TRUST NO ONE



Reveal the secrets of shadow organizations in this adventure
for 2nd level characters in the Eberron campaign setting

Trust No One

House Tarkanan and the Trust have embroiled the Sharn underworld in a silent war, the result of which has dire consequences for Zilargo. The characters must fight their way through assassins, aberrant dragonmarks, information brokers, and fancy parties in this conflict between shadow organizations.

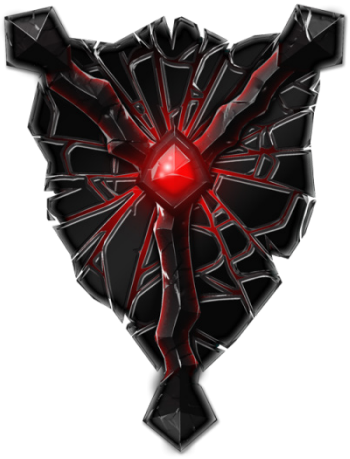
An Eberron adventure for 1st to 4th level characters

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A Fear Reveals Truth Adventure

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Welcome to *Trust No One*, Chapter 2 of *Fear Reveals Truth*, an *Eberron* adventure path. *Trust No One* is the sequel to *Curtain Call: A Sharn Adventure* using characters and story elements introduced in the previous adventure. The adventure plays best when used in conjunction with the *Wayfinder's Guide to Eberron* (*WGtE*) by Keith Baker.

This adventure is designed for 1st to 4th level characters and is optimized for **five (5) characters of 2nd level**. Characters outside this level range may not find the adventure challenging enough as written.

Eberron adventures embrace all three pillars of D&D play—exploration, social interaction, and combat—and incorporate the elements of dark fantasy and swashbuckling action. Not all characters fit these tropes and characters designed solely for combat might miss some of the fun and nuance. Players and Dungeon Masters should work together to create suitable parties that can embrace all that Eberron has to offer.

Background

House Tarkanan was contracted to steal a ledger from Tasho Mo Doras, the Zil ambassador to Sharn. For several days, Tarkanan agents and Trust operatives have played keepaway in the shadows of Sharn, but the violence began spilling into the streets, bringing the attention of the Sharn Watch and other parties.

The ledger contains translations of the Draconic Prophecy, specifically pertaining to the Shaper of Nightmares and its location somewhere underneath Zilargo. The translation is incomplete; nevertheless it is extremely important to the Cult of Shaped Nightmares and valuable to numerous buyers.

Two days ago, Jolgar Tarkanan managed to claim the ledger during a skirmish between Tarkanan and Trust forces. He promptly disappeared without a trace. House Tarkanan and the Trust are still at each other's throat, but Jolgar has taken the opportunity to arrange a private auction to sell the ledger, along with various other valuables he collected in his time with the House. He intends to sell the items and leave Sharn for good.

Dalia Dorian Korran (depicted on the cover) is assigned by the Trust, posing as a reporter, to retrieve the ledger, but with all their Sharn agents and assets being watched and countered by House Tarkanan, she decides to bring in some outsiders. The hope is that the recent heroes of the Drevan ir'Roole kidnapping incident can make some headway before the ledger is lost or falls into the wrong hands...

Adventure Synopsis

The characters are approached by chronicler Dalia Dorian Korran. She wants to know their role in the incidents of the Drevan ir'Roole before giving them the task to retrieve the ledger and discover the identities of anyone else after the ledger.

In order to find the ledger and the auction where it is being held, the characters approach the Tyrants in Tavick's Landing for information. The Spider, a changeling agent of the Tyrants, offers the characters a trade: Complete a task for them and the characters will receive the location of the auction. The characters (or the Dungeon Master) can select from three different tasks: Bribe a Sharn Watch member, deliver a package to the Boromar Clan, or follow a suspect from a dead drop.

Once they have a location, the characters race to Mad Warlock's Tower to attend the auction—a grand party with drinks and shady characters. The characters must infiltrate and speak with the guests before a group of fanatics of the Cult of Shaped Nightmares attacks and tries to claim the ledger! Complications ensue as one of the auction items escapes its confinement and attacks indiscriminately. The characters must defend themselves, claim the ledger, and escape before the Watch descends on the party and arrests everyone!

Hooks

Second Chance Meeting. Characters that helped Dalia during *Curtain Call: A Sharn Adventure* may still be in contact with the Trust agent—with or without knowing her true allegiances—and she can call on them to meet her for an important lunch.

Trust Gnome One. No one escapes the watchful eye of the Trust, even outside of Zilargo. Characters from Zilargo receive a missive from the secret police "requesting" the assistance of its citizens in this matter. Would you refuse the Trust? Then meet Dalia for lunch.

Media Darling. Dalia has previously interviewed one of the player characters for the *Korranberg Chronicle*. The story involved their deeds before the campaign, likely tied to their background. An entertainer may have received coverage for a remarkable performance. A noble could have been in the society pages. A folk hero might have been celebrated for whatever deeds made them a hero of the people. Choose one of the player characters and ask them to describe the event that got them in the *Korranberg Chronicle*; this will be the character Dalia reaches out to.

The Draconic Prophecy

The Draconic Prophecy reveals the paths the future can take. It is revealed in the movements of stars and sea, in the interactions of the planes and the birthrates of the dragonmarked. The Prophecy does not present one single path; rather, it is a map of the future; those who understand it can force the future down a particular road by completing pieces of the Prophecy. Few mortals have the time or resources required to unravel this mystery, but ancient dragons, immortal demons, and undying elves all study the Draconic Prophecy and use it to shape the future.

This adventure deals with a prophetic path tied to the Shaper of Nightmares. If events are pushed one way, this terrible archfiend could be unleashed. If things are pushed another way, the Shaper will be pulled back into the darkness for a time. Can the characters shift the balance?

Scene 1: The Truth

The player characters are approached by a Dalia Dorian Korran, a reporter for the *Korranberg Chronicle*, for a lunch interview. What they do not know is that Dalia is also an agent of the Trust, Zilargo's secret police.

Dalia will choose to meet the characters at a local restaurant. If you are using one of the starting points from the *Wayfinder's Guide to Eberron*, here are a few options.

- ***The Crooked Cat (Callestan).*** Small and cozy, this cafe is filled with a host of cats. The Dungeon Master can ask each character to describe a cat that catches their attention or interacts with them. The proprietor is a old shifter named Whiskers, who sets a saucer of cream on the table before taking your order.
- ***Kavv's (Clifftop).*** This quiet restaurant is one of the gems of Clifftop. The cuisine is drawn from the city of Stormreach, and the air is filled with the scents of unfamiliar spices. The portly owner, Saza Kavv, smiles when he sees Dalia and bows to you all. *"Your usual table is waiting, Miss Korran."*
- ***Honors (Morgrave University).*** Both bar and reading room, *Honors* fills three stories of a small tower and every inch is covered with books. A trio of professors from Morgrave University are engaged in a strident debate about the impact of Syrania's coterminous phase, while a few students are furiously studying for exams. Dalia leads you through a maze of parchment-strewn tables to a small room in the back; pitchers of wine and ale are already laid out for you.

When the characters have all arrived at the restaurant with Dalia, read the following:

> You arrive at the restaurant to take up the offer of a free lunch. When you enter, a young gnome with red hair, perhaps forty years old, waves you over and leads you to a table, already prepared. A satchel is spilling out its quills and sheaves of parchment over a seat and part of the floor. With a disarming smile, she motions for you to take a seat, truly thrilled to see you.
>
> She stirs a spoonful of honey into a cup of *sharproot tal* before taking a sip, "There's nothing better than perfectly balanced *tal*. But I don't mean to waste your time. My name's Dalia Dorian Korran. I'm the Sharn reporter for the *Korranberg Chronicle*; perhaps you read my coverage of the Race of Eight Winds? No matter! I wanted to talk with you about a story I'm covering.
>
> She sifts through her satchel and produces a copy of the *Sharn Inquisitive*. She pushes it towards you. "The *Inquisitive* ran a piece on Drevan ir'Roole's kidnapping, but my sources suggest that there's more to the tale. I believe that you played a critical role in ir'Roole's rescue. If you don't mind, I'd like to hear your version of the events surrounding the kidnapping, and that messy business in the theatre..."

Present the characters with the *Sharn Inquisitive* article (see Player Handout 1). Dalia encourages the characters to recount their version of events that happened during the course of *Curtain Call*, asking leading questions and seeming suitably impressed by their actions. This should be a fun experience and an opportunity for the players to brag about their exploits. This is also a chance for the Dungeon Master to highlight any interesting points of *Curtain Call* that the players may have overlooked and a subtle way to remind the players about exactly what happened in the previous adventure.

