GUILD

ENCOUNTERS IN SHARN



Experience heroic encounters filled with intrigue, wonder, and excitement set in Sharn, the City of Towers

ENCOUNTERS IN SHARN

A collection of encounters set in the city of Sharn on the world of Eberron.

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A Dungeon Masters Guild Adepts adventure collection
for use with the
Wayfinder's Guide to Eberron

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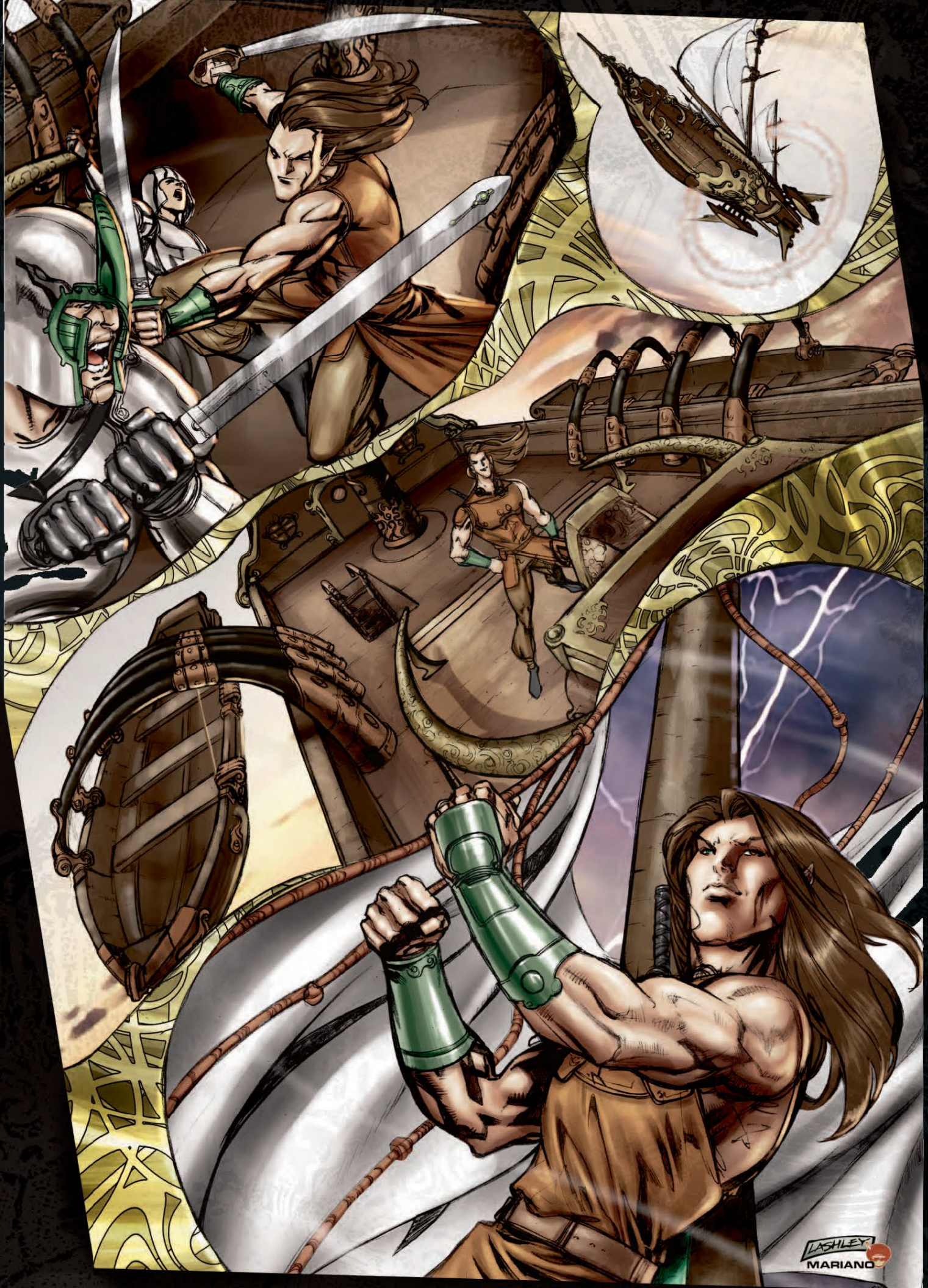
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LASHLEY
MARIANO



Introduction

"'Perhaps the war is never won,' Pierce said. 'We must simply find satisfaction in survival.'"

— Keith Baker, *City of Towers*

With the release of the *Wayfinder's Guide to Eberron*, the DMs Guild Adepts came together to create a book of encounters that occur in Sharn, the campaign setting's premiere city. For many of us, Eberron is our favorite campaign setting and Sharn is our favorite place within that world.

I remember being in college when I first read the original *Eberron Campaign Setting*. It blew my mind. Everything was familiar, and everything was different. Monsters and races didn't conform to preset alignments. Over-the-top action was a huge part of the pulpy, noir setting. There were living constructs, lycanthrope-adjacent people, and shapeshifters as playable races! The world was rich with intrigue, organizations, magic technology, and psionics.

In addition to being its own world, Eberron was accepting of anything that was created anywhere else for Dungeons & Dragons. The book said, "If it exists in D&D, it has a place in Eberron." The *Eberron Campaign Setting* was one of the first roleplaying game books I read that encouraged me to take my ideas and mix it up with whatever I liked from the text. Muls from *Dark Sun*, King Obould Many-Arrows from the *Forgotten Realms*, and Nerull from *Greyhawk* made it into my Eberron games alongside the *Eye of Vecna*, the *Sword of Kas*, and a few *Orbs of Dragonkind*. Working with my players, we worked in everything we wanted, using the rich world provided by Keith Baker as our sandbox and putting our other toys wherever we wanted.

My favorite part about Eberron is that it is a world full of mysteries without definitive answers. Every story told in Eberron can have a different answer to the question, "What created the Mournland?" By providing mysteries along with rumors and possible solutions but no definitive answer, Keith Baker creates a world rife with an adventure that makes collaborative storytelling a breeze.

If you've never played a game in Eberron, grab onto that elemental galleon and don't let go. This book is just a taste of what the world has to offer.

—James Introcaso, editor

Using this Book

The encounters or episodes in this book can be used as you like. Drop them into your own adventures, use them to surprise characters between quests, and let them inspire ideas of your own. Just like the world of Eberron, many of the encounters leave mysteries without answers for you and your players to unravel.

Though this product is not Adventurers League legal at launch, it may become one later. If this is the case, when you play through an episode as part of the D&D Adventurers League, please ignore the "Treasure & Rewards" sections in the encounters and follow the current guidelines of the D&D Adventurers League.

Adjusting The Episodes

Each episode provides a recommended character level or level range. Some episodes provide suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

Determining Party Strength

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

The Callestan Clash

by Ashley Warren

"Our games give our measly lives meaning. No guts? No gold, no glory!"

—Clementine, halfling spy, ringleader of the Clash

Life in Callestan is not all fun and games – except for those who make their own fun with their own games. Mischievous, hardy street dwellers known as the Callestan Clash live and lurk in the shadows of the district's looming towers, reaching their fingers into the satchels of unsuspecting tourists or balling them into fists, readying a swing. While members of the Clash are scrappy and abrasive, they enjoy opportunities to compete against strangers – and earn some much-needed coin in the process.

This fight-club-meets-street-carnival episode is recommended for 3rd to 5th level characters and optimized for five characters of 4th level.

Objectives

The characters can make some coin, earn some street cred, and stretch their muscles by participating in brawls or back-alley games.

Encountering the Clash

There are two ways the characters encounter the Callestan Clash:

- ***Not-So-Sneaky Fingers.*** A roguish lightfoot halfling named Clementine (**spy**) attempts to pickpocket a character. A successful DC 14 Wisdom (Perception) check catches Clementine running down an alley with one of the character's belongings. If the characters do not notice Clementine running off, they encounter her at a later time, and she taunts them with their stolen belonging as a way to get them to fight the Clash.
- ***Up for Grabs.*** At the entrance to an alley stands an old, gruff-looking forest gnome wearing an eyepatch and torn, dirtied noble clothing two sizes too large. As the characters near him, the gnome twirls a copper in his grimy hands and calls out to them: "Who wants to go up against ol' Wizdil here? There's copper for ye if ye can best me at an arm wrestle!"



Area Information

If the characters follow Clementine or accept Wizdil's challenge, they come to an alley filled with a ragtag group of people. The alley is 20 feet wide and 40 feet long, leading into a dead end.

When the characters enter, two women — a dwarf and a human — are in the midst of a heated brawl. The brawlers fight within a 15-foot-radius circle, drawn in chalk on the cobblestone ground.

Beyond the fight are three wooden crates. Pairs of people sit at each crate, playing dice or card games.

The alley is dim; the buildings overhead block out much of the natural light. The Clash has assembled some stolen lanterns, lit from within by candles with nearly-expired wicks; the light is feeble, and characters without darkvision make Perception checks with disadvantage.

If Clementine pickpocketed the characters, she issues them a challenge: "I'll give you back your belongings, but you'll have to fight me for it!" If the characters have not yet met her when they enter the alley, she introduces herself and urges them to fight her.

Creatures/NPCs

There are five characters against which the characters can brawl.

Fighting Members of the Callestan Clash

Name	Description	Fight Difficulty
Clementine	Halfling **spy**. Clementine is the ringleader of the Clash. She has dark hair bound into a tight braid and favors a curved dagger that she keeps sheathed behind her back.	Hard for level 3; average for levels 4 and 5
Wizdil	Gnome **thug**. Wizdil wears an eye patch over his left eye, along with stolen clothes far too big on him. He is frequently drunk and has disadvantage on Dexterity saves.	Easy for all levels
Butch	Dwarf **berserker.** Like Wizdil, Butch is old and has lived her whole life on the streets. She is a brawny fighter, and sports a luscious, if scraggly, gray-streaked beard.	Hard for all levels
Nola	Human **spy.** Nola is tight-lipped and stoic, and close friends with Clementine. The right side of her head is shaved, and the left side is covered in a tumble of auburn curls.	Hard for level 3; average for levels 4 and 5
Ambrose	**Goblin boss.** Ambrose is a relatively young goblin and favors games over fighting. He is often seen scheming with Wizdil.	Hard for level 3; average for levels 4 and 5

A sixth member, Nat, serves as the "cleric" for the Callestan Clash, healing those who get hurt in the fights. She is a half-elf and uses the stats of a **cult fanatic**, but her instead of the *shield of faith* and *spiritual weapon* spells she has prepared the *cure wounds* and *lesser restoration* spells.

She is a cleric of the Traveler and only offers her aid for those willing to pay at least 5 cp for a casting of a spell.

The Callestan Carnival

The Clash jokingly refer to their gambling games and fight club as "the carnival."

Fighting

There is no official bracket for brawling — the Clash is hardly an organized faction — although DMs may choose to create one. The characters can fight whoever they wish, and members of the Clash usually fight until they go unconscious, waking up hours later with wide, bloodied smiles full of missing teeth. Fights are one-on-one and the winner earns money (see "Treasure & Rewards").

Those who fight must remain within the chalk circle. Flying and killing are not allowed. Nat the cleric is on hand to prevent anyone from dying, although she requires payment from those she doesn't know.

The first creature to be knocked unconscious or leave the circle loses the fight.

Gaming

The following games can be played at the carnival. Characters can play against one of the six members of the Clash or against members of their party.

Arm-Wrestling. The opponents sit across from one another at a wooden crate and clasp their dominant hands. The first person to press the other's hand flat onto the crate wins. Each opponent should make three opposed Strength checks against the other, rerolling ties; the best two out of three Strength checks wins the match.

Liar's Dice. Two opponents each receive an iron tankard and three six-sided die. Each opponent shakes the three dice in the cup, then turns the cup upside down, still covering the die. They lift the cup just enough to see the total number rolled — this is considered their "hand." They keep the total value hidden from their opponent.

The opponents take turns making a claim about each dice, with the intent to deceive the other. The claim refers to the value number on their die: for example, "I have a die with a value higher than 3." The opponent contests the claim, stating if they think the claim is true or a bluff. Once a claim has been made for each of the three dice, whoever correctly guessed the validity of most claims wins the match.

Note for DMs: Because this is a dice-based game, it's easier and more fun to just play it out in real life. You can also choose to replace the actual game with a series of Wisdom (Insight) checks versus Charisma (Deception) checks.



Two Truths and a Lie. Two opponents sit or stand across from one another. They each say two truths and one lie (which can be about anything). Each opponent must successfully guess the other's lie. The opponent guessing should roll a Wisdom (Insight) check against their opponent's Charisma (Deception) check. In a round, each opponent must make a guess. If Insight beats Deception, the guesser wins; vice versa, the opponent wins.

Treasure & Rewards

Characters win money when they chip in to a pool or when they win a fight or game.

Gambling on Fights. The Clash contributes 10 sp to the fight pool. The characters can contribute however much they want. The winner of the fight wins half of whatever is in the pool. Those who win the bet split whatever is left.

Rewards for Games. The game pool consists of 10 sp from the Clash. 5 cp is awarded to the winner of each game until the pool is depleted. (Bystanders can make bets on games, using the gambling rules for the fights.)

