

A one player adventure in the magical Drifting City for the fifth edition of the world's greatest role playing game.



DRIFTING CITY

SOLO ADVENTURE

INTRODUCTION

This solo adventure is intended to be played using the pre-generated characters included in the Rebels of the Drifting City adventure. Alternatively, you may use any 1st level character you have created yourself.

You begin with the information as found under the 1st level character section on the pre-generated character sheets and additionally, you have 2 potions of healing. You regain $2d4 + 2$ Hit Points when you drink one of these potions as a bonus action.

The key to playing a solo adventure is to play fair. If the adventure indicates you must pass a certain threshold for success, make sure to follow it. It is easy to try to fudge things, but it is more fun to play it properly. Roll your dice fairly and track your stats appropriately. Have fun.

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START

You awake with a start, almost falling out of your bed. Your chamber shakes, and you hear a couple of things falling off the shelves. After a moment, you realize it's just a normal quake caused by the winds. There must be a big storm going on outside the Drifting City today. You're glad you're in the Warrens and not on the Surface.

The shaking decreases to a walkable level and you get up. As you light a candle and begin to get moving for the day, you replay the events of yesterday evening in your head. After you and the other members of your cell finished your most recent mission, you went back to the Bright and Bold Tavern for a bit of recuperation, but when you went in, you saw the lamp was lit already, indicating you had a dead drop message waiting. You don't usually receive them that quickly. In fact, you've never had back-to-back missions before without a little downtime in between. You've wondered why that is, but you've always just assumed that other cells were on missions too, and you weren't needed every day.

One of you went out to get the message and brought it in for everyone to see. The message read:

"Need to find a gnome that is important to our activities. Only one of you should go, he's a nervous sort. You'll know him by his yellow hat. Meet him at the Helica Crossing mid-day tomorrow and help him however you can."

That was it. Not the easiest mission you've had, but at least it didn't involve gathering rhino beetle eggs like the last one. With only one of you taking this on, you drew straws to see who took it, and of course, you drew the short straw.

You needed a night's rest before you began to consider this, and that's where you found yourself at now. Considering how to find an important gnome, with nothing more than a yellow hat to look for. After the day you had yesterday, you overslept this morning and need to get moving to meet the gnome.

Go to [ONE](#)

ONE

It took the better part of an hour to get from your enclave to the Helica Crossing, passing through a dozen major tunnels and getting stopped by a group of taurus beetles hauling carts to the Central Bazaar. The Helica Crossing is a large tunnel connection with 7 separate paths converging there. The center space of the convergence is large enough that a dozen small vendors have carts set up there mostly selling food and drink.

When you arrived, you bought a bit of porridge and a morning murk at a cart in the junction, warmed your belly a bit and gave you a slightly better outlook on the possibilities of this day. A lot of people pass through this area on their way to other areas, and the primary entrance to Helica is only a short distance away, so many elves can be seen coming and going. You're quite a distance from Pyrma and gnomes are not too common around here. You think spotting the gnome you're supposed to make contact with should be easy.

Make a Wisdom (Perception) check, DC 14.

- **If a success, go to [TWENTY-FIVE](#).**
- **If a failure, go to [ELEVEN](#).**

TWO

You tell her, “My mother had one when I was growing up. She sold it off to make some money and I always hoped to be able to find her one to replace it.”

Make a Charisma (Deception) check, DC 14.

- **If a success, go to [THIRTEEN](#).**
- **If a failure, go to [SIX](#).**

THREE

You’re really in a spot where you have very little information, and not a lot of time to get more. From what you can tell, you need to find out more about this stone, where it’s at, and who has it.

You need to find someone to get information from. Time to check around.

Choose from the following;

- **The Bright and Bold Tavern, go to [TWENTY-NINE](#).**
- **Panaker’s Row, go to [SEVEN](#).**
- **The Central Bazaar, go to [FOURTEEN](#).**

If you’ve visited all three locations, go to [TWENTY-TWO](#).

FOUR

“I got a sister, I think I remember you.” One of the other men grabs his shoulder and says, “We’ve been identified. Let’s try again later.” They all look frustrated but quickly head farther down the passage.

Go to [TWENTY-THREE](#).

FIVE

You take Hergman to a little hidey-hole you know about off a side branch of a passage near one of the bigger Fungal Grottoes,

tucked a half a level up, where most wouldn’t notice it. It would be a little tight for many people, but him being a gnome, there is plenty of space.

