

WATE1-2

DARK SECRETS OF DOWNSHADOW

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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Adventurers are the only hope of a servant who seeks her missing brother. Will the heroes be in time to save the boy and best the villains? 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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This adventure retires from RPGA-sanctioned play on December 31, 2011.

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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 Senior GM 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 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 every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

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 first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement 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 is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) 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 on 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 back 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 amongst 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's still more of the adventure 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 back 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.

ADVENTURE BACKGROUND

A young lord of a Waterdhavian noble family has become involved with a cell of Dark Followers of Shar in the Downshadow area of Waterdeep (an upper level of Undermountain). The lord's teenage male servant carries a light and cleans his master's boots on the short trips through the city sewers. The servant was kept away from the meetings with the Sharran worshippers. However, on the most recent trip, the servant was taken prisoner and planned as a sacrifice in an upcoming ritual. The servant boy does not know the young lord set him up and never witnessed the young lord's involvement with Shar. The servant boy's sister is seeking adventurers to find and rescue her brother.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Autumn has brought cool but comfortable temperatures to the Crown of the North. Foreign adventurers arriving in Waterdeep—this city of wealth, intrigue and adventure—are given a quick inspection by the City Watch and a few words of advice about obeying the law and where to stay: the Dagger's Rest is recommended.

The streets are crowded with merchants and their caravans seeking to make the last journeys of the season before the rain turns to snow and the wilderness roads become deep mud.

When adventurers arrive at Waterdeep, the City Watch asks their business and if they are new to Waterdeep. Strange races are tolerated, but those of evil reputation find themselves watched closely. Adventurers are welcomed but expected to mind the laws of Waterdeep. Weapons need not be peace-bonded, and citizens and foreigners may use reasonable force to defend themselves. A summary of laws and penalties (Handout One) is posted near each city gate and by the docks. Residents of Waterdeep already know this information. The laws of Waterdeep do not extend to Downshadow.

The City Watch recommends the adventurers stay at an inn known as Dagger's Rest, located in Trade Ward. It is affordable and the owner caters to adventurers.

DM'S INTRODUCTION

The DM is encouraged to convey the feeling that Waterdeep is a very large and cosmopolitan city that welcomes adventurers but is wary of havoc they may cause. Waterdhavians are generally friendly and consider themselves to be sophisticated, displaying a "we've seen it all" attitude. The City Watch should be portrayed as neither adversarial nor incompetent.

Remind the players of the "knocking creatures unconscious" rule (PH 295), which works with any form of attack. The DM should note the passive Perception and Insight of the PCs in advance. Also, note that the Spellplague rendered detection and location magic non-functional within the city.

When checking if the players have any of the D&D Reward Cards, be sure to note if they have the Zhentarim Infiltration Quest Card (Dungeons & Dragons Rewards Set 1, Card 8 of 8). **Task 1** for that quest card calls on the PC to find a wily merchant who traffics in ornate pottery. After haggling over a pot, the PC with the card is supposed to tell the merchant that "a storm is coming; you should really close up for the day."

Task 1 listed on this card can be accomplished in this adventure. If there are multiple players/PCs with that card in their stack, it is up to the DM to decide if each can accomplish the task.

The adventure goal is to rescue the servant boy. The adventurers do not know that the boy is a prisoner of worshippers of Shar when they start their search, but hopefully they decide to expose or eliminate the cell of Dark Followers of Shar when they discover its presence.

Adventure Summary:

While at Dagger's Rest, the PCs overhear a conversation allowing those with the Zhentarim Infiltration Quest Card to complete Task 1.

The PCs also meet a female servant, Esvele. She tells the PCs that her brother disappeared after escorting his master to The Drunken Bard Nightclub & Theater, a festhall in South Ward. The young lord claims the boy ran away.

The girl relates that before his disappearance her brother saw the young lord access a secret door in the basement of the festhall, entering the city sewers for some mysterious purpose. Her brother mentioned a few landmarks during their journey through the sewer. The boy claimed not to know the reason for the young lord's repeated trips. The girl fears for her brother's safety and pleads with the PCs for help.

The PCs explore the Drunken Bard Nightclub & Theater and undertake a skill challenge (which may turn to combat) to find and access the secret door. If the

PCs fail the skill challenge, they are put out of the festhall and face a fine by the City Watch. However, the PCs can continue by working with the Cellarers and Plumber's Guild to find a nearby entrance to the sewer and directions to the area on the other side of the secret door.

In the sewers below South Ward, the PCs face a combat challenge with a band of dark creepers returning from a meeting with a cleric of Shar. The dark creepers cannot be made to talk, but their trail can be followed deeper into the sewers.

Upon reaching Downshadow, the PCs face a skill challenge to gather information from the nomadic residents about where the boy and the young lord went (or the direction the dark creepers came from). Failure of the skill challenge costs the PCs healing surges and alerts the enemies, as well as costing the PCs reliable contacts in Downshadow. The PCs do finally get the directions they need to proceed.

When the PCs find the Sharran lair in Downshadow, they must engage in combat to overcome the foes and rescue the boy.

SCENE: WALKING TO THE DAGGER'S REST

If the PCs arrived by ship, they pass through Dock Ward first. The district is full of sweating, swearing dock workers loading and unloading vessels. Carts groan as they carry ship goods to and from warehouses around the city. The damp, the salt from the sea, and the stench of the fish cling to buildings, carts and people alike. The work does not stop with nightfall, although the number of drunks and drunken brawls increase. While the main streets are paved with cobblestone, many are simply packed dirt or wooden planks.

If the PCs arrive by land from the south, they pass through South Ward first. South Ward is dominated by warehouses. Among the warehouses are three- and four-floor tenements, typically with shops at street level and an abundance of taverns and inns catering to caravan workers. Major roads are paved with brick.

If the PCs arrive by land from the north, they enter via Field Ward and then pass through North Ward. Field Ward is crowded and the home of those who lack the coin to purchase lodgings in any of the older areas or for other reasons would not feel welcomed in other areas of the city. Parts of this ward are little more than slums, but there are also middle-class neighborhoods. It is a noisy and lively place filled with folks from all walks of life.

North Ward is quiet with many walled villas and grand mansions. Walls are ornately decorated with frescos and family heraldry; wrought iron is used in both

gates and on many of the numerous balconies; and the brick streets are spotless.

Trade Ward, the center of commerce in Waterdeep, is congested by day with pedestrians, beasts of burden and overloaded wagons. The sound of wheels bumping along cobblestone streets is constant, and the air is redolent of manure and horses. Plenty of inns and taverns occupy Trade Ward, but many shops, apartments and guildhalls can also be found here.

ENCOUNTER 1: A PLEA FOR HELP

SETUP

Esvele Kettlesmith, servant girl

Tessele Swiftwater, retired rogue adventurer and innkeeper, +15 Streetwise, +12 Insight.

Esvele Kettlesmith has come to Dagger's Rest to hire adventurers. She is unknown to Tessele Swiftwater, the owner of Dagger's Rest. Tessele has a tendency to help young adventures and assists the PCs.

Entering the inn, you are greeted by a woman of middle years. "Greetings! The fried onions and eels are today's special for the highfeast, or are you looking for a room or for work?"

- This old inn stands on the east side of High Road. The walls of the inn are fieldstone at street level and timber for three upper floors.
- The owner of the inn, a former adventurer named Tessele Swiftwater, employs an extensive staff of waitresses, kitchen staff, chambermaids, hostlers and a minotaur bouncer named Thoat.
- The food is tasty and plentiful. Notable are pan-fried lout (a local small brown fish) and baked shalass (a local trout-like fish). Notable drinks include Moonshae almond brandy, elverquisst (the exotic drink of many elves), and a famed Waterdeep wine, zzar, which is fiery orange with a distinctive almond scent.
- They do have rooms available.
- There are few patrons in the taproom.

The innkeeper points out a board on one of the taproom walls where folks seeking to hire adventurers or sellswords post notes.

"It is not too late to hire on as caravan guards; it is steady work. If you're willing to do a good deed and seek not just high pay, you might talk to the young woman who is looking for her missing brother. See that notice on the bottom? She posted the note yesterday and said she will return today."

On the adventure notice board is a neatly printed note (provided in Handout Two).

If any of the PCs have the Zhentarim Infiltration Quest Card (Dungeons & Dragons Rewards Set 1, Card 8 of 8) in their stack, go to Encounter 1b. The PCs have a chance to accomplish Task 1 during this adventure. Otherwise, advance time or roleplay as desired.

Esvele Kettlesmith is a short 17-year-old female human with brown eyes and black hair. She wears the plain dress of a servant of House Anteos. (The house emblem consists of a white shield with 2 spears; a head is impaled on one of them.) She is very shy and worried about her brother.

My brother, Torst, has disappeared and I fear he is in great danger. Lord Korras Anteos the third, of House Anteos, is our master. He claims my brother must have run away as young boys often do, or perhaps fell in with the wrong sort and came to a bad end. I am a poor servant girl and cannot promise wealth; I can pay 1 taol each. My father gave me the money for my dowry.

- A taol is a Waterdhavian coin worth 2 gp if exchanged in Waterdeep.
- "Torst is 14 years old, and he is a good lad. He also has black hair cut short, and brown eyes. He hopes to become a butler."
- Torst serves as a lamp boy (carries a lantern to light the lord's path) as well as boot boy (polishes his boots) for House Anteos.
- "My brother told me about the mysterious actions of Lord Anteos while visiting a festhall in South Ward called *The Drunken Bard Nightclub & Theater*. The lord often visited this festhall; it is newer, large and very popular."
- "Torst said Lord Anteos had, with Torst along, on three occasions went through a secret door in a room on the second floor of the festhall and went down a spiral stairs to the cellar."
- "They went past some guards to another secret door and down more stairs, this time into the city sewers. In the sewers, Torst carried a lantern and walked in front of the lord. The lord was counting openings on the left and looked for a mark on the wall. The lord used a key to open yet another secret door, which led to a long stairs going down."
- Torst thought they had entered Downshadow. The path in this underground maze was too hard for Torst to recall, and he did not stay with Lord Anteos the entire trip. Torst was left in the company of a strange dwarf with four blue tentacles instead of arms. Lord Anteos

made this trip through the sewers once a week for three weeks. Tomorrow would have been the fourth week.

- None of his possessions are missing, but nothing he has is of much value.

