

THREE SHEETS TO THE WIND

JEFFREY PANNELL



Encounter rare creatures and play with portals in this fifth-level adventure for the world's greatest roleplaying game

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ON THE COVER

Three heroes traverse the Fallen District of Sharn searching for portals and rare creatures in this exciting cover illustration by [Andrew Browne](#).

Andrew Browne is an American artist based in Minneapolis and Sapporo. His work has been exhibited in the US, Japan, and Switzerland and spans the fine art and comic book worlds.

- The layers of the city represent the different portal worlds and different layers of the story
- The weight of the city appears to focus on the characters.
- The crumbling/cracking infrastructure connects back to the recent war as well as the warped and crumbling sense of reality that comes with portals.
- The red layer feels hot and there's a sense of destruction or mayhem with the modron.

Disclaimer: Jumping into numerous portals and being thrown from place to place across the multiverse can be habit forming, and may cause adventurers to want to do that sort of thing more often. It really is a lot of fun, but because since sometimes it can cause motion sickness and a yearning for Wizards of the Coast to bring back certain IP that are not yet in 5th Edition.

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INTRODUCTION

"This portal research may be a bit volatile." – Phille Halmdark

SETTING AND RUN TIME

Setting. This is a one-shot adventure that is set in Eberron in the City of Sharn; however, it can be run in a setting neutral manner in almost any large city.

Level. The adventure is intended for a party of characters that are level five, and can be easily adjusted to accommodate tier 2 adventurers.

Runtime. Approximately four hours.

Theme. Pages, Portals and Urban Mystery

Tone. Mysterious/Occasionally Horrifying/Occasionally Whimsical

Content Warning. Scary Unicorn

BACKGROUND

In Sharn, experimental arcane research out of Morgrave University is missing. It has resulted in the creation of a golem composed of books and portals. Dangerous and rare creatures are being summoned to this plane from the far corners of the multiverse through the golem, and characters must find a means to shut it down. Venturing into the portals of the golem, characters will navigate stories and fables to reach its core, and hopefully stop whatever might be coming out next.

OVERVIEW

In Sharn at Morgrave University, one of the head librarians is Phille Halmdark, a kindly wizard of little renown, who is dedicated to research and has perhaps a little too much disposable income. He has discovered that *Portals, Monstrosities, and the Multiverse*, a dangerous book of interplanar teleportation research, has been misplaced by new staff, and that it must be returned before disaster strikes. Barring that option, the disaster should be mitigated to avoid loss of life, and unwelcome scrutiny of Morgrave University.

Disaster does indeed strike, and the book explodes into pieces in the Fallen District. It forms an enormous paper golem of portals and spell books, and goes through one of its portals to a location unknown. As part of the explosion, three different creatures are summoned that the players will encounter and be able to track in order to access the portal that the golem went through and find its true location before something else comes out. The book, which was on research using planar travel to access the rarest types of creatures, summons: an intelligent and chaotic monodrone, a chaotic evil unicorn that has been corrupted in the Abyss, and a lawful good shadow demon who has adopted the moniker Fluffles the Destroyer.

After collecting the pages, they are able to pursue the golem through the portal. It is in the process of creating a particularly energetic portal, and flees from the adventurers into one of its own books. Characters pursue

the golem through a chase scene, and as books fall from it they are thrust through various portals into books such as: the partially penned memoir of Phille Halmdark, a fable for children involving an enormous beanstalk, and a land of myth where the evening stars are born. The multiplanar energy is growing and the characters will get an opportunity to either fight the golem or remove the books powering it. If all goes well, they will be able to secure a path back to Sharn, and a sizable reward from either the libraries of Morgrave University or their competitors.

ADVENTURE HOOKS

Depending on how long you would like your adventure to run and which hooks are of interest to your players, you can start your adventure in different places with different hooks.

- If you are interested in running the full module, you can start at the beginning of Chapter 1 and have the adventurers hired by **Phille Halmdark**. Phille can have either worked with the characters in the past, or knows of the characters by reputation. As a librarian from Morgrave University, Phille will hire the characters to locate a precious book of arcane studies, and minimize the damage it might cause due to its volatile nature. If the characters are able to help Phille, perhaps he could ensure they gain greater access to the restricted sections of the library in addition to a sizable payment.
- For characters with criminal connections, they can be contacted by **Beenali Balintier Ballithian**, a spy from the Boromar Clan. She was tracking the book from Phille Halmdark, and is interested in locating it before he does.
- For a shorter version of the adventure, characters can come across the shattered church directly and hear mournful wails coming from inside to discover **Fluffles the Destroyer** desperately trying to save the life of a fallen priest.



CHAPTER ONE — MISPLACED RESEARCH

RUNNING CHAPTER ONE

LOCATION

Sharn, near Morgrave University

NPCs

Phille Halmdark, servers at Study of the Universe

ADVERSARIES

The inability to overcome and make the most of the time we have available to us

DM TIPS

The walk from the character's headquarters is a nice chance to give life to Sharn. Describing the commute of various people bustling through the city, flying ships, griffins, and hapless pedestrians who took a misstep and end up falling several stories before getting caught by a feather fall spell on a bridge, can add a nice touch of life to the city.

TREASURE

Tracking stone, breakfast, coffee, and the greatest treasure of all: friendship. It turns out it was inside the characters all along.

A LETTER ARRIVES

A letter is slid under the door into your room. It seems to have been folded in haste, and with a seal placed in wax that wasn't allowed time to dry properly. In a wavering hand, the words "URGENT" and "CONFIDENTIAL" are printed in large letters.

