

THE MISSING AND THE MISSED

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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In a city built on closely guarded secrets, nothing goes unnoticed—including the strange disappearance of some of the town's poorest residents. While some remain indifferent to the plight of the missing, a City Watchman is determined to give justice to those who have nothing else. A *Living Forgotten Realms* adventure set in Waterdeep for characters levels 4-7.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2011.

To learn more about RPGA event sanctioning and DM REWARDS, visit the RPGA website at www.wizards.com/rpga.

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4-7. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

After being dismissed for being too ambitious and impatient, a human mage named Tieden Prise vowed to prove his master wrong by being accepted into the Watchful Order of Magists & Protectors. To that end, Tieden has embarked on a misguided quest to improve upon magic potions by incorporating alchemy into the

Brew Potion ritual. Eventually he managed to brew a potion that changed common peasants into tough, monstrous warriors, but he is still trying to solve problems of a short life span and strong odor. He recently moved to Waterdeep where crowded slums provided plenty of test subjects, and he hired thugs to capture people from the street. Realizing he might draw attention to himself, he thought to deflect suspicion for the disappearances onto a fictitious cult of Shar.

City Watchman Girnan Svann noticed a number of poor people had gone missing from the Dock Ward and became concerned for his unlikely friends and occasional informants. When he reported the disappearances to his rorden (a senior officer), Girnan was told money and manpower were too short to waste on drifters. He began to investigate on his own time but realized he was out of his depth, as he suspected a cult of Shar was involved. Alarmed at how many people were vanishing, he advertised for adventurers to help.

DM'S INTRODUCTION

The goal of this adventure is to learn the fate of missing people from the Dock Ward and rescue them. During the course of the adventure, which takes place mainly in tunnels under the city that lead to Downshadow, the PCs discover a wizard conducting experiments on humans. He hired thugs to kidnap those whose disappearance would likely go unnoticed.

In **Encounter 1**, the PCs meet City Watch member Girnan Svann, who is concerned about the disappearances. He is compelled by a youthful zeal and enthusiasm for the spirit of the law. Girnan is worried for two people specifically, but would like evidence of what is going on to present to his superiors.

Encounter 2 is a free-form skill challenge that takes place at a soup kitchen Girnan suspects is connected to the disappearances. The PCs gather information by speaking to patrons and workers. Failure at this challenge has a couple of consequences that need to be kept track of: first, the PCs encounter a modified combat; second, the delay the PCs incur due to the skill challenge failure jeopardizes the rescue of both people Girnan wants saved. The PCs have the chance in Encounters 4 and 5 to make up this lost time.

Task 2 of the **In Slumber Remain** quest card can be accomplished in this encounter. The player needs the quest card.

Encounter 3 is a combat in the tunnels with thugs posing as Sharrans and their odd animal companions. Make sure to refer to the animals by the names given in the adventure text, not the names in the stat blocks. The

fight is slightly varied depending on the outcome of the skill challenge.

Encounter 4 is a role-playing scene involving the interrogation of a thug from the previous combat. The PCs also have the choice of accepting the aid of a gnome who can guide them through the tunnels. By accepting the gnome's aid and treating her kindly, the PCs make up any time lost by a skill challenge failure.

In **Encounter 5**, the PCs roleplay with the gnome (if they accepted her help) and eventually locate a cave that appears to be a dumping ground for several disfigured corpses. If the PCs failed the skill challenge and refused the gnome's help, they took longer to arrive at the cave. Those groups find a fresh body amongst the corpses that they can readily identify as one of the two people Girnan specifically sought.

In **Encounter 6**, the PCs follow tracks from the dumping ground to the wizard's makeshift lab in Downshadow. They fight the wizard and a number of his mutated creations. As in Encounter 3, refer to the mage's creations by the names given in this adventure, not the names that appear on the stat blocks for those creatures.

The adventure concludes in **Encounter 7** with the PCs escorting the rescued victims to Girnan and presenting him with any evidence collected.

PLAYER'S INTRODUCTION

If the PCs are new to Waterdeep, either briefly explain or give them Handout 1 so that they can familiarize themselves with the laws of the city - this list is posted at the entrances to the city, and the City Watch makes sure that all people entering the city at least look at them. Natives would know all this information already. Remind the players of the "knocking creatures unconscious" rule (PH 295), which works with any form of attack.

The PCs are in the Dock Ward of Waterdeep at dusk. If any of the PCs have the WATE5 story reward, then they have been specifically requested by Girnan Svann, a member of the Watch, to meet him at the Blue Mermaid Tavern for a job offer. The Blue Mermaid tavern is a respectable establishment with decent food at a good price whose clientele is normally sailors and dockworkers looking for a quiet place to eat. Players whose PCs participated in WATE1-5 are familiar with this tavern and its manager Stevian. Otherwise, the PCs have simply entered the tavern for a bite to eat, or saw a posted advertisement and have come to see what job is being offered. If they played WATE1-5, then Stevian could have recommended the PCs to Girnan. Read or paraphrase the following to the players:

As you leave the busy streets of the Dock Ward and enter the crowded Blue Mermaid tavern, a barmaid waves, motioning you to come closer. "You lot must be here for Girnan," she says before giving you the chance to speak. "He's back there," she says with a nod, indicating a table in the far corner where a man sits alone, bent over his drink. "He's been meeting with the likes of you all day."

Girnan is in his late 20s and has an athletic build with sandy-brown hair. As the PCs approach the table he spots them and straightens his posture, a glint of hope blossoming in his expression.

The man at the table stands, his hand extended in enthusiastic greeting, hope burning brightly in his eyes. "Thank you, thank you so much for meeting me." He invites you to have a seat, and then studies you closely. "When so many were willing to answer my advertisement, it was encouraging, but—" He gathers himself and gets to business. "There are people missing, people no one seems to care about." His expression darkens as he speaks. "They deserve better than to be abandoned and forgotten. So far no one has been willing to help. I beg of you—will you help me? Will you help them?"

ENCOUNTER 1: LOOKING FOR A FEW GOOD PEOPLE

SETUP

Important NPCs:

Girnan Svann: (Diplomacy +6, Insight +8)

In this role-play encounter, the players learn the details of the job Girnan offers. If any players have the story award **WATE5 Favor of the House of Moon**, this alters Girnan's approach to the PCs.

The following continues where the Player Introduction left off. (His zeal and idealism pour forth in his words.)

Girnan combs his fingers through his sandy hair, then lightly brushes his fingertips against the moon-shaped brooch pinned to his tunic.

"I've been a member of the watch for just a year now," he begins, "and I know there is only so much that can be done. But I signed up to keep the laws and protect the citizens of Waterdeep. That includes the poor as much as the wealthy."

- The people who have disappeared are some of the poorest street dwellers of the Dock Ward, people few care about.
- My superior believes my concerns are unfounded and not worth the Watch's time, but these people are not beyond my duty to protect.
- I've tried to find them on my own, but this is far more than I can handle alone. Will you help find them?
- While several of the Dock Ward's more colorful characters have vanished, there are two people Girnan is most worried about:
 - Holnet the Loud, a rather notorious beggar and pickpocket who is missing his left thumb.
 - Kescina, a petty thief and pub regular who wears a unique star-shaped necklace.
- Both are slim, middle-aged humans who have helped Girnan several times with information.
- Girnan wants these two found and, if need be, rescued.
- Girnan also wants evidence pertaining to all the disappearances to present to his superiors.

If any of the players have the story award **WATE5**, then Girnan, a devout follower of Selûne, claims the temple

priests recommended the PCs. Girnan also uses this if the players try to haggle for more gold than the small amount he offers. He may also play on their sympathies to get them to accept the job as a good deed. If the players choose to be cooperative, Girnan praises them as being the very heroes the priests described them to be.

Otherwise Girnan assumes the PCs have answered his posted advertisement. He is civil and straightforward, pleading his case in the hopes that the PCs are as alarmed and concerned as he over the missing people.

Girnan offers the following additional information:

- The disappearances began about a month ago.
- Girnan is not sure, but believes perhaps as many as two dozen people are missing.
- Girnan's superior, the rorden, dismissed his call for an investigation, calling it a "waste of money and manpower."
- Girnan is reluctant to approach his rorden again with the issue until he has solid evidence to support his suspicions.
- Some of his fellow Watch members seemed sympathetic but not overly troubled, believing the beggars moved on to other areas in the city. They offered no help other than taking up a collection to hire adventurers and handing the funds to Girnan.
- Girnan began to look into the situation on his own but ran into apathy from merchants who viewed the disappearances as a blessing, welcoming the quiet.
- Many of the remaining street people were reluctant to talk with Girnan, suspicious of his motives because he is a Watch member.
- Girnan views several of the missing people as friends, and has relied on them as informants.
- Holnet and Kescina went missing a week ago.
- A soup kitchen, Ilmater's Safe Harbor, seems to be connected to all the missing people, but Girnan realizes this may be a false lead since nearly every beggar goes there for food.
- Girnan heard rumors that a cult of Shar may be involved with the disappearances, so he sought the help of adventurers.

Girnan offers the PCs 40/60 gp, which he describes as his own personal savings from his Watch salary combined with a collection from his fellow Watch members. As such, he is unable to offer more and hopes the PCs view the job as a good deed that does not require greater pay. If asked he gives the PCs half now.

ENDING THE ENCOUNTER

Once the PCs are satisfied with their questioning and accept the job offer, Girnan urges them to go to the soup kitchen to start their search. He tells them he shall be there at the Blue Mermaid awaiting their return.

If they wish to take the time, PCs who have the story award **WATE2 Ally in the City Watch** can confirm with Lt. Kerri Littlefield that Girnan is a member of the City Watch who has a good reputation but has not been a member of the City Watch for very long.

PCs who played *WATE1-5* and wish to ask Stevian (the manager of the Blue Mermaid) about Girnan are told Girnan is a good man and an honest member of the City Watch, if a bit idealistic.

Go to Encounter 2 when the players are ready.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

If they ask, the PCs each receive 20/30 gp from Girnan as advance payment for searching for the missing.

ENCOUNTER 2: YOU DON'T SAY

**SKILL CHALLENGE LEVEL 5/7,
COMPLEXITY 2 (400/600 XP)**

SETUP

Niela Snowdrop, elf female, soup kitchen staff

Krace Shadowstepper, old tiefling male

Deena, human female

Redmon, young human male

Rik Milsean, human male, soup kitchen staff

Fillip Torva, grizzled old half-elf male

Ulmani, halfling female, soup kitchen staff

Mother Brenia, human female, priestess of Ilmater

If any of the players have the quest card **In Slumber Remain**, then add the following NPC:

Jal Kedan, human male

On the way to the soup kitchen, the PCs run into a group of street people leaving the shelter after dinner. Read or paraphrase the following:

You run into a small group of beggars chatting among themselves. They eye you warily and attempt to move away, clearly eager to avoid you.

If approached, the beggars nervously scatter and refuse to talk. If the PCs attempt to listen in on the conversation, a DC 11 Perception check allows the PCs to hear the following:

- “Not too many at dinner tonight.”
- “Krace’s story was the best yet!”
- “That Redmon is hiding something.”
- “I hate the way Rik looks at me.”
- “Deena was extra quiet tonight.”

When finished on the street, the PCs continue the short distance to the soup kitchen. Read or paraphrase the following:

It’s past dinner time when you arrive at Ilmater’s Safe Harbor. A man in rags apologizes as he bumps into you on his way out. Inside, a handful of patrons finish their food in silence. A worker smiles and bids you welcome to the simple but well-kept dining hall. The elf introduces herself as Niela Snowdrop and asks your business here.