You tell Hergman, “Stay here, don’t make any noise, and wait for me to come back. If I’m not back in two days, leave here and forget you ever saw it or me.”

Go To [TWENTY-NINE](#)

SIX

She begins pushing you toward the door. As you take a step outside, she follows you.

“My husband Waylun had a friend who was interested in Ioun stones too. Asked about them a few days ago. We’ve not seen him since, and his daughter says he hasn’t been home. If you really need to know more about Ioun Stones, check out Nervan’s Novelties in the Central Bazaar. It’s mostly junk jewelry in the front. But if you ask to see the ‘private collection’ she sometimes has other things from special sources.”

And with that, the gnome leaves you outside in the street.

Go back to [THREE](#) and choose another location.

SEVEN

It has been a fair bit of time since you’ve been to the Surface. You just don’t go there as frequently as you used to. You took a tunnel to a public Surface entrance not far from Pyrma. As you pass Pyrma, you debate with yourself on whether you should stop there on the way to see if there were any other gnomes you could talk to about hiding Hergman, but decide against

it because you weren't sure who you can trust.

As you climb the stairs to the Surface, the pale blue glow of the Fire slowly became visible. You are lucky that it isn't currently storming on the Surface, though the wind occasionally gusts enough to cause you to need to stabilize yourself while walking. You exit to the Surface on the gladeward side, as close as you could get to Dryka. Panaker's Row is on the edge of the halfling enclave, and fairly bustling this time of day.

You are still a little surprised how quickly Panaker's Row has grown. Just a few years ago it was no different than any of a hundred streets on the Surface. But Panaker himself, along with lots of halflings and others, have draped colorful stonewoven canvas between buildings on either side of the street, creating a partially enclosed space. It keeps the rain off most days and drastically decreases the wind whipping through.

There is still a chill in the air, but most of the shops along the way have started putting outdoor fire pits in front of their shops, decreasing the cold a bit. The fires also help to make the whole street brighter than the normal overcast sky and light from the Fire. It isn't quite as inviting as the Central Bazaar, but it isn't far off.

The only thing you really don't like about Panaker's Row is the presence of so many Cadre. This has become their primary shopping district and within about five minutes of being there, you've seen more than a dozen already. Most seem to be off duty, but it still makes you very nervous. The Cadre are under orders to kill on sight anyone suspected of being Lawless. It is probably worth the risk being here. You

need more information about this Ioun stone.

You ask around at a couple of shops and it is clear that the best jewelry makers and gem cutters are found at Domio and Defel Jewelers. One person even mentions to you that they prepare and sell components to the Dark Sky. It is risky to talk with them, but if they know the most, you don't have any better ideas. You approach their shop and see that their fire ring in front is cycling through several colors, all in jewel tones, of course.

As you enter, a small gnome woman with a jeweler's loupe in one eye looks up from large uncut red stone she was leaning over, to see you. "One second. Acton! Customer!" then she goes back to her work. A couple of moments later, a human male in garish clothes steps out from behind a curtain on the wall.

"Hello and welcome. I am Acton Domio. How can I be of service today? Are you looking for a necklace, bracelet, ring? Perhaps even an engagement ring?" There was a bit of a leer in his voice and he wagged his eyebrows in overemphasis on the last part.

You respond, "I'm not looking to purchase anything necessarily, just see if maybe I could get some information on a stone I'm looking for."

Acton tries to hide his displeasure but fails at it. "If you want to talk about stones, talk to Breaca" and he gestures at the gnome, "if you decide you want to buy something, just yell for me." He heads back behind the curtain again.

Breaca speaks, not looking up from her work, "What do you want to know about a stone?"

“Well, I really just wanted to see if you know where I might be able to find an Ioun stone, specifically a lavender and green one.”

When you say “Ioun stone” her head snaps up. She quickly looks at the curtain then at the doorway to the outside. She hops down off her stool and rushes over to you “Who told you about Ioun stones?”

Decide whether to tell her something resembling the truth or lie to her.

- **To tell the truth go to [TWENTY-EIGHT](#).**
- **To lie, go to [TWO](#).**

EIGHT

For each 10 pts of damage, you take one gang member down.

If you take both down before their turns, go to THIRTY-SIX.

If not, they will attack you using the statistics for Gang Member at the end of this adventure. Continue combat until either both gang members go down or you do.

- **If both go down, go to [THIRTY-SIX](#).**
- **If you go down, go to [NINETEEN](#).**

NINE

You prefer much more time to plan, but you’re going to improvise. Do you try to distract them, or attack them?