ENDING THE ENCOUNTER

The PCs may want to do some investigating about the festhall, House Anteos, or Downshadow before actually going to the festhall.

Knowing they eventually have to brave the sewers, some PCs might think ahead and want to prepare for that:

- A DC 17 Nature check reminds the PC of a mixture of herbs to counter the odor
- A DC 15 Dungeoneering check reveals that a wetted cloth tied over the nose can counter the odor
- A DC 17 Streetwise check directs the PCs to the Cellarers' & Plumbers' Guild. The guild can sell the PCs scented masks for 1 sp each. The sewers can be accessed via manhole covers and information regarding the location of such near the festhall can also be bought. They do not sell maps of the entire sewer system.

Sources of other information include the Temple of Oghma, a use of the Lesser Favor of House Silmerhelve from WATE1-1 *Heirloom*, or simply asking around.

Streetwise (DC 12): All the best entertainers perform at The Drunken Bard. It is a little expensive (1 silver piece cover charge), but unless you go to dining and dancing area, called the Minstrel's Room, the prices for food and drink are not exorbitant.

Streetwise (DC 17): Downshadow is an underground neighborhood of Waterdeep where poor and desperate adventurers and spellscarred outcasts live.

PCs can gain the following information (for a fee) from the temple of Oghma or if they have the skills make the appropriate check

Spellscarred: (Arcana DC 15) Creatures who travel too close to the changelands sometimes find their bodies altered in strange ways.

Downshadow: (History DC 20) Downshadow is an underground neighborhood of Waterdeep where poor and desperate adventurers and spellscarred outcasts live. It consists of the upper level of the area known as Undermountain.

House Anteos (History check DC 20):

- They are a very old Waterdeep family involved in trading, money-changing and barter. Their current reputation is fairly solid.
- Their house arms contain a field of white, spears brown shafts, silver heads, impaled head; brown hair & beard, pink flesh, red blood. The description matches the emblem on Esvele Kettlesmith's clothes.

History DC 20:

- House Anteos was involved in the slave trade a very long time ago (at least 200-300 years ago)

LESSER FAVOR OF HOUSE SILMERHELVE

If the PCs have the Lesser Favor of House Silmerhelve, they can find out the following information:

- Jard le Karn, proprietor of the festhall, is a relative newcomer to the city.
- His festhall has been open six months and has been very successful, considering it sticks to entertainment and dining (no gambling).
- House Silmerhelve has no idea where the money came for to build the festhall. The building was a warehouse previously.

ENCOUNTER 1B: ZHENTARIM INFILTRATION QUEST TASK ONE

SETUP

Thelma Flametop, cleric of Sune

Risa Waylon, cleric of Sune

If any of the PCs have the Zhentarim Infiltration Quest Card (Dungeons & Dragons Rewards Set 1, Card 8 of 8) in their stack, they overhear the following conversation about ornate pottery while in Dagger's Rest. The PCs have a chance to accomplish Task 1 during this adventure.

SCENE: OVERHEARD CONVERSATION ABOUT ORNATE POTTERY

Two priestesses of Sune (heartwarders) from the Temple of Beauty are engaged in conversation over lunch at Dagger's Rest. Risa is showing her latest find to her friend and fellow cleric, Thelma.

"I found the most exquisite pottery this morning in a small shop in South Ward. Look at this vase! See how the artist captured the pegasus in flight. The shopkeeper would not tell me the artist's name; I hope the crafter was well paid for her efforts."

- She identifies the shop as **Legendary Pottery** and describes its location in South Ward.
- The shop was new to her. She thinks with such fine goods, it would have a wider reputation if it had been in business for long.
- She is a bit surprised that such a business would be in South Ward instead of Trade Ward, given the prices.
- It is important to encourage the creation of works of art.
- Thelma Flametop (young female human) is a red-haired beauty with a bubbly personality. She dresses in pinks and greens and wears gold jewelry. Thelma is a native of Waterdeep.
- Risa Waylon is a more mature, half-elven woman, quite fashionably dressed. She has a more serious demeanor and is quite the collector of art. Risa moved from Cormyr to Waterdeep 15 years ago.
- Either cleric would be happy to encourage the PCs to worship Sune.

The PCs can stop at Legendary Pottery on their way to the festhall as both are located in South Ward.

SCENE: VISITING LEGENDARY POTTERY IN SOUTH WARD

On the way to the festhall, the PCs can go by the shop, Legendary Pottery. The shop is filled with quite unusual and ornate pottery. The Sembian shopkeeper, Narvin, is a short, thin, black-haired man with a goatee. He is a high-energy, nervous individual who strokes his goatee when thinking.

He bargains over the value of each pot. If a PC (with the card) tells the merchant, while haggling, "A storm is coming; you should really close up for the day," the shopkeeper hands the PC a glass token. The PC has completed Task 1. More than 1 PC can get a token from Narvin, at the DM's discretion.

ENDING THE ENCOUNTER

Once this encounter is over, continue with Encounter 2. If the PCs report the Sembian merchant to the City Watch, they are thanked for the report.

ENCOUNTER 2: ENTERTAINMENT

SETUP

Important NPCs:

Jard el Karn, proprietor, male Human
Seala, hostess, female half elf, Diplomacy/Insight +15
Kar, host, male half-elf, Diplomacy/Intimidate +14
Sigrud, waitress, Jester's Room, female human
Hector waiter, Bard's Theater, male human
Gina, Mattie and Akla, patrons in Minstrel's Hall
Ferghus and Stella, patrons in Jester's Hall
Sidi, Mika, Has and Kip, patrons in Bard's Hall
Barunda and Thorik, cellar guards

The Drunken Bard Theater and Night Club uses local and traveling entertainers. Originally a warehouse, the main floor includes three different entertainment halls, a spacious entry hall, a cloak room, a series of privies and a kitchen. A veritable warren of access corridors allows waiters and entertainers to move between the rooms unobserved. The second floor offers private rooms for dinner and entertainment, accessible by Club members or for a one-time fee.

The encounter simply provides information the PCs need to take part in the skill challenge in Encounter 3A.

Cold winds whip down the street as you approach a very large building. Small groups of revelers walk up the wide steps and enter the carved wooden double doors. A painting above the doors depicts a man trying to play a lute while drinking from a stein.

When the PCs enter:

Inside a spacious, two-story entry hall, liveried attendants collect entry fees and direct customers to the cloak room. Human and dragonborn bouncers are positioned about the room.

- Entry is 1 silver per person, which includes access to the three main entertainment halls and secure storage of items. A room is available for servants to wait for their employers as well.
- Food and drink is served in all rooms.
- The beautiful hostess, Seala, mingles with customers in the entry hall and assists in directing customers to the various rooms. The patrons must talk to Seala to acquire the use of a private room or to purchase a membership. (Membership costs 200 gp per year.)
- Seala's moon-elf heritage is evident in her coloring, but her generous curves reflect her

human side. Always polite and generous with her smiles, she believes she has the perfect job and is grateful to Jard el Karn for hiring her.

To the right is the Jester's Room. Soft instrumental music can be heard from the open doors of the Minstrel's Hall on the left. At the far end of the entry hall is the Bard's Theater. Two attendants stand at the base of the stairs to the second floor.

MINSTREL'S HALL

Cloth-covered tables are arranged around the perimeter of the room on platforms of various heights. Steps from the platform descend to a sunken dance floor. Music drifts across the room from a balcony high on the right-hand side of the room.

- Kar, the host, oversees seating in Minstrel's Hall. He is Seala's twin brother, and his features and coloring are similar to hers, but the resemblance ends there. Kar has a much sterner demeanor and is very thin. He takes his job seriously and prides himself on knowing his customer likes and dislikes.
- The music includes a selection of romantic melodies as well as energetic dance music.
- The lighting in the room is dim except for the lowest level of tables and the dance floor above which four crystal chandlers are hung.
- The tables seat two to six patrons. Three quarters of the tables are occupied.
- Patrons can indulge in multiple course meals or dine simply on finger foods.
- Waiters pass through one of two doors in the right-hand wall. The other door leads to hallway to the privies.
- The PCs are seated near a table of three young women (Gina, Mattie and Akla). The women's clothes are well tailored but not flashy and made from expensive material. The three friends are out to celebrate their elevation to journeyman status in the Weavers and Dyers Guild. The women are daughters of moderately wealthy merchants and have found a reason to visit this festhall at least once a month in the six months since the festhall opened.

JESTER'S ROOM

The room has a raised stage at one end. The rest of the room is furnished with simple tables and chairs.

- This room is brightly and decorated in cheerful colors. Sigrud escorts groups to appropriately sized tables and gets their drink orders.

- Sigrud is small and thin, with auburn hair in a complicated braid. Bright, cheerful and outgoing, she is nimble enough to avoid wandering hands without spilling drinks.
- About half of the tables are occupied.
- The entertainment in this room varies between comedic skits, trained animal acts, jugglers and bawdy music. Currently the bard Bela is performing; he is followed by a series of comedic skits.
- The PCs are seated near a married couple, Fergus and Stella. He is a glassware merchant and she helps manage her father's dry goods shop. They come here once a week. He likes to chatter and is quick to consider people he meets as friends. If he goes on too long, Stella kicks him under the table and tells him to hush so she can hear the entertainment.

BARD'S THEATER

The Bard's Theater is the main entertainment hall. A stage occupies each end of the room. The stage on the right is larger suitable for the performance of plays or large acrobatic acts. The slightly smaller stage is used by dancers, musical groups and traveling bards.

- The smallest tables in this room seat six, but most seat 10 to 14.
- Currently a small group of musicians and dancers from Calimshan perform on the left-hand stage while a group of acrobats are setting up equipment on the right.
- Hector is tall with blue eyes, and what remains of his hair is blond. He sees that customers are escorted to tables without interrupting the acts. He weaves small balls through the fingers in his left hand: part nervous habit and part physical therapy.
- The PCs are seated near a group of young men (in their 20s). Friends since childhood, they each work in their families' businesses. Sidi, Mika, Has and Kip are frequent customers. Kip managed to arrange a session in one of the private rooms for Mika's birthday last month.

KITCHENS AND BACK AREAS

The hallway that leads to the privies (from either Minstrel's Hall or Bard's Theater) also intersects a hallway that leads to the kitchen.