Niela does not provide any successes toward the challenge but provides basic information to the PCs for

the challenge. As long as the PCs are civil, she tells them the following:

- Mother Brenia, the priestess in charge, is busy tending to the sick in a back room.
- Niela is glad of the investigation and points to Krace, Deena, Fillip and Ulmani as people who are probably willing to help.
- She explains she has worked there for years and is distressed by the disappearances. She knows Holnet and Kescina; she last saw them last week.

Niela returns to sweeping the floor when the PCs finish talking to her.

SKILL CHALLENGE: WORD IS...

Goal: The PCs gather information to determine if the soup kitchen is connected to the disappearances.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Arcana, Athletics, Bluff, Diplomacy, Heal, History, Perception, Religion

Other Skills: Insight, Intimidate

Victory: The PCs are allowed to search the building and find a hidden door in the cellar.

Defeat: The PCs are kicked out of the building but are guided to the hidden door by a beggar after an hour.

The PCs may approach the NPCs in any order. Each NPC has a set of skills that produce results, but if a player is creative with a skill not listed and you feel it is applicable, the player must make a DC 15/17 to succeed with that skill.

Each NPC has an individualized list of skills and conditions, but the following two skills apply overall:

Insight DC 15/17 (0 successes, no maximum)

Unless otherwise noted a successful Insight check on an NPC gives clues on which skills provide results and a +2 bonus on the skills listed under each NPC. An Insight check after the second use of Intimidate also warns the PC that intimidation might backfire in this situation.

Intimidate DC 14/16 (1 success, 3 maximum)

The use of Intimidate on the beggars gets the NPC to divulge one item of information. Regardless of the success or failure of the roll, another of the patrons the PCs have yet to question reacts to the strong-arm tactics by quickly exiting. The PCs receive disapproving stares from the remaining NPCs and a -2 to Diplomacy checks with the remaining workers and patrons. If Intimidate is used three times (no matter the result of the roll), the female workers fetch Mother Brenia to confront the

PCs. Mother Brenia is unhappy about the bullying taking place on her watch.

KRACE SHADOWSTEPPER (MAXIMUM 2 SUCCESSSES)

An old tiefling with gray hair and a broken horn looks at you and says: "You look like you've seen a thing or two. Let's have a good story!"

Bluff DC 13/15 (1 success, 2 maximum)

The PCs try to entertain Krace with a wild tale. Success: He offers what he knows. Failure: The PCs bore him and he refuses to talk.

Diplomacy DC 12/14 (1 success, 2 maximum)

The PCs try to convince Krace to talk. Success: Krace agrees to answer. Failure: He refuses, demanding a story first.

Krace knows the following:

- A few of the new workers are rude and lazy. They vanish for large amounts of time.
- He knows Kescina but hasn't seen her in a few days.

DEENA (MAXIMUM 2 SUCCESSSES)

A young woman with faded blond hair shrinks away as you approach. She lowers her gaze and turns away.

Diplomacy DC 13/15 (1 success, 1 maximum)

Success: Gentle conversation gains Deena's trust and she tells you what she knows. Failure: Deena sinks deeper into herself.

Heal DC 13/15 (trained only; 1 success, 1 maximum)

The PCs can attempt to heal Deena's injured arm. Success: Deena tells the PCs what she knows. Failure: She runs away.

Perception DC 12/14 (0 successes, 1 maximum)

Success: You notice Deena is favoring her left arm. This gives a +2 bonus to Diplomacy. Failure: Nothing seems amiss with Deena, who does not mention her injury.

Deena offers the following:

- Mainly younger humans are disappearing.
- There are fewer stray dogs in the streets these days.
- There is a lot of extra help lately, such as Ulmani and Rik, two of the half-dozen new volunteers.

Deena leaves after speaking to the PCs.

REDMON (MAXIMUM 2 SUCCESSSES)

Redmon eyes you warily as he clutches something in the pocket of his tattered coat.

Arcana DC 17/19 (trained only; 0 success, 1 maximum)

After a successful Diplomacy check, Redmon asks if his amulet is magical. Success: The item is a pretty trinket, no more. Failure: You cannot say for sure.

Bluff DC 14/16 (1 success, 1 maximum)

After seeing Redmon's amulet, you decide to try to convince him it is magical. Success: A happy Redmon willingly talks to you. Failure: He realizes you are trying to fool him and leaves.

Diplomacy DC 14/16 (1 success, 2 maximum)

Success: Redmon trusts you. He shows you the amulet hidden in his pocket. He confides what he knows. Failure: He is suspicious of your motives. Redmon leaves after two failed Diplomacy checks.

Redmon offers the following:

- "I don't care about the missing, as it means more food and less competition for me."
- "Some new workers are stealing food. They go to the storage cellar a lot, like that Rik fellow who stands around watching more than working. Ulmani the halfling is alright though."

FILLIP TORVA (MAXIMUM 2 SUCCESSSES)

The grizzled old half-elf raises a cup as you approach.

Diplomacy DC 12/14 (1 success, 1 maximum)

Success: Phillip is willing to talk, mentioning he is a history buff. This unlocks the History skill. Failure: He is distrustful of the PCs' motives. Phillip refuses to deal with the PCs further after two Diplomacy failures.

History DC 12/14 (1 success, 1 maximum)

The PCs discuss a little-known bit of history with Phillip. Success: Phillip is impressed and open to talking about recent events. Failure: The PC's flawed knowledge upsets him, and his friendly attitude cools.

He knows the following:

- I've heard rumors about recent Sharran cult activity, but I haven't seen any evidence myself. (DC 10 Insight: He doubts the rumors are true.)
- I wonder what happened to my friend Holnet—I enjoyed talking history with him.

RIK MILESAN, STAFF (MAXIMUM 2 SUCCESSES)

As you approach, Rik quickly wipes down empty tables with a used cloth and avoids your eyes.

Insight DC 15/17 (1 success, 1 maximum)

Rik readily offers his information, hoping you become convinced and leave. Success: You discern that he is lying. Failure: Rik's story sounds convincing.

Perception DC 14/16 (1 success, 1 maximum)

Success: You notice some dust on Rik's shoes that is not from the streets of Dock Ward. Failure: You see nothing else about him out of place.

Rik leaves after you talk to him, claiming his shift is over. Note: If the PCs are suspicious they could try and take Rik to a back room and use Intimidate on him.

Rik offers the following:

- I saw Sharrans carrying off a human beggar in Mistshore, but I was afraid to report it lest I would be next.
- If asked about the dirt on his shoes, Rik seems nervous and vaguely explains he tends to many needy people in several areas.

ULMANI, STAFF (MAXIMUM 2 SUCCESSES)

Ulmani sighs as she looks at the unstable ladder that towers over her halfling height towards the chandelier.

Acrobatics DC 14/16 (1 success, 1 maximum)

Success: Ulmani chats about the shelter as you help her replace candles and fill lanterns reachable via a rickety ladder. Failure: You break the ladder.

Athletics DC 13/15 (1 success, 1 maximum)

Success: You use the chain mechanism to lower the heavy chandelier so Ulmani can replace the candles. Failure: Your grip slips and the heavy iron fixture crashes to the floor.

Religion DC 13/15 (1 success, 1 maximum)

Ulmani asks the PCs if they understand the service of Ilmater. Success: Pleased, she speaks to the PCs. Failure: She spends some time correcting misinformation and telling the PCs of Ilmater's virtues.

She provides the following:

- I volunteered a month ago with a number of others, including Rik Milesan. He and the other new workers seem to hang out together and exclude me.
- I am glad you are looking into the missing people. They started disappearing after I and the others began volunteering.

- I caught Rik in the storage cellar when he should not have been there. I think he went to nap and get out of his duties.

MOTHER BRENIA (MAXIMUM 2 SUCCESSES)

Mother Brenia is a somewhat elderly, human female priestess of Ilmater. She is in charge of the soup kitchen. If disturbed from tending someone who is sick, she is not happy. Adjust the DCs upward by 2. If she was called because the PCs have been harassing/intimidating the patrons and staff, she is angry with the PCs. Adjust the DCs upward by 5 instead of 2. The PCs may sooth her anger with an apology and a contribution to pay for the components for a Cure Disease ritual (150 gp total) for the sick beggar she has been tending.

Diplomacy DC 15/17 (1 success, 2 maximum)

Mother Brenia responds to explanations that the adventurers want to find and rescue the missing people, and an apology that they were too zealous in questioning the patrons in the soup kitchen. Success: Mother Brenia says she has such a limited budget that she depends upon volunteers, and even those who are marginal workers are needed. She has feared that beggars might be dying or worse, but in a city as large as Waterdeep, it is hard to find people. If asked about the cellar, she mentions there is a door into the Warrens in the cellar and she has seen signs of its usage. Failure: She grows weary of the PCs and, with the second diplomacy failure, asks them to leave the shelter.

Insight DC 15/17 (0 successes, 0 maximum)

Mother Brenia has been trying with her healing skill to save the life of a diseased beggar, and the battle is not going well. There is no local temple of Ilmater and she operates the soup kitchen on a shoestring budget. She is stressed and tired but bears her pain with fortitude. Add +2 to Diplomacy check.

"IN SLUMBER REMAIN" QUEST CARD TASK 2 ONLY

JAL KEDAN, (0 SUCCESS, 0 MAXIMUM)

Sitting in a corner of the room a burly young man has finished his meal and is preparing to leave. As he gets up from the table, you see a tattoo of a flame on his arm.

Jal Kedan is sailor. While his physique suggests that he is still a young man, the eyes of a much older man are set in a sea-weathered face.

If a PC comes up to him and tells him “*The cleansing flame thrives during even the coldest night*” and then asks when the next conflagration of souls will occur, he answers: “***If you seek to open the conflagration of souls you will have to ask a traveler from beyond the stars.***”

This is his first time here (as funds ran short between jobs). He has finally gotten a berth on a ship due to leave port in the morning and needs to report in.

ENDING THE ENCOUNTER

Once the PCs complete the challenge, they meet Mother Brenia, the devout priestess running Ilmater’s Safe Harbor. Mother Brenia’s attitude towards the PCs is dependent on the outcome of the challenge.

Success: Niela and Ulmani take the PCs to Mother Brenia, who is just finishing tending to an ill patron. The elderly priestess is happy to see the PCs and is grateful for their interest. She allows the PCs to search the building. There is nothing to be found in the cooking area, the dining hall, or the small room where the sick beggar is resting. In the storage cellar, the PCs automatically find a hidden door behind some crates. The door opens to rough-hewn rock tunnels. Go to Encounter 3 when the players are ready.

Failure: The PCs have alarmed or angered the shelter workers and patrons. The priestess, Mother Brenia, has been alerted to the trouble the PCs have caused. She enters the hall and asks the PCs to leave before she is forced to call the Watch. As the PCs exit the shelter, a man sitting outside calls to them. This is the man the PCs bumped into as they arrived. He introduces himself as Lorren, a beggar concerned for his fellow street people—and himself. He says he heard the PCs are asking about the missing and he knows something that might help. He offers to guide the PCs to a hidden door in the cellar at a cost of 5gp per PC, but they must wait for Mother Brenia to leave for the evening, which she does after about an hour. He accesses the shelter via a backdoor. Once in the cellar, the PCs are pointed to the door hidden behind some crates. The door opens to rough-hewn rock tunnels. Go to Encounter 3.

EXPERIENCE POINTS

The PCs earn 80 / 120 XP each for succeeding.

MILESTONE

This encounter counts toward reaching a milestone.

TREASURE

No treasure is found in this encounter.