A suspicious character that makes a successful DC 15 Wisdom (Insight) check determines that Dalia's interest is sincere, but that she does seem troubled by any mention of the Shaper of Nightmares or any encounter with the Trust. She also seems to be disturbed by any character with an aberrant dragonmark, though that is not unusual... at least she is trying to hide it.

Fact and Fiction

There are several newspapers in the Five Nations. The *Sharn Inquisitive* is local, but it is considered to be an unreliable tabloid. The *Korranberg Chronicle* is the finest source of news in Khorvaire, and the characters will certainly be familiar with it.

The *Sharn Inquisitive* story Dalia is asking about is tied to the events of *Curtain Call: A Sharn Adventure*. It is possible that the story does not match the experiences of the player characters. It is possible that the story is simply *wrong*; in this case, Dalia will take a certain satisfaction at having confirmed this. On the other hand, it is also possible that the story is intentionally inaccurate. If Drevan ir'Roole was killed; it may be that someone called in a pricy favor to have him *raised* from the dead. If Echo successfully completed the ritual, someone apparently pulled strings to cover it up.

If none of the characters participated in the events of *Curtain Call: A Sharn Adventure*, she will ask them about one of their actual adventures as she is trying to gauge their abilities and confirm what she has heard about them.

Once Dalia is satisfied, read or paraphrase the following:

> Dalia sets down her quill as you finish your tale. "Thank you, I knew there was more to the story! And I'm glad to hear that your talents are as impressive as I've heard. Which brings me to a second topic..."
>
> The gnome pauses as the half-elf server brings a new round of drinks. She smiles and waits until the man is out of earshot and lowers her voice, "I'm friends with an organization that has interests across Khorvaire. My friends have need of a group of capable people... people with no ties to any of the powers in this city. Before you ask, my friends are from Zilargo, prefer to remain anonymous, and have the resources to reward you well for this work. I... *trust*... you know who I'm referring to...?"

Dalia drops a not-so-subtle hint about the Trust (*WGtE* 38). Any gnome would understand the reference; failing that, any criminal, spy, charlatan, sage, noble, or acolyte would know of them (in that order). If none of these backgrounds are represented, you can simply pick the character most likely to know.

Dalia waves off any questions, "Allow me to explain the situation. An important ledger was stolen from my friends two days ago. Divinations show that it hasn't left the city, but can't pinpoint its location. My friends are locked in a conflict with House Tarkanan over the theft, tying up resources for both organizations. Now there's rumors of an auction of rare and valuable items happening tonight. It's too much of a coincidence to ignore.

"My friends want you to determine where House Tarkanan is holding the auction. Find the auction and find the ledger. If they are selling the ledger, identify the buyer and other interested parties; this is just as important as retrieving the ledger itself. As for compensation, my friends would provide 250 galifars (gp) for the ledger and 250 galifars (gp) for information about those who are seeking it. More valuable than that: if you provide both the ledger and this information, my friends will provide you with the answer to one question of your choosing, any secret that's within their reach... and my friends have a very long reach.

"If you're interested, seek out the Spider of the Tyrants at *Honest Faces* in Tavick's Market. They may have a lead on the auction. If the rumors are true, you have until no later than this evening to complete the task. Return here in the morning for breakfast and let me know the results."

Dalia has little else to offer, except some warnings about House Tarkanan itself and aberrant dragonmarks, of which she knows woefully little. She will not reveal any further information about her friends or her connection to them. Likewise, she will not negotiate on the price; she is here as an intermediary. She will explain that her friends value their privacy, and that if the characters knew anything further it would compromise their value as agents. They are useful precisely because they are innocents.

Because of time, the characters are unable to take a long rest during the course of this adventure. Doing so allows the Cult of Shaped Nightmares to ambush the auction and get away with the ledger (Scene 3C).

Exiting the Scene. Once the characters agree to Dalia's request, she finishes her *tal* and quickly disappears into the traffic of the ward, leaving the characters in their seats. Go to Scene 2.

House Tarkanan and Aberrant Dragonmarks

House Tarkanan is one of the power players in the underworld of Sharn. While far smaller than the Boromar Clan or the monsters of Daask, Tarkanan is known as an elite force of assassins and thieves-for-hire. The House's defining feature is the fact that all its members possess aberrant dragonmarks.

Normal dragonmarks are blue-green sigils on the skin, and they grant benevolent powers. Aberrant dragonmarks are their dark reflection. Every aberrant mark is different: some are scars, some traced in fire, some are festering wounds that will not heal. An aberrant mark confers a dangerous, destructive power... a power that may not be entirely under the control of its bearer. Thus those who possess these marks are feared and shunned. But House Tarkanan has made this curse a strength; supposedly their members have mastered these dark gifts and use them in their work.

The characters may already have a connection to House Tarkanan. If so, their House Tarkanan contacts would simply reveal that the auction is being run by a rogue agent who stole from the house. They do not know the location of the auction, and would consider it a favor if the characters deal with it.



Scene 2: Tyrants and Spiders

The Trust's resources in Sharn are stretched thin at the moment, and they are unable to gather information with their usual efficiency. Instead the characters must negotiate with the Spider, an information broker with ties to the Tyrants.

> You know of the Tyrants from urban legends, tales told to scare children and snitches. Stories say they are a cabal of doppelgangers, a conspiracy that steals secrets—and even the identities—of the unwary. According to these tales, nothing happens in Sharn that escapes their eyes. If Dalia's information is good, the Tyrants may be your only chance to find the Tarkanan auction.
>
> Her directions lead you down into Lower Tavick's Landing. Life in the lower wards is dangerous and desperate, evident as you make your way by dodging beggars and stepping over people sleeping on the stairs. The scents of sweat, sewage, and stale alcohol fill the air. You press on, and finally the streets widen and the scents of incense and spices drive away the stench. The streets are lively—but not what you are used to! The people moving around you have pale skin, snow-white hair, and wide white eyes with no pupils. This is the district of Dragoneyes, home to the changelings of Sharn. In most parts of Khorvaire, changelings hide their true nature, using their shapeshifting abilities to blend in. But Dragoneyes is their home and here they wear their own skin, using their gifts for pleasure rather than to survive. On a street corner ahead you see three children playing a game, tossing a ball back and forth. Whoever catches the ball shifts to a new form: goblin, halfling, gnome. You hear singing, and at first you think it is a quartet; but you soon notice a single changeling, shifting to sing in four different voices.

The abundance of changelings in the district should give the characters a hint about whom they are going to meet. The Spider is already waiting for the characters. However, this doppelganger is not interested in deceiving the characters, but enjoys playing games. The Spider takes the form of one of the characters using the doppelganger's Shapechanger ability. The Dungeon Master can adjust their mannerisms and voice to match those of the character being mimicked, if so desired. Adapt the following boxed text with the character's name filled in:

> You finally reach your destination: a cosmetics shop called *Honest Faces*. A bell on the door rings as you make your way in, at the same time as the hairs on the back of your neck prickle as you get the uneasy feeling that you are being watched. The shelves are lined with powders and creams, some purely mundane, others imbued with a touch of magic. And then you see [*character name*] sitting behind the counter, reading the *Sharn Inquisitive*. [*S/he*]—you—looks up and smiles. "You don't look like you're here to powder your noses, *adventurers*, which means you're here for something else." The smile broadens—wider than you are used to seeing on your face, "So is it deception or knowledge you are looking for?"

The Spider is very forthright and direct, something unexpected for the normally secretive race and representative of the Tyrants. They know why the characters have come and they have the information the characters need. They also know about the time constraint, which makes the information only valuable for a short period of time.

The Spider is not interested in money (today), but instead has several tasks they need completed. With the current shadow war between House Tarkanan and the Trust, using unaligned patsies is safer for the organization. Plus the characters conveniently walked through their door. The Spider has the following tasks that need to be addressed:

- **Bribery.** A small payment to a Sharn Watch member needs to be made. The characters need to drop the money off, get the passcode from the Watch member, and return. Do not expose the Watch member!
- **Delivery.** A long-awaited package for "Granny" Larabeth of the Boromar Clan (*WGtE* 144) is in the Spider's possession. The characters only need to deliver the package and return afterwards.
- **Shadowing.** The Tyrants are curious who is paying for and picking up some recent dead drops. The character need to follow them back to their hideout and report back.

Try, Try Again. The Spider requires the characters to complete at least one task successfully. If the characters fail one, they can return to the Spider and be assigned another. If they Dungeon Master wishes to lengthen the scene, the Spider may demand the characters complete (or at least attempt) two or all three tasks before sharing the information they need.