- Stairs to the second floor are near the kitchens.
- A short hallway ends in stairs which go to the cellar.
- Next to a door marked "Office" is a series of hooks with keys on them. One ring with several keys is marked "cellar" in Common.

SECOND FLOOR

Access to the second floor is only granted to Club members or staff. Patrons can pay a one-time fee to use a room for dinner and/or private performances.

- Smaller rooms (groups of 2-8 customers) cost 5 gp per two hours plus refreshments. One hour of music provided by a house bard is optional.
- If they reserve a private room, a waiter escorts the PCs. Once the PCs are settled with desired food and refreshments, the waiter only returns if a bell cord is pulled.
- Since a few private rooms are in use, waiters go back and forth randomly.

CELLAR

There is a map of this level as part of Encounter 3B.

Barunda and Thorik (and Dorn if there are 6 PCs), the guards, are middle-aged friends who love to argue over cards and tall tales. The dwarven guards pass the time playing cards. Their primary job is to keep monsters and such from entering the festhall via the sewers.

- A door opens onto stairs which end in a landing.
- There is a hallway with a door on the right and left, and both are locked.
- The door to the right, when unlocked, opens into storage for beverages and food.
- This room on the left includes storage of expensive props and linens. It also is where the secret staircase is located, along with the secret door to the sewers.

Beyond the secret door is a room with some equipment and a small bag of gold. The only other exit from this room is a set of stairs which led into the sewers.

ENDING THE ENCOUNTER

This encounter is meant to provide information to the PCs and get them into the festhall. Once they begin their investigations, continue to Encounter 3A.

ENCOUNTER 3A: SEARCHING THE FESTHALL

**SKILL CHALLENGE LEVEL 5/7,
COMPLEXITY 3 (600/900 XP)**

SETUP

Number of Successes: 8

Number of Failures: 3

Primary Skills: Bluff, Diplomacy, Thievery, Stealth, Perception, Streetwise, Insight

Important NPCs:

(see Encounter 2)

The PCs undertake a skill challenge (which may turn in to combat Encounter 3B) to find and access the secret door used by Lord Anteos. The owners of the festhall are in cahoots with the Shar followers and throw the PCs out if the staff becomes suspicious (if the PCs fail the skill challenge).

Various parts of this skill challenge can be triggered during the PCs exploration of the festhall. It need not happen all at once. Once PCs gain the 8 successes necessary, all subsequent checks are automatic successes.

SKILL CHALLENGE

Perception (DC 13/15): The PC notices many patrons are wearing similar bracelets, and they do not pay an entrance fee.

Thievery (DC 17/19) The PC steals a bracelet off of a patron (thus gaining access to the second floor without paying and gains an additional success). On a failure, the patron notices and that PC is escorted from the festhall.

Bluff/Diplomacy (DC 17/19): The PC gains access to upstairs without spending money and gains a second success. On a failure, the PC fails to gain access to upstairs and makes the stair attendants suspicious (-3 to any further checks with them).

Diplomacy (DC 14/16): The PC talks Seala into revealing which private rooms are preferred by which members, thereby finding out Lord Anteos' room. On a failure, the PC still learns which room, but Sela tells Jard le Karn, the proprietor, about the questions. (-3 to next Diplomacy check with staff).

Streetwise/Diplomacy (DC 12/14): The PC works the crowd to gain information about other patrons or other activities in the festhall (can be used

multiple times). Failures produce a -2 to the PCs next Diplomacy, Bluff or Streetwise check.

Type of information they can gain:

MINSTREL'S HALL

- Many young lords like to frequent the Minstrel's Room.
- Lord Anteos is not recalled being in this hall.
- The festhall gives jeweled bracelets to members to denote membership.

JESTER'S ROOM

- There is always something different, we try to attend at least once a tenday.
- You can count on high-quality performances here.
- Some of the bards and dancers perform sessions in private rooms upstairs.
- Lord Anteos likes to have private concerts; I am not sure which bard he prefers though.

BARD'S THEATER

- When new plays are performed, many noble and merchant families make a point to attend.
- Some of the young lords are members here.
- Some of the Bards and dancers perform in private rooms upstairs.

Bluff/Diplomacy (DC 17/19): Discover from a patron with a jeweled bracelet which room Lord Anteos has been using. On a failure, the PC spends 5 gp appeasing annoyed patrons.

Dungeoneering (DC 15/17): Having explored the entertainment halls, the PC estimates where the secret stair from the second floor to the cellar is located within the building. Perception (DC 17/19) to then determine which room on the second floor holds the secret door to the stairs. (Gain a second success).

TALKING TO EMPLOYEES

Note to get any of the following information from Jard le Karn, the proprietor, the DC is raised to 21/23.

Diplomacy (DC 17/19): Talk an employee into telling you which bard is preferred by Lord Anteos (known by Seala, Sigrud & Hector). On a failure the employee tells Jard le Karn about the PCs' strange questions (-3 to next Diplomacy check with staff).

Diplomacy (DC 17 / 19): Talk to the bard, Bela, and get him to disclose which room Lord Anteos uses. On a failure, the PC still learns which room but raises suspicions. The PC must make a Diplomacy check DC 18 or Bela tells Jard le Karn, the proprietor, that the PC is asking strange questions about Lord Anteos.

Intimidate (DC 17/19) Get an employee to tell you which of the private rooms Lord Anteos favored. Failure gets the PC ejected from the festhall.

KITCHENS AND BACK AREAS

Stealth (DC 15/17): The PC gains knowledge of the layout of the ground floor, including the stairs to the cellar and the back stairs to the second floor, without raising suspicion of the staff. On a failure, the PC loses one healing surge from being hit with pots and pans as the PC is driven from the staff area.

Thievery (DC 17/19): (Sleight of Hand) The PC distracts curious employee from observing/interfering with the actions of other PCs. This gives a +3 bonus to the above Stealth check. On a failure this gives a -3 penalty to the above Stealth check.

Bluff/Diplomacy (DC 12/14): Gain access to staff areas and gain a second success. On a failure the PC loses one healing surge from being hit with pots and pans as the PC is driven from the staff area.

Thievery (DC 17/19) The PC unlocks the door to the cellar.

SECOND FLOOR

Perception (DC 17/19): The PCs find the room frequented by Lord Anteos without becoming a member or paying. Gain a second success.

Once the PCs find the correct room:

The room is comfortably furnished with sofas and chairs, a side board for refreshments, and a small platform with a stool. Small tables are placed strategically to hold drinks.

If the room is rented, a waiter brings a selection of food and drink and places it on the sideboard. He offers to serve drinks before leaving and points out the bell pull for additional service.

Beside containing various glasses, plates and linens for use, a secret compartment in the sideboard holds ten dark marble tokens banded with gold rims and a key (to the secret door in the sewers).

The walls are paneled in a dark wood with carvings that hide a door to a spiral staircase.

Perception (DC 17/19): The PCs find the secret door in the private room frequented by Lord Anteos.

Perception (DC 17/19) The PCs discover marble tokens with rims of gold and a key (to the secret door in the sewers) in a secret compartment of the sideboard in Lord Anteos room.

CELLARS

The dwarven guards' primary job is to keep monsters and thieves from entering the festhall via the sewers. If the PCs have not raised suspicions, the guards are considered distracted (pg. 36 DMG) by their card game. A map of this level is part of Encounter 3B.

Stealth (DC 17/19) The PCs quietly descend stairs without alerting guards. On a failure, the PCs make enough noise that the guards are suspicious.

Perception DC (12/14) Outside of the left hand door or on the way down the stairs reveals that at least two deep-voiced individuals are in the room (dwarves playing cards and speaking Dwarven).

Thievery (DC 15/17) to unlock the door to the room from the hallway

Perception DC (17/19) Next to the unlit torches on the far wall is a key on a hook. Failure to take the key makes the guards suspicious (-2 on the next Diplomacy/ Bluff check) because they know the door is locked there.

Bluff/Diplomacy (DC 17/19) The PCs talk the guards into believing it is all right to allow the PCs into the sewers. If the PCs have the tokens from the room on the second floor, they gain +5 to this check.

ENDING THE ENCOUNTER

Success: The PCs gain access to the sewers and can follow the directions given them to find the hidden entrance to Downshadow.

Failure: If the PCs fail the skill challenge, they are evicted from the festhall and face a 10 gp fine each by the City Watch. The worshippers of Shar are alerted. However, the PCs can continue by working with the Cellarers and Plumber's Guild (for a fee of 20 gp each) to find a nearby entrance to the sewer and directions to the area on the other side of the secret door. If the PCs fail the skill challenge but are already in the cellar or on the stairs, they fight the guards in Encounter 3B.

EXPERIENCE POINTS

If the PCs are successful, they each gain 120/180 experience points.

TREASURE

A +1 *staff of storms* (low-level version only) and *bracers of defense (heroic tier)* are found in the room behind the secret door in the cellar. There is also a small bag of gold there containing 10/15 gp per PC.

ENCOUNTER 3B: FIGHT IN THE FESTHALL

ENCOUNTER LEVEL 1/1 (300/450 XP)

SETUP

Barunda, dwarf hammer (H)

Thorik, dwarf bolter (B)

The PCs only face this fight if they failed the skill challenge (Encounter 3A).

As the adventurers enter the area, read:

Several candles illuminate the bottom of the spiral stairs.

While not a hard fight, the PCs need to defeat the dwarves quickly to avoid notice. There is enough noise in the kitchens and festhall above to mask the initial sounds of combat, but drawn-out combat results in a large contingent of bouncers coming down and overwhelming the PCs.

Behind the secret door is a small room holding some equipment and a small bag of gold. There is also a set of stairs which leads into the sewer.

FEATURES OF THE AREA

Illumination: The room in the cellar is dimly lit by candles in sconces. One of these candle scones is at the base of the stairs. The other is on the wall above the round table. There are three unlit torches on the wall near the closet.

Spiral Stairs: Steep spiral stairs lead down into the chamber, and going down them takes 12 squares of movement over difficult terrain (a total move of 24). Ignore the bars on the map in front of the stairs.

Round Table: The table is blocking terrain; it could be turned on its side to provide cover.

Barred Cell: This is a storage area for expensive props and linens. It is difficult terrain, but anyone in this area has cover. The bars shown on the map do not exist.

Rug: Placed here to assist in cleaning of shoes after trips in the sewers. Imaginative PCs might use it.