Characters that quickly look outside the room can spot the messenger moving away with a full sack of mail and other packages to deliver. Messages sent via this type of courier cost 5g to send, and are typically used by the more affluent of clients. If the characters open the letter, they find that it has been sent by Phille Halmdark, a wizard of little renown, but much wealth, who works in a fairly cushy position in the Morgrave University library. Phille may have approached the group with proposals for work in the past, though this time the request seems particularly urgent and he beseeches you meet as soon as possible. Alternatively, if it does not work to have Phille know the characters directly, he may have heard about them by reputation or referral. Included in his letter is a formal invitation to *Study of the Universe*, a gathering place for elite scholars and sages where he indicates he will be waiting.

STUDY OF THE UNIVERSE

PHILLE'S LETTER

I hope this missive finds you well, as I am in urgent need of your assistance with a matter of some import at Morgrave University. I have secured a reservation at Study of the Universe, and have sponsored your entrance to the facility. Please make haste as I shall be waiting for you there. You can present the enclosed invitation to the greeter for admission.

Best Regards,

Phille Halmdark

P.S. I highly recommend the bagels.

Study of the Universe is a building attached to a tower near *Morgrave University*. It has limited admission and is typically used as a place for sages and wizards to study whilst drinking copious amounts of caffeinated beverages. The exterior is designed to feel academic and is resplendent with carved wooden facades, quaint shingles, and various vines and plants growing up and around the sides. It is three stories in total, and built in a pattern of lofts so you can see the comings and goings of people below you.

Upon entering the building, patrons can be heard who are deeply involved in various conversations and debates, with more than a few who have pulled out papers, scrolls, and pens as a way to illustrate their points. There are a wide variety of hot beverages of stimulating nature, and the pleasant smell seems to have permeated every last inch of this spacious establishment. Servers in dark apron-style uniforms move around the premise quickly and efficiently, bringing steaming hot mugs to patrons.

The atmosphere inside smells of rich coffees and teas. All the benches are well-worn from centuries of scholars sitting in them, and the tables have various pen stains and candle burns on them. There are overstuffed armchairs for patrons who study individually, and on rare occasions papers will float down between the lofts after a particularly heated exchange of views. If that happens it is traditional to clap quietly in appreciation.

C1. MAIN GROUND FLOOR

On arrival, the characters are greeted at the entrance by a greeter. The greeter checks guests' credentials before permitting them into the establishment. If the group shows their invitation, the host will confirm that Phille is waiting on the third floor. The host flags down an unoccupied server to lead the characters to their seats.

C2. LOCATION

Kitchen staff are on the move here, and visitors are not tolerated. If a character should enter back here, staff will gesture to an 'Employees Only' sign and assist them out of the kitchen. Various mechanical contraptions for creating steaming hot beverages are set up along the counter space, as well as ovens for preparing small baked goods.

C3. LOCATION

An unoccupied room that has a reserved sign set up on the table.

C4. LOCATION

A number of scholars and advanced level students are studying here quietly while drinking from their mugs.

C5. LOCATION

More scholars, more students, more studying.

C6. LOCATION

A balcony where a slightly more boisterous crowd seems to be spending their time.

C7. LOCATION

This floor is sparsely populated, and in the far corner table sits **Phille Halmdark**. Upon seeing the characters, he bolts up to his feet in greeting before awkwardly sitting himself down again and motioning for the characters to join him.

Phille is dressed in his usual finery, and is in near-constant motion: fidgeting with papers, his cup, his notes, his multiple empty plates covered in bagel crumbs, and whatever else he can get his hands on. He is sweating in excess of what the pleasant temperature would normally indicate. If the characters join Phille, he will offer to treat them. Characters can order tea/coffee/pastries and simple sandwiches as they desire. Phille has the following information that he can discuss with characters:

- Phille is grateful that the characters came so quickly, as he has a matter that requires both urgent action, and discretion.
- At the university, there was a very rare and valuable book, *Portals, Monstrosities, and the Multiverse*, that contains research on planar portals. Pieces of it were salvaged from ancient writings by a researcher who had been keen on locating some of the rarest creatures in the multiverse.
- The book in and of itself contained great power, and became quite volatile so care has always been taken in its storage. It remains a highly restricted work due to safety concerns.
- Through a bit of a misstep, the book has gone missing. Phille looked into it, and suspects that it was sent out as a loan to another library.
- The book could put people in danger, make the university look bad, and maybe even cause some of the clerks involved to lose their positions. He thinks it was

an honest mistake, and hopes he can smooth over things if the book can be returned, or in a worst case scenario, the damage discretely minimized.

- To add insult to injury, some of Phille's personal writings also ended up in the same shipment, and he would very much like to have that back. Also, please don't read it, it's a private matter. The memoir Phille was writing was titled "Personal Memoirs of a Hero Wizard", and he's highly embarrassed of the working title. If pushed, he claims the title was a suggestion from a friend.
- Phille is willing to reward the characters 500gp for their assistance. In addition to monetary compensation, Phille has access to the restricted sections of the university and will be a strong ally in the future for characters interested in research or rare spells.
- Phille gives the characters a **tracking stone** that is attuned to the book - a failsafe that is in place for particularly valuable or dangerous books. It can follow the trail of magic left by the book to which it is attuned.
- Phille also can provide them with the general route he suspects the books would have taken on their way through and potentially out of the city to get characters on the right path.