- **If distract, go to [TWENTY-SEVEN](#).**
- **If attack, go to [SEVENTEEN](#).**

TEN

While everyone’s having a little chuckle at your fate, you strain as hard as you can,

managing to pull free of the ropes holding you. You make a mad dash for the table, grab the box, and are turning to run toward the door when a tall, muscular human steps in the doorway, obscured by the light.

You’re about to plow through him when a powerful burst of air smashes into you, knocking you backward.

Go to [THIRTY-NINE](#).

ELEVEN

You watch for a while, but with the hustle and bustle of the crossing, you don’t spot the gnome you’re looking for. You’re getting close to giving up when a bit of a ruckus at the mouth of one of the lesser-used tunnels catches your attention. Three people, two humans and a dwarf, are grabbing a gnome and rushing him down the tunnel. The gnome is wearing a yellow hat. You chase after them.

Make a Strength (Athletics) check, DC 12, to see if you can push through the crowded crossing and catch up with them.

- **If a success, go to [TWENTY-FOUR](#).**
- **If a failure, go to [THIRTY-ONE](#).**

TWELVE

They clearly don’t believe you.

Go to [SEVENTEEN](#).

THIRTEEN

“They’re powerful items. Rare too. Many of the Dark Sky like to collect them when they can. They hold enchantments well. Lots of other magical options with them too. It’s not the kind of thing the average person usually asks about. That’s all I’ll say. I think it’d be best if you left. Before

anyone else starts asking questions.”
Breaca nods her head towards the curtain.

Go to [SIX](#).

FOURTEEN

The hustle and bustle of the Central Bazaar almost never ends. It might slow down a bit at times of the day when most are asleep, but it’s constantly going. You always enjoy going to it. You find it soothing for some reason. There are lots of places you could go to try to get information, but you thought you’d look for a human thief you’ve had a couple of run-ins with, Alkara Heldraven. He’s not the sharpest knife in the drawer, but he’s usually in the know. If someone had stolen something valuable from somewhere dangerous, he’d have heard about it. He usually hangs out around the mobile food stalls this time of day, hoping to pick a few pockets while people are distracted with eating.

When you walk up to the food carts, you see dozens of people standing around chatting and eating. A few dozen more are at the various carts ordering food and waiting for it. Walking up behind two halflings trying to order, is Alkara. He’s terribly obvious to your eyes, bending down trying to reach into the halflings’ pouches. But somehow, they’ve not noticed them. You start making your way toward him when he leans up and makes eye contact with you.

After a brief second, he bolts, running from you as hard as he can. You rush after him.

Roll initiative for yourself and Alkara, his information is listed at the end of this adventure.

The chase begins with Alkara 60 feet ahead of you. Each turn he will take

his full movement and then make a Strength (Athletics) check, DC 14. If he succeeds, he may take a dash action. If he fails, he only moves his standard movement.

You pursue and move the same way, your Strength (Athletics) check DC is 14 - your Constitution modifier. You have four rounds to catch him.

- **If you do not catch him within four rounds, go to [FIFTEEN](#).**
- **If you do catch him, go to [EIGHTEEN](#).**

FIFTEEN

Alkara manages to duck behind a group of people and you lose him in the crowd. You’ll have to move on without talking to him.

Go back to [THREE](#) and choose another location.

SIXTEEN

“I ain’t telling you nothing. No one would believe that story even if you told them. Go jump off the Tower,” Alkara says sneering.

That didn’t go the way you’d hoped. You give Alkara a half-hearted punch in the stomach. You know him well enough that you’re sure he’s not going to give you anything this way. You decide to take one more pass at it though.

Putting a big smile on your face you say to Alkara, “Whatever, talking to you was a long shot anyway. People keep telling me you’re out of the loop nowadays.”

Make a Charisma (Deception) check, DC 10.

- **If pass, go to [FORTY-THREE](#).**
- **If fail, go to [FORTY-TWO](#).**

SEVENTEEN

You're not sure who they are, but they just look like regular guys. You've won worse fights than this. Time to kick some ass.

Make a Dexterity (Stealth) check, DC 10. If failed, make 2 attacks of your choice. If passed, make 3 attacks of your choice because you've surprised them with your attack.

Go to [TWENTY-ONE](#).

EIGHTEEN

With an extra burst of speed, you catch up to Alkara, grabbing him by the neck of his shirt, and yank him off to the side. Shoving him against a wall, you poke a finger into his chest and say, "What are you running for, Alkara? I'm not the Cadre or anything."