TACTICS

If the PCs have failed the skill challenge before entering the cellar, the guards are ready for them. The alerted dwarf hammerer is near the spiral stairs in the shadows, waiting to pounce. The bolter positions himself to have line of sight to the PCs as they enter. This is the placement shown on the map. If there are six PCs, the dwarf bolters are next to each other (B2 on map).

If the final skill challenge failure occurs in the room, then the bolter uses his hammer until he can maneuver into position to use his crossbow.

The first bloodied dwarf heads for the hallway door to get help. Bouncers are on the stairs on round 7 and enter at the end of round 8. If this happens, the PCs are escorted out of the festhall.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of the dwarves by 1 (-1 to attacks, AC and defenses). The bolter has 6 fewer hp and the hammerer has 8 fewer hp.

Six PCs: Add one dwarf bolter (**Dorn**).

ENDING THE ENCOUNTER

If the PCs fail to defeat the dwarves, assuming no damage to property, the PCs are escorted outside and not allowed re-entry. Since the festhall does not want the City Watch asking questions about guards in the cellar, no other charges are brought. Each PC pays a 10-gp fine.

The PCs can pay the Cellarers and Plumber's Guild 20 gp each to be shown to a nearby entrance to the sewer and directions to the area on the other side of the basement secret door.

EXPERIENCE POINTS

If the PCs defeat the guards, they each gain 60/90 experience points.

TREASURE

This is the same as listed in Encounter 3A, the PCs can only acquire it once. A +1 *staff of storms* (low-level version only) and *bracers of defense* (heroic tier) are found in the room behind the secret door in the cellar. There is also a small bag of gold there with 10/15gp per PC.

ENCOUNTER 3B: FIGHT IN THE FESTHALL STATISTICS (LOW LEVEL)

Dwarf Bolter (Level 2)	Level 2 Artillery
Medium natural humanoid	XP 125
Initiative +5 Senses Perception +7; low-light vision	
HP 34; Bloodied 17	
AC 15; Fortitude 14, Reflex 14, Will 12	
Saving Throws +5 against poison effects	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d10+1 damage.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +8 vs. AC; 1d8+2 damage.	
Aimed Shot	
The dwarf bolter gains a +2 bonus to attack rolls and deals extra 1d6 damage with ranged attacks against creatures that don't have cover.	
Stand Your Ground	
When an effect forces a dwarf to move--through a pull, a push, or a slide--the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Unaligned Languages Common, Dwarven	
Skills Dungeoneering +10, Endurance +7	
Str 14 (+3)	Dex 16 (+4) Wis 12 (+2)
Con 16 (+4)	Int 11 (+1) Cha 10 (+1)
Equipment chainmail, warhammer, crossbow with 20 bolts	

Dwarf Hammerer (Level 4)	Level 4 Soldier
Medium natural humanoid	XP 175
Initiative +4 Senses Perception +4; low-light vision	
HP 56; Bloodied 28	
AC 22; Fortitude 17, Reflex 14, Will 16	
Saving Throws +5 against poison effects	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d10+3 damage.	
M Shield Bash (minor; recharge 5 6)	
+8 vs Fortitude; 2d6+3 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).	
R Throwing Hammer (standard; at-will) ♦ Weapon	
Ranged 5/10; +9 vs AC; 1d6+3 damage	
Stubborn (immediate interrupt, when an enemy tries to push the dwarf hammerer or knock it prone; at-will)	
The hammerer makes a melee basic attack against the enemy.	
Stand Your Ground	
When an effect forces a dwarf to move--through a pull, a push, or a slide--the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Unaligned Languages Common, Dwarven	
Skills Dungeoneering +11, Endurance +5	
Str 17 (+5)	Dex 10 (+2) Wis 14 (+4)
Con 16 (+5)	Int 11 (+2) Cha 12 (+3)
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers	

ENCOUNTER 3B: FIGHT IN THE FESTHALL STATISTICS (HIGH LEVEL)

Dwarf Bolter (Level 5)		Level 5 Artillery
Medium natural humanoid		XP 200
Initiative +5 Senses Perception +8; low-light vision		
HP 52; Bloodied 26		
AC 18; Fortitude 17, Reflex 17, Will 15		
Saving Throws +5 against poison effects		
Speed 5		
m Warhammer (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d10+2 damage.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +11 vs. AC; 1d8+3 damage.		
Aimed Shot		
The dwarf bolter gains a +2 bonus to attack rolls and deals extra 1d6 damage with ranged attacks against creatures that don't have cover		
Stand Your Ground		
When an effect forces a dwarf to move--through a pull, a push, or a slide--the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.		
Alignment Unaligned		Languages Common, Dwarven
Skills Dungeoneering +10, Endurance +7		
Str 14 (+4)	Dex 16 (+5)	Wis 12 (+3)
Con 16 (+5)	Int 11 (+2)	Cha 10 (+2)
Equipment chainmail, warhammer, crossbow with 20 bolts		

Dwarf Hammerer (Level 6)		Level 6 Soldier
Medium natural humanoid		XP 250
Initiative +5 Senses Perception +5; low-light vision		
HP 72; Bloodied 36		
AC 22; Fortitude 17, Reflex 14, Will 16		
Saving Throws +5 against poison effects		
Speed 5		
m Warhammer (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d10+4 damage.		
M Shield Bash (minor; recharge 5 6)		
+10 vs Fortitude; 2d6+4 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).		
R Throwing Hammer (standard; at-will) ♦ Weapon		
Ranged 5/10; +11 vs AC; 1d6+4 damage		
Stubborn (immediate interrupt, when an enemy tries to push the dwarf hammerer or knock it prone; at-will)		
The hammerer makes a melee basic attack against the enemy.		
Stand Your Ground		
When an effect forces a dwarf to move--through a pull, a push, or a slide--the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.		
Alignment Unaligned		Languages Common, Dwarven
Skills Dungeoneering +11, Endurance +5		
Str 17 (+6)	Dex 10 (+3)	Wis 14 (+5)
Con 16 (+6)	Int 11 (+3)	Cha 12 (+4)
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers		

ENCOUNTER 3B: FIGHT IN THE FESTHALL MAP

DUNGEON TILES

Pool/Floor	4x4	x1
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ARCANE CORRIDORS

Couches/ Floor	2x8	x1
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HIDDEN CRYPTS

Stairs/ Floor	1x4	x1
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FANE OF THE FORGOTTEN GODS

Checkerboard Floor/ Outdoor Shrine	8x8	x2
Stairs With Landing/Floor	8x2	x1
Flame Trap/Floor	1x2	x1
Carpeted Floor/ Floor With Divider	2x8	x1
Table and Chair/ Alcove	2x2	x1
Closed Wooden Door/ Open Wooden Door	1x2	x2
Semi Circle/ Table and Chair	2x1	x1



ENCOUNTER 4: MENACE IN THE SEWERS

ENCOUNTER LEVEL 5/7 (1000/1500 XP)

SETUP

This encounter includes the following.

2 dark creepers (C)

1 dark stalker (S)

1 dark smasher (M)

In the sewers below South Ward, the PCs face a band of dark creepers who have recently met with a cleric of Shar. The dark creepers cannot be made to talk, but their trail can be followed deeper into the sewers.

As the adventurers enter the area, read:

The reek of waste and rotting sludge floating in the nearby sewage channel is staggering. The ledges are covered with broken rubble, debris and slime, and the echoing sound of flowing water is constant.

The stench of the sewers causes a -1 penalty to attack rolls unless the PCs take some action to counter it. Some possibilities include a Nature check (DC 22) to create a mixture of herbs to counter the odor; a Dungeoneering check (DC 19) to know that a wetted cloth tied over the nose would help; or a Streetwise check (DC 17) to learn that the Cellarers' & Plumbers' Guild sells scented masks for 1 sp each). In time, people can become adjusted to the stench (a saving throw each hour until successful).

The primary passages in the sewers are 4 squares wide with a 3 foot-wide walkway on each side. Secondary passages are 2-squares wide with a very narrow ledge. Surface shafts are 6 feet in diameter with iron rungs set in the walls to use as ladders to and from the sewers. The entrance to a surface shaft is a 3-foot-wide hole capped by a removable metal cover.

Crossing the 3-square wide sewage channel can be done in several ways: by jumping (Athletics check DC 30), by wading (if Medium-sized creature), by swimming (if Small-sized creature), by use of pole to vault the channel (either Acrobatic check DC 20, or +2 bonus to Athletics check), or fetch a very long board and do an Acrobatics check to cross.

- Wading across the sewage channel is difficult terrain movement with an Acrobatics check DC 15 needed to avoid slipping and falling beneath the sewage.

- 3-square-long boards are on wall brackets at major intersections

If the Dark Ones are surprised, read or paraphrase:

As you turn left into another primary sewer, you spy four humanoid creatures wearing masks and dressed in black, three of whom are small in size. Two are on each side of the passage and they are carrying poles.

If the Dark Ones are not surprised, they hide in the side sewer and attack the PCs when the PCs pass it.

Arcana (DC 15) - These creatures are known as Dark Ones, live among the shadar-kai, and move in darkness.

The black masks serve a dual purpose of protecting the Dark Ones against the stench of the sewers and of hiding their faces.

FEATURES OF THE AREA

Illumination: The sewers are dark unless the PCs have light sources.

Sewer tunnels: Primary sewer passages are 4 squares across and contain three-foot-wide walkway ledges on both sides (without handrails). The space between is the water/sewage-filled channel. Ledges are generally coated in a thin sheen of slime, making them "firm ground" for purposes of tracking but difficult terrain for movement purposes.

If the PCs enter the sewage, a disease check for *filth fever* is needed. The air supply is good, but the stench is terrible and persists throughout the sewer network.

The Waterdeep sewers have masonry ceilings, walls and floors. The floors are considered to be light rubble. The echoing water produces lots of noise providing a -2 circumstance penalty to all Perception checks for detecting sounds in the sewers.

TACTICS

The dark smasher (on the left ledge) drops its pole and attacks whoever is in front. The dark smasher does not retreat.

On the opposite side, the dark stalker uses its *dark fog* power to blind the characters. It then uses a sewer worker's pole to vault the sewage channel (across the T) and turns invisible. On its next turn, it moves into the *dark fog*, sustains the *dark fog*, and throws a dagger at an enemy. If combat seems favorable, the stalker does a *dark step* (vaulting with the pole) across the sewage channel behind the last PC and attacks with his scimitar. If the PCs appear to be winning, the stalker retreats.