Exiting the Scene. If the characters agree to bribe the Watch, go to Scene 2A. If the characters go to deliver the package to the Boromar Clan, go to Scene 2B. If the characters want to shadow the pick-up, go to Scene 2C.



Scene 2A: Greased Palms

The characters need to deliver a bribe to a Sharn Watch member when she clearly does not want to bribed, especially where the Watch has the reputation of being clean of corruption.

> Dancing Shadows in Middle Tavick's Landing is known for its inns. You pass by a *Gold Dragon Inn*, the mainstay of House Ghallanda. The smell of spicy tribex stew wafts from *The Drum & Lyre*. Tourists and travelers make their way through the streets, marvelling at the towers and planning their days.
>
> The Spider's task is straightforward. Meyora Tuthad is a member of the Sharn Watch, patrolling the district of Dancing Shadows. You are to give her a purse full of coins; she will need to count the coins, and then she will provide you with the passphrase to give to the Spider. In many parts of Sharn, people *expect* the guards to take bribes. But the commander of the Tavick's garrison has been fighting to purge corruption from her division. You have to find Meyora, but you also need to approach her carefully and subtly.

The Spider has given the characters a black coin purse with 2 pp, 33 gp, 8 sp, and 1 cp inside. Meyora Tuthad (human **guard**) needs time to count the money and the exact coin breakdown, but she is currently on shift and will be for the next seven (7) hours. She will not risk her position at the Sharn Watch and she is afraid of being exposed.

It takes an hour to find Meyora on her patrol. A successful DC 15 Intelligence (Investigation) cuts the search time in half; if the characters come up with a particularly clever way to locate a particular guard, give them advantage on the check. Unless the characters specifically note their discretion upon first approaching Meyora, read the following:

> When you produce the purse, Meyora Tuthad takes a step back and spits on the ground, "What in Khyber's name do you think you're doing with that? If that's supposed to be a bribe, count yourself lucky I don't break your fingers."
>
> As she strides away she looks back at you and rolls her eyes at her partner. Apparently you'll need to find a way to get her the coin without exposing her to her companion.

The Handoff. The characters can stealthily drop the bribe onto Meyora's person with a successful DC 13 Dexterity (Stealth) check followed by a successful DC 14 Dexterity (Sleight of Hand) check, however she will not speak to them at all while she is in Tavick's Landing to give them the passcode. They will need to be more creative in order to deliver the bribe and get information at the same time:

- **Deception.** The Sharn Watch in Tavick's Landing is approachable, so the characters can just walk up to Meyora and ask her for directions or another distraction. A successful DC 14 Charisma (Deception) check allows characters with some guile to distract Meyora's partner long enough to exchange the bribe. A successful DC 13 Intelligence (Insight) check or someone proficient with thieves' cant can glean the passcode as Meyora responds. A second successful DC 14 Charisma (Deception) or Dexterity (Stealth) check is required for the characters to leave without anyone becoming suspicious.
- **Performance.** The helpful Sharn Watch will respond to calls of distress, especially if someone can feign injury or a robbery. The characters can maneuver themselves into position and call Meyora and her partner over with a successful DC 15 Charisma (Performance) check. Meyora's partner can be led off in a short chase with a second DC 10 Charisma (Performance) check, giving Meyora time to exchange the bribe and passcode.
- **Arrested.** The list of minor offenses that the characters can get themselves arrested for is quite long. It will take up hours of time for processing and the characters may be required to pay a fine (up to 50 gp at the Dungeon Master's discretion), but there is ample time and opportunity to pay Meyora.

Passcode. If the characters find a way to make the exchange successfully, Meyora tells them "panther green thirteen", the passcode they need for the Spider and the Tyrants. If Meyora does not receive the exact coinage above (if the characters decide to replace some coins or steal some), she will tell them "beholder red twelve". The Spider will know that the characters deliberately sabotaged the exchange and will need to complete a different task and return the money they took.

Exiting the Scene. Once the characters have the correct passcode, they can return to the Spider. Go to Scene 2D.

Scene 2B: Boromar Package

The characters need to deliver a package to a Boromar Clan establishment in Middle Dura: an orphanage that takes in strays of the district. A halfling character; or a character with the criminal, charlatan, or urchin background would be familiar with the Boromar Clan and their criminal dealings.

> The Dura Quarter is the oldest in Sharn, and it shows in the cracks in both stone and enchantments never restored. Middle Dura is closer to a lower ward than other quarters, catering to the working and lower class. It is also riddled with the desperate and the criminal, a dangerous combination.
>
> You are making a delivery to the *Stonebridge Fosterage*. This orphanage looks after the urchins and abandoned children of Dura. It is funded by the Boromar Clan, one of the oldest families in Sharn. It is a relatively open secret that the Boromars have criminal interests. They run a wide assortment of gambling dens and smuggling operations. On the other hand, the Boromars discourage violence, and they do support charitable institutions like *Stonebridge*.
>
> However, the Boromars also have enemies... and it seems like you have just stumbled into a gang war. You hear the flapping of wings before the dark shadows pass over you. The half-vulture, half-human monsters hover overhead, their beautiful and tempting voices declare, "This is Daask territory now!" before the harpies dive to attack!

Before the character reach the *Stonebridge Fosterage* orphanage, they are beset by two (2) **harpies** (*MM* 181) in the employ of Daask (*WGtE* 145), the aggressive criminal organization that opposes the Boromar Clan.

Harpy Call. The harpies will keep 20 feet away from any bridge or walkway the characters are on and use Luring Song to get the characters to walk off and fall to their deaths. Before leaping off a bridge, remember that characters get a second Wisdom saving throw. Character that fail the saving throw fall 1d8 x 5 feet, taking 1d6 damage per 10 feet fallen. A successful DC 10 Strength (Athletics) check allows the fallen characters to climb (half speed) back up. The harpies will continue to pull at characters until none are affected by Luring Song, then close to attack in melee.

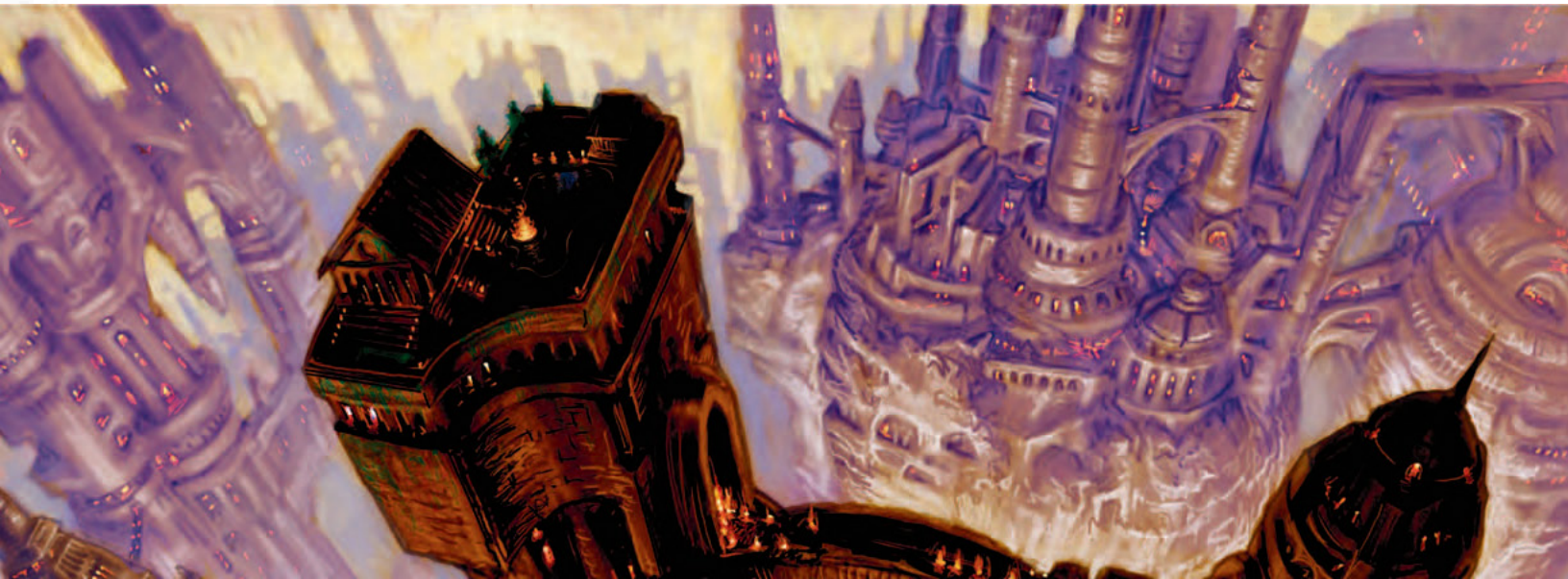
Falling for Sharn

The Dungeon Master can take this opportunity to showcase Sharn's heights. When the city is a mile high, many middle and upper ward citizens take to carrying a *feather token* (*WGtE* 115) as insurance. Major bridges and structures up there are also enchanted with a *feather fall* effect. That is not the case in the lower wards; fortunately this attack is in Middle Dura.