ENCOUNTER 3: MANCATCHERS

ENCOUNTER LEVEL 5/8 (1200/1900 XP)

SETUP

This encounter includes the following creatures at the low tier

- 1 human knife fighter (Level 6) (K)
- 2 human bandit (H)
- 2 mutated wolf (shadow wolf) (W)
- 3 mutated guard dog (hyena whelp) (Level 5) (D)

This encounter includes the following creatures and/or at the high tier

- 1 human knife fighter (level 9) (K)
- 2 human bandit (Level 5) (H)
- 2 mutated wolf (shadow wolf) (Level 5) (W)
- 4 mutated guard dog (hyena whelp) (Level 7)(D)

IF THE PCs SUCCEEDED AT THE ENCOUNTER 2 SKILL CHALLENGE, USE MAP A.

A short time after entering the tunnels through the hidden door in the soup kitchen's basement, the PCs encounter a group of thugs dressed as Sharrans, wearing dark robes and black symbols edged in purple. They are dragging away an elderly human and a female gnome. The men have a number of strange animals accompanying them that seem familiar but are twisted and deformed into hideous monsters.

As the adventurers enter the area, read:

Rounding a corner, you come upon a robed figure dragging an old man and a female gnome. Odd beasts walk with the man—the animals look like dogs or wolves changed into horrible monsters.

The animals are larger than their natural forms, with spiky fur giving way to armor-like hide. Feel free to further improvise the descriptions.

Once combat begins, the old man and gnome slip away and hide in safety until the end of the encounter.

IF THE PCs FAILED AT THE SKILL CHALLENGE IN ENCOUNTER 2, USE MAP B

A few steps after entering the hidden door in the shelter's cellar, the PCs are ambushed by a group of thugs dressed as Sharrans in dark robes and purple-edged symbols. The men have strange animals

accompanying them that seem slightly familiar, twisted and deformed into hideous monsters.

As the adventurers enter the area, read:

You enter the dark tunnels, the old beggar pointing the way. "I saw them Sharrans, I did! I found that door and I had myself a look, and I saw them up that way. Was a time ago...never been back since."

Another surprise awaits the PCs: Lorren the beggar is actually another of the kidnappers. He has practiced this ruse, giving him +15 Bluff. He follows the PCs into the tunnel and alerts his waiting friends with his loud "explanation" about the Sharrans. If the PCs do not detect his hostile intent on a DC 25 passive Insight check, Lorren and the thugs win a surprise round.

On a DC 15 Perception roll, the PCs spot an old man and a gnome tied up against the wall safe from the fighting.

IN BOTH CASES:

Refer to the hyena whelps as mutated guard dogs, and the shadow wolves as mutated wolves. The animals are larger than their non-mutated forms, with spiky fur giving way to armor-like hide. Refer to the human knife fighter as Lorren, a human man that looks like a beggar dressed in heavy, ragged clothing. Feel free to further improvise the descriptions.

FEATURES OF THE AREA

Illumination: The area is lit by a sunrod dropped by one of the robed figures.

Pillars and Walls: Black areas on the map represent floor-to-ceiling columns of stone. They count as blocking terrain.

Rubble: Rubble is difficult terrain.

TACTICS

None of the creatures in this encounter use lethal damage against the PCs.

IF THE PCs SUCCEEDED AT THE SKILL CHALLENGE

The human knife fighter coordinates with allies to gain combat advantage as soon as possible. The bandits use ranged attacks, waiting for combat advantage, at which point they move into position to use *dazing strike*.

IF THE PCs FAILED AT THE SKILL CHALLENGE

If the human knife fighter's hostile intent was not detected, he attacks the PCs in a surprise round with

dance of the knife, targeting the weakest PC twice if possible. If he wins initiative, he uses the same tactics.

IN BOTH CASES

Use the other NPCs to bunch up the PCs so that the abilities of the knife fighter can be taken advantage of.

The mutated guard dogs (hyena whelps) use *harrier* in order to provide opportunities for combat advantage for allies against the PCs. The wolves also use *shadow stalk* to maneuver for better position. The guard dogs and the wolves fight to the death unless called away.

The human bandits and human knife fighter flee as soon as they are reduced to approximately a quarter of their hit points. One of them does not escape—he is tripped up by the gnome as he attempts to run away. The thug is knocked unconscious when he falls. Pick whichever of the three is available for the gnome to “capture.” Once tripped, the thug surrenders and waits for the PCs.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one shadow wolf and human bandit.

Six PCs: Add one shadow wolf and two hyena whelps.

ENDING THE ENCOUNTER

Success: Upon the defeat of the fake cultists and their animals, the old man comes out of hiding and the gnome stands proudly over the thug she tripped up, referring to him as her prisoner. Go to Encounter 4.

Defeat: If the PCs are overcome by the fake cultists and their animals, they awaken a short time later to find the old man and gnome waiting for them. The gnome proudly points to one of the thugs who has surrendered, happily letting the PCs know she captured him for them to question. Go to Encounter 4.

EXPERIENCE POINTS

The PCs each earn 240 / 380 XP for defeating the thugs.

MILESTONE

This encounter counts toward reaching a milestone.

TREASURE

If the PCs defeat the fake cultists, they find +2 *staff of missile mastery*, *cloak of distortion* +2, and +2 *hellfire wand* as well as 30/45 gp each in the captured thug’s pack.

ENCOUNTER 3: MANCATCHERS STATISTICS (LOW LEVEL)

Human Knife Fighter (Level 6) Level 6 Elite Skirmisher	
Medium natural humanoid	XP 500
Initiative +8	Senses Perception +14
HP 146; Bloodied 73	
AC 20; Fortitude 18, Reflex 18, Will 18	
Saving Throws +2	
Speed 7	
Action Points 1	
m Wounding Dagger (standard; at-will) ♦ Weapon	
+11 vs. AC (crit 19-20); 1d6 + 6 damage (crit 1d6 + 12) and ongoing 5 damage (save ends)	
M Dance of the Knife (standard; at-will) ♦ Weapon	
+11 vs. AC (crit 19-20); 1d6 + 6 damage (crit 1d6 + 12). <i>Effect:</i> The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different target. The knife fighter then shifts 2 squares.	
Peerless Tumbler (move; recharge 5 6)	
The human knife fighter shifts 4 squares, ignoring difficult terrain.	
Combat Advantage	
A human knife fighter deals 2d6 extra damage against any enemy granting combat advantage to it.	
Alignment Unaligned	Languages Common
Skills Stealth +11	
Str 15 (+5)	Dex 17 (+6)
Con 17 (+6)	Int 13 (+4)
	Wis 16 (+6)
	Cha 12 (+4)
Equipment dagger, net	

Human Bandit Level 2 Skirmisher	
Medium natural humanoid	XP 125
Initiative +6	Senses Perception +1
HP 37; Bloodied 18	
AC 16; Fortitude 12, Reflex 14, Will 12	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d8 + 1 damage and the human bandit shifts 1 square.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +6 vs. AC; 1d4 + 3 damage.	
M Dazing Strike (standard; encounter) ♦ Weapon	
Requires mace; +4 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.	
Combat Advantage	
The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Evil	Languages Common
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2)	Dex 17 (+4)
Con 13 (+2)	Int 10 (+1)
	Wis 11 (+1)
	Cha 12 (+2)
Equipment dagger x 4, leather armor, mace	

Hyena Whelp (Level 5) Level 5 Minion	
Medium natural beast	XP 50
Initiative +6	Senses Perception +8; low-light vision
HP 1; a missed attack never damages a minion.	
AC 19; Fortitude 17, Reflex 16, Will 15	
Speed 8	
m Bite (standard; at-will)	
+10 vs. AC; 5 damage.	
Pack Attack	
The hyena whelp deals an extra 4 damage on melee attacks against an enemy that has two or more of the whelp's allies adjacent to it.	
Harrier	
If a hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
Alignment Unaligned	Languages --
Str 16 (+5)	Dex 15 (+4)
Con 13 (+3)	Int 2 (-2)
	Wis 12 (+3)
	Cha 5 (-1)

Shadow Wolf Level 3 Lurker	
Medium shadow beast	XP 150
Initiative +5	Senses Perception +6; low-light vision
HP 38; Bloodied 19	
AC 17; Fortitude 15, Reflex 16, Will 14	
Speed 8	
m Bite (standard; at-will)	
+8 vs. AC; 1d8 + 2 damage.	
Combat Advantage	
If the shadow wolf has combat advantage against its target, it deals an extra 1d6 damage and blinds the target (save ends) on a successful melee attack.	
Fade to Night (immediate interrupt, when the shadow wolf is the target of a melee attack, at-will)	
The shadow wolf gains combat advantage against the attacker and makes a melee basic attack against the attacker. The shadow wolf then shifts 1 square.	
Shadow Stalk	
If the shadow wolf moves at least 3 squares from its starting position, or if it does not attack this turn, it gains concealment until the end of its next turn.	
Alignment Evil	Languages --
Skills Stealth +8	
Str 13 (+2)	Dex 14 (+3)
Con 14 (+3)	Int 2 (-3)
	Wis 13 (+2)
	Cha 10 (+1)

ENCOUNTER 3: MANCATCHERS STATISTICS (HIGH LEVEL)

Hunan Knife Fighter (Level 9)	Level 9 Elite Skirmisher
Medium natural humanoid	XP 800
Initiative +9	Senses Perception +15
HP 194; Bloodied 97	
AC 22; Fortitude 20, Reflex 20, Will 21	
Saving Throws +2	
Speed 7	
Action Points 1	
m Wounding Dagger (standard; at-will) ♦ Weapon	
+14 vs. AC (crit 19-20); 1d6 + 7 damage (crit 1d6 + 13) and ongoing 5 damage (save ends)	
M Dance of the Knife (standard; at-will) ♦ Weapon	
+14 vs. AC (crit 19-20); 1d6 + 7 damage (crit 1d6 + 13). <i>Effect:</i> The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different target. The knife fighter then shifts 2 squares.	
Peerless Tumbler (move; recharge 5 6)	
The human knife fighter shifts 4 squares, ignoring difficult terrain.	
Combat Advantage	
A human knife fighter deals 2d6 extra damage against any enemy granting combat advantage to it.	
Alignment Unaligned	Languages Common
Skills Stealth +12	
Str 15 (+5)	Dex 17 (+6)
Con 17 (+6)	Int 13 (+4)
	Wis 16 (+6)
	Cha 12 (+4)
Equipment dagger, net	

Human Bandit (Level 5)	Level 5 Skirmisher
Medium natural humanoid	XP 200
Initiative +7	Senses Perception +2
HP 61; Bloodied 30	
AC 19; Fortitude 15, Reflex 17, Will 15	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8 + 2 damage and the human bandit shifts 1 square.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +9 vs. AC; 1d4 + 4 damage.	
M Dazing Strike (standard; encounter) ♦ Weapon	
Requires mace; +7 vs. AC; 1d8 + 2 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.	
Combat Advantage	
The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Evil	Languages Common
Skills Stealth +10, Streetwise +8, Thievery +10	
Str 12 (+2)	Dex 17 (+4)
Con 13 (+2)	Int 10 (+1)
	Wis 11 (+1)
	Cha 12 (+2)
Equipment dagger x 4, leather armor, mace	