The two creepers throw daggers until they can engage in melee or retreat is advisable. The dark creepers use their *dark step* to close with an enemy.

SCALING THE ENCOUNTER

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

Four PCs: Remove one dark creeper.

Six PCs: Add one dark creeper.

ENDING THE ENCOUNTER

The Dark Ones do not answer questions, but they curse at the PCs, saying, “The Nightsinger will prevail!” If a shadar kai is present, the Dark Ones accuse him/her of being a traitor. If possible, any captives kill themselves. Depict them as secretive fanatics who are quite willing to die for their cause.

Religion DC 15: Nightsinger is one of the names of Shar.

Following the directions given by the girl, the PCs find the secret door and using the key enter Downshadow.

EXPERIENCE POINTS

Each PC receives 200/300 xp for defeating the dark ones.

TREASURE

Gauntlets of ogre power (low-level version only) are found on the ledge after the fight with the Dark Ones. The Dark Ones had a total of 5/10 gp per PC on them.

ENCOUNTER 4: MENACE IN THE SEWERS STATISTICS (LOW LEVEL)

Dark Creeper	Level 4 Skirmisher
Small shadow humanoid	XP 175
Initiative +8 Senses Perception +4; darkvision	
HP 54; Bloodied 27; see also <i>killing dark</i>	
AC 18 (see also <i>dark step</i>); Fortitude 15, Reflex 17, Will 15	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d4 + 4 damage.	
R Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +9 vs. AC; 1d4 + 4 damage.	
C Killing Dark (when reduced to 0 hit points.)	
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a shower of darkness.	
Combat Advantage	
The dark creeper deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Dark Step (move; at-will)	
The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Alignment Unaligned Languages Common	
Skills Stealth +11, Thievery +11	
Str 11 (+2)	Dex 18 (+6) Wis 14 (+4)
Con 14 (+4)	Int 13 (+3) Cha 13 (+3)
Equipment black garments, 5 daggers	

Dark Stalker (Level 8)	Level 8 Lurker
Small shadow humanoid	XP 350
Initiative +13 Senses Perception +6; darkvision	
HP 69; Bloodied 34; see also <i>killing dark</i>	
AC 22 (see also <i>dark step</i>); Fortitude 19, Reflex 22, Will 21	
Speed 6	
m Scimitar (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d8 + 4 damage (crit 1d8 +12).	
R Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +13 vs. AC; 1d4 + 4 damage.	
A Dark Fog (standard; sustain minor; encounter) ♦ Zone	
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).	
C Killing Dark (when reduced to 0 hit points.)	
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a shower of darkness.	
Combat Advantage	
The dark creeper deals +1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Dark Step (move; at-will)	
The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Invisibility (minor; recharge 3 4 5 6) ♦ Illusion	
The dark stalker becomes invisible until the end of its next turn.	
Alignment Unaligned Languages Common	
Skills Stealth +14, Thievery +14	
Str 12 (+5)	Dex 21 (+9) Wis 14 (+6)
Con 14 (+6)	Int 14 (+6) Cha 19 (+8)
Equipment black garments, scimitar, 4 daggers	

Dark Smasher	Level 7 Brute
Medium shadow humanoid	XP 300
Initiative +8 Senses Perception +3; darkvision	
HP 98; Bloodied 49; see also <i>killing dark</i>	
AC 19 (see also <i>dark step</i>); Fortitude 18, Reflex 17, Will 16	
Speed 6	
m Greataxe (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d12 + 5 damage (crit 1d12 +17).	
R Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +10 vs. AC; 1d4 + 3 damage.	
M Bloodfury Attack (standard; encounter) ♦ Weapon	
The dark smasher makes a melee basic attack and then spends a healing surge.	
C Killing Dark (when reduced to 0 hit points.)	
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a shower of darkness.	
Combat Advantage	
The dark smasher deals +1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Dark Step (move; at-will)	
The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Alignment Unaligned Languages Common	
Skills Stealth +11, Thievery +11	
Str 20 (+8)	Dex 16 (+6) Wis 10 (+3)
Con 18 (+7)	Int 11 (+3) Cha 11 (+3)
Equipment black garments, greataxe, 4 daggers	

ENCOUNTER 4: MENACE IN THE SEWERS STATISTICS (HIGH LEVEL)

Dark Creeper (Level 6)	Level 6 Skirmisher
Small shadow humanoid	XP 250
Initiative +9 Senses Perception +5; darkvision	
HP 70; Bloodied 35; see also <i>killing dark</i>	
AC 20 (see also <i>dark step</i>); Fortitude 17, Reflex 19, Will 17	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d4 + 5 damage.	
R Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +11 vs. AC; 1d4 + 5 damage.	
C Killing Dark (when reduced to 0 hit points.)	
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a shower of darkness.	
Combat Advantage	
The dark creeper deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Dark Step (move; at-will)	
The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Alignment Unaligned Languages Common	
Skills Stealth +12, Thievery +12	
Str 11 (+3)	Dex 18 (+7) Wis 14 (+5)
Con 14 (+5)	Int 13 (+4) Cha 13 (+4)
Equipment black garments, 5 daggers	

Dark Stalker	Level 10 Lurker
Medium shadow humanoid	XP 500
Initiative +14 Senses Perception +7; darkvision	
HP 81; Bloodied 40; see also <i>killing dark</i>	
AC 24 (see also <i>dark step</i>); Fortitude 21, Reflex 24, Will 23	
Speed 6	
m Scimitar (standard; at-will) ♦ Weapon	
+15 vs. AC; 1d8 + 5 damage (crit 1d8 +13).	
R Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +15 vs. AC; 1d4 + 5 damage.	
A Dark Fog (standard; sustain minor; encounter) ♦ Zone	
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).	
C Killing Dark (when reduced to 0 hit points.)	
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a shower of darkness.	
Combat Advantage	
The dark creeper deals +1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Dark Step (move; at-will)	
The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Invisibility (minor; recharge 3 4 5 6) ♦ Illusion	
The dark stalker becomes invisible until the end of its next turn.	
Alignment Unaligned Languages Common	
Skills Stealth +15, Thievery +15	
Str 12 (+6)	Dex 21 (+10) Wis 14 (+7)
Con 14 (+7)	Int 14 (+7) Cha 19 (+9)
Equipment black garments, scimitar, 4 daggers	

Dark Smasher (Level 10)	Level 10 Brute
Medium shadow humanoid	XP 500
Initiative +10 Senses Perception +5; darkvision	
HP 98; Bloodied 49; see also <i>killing dark</i>	
AC 22 (see also <i>dark step</i>); Fortitude 21, Reflex 20, Will 19	
Speed 6	
m Greataxe (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d12 + 7 damage (crit 1d12 +19).	
R Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +13 vs. AC; 1d4 + 5 damage.	
M Bloodfury Attack (standard; encounter) ♦ Weapon	
The dark smasher makes a melee basic attack and then spends a healing surge.	
C Killing Dark (when reduced to 0 hit points.)	
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a shower of darkness.	
Combat Advantage	
The dark smasher deals +1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Dark Step (move; at-will)	
The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Alignment Unaligned Languages Common	
Skills Stealth +13, Thievery +13	
Str 20 (+10)	Dex 16 (+8) Wis 10 (+5)
Con 18 (+9)	Int 11 (+5) Cha 11 (+5)
Equipment black garments, greataxe, 4 daggers	

ENCOUNTER 4: MENACE IN THE SEWERS MAP

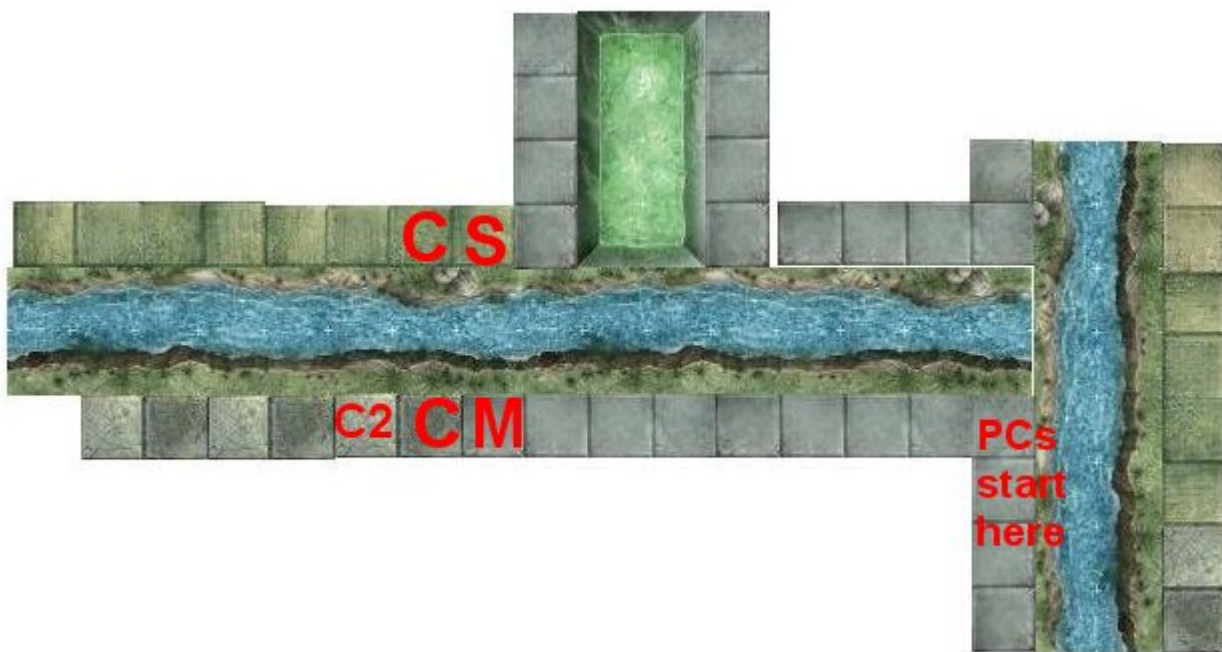
Acid Pit/ Floor	2x4	X1
Wall/Floor	1x4	x2
Stairs/ Floor	1x4	x2

RUINS OF THE WILD

Stream/ Road	8x2	x2
Stream/ Crevasse	8x2	x1

FANE OF THE FORGOTTEN GODS

Floor/ Floor with Columns /Darkness	1x4	x2
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ENCOUNTER 5A: A DUNGEON CALLED DOWNSHADOW

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

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Dungeoneering, Stealth, Perception, Diplomacy, Intimidate, Streetwise, Athletics, Insight.