PHILLE HALMDARK

He/Him, Human Wizard, Lawful Good

Phille Halmdark is in a position of power in the library system of Morgrave University. Although he is not a particularly adept wizard, he enjoys research and the company of books. He came from a wealthy family and was able to use that leverage to gain his current position in the library. Over time, he has come to care deeply about the wellbeing of not only the library, but the people there as well.

Personality Trait

I'm highly interested in research and have a penchant for bagels. There's always more to learn, and I hope my enthusiasm helps inspire those around me.

Ideal

The university may have its flaws, but the trove of knowledge in the library is a treasure for the world.

Bond

I will support those who come looking for knowledge and ensure that the staff at the library is enabled to do the same.

Flaw

I'm perhaps too quick to take people at their word, and my belief that everybody is good deep down has led to me being taken advantage of in the past.

DEVELOPMENT

If the characters accept Phille's request, they will be able to follow the directions to the Central Plaza. There the **tracking stone** will show an abrupt change of course to the Fallen District in the Lower Dura (or a derelict/low population area of the large city in your current campaign setting, if you are running in a place other than Sharn).

There's a blast radius in the street where it looks like an explosion went off, and the cobblestones of the street are charred with ash. The signal from the tracking stone divides and indicates three different directions for the tome of portals and rare creatures: the marketplace, a local tavern, and a nearby church of the Silver Flame. At the center of the blast radius there is a lone page that faintly glows with arcane energy. The characters who examine the page can see through it to another location momentarily before the page fades to opaque. They can catch a glimpse at an area full of scrub brush and sand; the numerous books, scrolls and papers have pulled together in a humanoid shape, glimmering and crackling with arcane energy.

After the page has lost its magical qualities, characters can see where the jagged edges would line up with the other pages from which it was torn. On a successful DC 14 Intelligence (Arcana) check, they can determine the pages contain broken portions of an unusual summoning or teleportation spell.



CHAPTER TWO — BOOKMARKS

RUNNING CHAPTER TWO

LOCATION

The locations in this chapter vary depending on where characters choose to go. They have the **tracking stone** that shows a divided path that leads to two locations in the Fallen District in Lower Dura, and one location in the Bazaar in Middle Dura.

NPCs

Book Golem, Corrupted Unicorn, Fluffles the Destroyer, Monodrone #4236525, Valoit Firebeard, Beenali Balintier Ballithian

ADVERSARIES

Corrupted Unicorn, Book Golem, that feeling you're not sure if you left the oven on.

TREASURE

Corrupted unicorn horn, page one (tangled in the tail of the unicorn), **page two** (in the pouch of Monodrone #4236525), **page three** (In a shadow pocket of Fluffles the Destroyer), the glowing satisfaction of accomplishment

DM TIPS

In chapter two, the characters can use their **tracking stone** to point them in the direction of the three remaining pages.

- Two of the three encounters are in Lower Dura, an area that is sparsely populated and all but ignored by the Watch.
- The third encounter is in Middle Dura in the Bazaar, a place full of various exotic goods that have begun to be imported since the end of the war.
- The Bazaar may be a good place to destroy the cart of a cabbage vendor. This is optional, but why wouldn't you?
- Remember that the only language modrons speak is Modron. This may be a good opportunity for charades, or to give a spell caster with comprehend language a chance to shine.
- Players who actually perform how they are communicating with the modron are amazing. Don't you think they deserve inspiration?
- As each page of the book is collected the edges will cleanly match and magically merge to the other pages until the final portal is formed.
- Glimpses of a book golem can occasionally be seen through the pages before they return to their original state - opaque and covered in incomplete arcane gibberish.

- Characters who are proficient with Intelligence (Arcana) may be able to piece together the events of what happened. Allowing or hinting that they can use arcana checks to investigate the scenes for extra information can encourage players. It's recommended to vary the DC of the check depending on what they are trying to learn - ranging from 13 - 18.
 - The volatile spell book warped reality around the books and scrolls it was being transported causing an explosion.
 - Remaining pages should be able to be combined to locate the golem
 - Portals opened up at various points nearby, likely simultaneously or near simultaneously, as part of the magical overload that occurred.
 - The golem that was created is likely a dangerous source of magical energy and unstable portals, it's hard to predict what might come out next.



THE BAZAAR

The Bazaar in Middle Dura is a lively location selling exotic goods (both legal and illicit) from all over Khorvaire. You can use the following table from Chapter 3 of Eberron: Rising from the Last War to determine what merchants may be available in the Bazaar on any given day.

In the general chaos of the Marketplace is **Beenali Balintier Ballithian** (Evil gnome spy) who procures rare books for the Boromar crime syndicate. She has been influencing the runners for library loans to alert her to any rare books or magical items that may come out of Morgrave University. The most recent shipment is of interest to her as she was informed of a particularly valuable text by her contacts. She is familiar with the emergency protocols for valuable books at the library, and if she sees characters using the tracking stone, she will approach them looking for information. She is willing to make a counter offer to buy the book matching Phille's offer and help establish further connection for the characters with the Boromar syndicate.

BEENALI BALINTIER BALLITHIAN

She/Her, Gnome Spy, Neutral Evil

Beenali Balintier Ballithian is a spy who works for the Boromar Clan. Her position deals with rare acquisitions, and as such she has infiltrated the loan system that has been developed between libraries. When shipments of books go out, her contacts keep her apprised of what sort of valuable items might be involved in the shipping. As a particularly high-interest set of books and items was being sent out of Morgrave University this time around, Beenali had arranged for the shipment to be sent to through the Lower Dura's Fallen District so that it could be more closely relieved of those items. Now that the shipment has gone missing, she is anxious to get her hands on a **tracking stone** from the library to salvage the endeavor.