Conclusion

If the characters win at least three competitions (which can be a combination of fights and games), they earn the respect of the Clash. The Clash's cleric, Nat, offers her healing services for free, should they need it whenever they are in the district. The Clash also tells other sneak-thief street urchins to keep their hands off the characters' belongings, reducing the likelihood of being pickpocketed while in Callestan.

Playing the Pillars

Combat

The Clash fight hard and play dirty. They hold nothing back in a brawl and tend to bend the rules a bit (a lot) in games. They see this as part of the strategy: outsmarting an opponent requires every resource at their disposal — including cheating. DMs making decisions for the NPCs should use any chance to cheat.

Exploration

The back alleys of Callestan are their own self-contained ecosystem. Although this encounter is self-contained, the atmosphere plays an important role. Hone in on the suffocating feeling of the alley; the noises of body parts roughly meeting stone or brick during a brawl; and the metallic aromas of blood; rusted tankards, and coins

Social

Members of the Clash are eager to talk to strangers and learn about other people and places. Those in the Clash have lived difficult lives, but open up to those they deem trustworthy – and trust, to them, is earned via cunning and prowess.

Congratulations, You're a Winner!

by Greg Marks

"Yoink!"

—Enzo, gentleman thief

One of the characters wins a skycoach, but before they can take possession, it is stolen leading to a high-speed chase through the skies of Sharn! This episode is intended for 5th to 10th level characters and optimized for five characters of 8th level. It works best in a middle to upper class neighborhood.

Afternoon Drive

Devus (CE male Brelish human **gladiator**) and Anni (NE female Aundarian human **mage**) are expert thieves and con artists who just completed a robbery. They are looking to distract the watch by handing off the stolen skycoach they used in their robbery to an unsuspecting group of adventurers. Having pulled up to a balcony outside a busy shopping tower near several other skycoaches, the well-dressed duo quickly selects one of the characters and Anni sets off fireworks using *prestidigitation*. Devus walks up smiling and informs the character that they are the one thousandth customer and as such they have won a skycoach!

Devus pulls out a clipboard and some forged ownership papers as he directs the party towards the coach. However, just as the character signs for their "prize," Enzo (CE male Brelish human **swashbuckler** with a +6 bonus to ability checks made with air vehicles), a teenaged thief who thinks he has an easy score, jumps into the coach and flies off.

Objectives

Having owned the coach for only a few seconds, it is likely that the characters want to recover their property.

Creatures/NPCs

The characters rapidly end up in a three-way chase with Enzo and the city watch.

Objectives/Goals. Devus and Anni seek only to hand off the skycoach and walk away. They view the theft as even better and encourage the characters to catch the boy. They hope the chase attracts attention to the characters while they quickly leave.

Enzo plans to fly away quickly and then sell the stolen skycoach for quick coin. If the characters give chase, he tries to lose them. Unfortunately, as the characters give chase, they encounter four members of the Sharn Watch (veterans) on soarsleds who spot the stolen skycoach and give pursuit with magical sirens blaring.

Optional Complication

If the characters are looking for an object as part of an adventure, Devus and Anni have just stolen it and the characters need to track them down as well!

Area Information

The area has the following features.

Dimensions & Terrain. The characters are flying at high speeds between towers, under bridges, and over unsuspecting crowds. If a creature falls during the chase, use the Falling in Sharn table in the *Wayfinder's Guide to Eberron* to determine the effects of the fall.

Lighting. It is a bright sunny day.

Air Vehicles. In addition, whatever mounts, spells, or items the characters might use to give chase, there are several nearby vehicles. There are two skycoach taxis. Each taxi seats a maximum of eight passengers, charges 1 sp per passenger, and has a driver proficient in air vehicles (commoner with a +2 bonus to ability checks made with air vehicles). There is also a skycoach (seats six) and three soarsleds (seat one each), all parked at the edge of the balcony for more larcenous adventurers. Stealing one is likely to add additional complications for the characters.

Skycoaches and Soarsleds

Skycoaches take many forms but the most commonly they look a rowboat or longship. Soarsleds are 5-foot diameter crystalline disks crackling with energy. Both fly through the air while within the city of Sharn, thanks to the city's location in a manifest zone. A character can fly a soarsled at a speed of 90 feet and a skycoach with a speed of 75 feet. While skycoaches can carry several people, a soarsled cannot move more than 700 pounds.

Air vehicles within Sharn's manifest zone are controlled with Dexterity checks. Activating and controlling a vehicle does not require actions or checks, but checks may be required to perform certain maneuvers or during a chase. In extreme situations creatures riding in an air vehicle may be required to make Dexterity (Acrobatics) checks (usually DC 10 with creatures in a skycoach getting advantage on their check) to stay in the vehicle. Such situations might include: another character jumping onto a soarsled, reversing direction or turning more than 45 degrees, colliding with any obstacle, and taking damage.

Creatures without proficiency in air vehicles must succeed on a DC 15 Intelligence check as an action to activate an air vehicle. Such characters suffer disadvantage on piloting checks and chase complications.



The Chase

Enzo begins the chase having moved 150 feet from the balcony. Roll initiative for all those involved and proceed in order. After the first round, the watchmen spot the stolen skycoach and give pursuit.

Each round a character piloting an air vehicle can take move action to move the vehicle and an action to try to push the vehicle, allowing it to move its speed a second time. A successful DC 15 Dexterity check made with air vehicles pushes the vehicle. If this check fails, the pilot makes their next complication check at disadvantage. See "Chases" in chapter 8, "Running the Game," of the *Dungeon Master's Guide* for more information on running a chase.

When you roll a complication in the chase, roll for each vehicle instead of each character on the Sharn Flying Chase Complications table. Entries that specify "you" mean the pilot, while entries that specify a "passengers" refer to every creature in the vehicle. Checks to avoid falling out a vehicle follow all rules mention in the Playing the Pillars Exploration sidebar.

Sharn Flying Chase Complications

1d20	Complication
1	Ahead there is an unexpected low bridge. Make a DC 15 Dexterity check with air vehicles or crash your vehicle doing 5d6 bludgeoning damage to all passengers. If you fail by 5 or more, your vehicle is too damaged to rejoin the chase. Passengers must succeed on a DC 10 Dexterity (Acrobatics) check or fall overboard.
2	While making a turn, you bump a dry goods delivery skycoach. Flour explodes in a giant cloud. You must succeed on a DC 10 Constitution saving throw or be blinded until the end of your next turn. Passengers must succeed on a DC 5 Dexterity (Acrobatics) check or fall overboard.
3	Children sitting on a nearby balcony throw rocks at your vehicle hitting a random passenger. That passenger must succeed in DC 5 Dexterity (Acrobatics) check or fall overboard.
4	A **bandit** attempts to leap onto your vehicle from an overhead bridge and push you off. Both you and the bandit must attempt a DC 15 Dexterity (Acrobatics) check or fall overboard. If both of you stay aboard, the bandit attacks you on his initiative.
5	You get to close to a messenger on a **griffon**, spooking the beast. It swipes at a random passenger in your vehicle: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.
6	A gnome piloting a zeppelin cuts across your path. In order to maneuver around her you must succeed in a DC 10 Dexterity check with air vehicles or you must reduce your vehicle's speed to 0 feet until the end of the next round.
7	You fly too close to a **giant eagle** which gives chase, trying to pluck a passenger of your vehicle to feed its 1d4 + 1 hatchlings in its nest (use statistics for **eagle**).

8	A sudden, viscous downdraft catches you. Make a DC 10 Dexterity check with air vehicles or be pushed 60 feet down.
9	A helpful **mage** casts *web* (spell save DC 14), hoping to slow everyone down for the Sharn Watch. Make a DC 10 Dexterity check with air vehicles or crash into the web. If you do, it takes one round to cut your vehicle free.
10	You spot a short cut between a massive skycoach and a descending bridge. You may attempt a DC 20 Dexterity check with air vehicles to thread the needle. If you succeed, move an extra 30 feet this round. If you fail by less than 5 nothing happens. If you fail by 5 or more, you collide and suffer the effects of complication 1.
11-20	No complication

Treasure & Rewards

While the Sharn Watch does not let the character keep the stolen skycoach (or any other stolen vehicles), they offer a 100 gp reward for recovering it, as long as it isn't damaged.

Playing the Pillars

Combat

Both the Watch and Enzo avoid using lethal force unless it is used against them. If the characters are using deadly area of effect spells or lots of flashy effects, they attract the attention of another two members of the Sharn Watch on patrol who join the chase.

Exploration

Jumping from one vehicle to another requires a successful DC 15 Dexterity (Acrobatics) check. Those that fail by 5 or less manage to catch themselves on the side and must use 10 feet of movement to pull themselves up. Those that fall should consult the Falling in Sharn table in the *Wayfinder's Guide to Ebberon*.

Social

If the characters are suspicious, a passive Wisdom (Insight) score of 15 notes that Devus and Anni were about nervous and might have been up to something, but they are genuinely surprised when the skycoach is stolen.



The Double-Cross

by Greg Marks

"Don't upset the Boromar Clan if you value your shins."

—Sally Angus, barkeep at the Callestan Romp

Having just robbed a Boromar Clan gambling den, Balloch is a changeling on the run. Now they need the right suckers to protect them. This episode is intended for 1st to 4th level characters and optimized for five characters of 3rd level. It works just about anywhere in Sharn. It works even better if the party has a home base where they can most often be found and store their belongings.

Scene A. Damsel in Distress

Balloch (CN changeling **master thief**) heard there is a group of adventurers nearby. The changeling uses Change Appearance to become an attractive human woman and barges into the characters' home in a tizzy. Using the name Kuri, she relates the following story:

- A group of toughs are after her and she implores the characters to help her.
- She claims she fell for a man named Balloch who ran afoul of a criminal element before he ran off on her; stealing her savings at the same time.
- She has nothing left and now the street toughs are looking for her to make up his debt.
- She begs for a place to hide (preferably here so she doesn't have to go outside again where they might see her), while the characters help her out of the situation (preferably by running them off).
- She just spotted the toughs just down the street and can give descriptions and directions to where she last saw them.

Balloch plays the part of a damsel in distress to the hilt hoping the characters let their preconceived prejudices do most of their thinking for them. If they refuse to help, "Kuri" tries to leave out the back, hoping that the Boromars at least get delayed when they try to push through the characters' headquarters.

Optional Complication

If the characters leave Balloch alone in their headquarters, the changeling is more than happy to go through their belongings and steal anything of value before running out the back. Balloch could become a reoccurring rival for your party always trying to stay on step ahead and making off with their valuables or items they need to complete quests.

Scene B. To the Rescue

Whether the characters go to the Boromar toughs or the toughs come in search of Balloch, the Boromar toughs are not interested in the adventurers and order them to get out of the way before they get hurt.

Objectives

The characters need to find a way to make the Boromar Clan crew back down or trick them into losing "Kuri's" trail.

Creatures/NPCs

The Boromar Clan toughs are led by Butcher Mells (LE male lightfoot halfling **bandit captain**). Butcher directs four bandits that are searching through the crowd and is aided by Larni (NE female stout halfling **bard**). Larni uses a gem of seeing to search for the changeling.

Objectives/Goals. The toughs are interested in catching up to Balloch, whom they describe as a half-elven man. If the characters are not helpful in finding the Balloch, the crew angrily tries to intimidate the party into backing down so they can continue their search. They rely on the Boromar Clan's dangerous reputation to force the characters to step back.



Area Information

This scene assumes the characters are encountering the Butcher's crew on the street. If that is not the case, adjust accordingly.

Dimensions & Terrain. The street is busy and filled with people heading home from work, going out on the town, or otherwise going about their lives. The quality and dress of the crowd depends on the district the encounter takes place in, but either way the crowd provides advantage on Dexterity (Sleight of Hand and Stealth) checks until combat breaks out.

If the crowd witnesses violence, they stampede away from the scene forcing anyone not moving with the crowd to succeed on a DC 12 Strength saving throw or be knocked prone and take 2 (1d4) bludgeoning damage, as frightened citizens trample them.

Lighting. The sun is just starting to set, so upper districts are still well lit and lower districts are already in shadow.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Butchers Mells is a **thug** and Larni is an **apprentice wizard**.
- **Weak:** Remove two **bandits** and Butchers Mells is a **thug**.
- **Strong:** Replace the four **bandits** with three **thugs**.
- **Very Strong:** Replace the four **bandits** with three **thugs** and a **veteran**.

Treasure & Rewards

The party can receive the following treasure.

Monetary Treasure. Butcher wears three gold chains, each worth 10 gp. His crew has 15 gp in various coins.

Magic Items. Larni has a *gem of seeing* and has already used 2 of its charges today.



Playing the Pillars

Combat

If combat ensues, Butcher and his crew try to focus on taking down one target at a time but leave them unconscious since no one wants to face a murder rap.

Exploration

There is a fruit stand on the street that if tipped over, fills the street in front of it with rolling apples, watermelons and bananas. Anyone moving through the area must succeed on a DC 12 Dexterity saving throw or fall prone.

Social

Butcher Mells knows that Balloch is a trickster and master of disguise. A successful DC 12 Charisma (Intimidate or Persuasion) check gets Butcher to impart enough information for the characters to potentially realize they may have been tricked and turns the Boromar Clan into valuable allies

Double Immiscibility

by Will Doyle

"Death isn't good or bad. It's just business."