He responds, "I could just see it in your eyes that this wasn't going to go well for me."

"Everything will go really easy if you answer a few questions for me. And I'd suggest you answer truthfully, or I'll start telling people about the little incident with the beetle larva."

Make a Charisma (Intimidation) check, DC 11.

- **If a success, go to [FORTY-THREE](#).**
- **If a failure, go to [SIXTEEN](#).**

NINETEEN

You wake up from a slap to the face. As your eyes snap open and come into focus you see a tough-looking female human who has just slapped you. Behind her are several people, a mix of different races. You realize you're tied to a chair.

"Looks like someone got the notion to try and thief the thieves. How'd that work out for you?" Trina Hartrove is a hard woman. She'd have to be to get where she is today. And even from your limited knowledge of her, you know this isn't going to go in your favor. You don't respond to her question. A sharp slap goes across your face again.

"I asked you a question. How'd that work out for you?" The menace in her eyes indicates a response is necessary.

"Not great."

"I'd say not great. What are you doing here, thief?" She pauses for a second and then continues, "Actually, I don't care. You'd just try to feed me a bunch of lies to save your own skin." She looks to a burly dwarf and says, "Just kill him and dump the body somewhere away from here." She then walks out of the tavern heading somewhere. As you watch her walk away, you see her pass a table full of items, about 30 feet away, including a lead case.

Make a Strength check, DC 15

- **If a success, go to [TEN](#).**
- **If a failure, go to [FORTY](#).**

TWENTY

After a few moments of listening, you can identify at least two voices coming from the entrance. You wait until you hear the voices move away and then turn the corner. Two gang members are watching the door, but their backs are to you.

Make a Dexterity (Stealth) check, DC 11. If failed, make 2 attacks of your choice. If passed, make 3 attacks of your choice because you've surprised them.

Go to [EIGHT](#).

TWENTY-ONE

For each 10 hit points of damage, one assailant goes down. Once two, of the three, go down, the third runs away. Until then, they will attack you using the statistics for Tunnel Assailant at the end of this adventure.

After your first turn, roll initiative for you and the three assailants. Continue combat until either two assailants go down or you do.

- **If two assailants go down, go to [THIRTY](#).**
- **If you go down, Go to [THIRTY-SEVEN](#).**

TWENTY-TWO

One last stop in the Central Bazaar. You're not familiar with Nervan's Novelties, but it doesn't take you too long to find it when you start asking around. Tucked into a small tent on the second tier of the bazaar, it wasn't someplace you were likely to stumble across but was easy to find. As you enter, you see that Breaca was right. Gaudy costume jewelry adorns the whole place, though it is well organized and put together.

A tall female elf with long dark hair smiles as you walk in, "Welcome to my humble shop. What bauble are you looking for today?"

You look around the small shop and say, "I'm not really looking for baubles today. I'm a little more interested in the private collection."

"I'm not sure what you're talking about. Everything we have for sale is available to the public." "That's too bad. Breaca said you might have something special in the back."

Nervan walks by you and closes the flap at the front of the tent, "Perhaps, I might have something for a referral from Breaca. She sent word you might be coming and that we had mutual friends. Are you looking for anything in particular?"

"An Ioun stone, actually, lavender and green."

"Not a lot of those around. Strangely enough, I just saw one this morning. I was asked to provide a very special case for it." Nervan opens a tent flap at the back of the shop that leads into a small workspace.

This is the first confirmation of the stone you've gotten. "Really, what kind of case? Magical?"

"The exact opposite, actually," she responds. "Plain lead. To block the stone from prying eyes of an arcane nature."

"Why would they need to do that? From what I've heard, they'll be selling it tomorrow." It was more of a hypothetical question you asked out loud, but she answered.

"I don't know all the details but overhearing them talking while I was working on their case, it sounded like they were all going to be out of the enclave tonight on a job, and they wanted to make sure it was safe while they were gone."

The gears are already turning in your brain before she even finishes the sentence. Here is your opportunity to finish this wild goose chase. You thank Nervan for her help and rush out to get ready for the night.

You now know who, where, and when. If you make it into Rock Bottom tonight while Trina's gang is gone you might have a chance of retrieving the Ioun stone without anyone noticing.

You check in with Hergman to make sure he is still all right. He is, perhaps a little more anxious than before. You go looking for some backup from your friends in the Lawless cell, but you can't find them. You leave word with Brogan to tell them where you are going just in case. He grumbles a bit but agrees. By the time you get yourself organized and head down to Rock Bottom, it is later than you'd planned, and it took quite a bit of time to wind your way down to where it is located near the bottom of the Warrens.