Personality Trait

I'm loyal to the Boromar Clan, and think the snobs at the university should be taken down a notch. The university is more underhanded than we are; at least we're honest about what we do.

Ideal

A knife in the back stops a thousand words.

Bond

I will get what I want, and the people that get in the way are just more fodder to walk upon.

Flaw

I'm a sucker for cute mechanical things; what's not to love about all the little gears?

TABLE OF MERCHANTS IN THE BAZAAR

D10	Merchant
1	Secondhand Strings. A must-stop shop for the bard on a budget, with a variety of gently used instruments.
2	Korryn's Quill. A reliable source for cartographers, calligraphers, and scribes of all stripes.
3	Seven Leagues. Owned by the cobbler Boots, this small stall has a remarkable selection of footwear.
4	Borran's Blades. Borran is one of the few halfling smiths in Sharn. He specializes in knives and daggers.
5	Hearty Scales. A stall serving grilled lizard meat and other Talentan delicacies.
6	Roll and Conquer. One of Sharn's only game stores. It does most of its business in cards and dice.
7	The Old Apothecary. Selling supplies for herbalists and alchemists, this claims to be Bazaar's oldest shop.
8	Illumination. This shop sells lamps, lanterns, candles, and torches. Some are magical.
9	The Magewright's Miscellany. This little shop deals in spell components. The clerks love to discuss magic.
10	Sundry's Shop. A gnome named Sundry runs a pawn shop filled with all manner of trinkets.

MONODRONE #4236525

Monodrone #4236525 is a **monodrone** that is independently intelligent, and full of chaotic energy - a death sentence for any modron on their home plane. After being whisked to this world by some strange power, #4236525 is overjoyed at the freedom to do most anything, and has set about disorganizing the products of stalls in the marketplace. On entering the marketplace, characters can find a vendor trying to joyfully wrestle a banana out of #4236525's hand. #4236525 does not speak nor understand common, and has collected a small group of amused observers. #4236525 is not aggressive, and is simply happy to be alive and see what is going on in this world.

You can use the Monodrone stat block, with the only changes being that #4236525's intelligence has been increased to 14, an alignment of chaotic neutral.

Page two is attached to the monodrone's pouch, and #4236525 will happily give it to any character that seems interested.

#4236525

They/Them, Monodrone, Chaotic Neutral

#4236525 is a rogue monodrone with a chaotic nature and high intelligence who has been brought to the Bazaar in Sharn. Rogue modrons are typically quickly destroyed by other modrons; however, #4236525 was able to hide their own nature as a matter of self-preservation until they were unexpectedly pulled into a new plane of existence through a mysterious portal. They are now overjoyed to be the only modron around, and are excitedly embracing the possibilities of chaos by reorganizing the stalls of the Bazaar.

Personality Trait

I've hidden my true nature for so long, it's impossible to contain the joy of being able to be myself without fear.

Ideal

I will happily spread chaos wherever I go.

Bond

I will not allow myself to be submitted to the modron collective again.

Flaw

I'm terrified of being discovered and destroyed by other modrons, and will flee at the first indication there is another modron nearby.