—Laria d'Thuranni, contractor

Councilor Potellas has arranged for her cheating husband to have an "accident" while touring a potion laboratory in the city's depths. When her plans fall into the group's hands, it's down to the characters to make a rescue. The episode is designed for a group of 1st to 4th level characters and optimized for five 3rd level characters.

Background

Councilor Potellas has recently discovered that her husband Erol is cheating on her. Furious at the slight, she's arranged for a hit squad to murder him during a business tour of the Courage Potion Laboratory. When one of her assassins dies in a freak accident on route to the laboratory, her orders literally fall into the characters' hands. Meanwhile, the rest of her hit squad decides to carry out the hit without their missing comrade.



The Skycoach Crash

The characters are strolling through the city when they hear a loud boom overhead. A split-second later, a female shifter plummets to the cobblestones in front of the characters and breaks her neck with a loud snap. Looking up, the characters witness a skycoach banking away from a shattered soarsled (a single-person flying disk).

The driver of the skycoach accidentally struck the pilot of the soarsled and is now trying to escape before anyone reports the crime. The driver has no idea who he's just killed.

Searching the Body

If the characters search the corpse, they uncover a set of razor-sharp daggers, a hand crossbow with 10 bolts poisoned with carrion crawler mucus (see "Poisons" in chapter 8, "Running the Game," of the *Dungeon Master's Guide*), and a leather wallet. Inside the wallet are two parchments:

- A moving, illusory image of a human merchant labelled as "Erol Potellas". Erol is shown nervously entering a carriage with a beautiful woman. The illusion loops.
- A map of the Courage Potion Laboratory with an attack plan sketched over it (see the handout).

The attack plan has the following entries:

- **Dog:** Infiltrate laboratory in disguise and unlock freight warehouse gate.
- **Cat:** Shoot guards on roof from water-tower.
- **Ox & Pig:** Enter through freight warehouse gate, ambush tour party, kill target.
- **Rooster:** Run distractions on street (DM note: this was the dead shifter's codename and task).
- **Rabbit:** Wait in carriage for signal.

Erol Potellas is easily identified as the husband of Councilor Savia Potellas of the Lower Menthis Ward.

Speaking to Councilor Potellas

The characters can choose to seek out Councilor Potellas at Savia's, the elegant bordello she runs in Firelight. Two **veteran** bodyguards escort the characters to her office on the upper floor, where they find the **noble** gazing out over the City of Spires from a glassed-off balcony.

- Councilor Potellas seems oddly unperturbed when warned about the threat to her husband.
- She says he's scheduled to conduct a business tour of the Courage Potion Laboratory today. She lazily reassures the characters that she'll send a messenger to extract him.
- She doesn't know who's behind the hit. She sneers that her husband "has a habit of sticking his nose where it doesn't belong".

It's clear Councilor Potellas doesn't care much for her husband. If the characters challenge her, she lays her cards on the table.

- Her husband Erol is cheating on her with a serving girl from Upper Northedge.
- This is the final straw: her husband's debts to the Boromar Clan are already dragging her down. She wants him out of the picture, so she hired the assassins to murder him.
- If the characters aid her assassins she promises to cut them into the bounty (see "Rewards").

Councilor Potellas warns that she'll deny everything if the characters go public with this. She also hints that she's a dangerous woman who can make life very perilous for her enemies.

The Courage Potion Laboratory

The Courage Potion Laboratory manufactures a variety of magic potions. Erol Potellas is visiting today to assess whether his wife's shareholders should invest in the business. When the characters arrive, her assassins are already in place and preparing to spring their attack. If combat ensues, refer to "Combat in the Laboratory."

Laboratory Locations

The following locations refer to locations shown on the handout map.

Freight Warehouse. Five **commoner** laborers work in here, packing shipping crates with potions. Gates at the back of the warehouse open on the back alley. Two **martial arts adepts**, codenamed "Ox" and "Pig", are waiting in the alley for their accomplice to open the freight gate.

Laboratory Floor. Bubbling vats of arcane components fill the laboratory, with tables heaped with glass beakers and alchemical stills. Fifteen **commoner** alchemists work in here. When the characters arrive, an alchemist is escorting Erol Potellas (N male Brelish human **noble**) and his four **guards** on a tour around the laboratory.

Laboratory Roof. There are three **guards** on the laboratory roof. If they spot trouble, one of them yanks on a rope to sound the alarm bells in the staff room downstairs.

Reception. A **commoner** secretary greets visitors to the laboratory, but informs them it's strictly invitation-only. When the characters enter, a **martial arts adept** codenamed "Dog" is signing in for a prearranged visit under the pseudonym "Treasurer Vimes."

Staff Room. This area contains worker uniforms, a simple kitchen area and bathrooms for the staff. It is currently unoccupied.

Street. A **thug** codenamed "Rabbit" mans a horse-drawn getaway carriage on the street outside.

Water Tower. An **archer** codenamed "Cat" has climbed this water tower and is preparing to snipe at the guards on the roof of the laboratory.

Combat in the Laboratory

When the characters arrive at the laboratory, the assassins strike!

Prerequisites

Run this encounter if the characters tangle with the assassins inside the Courage Potion Laboratory (or try to aid them!).

Objectives

Stop the assassins or kill Erol Potellas.

Creatures/NPCs

See "Laboratory Locations" for the starting positions of the assassins and their mark. These positions should change dynamically as the players get involved. In total, the hit squad comprises of:

- Three **martial arts adepts** (Dog, Ox & Pig)
- One **archer** (Cat)
- One **thug** (Rabbit)

The defenders include:

- 21 **commoner** laborers, alchemists and reception staff
- Seven **guards**
- Erol Potellas, a **noble**



Objectives/Goals. The hit squad are here to kill Erol Potellas.

What do they know? The assassins know that Erol's wife Councilor Potellas hired them to murder her husband. Erol is unaware that his wife knows about his affair.



Area Information

The area has the following features.

Dimensions & Terrain. The building is 200 feet long and 150 feet wide and brightly lit by continual flame spells.

Volatile Substances. The laboratory floor and freight warehouse contain volatile substances that are easily damaged in combat. If a creature misses an enemy with a melee attack or receives a critical hit, roll on the following table and apply the effect listed to the creature.

Potion Mishap Table

d6	Event
1	Your skin and hair turn bright green, blue, or red permanently.
2	At the start of your turn, you levitate 20 feet into the air. At the end of every turn, make a DC 15 Wisdom saving throw to remove the effect.
3	You *shapechange* (per the spell) into a **flumph**.
4	Your hit points drop to 1. All creatures within 10 feet of you heal hit points equal to the amount lost.
5	You combust in green flame, taking 5 (1d10) fire damage at the start of each of your turns. At the end of each of your turns, you can make a DC 15 Constitution saving throw, putting out the flames on a success.
6	You turn invisible until you attack or cast a spell.

Treasure & Rewards

If the characters save Erol, he rewards the group with a pouch of 200 gp. If the character kill Erol, Councilor Potellas pays them 500 gp.

Playing the Pillars

Combat

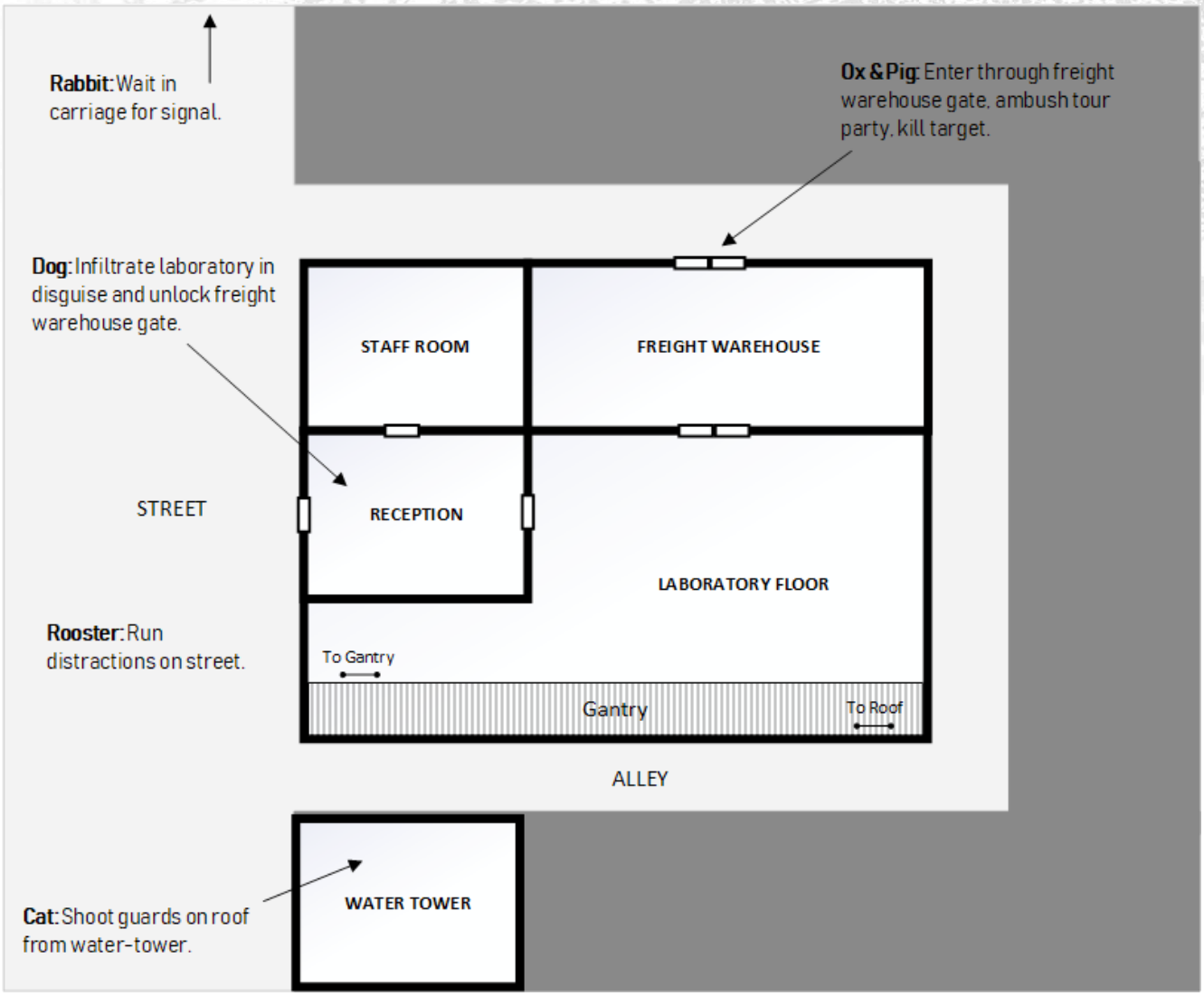
Characters can attempt to silence enemies before they make a noise. If a creature is reduced to 0 hit points before it can act, you can rule that creature made no noise before it fell.

Exploration

The bubbling vats can be purposefully sabotaged, creating clouds of magical smoke. Any creature starting their turn inside such an area must roll on the potion mishap table.

Social

Characters can bluff their way through the laboratory if they come up with a good ruse. Grant advantage to their Charisma checks if the lie is particularly fine.



Map: Courage Potion Laboratory

The Fallen Mad: Excursion

by Shawn Merwin

"Every life is sacred, but the most sacred are the lost, the mad, the fallen. Those who claim to live by the light of the Silver Flame but who look down on the weak worship falsely."

—Faela of the Silver Flame, on the occasion of her martyrdom

The Fallen Mad: Excursion is the first of three linked episodes optimized for five 5th level characters. Playing "Excavation" and "Excommunication" after "Excursion" provides enough material for a play experience with a beginning, middle, and end. They can be played individually as well, or as part of a larger campaign of your own creation.

The characters travel to the area of Sharn known as Fallen to recover the body of Faela of the Silver Flame, a priestess who served the needy of that area selflessly for years. They must deal with the ravers there while learning the location of the body. Next, they must traverse a lost passageway to find the resting place of Faela. Finally, the characters must seal a rift to Khyber that is currently being plugged by Faela's body.



Call to Action

Rumors seeping up from the area of Sharn known as Fallen say that the Silver Flame priestess Faela was killed by ravers, mad individuals haunted by the ghosts of those who've died there. Since then, rumors of miracles happening there, such as the sick being healed and demonic creatures perishing in a divine silver light.

Grevor, a priest of the Silver Flame residing in the upper levels of Sharn, hire the characters to travel down into the depths of Fallen to investigate. He offers 100 gp per character if they can bring back the body of Faela. He knows nothing about Faela, the area of Fallen, or anything else regarding this mission. He has only heard these third-hand rumors.

Entering Fallen

While it is long journey from the towers of Sharn into the city's dark underbelly, it is not dangerous until the characters arrive in Fallen.

Objectives

The characters must save Blantsy from the ravers and get from her information on where Faela's body is located.

Creatures/NPCs

Six ravers (**berserker**), filthy, mad humans tormented by the spirits that haunt this area, threaten Blantsy (NG female rock gnome **commoner**). She is half-mad herself, living off the kindness of others and creating breathtaking works of art from the ruin that is Fallen.

Area Information

The characters first enter Fallen in a 60-foot-wide thoroughfare, similar to a large cavern. The area is dimly lit by torches and lanterns, but it is currently vacant because of the ravers in the area. Only Blantsy is present, whistling and chiseling a piece of rock into a beautiful human form (that of Faela).