As you approach the area for Rock Bottom, you begin paying closer attention to what is around you. The entrance to Rock Bottom is just around a bend in the tunnel.

Make a Wisdom (Perception) check, DC 12.

- If a success, go to [TWENTY](#).
- If a failure, go to [THIRTY-EIGHT](#).

TWENTY-THREE

As the three leave, you walk over to the gnome and fold back the edge of your cloak to show him the yellow lining. He visibly calms down and says, "Is there somewhere safe we can go?"

Go to [THIRTY-TWO](#).

TWENTY-FOUR

You deftly maneuver your way through the crowd and get to the edge of the tunnel the assailants were carrying the gnome down just as they're turning a corner. They didn't see you.

Make a Wisdom (Perception) check, DC 13.

- If a success, go to [THIRTY-FIVE](#).
- If a failure, go to [THIRTY-ONE](#).

TWENTY-FIVE

After about 20 minutes of waiting, you spot a gnome in a yellow hat enter the crossing from a centerward tunnel. He looks nervous and keeps looking around. There are quite a few people and some carts between you and him. As you start moving toward him, you see three people following him, two humans and a dwarf. They're acting drunk and stumbling around, and the gnome doesn't seem to notice them.

Go to [THIRTY-FIVE](#).

TWENTY-SIX

Brogan turns around and walks back towards the kitchen, pointing at the sign above the door as he goes. "I'd avoid the Rock Bottom tomorrow if I were you." And that's all he says.

Go back to [THREE](#) and choose another location.

TWENTY-SEVEN

You can hold your own, but three on one isn't the kind of chance you want to take while trying to protect someone. You don't see anyone else around to help, not that you can really count on anyone else, so you decide the best thing to do is to try to be as obvious as possible and hope that these potential assailants are trying to avoid witnesses.

You slide your weapons around under your cloak so that it isn't obvious and start yelling at the three fake drunks. "Mieka! Hey Mieka! It's me, Strent! I used to hang out with your sister. I haven't seen you in forever."

The three turn to you, look at each other, and the dwarf says, "Ain't no one named Mieka here. You're mistaken."

You respond, “Sorry, must have forgotten your name. You’ve got a sister though, right? She and I used to go to the Central Bazaar together all the time.”

Make a Charisma (Deception) check, DC 20.

- **If a success, go to [FOUR](#).**
- **If a failure, go to [TWELVE](#).**

TWENTY-EIGHT

You tell her, “An acquaintance of mine from work is trying to acquire one and having some difficulty. I was just trying to help him out.”

Make a Charisma (Deception) check, DC 8.

- **If a success, go to [THIRTEEN](#).**
- **If a failure, go to [SIX](#).**

TWENTY-NINE

Even before you turn into the tunnel leading to the Bright and Bold Tavern, you can already hear the low rumble of noise from the Central Bazaar floating through the air a short distance away from it. There must be a strong wind outside the Drifting City pushing into the Warrens as well, because the movement of the air is wafting scents along with the noise. The cooking food, masses of people and animals, and fires burning permeate the air.

As you walk through the door into the Bright and Bold Tavern, you see Brogan standing in the kitchen, cutting something up and throwing it into the stew pot, followed by a ladleful of water from a bucket, and stirring with a paddle. Brogan’s been running the tavern for decades, as long as you can remember, and that stew has been simmering that

whole time. He dishes out some every day, and just adds more ingredients to it. The big wooden paddle he stirs it with pulls double duty as the “wallopin’ stick,” as he describes it, for when tavern patrons get a little too rowdy. Brogan gives you a nod and a grunt as you walk in. “Food or drink or both?” he asks in his usual wordy way.

You respond, “Just a fungale. It’s too early for murk, or that stew.” Brogan walks away from stirring the stew, leaving the wallopin’ stick standing upright in the center of it.

“Too early?” Brogan asks, “When did you get up?”

“Who says I went to bed?” you respond as you sit on a barstool.

“Grunt,” is the response from Brogan.

“Did you just say grunt?”

“Just drink your fungale,” he says as he sets the mug in front of you.

You look around the tavern and see only one other person in there besides you and Brogan. A scrawny human snores in the corner, leaned against the wall near the back, clearly in the depths of a drunken slumber.

“I was hoping to get a little information with my drink.”

“Read the sign,” Brogan says as he points a finger behind him to the sign over the kitchen door, “NO GOSSIPING. NO SPITTING. NO HEADBUTTING.”

