The Saviour Of Sharn



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An Eberron Solo Adventure

By Paul Bimler

GUILD

The Saviour Of Sharn

A Solo Eberron Adventure for Dungeons & Dragons (fifth edition)

BY PAUL BIMLER

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Dedicated to the greatest Eberron DM of all time
James W. Starrett aka Diamond J.
Your campaign brought me into Eberron, and I can't thank you enough for it.

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THE SAVIOUR OF SHARN: AN EBERRON SOLO!



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INTRODUCTION

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

All our solo adventures so far have been set in the Forgotten Realms, so it was a nice change to work on something in the "new" setting offered on DM's Guild. I've been playing in an Eberron campaign for quite a few months now and really enjoying the vibe, so was very excited when Eberron became DM's Guild legal.

WHAT WILL YOU NEED?

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

Additional guidelines are laid out below.

TOKENS

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

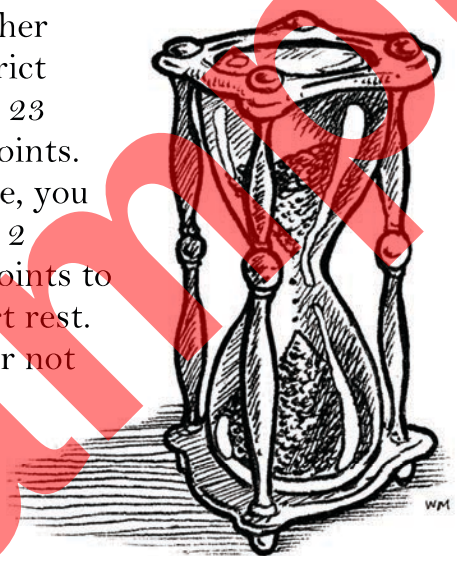
PROGRESS POINTS

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

For a tougher quest, restrict yourself to 23 progress points.

At any time, you may spend 2 progress points to take a short rest.

Whether or not to use progress points to explore is a crucial question. You want to get the quest done in time, but exploration may reveal a boon or item that can significantly increase your chances of victory.



COMBAT SHEETS

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

FLANKING

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

FEATS

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

HOUSE RULES

Death saves:

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

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have to roll up another PC and try again!

Max HP:

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

MULTIPLAYER AND DM VERSIONS OF THE QUEST

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

You can also run this adventure as a DM+1 campaign. The DM keeps the Adventure Booklet to themself, runs the combat, and both DM and player have the maps visible. The DM controls the maps and reads the entries to the player. You could also combine both the above methods to run this as a DM'd adventure with two players. Beyond that, I'll leave the maths up to you!

DM IDEAS: DMs, if you are running this adventure for any number of players then obviously you have free license to read whatever entries you want and examine the elements of the book in depth. Whole encounters of your own could easily be inserted into the adventure, as long as you know the start and end entry numbers. Theoretically, this adventure could serve as the framework for a multi-week campaign.



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SPELLCASTING

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

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

RESTING AND HEALING

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

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

SKILLS

Skill checks will be asked for when appropriate.

NON-DARKVISION PCS

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



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

USING DRAGONMARKS

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



OTHER ISSUES

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

WHAT WOULD A DM DO?

This should be your guide when in doubt.

GO WITH IT

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

Sometimes you may need to roleplay something your character would *definitely* do in this circumstance. In that situation, you have my permission to perhaps look an entry or two ahead to see what the outcome is, and decide which is the fairest outcome for your character. Try to keep this sort of thing for an emergency, however, when you are certain you *must* play it in this way.

A QUICK WORD ON CURRENCY

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

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

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CHARACTER CREATION

Please create a level 4 character, equipping them with gear according to class. In addition to that, let's say they've already completed one quest and received (1d10+10)x100 galifar (gold pieces), which you will get a chance to spend early on in the book.
For ability scores, use point-buy.
XP in this adventure is not awarded by defeating monsters, it is awarded by milestone. Expect to advance your PC to Level 5 at the successful completion of this quest.
Also, come up with a compelling personal backstory and background for your character as well, just because its fun, and helps you to enjoy the adventure. Your backstory will give the events within your quest a unique flavour and context, so this is highly encouraged.
There are no restrictions on race or class – go with whatever you're feeling, but keep in mind that this adventure is designed to be balanced with core classes. If you're new to D&D just stick with creating a character using the Player's Handbook (and also, ideally, *The Wayfinder's Guide To Eberron)*, as the PHB already contains numerous options for character creation. For the sake of my own sanity, I do not include feat options for non-core classes in the adventure text. I can't possibly account for every known class and their feats by level and still keep the adventure entries at a manageable size! So if you are playing a non-core class, and in general really, accept that you won't be able to do everything you can think of – that's just the nature of this style of play – and enjoy *The Saviour of Sharn* for what it is.
Fair warning – in true gamebook style, there are one or two choices in this adventure that will result in sudden death, so choose your options wisely. Don't rush when considering your options, especially if the outcome appears to be potentially deadly.
With all that out of the way, let's get into the adventure!