Treasure & Rewards

The occupants of the area have no wealth, although one of the ravers wears a paper hat made from a *spell scroll of endure elements*.

Playing the Pillars

Combat

Six ravers threaten Blantsy the gnome. Their madness denies the ravers the wisdom to surrender. Blantsy hides during combat.

Exploration

Chunks of stone and shards of glass litter the area. Successful DC 10 Intelligence (Investigation) checks determine which debris can be tipped onto enemies, while DC 10 Strength checks perform that task.

Social

Blantsy draws and sculpts in Fallen, and the best way to get information is to discuss her work. Give any Charisma checks to deal with Blantsy advantage if the characters first discuss her art.

Discovering the Silver Path

Blantsy knows that the body of Faela rests in a chamber near here, but to access it one needs to travel what the haggard residents of Fallen call "the Silver Path." Getting that information from Blantsy, however, is a complicated task in itself.

Objectives

The characters must find a way to break through Blantsy's madness. This is complicated by the ghost that is poking and prodding at Blantsy, but that only she can see.

Creatures/NPCs

Blantsy (**commoner**) moves occasionally between manic activity while she makes her art, to near catatonia when she stops. Even getting her to acknowledge their presence requires a successful DC 10 Charisma check from the characters. Apply any skill proficiencies for the method of communication that the characters use.

The other creature in the area is the **ghost** of a human called Engar Forgedock. When alive Engar lived in Fallen and acted as a foreman for a work crew in the Cogs. He was killed when the Glass Tower crashed into his home. Now he haunts this place, focusing his ire on Blantsy and her "terrible attempts at creating something worth seeing."

Area Information

This encounter takes place in the same area as the previous one. See that encounter for area information.

Gaining the Information

"Playing the Pillars" below gives details on how the characters can get Blantsy to provide the information on Faela's resting place.

What Blantsy Knows. Many of the individuals living here have claimed to see miracles done by the "Silver Light Lady" when she was alive, and more astounding occurrences have taken place in the presence of her dead body.

Blantsy has not seen the body, but she has visions of it—and it is what she is currently carving. She sees it in her mind, glowing with a silver light.

The people who visit use a secret passage on the northern end of Fallen, where two huge shards of glass are crossed to form an archway. Others have come to Fallen to see the body as well

Treasure & Rewards

Buried under the rubble with Engar's bones is an ornamental dagger that he carried with him. The dagger is worth 150 gp to a collector of fine weapons. He also carried a belt pouch with 10 gp and a garnet worth 30.



Conclusion

With this information, the characters have completed the first step in the mission: finding the passage to the resting chamber of Faela of the Silver Flame. If that was their mission, the characters can report back to Grevor and gain their reward. If the characters continue on this quest, move on to the next episode, "The Fallen Mad: Excavation."

Playing the Pillars

Combat

One way to get Blantsy to provide the information is to defeat the ghost. This clears one of the obstacles to gaining Blantsy's information.

Exploration

Engar's skeleton is buried beneath the rocks and debris Blantsy uses to create her art. The shifting debris keeps disturbing the bones. If the characters can find and lay the bones to rest with a successful DC 15 Intelligence (Religion) check, Engar leaves the area.

Social

The characters must first get through to Blantsy with a successful Charisma check. Then they can talk to her and to Engar (through the gnome). If they can calm Blantsy and pacify the ghost of Engar in some way, they can learn what Blantsy knows.

The Fallen Mad: Excavation

by Shawn Merwin

"The Silver Flame should never be used to blind the righteous, or to conceal the truth from believers. Those willing to open their eyes should be rewarded with the sight of the truly wise."

—Faela of the Silver Flame, on the occasion of her martyrdom

The Fallen Mad: Excavation is the second of three linked episodes for five 5th level characters. Playing "Excavation" after "Excursion" and before "Excommunication" provides enough material for a play experience with a beginning, middle, and end. They can be played individually as well, or as part of a larger campaign of your own creation.

In "The Fallen Mad: Excavation," the characters travel through a trapped and haunted passageway leading to Faela's resting place.

Call to Action

If the characters previously played "Excursion," they learned of this passage from Blantsy, a mad gnome artist. If not, they were approached by Grevor, a priest of the Silver Flame who wants the characters to find the body of Faela, a Silver Flame priestess who served the people of Fallen. Rumors say she performed miracles before she died, and those who have seen her body are magically healed and demonic creatures in the area destroyed when in the presence of her corpse.

Grevor offers 100 gp per character to travel a passage in Fallen leading to Faela's resting place. He gives them directions to the start of the passage, which the locals have started calling "the Silver Path."

The Start of the Silver Path

The characters pass beneath the crossed shards of glass into the tunnel holding the Silver Path. They must deal with a trap recently set by those seeking to keep people from visiting Faela's resting place.

Objectives

Get past the trap and continue down the Silver Path.

Area Information

After moving up the passage, the characters enter a circular chamber 50 feet in diameter. The only light here is what the characters bring.

Debris. The chamber is cluttered with debris: dust, fallen rocks, rusty weapons, bits of metal, and dead bodies in various degrees of decomposition. There are also shards of rock sticking out of the walls (some of these are the dragonshards that power the Khyber shard trap).

Khyber Shard Trap

Complex trap (Levels 5-10, deadly threat)

This section of the passage is a death trap chamber of magically animated weapons and debris, powered by Khyber dragonshards.

Trigger. When a character enters the trapped section of the Silver Path, the trap is sprung.

Effect. If the trap is sprung, the force fields come into being at the east and west tunnels out of the chamber, trapping creatures in the chamber. The force fields cannot be taken down until the dragonshards are destroyed or deactivated.

Debris Attack. Each round on initiative count 0, the scattered debris whirls throughout the room, attacking each creature once. If a creature did not use its action to defeat the nearest piece of debris, it must succeed on a DC 13 Dexterity saving throw or take 16 (3d10) bludgeoning/piercing/slashing damage, or half on a success.

Countermeasures. The dragonshards that power the trap are disguised as normal rocks in the walls. In order to deactivate the trap, the characters must first locate them. This can be done with a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check. Once the dragonshards are located, they must be deactivated or destroyed.

Dragonshards. There are a number of dragonshards in the chamber equal to 1 + the number of characters. These dragonshards can be deactivated by an adjacent creature using an action and succeeding on a successful DC 10 Intelligence (Arcana or Religion) check. The dragonshards can also be attacked (20 hp, AC 10, immune to psychic and necrotic damage). When all of the dragonshards are destroyed or deactivated, the force fields disappear and the debris falls dormant.

Attacking the Debris. Characters can attack a piece of swirling debris. Successfully hitting AC 12 and doing at least 8 points of damage protects that character for that round. The character can declare instead the intention to protect another character, meaning the initial character still gets attacked.

Treasure & Rewards

The deactivated or destroyed dragonshards can be sold for 100 gp each.

Guardians of the Silver Path

After dealing with the Khyber Shard Trap, the characters come upon creatures left here by interlopers to protect the dragonshards from travelers.

Objectives

The characters must defeat the demonic guards who block progress along the Silver Path.

Creatures/NPCs

A **shadow demon** called Ahzig has been put in charge of four **rutterkins** and ordered to stop anyone from approaching Faela's final resting place.

Objectives. The demons here want nothing short of total annihilation of any creatures entering their territory.

Area Information

This part of the tunnel is 40-feet wide, running 100 feet long in a twisting manner, and then it narrows again to 10-feet wide.

Lighting. This chamber is totally dark. Any light that is brought into the chamber is reduced to dim light because of Khyber dragonshards. These dragonshards need to be destroyed or their magic deactivated in order to allow bright light to shine here. (More is described in the "Exploration" section in "Playing the Pillars.")

Terrain. Many patches of difficult terrain hinder movement in this area. The corpses of dozens of travelers from Fallen hoping to see Faela's body litter the ground. The rutterkin hide within these corpse piles, while Ahzig blends into the shadows. A successful DC 17 Wisdom (Perception) check must be passed in order to notice the demons before they attack.

Treasure & Rewards

The Khyber dragonshards here can be sold for 200 gp total. Additionally, one of the corpses in the area carried two *potions of greater healing* in a belt pouch.

Conclusion

After defeating the demons here, the characters can continue on their journey. It is just a short walk now to Faela's final resting place and the challenges there, detailed in the final episode, "The Fallen Mad: Excommunication."

Playing the Pillars (Guardians of the Silver Path)

Combat

The rutterkins do not give up, so the characters must defeat them all. Dealing with the shadow demon is easier if the characters can destroy or deactivate the magic of the Khyber dragonshards place throughout the area.

Exploration

The three anchoring Khyber dragonshards scattered throughout the area have been enchanted to draw away any bright light. Thus all bright light created or held by the characters counts as dim light until the shards are dealt with. They can be deactivated with 3 successful DC 10 Intelligence (Arcana or Religion) check. The dragonshards can also be attacked (20 hit points, AC 10, immune to psychic and necrotic damage

Social

The rutterkins cannot be talked to or reasoned with. Ahzig can be forced to surrender if the dragonshards are destroyed or deactivated, all of the rutterkins are defeated, and he is reduced to 30 hit points or less. If this occurs, a successful DC 15 Charisma (Persuasion or Intimidation) prompts him to tell the characters what challenges they might face in the next episode ("Excommunication").



The Fallen Mad: Excommunication

by Shawn Merwin

"Anyone who stands against the darkness below is of the Flame. And those who tolerate darkness are of the darkness."

—Faela of the Silver Flame, on the occasion of her martyrdom

The Fallen Mad: Excommunication is the last of three linked episodes for five 5th level characters. Playing "Excommunication" after "Excursion" and "Excavation" provides enough material for a play experience with a beginning, middle, and end. They can be played individually as well, or as part of a larger campaign of your own creation.

The characters travel to the area of Sharn known as Fallen to recover the body of Faela of the Silver Flame, a priestess who served the needy of that area selflessly for years. They must deal with the ravers there while learning the location of the body. Next, they must travel a lost tunnel to find the resting place of Faela. Finally, the characters must fight off the other factions trying to get to Faela's body.

Call to Action

If the characters previously played "Excursion" and "Excavation," they learned from Blantsy, a mad gnome artist, of a passage leading to Faela's resting place. Then they traversed the tunnel, dealing with the traps and guardians there.

If they haven't played those episodes, they are approached by Grevor, a priest of the Silver Flame who wants the characters to find the body of Faela, a Silver Flame priestess who served the people of Fallen. Rumors say she performed miracles before she died, and those who have seen her body are magically healed and undead creatures in the area destroyed when in the presence of her corpse.

Grevor offers 100 gp per character to travel a passage in Fallen leading to Faela's resting place. He gives them directions to the start of the passage, which the locals have started calling "the Silver Path."

If you are only running this episode, the passage to Faela's resting place is free of obstacles, and the characters can get directly to the end of the line.

Breaking the Silver Seal

The characters arrive at the end of the Silver Path, where it opens into an antechamber. Several enemies are here, trying to break into the inner chamber, unsuccessfully at the moment.

Objectives

The characters must deal with the demons trying to break into the chamber holding Faela's body without accidentally letting them into the chamber.

Creatures/NPCs

A **vrock** called Uvimahm leads the demons attempting to break into the resting place of Faela. He cannot break the silver seal acting as a barrier. He is attempting to use a human resident of Fallen, Wesalyn (**commoner**), to break the seal for him, but she is currently resisting.



When the characters enter the chamber, a number of **dretches** equal to the number of characters appear to protect their master.

Objectives. Uvimahm has been ordered by those he serves to break into this chamber and investigate. However, the silver seal prevents him from accessing the doors. The seal remains until it is crossed by those considered worthy by the Silver Flame: creatures either of good alignment or complete innocence.

Tactics. The dretches attempt to move into a position where they can bull rush the characters into the Silver Seal, thus breaking it. If a character is stunned by Uvimahm's screech, give advantage to the dretch's Strength check to shove a character. Because it has multiattack, a dretch may attempt two shoves with one action.

Area Information

The 10-foot-wide tunnel of the Silver Path opens into a roughly circular chamber 50 feet in diameter. At the far eastern end of the chamber is an alcove, where a large set of double doors leads into Faela's final resting place. The room here is dark unless the characters bring light.

The Silver Seal. A screen of coruscating silver energy bars passage into the alcove. A successful DC 10 Intelligence (Religion) check reveals that the translucent screen is a barrier blocking creatures from passing. A successful DC 20 Intelligence (Religion) check is needed to reveal that only good-aligned or innocent creatures can bring down the screen by making contact with it.

Developments

If the characters are able to defeat the demons without allowing the Silver Seal to be broken, they can evaluate the situation more closely. As mentioned earlier, the Silver Seal is meant to restrict passage into the next chamber, where Faela's body plugs the rift into Khyber. Only those deemed worthy by the Silver Flame (good-aligned or innocent) people can break the seal. It appears after 1 minute, but while it is down anyone can enter the chamber.

Doors. The doors to the final chamber are closed but not locked. It takes an action to open them because of their heft. There are locks on the doors, which can be manipulated with a successful DC 15 Dexterity check with thieves' tools. This is one way that the vrock could be kept out even if the Silver Seal is broken.

Transformation. If Uvimahm is able to enter the final resting place, it turns into a **glabrezu** at full hit points, as it soaks up the demonic energy in the room.

Breaking the Silver Seal. The creature that breaks the seal by coming into contact with it absorbs the energy for 1 minute. While wielding this energy, the creature has advantage on all saving throws, and their attacks ignore demonic resistances (but not immunities).