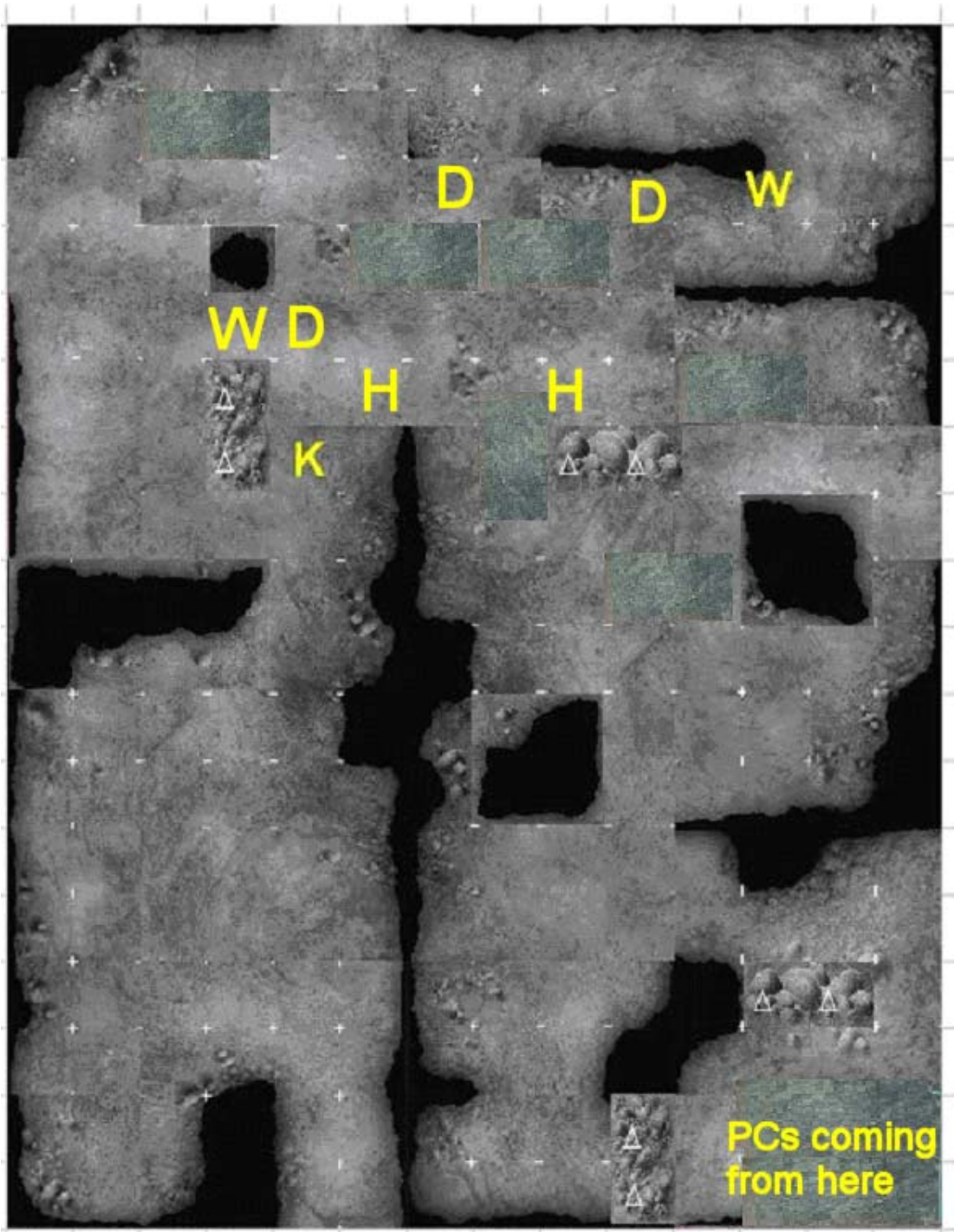
Shadow Wolf (Level 5)	Level 5 Lurker
Medium shadow beast	XP 200
Initiative +6	Senses Perception +7; low-light vision
HP 50; Bloodied 25	
AC 19; Fortitude 17, Reflex 18, Will 16	
Speed 8	
m Bite (standard; at-will)	
+10 vs. AC; 1d8 + 3 damage.	
Combat Advantage	
If the shadow wolf has combat advantage against its target, it deals an extra 1d6 damage and blinds the target (save ends) on a successful melee attack.	
Fade to Night (immediate interrupt, when the shadow wolf is the target of a melee attack, at-will)	
The shadow wolf gains combat advantage against the attacker and makes a melee basic attack against the attacker. The shadow wolf then shifts 1 square.	
Shadow Stalk	
If the shadow wolf moves at least 3 squares from its starting position, or if it does not attack this turn, it gains concealment until the end of its next turn.	
Alignment Evil	Languages --
Skills Stealth +9	
Str 13 (+2)	Dex 14 (+3)
Con 14 (+3)	Int 2 (-3)
	Wis 13 (+2)
	Cha 10 (+1)

Hyena Whelp (Level 7)	Level 7 Minion
Medium natural beast	XP 75
Initiative +7	Senses Perception +9; low-light vision
HP 1; a missed attack never damages a minion.	
AC 21; Fortitude 19, Reflex 18, Will 17	
Speed 8	
m Bite (standard; at-will)	
+12 vs. AC; 6 damage.	
Pack Attack	
The hyena whelp deals an extra 5 damage on melee attacks against an enemy that has two or more of the whelp's allies adjacent to it.	
Harrier	
If a hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
Alignment Unaligned	Languages --
Str 16 (+6)	Dex 15 (+5)
Con 13 (+4)	Int 2 (-1)
	Wis 12 (+4)
	Cha 5 (0)

ENCOUNTER 3 MANCATCHERS MAP A:

TILE SETS NEEDED

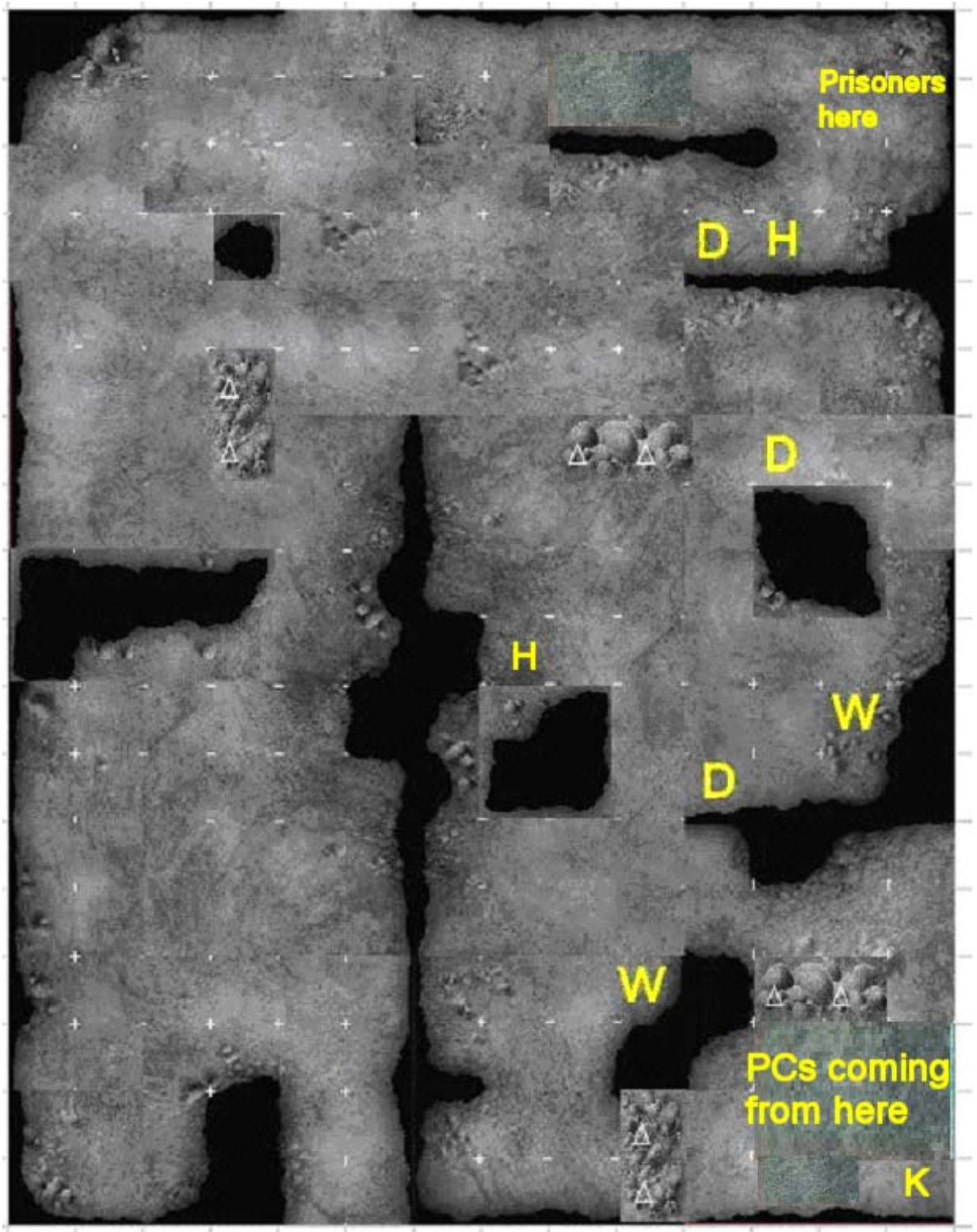
Lost Caverns of the Underdark x2



ENCOUNTER 3 MANCATCHERS MAP B

TILE SETS NEEDED

Lost Caverns of the Underdark x2



ENCOUNTER 4: WELL, WHAT DO YOU KNOW?

SETUP

Important NPCs:

Teeala, young female gnome

Pollard, old male human beggar

In this roleplaying encounter, the players have the chance to gather information by questioning any captured thugs and the two would-be victims: Teeala, the flirty, fun-loving gnome, and Pollard, an older beggar. This scene begins immediately after the action of the preceding encounter is complete.

Read or paraphrase the following:

With the din of battle still ringing in your ears, you find a rather interesting trio in front of you. One of them, hopefully, can tell you something useful.

Captured Thug(s): The thug (named Rubergh) is more than willing to talk to save himself:

- He and his fellow thugs were hired by a wizard to kidnap street people.
- Their employer kept himself hidden; the thug has no name and can give only a vague description of a thin man in a brown hooded robe.
- The wizard told them to wear robes and symbols so that they would appear as Sharrans. This disguise was intended to confuse witnesses and discourage anyone from interfering if a kidnapping was seen in progress. The thug reports the ruse worked well—until now.
- The wizard requested adult humans, the younger the better, but recently asked for “anyone and anything, as many as you can get.”
- He recognizes the descriptions of Holnet and Kescina and confirms they were taken to the mage.
- The thug is not sure what the mage is doing with the people, experiments of some sort for sure. They had to dump the dead ones—his failures.
- The strange beasts that were with the thugs belong to the mage; they were sent to help round up people.
- The thug is sure the animals were somehow charmed and under the control of the mage. He has no idea what the animals were.
- The thug cannot tell exactly where they were headed; he only knows it is in Downshadow.

Only his leader knew the drop location. He does mention some general landmarks in the tunnels, such as a unique bend, a small stream and a chamber lit by glowing moss where they dump the bodies.

- The thug refuses to take PCs to the mage. He fears the mage more than the PCs and begs to be turned in to the watch rather than go back to the mage after failing.

Pollard: Dressed in rumpled, ripped and filthy clothes, this old man has had more than enough excitement for one day—if not the rest of his life. Pollard offers the following:

- He was sleeping in the alley behind the soup kitchen tonight after dinner when he was attacked and brought into the tunnels, where his captor met up with others who already had Teeala in custody. He thinks they were expecting someone to catch up with them.
- He was easily overcome by the thugs, and kept in line by threats from the beasts.
- He recognizes some of the thugs as new workers from the soup kitchen.
- He overheard the thugs gloating about being left alone because people thought they were Sharrans.
- Pollard was insulted when the thugs openly complained that they would “probably not get much” for him and the gnome.
- Pollard thanks the PCs for rescuing him from the thugs as much as releasing him from the “torment of listening to that crazy gnome.” He tells the PCs the gnome “simply would not be still.” She chatted incessantly, and even flirted with the kidnappers!
- Pollard is shaken up but otherwise unharmed. He just wants to go back to Mother Brenia and put all this behind him. He leaves when the PCs finish talking to him.