“Come on, Brogan, I’m not asking for gossip. I’m looking to learn a little more about the Rock Bottom.”

Brogan gives you a hard look. “Why exactly would I want to give you information about a competitor of mine?”

“Because you’re such a delightful guy?”
You flash him your biggest smile.

Make a Persuasion Check, DC 11.

- **If a success, go to [THIRTY-THREE](#).**
- **If a failure, go to [TWENTY-SIX](#).**

THIRTY

After the combat ends, you walk toward the gnome and he begins to panic, having just witnessed you successfully fight a group of men. You fold back the edge of your cloak to show him the yellow lining and he visibly calms down.

He says, “Oh thank goodness, finally. Is there somewhere safe we can go?”

Go to [THIRTY-TWO](#).

THIRTY-ONE

Too many people are in your way. You make it to the tunnel but have lost sight of the gnome and the assailants. You hear a noise further down the tunnel.

Go to [THIRTY-FIVE](#).

THIRTY-TWO

You and the gnome sit at a small table on the back wall of the Bright and Bold Tavern. You order the gnome a mug of murk in hopes of taking the edge off his anxiety. They only have one size mug there, so the gnome’s looks huge in front of him. He stands on his chair to reach the top of it and sips it. The gnome tells you his story.

“My name is Hergman Felstrig. And I’ve invented something. Well, I invented a lot of things, but only one relevant to our conversation. I specialized in optics. Lens, prisms, and mirrors mostly. But I had a

breakthrough idea. How do I describe this to you? Think about it this way, have you ever seen a prism? Yes, okay. Well, a dispersive prism breaks white light apart into all its component colors that make it up. While tinkering around, I figured out how to use the properties of a prism for magic energy as well. It separates the magic out from what we’re looking at in addition to the component colors of visible light. With my invention, we’d be able to see through any obscuring magic. We’d even be able to see through the cloud cover around the Drifting City.”

You give him a quizzical look. “Why would we want to do that? It’s nothing but desolation and eldritch horrors down there. The ‘gods’ saw sure of that with their war,” you say while making finger quotes in the air.

“That’s what everyone thinks,” he responds, “But that happened thousands of years ago. Who knows what it’s like now?”

“I have no idea, but the people I’m working with are interested in you. So, let’s take your little magic viewer and get it turned over.”

The gnome frowns a bit and lowers his head. “See, that’s the problem. At this point, it is only a theory. I’ve built the prototype and it appears to be working, but I need one more piece, a lavender and green loun stone, to really be sure.”

You’re puzzled by the name, “I’ve never heard of an loun stone.”

“That’s because they’re very rare. There’s lots of different types of loun stones, but only the lavender and green will do.”

“Okay, then where do we get one?” you ask.

“That’s the problem. I already paid someone to get it for me. Well, half paid. I gave them half of the money upfront, but I wasn’t able to get the rest together. I think those people who were following me in the tunnel were sent to collect on what I still owe.” The gnome shivers remembering being followed.

You ask, “And how much do you owe?” He tells you and you are actually a bit shocked by the number, especially when you consider that he had already paid half. “Why would it possibly cost that much?”

The gnome looks a little sheepish, “Well, he had to steal it from somewhere. I’m not sure where, but he said it would be dangerous, so it would cost more.”

“And now the bigger question, which I honestly don’t want the answer to, who exactly did you make this deal with?”

Again, the gnome looks sheepish, “I’m not really sure. He said it would be better if I didn’t know his name. I met him at the Rock Bottom Tavern though.”

Getting a little exasperated you respond, “So you’re saying you owe a lot of money, for an item you didn’t get, held by people you don’t know, who are trying to kill you.”

“Yes, but we have to get that stone. It’s vitally important.”

“I know, I know. I’ve been told to help you however I can. Let me think about this. I’ve got a spot where you can lie low for a while. Give me a day, and I’ll see what I can do.”

Go to [FIVE](#).

THIRTY-THREE

Brogan looks you in the eye, looks down, frowns, then looks back up. “What do you want to know?”

“Just tell me anything about it. I’ve never been in.”

“That’s probably good. It’s not a quality establishment like this one,” he says while gesturing a hand through the air indicating his tavern. “It’s run by Trina Hartrove and her gang. It’s one of a handful of chambers they occupy as their own enclave. It’s far enough down into the Warrens that no one goes there unless they have a reason. A dozen chambers or so that they’ve set up a little gambling den and tavern that some of the more undesirable types in the city are known to frequent. On most days, it’s nothing but ruffians and Trina’s gang. They actually live in chambers of the enclave. Sometimes they’ll do something a little bigger and the wealthy of the city will go down there to slum it. They’ve got one of those coming up tomorrow actually.”