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THE ADVENTURE BEGINS...

1.

You stretch your arms, working the crick out of your back. It is late, and the librarian looks like she is tired of your presence here and anxious to get home.

"Just a little longer, Foloria," you say. The matronly woman frowns at you over the top of her monocle, then sighs and busies herself with cataloguing the new arrivals.

You turn your attention back to your study, the history of Khorvaire's houses, and in particular House Cannith's innovations in the field of living constructs. The invention of the creation forge, and subsequently the warforged race, was an innovation that has had a ripple effect through the ages. Built to fight in the Last War, the first warforged were mere combat drones, but through the tireless efforts of Baron Merrix d'Cannith and his son Aaren, the warforged had been developed into fully sentient, self-sufficient beings. Incredible.

You hear a voice, speaking in hushed tones. "Oh. All right then. Thank you."

You glance up. Foloria is talking to someone at the door to the library, far over the other side of the vaulted chamber. Her footsteps echo off the walls as she walks back to her desk. But she doesn't stop. She continues past her desk and seems to be approaching you. Looking up, you are intrigued to see that she carries an envelope in her hand. She arrives at your table and tosses it on top of the book which you are reading.

"A warforged was just here," she says. "She... well, I think it was a she.... told me to give you this."

"Really?" you say. Picking up the envelope, you immediately see that the paper grade is not the expensive kind, which leads you to make assumptions about the sender. You flip it over and see that it is sealed in wax, and stamped with a strange-looking sigil. Your heart jumps for a second - it bears a passing resemblance to a symbol of a Dragonmarked house. But no... this is something else. A complex, interwoven symbol... possibly initials of some kind.

"Five minutes," Foloria says. "Then I'm shutting. Please have your things packed up. We like having you here, but really... I need to be getting home!"

You look up and smile. "That's fine. I'll just read this and I'll be out of your way."

You tear into the envelope. Inside is a folded letter, which you immediately pull out and read.

Dear Friend

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

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

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my story, the fate of the entire city of Sharn rests.
A great evil threatens the safety of the citizens of Sharn. Will you hear my story? Will you step forward and rise to the challenge? This could make you a hero.
I apologize for my pleading language, my friend. But I am at my wit's end. Come and find me if you want to know more. And if you are serious, please don't dally. Time is of the essence.
I await your arrival.
Yours,
Kamiel Makker

Address:
Automaton & Construct Repairs
34 Neonis Way
Upper Dura

You sit back, pondering the words you have just read. Your heart is pounding. This is certainly out of the blue, and you have no idea what this implies. The saviour of Sharn... that has a certain ring to it, though! Perhaps the person who wrote this letter is a complete crackpot. But then again, perhaps this is the best opportunity to ever come your way.
Foloria shoots you a glare.
"Sorry," you say, and quickly stand, gathering up your stuff.
"Not so late next time!" Foloria chides as you walk towards the exit.
"Sorry, Foloria," you say. "I'll make sure to keep an eye on the time in future."
Go to entry 70

2
Gingerly pressing on the Aboleth stone, there is a moment's pause, and then a whipping sound as darts fire at you from either side of the passage!
Make a dex save, DC 15, taking 4d4 piercing damage on a failed save.
Also, if you fail, make a constitution save, DC 12. On a failed save, take 2d6 poison damage, or half as much on a successful constitution save. If your character is still alive, continue reading below.
As you get yourself to your feet, you hear a scrape and a click as the trap resets itself.
Return to 164 without taking a progress point and choose another option.

3
"You!" comes an angry shout. "What are you doing in here?!"
The shifter has seen you and has risen from his throne.
"TURBINE!" he yells. "Intruders, ATTACK!"
The warforged titan turns its colossal head towards you. Shaking itself free of the scaffold support, it advances on you, massive weaponised arms rising into the air. Fortunately, this titan is only partially-built and thus probably won't pack as much punch as the finished version. But still, this is one battle that may just test you to your limits! Thank the gods you have Spanner by your side.
Go to **Unfinished Warforged Titan Combat Sheet** and do battle with this towering construct. You'll find Spanner's NPC sheet on the following page.

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4
The warforged regards you for the longest time, and you wonder what is going on behind that expressionless metal face, those glowing red eyes. Finally, wordlessly, he steps aside to let you in.
Go to 58.