Teeala: The gnome is a talkative and somewhat annoying character who loves to have fun, pull pranks and play tricks. For her own amusement she flirts with the male PCs and peppers her conversation with information about herself.

Her black eyes twinkle with playful mischief and a fair bit of indignation at having been dragged off. She fluffs her mint green hair, then amuses herself by tossing pebbles at the captured thug’s head, grinning broadly with each hit. Teeala eagerly talks to the PCs and tells them the following:

- She was captured only because the odd animals with the thugs sniffed her out. She is rather proud of her sneaking skills and makes sure to point out the thugs were no match for her by themselves.
- The thugs kept a firm grip on her once she was caught, preventing her from escaping. That and, again, those “nasty beasts” were watching her.
- Teeala wistfully informs the PCs that the thugs seemed “immune to my feminine wiles.”
- She’s seen the thugs in the tunnels on many occasions, and she knew they were not Sharrans.
- She thought it would be a “fun trick” to let real cultists know of the pretenders. She had been watching the thugs in order to tattle on them but was caught just as she had decided to look for real Sharrans and tell them about the imposters. If asked why she did not report the thugs to the proper authorities instead, her answer is “Where’s the fun in that?”
- Teeala knows where the thugs were headed, having observed them a number of times before. She recognizes the landmarks mentioned by the thug, but says she knows a shortcut. She offers to guide the PCs through the tunnels and mentions she knows where the thugs have a stash hidden.
- She does not know why the thugs were kidnapping people or bringing them to Downshadow; once she saw where the thugs went, she stopped following.
- In addition to info relevant to the current situation, Teeala slips in useless personal details attempting to have fun with the PCs. She tells the PCs she grew up in the Warrens with her six sisters; she dreams of being a tavern singer; and she rattles off a list of her “favorite types” (which happens to be the race and class of each PC). She also asks for names, backgrounds and other personal info from the PCs.

ENDING THE ENCOUNTER

Once the PCs are done interrogating the NPCs, Teeala insists she be their guide to Downshadow. She is grateful to the PCs and wants to help them, and she wants to make sure the one responsible for her getting kidnapped pays for the insult. Finally, she sees this as a grand opportunity to have fun, and she does not let the chance slip past her easily. She mentions the shortcut and the hidden stash several times in an effort to entice the PCs to accept her offer.

If the PCs still refuse her help, Teeala sighs, then brightens as she runs off to catch up with Pollard, calling after him. Refusing her help delays the PCs as they wander the tunnels looking for the landmarks

mentioned by the thug and tracking the footsteps that lead to the mage in Downshadow.

If the PCs accept her aid, she bounces joyfully and runs up ahead a bit, urging them to make haste following her. By accepting Teeala’s help, the PCs make up the hour they had to wait if they failed the skill challenge, thus negating a consequence.

Players with the story award **WATE04** may wish to attempt to find their contacts in Downshadow to ask them for information. This does not benefit the PCs: the trip to locate the contacts takes the group out of their way, and the contacts have little, if any, information. Also, native Waterdhavians are unable to navigate the tunnels with the same speed and accuracy as Teeala. She knows the exact location and how to get there by the quickest route. In short, if the PCs do not accept Teeala’s help for any reason, they add to their delay in finding the mage.

The PCs must decide what to do with the captive(s). They can secure him and escort them (the captive & Pollard) the short distance to the soup kitchen, where the workers agree to keep watch over him until the PCs return. They could also send one of the workers to Girnan so he could come and take custody of them. Unless they take an extended rest, this does not count against their arrival in time to save the captives.

It is also somewhat possible the no one gets away and players/PCs decided to knock all unconscious. If they want to and manage to intimidate the NPCs into helping them (DC is Will defense +10), only the human knife fighter really knows the route (the others just know most of the landmarks as mentioned above). They may also try and mislead the PCs in the same manner as Teeala does if the PCs anger her. See Encounter 5 for details regarding that.

Go to Encounter 5 when the players are ready.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

There is no treasure to be found in this encounter.

ENCOUNTER 5: FUN & GAMES

SETUP

Important NPCs:

Teeala, gnome female (Bluff +6, Insight +8)

In this roleplaying encounter, the PCs navigate the tunnels under the city and come upon a dumping ground for the mage's failed experiments. What they find there is dependent on how they interact with Teeala. Feel free to adjust the time for this encounter based on the limitations present at your table (such as mood of players, play times, etc.)

Read or paraphrase the following:

The cool, dank tunnels all look the same as they twist around in a puzzling maze. It is easy to see how one can get lost down here forever.

The tunnels are somewhat claustrophobic but roomy enough for human-sized or smaller PCs to move through comfortably. A light source is needed for PCs lacking darkvision.

If Teeala is with the PCs, read the following:

As Teeala sashays ahead, her nonstop chatter seems to bounce off the tunnel walls. Her giggling is high-pitched and ceaseless. Suddenly she stops and turns toward you. "Wanna play a game?" she asks with a sly grin.

Teeala is interested only in having fun, which includes teasing and flirting with the PCs. She scampers around them, asks personal questions, comments on the PCs' armor and appearance, and makes suggestive remarks in a "Truth or Consequences" type of game. If you are aware of any personality quirks of the PCs, try to incorporate them into Teeala's game. Make sure the PCs understand Teeala is playing and not attempting to trick, deceive, or insult them.

If the PCs politely refuse to play and use Diplomacy (DC 18), Teeala agrees that the task at hand is important; she does not take offense and leads the PCs to the hidden stash.

If the PCs politely play along with Teeala or diplomatically refuse, read or paraphrase the following:

Teeala brings you to a hidden chamber off the main tunnel. There lies a small pile of items, some of which might be worth something. "That stuff isn't interesting enough for me, so you can have it," she explains. "You helped me, and you are fun."

In addition to the valuables, the PCs find some fake Sharran robes and symbols to bring back as evidence.

If a PC uses Intimidate or makes threatening remarks, Teeala instantly leaves them. She uses *ghost sound* to distract the PCs then sneaks away. If the Intimidate roll is 12 or less, Teeala laughs derisively as she leaves. Go to "Finding Their Own Way".

If the PCs are rude or mean to Teeala, she becomes increasingly angry and less enthusiastic. Make Teeala's growing irritation obvious so the players are aware that she is not happy. If a PC makes an offensive or insulting comment, have that PC make a Bluff check. Use Teeala's passive Insight (18) against the Bluff roll. If her passive is higher than the Bluff roll, she realizes the PC is not playing with her; she gets mad and warns the PCs to "play nice or I will find better friends." Once she is annoyed the DM uses active Insight vs. Bluff checks. After 3 Bluff failures against Teeala's Insight, she is offended enough to leave, refusing to guide the PCs any further. The PCs must search with a DC 22 Perception check, to find the hidden stash without Teeala's help.

If the PCs failed the skill challenge and annoyed Teeala into leaving then the hour delay they incurred cannot be made up. Teeala does not return to guide the PCs any further. Go to "Ending the Encounter."

If the PCs succeeded at the skill challenge, the delay incurred by upsetting Teeala can be made up if they can convince her to return. On a DC 20 Diplomacy roll, Teeala accepts the apology and agrees to finish guiding them through the tunnels. Upon success, Teeala quickly guides the PCs the rest of the way through the tunnels. They do not backtrack to find the hidden stash. Go to "Ending the Encounter."

FINDING THEIR OWN WAY

If the PCs insist on finding their own way their using the directions from the thug and their own abilities, then they have a tough road to follow. There is a lengthy walk through the maze-like tunnels with very few landmarks.

If the PCs succeeded at the skill challenge, then they need to make a DC 20 Perception check and then a DC 20 Dungeoneering check to make their way through the most confusing part of the tunnels. Waterdeep natives whose race is gnome, halfling, or dwarf have a +2 bonus to the Perception checks. This is not an option for groups that failed the skill challenge.

If the PCs succeeded at the skill challenge but annoyed Teeala along the way, then they need to make one DC 20 Perception check and one DC20 Dungeoneering check to find their way back to the correct trail and to find the rest of the landmarks given them by the thug without Teeala.

If the PCs failed the skill challenge and either would not allow Teeala to help or angered her into leaving, then they run into a number of dead ends and several

points of backtracking before almost by accident they locate the right area. The players can make DC 17 Perception and Dungeoneering checks to get a sense of their progress through the tunnels, but they cannot make up any time.

ENDING THE ENCOUNTER

Whether or not Teeala helped them, the PCs find a room filled with corpses.

If Teeala guides them the whole way (or they successfully used their own skills to get here after winning the skill challenge), read or paraphrase the following:

Teeala comes to a halt. “This is as far as I go. Good luck, and thanks for the fun!” She smiles and skips away, vanishing right before your eyes.

A short time later you find a small room illuminated by fluorescent moss covering the walls. The air smells putrid. There you make a grim discovery: several corpses in various stages of decay glow eerily in the sickly green light. Rats scurry as you approach to examine the remains—the bodies are twisted and deformed... and dressed in dirty, tattered rags. These are some of the missing street people.

You notice tracks and drag marks leading away from the room through a back entrance.

The PCs cannot identify any of the corpses and find no evidence of either Kescina or Holnet among the dead. A closer look at the corpses reveals evidence of scales and a putrid ooze on their skin. A DC 16 Arcana check tells the PCs there is residual magic on the corpses. There is nothing else in the room except the tracks. Once the players are ready, proceed to Encounter 6.

If the PCs failed the skill challenge and did not have Teeala’s help, read or paraphrase the following:

After wandering through the tunnels for what seemed an eternity, you at last come to the entrance of Downshadow. Not long after entering, you find a small room illuminated by fluorescent moss where you make a grim discovery: a pile of decayed corpses glows eerily in the sickly green light. Rats scurry as you approach to examine the remains. The bodies are twisted and deformed... and dressed in dirty, tattered rags. Among the older bodies is a fresh corpse mutated beyond recognition. But around its neck you find a unique star-shaped necklace. This is—or rather was—Kescina.

You spot tracks and drag marks leading away from the body to a back entrance in the room.

A DC 20 passive Perception check finds a glint of metal. It appears to be the necklace of Kescina. The necklace is easily removed if the PCs wish to take it as evidence for Girnan. It is not valuable except as evidence. A DC16 Arcana check tells the PCs there is residual magic on the corpses. A closer look at the bodies shows some signs of scales and a putrid ooze on their skin. There is nothing else in the room except the tracks. Once the players are ready, proceed to Encounter 6.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

The PCs find *armor of cleansing* +2 and *quick weapon* +2 in a hidden stash if Teeala leads them to it or if they searched and made a DC 22 Perception check.

ENCOUNTER 6: STRANGE BREW

ENCOUNTER LEVEL 6/9 (1400/2000 XP)

SETUP

- 2 misshapen beggar (troglodyte mauler) (M)
- 1 Tieden Prise (mercenary wizard) (P)
- 1 transformed beggar (troglodyte impaler) (T)
- 2 mutated beggars (troglodyte warrior) (B)
- 9 captives (non-combatants) (C)

The PCs follow the tracks and drag marks from the body dump to a nearby room outfitted as a makeshift laboratory. There they find Tieden Prise and some of his more “successful” results lurking about the chamber.

As the adventurers enter the area, read:

Even before you make it into the room, the stench is nearly overpowering. Inside, you see what appears to be an alchemical lab. Mutated, almost reptilian humanoids stand, warped in ways much like the decaying corpses, except these are alive but smell nearly as bad. Low animal growls echo in the shadows, and amidst it all is an ordinary-seeming man, calmly measuring reagents.

For this encounter, refer to the troglodyte maulers, impaler, and warriors as misshapen, transformed, and mutated beggars: large hulking humanoids with rough scaly skin that is pockmarked with open festering pores that secrete foul-smelling ooze. The mercenary wizard is Tieden Prise, a human. Feel free to improvise and be creative with added descriptions of the creatures.