Upon reaching Downshadow, the PCs face a skill challenge to gather information from the nomadic residents about where the boy and the young lord went (or the direction the dark creepers came from). Use of coin helps the cause. The DM can insert the contacts with Morthos and Grimvok as short role-playing scenes with individuals in Downshadow who talk at somewhat greater length. Go to Encounter 5B for those scenes. Most Downshadow residents are nomads who tend to be quite scared and flee for their lives if approached by strangers.

The stone door closes behind you, hiding the stairs to the sewers of Waterdeep and leaving its rank smell behind. Here it is dry, dusty, quiet and a bit chilly (but no worse than the fall weather above ground). The floor is worked flagstone, worn by thousands of feet over hundreds of years. The walls are superior masonry, likely of dwarven craftsmanship. The long stones in the ceiling are cracked and pockmarked with age and darkened by the soot from countless torches. No person or creature is within the reach of your light source. You appear to be alone in some deep dungeon under the city of Waterdeep.

While the characters can probably not recall sufficiently specific tales with History to navigate, they may associate this place (and Downshadow) with the name of a legendary dungeon beneath Waterdeep: Undermountain. If they have not realized it before, they should probably realize now that Downshadow is the top level of Undermountain, and they are now in it.

The primary skills may be supplemented by other skills, but the DC should be raised to 19/21 for less-appropriate skills. The PCs cannot follow every pathway and map all of Downshadow; that would take a very long time. The PCs should feel a sense of urgency and

the need to ask the residents of Downshadow for guidance, and to look for clues or tracks to find their way through this dungeon.

This level was originally carved out of rock by dwarves, but many changes have occurred in the centuries since the dwarves left.

- The floors are granite; some also have inlays of other material such as quartz.
- In places, the floors and walls are so finely carved that the eye sees irregular flagstones and fitted stone blocks.
- There is graffiti in many places and in many languages.
 - “Sure Death this way”
 - “The eye watches”
 - “Kal died here” (written in blood)
 - “Here perished the last of the Starsword Adventuring Company”.
- Most of the hallways are 1-square wide and ceilings are generally 14-feet high except in the larger rooms where they range from 20-to-30-feet high.
- Makeshift walls and doors are made of scraps of wood and bones (from various sources) have been added to some chambers.
- There are signs of past combat in the hallways and rooms, including bits of armor, scorched walls and sprung traps—such as a descending blade stuck in an armored skeleton or an open pit with stakes.

SKILL CHALLENGE

Dungeoneering (DC 15/17): You skillfully navigate the dungeon complex avoiding hazards and maintaining your bearings.

Stealth (DC 17/19): You slip past guards, monsters or other adventurers you wish to avoid, and listen to conversations without being seen or heard.

Perception (DC 17/19): You spot secret doors and hidden marks on walls and floors, discern tracks to follow (or avoid), and notice the presence of others to be avoided or questioned.

Diplomacy (DC 17/19): You sooth the fears of the skittish nomads of Downshadow and disarm their caution, pausing their natural tendency to flee, eliciting crumbs of information about good or bad directions.

Intimidate (DC 13/15): Through persuasion and outright threats, you influence others to give you some morsel of information or from whom to seek aid to save their skin from your wrath.

Streetwise (DC 17/19): You connect with the Downshadow folk and know how to ask for who is the king of this realm and in what coin is he paid.

Athletics (DC 17/19): The crazed nomads of Downshadow may run but they cannot escape you as you run faster than the wind. Gasping for breath, your quarry has been run to ground.

Insight (DC 17/19): You easily discern the trustworthiness and anxiety level of your prey, knowing when more might be gained or whether the soft or hard approach might work best.

ENDING THE ENCOUNTER

Success: The PCs find their way to the temple of Shar, where the missing boy can be found. They also have gained reliable contacts in Downshadow (or as reliable as any is in Downshadow).

Failure: The PCs lose one healing surge each (due to failure to avoid various bumps, bruises and confrontations), alerted the cell of Dark Followers (worshippers of Shar), and gain no contacts in Downshadow. The PCs do find the temple of Shar.

EXPERIENCE POINTS

Each PC is awarded 80/120 xp for success in the skill challenge.

TREASURE

The PCs find *dwarven armor* +2 and 5/10 gp per PC on a dead dwarf in Downshadow. The armor and gold is theirs for the taking.

ENCOUNTER 5B: DOWNSHADOW CONTACTS

SETUP

Morthos, tiefling crime lord, fixer, fence

Grimvok, spellscarred dwarf with 4 tentacles

These two NPCs are sources of information, both germane for this adventure and possible contacts in Downshadow in future Waterdeep adventures. They can be each inserted separately into the skill challenge of navigating Downshadow to provide a role playing and conversation encounter. The players do not have to come up with the exact wording of the questions to gain the information.

SCENE: INTERVIEW WITH MORTHOS

The PCs enter a large pillared hall (7 squares across, 20 squares deep) with other entrances along its length.

Stepping out of the shadows is a 6-foot-tall tiefling with gold eyes, dark red skin and purple-dyed dragon skin leather armor. “What business do you have in Downshadow?” asks the tiefling.

Morthos does not trust adventurers; he wants to know why they are here in case they are going to interfere in his activities. He is suspicious, aloof, and quite intelligent. However, Morthos also sees the PCs as an opportunity to earn “easy” money. Morthos treats attempts to intimidate him with disdain.

He answers questions at 10 gp per question. If the PCs are successful with the skill challenge, add the spent gold back to their treasure so that effectively they did not spend any money. If the PCs failed at the skill challenge, then they are just out that gold.

- “You may call me Morthos. I live in Downshadow. Some call me Lord of Downshadow.” <said with a smirk>
- “I think it is better to rule in Downshadow than to serve in Waterdeep.”
- “I do nothing for charity. Survival and power are all that matters. Are you willing to pay?”

Have you seen a young boy?

- “Children do not survive long in Downshadow unless they are protected by the strong or are captives of the cruel. Downshadow is not for the weak.”

Why would anyone come down here?

- “People from sunside come into Downshadow to buy what they cannot legally purchase up above. Poisons, slaves, or discounted fine goods might be found in Downshadow. Some come to worship gods who would not be welcome in public in Waterdeep.”

What gods have temples here?

- “A temple to Shar has been built in Downshadow. They use sacrifices to please the mistress of the night. They dance and sing to her, seeking power and revenge.”

Have you seen a dwarf with four tentacles instead of arms?

- “A spellscarred dwarf by the name of Grimvok will, for a price, guard a person or an object for nomads of Downshadow. He might know of a missing boy.”

Where can we find Grimvok or the temple to Shar?

- [He provides directions to Grimvok and the temple.]

Where can we find you?

- “I move around. Not wise to stay in one spot. Grimvok likes to hole up surrounded by stone, but then he is a dwarf.”

SCENE: INTERVIEW WITH GRIMVOK

The PCs make their way through a narrow corridor with frequent turns and past empty doorways. One door is still intact with words carved into it, some old and one new. If the PCs read Dwarven, the older carvings indicate this is a storage room, while the newer carving reads “Grimvok” in Common.

After the thud of a sliding bolt, the stone door opens and you see a dwarf with four muscular tentacles instead of arms protruding from his torso. He glares and says, “You don’t look like anyone who wants to know me, and I don’t want to know you, so make it quick.”

Grimvok is bitter and cynical. He has been hard pressed to find a way to keep his honor since he became spellscarred. Grimvok is old with a short grey beard. He smells of stale beer and pipeweed. His clothes have countless tears and holes.

He answers questions at 10 gp per question or three questions for a bottle of dwarven spirits or similar barter. If the PCs are successful with the skill challenge,

add the spent gold back to their treasure so that effectively they did not spend any money. If the PCs failed at the skill challenge, then they are just out that gold.

- “My name is Grimvok.”
- “I am spellscarred. Got too close to a plagueland. People upside are uncomfortable around me.”

Did you guard a Waterdeep noble or a young boy named Torst lately?

- “Yeah, last three tendays, some young noble left a boy in my care. I did nothing to him.”

When did you last see Torst?

- “I saw the boy night before last being carried into that Temple of Darkness (Shar).”

Do you know why they would take him?

- “I expect they will probably kill him, if they haven’t already done so.”

Do you know anything about how they captured the boy?

- “Maybe someone nabbed him walking by himself; maybe the noble gave him up as a gift.”

Can you tell us where the temple is?

- [He gives directions to the temple of Shar.]

Can you tell us what it is like inside the temple?

- “Never been inside the temple. Don’t want to be.

ENDING THE ENCOUNTER

Once the PCs have completed the skill challenge and gained the information in this encounter, they are ready for Encounter 6.

ENCOUNTER 6: DARK SECRETS CONFRONTED

ENCOUNTER LEVEL 5/7 (1200/1800 XP)

SETUP

This encounter includes the following:

- 1 watcher of Shar (C)
- 1 human mage (M)
- 2 human guards (G)
- 2 iron defender (ID)

When the PCs find the Sharran lair, they engage in combat to overcome the Dark Followers and rescue the boy.

As the adventurers enter the area, read:

Your search in Downshadow has led you to a wall of black marble with silver flecks, resembling a night sky. In the center of the wall is set a heavy wooden double-door painted in black with deep purple trim around the frame.

Religion DC 17: The holy symbol of Shar is a black disk with a deep purple edge. These colors may signify a place holy to Shar.

Beyond the door is a ten-foot-wide set of stairs descending into darkness.

The darkness covers 1 square of the stairs right to the edge of 10-foot-deep pit (2 squares across). If the PCs have proceeded without caution through the darkness, they need to either make a saving throw to drop prone and not fall into the pit, or jump across using Athletics DC 20 (or DC 10 with running start).

A landing ends in another set of double-doors, this one with a purple edge and a black disk painted in the center of the doors.

This door is alarmed, striking a deep gong when the door is opened. Passive Perception DC 23 notices the alarm. The alarm can be bypassed with a successful Thievery DC 19. The door is not locked, although a barring mechanism is present.