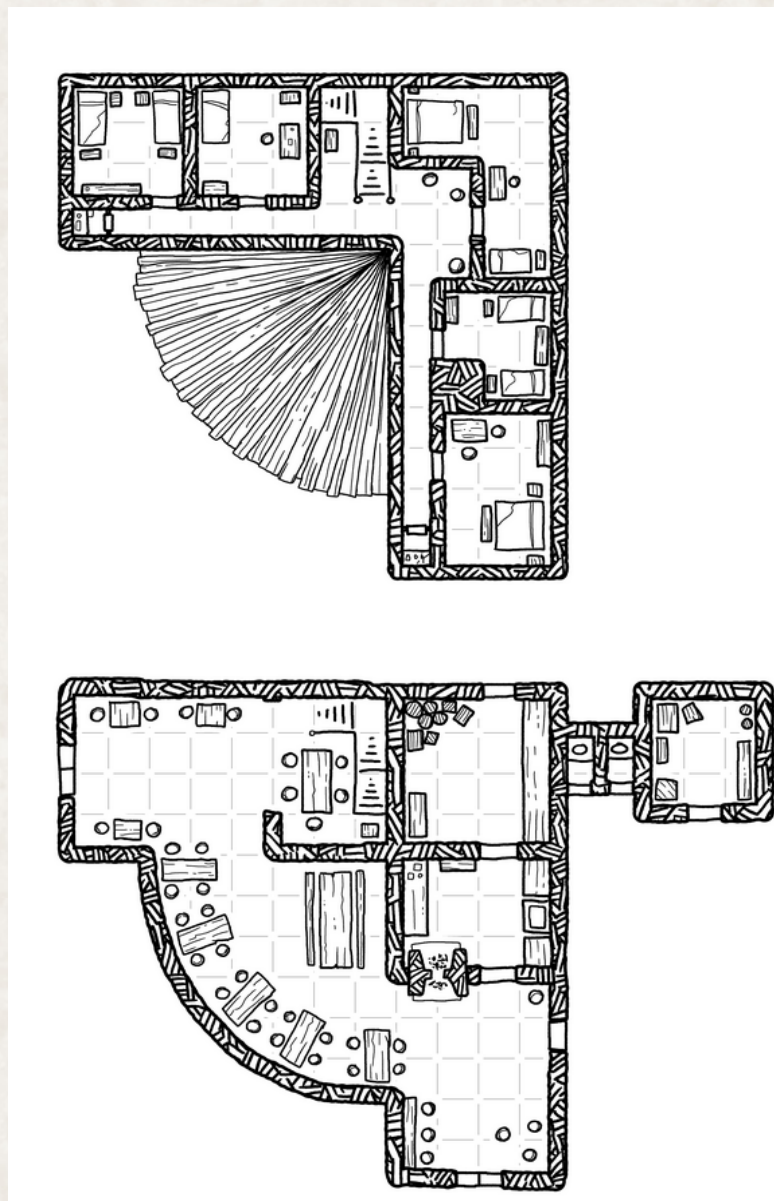
THE ANVIL

The lights around the Anvil Inn gutter and are giving off a low, green flame. The world takes on a sickly hue, and any sort of wood or natural substance that was already in the area has taken on a sheen of rot corruption due to the regional influence of the **corrupted unicorn**.

Characters who approach the inn find the door is broken down and lays mostly off its hinges on the inside of the doorframe. There are bodies laid out around the tavern in various states. There is a terrified scream from the second floor followed by a scraping sound, hoofbeats, and a loud crash that abruptly ends the scream.

The scene characters find on going to the second floor is fuel for nightmares - a unicorn stands at the end of the hall, with a patron impaled on its horn. The patron is already dead, and looks frozen eternally in terror. Though typically unicorns are the epitome of pure celestial beings, this one is splattered in blood from the victims in the tavern.

If the unicorn sees the characters, it will dispense of the body from its horn and scrape its horn along the wall, relishing the moment as it charges again. Around its hooves the wooden floor turns to rot and spreads outward. The unicorn advances with an unnatural gait, joints bending in places joints don't seem like they should be. The creature seems less like a unicorn, and more like a demon wearing a unicorn's skin. It maneuvers around the halls nimbly, unimpaired by the tight quarters that would seemingly make movements (like turning a horse around in a five-foot space) difficult. A page from the spell research book is tangled in its tail. If characters are particularly sneaky, they may be able to find some way to relieve the unicorn of the page without needing to fight it; however, if it spots somebody combat may not be possible to avoid.



CORRUPTED UNICORN

Large Fiend, Chaotic Evil

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities Poison

Condition Immunities Charmed, Paralyzed, Poisoned

Senses Darkvision 60 ft., passive Perception 13

Languages Abyssal, Telepathy 60ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Charge. If the corrupted unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

At will: darkness, detect evil and good, infestation, pass without trace 1/day each: bless crown of madness, dispel evil and good, entangle

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

Magic Weapons. The corrupted unicorn's weapon attacks are magical.

ACTIONS

Multiattack. The corrupted unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Corrupted Blessing (3/Day). The corrupted unicorn makes a melee spell attack on another creature with its horn. On a hit, the target takes 4d10 necrotic damage. In addition, the creature must succeed on a Constitution saving throw or take 1d12 poison damage.

Teleport (1/Day). The corrupted unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

The corrupted unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Hooves. The corrupted unicorn makes one attack with its hooves.

Entropic Shield (Costs 2 Actions). The corrupted unicorn creates a muted, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the corrupted unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) hit points.

DESCRIPTION

Bendy. The corrupted unicorn can move through spaces as though it were one size category smaller.

REGIONAL EFFECTS

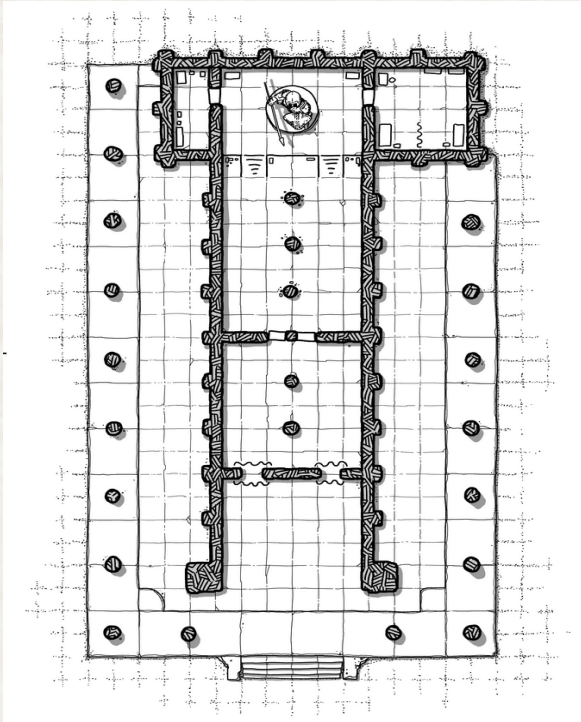
Transformed by the creature's corrupted presence, the domain of a corrupted unicorn might include any of the following magical effects:

- Flames of non-magical nature turn sickly green within the corrupted unicorn's domain. Torches, campfires, lanterns, and streetlights burn low and cast ominous shadows that form in threatening shapes unrelated to the object creating the shadow.
- Creatures native to the corrupted unicorn's domain have an easier time hiding; they have advantage on all Dexterity ([Stealth](#)) checks made to hide.
- When an evil-aligned creature casts a spell or uses a magical effect that causes another evil-aligned creature to regain hit points, the target regains the maximum number of hit points possible for the spell or effect.
- Curses affecting any evil-aligned creature are suppressed.