The PCs can discover the nature and uses of the magic circle, warding square, and runes with a DC 17/19 Arcana check. The PCs learn the nature of the bonuses and effects they provide, as well as how to disable the warding square.

If the PCs ended Encounter 5 without having found Kescina, she and Holnet are held in the single cages. Otherwise, only Holnet is here. Other captives occupy row of cages. All captives run if freed (see Tactics).

FEATURES OF THE AREA

Illumination: The fire pit provides bright light.

Blue Circle: This circle grants a +2 bonus to any Arcana rolls made for rituals with Arcana as the key skill. This is used to augment Prise’s experiments.

Cages: The rows of small black dots are cage walls. They are blocking terrain for melee and provide cover versus ranged attacks. A DC 12/14 Thievery check

unlocks the cages. If the PCs free the prisoners during battle, the captives run for cover. Otherwise the cages protect the prisoners from everything but area effects during combat. All captives have +0 Initiative, Speed 6, 1 HP as a minion, 12 for all defenses. They are marked (C) on the map.

Fire Pit: The fire pit is considered blocking terrain.

Furniture: The large table and desk provide concealment for a Small creature.

Pillars and Walls: Black areas on the map are floor-to-ceiling stone columns and are blocking terrain.

Rubble: Rubble is difficult terrain.

Runes: Any creature standing in one of the four rune squares gains a +2 damage bonus to ranged arcane attacks. Tieden also gains this bonus.

Slime: Green slimy squares are difficult terrain.

Small Table: The small table occupying a single square contains ritual reagents and alchemical materials, including a flask of *alchemist’s fire*. If the table is attacked or jostled in any significant way, the reagents explode in a burst 1 centered on the table, (low tier: +9 vs. Reflex; 2d6 fire damage / high tier: +14 vs. Reflex; 3d6 fire damage), destroying the table. Any PC with the Ritual Caster or Alchemist feat automatically recognizes the explosive nature of the materials. A DC 21/23 Arcana check also alerts the PCs to the danger.

Warding Square: The blue square outlines a ward Tieden Prise has set up to protect himself should his experiments run amok. Only Prise may move onto or into the squares in this 4 x 4 area while the ward is active. The ward prevents PCs from physically entering and all attacks with the weapon keyword. Attacks with the implement keyword pass through the ward. Arcane familiars and summons may pass through the ward. The ward prevents PC, spirit companions, and familiars teleportation on or into the affected area. Three DC 16/18 Arcana checks while adjacent to the ward dispels it.

TACTICS

Tieden Prise is intelligent, adapting to conditions quickly. He prefers to stay at range and use the rune squares to gain the bonus they grant to his spells, but he moves to the protection of his warding square as soon as possible. Prise uses *magic missile* on the small table to ignite the reagents should the PCs cluster around it. Prise does not attack the beggars; he wants them alive for experiments, but the PCs don’t know this.

The troglodyte impaler uses *impaling shot* as often as possible. Unless forced to it, the troglodyte impaler does not engage in melee until it is out of javelins.

The troglodyte maulers attempt to maintain their positions as long as possible to protect Prise from charging PCs. They do not immediately rush toward the PCs but move if targeted by sustained area effects. Once they begin to move, they coordinate to flank if they can.

The troglodyte warriors stay by the cages, guarding them. They only move if engaged in combat.

None of the creatures are aware of the dangerous reagents on the small table and do not avoid the area, allowing the PCs an opportunity to cause the explosion if they are aware of the volatile materials. They do not attack the beggars or intentionally endanger them, but they make no effort to protect them from harm.

Freed beggars run to the sides and corners of the room, or if possible, escape entirely and wait for the PCs in the hallway outside.

The creatures fight to the death; Tieden Prise fights until defeated (either death or capture if the PCs choose to knock him unconscious rather than kill him).

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove troglodyte mauler.

Six PCs: Add one troglodyte impaler.

ENDING THE ENCOUNTER

What the PCs discover in the lab depends on the results of the previous encounters.

Success: The PCs defeat Tieden Prise and his monstrous creations. If they search his desk, they find a journal detailing Prise's experiments (the PCs must disable the ward first). If Tieden Prise survived the fight, the PCs have the option of taking him back to Girnan personally or dropping him off with the watch.

If they captured him and questioned him they can learn:

- "My name is Tieden Prise. I intended to show my foolish master who dismissed me. I would get accepted into the Watchful Order of Magists & Protectors by perfecting a blend of alchemy and the Brew Potion ritual to make temporary enhancements permanent."
- "All the people of Waterdeep care about is making money. The Watchful Order could earn lots of money selling this to the city and warlords."
- He will not explain how he funded his research.

If the PCs found the necklace in Encounter 5, they free only Holnet from one of the cages if he survives combat. Otherwise, both Holnet and Kescina are available for

rescue. The PCs also free a handful of beggars from the cages. A DC 12/14 Thievery check opens the doors.

The rescued beggars offer the following information:

- Some say Rik Milesan lured them to the hidden door in the cellar with the promise of extra food.
- The mage called himself Tieden Prise. He often talked about "showing them all, especially my foolish master" and getting accepted into the Watchful Order of Magists & Protectors by perfecting a blend of alchemy and the Brew Potion ritual to make temporary enhancements permanent.
- There had been several other beggars and street people held captive, but one by one they were used in the mage's experiments. Most did not survive. Those that did were transformed into the reptilian monsters roaming the lab.
- Tieden kept detailed notes on his experiments in a journal stored in his desk.
- If Kescina is not there and Holnet is present after the fight, he tells the PCs he was picked to be the next captive experimented on. He thanks the PCs for his rescue, but laments that they were "mere minutes" too late to save Kescina.

Defeat: If the PCs survive, they find that after their defeat, the entire room has been cleared out; nothing remains but scuffs on the floor and some bloodstains to mark that anything occurred in this room.

Once the PCs are finished searching the lab, they escort the survivors back through the tunnels. The beggars rescued from the lab scatter once returned to the soup kitchen. When the players are ready, go to Encounter 7.

EXPERIENCE POINTS

The PCs each earn 280 / 400 XP for defeating the mage and his monsters.

TREASURE

Near and inside Tieden Prise's desk, once the PCs have disabled the ward, they find a bag of 30/45 gp per PC, a book of Alchemical Formula with both Blastpatch and Blinding Bomb in it (low tier only), *shimmering armor* +2, and a book of Alchemical Formula with Blastpatch, Blinding Bomb and Thunderstone in it (high tier only).

ENCOUNTER 6: STRANGE BREW STATISTICS (LOW LEVEL)

Mercenary Wizard (Level 8)		Level 8 Artillery
Medium natural humanoid		XP 350
Initiative +4 Senses Perception +11		
HP 66; Bloodied 33		
AC 20; Fortitude 17, Reflex 21, Will 22		
Speed 6		
m Quarterstaff (standard; at-will) ♦ Necrotic, Weapon		
+13 vs. AC; 1d8 damage.		
r Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +13 vs. Reflex; 4d4 + 3 force damage.		
R Lightning Bolt (standard; recharge 5 6) ♦ Lightning		
Ranged 10; +11 vs. Reflex; 2d6 + 3 lightning damage, and make a secondary attack against up to two different targets within 10 squares of the primary target. <i>Secondary Attack</i> : +11 vs. Reflex; 1d6 + 5 lightning damage.		
R Lightning Serpent (standard; daily) ♦ Lightning, Poison		
Ranged 10; +15 vs. Reflex; 2d12 + 3 lightning damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). Miss: Half damage, target is slowed (save ends), and no ongoing damage.		
Alignment Unaligned	Languages Common, Draconic	
Str 10 (+4)	Dex 11 (+4)	Wis 14 (+6)
Con 12 (+5)	Int 19 (+8)	Cha 16 (+7)
Equipment quarterstaff, spellbook		

Troglodyte Impaler		Level 7 Artillery
Medium natural humanoid (reptile)		XP 300
Initiative +5 Senses Perception +9; darkvision		
Troglodyte Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.		
HP 69; Bloodied 34		
AC 22; Fortitude 22, Reflex 19, Will 18		
Speed 5		
m Spear (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d8 + 4 damage.		
m Claw (standard; at-will)		
+9 vs. AC; 1d4 + 4 damage.		
r Javelin (minor; at-will) ♦ Weapon		
Ranged 10/20; +12 vs. AC; 1d6 + 4 damage.		
R Impaling Shot (standard; recharge 3 4 5 6) ♦ Weapon		
Requires javelin; ranged 10; +12 vs. AC; 2d6 + 4 damage, and the troglodyte impaler makes a secondary attack against the same target. Secondary Attack: +10 vs. Fortitude; the target is restrained (save ends).		
Alignment	Chaotic evil	Languages Common, Draconic
Skills	Athletics +12, Endurance +13	
Str 19 (+7)	Dex 14 (+5)	Wis 13 (+4)
Con 12 (+1)	Int 9 (–1)	Cha 9 (+2)
Equipment spear, javelin x 6		

Troglodyte Mauler (Level 7)		Level 7 Soldier
Medium natural humanoid (reptile)		XP 300
Initiative +6 Senses Perception +5; darkvision		
Troglodyte Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls		
HP 82; Bloodied 41		
AC 23; Fortitude 22, Reflex 19, Will 20		
Speed 5		
m Greatclub (standard; at-will) ♦ Weapon		
+13 vs. AC; 2d4 + 4 damage, and the target is marked until the end of the troglodyte mauler's next turn.		
m Claw (standard; at will)		
+11 vs. AC; 1d4 + 4 damage, and ongoing 5 poison damage (save ends).		
M Bite (minor 1/round; at-will)		
Requires combat advantage; +11 vs. Fortitude; 1d6 + 4 damage, and until the troglodyte mauler's next turn, healing on the target restores only half the total amount.		
R Javelin (standard; at-will) ♦ Weapon		
Ranged 10/20; +13 vs. AC; 1d6 + 4 damage.		
Alignment Chaotic evil		Languages Common, Draconic
Skills Athletics +12, Endurance +13		
Str 18 (+7)	Dex 12 (+4)	Wis 15 (+5)
Con 18 (+7)	Int 6 (+1)	Cha 8 (+2)
Equipment greatclub, javelin x 2		

Troglodyte Warrior (Level 7)		Level 7 Minion
Medium natural humanoid (reptile)		XP 75
Initiative +3 Senses Perception +2; darkvision		
Troglodyte Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.		
HP 1; a missed attack never damages a minion.		
AC 20; Fortitude 20, Reflex 17, Will 16		
Speed 5		
m Club (standard; at-will)		
+10 vs. AC; 5 damage.		
Alignment Chaotic evil		Languages Draconic
Skills Athletics +11, Endurance +10		
Str 18 (+7)	Dex 12 (+4)	Wis 11 (+3)
Con 16 (+6)	Int 6 (+1)	Cha 8 (+2)
Equipment club, light shield		

ENCOUNTER 6: STRANGE BREW STATISTICS (HIGH LEVEL)

Mercenary Wizard (Level 11)		Level 11 Artillery
Medium natural humanoid		XP 600
Initiative +5		Senses Perception +12
HP 84; Bloodied 42		
AC 23; Fortitude 20, Reflex 23, Will 25		
Speed 6		
m Quarterstaff (standard; at-will) ♦ Necrotic, Weapon		
+16 vs. AC; 1d8 damage.		
r Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +16 vs. Reflex; 4d4 + 5 force damage.		
R Lightning Bolt (standard; recharge 5 6) ♦ Lightning		
Ranged 10; +14 vs. Reflex; 2d6 + 5 lightning damage, and make a secondary attack against up to two different targets within 10 squares of the primary target. <i>Secondary Attack</i> : +14 vs. Reflex; 1d6 + 7 lightning damage.		
R Lightning Serpent (standard; daily) ♦ Lightning, Poison		
Ranged 10; +18 vs. Reflex; 2d12 + 5 lightning damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). Miss: Half damage, target is slowed (save ends), and no ongoing damage.		
Alignment Unaligned	Languages Common, Draconic	
Str 10 (+5)	Dex 11 (+5)	Wis 14 (+7)
Con 12 (+6)	Int 19 (+9)	Cha 16 (+8)
Equipment quarterstaff, spellbook		