On the other side of the second double doors is short flight of stairs leading up to the temple. The central sanctum has a polished basalt floor trimmed with inlaid

amethyst and above is a domed, black gem-encrusted ceiling. A single door is to the left; a large alcove with blood red markings on the black floor lies beyond the purple cloth-covered altar; and a wide set of stairs on the right lead up to another alcove. Black velvet curtains hang on the walls. Four humans and two creatures resembling dogs made of iron stand in the temple.

Perception DC 15: The ceiling resembles a moonless night sky over Waterdeep.

Perception DC 20: There is a blackness, like a hole in the sky, in the field of stars.

The cleric of Shar is wearing black-enameled chain mail over a long-sleeved shirt of deep purple and black tights, with a black cape trimmed in purple cording.

If the PCs check out the alcove to the right, read the following:

Images of mysterious dancing ladies decorate the walls of the alcove to the right. A brass plaque over a pitch black chamber says, "Shar, The Dark Maiden."

A statue of Shar, hidden by darkness, is that of a woman with a slight smile and a cowl covering much of her head.

FEATURES OF THE AREA

Illumination: Inside the first set of doors are a pair of oil sconces which provide bright light up to the last square of stairs, which is shrouded in a magical zone of darkness. The zone of darkness cannot be dispelled or overcome. Inside the temple proper, a large brazier with a fire provides bright illumination with a radius of 7 squares unless it is extinguished. At the far right corner of the alcove to the right is another magical zone of darkness (hiding a statue of Shar).

Stairs: The stairs down into the lair are difficult terrain.

The Pit: The pit is hindering terrain. Passive Perception DC 20 spots the pit before stepping into it. PCs can make a saving throw to drop prone and not fall into the pit. A PC who falls into the pit takes 1d10 damage and can climb out with an Athletics check DC 18. An Athletics check can also be used to jump the pit (DC 20).

Rune-marked Alcove: In the back is an area enchanted with rituals unique to Shar (and is a hazard to the PCs). If any who do not worship Shar enter the area, an aura attacks them (+7 vs. Will), leaving them dazed (save ends). Undazed PCs are attacked if they

start their turn in the alcove. An iron portcullis can be dropped by the Sharrans if they wish to retreat to the area. A Strength check DC 22 can lift the portcullis. A lever inside the alcove (passive Perception DC 14 to notice lever) activates the mechanism to raise or lower the portcullis with a minor action.

TACTICS

The guards, with the assistance of the iron defenders, attempt to block the entrance. The cleric and the mage move back into the alcove, depending upon their ranged attacks and concentrating on enemies who have ranged attacks. If the guards fall, the iron defenders protect the cleric from those enemies who conduct melee attacks. The starting position of the NPCs is marked on the map. If there are six PCs, the additional mage is located at M2.

SCALING THE ENCOUNTER

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

Four PCs: Remove one human guard.

Six PCs: Add one human mage.

ENDING THE ENCOUNTER

The boy is a captive in a holding cell behind the locked door to the left. He is scared but otherwise unharmed. He does recall being left three times with Grimvok, but the fourth trip, they never made it that far. On the most recent trip, he became separated from the Lord and was taken prisoner. The boy does not know the young lord set him up and never witnessed the young lord's involvement with the Sharrans.

Any of the Dark Followers who are taken prisoner can be turned over to the Waterdeep City Watch, but the City Watch does not go into Downshadow so there really is no rule of law there.

EXPERIENCE POINTS

Each PC is awarded 240/360 experience if they successfully complete this encounter.

TREASURE

The PCs find 75/105 gp, a +2 *wand of eldritch rain* (high-level version only) and a *flaming weapon* +2 (high-level version only) in the temple. Upon return to Waterdeep, the city and the temple of Selune reward the PCs with an *amulet of health* +2 and a ritual book with *Speak with Dead* and *Gentle Repose*.

CONCLUSION

The Waterdhavian City Watch and the temple of Selune are grateful to the PCs for having exposed the covert temple of Shar. The PCs may gain favorable status with the City Watch if the adventurers succeeded without undue mayhem at the festhall and more tangible rewards from the temple of Selune. The owners of the festhall are fined but not put out of business, as there is no evidence that they are connected to the Sharrans. The PCs may report their suspicions of the young lord to the City Watch and/or the temple of Selune, but the lack of hard evidence makes it impossible to charge the young lord with any crime. Public allegations result in house enmity with the PCs. The PCs also receive 5/10 gp bonus with the thanks from the Cellarers and Plumbers' Guild for disposing of the Dark Ones in the city sewers.

ENCOUNTER 6: DARK SECRETS CONFRONTED STATISTICS (LOW LEVEL)

Iron Defender (Level 5)		Level 5 Soldier
Medium natural animate (construct, homunculus)		XP 200
Initiative +6	Senses Perception +7; darkvision	
HP 63; Bloodied 31		
AC 20; Fortitude 18, Reflex 17, Will 15		
Immune disease, poison		
Speed 6		
m Bite (standard; at-will)		
+10 vs. AC; 1d8 + 4 damage.		
M Guard Creature (immediate reaction, when an adjacent enemy attacks the creature guarded by the iron defender; at-will)		
The iron defender makes a bite attack against the enemy.		
Pursue and Attack		
When the iron defender makes an opportunity attack, it shifts 1 square before or after the attack.		
Alignment Unaligned		Languages -
Str 16 (+5)	Dex 15 (+4)	Wis 11 (+2)
Con 15 (+4)	Int 5 (-1)	Cha 8 (+1)

Watcher of Shar		Level 5 Controller
Medium natural humanoid (human)		XP 200
Initiative +3	Senses Perception +5	
HP 62; Bloodied 31		
AC 18; Fortitude 14, Reflex 14, Will 19		
Speed 6		
m Mace (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d8 + 4 damage		
M Whip of Shar (standard; at-will) ♦ Divine, Implement		
+9 vs. AC; 2d4 + 4 damage and the creature is weakened until the end of the watcher's next turn.		
R Shar's Dark Bolt (standard; at-will) ♦ Divine, Implement, Necrotic		
Ranged 10, +7 vs. Reflex; 1d8 + 4 necrotic damage.		
R Shadow's Grasp (standard; encounter) ♦ Charm, Divine, Implement		
Ranged 10; +10 vs. Will; the target is dazed until the end of the watcher's next turn. In addition, the watcher can choose to knock the target prone or slide the target 5 squares.		
Shar's Move (move action; recharge 6) ♦ Divine		
The watcher teleports 5 squares. He cannot take other creatures with him.		
Alignment Evil		Languages Common
Str 14 (+4)	Dex 12 (+3)	Wis 16 (+5)
Con 12 (+3)	Int 12 (+3)	Cha 14 (+4)
Equipment: chain mail, mace, whip		

Human Mage (Level 5)		Level 5 Artillery
Medium natural humanoid (human)		XP 200
Initiative +4	Senses Perception +5	
HP 48; Bloodied 24		
AC 18; Fortitude 14, Reflex 15, Will 16		
Speed 6		
m Quarterstaff (standard; at-will) ♦ Weapon		
+5 vs. AC; 1d8 damage		
r Magic Missile (standard; at-will) ♦ Force		
Range 20; +8 vs. Reflex; 2d4 + 4 force damage		
R Dancing Lightning (standard; encounter) ♦ Lightning		
The mage makes a separate attack against 3 different targets: ranged 10; +8 vs. Reflex; 1d6 + 4 lightning damage.		
A Thunder Burst (standard; encounter) ♦ Thunder		
Area burst 1 within 10; +8 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).		
Alignment Evil		Languages Common
Skills Arcana +11		
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)
Equipment: robes, quarterstaff, wand		

Human Guard (Level 5)		Level 5 Soldier
Medium natural humanoid (human)		XP 200
Initiative +5	Senses Perception +6	
HP 63; Bloodied 31		
AC 20; Fortitude 18, Reflex 17, Will 16		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +12 vs. AC; 1d10 + 4 damage and the target is marked until the end of the human guard's next turn.		
M Powerful Strike (standard; recharge 5 6) ♦ Weapon		
Requires halberd; reach 2; +12 vs. AC; 1d10 + 8 damage, and the target is knocked prone.		
R Crossbow (standard; at-will) ♦ Weapon		
Range 15/30; +11 vs. AC; 1d8 + 3 damage. .		
Alignment Evil	Languages Common	
Str 16 (+5)	Dex 14 (+4)	Wis 11 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)
Equipment: chainmail, halberd, crossbow with 20 bolts		

ENCOUNTER 6: DARK SECRETS CONFRONTED STATISTICS (HIGH LEVEL)

Iron Defender (Level 7)		Level 7 Soldier	
Medium natural animate (construct, homunculus)		XP 300	
Initiative +7		Senses Perception +8; darkvision	
HP 79; Bloodied 39			
AC 22; Fortitude 20, Reflex 19, Will 17			
Immune disease, poison			
Speed 6			
m Bite (standard; at-will)			
+12 vs. AC; 1d8 + 5 damage.			
M Guard Creature (immediate reaction, when an adjacent enemy attacks the creature guarded by the iron defender; at-will)			
The iron defender makes a bite attack against the enemy.			
Pursue and Attack			
When the iron defender makes an opportunity attack, it shifts 1 square before or after the attack.			
Alignment Unaligned		Languages -	
Str 16 (+6)	Dex 15 (+5)	Wis 11 (+3)	
Con 15 (+5)	Int 5 (+0)	Cha 8 (+2)	

Watcher of Shar (Level 7)		Level 7 Controller	
Medium natural humanoid (human)		XP 300	
Initiative +4		Senses Perception +6	
HP 78; Bloodied 39			
AC 20; Fortitude 16, Reflex 16, Will 21			
Speed 6			
m Mace (standard; at-will) ♦ Weapon			
+11 vs. AC; 1d8 + 5 damage			
M Whip of Shar (standard; at-will) ♦ Divine, Implement			
+11 vs. AC; 2d4 + 5 damage and the creature is weakened until the end of the watcher's next turn.			
R Shar's Dark Bolt (standard; at-will) ♦ Divine, Implement, Necrotic			
Ranged 10, +9 vs. Reflex; 1d8 + 5 necrotic damage.			
R Shadow's Grasp (standard; encounter) ♦ Charm, Divine, Implement			
Ranged 10; +12 vs. Will; the target is dazed until the end of the watcher's next turn. In addition, the watcher can choose to knock the target prone or slide the target 5 squares.			
Shar's Move (move action; recharge 6) ♦ Divine			
The watcher teleports 5 squares. He cannot take other creatures with him.			
Alignment Evil		Languages Common	
Str 14 (+5)	Dex 12 (+4)	Wis 16 (+6)	
Con 12 (+4)	Int 12 (+4)	Cha 14 (+5)	
Equipment: chain mail, mace, whip			