“Really, who goes to it?” you ask, your interest piqued.

“Enclave leaders, Cadre Officers, merchants, I even heard of a couple Dark Sky going there sometimes. Basically, anyone with more money than good sense.”

“Interesting. Any idea why they’ve got something going on tomorrow?” “Nope.” And that was the last thing he said.

Go back to [THREE](#) and choose another location.

THIRTY-FOUR

You can't hear what they're saying, but the finger across the throat sign that the dwarf makes cannot be a good thing. You've got to do something.

GO to [NINE](#).

THIRTY-FIVE

You catch up to them in the tunnel. The three men walking down the tunnel went unnoticed by most. Two humans and a dwarf walking drunkenly down a Warren's pathway wasn't that abnormal. But you spot their deception as they follow the gnome, and quickly noticed that something wasn't right. They walk with a bit of sway in their step and stumble back and forth, but their posture is a little too straight for a group of inebriants heading back home from the tavern. When one bumps too close to a wall, you notice something poking out of the back of his jacket. Clearly, he has some kind of club or cudgel. And your gut is telling you that his buddies are probably armed too.

Most days you wouldn't care, and a few guys hiding weapons would just prompt you to steer clear of them. No need to invite that kind of trouble into your life. But the fidgety gnome walking ahead of them, oblivious to the fate that is about to befall him, is your goal for the day and you need to make sure he's protected.

The tunnel you're in isn't a high traffic one, more of a back alley leading away from the Central Bazaar and towards the Insectariums. That's probably why they picked this one for their little ambush.

You notice as they turn a corner that they drop their drunk act and begin whispering to each other. They haven't noticed you

yet, and if you try, you might be able to hear what they're saying to each other.

Make a Wisdom (Perception check), DC 14.

- **If a success, go to [FORTY-ONE](#).**
- **If a failure, go to [THIRTY-FOUR](#).**

THIRTY-SIX

Just as you take the second gang member down, a hit to the back of your head catches you by surprise and you're knocked unconscious.

GO TO [NINETEEN](#).

THIRTY-SEVEN

You come awake to someone shaking you. "Hey, are you alive?" You groan and open your eyes. It takes a minute for them to focus, but you see the face of the gnome in the yellow hat looking down on you as you lay on the ground. His beard is in more disarray than you've ever seen on a gnome and his wispy gray hair is sticking straight out from under his hat. "Oh, thank goodness, I thought you were dead."

You stand up and lean against the tunnel wall. "What happened?" you ask. The gnome responds, "I'm not totally sure. When you started fighting them, I ran off and hid. After a while, I decided to come out and check on things and found you here. I guess once they knocked you out, they just left. Were you sent to protect me?" he asks nervously.

You fold back the edge of your cloak to show him the yellow lining and he visibly calms down. "Something like that, yes."

The gnome says, "Is there somewhere safe we can go?"

Go to [THIRTY-TWO](#).

THIRTY-EIGHT

You look around and listen the best you can, but it is hard to determine much. The tunnel walls cause echoes from a distance and you can't be sure no one's ahead. But you were told Trina and her gang would be gone. You hope that was accurate information. You step out around the corner.

Two gang members are standing guard at the entrance to Rock Bottom when you come around the corner. They see you.

Roll initiative for yourself and the two gang members based on their statistics at the end of the adventure.

Go to [EIGHT](#).

THIRTY-NINE

Everyone in the tavern is thrown backward, furniture is strewn about, and as you hit the ground you see the box fall and the Ioun stone goes skittering across the floor. You try to grab it, but the wind pins you to the ground.

The man from the doorway walks in with his hand outstretched and you immediately recognize him. Vandro. Most powerful of the Dark Sky mages and favored of the Five. A bold halfling gang member tries to stab him as he walks in, but as the dagger strikes Vandro, a purple energy field surrounds him and the dagger glances off it, leaving him unharmed. Vandro drops the hand holding the wind on everyone and grabs the halfling with his other hand. As his hand grasps the halfling's neck, he lifts her off the ground and black energy cascades from Vandro's hand into the halfling. The halfling is dead

without a sound and Vandro tosses her to the side.

Another tries to get up and run at Vandro with her sword drawn. He yells, "Enough!" and everyone in the room stops moving. A mystical paralysis comes over all of you.