Troglodyte Impaler (Level 9)		Level 9 Artillery
Medium natural humanoid (reptile)		XP 400
Initiative +6		Senses Perception +10; darkvision
Troglodyte Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.		
HP 81; Bloodied 40		
AC 24; Fortitude 24, Reflex 20, Will 20		
Speed 5		
m Spear (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d8 + 5 damage.		
m Claw (standard; at-will)		
+11 vs. AC; 1d4 + 5 damage.		
r Javelin (minor; at-will) ♦ Weapon		
Ranged 10/20; +14 vs. AC; 1d6 + 5 damage.		
R Impaling Shot (standard; recharge 3 4 5 6) ♦ Weapon		
Requires javelin; ranged 10; +14 vs. AC; 2d6 + 5 damage, and the troglodyte impaler makes a secondary attack against the same target. Secondary Attack: +12 vs. Fortitude; the target is restrained (save ends)		
Alignment Chaotic evil		Languages Common, Draconic
Skills Athletics +13, Endurance +14		
Str 19 (+8)	Dex 14 (+6)	Wis 13 (+5)
Con 21 (+9)	Int 9 (+2)	Cha 9 (+3)
Equipment spear, javelin x 6		

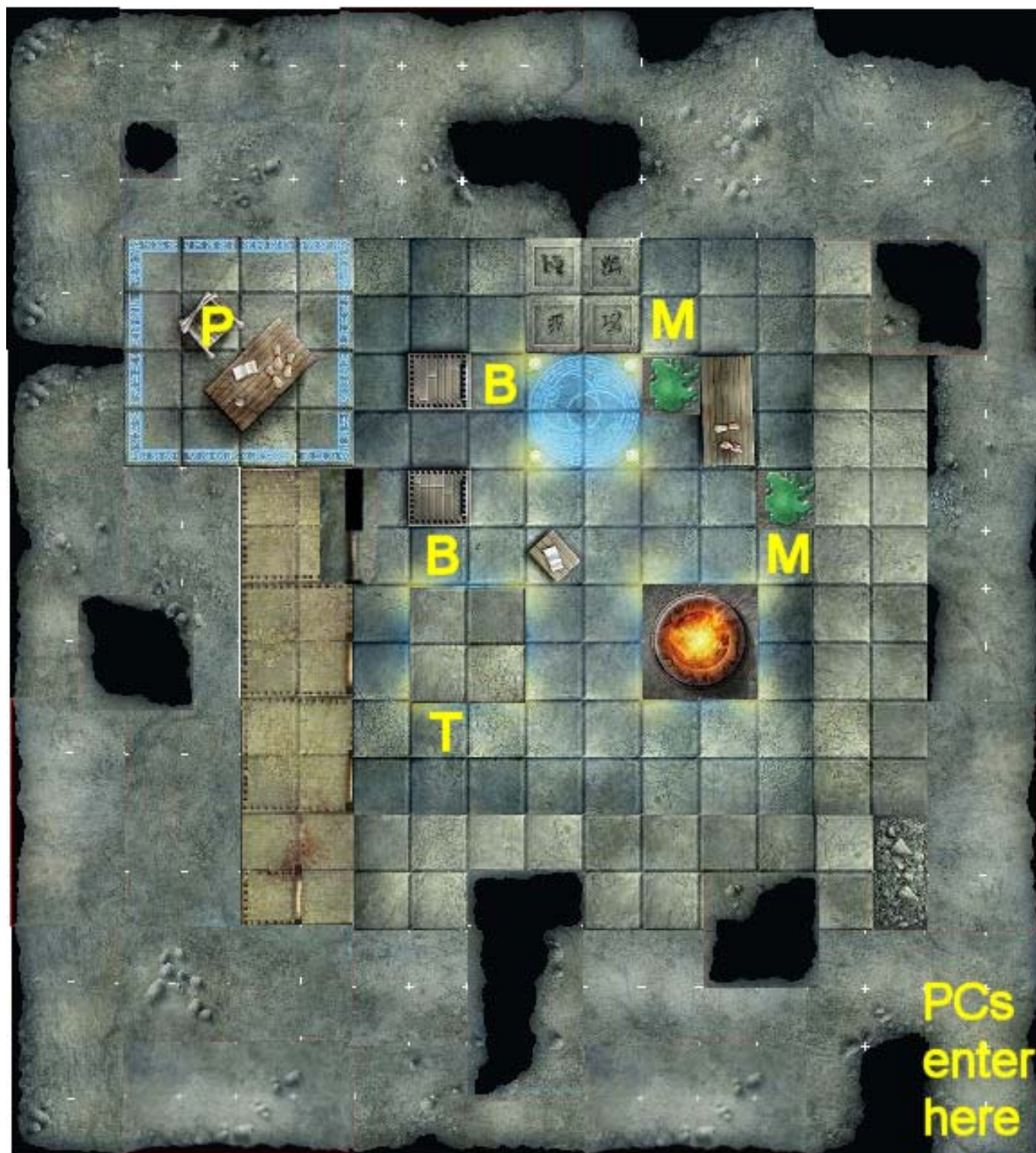
Troglodyte Mauler (Level 9)		Level 9 Soldier
Medium natural humanoid (reptile)		XP 400
Initiative +7		Senses Perception +6; darkvision
Troglodyte Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.		
HP 98; Bloodied 49		
AC 25; Fortitude 24, Reflex 21, Will 22		
Speed 5		
m Greatclub (standard; at-will) ♦ Weapon		
+15 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the troglodyte mauler’s next turn.		
m Claw (standard; at will)		
+13 vs. AC; 1d4 + 5 damage, and ongoing 5 poison damage (save ends).		
M Bite (minor 1/round; at-will)		
Requires combat advantage; +13 vs. Fortitude; 1d6 + 5 damage, and until the troglodyte mauler’s next turn, healing on the target restores only half the total amount.		
R Javelin (standard; at-will) ♦ Weapon		
Ranged 10/20; +15 vs. AC; 1d6 + 5 damage.		
Alignment Chaotic evil		Languages Common, Draconic
Skills Athletics +13, Endurance +13		
Str 18 (+8)	Dex 12 (+5)	Wis 15 (+6)
Con 18 (+8)	Int 6 (+2)	Cha 8 (+3)
Equipment greatclub, javelin x2		

Troglodyte Warrior (Level 9)		Level 9 Minion
Medium natural humanoid (reptile)		XP 100
Initiative +4	Senses Perception +3; darkvision	
Troglodyte Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.		
HP 1; a missed attack never damages a minion.		
AC 22; Fortitude 22, Reflex 19, Will 18		
Speed 5		
m Club (standard; at-will)		
+12 vs. AC; 6 damage.		
Alignment Chaotic evil	Languages Draconic	
Skills Athletics +12, Endurance +11		
Str 18 (+8)	Dex 12 (+5)	Wis 11 (+4)
Con 16 (+7)	Int 6 (+2)	Cha 8 (+3)
Equipment club, light shield		

ENCOUNTER 6: STRANGE BREW MAP

TILE SETS NEEDED

Arcane Corridors x2, Halls of the Giant Kings x1, Lost Caverns of the Underdark x2



ENCOUNTER 7: SHOW ME WHAT YOU GOT

SETUP

Important NPCs:

Girnan Svann: (Diplomacy +6, Insight +8)

The PCs return to the Blue Mermaid to present Girnan with the evidence they have collected, and hopefully with a couple of his friends.

If the PCs rescued both Holnet and Kescina, read or paraphrase the following:

“Kescina and Holnet! Thank Selune you are alive!” Girnan smiles as he looks on his friends. He insists they sit and rest, then he calls for food and drink to be brought to the table. He turns to you, appreciation and relief dancing in his eyes. “Thank you, thank you so much for helping them! Come, sit, you must tell me all you found.”

Go to “Concluding the Adventure.”

If the PCs rescued only Holnet, read:

“Holnet! Thank Selune you are alive!” Girnan smiles as he looks on his friend. He insists the man sit and rest, then he calls for food and drink to be brought to the table. He turns to you, appreciation and relief dancing in his eyes. “Thank you, thank you so much for helping him! But what of Kescina?”

You quietly hand over her necklace, which he accepts gently. Girnan sadly examines the familiar piece. “It is something, I suppose, knowing her fate. Tell me, what else did you find? Who is responsible?”

Go to “Concluding the Adventure.”

If the PCs failed to defeat Tieden, or they accidentally killed Holnet and Kescina during the fight, read:

Girnan greets you enthusiastically, but his expression clouds and his former worry returns when he realizes neither of his friends are with you. “What did you find? Anything? What news of Holnet and Kescina, or any of the others?”

CONCLUDING THE ADVENTURE

Allow the PCs to roleplay in order to explain how things went and present whatever evidence they managed to collect. If they did not defeat the mage, his journal is not available, but other evidence includes:

- The fake Sharran robes and symbols worn by the imposters.
- The thug captured in Encounter 3.
- Details on how to locate the body dump site and the now-vacated makeshift lab.
- Kescina’s necklace.

So long as the PCs present two physical pieces of evidence to bolster their claims, Girnan pays them the rest of the gold he promised. If they offer nothing, Girnan does not pay them as they have no proof they actually did what he hired them for. The PCs may attempt a Diplomacy DC 25 to convince Girnan that they did attempt to do the job. If they are successful, Girnan pays the balance in honor of his word.

If the PCs defeated Tieden and rescued both Holnet and Kescina, read the following:

After a moment of studying the evidence, he declares, “This, and the testimony of my friends, is more than enough to convince the others. You have my gratitude; you have done a great service for Waterdeep.”

If only Holnet was rescued, read the following:

After a moment of studying the evidence, he declares, “If only Kescina had been saved—but this evidence and Holnet’s testimony should be enough to convince the others. Kescina will have justice. You have my gratitude; you have done a great service for Waterdeep.”

If the PCs brought Tieden and/or the captured thug to Girnan, he thanks the PCs and takes the mage and thug off their hands, berating the prisoners that ***“there are no words for the likes of you”*** as he leads them off to the Watch.

If the PCs did not defeat Tieden but presented enough evidence to convince Girnan to pay them anyway, read the following:

Girnan looks over the evidence you have presented him. “This should be enough to convince the rorden. We will make certain to round up any stragglers who were involved. I vow that my friends and the others who were used so will get justice.”

If the PCs did not insist on payment before agreeing to aid Girnan and they at least brought back evidence of what was going on, then they have earned the story award **WATE16 *Gratitude of the City Watch***.

If the PCs captured or killed Tieden Prise, thereby stopping dangerous arcane activity, then the PCs are awarded **WATE17 *Favor of the Benevolent Order of Magists and Protectors***.

If the PCs did not provide enough evidence, read the following:

After a moment to collect his thoughts, Girnan states, "Unfortunately, this proves nothing. I believe your tale, but it is not enough. Whomever is responsible is stymied for now, certainly, but the disappearances could start up again under another guise. Perhaps then my rorden will consider it worthwhile to investigate further. I do thank you for your efforts, however."

If the PCs were able to convince Girnan to pay despite the lack of evidence, Girnan quietly hands over the gold, then turns and leaves the PCs in silent disappointment.