Human Mage (Level 7)		Level 7 Artillery	
Medium natural humanoid (human)		XP 300	
Initiative +5		Senses Perception +6	
HP 60; Bloodied 30			
AC 20; Fortitude 16, Reflex 17, Will 18			
Speed 6			
m Quarterstaff (standard; at-will) ♦ Weapon			
+7 vs. AC; 1d8 + 1 damage			
r Magic Missile (standard; at-will) ♦ Force			
Range 20; +10 vs. Reflex; 2d4 + 5 force damage			
R Dancing Lightning (standard; encounter) ♦ Lightning			
The mage makes a separate attack against 3 different targets: ranged 10; +10 vs. Reflex; 1d6 + 5 lightning damage.			
A Thunder Burst (standard; encounter) ♦ Thunder			
Area burst 1 within 10; +10 vs. Fortitude; 1d8 + 5 thunder damage, and the target is dazed (save ends).			
Alignment Evil		Languages Common	
Skills Arcana +11			
Str 10 (+3)	Dex 14 (+5)	Wis 17 (+6)	
Con 12 (+4)	Int 18 (+7)	Cha 12 (+4)	
Equipment: robes, quarterstaff, wand			

Human Guard (Level 7)		Level 7 Soldier	
Medium natural humanoid (human)		XP 300	
Initiative +6		Senses Perception +7	
HP 79; Bloodied 39			
AC 22; Fortitude 20, Reflex 19, Will 18			
Speed 5			
m Halberd (standard; at-will) ♦ Weapon			
Reach 2; +14 vs. AC; 1d10 + 5 damage and the target is marked until the end of the human guard's next turn.			
M Powerful Strike (standard; recharge 5 6) ♦ Weapon			
Requires halberd; reach 2; +14 vs. AC; 1d10 + 9 damage, and the target is knocked prone.			
R Crossbow (standard; at-will) ♦ Weapon			
Range 15/30; +13 vs. AC; 1d8 + 4 damage. .			
Alignment Evil		Languages Common	
Str 16 (+6)	Dex 14 (+5)	Wis 11 (+3)	
Con 15 (+5)	Int 10 (+3)	Cha 12 (+4)	
Equipment: chainmail, halberd, crossbow with 20 bolts			

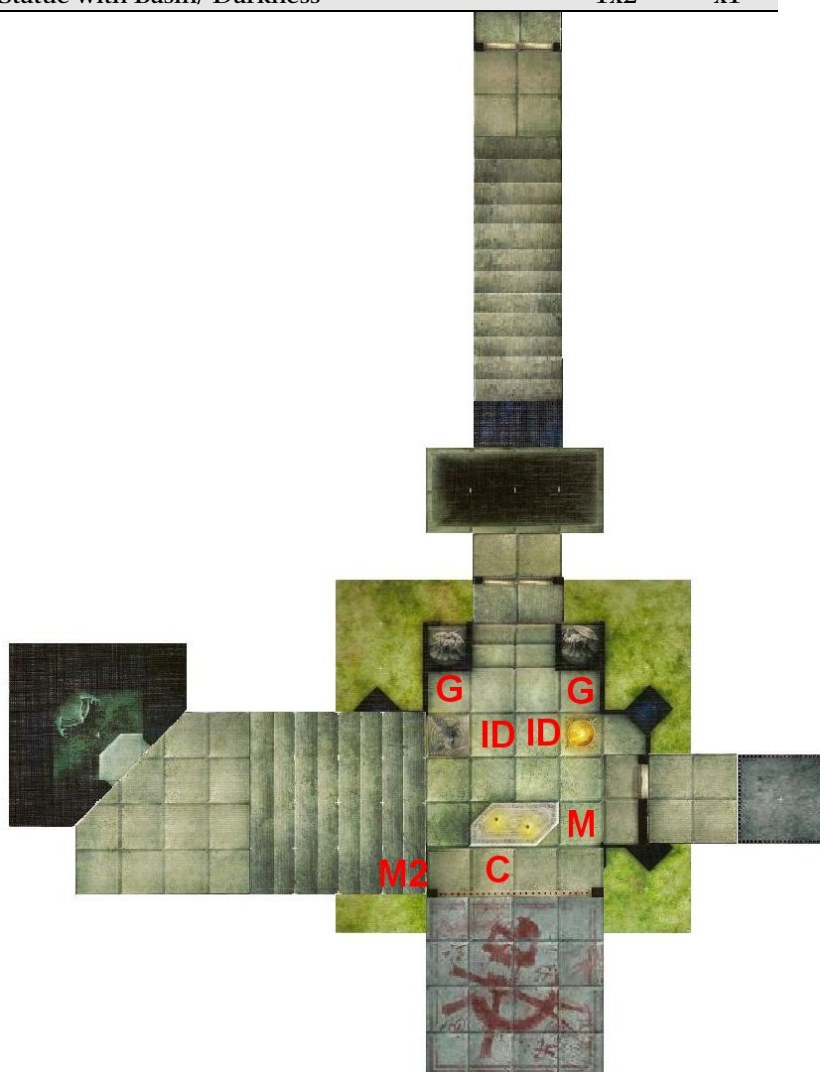
ENCOUNTER 6: DARK SECRETS CONFRONTED MAP

HIDDEN CRYPTS

Skull Pile/Blood Symbol	4x4	x1
Cage/ Floor	2x2	x1
Steps/Floor	4x4d	x1

FANE OF THE FORGOTTEN GOD

Floor/ Outdoor Temple	8x8	x1
Floor/Hidden Shrine	4x4d	x1
Close Wood Doors/ Open Wood Doors	2x1	x1
Close Wood Door/ Open Wood Door	2x1	x1
Statue/ Red Cistern	1x1	x1
Stairs with Landing/ Floor	8x2	x1
Frog Alter/ Stairs	4x4	x1
Dragon Fountain/ Floor	2x2	x1
Glass Tiles/ Pit	4x2	x1
Statue with Basin/ Darkness	1x2	x1



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.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

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 3A: Searching the Festhall
120/180 XP

Encounter 3B: Fighting in the Festhall
60/90 XP

Encounter 4: Menace in the Sewers
200/300 XP

Encounter 5A: A Dungeon Called Downshadow
80/120 XP

Encounter 6: Dark Secrets Confronted
240/360 XP

Total Possible Experience
640/960 XP

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 some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a 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 to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

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.

Gold Per PC

100/150 gp

(Encounter 3: 10/15 gp, Encounter 4: 5/10 gp
Encounter 5: 5/10 gp Encounter 6: 75/105 gp
Conclusion: 5/10 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *gauntlets of ogre power* (low-level version only)
Found in Encounter 4

Bundle B: *+1 staff of storms* (low-level version only)
Found in Encounter 3A

Bundle C: *bracers of defense* (heroic tier)
Found in Encounter 3A

Bundle D: *dwarven armor +2*
Found in Encounter 5A

Bundle E: *amulet of health +2*
Found in Encounter 6/Conclusion

Bundle F: *+2 wand of eldritch rain* (high-level version only)
Found in Encounter 6

Bundle G: *flaming weapon +2* (high-level version only)
Found in Encounter 6

Bundle H: Ritual book with Speak with Dead and Gentle Repose
Found in Encounter 6/Conclusion

Potion 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 *potion of healing* plus 75/200 gp to their total gold per PC. The player should write the potion gained on their adventure log.

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 total gold per PC.

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. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session. Make sure to mark the story award codes next to each character that earned them on the tracking form.

WATE04 Contacts in Downshadow

The PC has contacts in Downshadow: Morthos, a tiefling crime lord, fixer, and fence, and/or Grimvok, a spellscarred dwarf with four tentacles. Morthos can offer information about criminal activities in Downshadow, less so in Waterdeep in general. Grimvok can offer a secure place to stay and take an extended rest, or to store valuables for no more than one day. Betrayal of either contact voids this story award.

WATE05 Favor of the House of Moon

The PC is vouched for by the clerics of Selûne in the House of the Moon as trustworthy. The clerics offer introductions for the PCs to other temples in Waterdeep, or recommendations to temples of Selûne in other locales in the Realms. The PCs may be given information on known or suspected activities of worshippers of Shar or Malar, or on problems with lycanthropes in the vicinity. The PC also gains the enmity of worshippers of Shar and may become their preferred target. If interested, the PC is shown the temple's permanent teleportation circle for possible future usage.

ADVENTURE QUESTIONS

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

1. **What was the fate of the festhall?**
 - a. Unchanged
 - b. Owners were fined.
 - c. Festhall was destroyed
2. **What was the fate of the Dark Ones from the sewer encounter?**
 - a. Unmolested and proceeded on their way
 - b. Fought but one or more escaped
 - c. Fought and taken prisoner
 - d. Killed
 - e. Victorious over PCs
3. **What was the fate of the Downshadow contacts?**
 - a. Grimvok & Morthos unharmed
 - b. Grimvok killed, captive or chased off by PCs; Morthos unharmed
 - c. Morthos killed, captive or chased off by PCs; Grimvok unharmed
 - d. Both are killed, captive or chased off by PCs
4. **What was the fate of the temple of Shar in Downshadow?**
 - a. Unchanged, the PCs never made it there.
 - b. It prevailed; PCs retreated
 - c. PCs killed or captured Dark Followers
 - d. Result c plus reported presence to House of Moon
5. **What was the fate of the boy, Torst?**
 - a. Dead
 - b. Still a prisoner, likely to die
 - c. Alive and returned to sister
6. **How would you describe the players' willingness to accept the adventure without promise of substantial payment?**
 - a. All very willing, didn't matter
 - b. Most willing, but a few objected
 - c. A mix of opinions
 - d. Grudgingly, but came up with reason by themselves
 - e. DM had to persuade or point out the adventure was over

APPENDIX

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 ONE: 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

HANDOUT TWO: WRITTEN NOTICE

Urgently seeking adventures to find missing brother. Must be willing to face wrath of nobles for little reward.
Be at Dagger's Rest at one bell.

E. Kettlesmith