Faela's Resting Place

Faela foresaw the formation of a rift opening in Fallen, allowing creatures from the depths of Khyber to enter Sharn. Her pleas to the powerful Silver Flame clergy in Sharn fell on deaf ears. With no other options, she allowed herself to be killed by ravers, but only after instructing her flock of followers in Fallen to place her remains over the area where the rift was going to open.

And so now her body acts as a plug over the rift, where the negative energy of Khyber and the Silver Flame's power within herself counteract each other, thus keeping the creatures of Khyber from flooding through.

Objectives

In this final encounter, the characters must defeat any creatures that slip through the rift and find a way to supplement Faela's power to shut the rift for good.

Creatures/NPCs

If Uvimahm gained access to this chamber, he transforms into a **glabrezu** as a wave of demonic essence washes over him.

When the characters enter the room, there are two **maw demons** attempting to escape the containment field. Each round on initiative count 25, another maw demon appears within the containment field.

Area Information

This 60-by-60-foot chamber is brightly lit by a silver glow coming from the body of a human woman. She lies near the southwest corner of the room (see Map).

The Containment Field. A 30-by-30-foot area around Faela's body shimmers with a silver area, streaked with purplish-black. A successful DC 10 Intelligence (Arcana or Religion) check reveals this is a field of Silver Flame radiance that is holding back the corruption of Khyber, which is leaking into the room.

Each round, on initiative count 0, the containment field expands 5 feet to the north and west, so that in six rounds it fills the whole room. If this happens, the rift opens beyond containment, and all sorts of terrible creatures pour forth.

Playing the Pillars (Breaking the Silver Seal)

Combat

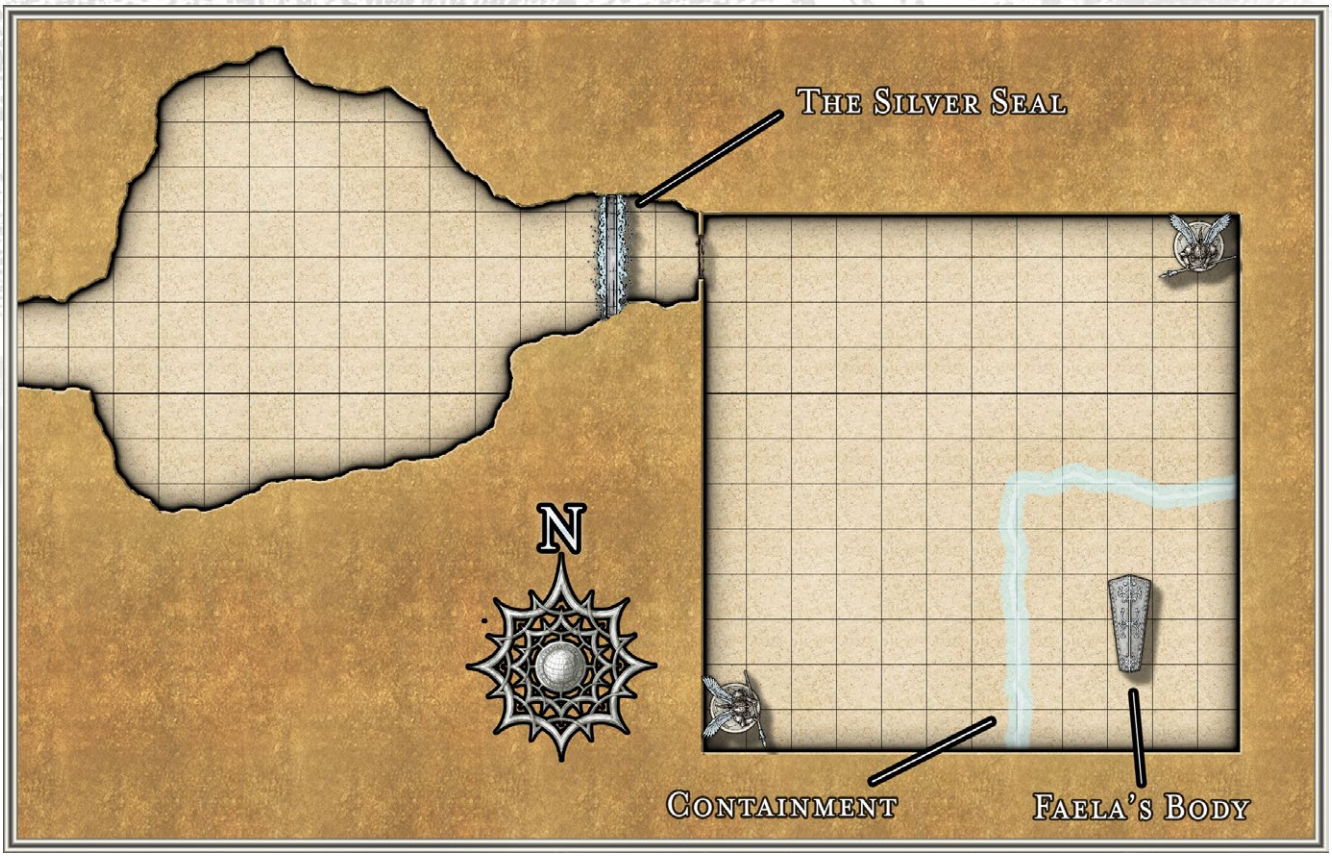
If it becomes clear that the characters are not going to help Uvimahm break the seal and enter the final resting place, he and the dretches attack. They attempt to push characters into the silver seal, hoping they are good, thus bringing it down and allowing them to enter. If the seal is brought down, Uvimahm disengages and moves through the doors as quickly as possible.

Exploration

The characters can use ability checks to learn the properties of the silver seal. If they bring it down and allow Uvimahm to enter Faela's resting place, he becomes a glabrezu instead, soaking up the fiendish power that is in the final chamber. The characters might take other actions to prevent Uvimahm from entering the chamber, such as barring the doors or creating other barriers.

Social

Uvimahm attempts to trick the characters into breaking the seal so that he may access the final chamber. Wesalyn is currently under the protection of the Silver Flame, meaning Uvimahm cannot force her to break the seal, but he is threatening her into doing so, and her resolve is close to breaking.



Map: The Silver Path

The Relics of the Silver Flame. In the northeast and southwest corners of the room of large statues of silver, sacred to the worshippers of the Silver Flame. If they can be moved into the containment area and placed next to Faela's body, the containment field is stabilized and the threat contained. A successful DC 10 Strength (Athletics) check as an action is required to move them. If the check succeeds, the lifting creature can move up to half their walking speed on their turn.

Fighting Through the Containment Field

The containment field does not allow attacks through it. Creatures outside it can interact with each other, or inside it can interact with each other, but not pass between. This includes any effects, such as buff spells.

Once a creature is inside the containment field, it cannot leave unless it makes a successful DC 15 Charisma saving throw. Evil creatures make this saving throw with disadvantage.

Sealing the Rift

The rift can be sealed in two ways. The first is to move the two relic statues of the Silver Flame next to Faela's body. This stops the spreading of the containment field, but the maw demons must still be dealt with. The maw demons attempt to stop this from happening by shoving or grappling the creatures moving the statues.

The other way is for the creature infused with the energy of the Silver Flame by breaking the Silver Seal can transfer that energy into Faela's body. This requires the person to stand next to Faela and use two successive actions to make successful DC 10 Constitution checks. The maw demons know this is happening and attempt to shove the person away. If this is done, the containment field pushes all demons in the room back to Khyber and seals the rift.

Containment Breaks

If the containment field grows to the full size of the room, containment is lost and the rift opens. Demons of all shapes and sizes (more than the characters can deal with) pour into the room. Allow the characters to flee, but they should be forced to deal with the invasion from Khyber that plagues the lower city, and begins to reach into the main parts of Sharn if left unchecked.

Treasure & Rewards

If the characters defeat the demons and ensure that the containment field holds, Faela's spirit appears. She thanks the characters for ensuring the Khyber invasion was thwarted. She begs them to take the treasure in the room as a reward.

The area around Faela's body has been decorated with all sorts of offerings, which the characters can take at Faela's behest if they saved the day. The treasure here includes 250 gp in coins; several statuettes, holy symbols, and other relics worth a total of 700 gp, an *elixir of health*, a *potion of heroism*, and *boots of striding and springing*. In addition, if any of the characters are lawful good and have any divine classes, Faela turns one weapon that one of them wields into a *mace of disruption*.

Conclusion

Unless the rift was opened and demons poured into Sharn, the characters are free to go back to Grevor with news of what they found. If they move Faela's body after securing the rift, nothing happens at first. However, over time, the rift reforms and demonic influence from Khyber begins to creep into Sharn again.

Get the Message

by James Introcaso

"Lord of Blades? More like the Lord of Babies... Cause they're always whining... You get it. You get it."

—Shara d'Kundarak, amateur comedian

The characters stumble into a raid of a House Sivis message station committed by agents of the Lord of Blades that leads to an assassination attempt on a lightning rail. This episode takes place in any upper or middle ward you like and is designed for 1st to 4th level characters and optimized for five characters of 3rd level.

Scene A. The Message

The characters are passing by or on their way to a House Sivis message station in the morning when they hear shouts for help within.

Objectives

The characters stop warforged murderers and uncover the criminals' motives.

Area Information

This area has the following features:

Dimensions & Terrain. The 20-foot-diamater circular room is riddled with the corpses of House Sivis gnomes and members of the Sharn Watch. Cabinets line the wall and desks sized for gnomes are scattered through the room.

Lighting. The area is brightly lit by continual flame spells.

Creatures/NPCs

Claymore and Falchion, both warforged **bersekers**, walk through the carnage stabbing corpses to make sure they're dead. Fara d'Sivis (N female forest gnome **apprentice mage**) hides in a cabinet.

Objectives/Goals. Claymore and Falchion are servants of an insurgent warforged known as the Lord of Blades. They received a message from a contact named Stiletto about a target they needed to assassinate. Their companion, Halberd, went to kill the target while Claymore and Falchion stayed behind to eliminate witnesses at the message station.

Fara was working at the message station when the carnage broke out. She is hides and hopes for rescue.

What Do They Know? The warforged know Talda Relka, a spy who works for the King's Dark Lanterns, is about to get on a lighting rail that leaves at noon for Wroat, Breland's capital. They know the Lord of Blades wants her to die, but they aren't sure why. Halberd, a warforged assassin, is getting on the same lightning rail.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak or Weak Encounter:** Remove one **berserker**.
- **Strong or Very Strong Encounter:** Add another **berserker**.

Development

If the characters stop the warforged, Fara comes out of the cabinet and thanks them. She tells the characters that the three warforged came to receive a message. Once they read the message, the largest warforged sprinted off and the other two began slaughtering people.

If the characters search the bodies of the warforged, they find a letter in Common:

> Talda Relka, one of Breland's Dark Lanterns, makes way to Wroat on a lightning rail at noon today. She cannot reach the king. Leave no witness. For the Lord of Blades!
> - Stillett

Playing the Pillars (The Message)

Combat

The fanatical warforged cannot leave any witnesses. If the characters spot them amid the carnage, the warforged fight to the death.

Exploration

House Sivis *sending stones* are scattered through the area. As an action, a successful DC 15 Intelligence (Arcana) charges the device to explode with brilliant light. Creatures within 5 feet of a stone when it explodes must succeed on a DC 13 Constitution saving throw or become blinded until the end of their next turn.

Social

A warforged character can convince Claymore and Falchion the characters are allies with a successful DC 13 Charisma (Deception) check. Another successful DC 13 Charisma (Deception) check gets the warforged to share the letter.



Scene B. Lightning Ride

After finding the note on Falchion's body, the characters realize it's almost noon! With no Sharn Watch around, they're the only people who can save Talda (a fact pointed out to them by Fara d'Sivis if she's around when they read Stiletto's letter).

When the characters arrive at the lightning rail station, the train to Wroat is leaving the station.

Objectives

The characters must chase down and hop aboard a moving lightning rail.

Area Information

The Sharn lightning rail station is a massive complex and the rail's tracks are outdoors.

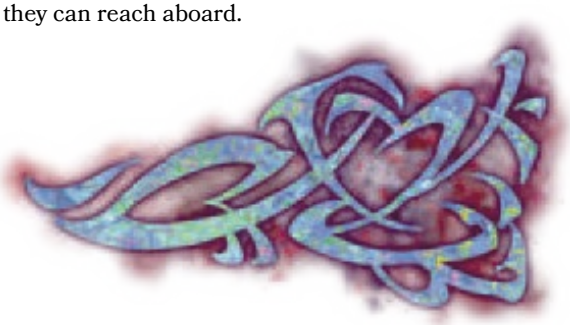
The Lightning Rail to Wroat. The lightning rail to Wroat is a 1,000-foot-long, 15-foot-wide train made of twenty 50-foot-long cars each with one door on all sides. A 2-foot-wide platform with a 3-foot-high metal railing surrounds the outside of each car.

Lighting. The area is brightly lit by sunlight.

Catching the Lightning Rail

When the characters arrive at the lighting rail platform, the last car on the lightning rail to Wroat is already 120 feet away from them. Each round on initiative count 0, the train moves another 30 feet away plus an additional 10 feet for each round that has passed after the first, since the train is gathering speed (so it moves 40 feet in round two, 50 feet in round three, and so on).