5
Throwing caution to the wind, you emerge from hiding and walk out towards the middle of the chamber, Spanner close on your heels. Now that he is upright and mostly healed, he cuts an impressive figure, this tall, burly warforged.
Despite the fact that the shifter Xor is seated on the far side of the cavernous chamber, he is visibly shocked at your appearance and rises from his throne.
Go to entry 268.

6
If you managed to kill Xor but not Turbine, go to 253.
If you defeated both Xor and Turbine, go to 26.
If you captured Xor and have him restrained, and killed Turbine, go to 189.
If you captured and restrained Xor but Turbine is still alive, go to 212.

7
You inspect the gems closely, bringing all your magical knowledge to bear.
It appears that these gems are designed to interact with another relic of their sort, triggering some sort of effect, although it is impossible to tell whether this effect is favourable or not.
Return to entry 82 and choose another option.

8
You feel something scratch your arm, and turn to see who might have done this, but no-one is there!
To your horror, you feel the effects of poison beginning to set in. And chances are, knowing where you've just been, it will be a particularly deadly poison…
Make a constitution save, DC 15.
If successful, go to 151.
If unsuccessful, go to 117.

9
You ask the warforged priest if he might bless your weapon in the name of Onatar.
He hesitates at first as if assessing your worthiness, but soon relents. "If you make a small donation of 20 galifar to go towards the maintenance of this holy site, then yes, I will bless your weapon for you."
Make a donation, and then the priest will sprinkle a little water from the pool on your weapon. The effect of this will be to allow you to take an inspiration point which can only be used to make a weapon attack with advantage.
You thank the priest and return to the junction, setting out towards the entrance to the abandoned sewers.
Turn to entry 87.

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10
"How do you know of this?" you ask. "Even the noble houses paid this no attention... what makes you any different?"
At this question, the man smiles slightly, and takes a seat at his desk.
Turn to 130.

11
You proceed forward to the north-south passage. On reaching it you notice that while the passage to the south is well-lit, the passage to the north is plunged in darkness. Even if you have darkvision and can see up this tunnel, it appears empty.
You move forward into the gloom of the northern tunnel.
Turn to entry 85.

12
Your spell attack does not find the mark but certainly succeeds in attracting the shifter's attention.
Go to entry 248.

13
Shaking his head, the burly attendant fixes his glare on you. "Your feeble magic will not work on me, mage! The threat of my employer's wrath is greater than any spell you could weave. Now, I think it's time for you to leave."
The attendant grabs your arm and begins frog marching you towards the door!
To wriggle free of his grasp and make your way out without his escort, go to 270.
To turn and attack, go to 252.
If you choose to simply go along with this and be guided out the door, go to 94.

14
Unpleasant visions begin to crowd in on your mind, monstrous faces and horrific scenes. You spend at least an hour in this way, and when you finally wake from this stupor you feel utterly drained.
(Add 2 progress points and deduct 5 hp).
Finally, you regain your composure and decide you want to be out of this place.
Go to 131.

15
You make your way away from the market and back into the central area of Dura Bazaar.
Go to 193.

16
The gallery ends, and you make your way through a short, low-ceilinged section of tunnel, like a kind of through-way. Then you freeze: on the floor of this area is a skeleton, bleached bones, absolutely stripped of flesh. You move closer, and all of a sudden hear a chittering, scuttling sound coming from every side!

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

17
Taking a deep breath, you decide to go out on a limb. After all, this warforged and his people have just as much to lose as you do.
"You don't know me," you begin carefully, "but I'm on an important mission. A mission to save your people from grave danger. I came over here because I thought there might be someone in here who could help me, someone with some valuable information. Just a hunch. What do you say?"
Make a persuasion roll, DC 14. If successful, go to 4.
If unsuccessful, go to 97.

18
(Add 1 progress point)
You step into the water, trying not to disturb the surface too much, lest you wake any creature that lurks in its depths.
You make your way through the first water-filled "room", and then turn east and progress through the second, not encountering anything. Here you see that the chamber continues to the north, opening up into two more large rooms.
You turn and continue this way, and notice that the water gets substantially deeper. It has gone from hip height to above-waist height, but you plough on, determined to reach the other side, which is now visible: a set of stairs leads up to an open exit into a tunnel at the far end of the watery chamber.
Make a perception check, DC 15. Make this check with advantage if you noticed something earlier in this chamber.
If successful, go to 213.
If unsuccessful, go to 79.

19
As you cautiously press on the Beholder stone, there is a moment's pause, and then a whipping sound as darts fire at you from either side of the passage!
Make a dex save, DC 15, taking 4d4 piercing damage on a failed save. Also, if you fail, make a constitution save, DC 12. On a failed constitution save, take 2d6 poison damage, and

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