A Dungeon Master can roll on the Falling in Sharn table (*WGtE* 143) in lieu of the suggested falling distance above. Be warned that many of the options could be fatal to the characters, but some are downright amusing!

Making Delivery. Once the harpies are defeated, the characters can freely deliver the package. "Granny" Larabeth, the elderly halfling lady who runs the orphanage, accepts the package graciously, gives the characters a knowing wink, and offers them a couple (2) "special" cookies. These cookies each act as *potions of healing*, but only until the end of the adventure, then they lose their potency.

Exiting the Scene. The characters can return to the Spider after successful delivery to the orphanage. Go to Scene 2D.



Scene 2C: Chasing Tails

The characters need to follow a dead drop pick-up in the Central Plateau to its place of origin. How hard could it be?

> The Spider's instructions were simple. Drop the package at the specified location. Wait for someone to pick up the package. Follow them back to wherever they came from. Don't be seen or get caught. Seems simple enough...
>
> You deposit the package—a small box roughly the size of a human fist—in a trash can next to an alley in Dragon Towers, just as instructed. You do not wait long before a figure comes along and rummages through the trash. Before he does so, he rolls up his sleeve... revealing the glimmering lines of a dragonmark.
>
> He quickly moves away from your hiding place and through the streets...

The dragonmarked figure is Gherdi d'Cannith, an apprentice magewright and House Cannith foundling working for a master artificer with revolutionary designs who often requires illegal or illicit components. Gherdi is frequently sent to retrieve these components and has proven himself to have an eye for detail and a discrete disposition. Characters that succeed on a DC 10 Intelligence (Arcana) check can identify the dragonmark glimpsed on his arm as the Mark of Making.

Following Gherdi. To navigate the city and successfully mask themselves from Gherdi for the next hour into the Depths beneath the Granite Halls district of Central Plateau, the characters must make a series of skill checks. At the start of the tail, and every ten minutes thereafter, one member of the party must succeed on an ability check described below. The party must decide who is in the lead at the time of the check, and the lead character attempts the ability check. The same character cannot be the lead character for a second ability check until all characters in the party have been the lead character once—doing so automatically tips Gherdi off to the party's pursuit and they fail at the task. Also, if the party fails two checks in a row, the task fails and they lose track of Gherdi.

Establish the Tail (Start). The tail begins by making a DC 13 Dexterity (Stealth) check, following Gherdi at a distance and using the crowd and twists and turns of the city's architecture to cover them.

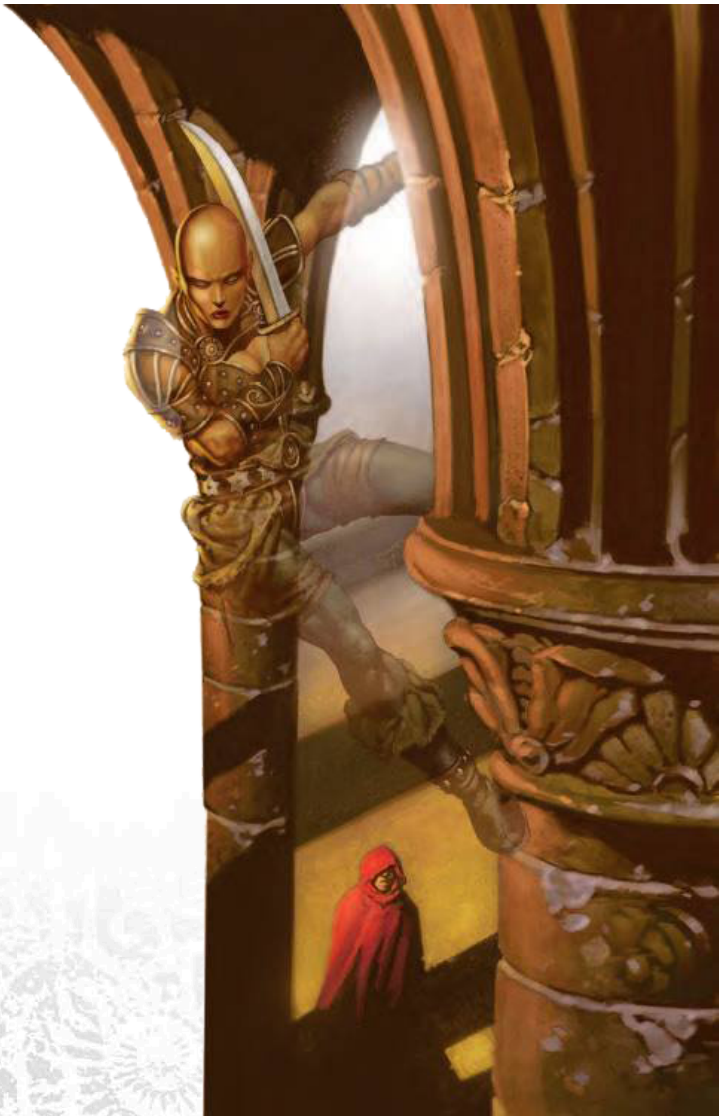
Keeping Up the Pace (10 minutes). Gherdi begins to speed up, anxious to get safely to his destination. The lead character must deftly make their way through the city to keep up. The character makes either a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to maintain the tail.

Doubling Back (20 minutes). Gherdi doubles back, wisely taking a twisting route to throw off a possible pursuit. The lead character must make a DC 15 Intelligence (History or Investigation) check to intuit the intent of Gherdi's route. If the lead character has the City Secrets background feature, they automatically succeed on the ability check, and the next ability check the party makes has advantage.

Keep Your Distance (30 minutes). Gherdi, whether merely cautious or made suspicious by earlier fumbles by the characters, begins checking over his shoulder with increased frequency to ensure he is not being followed. The lead character must make a DC 16 Dexterity (Stealth) check to maintain their distance and avoid tipping off Gherdi to their pursuit for certain.

Lost Contact (40 minutes). Gherdi prudently ducks into an alley, a shop, or some other hiding place and the party briefly lose the trail. The lead character must make a DC 14 Wisdom (Perception) check to re-establish visual contact with the cloaked figure.

Make Way (50 minutes)! After 10 minutes of searching the party spots the cloaked figure making their way through a crowded market square. The lead character for this final check must make a DC 13 Charisma (Intimidation or Persuasion) check to make their way through the crowd without losing the target.



After an hour of tailing, if the party is successful, read the following:

As you watch, the dragonmarked figure opens a hatch at the far end of an alley and drops through it. When you approach, you see the hatch is emblazoned with the gorgon crest of House Cannith, along with several warnings written in archaic Common: *Enter not the ruins of Shaarat. Curses and Death await in the Depths.*

At the bottom of the ladder, you find yourself in a dilapidated ruin, an enormous atrium several hundred feet across. The atrium is ringed by several levels of balconies wide enough to drive a carriage on. You are on the topmost balcony of the vast space. Several of the levels sport crumbling sections, some completely collapsed, and it appears bridges that once connected opposite ends of the atrium have fallen.

A small stream of runoff water cascades from somewhere up above, along with a thin shaft of light, to pool in a rubble-strewn pond far below.

Below you, you spot the dragonmarked man carrying an everbright lantern, heading into a tunnel leading off from the atrium. You carefully pick your way down a ramp of rubble to the same level, and cautiously make your way to the tunnel to get a view of where the figure is going.

When you peek around the corner, you see the figure reach up to his cloak's hood and pull it down, revealing curly red hair and a young, fresh face, just before he knocks on a heavy iron door covered in glowing sigils. After a moment, the door opens, but from your angle you can't see who's inside. You can hear their voice though.

"Any problems, Gherdi?"

Gherdi, the dragonmarked man, shakes his head and produces the package, opening it. Inside is a small, intricate golden sphere with clockwork fittings and filigree wings. The device looks battered and badly damaged.

"No master, here is the *messenger*."

"Good. Inside, quickly now."

Gherdi passes through the heavy door and the door locks behind him.