A character who reaches the train must have a way to get on board. A successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check made as a bonus action by a character who can touch the train leaps over the metal railing onto a platform that surrounds each car. A successful DC 12 Strength (Athletics) check made as an action by a character who is already standing on a platform that surrounds a train car pulls another creature they can reach aboard.



Playing the Pillars (Lightning Ride)

Combat

If the characters hop onto the train, they catch the attention of two train **guards** who think the characters are trying to steal a free ride. The guards attack, trying to push the characters off the train.

Exploration

Other lightning rails are coming in and out of the Sharn station. Each round on initiative count 10 there is a 50 percent chance a different lightning rail bears down on one of the characters still chasing the train to Wroat. This character must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage.

Social

A successful DC 15 Charisma (Persuasion) check made to call for help while chasing the train gets four helpful passengers (**commoners**) to come out of the last car. These commoners take the Help action to aid characters trying to jump onto the train.

Development

When the characters are onboard the train, they hear a shriek come from the second-to-last car.

Scene C. Metal Assassin

The shriek in the train draws the characters to the lightning rail's second-to-last car. Here Halberd faces off with Talda Relka.

Objectives

In this encounter, the characters must stop Halberd from killing Talda Relka.

Area Information

The Sharn lightning rail station is a massive complex and the rail's tracks are outdoors.

Dimensions & Terrain. The 50-foot-long, 15-foot-wide lightning rail car has one door on all sides. A 2-foot-wide platform with a 3-foot-high metal railing surrounds the outside of the car. The inside of the car has a 5-foot-wide aisle with seats on either side.

Lighting. The area is brightly lit by *continual flame* spells.

Creatures/NPCs

Halberd, a warforged juggernaut (**gladiator**), battles Talda Relka (LG female Brelish human **spy**). Talda is losing the battle and has 10 hit points remaining. Anyone else who was in the car has fled to another.

Objectives/Goals. Halberd plans to kills Talda then flee. Talda wants to live through the encounter and begs the characters for help if she sees them.

What Do They Know? Halberd knows the Lord of Blades has ordered him to kill Talda, but the warforged does not know or care why. Talda has been collecting information on the Lord of Blades agents within Breland for months. What exactly she knows and what adventures that might lead to are up to you.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak or Weak Encounter:** Halberd is a warforged **berserker** with 99 hit points.
- **Strong or Very Strong Encounter:** Halberd has 165 hit points.

Development

If the characters save, Talda, she tells them that Halberd was an agent of the Lord of Blades. You can read more about the Lord of Blades in the *Wayfinder's Guide to Eberron*.

Treasure & Rewards

As thanks for saving her life, Talda gives the characters 200 gp and a special favor from King Boranel ir'Wynarn (see "Special Favors" in chapter 7, "Treasure," in the *Dungeon Master's Guide*).

Playing the Pillars (Metal Assassin)

Combat

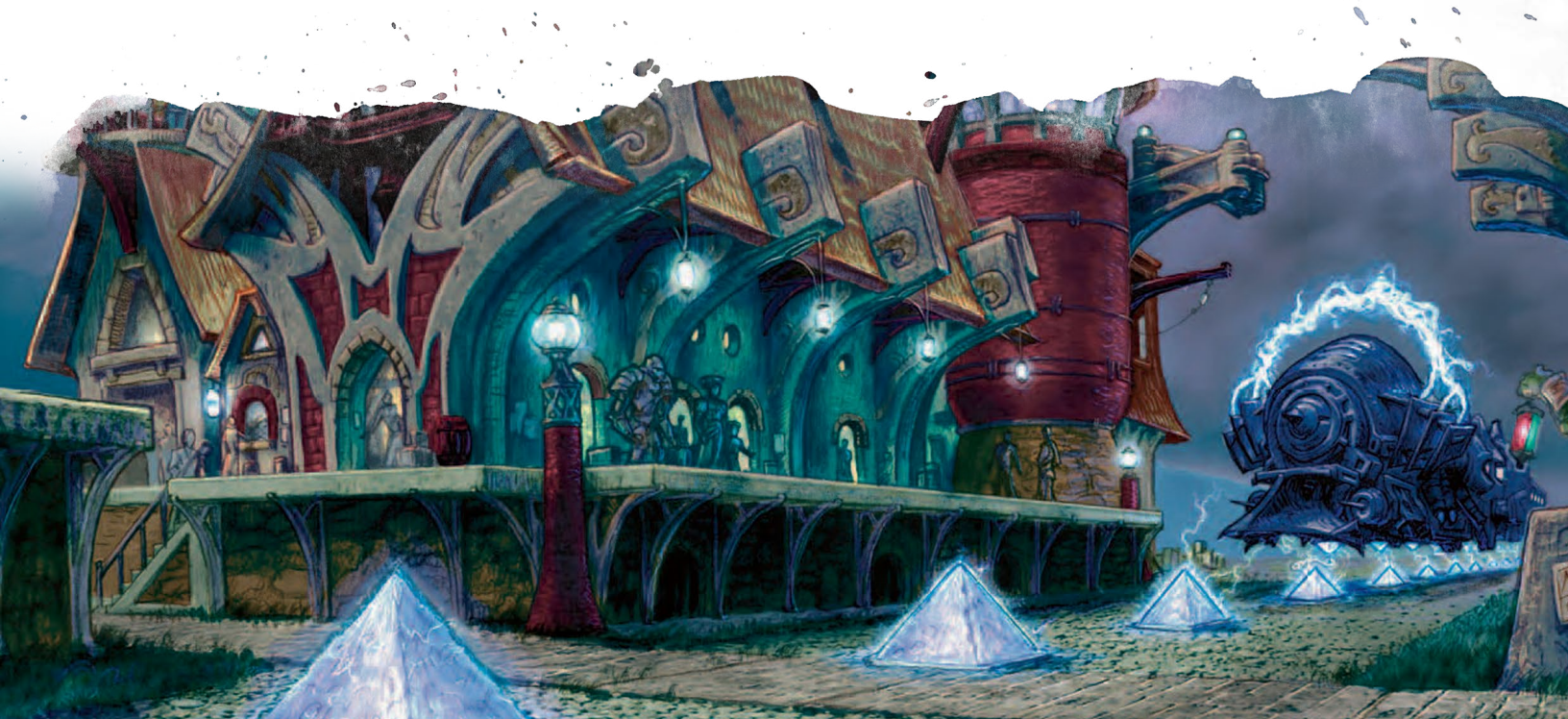
Halberd focuses his attacks on the characters, wanting to get rid of witnesses before killing Talda. Talda takes the Dodge action until she is healed, at which point she rejoins the battle.

Exploration

People that fled the car left their belongings behind. A successful DC 15 Wisdom (Perception) check notices three flasks of acid poking out of a discarded satchel.

Social

A successful DC 13 Charisma (Persuasion) check convinces Talda to get back in the fight without being healed.



Possession is Nine-tenths

by Alan Patrick

"Nope, I found him. He's mine. Totally legal. Want a ride? Don't mind the loose saddle. Got a silver?"

—Stab, goblin cleric, on his companion Rations

Goblins are found across Eberron, and while many are relegated to lower-class residences and employment, a few may find the strength (or allies) to ascend to a higher calling. In this series of encounters, the characters meet Stab, a resourceful goblin, and his faithful mount Rations. They may earn his loyalty and assist him on his "missions", but unfortunately, Stab's resourcefulness comes at a price.

This is a series of episodes that, once started, can be resolved as time and the actions of the characters determine. Each part has the following level suggestions:

- ***A Voice in the Crowd.*** Five 3rd level characters
- ***Are You Down with Dhakaani?*** Any
- ***School of Hard Knocks.*** Five 5th level characters
- ***It Was a Dark and Sooty Night.*** Five 9th level characters

Call to Action

The characters may come across Stab, a goblin cleric of the Sovereign Host, as he is harassed by members of the Sharn Watch, or perhaps at the hands of unscrupulous importers. Adjust the following text as-needed.

When Stab sees the characters, he begins to scream for help, calling his aggressors thugs "and in violation of the Galifar Code of Justice!"

A Voice in the Crowd

The din of the market can be confusing to those that don't live in Sharn. Many languages are spoken, action is frantic, and deals are made in rapid-fire succession between merchant and buyer. Amid this din the characters hear a squeaking goblin's voice calling for their assistance.

Objectives

The characters know that Galifar Code of Justice extends basic protections to all people in Breland (including Sharn) except undead and most residents of Drooam and the Shadow Marches. Stab, like many goblins, is Dhakaani, so protecting Stab is in fact a legal matter.

Creatures/NPCs

Six members of the Sharn Watch (five **guards** and one **veteran**) surround Stab (who uses the **cult fanatic** statistics but with the *inflict wounds* spell swapped for the *cure wounds* spell). Rations (a mule who uses the **elk** statistics) stands idly nearby.

The Sharn Watch have been tasked with acquiring Stab's collection of holy symbols – specifically a scorpion-chitin one dedicated to the Traveler.

Area Information

The Watch members have corralled Stab into a 15-foot-wide alley just off the market. Several piles of trash and crates are nearby, and iron fire escape ladders climb the three-story buildings with balconies every 10 feet.

Treasure & Rewards

Stab carries no treasure, but he does possess a holy symbol of the Traveler, one of the Dark Six. It is made of scorpion chitin and comes from Xen'drik, the jungle continent far to the south.

Conclusion

The characters should spend the next few levels earning Stab's trust. In time, he tells them about his desire to visit Morgrave University, in the School of Hard Knocks section.



Playing the Pillars (A Voice in the Crowd)

Combat

Defeating Stab's aggressors would certainly free him but may cause additional social or political trouble as the characters spend more time in Sharn seeking adventures and pay.

Exploration

The characters may choose to make creative use of nearby terrain, such as hiding in piles of trash and pulling victims in, sniping from the rooftops, or so on.

Social

The Sharn Watch is notoriously corrupt. Insightful characters may negotiate a price for Stab's freedom (likely 10-15 gp per Watch member present).

Are You Down with Dhakaani?

If the characters save Stab from the Sharn Watch they have a new ally – whether they like it or not.

Objectives

There are no objectives in this section, as it merely serves to provide additional story insight for future encounters as the DM desires.

Creatures/NPCs

Stab and Rations are the only creatures required for this section.

What Does Stab Know?

As the characters interact with Stab, complete other adventures, or simply don't chase him off, he may share some or all the following information.

- "This one time I saved an entire group of adventures from cannibal goblins down in Xen'drik!"
- "Rations was left behind by those adventurers I saved but clearly I needed Rations more than they did."
- "Those other adventurers were taken by the Traveler. Or drow. Either way, all I have of them now is this holy symbol of the Traveler, and it's made from scorpion shell." A successful DC 18 Intelligence (Religion) check confirms that the drow worship the Traveler, and that they consider scorpions to be holy creatures.
- "I'm in Sharn to turn this symbol over to Morgrave University. That's where those adventurers came from."
- "One adventurer, Durza Eshuveez, was a professor there. She told me that the University would be the only ones that could help. Then she gave me Rations. For an elf, she was pretty nice."



Roleplaying Stab, Goblin "Cleric"

A Dhakaani goblin that has somehow seen more than his share of the world. He regales his allies with stories of his travels across Khorvaire, exploring the city of Sharn, delving into ruins of the ancient giants in northern Xen'drik, and more. He has many tales that may seem like fabrications, but in truth the goblin has led a life of action and adventure. Even so, he sometimes lies – and if caught, he claims to do it just to see if his companions are paying attention.

For the purposes of these encounters, Stab is a staunch ally (even if the characters run him out of their camp and company, he always comes back "in the nick of time" with some much-needed trinket, bauble, potion, or secret attack against an enemy). He desires to see the characters do legendary things and simply wishes to be along the ride. He refuses to wield any weapon other than his dull, rusty dagger (1d4-1 damage) if he is forced into melee combat and prefers to use his spells for trickery and healing when possible.

If asked about his origin, Stab recounts his childhood years in excruciating detail. He talks about his clan being smashed by outriders at the end of the Last War and how he was eventually taken in by halflings in Talenta, then... (he adds details until the characters beg him to stop talking). The longer he talks about his early years, the louder and more animated he becomes.

While he makes for good comic relief, Stab should always have the right insight at the right time if the characters become stuck. He's no villain and is extraordinarily lucky.

Personality Trait: I was, in fact, raised by dinosaur-riding halflings on the Talenta Plains. Why do you ask? Want to know more about them? OH, I'LL TELL YOU!
Ideal: Community. It is each person's responsibility to make the most happiness for the whole tribe. (Good)
Bond: I suffer awful visions of a coming disaster and do anything to prevent it.
Flaw: There's no room for caution in a life lived to the fullest.

School of Hard Knocks

This encounter cannot be run until the characters have earned Stab's trust and is best run when the characters already have business in Upper Menthis or perhaps even with Morgrave University.

Objectives

Stab needs to deliver the scorpion-chitin holy symbol of the Traveler to Morgrave University.

Creatures/NPCs

Stab must accompany the characters for this encounter and any discussion with the faculty.

Councilor Cinderveil appears to be a male Brelish human in his fifties but is actually a changeling. They are a law professor, specializing in the Galifar Code of Justice. The changeling attempts to get the characters and Stab into a quiet room to attack them and take the holy symbol. Cinderveil uses the **archmage** statistics and wears a *periapt of proof against poison*.