If the corrupted unicorn dies, these effects end immediately.



CHURCH OF THE SILVER FLAME



The church was largely abandoned after the floating tower collapsed in this district. There are a small number of acolytes that service the facility. The building from the exterior appears normal, and the doors are unlocked. However, the interior is pitch black and in total disarray. Columns are toppled, benches are strewn about, and the bodies of three acolytes of the Silver Flame can be found amidst the rubble. At the far end of the building, away from the entrance and near a toppled statue and destroyed altar, lies **Valoit Firebeard** (LG dwarf acolyte). She is the only survivor of the event that occurred here and is bleeding grievously from a head wound. Clutching Valoit to their chest, is **Fluffles the Destroyer**. Fluffles is sobbing and trying to do what they can to stop the bleeding. If they perceive the characters, they will beg the adventurers to save the priest. If they are attacked, they refuse to respond in kind, and will do everything in their power (short of violence) to protect the acolyte, up to and including sacrificing their own life.

If the characters are able to revive Valoit, she can describe the events that brought destruction to the church. The book golem appeared in a flash of arcane energy. It destroyed the pillars of the room and caused a small hurricane of force, which brought down the surrounding balconies that collapsed on the acolytes. It generated another portal through which a shadow demon emerged, prior to vanishing itself. Valoit was struck by a support pillar, and lapsed into unconsciousness after Fluffles was summoned.

FLUFFLES THE DESTROYER

They/Them, Shadow Demon, Neutral Good

Fluffles the Destroyer is a **shadow demon** that has been summoned out of the Abyss by the arcane forces of a newly formed book golem. Prior to being summoned Fluffles was

formed in a similar manner to other demons; however, something went wrong during that process that generated a creature as kind and pure as other demons are violent and hateful. They are adjusting rapidly to this new world they have been pulled into, and are desperate to save the life of the acolyte they just discovered. Fluffles the Destroyer took their name from the resident cat of the church.

Personality Trait

I'm new to this world but am in wonder at all the new things around me. Everything is new and interesting. I want to protect it however I can, as it is a sharp contrast to where I come from. I am soft spoken and intent, and don't like to have attention focused on me.

Ideal

I will never be like the demons where I came from.

Bond

Life is precious and I will never cause violence, but I will protect it even at the cost of my own.

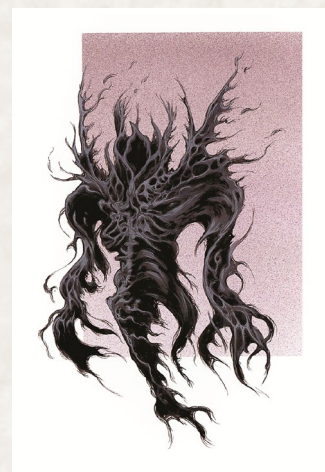
Flaw

I'm new to this city, and don't believe that anybody will have anything but the best wishes for me.

COMBINING THE PIECES

Each page that has been collected lines up flawlessly with the others. When characters line them up, the pages will magically merge into a single item that will open a portal. Characters can see the book golem through the portal, and it is in the process of attempting to summon some sort of large creature.

Upon detecting the portal opening, the book golem will pause its efforts and turn to flee. As it does so, a book drops from the golem that detonates into an enormous portal, transporting the golem and all creatures within 300 ft of it, into the Blade Desert of Khorvaire. This commences the events of Chapter 3 – Sheets in the Wind.



CHAPTER 3 — SHEETS IN THE WIND

RUNNING CHAPTER 3

LOCATION

This chapter will cycle through many different locations as the book golem warps reality and portals itself and all those around it to different planes.

NPCs

Book Golem, Cedric the Chimera

ADVERSARIES

Book Golem, Cedric the Chimera, an unaccompanied platter of deviled eggs that you are pretty sure you should save for your guests

TREASURE

Portals, Monstrosities, and the Multiverse, *Memoirs of a Hero Wizard*, *Fancy Suspenders*, the knowledge that you were able to get in your minimum steps ahead of schedule today

DM TIPS

- This chapter is a chase scene that ports through various planes of existence, including ones that were made from the books that have combined to form the golem.
- If the golem escapes, or if the characters cease to chase it, it will attempt to summon the chimera again. If the chimera is summoned, the book golem and all the books that it is composed of will be destroyed. Any creatures transported between planes due to the unstable book golem will be shunted back to Sharn.
- If the characters catch the golem, they get an opportunity to retrieve the books and stop the portal from being opened, preventing the chimera from being released.
- The characters would not necessarily be aware of what is going to come out of the portal, just that it is potentially bad.
- If characters guess the result is bad, they are correct. Cedric the Chimera is a big jerk.