The characters are unable to proceed further because of the magical protections and wards on the door. A successful DC 10 Intelligence (Arcana) check reveals that the golden sphere Gherdi took from the package was a badly damaged *final messenger*, a warforged component capable of storing the last thing a warforged sees before it dies and flying away to deliver the memory elsewhere. If a character succeeds on their Intelligence check by 5 or more, they also discern that the *final messenger* incorporates khyber dragonshards into its construction, which is very unusual for that kind of component.

Exiting the Scene. Once the characters have completed or failed their shadowing, they can return the Spider. If they succeeded, go to Scene 2D, otherwise the Spider gives them another task to complete.

The Depths

Before Sharn, there was Shaarat, an ancient city founded by the hobgoblins of the Dhakaani Empire and claimed by human invaders of Sarlona. Thousands of years later, it was the site of the War of the Mark that pitted the dragonmarked houses against Lord Halas Tarkanan and his aberrant dragonmark forces. This war ended in a bitter loss that left city in ruins, plagues and curses lingering in the rubble.

When Sharn was reclaimed, the remnants of the old city were sealed up into what is known today as the Depths to contain any foul influences still lingering from the devastating War of the Mark. House Cannith played a critical role in the rebuilding of Sharn and may have hidden secrets in the Depths that were simply paved over and forgotten.

Scene 2D: Quid Pro Quo

With their task complete, the characters return to the Tyrants for their reward: the location of the House Tarkanan auction. When they return, the Spider has selected a different character altogether to imitate.

> The Spider is wearing [*character's*] form when you return to *Honest Faces*, adjusting vials of powder on a shelf.
>
> "Ah good, you've returned—and in one piece! Were you able to complete your task? Excellent!"
>
> The Spider smiles with your face. "You don't have far to go. Jolgar Tarkanan is holding his auction at the Mad Warlock's Tower." They pause a moment for effect, and then ask you to join them by the front window. "It's that rather odd looking building just across the street. It is a *very* exclusive club. Jolgar's surprisingly well connected; there are quite a few collectors turning up for this party.
>
> "By the way, Jolgar is no longer in good standing with House Tarkanan. It seems when you steal from the House, they're not so inclined to keep you in their little club! Both Tarkanan and the Trus—I mean, the friends of your friend—are looking for the same person. What happens to poor Jolgar depends on who gets their hands on him first!"

If the characters completed their assigned task very well (to the Dungeon Master's discretion), the Spider can provide one piece of additional information, as chosen by the Dungeon Master:

- **Floor Plans.** The Spider has a map of the auction location (see Player Handout 2) which they give to the characters.
- **Secret Entrance.** The Spider tells the character about a secret entrance on top of the building, several stories up from the main entrance. See (f) on the Dungeon Master's map in Scene 3.
- **About Jolgar.** The Spider tells the character more about Jolgar, including his weakness for good living and pretty faces. If roleplayed during a social encounter, the characters get advantage on social ability checks against Jolgar (Dungeon Master's discretion).

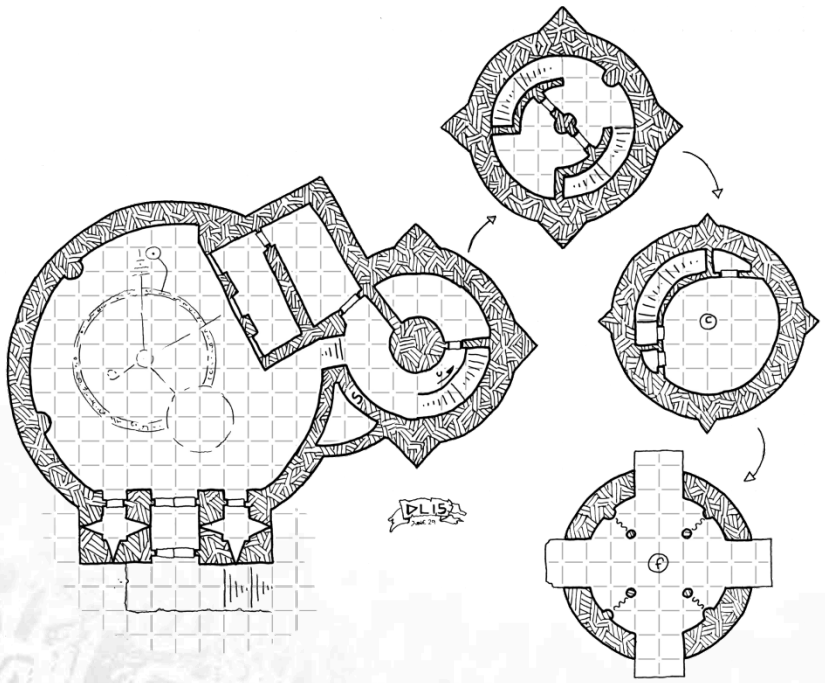
If they characters failed a task before succeeding, the Spider will not grant any of the additional information above.

Are You Sure? If the characters ask how the Spider knows the location of the auction or how they are sure Jolgar is there: "*We are very sure. He rented the Mad Warlock's Tower from us, after all. Our rates are very affordable!*"

Exiting the Scene. There is no time to spare, the characters need to get to the auction. Go to Scene 3.

Scene 3: Mad Warlock's Tower

It is a very quick trip to the *Mad Warlock's Tower* from meeting with the Spider, literally across the street. The characters have two tasks in this scene, find out who is looking for the ledger and retrieve (or destroy) the ledger.



Mad Warlock's Tower

Scene 3A: By Invitation Only

Before they can get the information they need, the characters need to get past the front doors and into the party inside. That means getting past the bouncers...

> The *Mad Warlock's Tower* is just across from *Honest Faces*. It is a lopsided spire, over a hundred feet wide at the base, rising in the shadows of larger structures around it. The tower stretches upward some three stories to walkways above, but a narrower, smaller turret sprouts from its side, like a parasite clinging to a larger beast. Whoever the architect of this tower was, "mad" certainly seems an apt name for it. As you watch, a flamboyantly dressed dwarf approaches the door, two bodyguards behind and a lady-of-the-night on his arm. The dwarf produces a small square of red paper and the door opens shortly afterwards.
>
> Flanking the entrance on either side are two outcroppings with arrow slits, and you can make out figures behind these windows, each armed with a longbow. At the entrance, a hobgoblin in a fine quality, but ill-fitted suit checks the invitation. With a quick nod, the dwarf's entourage enters and the door slams securely behind them.

A **hobgoblin** (*MM* 186) stands on the inside of the doors while two more **hobgoblins** armed with longbows are behind the arrow slits (one on each side) watching people as they approach the building. They were told by Jolgar to expect different parties and that they would be carrying invitations. Anyone else is to be turned away, by force if necessary. The characters have a few approaches they can attempt to enter the building:

- **Invitation.** The characters can forge or steal an invitation if they get a good look at it. A successful DC 17 Wisdom (Perception) check is required to get a good look at the invitation of the next guest and a successful DC 14 Intelligence (forgery kit) check and one hour of work is required to duplicate the invitation. The characters can also steal an invitation with a successful DC 15 Dexterity (Sleight of Hand) check on the next group of guest before they arrive at the door. If they think of it, the characters can also return to the Tyrants and purchase a forgery for 25 gp.
- **Deception.** A convincing story and a successful DC 14 Charisma (Deception) check convinces the hobgoblins that the characters are supposed to be at the auction and that they just lost the invitation. The hobgoblins are not stupid, but they have no way of verifying the veracity of the story.
- **Intimidation.** "Do you know who I am!?!" Similar to Deception above, the characters can cow the hobgoblins into letting them inside with a successful DC 16 Charisma (Intimidation) check. Failure means that the characters have disadvantage on all other ability checks against the hobgoblins to get inside.
- **Bribery.** No more or less corrupt than the Sharn Watch, the hobgoblin behind the door is susceptible to the greasing of palms (Jolgar should have paid him better). 10 gp and a successful DC 13 Charisma (Persuasion) check gets him to open the door. 20 gp or more gives the characters advantage on the check.
- **Combat.** If all else fails, the characters can force their way in. The doors are made of sturdy wood (AC 16, hp 30, immune to poison and psychic damage) and requires a successful DC 18 Dexterity (thieves' tools) check to unlock. The characters must also eliminate all the hobgoblins (the hobgoblins behind the arrow slits have three-quarters cover) before they have a chance to raise an alarm. There is a cumulative 20% chance each round that people inside the tower are alerted to the sounds of combat. Any social interaction checks afterwards are made with disadvantage or the Dungeon Master can start Scene 3C immediately when the characters enter the main chamber.

Weapons Check. Once inside the first set of doors, the hobgoblins search the characters for weapons. Light weapons or small foci can be concealed with a successful DC 13 Dexterity (Sleight of Hands) check, but anything larger is confiscated. 10 gp in bribes allow a character to retain their weapons, as long as they can be concealed inside clothing or cloaks. Weapons with the two-handed or heavy properties are impossible to conceal at all and are left at the door.

