to join the combat. He will then use this as an opportunity to escape, taking attacks of opportunity if necessary. He may also use Charm Person and Tasha's Hideous Laughter to keep you preoccupied while he escapes. You as "DM" will decide what Xor is most likely to do, and your PC and Spanner will respond accordingly.
 3. Xor will flee towards his levitation disc (marked LD) and then, unless stopped, will ascend out of the room (this takes one round). The Titan will do everything it can to keep you engaged while its master escapes.
 4. Follow these notes and the notes for the titan encounter (above) to guide you through this combat.
- ◆ *If you manage to defeat or apprehend Xor before he has a chance to escape, go to entry 6.*

Saving Throws Dex +7, Int +5

Skills Athletics +2, Deception +4, Perception +3, Sleight of Hand +10, Stealth +10

Senses Passive Perception 13

Languages Common, Shifter, Drow, Giant

Spellcasting Xor is an Arcane Trickster Spellcaster (Spell Save: DC 11, Spell Attack mod +3) with the following spells prepared:

Cantrips: Mage Hand, Fire Bolt, Poison Spray

1st Level (3 slots): Charm Person, Magic Missile, Tasha's Hideous Laughter

Sneak Attack Once per turn, Xor deals 2d6 extra damage to a creature hit with an attack if he has advantage on the attack roll. Attack must use a finesse or a ranged weapon. He doesn't need advantage if an ally is within 5 feet of the target, the ally isn't incapacitated, and he doesn't have disadvantage on the attack roll.

ATTACKS

Dual Wielding Xor wields a rapier in one hand and a dagger in his off hand.

Rapier *Melee Weapon Attack* +7 to hit, reach 5 ft., one target. *Hit* 1d8+4 piercing damage.

Dagger *Melee Weapon Attack* +7 to hit, reach 5 ft., one target. *Hit* 1d4+4 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

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