With everyone frozen, Vandro walks quietly around the room, searching. He sets the table upright and starts putting the items back on it that were there previously. You watch as he methodically looks over the items, puts a few in his pocket and discards others to the floor.

"I became aware of this auction you planned to have. So, while I find your actions distasteful, it came to my attention that you have an object of real value here. I have no interest in bidding against others. I've come to take my pick and leave the rest of the trash with you."

He finishes looking over the items, looks a bit dissatisfied until he notices the Ioun stone on the floor. He bends to pick it up, rolls it in his hand, and says, "There it is."

You feel the paralysis lift as Vandro says, "I've got what I came for," and begins to walk out the door. Everyone in the room begins to breathe a sigh of relief when he turns back to the room and says, "I don't think anyone needs to know I have this," and he raises his hand.

That last thing you see before it goes black is a massive fireball bursting into the room.

Go to [FORTY-FOUR](#).

FORTY

Strain as you might you're unable to break free of your bonds. The gang members taunt you for a couple of minutes until the burly dwarf finally pulls out a dagger and

says, "Let's just get this over with." As he brings the dagger toward your neck, you see a backlit man enter the tavern. He raises his hand and a burst of wind smashes through the tavern. As you're thrown backward, the chair you're on breaks and you're freed.

Go to [THIRTY-NINE](#).

FORTY-ONE

You hear the dwarf say, "Just a little farther. There's an alcove up ahead that the wranglers use to park the taurus beetles into when others need to pass. We'll grab him and throw him in there. Once we're done, we can dump the body down in the breeding chambers and people will just think he got trampled."

Go to [NINE](#).

FORTY-TWO

"That's a lie and you know it. If I was out of the loop, would I know about the auction at Trina's place tomorrow? I don't think so," Alkara says proudly.

"You're right, Alkara. You proved me wrong. Get out of here." You let him go and give him a shove to get him on his way.

"An auction at Rock Bottom tomorrow? That's interesting," you say out loud to no one in particular.

Go back to [THREE](#) and choose another location.

FORTY-THREE

"That's not true and you know it. Fine, what do you want to know?"

"My friend paid someone to steal something for him, a high-value stone. But he's never received the stone. You know

anything about that?" You give him a shove against the wall for emphasis.

Alkara looks relieved, "Is that all? That's easy. It was Trina's gang. Samgrun specifically. I thought you were going to ask about the auction."

"What auction? And remember the larva."

"Crap. OK. Trina's gang has gotten hold of several high-value items. They've decided to auction them off tomorrow at the Rock Bottom."

"And is my friend's stone in this auction?"

"I'm not totally sure, but I'm guessing it is. Can I go now?"

You can see in his eyes that Alkara is getting nervous at being in one place so long. "Get out of here."

You give Alkara a shove and send him on his way. That's some interesting information. Now just to figure out what to do with it.

Go back to [THREE](#) and choose another location.

FORTY-FOUR

You awaken slowly. Everything hurts, and you can smell nothing but smoke. The room is dark, and you're being dragged across the stone floor. You hear voices and they seem familiar. After a moment you're coherent enough to recognize the voices. It's your partners from the Lawless cell. They get you out of the burning tavern and into a hallway that is fairly clear. A bit of magic and a potion or two and you're starting to feel better.

They got your message from Brogan and came as quickly as they could. The tavern

was burning when they arrived and found you. Everyone else in there was dead.

Hours later, after making sure that Hergman got back to his family and friends safely deep within Pyrma, you sit at your usual table at the Bright and Bold Tavern.

You say, "I'm not sure I like doing solo missions. If you hadn't showed up, I'd be as dead as those gang members." Everyone nods in agreement. Just then Brogan walks in from the back storeroom. He gruffly says, "You've got a message out back. And I ain't your secretary."

You check the dead drop and see the following message:

"Previous mission failure couldn't have been anticipated or changed. Good work regardless. Next mission retrieve provisions from a Cadre storehouse. Everyone is needed for this mission."

As you fill everyone in you say, "Sounds like an easy one. And we're all together for it."

Tunnel Assailant

Armor Class 11

Hit Points 10

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10

Actions

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 bludgeoning damage.

Gang Member

Armor Class 12

Hit Points 10

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	10(+0)	10(+0)	11(+0)	10(+0)

Senses Passive Perception 10

Actions

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

Alkara Heldraven

Armor Class 12

Hit Points 12

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	14(+2)	12(+1)	11(+0)	13(+1)	11(+0)

Senses Passive Perception 12

Actions

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

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