Secret Passage. If the characters were told about the secret passage in Scene 2, they can enter the structure from several levels above. A successful DC 15 Intelligence (Investigation) check reveals the false stones and trapdoor underneath. The characters can then sneak down the tower into the main hall with a successful DC 12 Dexterity (Stealth) check, without alerting anyone. The upper floors are empty, but each additional room that the characters search increases the DC of the Dexterity (Stealth) by check by 1. If discovered, the characters will need to talk fast or fight.

Exiting the Scene. Once inside, the guards slam and secure the doors. Proceed to Scene 3B.

Scene 3B: High Society, Low Places

The characters have an opportunity to complete one part of their mission: find the party or parties interested in the ledger, preferably without arousing suspicion.

As you enter the tower, you are treated to an opulent view of rich tapestries and detailed murals. The circular floor of the tower is 60 feet in diameter and is covered in a mosaic design that details several of the planes of existence that orbit Eberron. On the far side of the room, a raised balcony separates the audience from the auctioneer and the items they will be bidding on. The ceiling is nearly 25 feet high and painted a bright, starry night.

If not for the awkward-looking guards watching their charges, the auction floor could be easily mistaken for the latest gathering hosted by one of the sixty noble families of Sharn. Passing through the crowd are waiters serving *hors d'oeuvres* to the guests on silver platters. When the trays are empty the waiters exit the room through a stairwell on the right wall of the tower, next to the raised balcony.

Standing beneath the balcony is Jolgar Tarkanan. Dressed in a *glamerweave* robe of fiery reds and greens, he preens and struts like a puffed up dragonhawk, handsome and proud of his little party.

Several other small groups mill around, politely speaking with each other or trying to look inconspicuous.

Unless the characters enter with weapons draw and spells blazing, they can make their way around the room speaking with guests or go to have a talk with Jolgar, who is standing beneath the balcony. Assume the characters are being discrete, but the Dungeon Master is free to call for a DC 14 Charisma (Deception) check if the characters become conspicuous, with disadvantage if the characters failed to dress in upscale clothing for the occasion. Failure means that the characters make any additional social interaction rolls with disadvantage for the remainder of the scene.

This scene can take as little or as much time as the Dungeon Master feels appropriate. Play up the festive and cautious spirit of the party as Jolgar tries to make sure his guests are having fun, despite the tense nature of the auction.

What Jolgar Knows. Jolgar was not the original Tarkanan agent assigned to steal the ledger, but fighting escalated enough for information and rumor to get around. Characters that succeed at a DC 15 Charisma (Persuasion) check while asking Jolgar about the ledger can receive some information. If they fail the check, they can continue speaking with Jolgar, but their next check is made with disadvantage. After two failed checks, Jolgar is suspicious of the characters and will move onto another guest. Increase the number of **hobgoblins** in the room by two (2) in this case.

Jolgar knows the following information:

- A mysterious Khyber cult approached House Tarkanan to steal the ledger from ambassador Tasha Mo Doras in Upper Menthis.
- The cult paid an extraordinary sum of money for the retrieval of the ledger—over five thousand galifars!
- The Trust got involved in protecting the ledger and skirmishes between the two organizations began to escalate.
- The ledger contains mostly coded gibberish and dragonmark symbols, impossible to read.
- There are some notes in Gnomish referencing Zilargo and something called the Shaper of Nightmares.

The Auction Block

Several items are up on the auction block and are in plain view atop the balcony. The Dungeon Master is encouraged to add to the list below to fit their campaign or ideas:

- A black leather book with a faded silver symbol stamped on the front.
- An ornate vanity mirror framed in silver and studded with Khyber dragonshards in each corner. The reflection in the mirror appears strangely darker than it should.
- A gilded birdcage containing a yellow canary. The two twitching tentacles protrude from the bird's mouth, lashing at the cage bars.
- A copper 1-foot diameter sphere engraved with ancient Giant script.
- A lidded glass box containing a small silvery cloud.



Guest List. Jolgar is wary about the Trust or House Tarkanan intercepting an invitation and crashing the party, but is (over)confident he can complete the auction and disappear before anyone is the wiser. He sent several invitations that were distributed to interested parties through intermediaries, some of whom have turned up:

- **Bellok Remiele.** Bellok is a human professor of Morgrave University, famed for his amazing stories and discoveries in the depths of Sharn. His secret is that he often relieves other expeditions of their hard-earned treasures or purchases his trophies from underworld sources, at little risk to himself. He is interested in the ornate vanity mirror, as his researched has tipped him off that it might be a magical artifact. He has no interest in the ledger. Bellok is accompanied by a pale figure, dressed in a black trenchcoat and hat.
- **"Lord" Thaddeus Soldorak.** Thaddeus is a self-styled dwarf **noble** with more money than sense. He attends events such as these to "find the best deals" for his personal collection. The copper sphere and the silvery cloud interest him—they are the most visually appealing—but he has no interest in the ledger. Thaddeus' group includes two dwarf guards and a elf "lady of the night" in a daring red dress.
- **Serena.** Lady Serena ir'Faulin is a half-elf noble. Her accent betrays her as a native of Aundair and she expresses some interest in the silver cloud. In actuality, Serena is a changeling agent of the Tyrants hired by Nora ir'Roole to keep the ledger out of the hands of any cultists that might try to claim it.
- **Igan Thanus Krell.** This creepy gnome smells of laboratory chemicals and pungent odors. Igan is obsessed with aberrations and the daelkyr, and desperately wants to get his hands on the tentacled canary. His tall bodyguard is wrapped head-to-toe in strips of cloth and wearing a long cloak, smelling of fresh dirt and decay.
- **Nolan.** Nolan and his entourage are quietly observing the proceedings. They are all human with shaved heads and all dressed in dark robes. Nolan is terse if spoken to and expresses some interest in the mirror, but keeps his thoughts mostly to himself. A successful DC 14 Wisdom (Insight) check reveals that he is lying about the mirror and the entire entourage is on edge.

There are several other background guests that the Dungeon Master can either hand wave or create more interesting nonplayer characters (NPCs) for the characters to interact with. An uninteresting or uninterested guest can simply decline to speak with the characters.

Exiting the Scene. The Dungeon Master triggers the next scene. Go to Scene 3C.



EBERRON AND HER MOONS

Scene 3C: Showcase Showdown

The Dungeon Master can commence this scene at any time after the characters have a chance to speak with the patrons of the auction and determine who is interested in the ledger. The fanatics of the Cult of Shaped Nightmares spring into action, attacking people indiscriminately and trying to reach the prize.

> You are drawn from your conversation as a scream erupts from the back of the room. A group of figures throw back their dark robes, glassy knives in their hands. Their leader steps forward and speaks:
>
> "Kill everyone and retrieve the ledger. As the Shaper commands, '*fear reveals truth.*'"

Roll for initiative!

Nolan (see Appendix) and four (4) **fanatics** start combat near the front door, having killed the hobgoblins guarding the main doors already. Their goal is to claim the ledger and kill anyone who gets in their way. **Jolgar** and two (2) **hobgoblins** move to stop the fanatics, with Jolgar using his spells liberally at range. He does not care if he targets guests or the characters as long as he can maximize the damage to the fanatics. The guests are only interested in escape and do not engage either Jolgar's forces or the Shaper fanatics. The bodyguards make a fighting withdrawal as the guests flee to the back. To simplify combat, the fanatics act at the end of the round and the hobgoblins after that. Roll for initiative for Jolgar and Nolan separately or have them act at the same time as their groups.

If at any time the characters claim the ledger from the balcony, Nolan and all the fanatics focus their attacks and attention on getting it back.

In addition to the combat, certain events or environmental effects will occur during the combat rounds as follows:

Round 1. Characters with a Passive Perception of 14 or higher are not surprised by Nolan and the fanatics and may act as normal. Everyone else is surprised and only reacts with shock. The fanatics spend the first round attacking people indiscriminately (they were commanded to kill everyone).

Round 2. The guests panic and press away from the fanatics, causing more chaos. The entire room counts as difficult terrain and targets being attacked from more than 5 feet away have half cover. Jolgar commands his guards to stop the fanatics and he casts *heroism* on himself. The fanatics will target any competent groups or combatants (i.e. the characters) first while looking for an opportunity to get to the ledger.

Round 4. If anyone grabs the ledger (or any other auction item) from the balcony before this point or at the beginning of Round 4, read the following:

> You glance over as a silver mirror falls from the balcony down to the mosaic floor with a clatter. The Khyber dragonshards embedded in the mirror flash a blinding purple light, and when your vision clears, a horrible vision born of nightmares has appeared atop of the broken mirror.
>
> The creature is a terrible amalgamation of a snake, scorpion, and a headless torso that towers over the rest of the combatants. Its body is covered in chitin and is lined with multiple skinny, twitching, humanoid-like arms, topped with two powerful pincers that snap open and closed. The upper half of the torso is covered in an assortment of eyes. A black chitin-plated stinger lashes out and strikes a fleeting guest in the back. Where you expect a cry of pain and surprise, the man grips his head in agony as blood leaks from ears and nose. He falls to his knees and screams—a desperate wail of utter terror—before finally falling still, a rictus of fear forever locked as his death mask.
>
> A wave of fury and pleasure rolls over you as a voice made of nails on a chalkboard echoes in your head, "*FREE AT LAST! FEED ME WITH YOUR TERROR!*"
>
> That is when you notice the ledger clutched in its smaller arms protectively as it slithers forward to meet its next meals...

The rest of the guests have cleared at this time and no longer provide cover or count as difficult terrain. Roll for initiative for the **weakened tsucora quori** (see Appendix). The characters can identify the quori with a successful DC 16 Intelligence check (a kalashtar character automatically succeeds at this check). The quori is livid at being imprisoned for so long by lesser beings and will lash out at everyone, screaming telepathically.

The quori is holding tight the ledger, sensing its importance to everyone in the room. The fanatics will focus their attacks on the monster to retrieve it—though they will defend themselves if attacked by the hobgoblins or the characters. The quori has no thoughts of escape—only pain and hunger—and will die fighting.

Tsucora Quori

When the people of Eberron sleep, their minds touch the region of dreams—the plane of Dal Quor. The quori are the inhabitants of this plane, spirits that shape dreams and nightmares and feed on mortal emotions. The tsucora quori is a spirit that thrives on mortal fears. It is difficult and uncomfortable for a quori to be drawn into the material world. This tsucora is nearly mad with hunger, and revels in the fear its appearance (and its deadly stinger) causes in the people in the room.

Round 5. Two (2) hobgoblins arrive at the stairs and two (2) fanatics reinforcements arrive through the front door, acting as normal.

Round 7. The **living *healing word*** (silver cloud in the glass box) explodes, showering the entire room with refreshing mist. Everyone in range regains 1d4 + 2 hit points. This has no effect on undead or constructs.

Round 10. From the front door, the characters hear a voice shout that the Watch is coming and they need to leave NOW. From this point, the characters have three (3) rounds to leave the building or be arrested. If the characters are unable to escape, they have some hard questions to answer at the Watch station. Political pressure from "friends" in Zilargo eventually gets them released, but their faces are now known and the characters are likely to get a cold reception next time they are faced with the Watch. The Dungeon Master is free to apply disadvantage to the characters when dealing with the Watch in the future until such time as they can clear up any "misunderstandings."

Live to Steal Another Day. If Jolgar drops below 20 hit points, he quickly casts *invisibility* on himself and looks for an escape route, leaving the auction items. He does not concern himself with any of his guards or guests. The hobgoblins and fanatics all fight to the death.

Treasure. Jolgar carries a *Fochlucan bandore (instrument of the bards)*. He also carries two vials of *perfume of bewitching* (*XGtE* 138) and 67 gp in various coins.

Nolan carries an unholy symbol of the Shaper of Nightmares set with a garnet worth 50 gp. A successful DC 20 Intelligence (Religion) check can identify the symbol. Dalia's "friends" can also identify the unholy symbol if the characters ask about it, doing so with a look of grave concern and trepidation.



Unholy Symbol of the Shaper of Nightmares

Exiting the Scene. Unless they were caught by the Watch earlier, the characters are able to slip out of the tower as the Sharn Watch swarm onto the scene. Go to Conclusion.

Conclusion

The characters return to the restaurant in Scene 1 the next morning to wrap up their adventures and receive their reward. If they characters were successful, read the following:

> You meet Dalia at the restaurant the next day. She is in high spirits and already has your *tal* waiting as you sit down—some of them even spiked with your preference of liquor!
>
> "The shadows have quieted since the events last night, though the Tavick's Landing Watch is in an uproar about the commotion that happened right under their noses. You certainly made your way around the underworld of Sharn," she says with a polite smile, "My friends are most appreciative of your efforts.
>
> "Do you have the ledger? Tell me details of what happened!"

Give the characters some time to recount the story and identify the parties who were looking for the ledger. Dalia listens intently, making occasional notes into a journal. She relieves the characters of the ledger before continuing.

> "The *Chronicle* thanks you—and please accept the reward from my 'friends' with gratitude," she slips a pouch onto the table, "I hope to speak to you more about your exploits soon! My friends might also call upon you at a future date..."
>
> With that, she finishes her tal, gives you all a small nod, and disappears into the traffic of the morning as the half-elf server returns with a small silver platter and slip of paper.
>
> "The lady said you would take care of the bill. Who would that be...?"

Treasure. Dalia gives the characters 25 platinum dragons (250 gp) for retrieving or destroying the ledger and 25 platinum dragons (250 gp) if they learned the identity of the people trying to purchase the ledger (the Cult of Shaped Nightmares). If Jolgar got away from the characters, he is found trying to leave Sharn by the Trust and interrogated. Dalia includes his *instrument of the bards* (see Scene 3C, **Treasure**) in addition to the reward above for the characters.

If the characters attempt to read the ledger before giving it to Dalia, they are greeted with an incredible mess of Gnomish, Draconic, and Infernal script, all encoded with a cipher. It is beyond their ability to interpret at this time.

Awarding Experience Points. For retrieving the ledger and discovering the interested parties for the Trust, award each character 700 XP. This should provide enough XP for 2nd level characters to attain 3rd level.

Appendix A: Player Handouts

Player Handout 1

The Sharn Inquisitive

Volume LVIV. Sharn, Sul Morning Edition, 22 Zarantyr Do Not Resale

Noble-Napped! Abducted Aristocrat Found!

Local noble, Lord Drevan ir'Roole, was accosted in a Middle Dura watering hole last Zol, and was not seen for several days. Lord ir'Roole's distraught wife, Lady Nora ir'Roole, sought the services of a private Inquisitive, Max Murlock, to locate her missing man.

"I am a man of action, and my deductive reasoning is equal to none," Mr. Murlock informed a Sharn Inquisitive reporter, "Of course, Nora—that is, Lady ir'Roole—had nothing to fear once I accepted her case."

Mr. Murlock quickly tracked Lord Drevan to his last known whereabouts, a seedy tavern of ill repute in run-down Middle Dura, and mere two days after the kidnapping, during which time the Sharn Watch was unable to produce any clues to Lord ir'Roole's location.

"Middle Dura is no place for the faint of heart," Mr. Murlock warns, "It's a good thing I only travel there with sharp steel and an even sharper wit. When I entered that dive, I was able to instantly discern that Lord Drevan was attacked and removed from the establishment against his will. Tracking his assailants to a local theater was likewise child's play."

When asked where future clients could contact him, Mr. Murlock advised us that "If you need me, I'll find you. It's what I do."

When reached for comment about his rescuer, Lord Drevan ir'Roole had this to say, "I don't know who this 'Max Murlock' is, or what his connection to my wife was, but I was rescued by several extremely competent individuals who I trust with my life and have awarded my favor. Mr. Murlock was definitely not counted among their number."

When asked to identify his assailants, Lord ir'Roole declined further comment.