GOLEM CHASE SCENE COMPLICATIONS

D20	Scene	Challenge
1	From a child's fairy tale - An enormous beanstalk, approximately 30' in diameter, towers in front of the characters and reaches up to the clouds	The beanstalk seems to have been chopped at its base, and is currently falling from the sky. Make a DC 15 Dexterity (Acrobatics) check to avoid the falling vegetation. On a failed check, some of the vines fall in your way and count as 10 feet of difficult terrain.
2	From a child's fairy tale - The cobbled streets of a castle city	A crowd blocks your way, praising and celebrating an unknown monarch who appears to be completely nude. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to make your way through the crowd unimpeded. On a failed check, the crowd counts as 10 feet of difficult terrain.
3	From a child's fairy tale - A forest clearing, in the center of which is a cottage constructed of sweets and candy	A large colorful window that is made of hard candy is in your way. Make a DC 10 Strength saving throw to smash through the barrier and keep going. On a failed save, you bounce off the barrier and fall prone. When crashing through you can see the burned-out interior of the house that seemed to originated from a locked oven full of dubious contents.
4	From a book on mythology - A dirty brown sky hangs low over a labyrinth of hedges and crumbling walls (characters can smash through them, oh yeah!)	A maze of hedges, crumbling walls, and similar obstacles stands in your way. Make a DC 10 Dexterity (Acrobatics) or Intelligence check (your choice) to navigate the maze. On a failed check, the maze counts as 10 feet of difficult terrain. There is old twine on the ground, and an enraged minotaur seeking somebody else who pays the characters no heed.
5	From a book on Changeling mythology - A village in a dark forest surrounds a lake. The surface is like glass, and ancient changelings are fishing stars from the depths before releasing them into the sky	The ground beneath characters has become the solid surface of a lake (not ice, just mysteriously solid as though they had the water walking spell cast on them). The surface is slippery. Make a DC 10 Dexterity saving throw. On a failed save, you fall prone.
6	From a book of multiplanar mythology - An icy landscape and blowing winds. Strange tents are set up in the distance that look otherworldly in nature	You come upon a pack of dogs fighting over the frozen remains of some creature. Make a DC 10 Dexterity (Acrobatics) check to get through the pack unimpeded. On a failed check, you are bitten and take 1d4 piercing damage, and the dogs count as 5 feet of difficult terrain.
7	From a book of multiplanar mythology - A lavishly furnished mansion, of ancient architecture, amidst what appears to have been an extended party. There is food scattered around tables and exhausted looking servants	You run into a brawl in progress among the attendees of the party. Make a DC 15 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check (your choice) to get past the brawlers unimpeded. On a failed check, you take 2d4 bludgeoning damage, and the brawlers count as 10 feet of difficult terrain.
8	From a child's fairy tale - the ruins of an abandoned village	A beggar blocks your way, his eyes bleary with sleep and an enormous beard that travels past his feet. Make a DC 10 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check (your choice) to slip past the beggar. You succeed automatically if you toss the beggar a coin. On a failed check, the beggar counts as 5 feet of difficult terrain.
9	From an unmarked book - Metrol, the shimmering capital city of Cyre, perhaps from before the Mourning turned it into the Mournland	An overzealous guard (see the Monster Manual for game statistics) mistakes you for someone else. If you move 20 feet or more on your turn, the guard makes an opportunity attack against you with a spear (+3 to hit; 1d6 + 1 piercing damage on a hit).
10	The bustling streets of Baldur's Gate	You are forced to make a sharp turn or skip to avoid stepping on a tough looking hamster. Make a DC 10 Dexterity saving throw to navigate the turn. On a failed save, you trod upon the resilient rodent which will toss the offending person off of it, and they land prone. The hamster is unharmed, but slightly irritated. Its fuzziness is unaffected.
11 - 20	Current scene does not change	No Complications

GOLEM CHASE SCENE

The format of this final chapter is a chase scene. The book golem uses the stat block for the **flesh golem**, and it is in the process of summoning another powerful/rare creature when adventurers locate it. The golem will immediately flee at the site of the characters, shedding books and scrolls as it runs. Refer to chapter 8 in the DMG for information on the dynamics and mechanics of chases.

During the chase, the golem is highly unstable and books will fall off it that generate portals. The portals will explode outward from the books and encompass the golem and all the land around it, as well as characters that are still in pursuit. Books are activated when a chase complication occurs. See the chart below for the book golem chase complications. Only use each chase complication once, if you roll a chase complication that has already occurred you may either re-roll or choose to maintain the existing scenario.

CHASE FAILURE

If the golem manages to elude the characters, or if characters give up chasing it, it will use its final burst of energy to summon an unusual **chimera**. The chimera appears to be a standard chimera by outward appearances, but it has a towering intellect (Int 18) and an overpowering superiority complex in relation to literally everything else around it. It also wears **fancy suspenders** and takes offense if the suspenders are not complimented by adventurers it encounters thoroughly and convincingly.

In the process of summoning the chimera, the golem burns out the last of its arcane energy and the last of its portals implode, leaving the remaining books and scrolls that composed its form burned out and useless. Characters are returned to where they portaled from Sharn along with **Cedric the Chimera**.

Cedric is a highly irritable Chimera, with **fancy suspenders** and a raging superiority complex. Cedric considers all living beings beneath him, particularly when it comes to intellect. Cedric is prone to violence, and is offended easily. Additionally, Cedric is aware of his own mortality and will certainly retreat if necessary; however, the slight will not soon be forgotten and will invariably be blamed on circumstances that are no fault of Cedric's. As Cedric does not wear pants, the actual function of the suspenders remains a mystery.

CEDRIC THE CHIMERA

He/Him, Chimera, Neutral Evil

Cedric is a chimera of refined tastes and towering intellect, and no one else around him is worthy. Nobody. He has the fanciest of suspenders, and appreciates the groveling of those who are less amazing than himself, which is everybody. If something does go wrong, he is quick to understand it is everybody else's fault, and he will hold a grudge forever, or at least until he has made sure that their body and soul have parted ways.

Personality Trait

I'm well aware that I am vastly superior to everybody else, and it's unfortunate that not everybody else is intelligent enough to recognize that fact. Though it's not surprising considering their diminutive intellects.

Ideal

I make these suspenders look amazing, but not quite as amazing as I am.

Bond

Never tolerate the worthless babbling or uninteresting chatter of those beings who are inferior to me, which is everybody.

Flaw

In spite of my perfection I can't imagine how somebody cannot be amazed at how fabulous I look in my suspenders. I may give pause and allow them to live if they take the time to try and understand how truly breathtaking I really am.

CHASE SUCCESS

If characters are able to catch up to the golem, they have an opportunity to try to fight the golem, dismantle it, and retrieve some of the valuable books and scrolls of which it is composed. It's important to telegraph the growing instability of the golem and the impending emergency of the mysterious creature if the golem takes damage. Conversely, a particularly tempting looking book that is easy to remove for the characters will telegraph the book golem beginning to lose power.

The book golem can be fought, though it will try to flee again given the opportunity. As it takes damage, it becomes more unstable. If it drops to 0 hp, it will explode with arcane energy causing the release of Cedric the Chimera.

Characters can attempt to pry off books from the book golem to retrieve them safely. On a successful opposed Strength (Athletics) check, they can remove a book or scroll from the golem. Characters can target any book they want; however, to access *Portals*, *Monstrosities*, and *the Multiverse* (which glows and clearly delivers power to the golem) they must first remove at least two other items to access it. Other characters can use the Help action to give advantage.

Once *Portals*, *Monstrosities*, and *the Multiverse* is removed from the golem, it will collapse in a pile of books, papers, as well as an assortment of magical items that were being smuggled in the original grouping of books. All characters and items will be returned to Sharn as the golem loses power. To determine the magical items, roll three times on the [Magic Item Chart G](#) in the Dungeon Master's Guide.



CONCLUSION

RUNNING THE CONCLUSION

LOCATION

Sharn

NPCs

Beenali Balintier Ballithian, Fluffles the Destroyer, Modron #4236525, Phille Halmdark

ADVERSARIES

The reluctance to finally finish that one project you've been working on

TREASURE

Phille will gladly reward the adventurers with 500gp if the characters were able to stop the book golem, and an extra uncommon magical item (DMs choice) if they were able to retrieve the requested books intact. The self-assured knowledge that you are, indeed, a classy individual.

DM TIPS

- There are lots of story centric rewards with which Phille Halmdark can reward the characters, and those can potentially be more satisfying than gold or magical items. They could also lead to more gold and magical items in the future, so that's a bonus as well.
- Phille is quite wealthy, and very appreciative of the characters, so could likely be persuaded to provide additional compensation without too much pressure.
- If either #4236525 or Fluffles the Destroyer survived, they will likely need assistance in navigating the city safely. The city may be a difficult place for a pacifist shadow demon or a small mechanical harbinger of chaos to get by.
- There is a non-finite chance that the Boromar Clan will want to adopt #4236525, given Beenali's affinity for all things mechanical.

RETURNING THE BOOKS TO PHILLE

If the books are returned to Phille, he is overjoyed at what the characters were able to accomplish. He will award them the promised 500gp, in addition to an uncommon magical item (DM's choice). Phille will also grant characters access to the restricted section of the library, allowing potential further access to written spells (again, DM's discretion). If informed about the additional magical items that were contained within the book golem, Phille will be surprised as that was not part of the shipment, and encourages the characters to keep the items in reward for their bravery.

SELLING THE BOOKS TO BOROMAR

If characters sell the books to Beenali for connections to the Boromar Clan, she rewards them with 1000gp, and the promise of future work with the Boromar. They do not forget who their friends are.

BOOKS ARE DESTROYED

If the books are destroyed, Phille is still grateful for the characters' heroics, and will reward them with the 500gp

as promised on receiving their somewhat charred remains. He will also grant them access to the library's restricted area in gratitude for their hard work.

Beenali will not offer a reward for characters who only return with destroyed books, but she does appreciate their capability in dealing with the situation even if it lacked a bit of finesse and will keep an eye out in the future for more jobs for the characters.

RETURN OF FLUFFLES

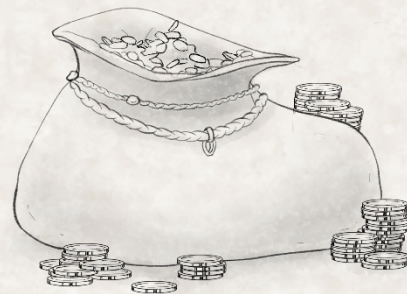
Fluffles the Destroyer is naïve in regard to the material plane, and without the support of the characters will wander out into the city on their own to explore, which will likely have fatal repercussions as most folks do not take kindly to shadow demons. Fluffles is very willing to listen to advise, and would do everything they can do be helpful if introduced to a group that would be supportive of Fluffles.

MODRON MENACE

#4236525 will likely have caught the eye of Beenali, who finds them highly endearing. Given the opportunity, the Boromar Clan will take in #4236525 and allow them to live their best, most chaotic life.

REWARDS/XP

In addition to the rewards provided, characters should also advance to level 6 so they can all meet again on their next thrilling adventure: Pages, Tomes, and 4 Sheets to the Wind.



PAGES AND PORTALS

In this fast-paced adventure in the City of Towers, characters will get a chance to reclaim hazardous research for the University. In the process their adventure will take throughout the multiverse, and introduce them to some of the rarest creatures in all of existence.

This is an adventure set in Sharn, but easily ported to most any setting. A chance for level 5 characters to play with portals and explore the extraordinary.