Area Information

Morgrave University is comprised of several sprawling buildings in Upper Menthis. One of them features theaters and taverns on the first floor, with classrooms immediately above. The buildings have clean facades, but the interiors are rundown and show their age. Every room is lit by magical bright light.

Check in at the Desk

Though there are many ways to enter the University's buildings, Stab insists upon checking in at the office marked "Reception." Once inside (and unless the characters stop him), he begins a rapid-fire retelling to any university staff that listen of how he acquired the scorpion-chitin holy symbol from Durza Eshuveez and what fate eventually befell her. After a few desperate "shush" motions from the office staff, Councilor Cinderveil emerges from their chambers and asks the characters – and Stab – to accompany them to quieter environs.

Cinderveil shares a background that involves Eshuveez and a small number of other story elements that the characters have already discovered (consult your campaign notes!) and insists – truthfully – that the holy symbol is but a piece of a much larger and more troublesome puzzle. After a few minutes of traveling the halls of the University, Cinderveil ushers the group into a storage room, steps in, and locks the door. The room fills with essence of ether (see "Poisons" in chapter 8, "Running the Game," of the *Dungeon Master's Guide*). The wood door has AC 15, 27 hit points, and is immune to poison and psychic damage. A successful DC 15 Dexterity check with thieves' tools picks the door's lock and a successful DC 18 Strength check forces the door open. Cinderveil carries a key to the door.

Cinderveil seeks to take the holy symbol from the characters and has no desire to kill them. If Cinderveil's hit points are reduced to 50 or less, the changeling teleports away, dropping their map in the process. If the characters are defeated, the changeling takes the holy symbol and leaves a map behind with an additional "thank you!" written on it.

Treasure & Rewards

Cinderveil carries a map of the Cogs with this note written upon it:

All ten see one.
None remained after the ninth closed.

Cinderveil wears a *periapt of proof against poison*.

Conclusion

The characters may or may not have the holy symbol, but they have a map of the Cogs and a cryptic note. If they wish to follow Cinderveil's clue, proceed to the "It Was a Dark and Sooty Night" encounter when the characters are ready.

It Was a Dark and Sooty Night

This encounter can only be run after the characters have gotten the map of the Cogs from Cinderveil. It works best if the characters are already aware of the Lords of Dust from other adventures.

Objectives

Explore the Square of Eyes and defeat the creature in the column.

Creatures/NPCs

One **beholder** has been contained within the column.

Area Information

The map points to a column deep in the Cogs. The column stands in a communal square and rises thirty feet from floor to ceiling and is twelve feet thick. If Cinderveil stole the scorpion-chitin holy symbol, a doorway is open at the base of the column. If not, all ten eyes swivel all around the column and focus on the bearer of the holy symbol; slowly they close until only a single eye remains, at which point a disintegration ray shoots out at the

Playing the Pillars (School of Hard Knocks)

Combat

Cinderveil is a tough opponent, but the characters are likely to have tricks of their own. The changeling is cocky and prone to making poor tactical decisions in combat. Cinderveil roars with pain if Stab hits with his dagger.

Exploration

Despite Upper Menthis' reputation for being an "entertainment district," many of the buildings are quite seedy. Discovering gas pipes leading into the university grants advantage on the save against the essence of ether poison gas trap.

Social

If the characters engage Councilor Cinderveil they may see through the deception early on with a successful DC 20 Wisdom (Insight) check. If this happens, the changeling attacks but in a narrow hallway and does not have the benefit of the gas trap.

bearer of the symbol who must make a DC 16 Dexterity saving throw, taking 45 (10d8) force damage on a failed save, or half as much on a successful one. If the holy symbol is dropped or the bearer of the holy symbol takes damage from the eye, the symbol is destroyed and the door opens. The contents of the room cannot be perceived by creatures outside of it and the room cannot be exited while the beholder lives.

The eye ray trap resets every minute until the holy symbol is destroyed or the holy symbol is more than 100 feet away from the door.

Inside the Column

The column holds an extradimensional space that can only be accessed when the holy symbol is destroyed as detailed above. Contained inside the space is a single beholder that was long ago driven mad. The walls, floor, and ceiling are all a featureless gray and there is no exit while the beholder lives. The door phases into existence when it dies.

Treasure & Rewards

If Cinderveil arrived first, the changeling is now dead in the chamber. The characters may wish to take the corpse's *periapt of proof against poison* if they have not already.

The beholder wears an ornate platinum amulet encrusted with pearls worth 6,500 gp. On the back of the amulet is an inscription of coordinates that point to the heart of the Mournland and is outlined by the symbol of the Lords of Dust. It is also wearing a *ring of free action* on one eyestalk and a *ring of evasion* on another.

Conclusion

Upon exiting from the column's extra-dimensional space, Stab surmises "... the Lords of Dust? Oh, wouldn't that be a joy! We're going to unlock them... and destroy them. Right? RIGHT?! WE GOT THIS!"

Shortly after, it should become apparent to the characters that they are beginning to see signs of the Lords of Dust in strange places around the world. Like it or not, they – and Stab – are on a crash course with destiny. Continue the adventure as you see fit!

If the characters speak with Cinderveil, they admit to their role as a spy for the Lords of Dust and swears that the characters are in over their heads. The changeling adds that Stab is not what he claims to be. How you continue the adventure and the validity of these words is up to you.

Playing the Pillars (It Was a Dark and Sooty Night)

Combat

The beholder is a potent foe despite the close quarters. It wants to utterly destroy anyone that comes here.

Exploration

The extra dimensional space is featureless, but the area surrounding the column is full of forges and craft halls. These areas are operated by animated gear and do not have craftsmen present.

Social

The beholder is quite mad and cannot be reasoned with. Telepathy in this area gives flashes of trapped rakshashas and beholders and a feeling of extreme dread.



King of the Heap

by Will Doyle

"I suppose I am grateful for the Last War. Without it, I would not be alive."

—Thirteen, warforged

In a junkyard in the bowels of the city, a broken war machine exploits an orphan gang to gather the components it needs to rebuild itself. If it succeeds, nobody in the city is safe. The episode is designed for a group of 1st to 4th level characters and optimized for five 3rd level characters.

Background

The war machine is a remnant of the Last War. It was disassembled on the production line during a worker riot and its gargantuan rune-etched skull tossed on a junkheap, where it laid buried for five years under a mountain of trash.

A couple of weeks' back, an orphan gang broke into the yard to steal scrap metal, and unearthed the skull. Latent magic lingering inside the metalwork powered the machine up, and it began negotiating with the orphans for the components it needed to complete its construction. The orphans had just one demand of their "iron king": cure their sick friend Maxx, who was dying of filth fever. The half-built war machine has now taken Maxx into its "care" while the orphans scour the city for its missing parts.

The Pickpocket

While exploring Sharn, one of the characters feels a hand in their pocket. This is nine-year-old orphan is Aana Tricky (CN female Brelish human **bandit**), who is out fishing for coin to purchase components for her iron king.

When a character notices Aana, her shopping list slips from her rags. Aana protectively clutches the one component she's already bought: a 6-inch diameter bronze flywheel. The shopping list reads:

> Alchemist's Spark (2 flasks): 50gp
> Transmission Fluid Piping (8 ft.): 40gp
> ~~6-inch-diameter bronze flywheel: 15gp~~
> Iron studs (20): 10gp

If questioned about the list, Aana explains that her friend Maxx is dying and her orphan gang are gathering medicines so the iron king can fix her. She explains that the iron king is a metal skull she found in the junkyard who is "building a body for itself so it can help Maxx." She and her pals are out stealing to buy parts for the iron king.

Aana is young and foolishly trusts her iron king. If a character can convince her they aren't going to turn her over to the Sharn Watch, she agrees to lead them to the war machine.

The Junkyard

The junkyard is down in the Cogs, deep in the lowest part of the city. A mountain of scrap fills a wide, muddy gulley between two disused factories, bordered by a corrugated iron fence. A peeling sign at the entrance reads "KEEP OUT."

The iron king lurks deep in the yard, sheltered under a screen of sagging, makeshift rain awnings. It appears as a battered, 6-foot-tall warforged skull attached to a half-built metal torso. A giant arm is geared to its shoulder, terminating in an articulated pincer. The iron king speaks with a rasping, steam-engineered timbre.

At the base of the machine, a sick ten-year old girl lies on a rusty hospital bed. The iron king trapped her by hammering metal plates around her arms and binding her legs up with leather. Poor Maxx's delirium makes her oblivious. Her young friends believe the iron king is trying to save her life: in fact, it's just a façade.

Negotiating with the Iron King

The iron king calls on the group to help it complete its construction and "repair" the girl. If challenged on its medical skills, it ditches the doctor routine and promises to serve the characters if they aid its construction. The orphans are horrified to learn of the iron king's deception and are liable to turn on it. Unless the characters intervene, the war machine annihilates the orphans. The iron king has no intention of honoring any promises, past or future.

Confronting the Iron King

The iron king fights if it feels physically threatened or put at risk of exposure. It also attacks anyone who tries to leave its presence without its permission.

Objectives

The characters can confront the iron king however they please: cut a deal, attack it, or try to get the orphans away from it.

Creatures/NPCs

The iron king counts as a **helmed horror** with the following adjustments:

- It is a Huge creature with a walking speed of 5 feet and no flying speed.
- Its longsword attack is replaced by a pincer melee weapon attack: +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.
- It can understand and speak Common.
- It has the Lair Actions listed in the Iron King Lair Actions sidebar.

If combat ensues, the four orphan **bandits** try to protect their king or kill him, depending on how negotiations went.

Objectives/Goals. The iron king wants to complete its construction without being detected and then carry out an attack on the Nation of Thrane. Anyone who stands in its way is a clearly a traitor. The orphans want their iron king to cure Maxx of her illness.

What does it know? The iron king believes that the Last War is still in progress. Years in the muck have scrambled its senses, so anyone who tries to persuade it otherwise is perceived as a spy from the nation of Thrane.



Iron King Lair Actions

During combat, the iron king can perform the following lair actions. On initiative count 20 (losing initiative ties), the iron king can take one special action to cause one of the following effects:

- The scrap heap collapses on one creature the iron king can see within 100 feet of it. The creature must succeed on a DC 15 Constitution saving or take 7 (2d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.
- A wave of antimagic pulses from the iron king's skull. All spells of 3rd-level or lower and other temporary magical effects affecting any object, creature, or area within 50 feet of the war machine ends.
- The iron king swings its giant arm, making a Pincer attack against every enemy within 10 ft. of it. Any creature struck by this attack must succeed on a DC 15 Constitution saving throw or be pushed 10 feet backwards and fall prone.

Area Information

This area has the following features.

Dimensions & Terrain. The iron king lurks at the heart of the junkyard. Heaps of scrap create swathes of difficult terrain across the battlefield, and towering piles of junk provide plenty of cover.

Lighting. Even by day, it's dark and gloomy down here in the Cogs. The characters who can't see in the dark need to carry a light source to see properly.

Treasure & Rewards

Characters who defeat the iron king can recover 200 gp of arcane components from its body.

Playing the Pillars

Combat

The iron king can be buried under the junk if the group succeeds on five separate DC 12 Strength checks made as actions. It takes ten rounds to dig itself out.

Exploration

The junkyard has plenty of places to hide, but the scrap metal creaks and clanks underfoot. Dexterity (Stealth) checks are made with disadvantage here.

Social

The iron king knows it's vulnerable in this state, so it's always ready to negotiate. Characters who cut a deal with it can potentially use the junkyard as a trap for their enemies in future adventure.

Reflections of the Delirium Stone

by Greg Marks

"Know why they call it Morgrave University? 'Cause they're always sending The Diggers' Union to dig up more graves!"

—Milkai d'Cannith, noted father comedian

During the War of the Mark, an aberrant lord known as the Dreambreaker created a powerful dragonshard focus known as the *Delirium Stone* designed to channel his powers over others' minds. Two years ago, his ancestor Achion Hayttear charged The Diggers' Union to recover it, which they did. Before handing over the stone, the union discovered and thwarted Achion's plot to use his aberrant mark and the *Delirium Stone* to take control of the Sharn Sixty. At the direction of Morgrave University, the Diggers shattered the focus and sealed the fragments away in a vault in Wroat.

Since then Achion's nephew Tragrim has schemed for a way reclaim his birthright and his chance has come. Morgrave University recalled the fragments for study and the pieces are back on the University grounds in Sharn.

This episode is intended for 5th to 10th level characters and optimized for five characters of 8th level. It works best for characters who are on Morgrave University grounds in Upper Menthis. Any party that has an evening meeting at the university or has a reason to be travelling past Dalannan Tower might cross paths with the thieves.



The Diggers' Union

The Diggers' Union is a semi-independent organization that supplies treasure hunters and adventurers to Morgrave University and its affiliates for various special projects.

Objectives

The characters witness a robbery in progress, and if they choose to intervene, they have to stop the thieves before they escape with the fragments of the *Delirium Stone*.

Creatures/NPCs

Tragrim Hayttear mentally controls Calna Vale (N female Brelish human **spy**) and four human **thugs**. Together, the group has broken into the Dezina Museum of Antiquities.