New Airship Route

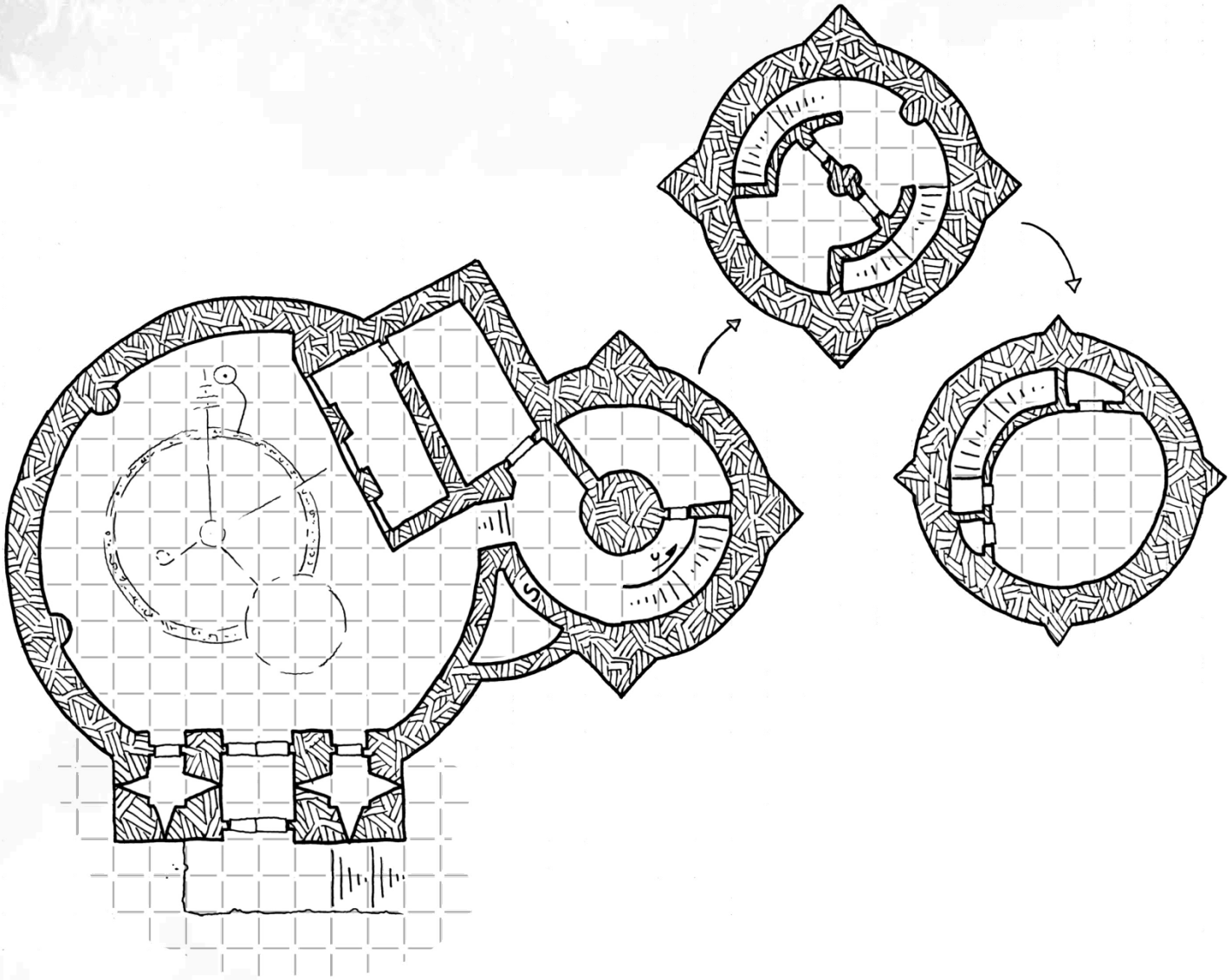
House Lyrandar has announced a new weekly airship route connecting the cities of Sharn and Stormreach. Now you too can travel the skies in

Shadow War! Violence in Menthis!

Gang warfare seems to have spilled out into the streets

could not be reached for

Player Handout 2



Map of the Mad Warlock's Tower

Appendix B: Cast of Characters

Cult of Shaped Nightmares. A Khyber cult that seeks to release the Shaper of Nightmares from imprisonment. Their motto is "fear reveals truth."

Dalia Dorian Korran. First appearing in *Curtain Call: A Sharn Adventure*, Dalia is a gnome Trust agent (**spy**) assigned to Sharn. She poses as a reporter for the *Korranberg Chronicle*.

Drevan ir'Roole. Drevan is the victim of a kidnapping during *Curtain Call: A Sharn Adventure* where he is rescued by the characters. He does not appear in this adventure and is referenced in passing.

House Tarkanan. A small group elite assassins and thieves who all possess aberrant dragonmarks. They take their name from Halas Tarkanan, who once fought against the combined might of the dragonmarked houses a thousand years ago.

Jolgar Tarkanan. Jolgar is a charming human **bard** and thief, formerly in the employ of House Tarkanan. His aberrant dragonmark has an affinity towards lightning effects.

Nora ir'Roole. Nora is the mysterious, behind-the-scenes manipulator first introduced in *Curtain Call: A Sharn Adventure*. Nora does not appear in this adventure and is referenced in passing.

Shaper of Nightmares. Val Gultesh, the Overlord of Fear, is the focus of the *Fear Reveals Truth* adventure path. The vessel containing the Shaper of Nightmares is somewhere in Zilargo, where its subtle influence creates an atmosphere of paranoia.

The Spider. This changeling (or doppelganger) functions as an information broker for the Tyrants in the Dragoneyes district of Lower Tavick's Landing.

Tasho Mo Doras. First mentioned in *Curtain Call: A Sharn Adventure*, this gnome ambassador from Zilargo was responsible for the ledger containing translations of the Draconic Prophecy. Tasho does not appear in this adventure.

The Trust. A network of spies and assassins that protect Zilargo and her interests, the Trust also operates outside of that country. They identify threats and act preemptively to solve problems.

The Tyrants. A criminal organization that specializes in deception and information, primarily made up of changelings and doppelgangers, the Tyrants are considered an urban myth.



House Tarkanan

Appendix C: Creature Statistics

Fanatic

Medium humanoid (any race), any evil alignment

Armor Class 13 (leather armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

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

Skills Deception +2, Religion +2
Senses passive Perception 10
Languages any one language (usually Abyssal)
Challenge 1/2 (100 XP)

Dark Devotion. The fanatic has advantage on savings throws against being charmed or frightened.

Relentless Endurance (Recharge on a Short or Long Rest). When the fanatic is reduce to 0 hit points but not killed outright, it can drop to 1 hit point instead.

Actions

Multiattack. The fanatic makes two melee attacks.

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

Harpy

Medium monstrosity, chaotic evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses passive Perception 10
Languages Common
Challenge 1 (200 XP)

Actions

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target can take the Dash action on its turn to move toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Jolgar Tarkanan

Medium humanoid (human), neutral evil

Armor Class 15 (chain shirt)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Dex +4, Wis +2
Skills Acrobatics +4, Perception +4, Performance +6
Senses passive Perception 14
Languages Common, Goblin
Challenge 2 (450 XP)

Aberrant Dragonmark. Jolgar's innate spellcasting ability is Constitution (spell save DC 12, +4 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *shocking grasp*
1/day: *witch bolt* (2nd-level version)

Instrument of the Bards. Jolgar can use the *Fochlucan bandore* to cast the following spells (spell save DC 12, +4 to hit with spell attacks):

1/day each: *entangle, faerie fire, fly, invisibility, protection from evil and good, shillelagh, speak with animals*

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

Cantrips (at-will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*
2nd level (3 slots): *invisibility, shatter*

Taunt (2/day). Jolgar can use a bonus action on his turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Jolgar's next turn.

Actions

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

Nolan

Medium humanoid (human), lawful evil

Armor Class 15
Hit Points 32 (5d8 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	11 (+0)

Skills Acrobatics +5, Athletics +4, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common
Challenge 2 (450 XP)

Spellcasting. Nola is a 2nd-level spellcaster. His innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following spells prepared:

Cantrips (at-will): *minor illusion, prestidigitation, true strike*
1st level (4 slots): *charm person, disguise self, expeditious retreat, silent image*

Unarmored Defense. While Nolan is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Actions

Multiattack. Nolan makes four attacks, each of which can be an unarmed strike or a dart attack. He can use Shadow Jaunt once, either before or after one of the attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shadow Jaunt. Nolan magically teleports, along with any equipment he is wearing or carrying, up to 30 feet to an unoccupied space he can see. Both the space he is leaving and his destination must be in dim light or darkness.

Weakened Tsucora Quori

Large fiend (quori), lawful evil

Armor Class 14 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 40 ft.

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

Saving Throws Dex +3, Con +5
Skills Intimidate +4, Perception +5, Stealth +3
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 15
Languages Common, Quor, Riedran, telepathy 120 ft.
Challenge 5 (1,800 XP)

Innate Spellcasting (Psionics). The quori's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)
1/day each: *charm person, cure wounds* (self only), *wrathful smite*

Magic Resistance. The quori has advantage on saving throws against spells and other magical effects.

Nightmare Awareness. Magical darkness doesn't impede the quori's darkvision, and magic can't put it to sleep.

Actions

Multiattack. The quori makes three attacks: two with its pincers and one with its sting.

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and the target is grappled (escape DC 13). The tsucora has two pincers, each of which can grapple only one target.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage and the target must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. While frightened by this effect, at the end of each of its turns, the target must succeed on another Wisdom saving throw or take 16 (3d10) psychic damage. On a successful save, the target is no longer frightened.