EXPERIENCE POINTS

The PCs receive 40/60 minor quest XP for rescuing both Holnet and Kescina. If the PCs rescued only one of them, they receive half, 20/30 XP. If neither was rescued, the PCs receive no minor quest XP.

TREASURE

If the PCs provided enough evidence and asked for partial payment Girnan pays them the remaining 20/30 gp. If they had not asked for half up front, he pays them the entire amount now (40/60 gp).

If the PCs did not ask for payment before they agreed to investigate, they are awarded story award **WATE16 *Gratitude of the City Watch***.

If the PCs captured or killed Tieden Prise, they gain story award **WATE17 *Favor of the Benevolent Order of Magists and Protectors***.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: You Don't Say
80 / 120 XP

Encounter 3a: Mancatchers
240 / 380 XP

Encounter 6: Strange Brew
280 / 400 XP

Minor Quest: Lost and Found
40 / 60 XP

Total Possible Experience
640 / 960 XP

Gold per PC
100 / 150 gp
(Encounter 1: 20 / 30 gp, Encounter 3a: 30 / 45 gp, Encounter 3b: 30 / 45 gp, Encounter 6: 30 / 45 gp, Encounter 7: 20 / 30 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They

receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: Alchemical Formula Book of Blastpatch and Blinding Bomb* (low-level version only) (AV)
Found in Encounter 6

Bundle B: *staff of missile mastery +2** (level 7; AV)
Found in Encounter 3

Bundle C: *shimmering armor +2** (level 9; AV)
Found in Encounter 6

Bundle D: *quick weapon +2** (level 8; AV)
Found in Encounter 5

Bundle E: *+2 hellfire wand** (level 8; AV)
Found in Encounter 3

Bundle F: *armor of cleansing +2** (level 8; AV)
Found in Encounter 5

Bundle G: *cloak of distortion +2** (level 9; AV)
Found in Encounter 3

Bundle H: * Alchemical Formula Book of Blastpatch, Blinding Bomb, and Thunderstone* (high-level version only) (AV)
Found in Encounter 6

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *dragonfire tar* (L8 AV) plus 0/75 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *ghoststrike oil* (L8 AV) plus 0/75 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125/250 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

WATE16 Gratitude of City Watch

The Dock Ward contingent of the Waterdhavian City Watch is grateful for the hero's willingness to help with public safety without demanding compensation. Watchmen in this ward may offer information and will view PC requests in the best possible light. This story award counts as 1 favor towards 7 needed to join The Heirs of Mirt, a Waterdeep adventurers' society.

WATE17 Favor of the Benevolent Order of Magists and Protectors

For discovering and stopping dangerous arcane activity that was a threat to the city of Waterdeep, the guild views the PC in a favorable light. This story award counts as 1 favor towards 7 needed to join The Heirs of Mirt, a Waterdeep adventurers' society.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. What was the fate of Tieden Prise?
 - a. Alive, never was found
 - b. Escaped
 - c. Captured
 - d. Dead
2. How many PCs accepted the task without asking for payment first ?
 - a. None
 - b. Few
 - c. About half
 - d. Most
 - e. All
3. The fate of the changed beggars is
 - a. Dead
 - b. Alive in Downshadow
 - c. Alive and wards of a temple or the City
4. The PCs were
 - a. Friendly to the gnome
 - b. Unfriendly to the gnome
 - c. A mix of both
 - d. Never encountered her
5. What was the players' reaction to the final combat?
 - a. Way too easy
 - b. Easy
 - c. Average
 - d. Hard
 - e. Way too hard

NEW RULES

Shimmering Armor Level 9
The sheen of this armor glints brightest when you most need its magical protection.
 Lvl 9 +2 4,200 gp
Armor: Cloth
Enhancement: AC
Property: You do not provoke opportunity attacks when you make ranged or area attacks.
Reference: *Adventurer's Vault*, page 51.

Staff of Missile Mastery Level 7
This dark wood staff empowers a wizard's most basic attack
 Lvl 7 +2 2,600 gp
Implement (Staff)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d8 damage per plus when using *magic missile*
Property: When you cast *magic missile* with this implement, you gain a +1 item bonus to attack rolls and an item bonus to damage rolls equal to the staff's enhancement bonus
Power (Daily): Free Action. Use this power when you cast *magic missile*. Target one or two creatures with the attack. No target can be more than 5 squares from any other target
Reference: *Adventurer's Vault*, page 106.

Hellfire Wand Level 8
Your fires burn with the fury of the Nine Hells when wielding this wand.
 Lvl 8 +2 3,400 gp
Implement (Wand)
Enhancement: Attack rolls and damage rolls.
Critical: +1d8 fire damage per plus
Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the fire and implement keywords.
Power (Encounter – Arcane, Force, Implement): Standard Action. As the warlock's *hellish rebuke* power (*PH* 132).
Reference: *Adventurer's Vault*, page 109.

Blastpatch Level 4+
A collection of small crystals compromise blastpatch, and when applied carefully to the ground, these can become a dangerous trap that explodes when tread upon. It comes in three varieties and the type is determined when it is made.
 Lvl 4 Market Price 120 gp.
Alchemical Formula
Key skill: Arcana or Thievery (no Check)
Category: Volatile
Time: 30 minutes
Reference: *Adventurer's Vault*, page 25-26

Blinding Bomb Level 3+
This ceramic sphere contains reagents that combine and ignite in a brilliant flash when the sphere shatters.
 Lvl 3 Market Price 120 gp.
Alchemical Formula
Key skill: Arcana or Thievery (no Check)
Category: Volatile
Time: 30 minutes
Reference: *Adventurer's Vault*, page 26

Dragonfire Tar Level 8
This sticky substance sears the target with ongoing flames.
 Lvl 8 125gp
Alchemical Item
Power (Consumable – Fire): Standard Action. Make an attack: Range 5/10; +11 vs Reflex; on a hit, the target takes ongoing 5 fire damage (save ends)
Reference: *Adventurer's Vault*, page 27.

Ghoststrike Oil Level 3
A weapon coated with this murky oil exudes a ghostly yellow mist.
 Lvl 8 125gp
Alchemical Item
Power (Consumable): Standard Action. Apply ghoststrike oil to your weapon or one piece of ammunition. Make a secondary attack against the next undead creature with resist insubstantial that you hit with the coated weapon or ammunition +11 vs Fortitude; on a hit, you ignore the creature's resist insubstantial when determining damage for the attack.
Reference: *Adventurer's Vault*, page 28.

Quick Weapon Level 8
You can use this weapon to attack with preternatural speed.
 Lvl 8 +2 3,400 gp
Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you hit a target with this weapon. Make a basic attack with this weapon against a target of your choice.
Reference: *Adventurer's Vault*, page 76.

Cloak of Distortion Level 9
This cloak roils about you like the rippling air of a scorching desert.
 Lvl 9 +2 4,200 gp
Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Property: A ranged attack against you from more than 5 squares away takes a –5 penalty to the attack roll.
Reference: *Adventurer's Vault*, page 151.

Armor of Cleansing Level 8
The exterior of this armor is covered with symbols of healing, while the interior has many silken bands that cradle you comfortably and move to ease your suffering.
 Lvl 8 +2 3,400gp
Armor: Any
Enhancement: AC
Property: Add a +2 item bonus to your saving throws against ongoing damage.
Reference: *Adventurer's Vault*, page 40.

Thunderstone Level 5+
A thunderstone splits when it strikes a hard surface mixing the powerful reagents to create a deafening boom..
 Lvl 5 Market Price 200 gp.
Alchemical Formula
Key skill: Arcana, Nature, or Thievery (no Check)
Category: Volatile
Time: 1 hour
Reference: *Adventurer's Vault*, page 30

APPENDIX 1: LAWS OF WATERDEEP

Applying Waterdeep Law to the PCs

A DM should use discretion as to the application of the laws while trying to convey that Waterdeep is a generally a lawful society. Black-robed magisters promptly adjudicate each case. Generally, adventurers (PCs) are not to be jailed or imprisoned but fined. The magisters have the authority to waive fines or add stern lectures as appropriate. Any of the Masked Lords of Waterdeep may direct that all charges be dropped. They are inclined to overlook minor or lesser offenses if in the assistance of the City Watch, protection of the City or enforcement of City laws, a noble house, a guild or a business, and let the culprit off with a stern warning. Fines can be levied as follows with DM discretion as to PC ability to pay: Minor: 10 gp, Lesser: 100 gp, Serious: 1000 gp, Severe: 5000 gp and confiscation of a magical item appropriate to PC level, and possible eviction from the city. Self defense is always legal, but excessive use of lethal force can be a problem. Likely offenses by PCs are underlined in Handout One. Lawyers do not exist in the Forgotten Realms.

Typical Waterdeep City Watch Patrol

A normal Waterdeep City Watch patrol consists of at least 8 watchmen, all armed and carrying watch horns to summon reinforcements. A patrol consists of a civilar (captain or lieutenant), an armar (sergeant) and watchmen/watchwomen. A typical captain is 7th level and the sergeant might be 6th level. The remaining patrol members would be 3rd level or 4th with a mix of martial and arcane abilities. Their uniform colors are green, black and gold. If reinforcements are needed, another similar patrol will arrive in two minutes and a 16-member, heavily armed City Guard patrol arrives in five minutes.

Time and Season

The hour of the day is noted by a bell in Waterdeep Castle. The current season is autumn; the month is Marpenoth (Leaffall). Dawn occurs around 8 bells in the morning and sunset occurs around 6 bells in the afternoon.

HANDOUT 1: LAWS OF WATERDEEP

The First Plaintiff: Crimes Against The Lords

Severe Offenses: Treason, Assault Upon or Impersonation of a Lord, Assault Upon or Impersonation of a Magister, Forgery of an Official Document

Serious Offenses: Theft, Vandalism or Arson Against the City, Impersonation of Guardsman or Officer of the Watch, Repetition of Lesser Offenses, Willful Disobedience of any Edict Uttered Against One by a Lord

Lesser Offenses: Unlawful Observation or Copying of an Official Document, Assault Upon Any City Officer Who is Acting in the Line of Duty.

Minor Offenses: Blasphemy against Lord, Magister or any City Officer

The Second Plaintiff: Crimes Against the City

Severe Offenses: Poisoning of City Wells, Murder, Spying, Sabotage

Serious Offenses: Fraud, Fencing Stolen Goods, Unlawful Dueling, Murder with Justification, Repetition of any Lesser Offenses

Lesser Offenses: Bribery of a City Officer or Official; Hindrance of City Watch/Guards in their Duty

Minor Offenses: Bribery, Unlawful Flight over the City, Blasphemy Against Foreign Ambassadors, Vagrancy, Littering (includes relief of human wastes in public), Brandishing a Weapon Dangerously or Threatening without Due Cause, Dangerous Operation of a Coach, Wagon or other Conveyance.

The Third Plaintiff: Crimes Against the Gods

Severe Offenses: Defiling of a Holy Place

Serious Offenses: Theft of Temple Goods or Offerings, Tomb-Robbing, Repetition of any Lesser Offense

Lesser Offenses: Assault Upon a Priest or Lay Worshipper

Minor Offenses: Public Blasphemy of a God or Priesthood, Drunkenness and Disorderly Conduct at Worship

The Fourth Plaintiff: Crimes Against Citizens

Severe Offenses: Arson, Rape, Assault Resulting in Mutilation or Crippling, Magical Assault, Forgery, Slavery

Serious Offenses: Robbery, Burglary, Theft or Killing of Livestock, Repetition of a Lesser Offense, Usury

Lesser Offenses: Damage to Property, Assault (Wounding), Assault on Livestock, Unlawful Hindrance of Business

Minor Offenses: Assault (without wounding or robbery), Excessive Noise