Tragrim uses the statistics of a **mind flayer** with these modifications:

- Tragrim is a Small humanoid (gnome) with a walking speed of 20 feet, and he can speak, write, and understand Common.
- Remove the *plane shift* from his list of spells.
- Re-flavor the tentacle attack as a psionically charged whip.

Objectives/Goals. Tragrim's goal is get away with the fragments of the *Delirium Stone* and he is more than willing to sacrifice his thralls to accomplish his goals. After a *mind blast* to stun as many foes as possible, he directs the spy and thugs to engage as many characters as possible while he flees. His plan is to leap off the side of the tower and use his *levitate* to get to safety.

His thralls fight to the death unless freed from a charm effect.

What do they know? If Tragrim is knocked unconscious or killed or any of the thralls are affected by a *dispel magic* spell, a *protection from evil and good* spell, or any other effect that might free them from a charm and return them to their senses, they stop fighting the characters and seek to vent their anger upon Tragrim.

If the thralls are freed of Tragrim's grasp, they tell the characters that they stopped at a tavern called Wobbly's on their way see an aerial joust at the Cornerstone arena. Tragrim bought them a drink, and suddenly they found they couldn't say no when the gnome asked them to help break into the museum. There was just something about his eyes that seemed to control them

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove three **thugs**.
- **Weak:** Remove two **thugs**.
- **Strong:** Replace two **thugs** with a **veteran**.
- **Very Strong:** Replace three **thugs** with a **bugbear**, a **priest**, and a **veteran**.

Area Information

This area has the following features.

Dimensions & Terrain. The thieves are exiting a broken window to 60-foot-radius hemispherical balcony surrounded by a low railing. The balcony is covered in a manicured lawn with wide walkways heading around the tower at both ends. If a creature falls, use the Falling in Sharn table in the *Wayfinder's Guide to Eberron* to determine the effects of the fall.

Lighting. It is night, but the thieves are backlit as they exit from the many magic lanterns inside the museum.

Other Features. The museum's defenses are not entirely deactivated and at the beginning of the combat an alarm sounds filling the air with a loud ringing bell. Each round on initiative count 10 for three rounds, three randomly determined creatures within 30 feet of the window are targeted with a *faerie fire* (spell save DC 12).

Treasure & Rewards

The party can gain the following treasure.

Monetary Treasure. Tragrim carries 200 pp and Calna wears a gold ring worth 100 gp.

Magic Items. Tragrim carries a *potion of greater healing*.

Special Rewards. If the characters distinguish themselves by recovering the fragments without causing significant damage to Morgrave University property, university personnel might recommend the party for recruitment to the Digger's Union. Reliable, but disposable, adventurers are always needed.

Remembering Mark of Heroes

This encounter is inspired by the adventure series *EMH07 The Delirium Stone, EMH08 Freely Given, EMH12 Escape from Grea Tower,* and *EMH14 House of Madness*; written by Keith Baker and Greg Marks for the *Mark of Heroes* campaign in 2005-2006.



Playing the Pillars

Combat

Tragrim has no need to murder the characters, but if they harry his escape he is more than willing to order his minions to end them in the most expedient manner, such as throwing unconscious or stunned characters over the side before they can be healed..

Exploration

Inside the museum the characters can find two **guards** that are stunned and tied up. If freed, they can aid in the attempt to apprehend the thieves.

Social

If the characters seem willing, Tragrim pays them 100 pp to stay behind and delay any security that will likely respond. Mercenaries without morals can make good future operatives for him.

Special Delivery

by Travis Woodall

"Some are good. Some are bad. All are overworked and underpaid. What I'm saying is watch the Watch."

—Gar Tailhooks, member of the Sharn Watch

The characters stumble into a murder scene and get caught up in pursuing a mysterious package. This episode in Oak Towers is designed for 1st to 4th level characters and optimized for five characters of 3rd level.

Scene A. Snap Decision

Klars Varlen is a courier in the employ of House Orien—hired by persons unknown, to deliver a package to a residence in Oak Towers, the wealthier upper ward of Sharn. Unfortunately for Klars, however, he was intercepted by thugs disguised as Sharn Watch scouts. After a brief scuffle, Klars was slain. The characters arrive in the aftermath.



Area Information

This area has the following features:

Dimensions & Terrain. The 40-foot-wide cobbled stone skybridge crosses a 100-foot expanse of open air between two towers with only a three-foot tall wall on either side. If a creature falls off the bridge, use the Falling in Sharn table in the *Wayfinder's Guide to Eberron* to determine the effects of the fall.

Lighting. Dense clouds fill the sky, but the moons hang bright above them. The area is dimly lit.

Creatures/NPCs

Bastion (LG warforged **scout**) stands unconscious in the middle of the skybridge—two dead humans in Watch uniforms lying at his feet. Three **thugs** rifle through his pockets and backpack while three more watch for the Sharn Watch. A squad of three Watch s**couts** arrives at the end of the scene.

Objectives/Goals. Bastion is unconscious. The thugs intercepted Klars' delivery and aim to flee with the package. The guards are here to investigate and are angered at the sight of the dead guards.

What Do They Know? The thugs plan to flee and rendezvous at the Rat's Nest, a tavern in the Lower Wards. The guards were notified of the disturbance and detain any one that appears to be involved until they can discern what happened.

Development

The thugs flee as the characters arrive, clutching the package pilfered by the unconscious warforged. The characters can give chase (Scene B1) or assist the warforged (Scene B2).

In either case, the arrival of the Watch is heralded by shrill whistles and shouting once the characters decide on their next course of action.

The Package

The 6-inch-cubic wooden box resists any attempt to open it—including by physical destruction. The sigil of House Orien (a unicorn) is engraved on the top of the box. A *detect magic* spell reveals an aura of abjuration radiates from the box. What's inside the box? That's your choice.

Playing the Pillars (Snap Decision)

Combat

The thugs begin the encounter 50 feet away from the characters and take flight as soon as they arrive. It's unlikely that the characters will be able to stop them all. If any of the thugs remain at the end of the second round, they slip down some alleys. The only way to recover the package is chase them (Scene B1)..

Exploration

Instead of chasing the thieves or helping the warforged, the characters may choose to hide. If so, the guards arrive as normal and take Bastion into custody. At this point, they may still decide whether to chase the thugs or assist the warforged. Otherwise, they abandon him to his fate, and the episode ends.

Social

N/A

Scene B1. Night Flight!

The characters pursue a group of thieves into the Northedge lower ward.

Prerequisites

Utilize this scene if the characters decide to chase the thugs from Scene A to recover the package.

Area Information

This area has the following features:

Dimensions & Terrain. The streets vary from narrow alleys to wide thoroughfares jam-packed with people, carts, crates, and barrels. Buildings tower so high overhead they blot out the sun. The cobbled roads are well-maintained for the most part, but potholes and loose stones are commonplace.

Lighting. The towering buildings block most of the moons' light, but the area is dimly lit with stone orbs glowing with arcane light, torches, and lamps.

Creatures/NPCs

The city is crowded with **commoners**. The six **thugs** are still disguised as Watch scouts are pushing and shoving their way through the crowd.

Objectives/Goals. The thugs are looking to give the slip to anyone chasing them and sell the box's contents. They don't know what's inside, but they know if an Orien courier had it, it's valuable. Any commoners present are here to go about their daily business; any disruption causes them to flee in panic.

What Do They Know? The thugs have been hired to kill Klars and bring the parcel he was carrying to the Rat's Nest, but don't know what's inside.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak or Weak:** Remove three **thugs**.
- **Strong or Very Strong:** Replace a **thug** with a **veteran**.

Objective

The objective of this episode is to catch the thugs (who are 90 feet ahead of the characters) utilizing the City Chase Complications table and rules in "Chases" in chapter 8, "Running the Game," of the *Dungeon Master's Guide* to run this section.

Either way, Bastion arrives with a contingent of Watch scouts a few minutes later—exceedingly grateful for the characters' good deed.

Treasure & Rewards

In exchange for recovering the box, Bastion gives the characters 50 gp and the *cloak of protection* gifted to him by Klars before his death.



Playing the Pillars (Night Flight)

Combat

The thugs use the environment to their advantage: hiding behind stacks of crates, pushing down racks of barrels on top of foes, etc. The commoners do what they're able to stay out of the chase, but may get in the way or get too close to characters and reveal their hiding spots.

Exploration

Side alleys or buildings might afford opportunities to cut off the thugs or sneak around behind them—flanking them in combat.

Social

The thugs are seasoned criminals and not bought off easily. However, characters that succeed on a DC 15 Charisma (Intimidation or Persuasion) check may be able to talk them into surrendering the box. Characters that offer a bribe of 10 gp or more make this check with advantage.



Scene B2. Halt!

The characters remain behind to assist a warforged that accused of a crime.

Prerequisites

Utilize this scene if the characters decide to stay behind and assist the warforged from **Scene A.**

Area Information

This area has the following features:

Dimensions & Terrain. The 40-foot-wide cobbled stone skybridge crosses a 100-foot expanse of open air between two towers with only a three-foot tall wall on either side. If a creature falls off the bridge, use the Falling in Sharn table in the *Wayfinder's Guide to Eberron* to determine the effects of the fall.

Lighting. Dense clouds fill the sky, but the moons hang bright above them. The area is dimly lit.

Creatures/NPCs

Bastion (LG warforged **scout**) stands unconscious in the middle of the skybridge—surrounded by four dead thugs in Watch Scout uniforms. A patrol of three Watch **scouts** has just arrived in response to the disturbance.

Objectives/Goals. Bastion considered Klars his closest friend. He wants to pursue the thugs and to ensure Klars' package is delivered but fears the guard. If the characters help him, he protects the characters to the utmost of his ability. The guards are here to investigate the disturbance and arrive as Bastion wakes.

What Do They Know? Bastion was accompanying Klars when they were attacked by thugs disguised as members of the Sharn Watch. Klars was thrown from the skybridge and Bastion was knocked unconscious during the fray, but two thugs were killed. Bastion doesn't know what the package contains or why the Sharn Watch would kill Klars for it. The guards are here to investigate the disturbance and are pretty upset to see the dead "guards" around Bastion. They start to arrest the warforged unless the characters intervene.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak or Weak:** Remove two **guards**.
- **Strong or Very Strong:** Replace a **guard** with a **veteran**.

Objective

The characters must convince the guards of their own innocence and, if they wish, that of Bastion.

Treasure & Rewards

In exchange for proving his innocence, Bastion gives the characters a pouch containing 100 gp and the *cloak of protection* that Klars gifted him before his death

Playing the Pillars (Halt!)

Combat

The guards only attack if the characters do. Bastion uses his action each round to Dodge. Any characters reduced to 0 hit points by the guards are knocked unconscious and shackled in manacles (see chapter 5, "Equipment," of the *Player's Handbook*).

Exploration

There's something off about the dead guards' uniforms and their equipment. A successful DC 9 Intelligence (Investigation) check realizes the badges are forgeries, and they're are wearing non-standard armor and weapons. They appear to be little more than shoddy disguises.

Social

The characters may attempt to rationalize with the guards, but it's difficult until it can be demonstrated that the dead guardsman aren't guards at all. A successful DC 15 Charisma (Persuasion) check might convince a guard to grant a moment to explain what occurred.

Appendix A. Monster/NPC Statistics

This appendix provides statistics for monsters that do not appear in the *Monster Manual*.

Apprentice Wizard

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Arcana +4, History +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared::

Cantrips (at will): *fire bolt, mending, prestidigitation*
1st level (2 slots): *burning hands, disguise self, shield*

Actions

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

Archer

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 3 (700 XP)

Archer's Eye (3/day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit*: 8 (1d68 + 4) piercing damage.

Bard

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +5, Performance +6
Senses passive Perception 15
Languages any two languages
Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It 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*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/day). The bard can use a bonus action on its 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 the bard's next turn.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +7 Int +3
Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7
Senses passive Perception 13
Languages any one language (usually Common) plus thieves' cant
Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll..

Actions

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Martial Arts Adept

Medium humanoid (any race), any alignment

Armor Class 16
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

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

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

Maw Demon

Medium fiend (demon), chaotic evilt

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	5 (-3)	8 (-1)	5 (-3)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Abyssal but can't speak
Challenge 1 (200 XP)

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the maw demon can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit*: 11 (2d8 + 2) piercing damage.

Rutterkin

Medium fiend (demon), chaotic evilt

Armor Class 12
Hit Points 37 (5d8 + 15)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	5 (-3)	13 (+1)	6 (-2)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages understands Abyssal but can't speak
Challenge 2 (450 XP)

Crippling Fear. When a creature that isn't a demon starts its turn within 30 feet of three or more rutterkins, it must make a DC 11 Wisdom saving throw. The creature has disadvantage on the save if it's within 30 feet of six or more rutterkins. On a successful save, the creature is immune to the Crippling Fear of all rutterkins for 24 hours. On a failed save, the creature becomes frightened of the rutterkins for 1 minute. While frightened in this way, the creature is restrained. At the end of each of the frightened creature's turns, it can repeat the saving throw, ending the effect on itself on a success.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit*: 12 (3d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned. At the end of each long rest, the poisoned target can repeat the saving throw, ending the effect on itself on a success. If the target is reduced to 0 hit points while poisoned in this way, it dies and instantly transforms into a living abyssal wretch. The transformation of the body can be undone only by a *wish* spell.

Swashbuckler

Medium humanoid (any race), any non-lawful alignment

Armor Class 17 (leather armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

Actions

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage.